

## Part 1

I created a gallery-style portfolio site that displays my artwork. As an art major, I've always looked forward to having a personal gallery space. This interactive gallery aims to create fun and lighthearted experience, and users can play with interactive doodling canvas under the "experiment" page of the gallery site. The target audience is those who are interested in learning about me and my projects, who may or may not be interested in participating in a doodling activity on my gallery site. The overall design for the website aims for simple navigation and clarity. In addition to the aesthetically pleasing interface, the interactivity element is what brings the excitement to the user. I'm hoping to make my site more accessible, and provide more guidance for each page.

## Part 2

1. Home Page - on the home page, user can either scroll down to read my super short bio, or jump to other pages by clicking the buttons on my top navigation bar.
2. About me button - click on button will navigate you to about page, hover to see effect
3. Explore button - click on button will navigate you to experiment section
4. Nav bar - navigates to the corresponding page
5. Page title on home.html, gallery.html - hover to see effect
6. Draw a shape - click and drag on anywhere within the canvas to create a shape
7. Select a color - click on the color options on the bottom to select a new color
8. Refresh - empty canvas

## Part 3

I learned the @media rules for css media query, and used the features within media query to adjust width and height based on device. I also learned how to implement css animations like hover effects and the before selector, and applied the effects to two types of buttons on my portfolio site. The Explore button changes color upon hover, and the main title of the page has a fill effect upon hovering. I implemented an underline below the nav link of the active page, as a signal for the user to know which page they're on, and that the nav links have responded to the clicking action.

## Part 4

On my original prototype, I had a detail page for a project piece. However, since I wanted to get the most out of this project by learning about css animation, I decided to focus on implementing the animation aspect.

For the fill effect on the big title of home.html and gallery.html, I used yellow (theme color) as the fill effect color. However, I then realized that having too much bright color is slightly uneasy to the eyes, and decided to change the fill color darker.

## Part 5

Learning @media rules for css media query was a time consuming process for me. But my biggest struggle is with resizing the canvas of the experiment section of my gallery website. In p5.js code, I used mouseClicked, mousePressed and mouseDragged to create a canvas where the user can click and drag around to generate imagery. The problem is that these coordinates are calculated based on pixels so I couldn't figure out a way to scale them down. I will continue to look at the properties of canvas and figure out a way to solve this issue.