

# Front-End Web Midterm

Shawn Qiu

# Intention

- Update current website:

[https://shawnqiu6.wordpress.com/?\\_gl=1\\*jdfryz\\*\\_gcl\\_au\\*MTA5MzY5MzY5My4xNzU3MDIxMjUz](https://shawnqiu6.wordpress.com/?_gl=1*jdfryz*_gcl_au*MTA5MzY5MzY5My4xNzU3MDIxMjUz)

## Problems:

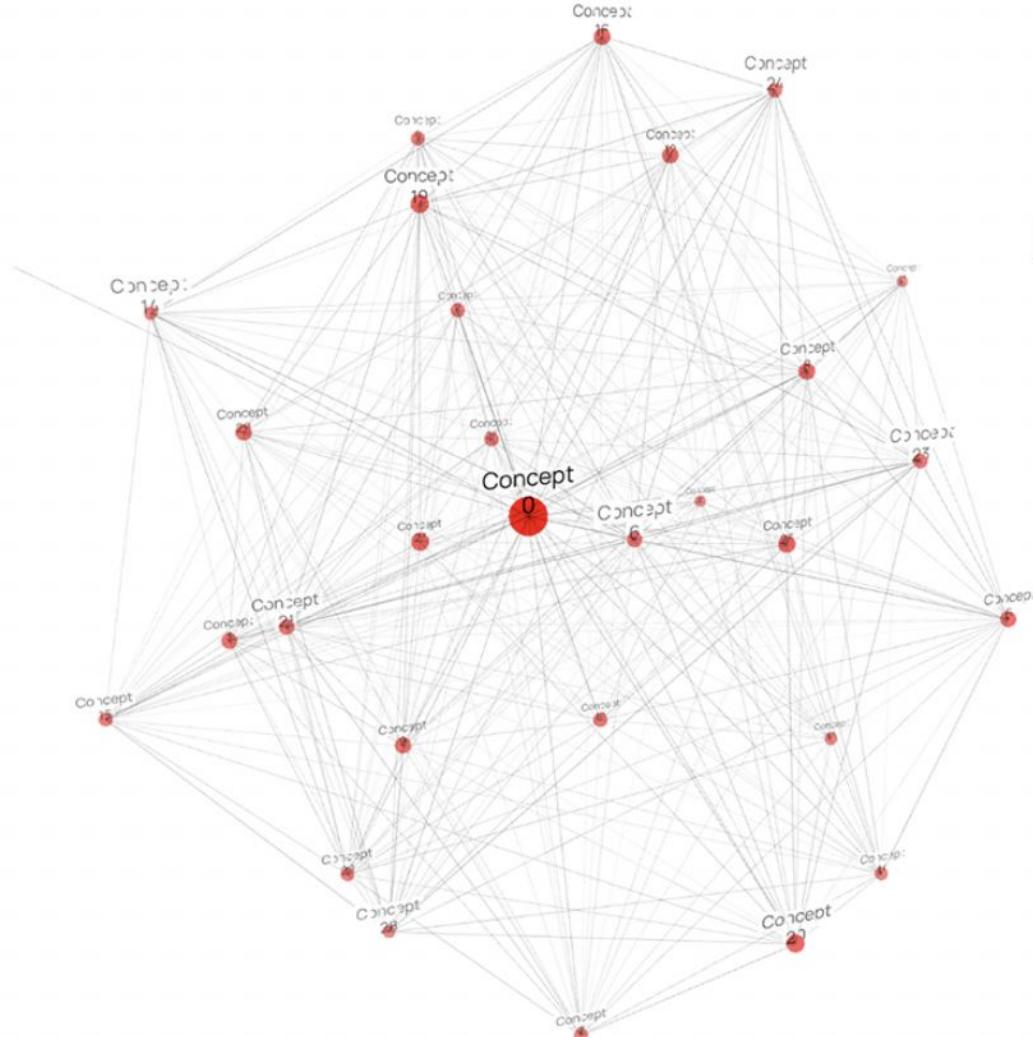
- Projects are merely ordered chronologically, burying older projects and does not provide clear and easy way to navigate through
- Code is not embedded in the website
- Not enough storage
- Too expensive

# Home Page

- Add intuitive navigation method to the homepage:  
[https://editor.p5js.org/Shawn\\_Qiu/full/9KrQ\\_d6Zc](https://editor.p5js.org/Shawn_Qiu/full/9KrQ_d6Zc)
- The concept navigator enables search by the concepts projects are related to
- Each project will have about 3-5 concepts
- The web of concepts visualize the relationship between concepts in my projects

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Shawn Qiu



# Concept Navigator

search concepts

reset

## Suggested Search

Concept

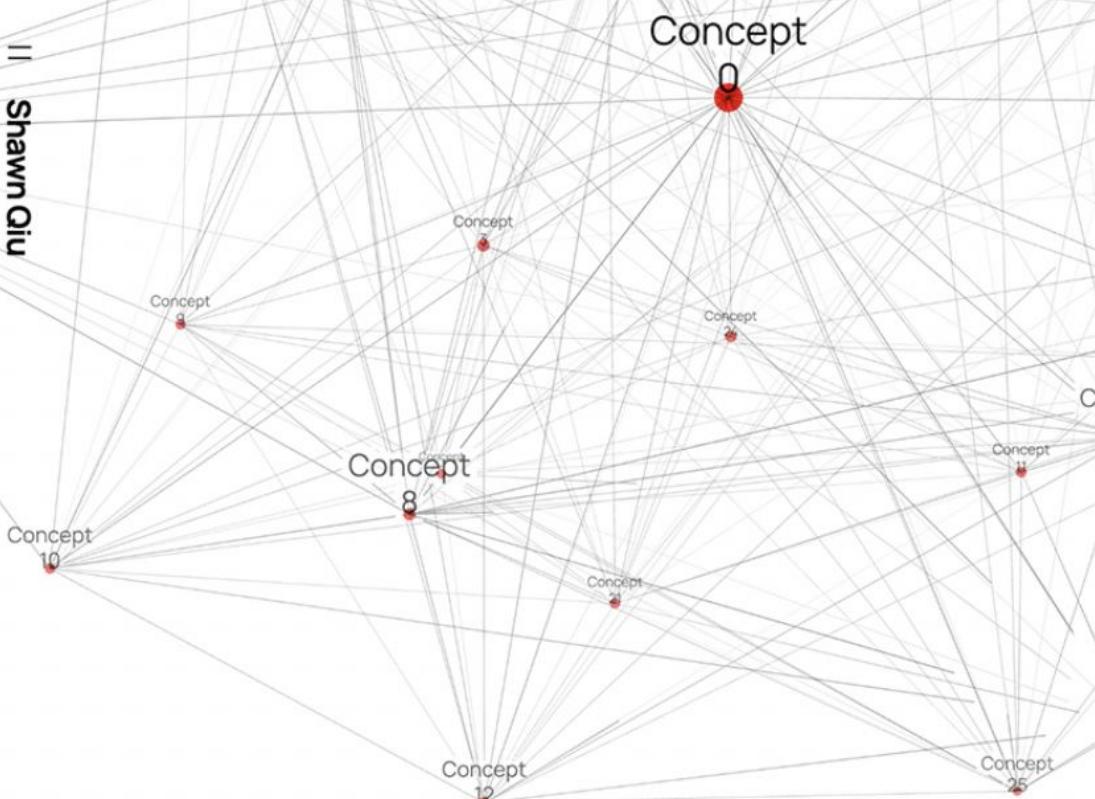
Concept

Concept

Concept

Concept

Concept  
0



# Concept Navigator

Concept 0

reset

Concept  
16 Related Concepts

Concept

Concept

Concept

Related Projects



Introduction to Machine  
Learning in the Arts Week 2 –  
Body  
Segmentation Experiment



Introduction to Machine  
Learning in the Arts Week 2 –  
Teachable  
Machine Experiment

# Stylistic Considerations

- Emphasize the content of each project
- Make the UI clear, precise, and effective
- White as background, black and grey for text(hierarchy), red for destructive controls or information that stands out
- Maintain the overall style of the old website
- Allow for future modifications





# Archive

Concept

Concept

Concept

## Introduction to Machine Learning in the Arts Week 2 – Body Segmentation Experiment

September 26, 2025

Video Demo Link to Fullscreen: [https://editor.p5js.org/Shawn\\_Qiu/full/JGSKclptm](https://editor.p5js.org/Shawn_Qiu/full/JGSKclptm) Link to Edit: [https://editor.p5js.org/Shawn\\_Qiu/sketches/JGSKclptm](https://editor.p5js.org/Shawn_Qiu/sketches/JGSKclptm) Process Building on last week's code, I aimed to recreate the grid of pixel objects in 3D space and incorporate body segmentation. The first step is easy, as I used the WebGL library and assigned each pixel object a z-position property. I referred to the code...

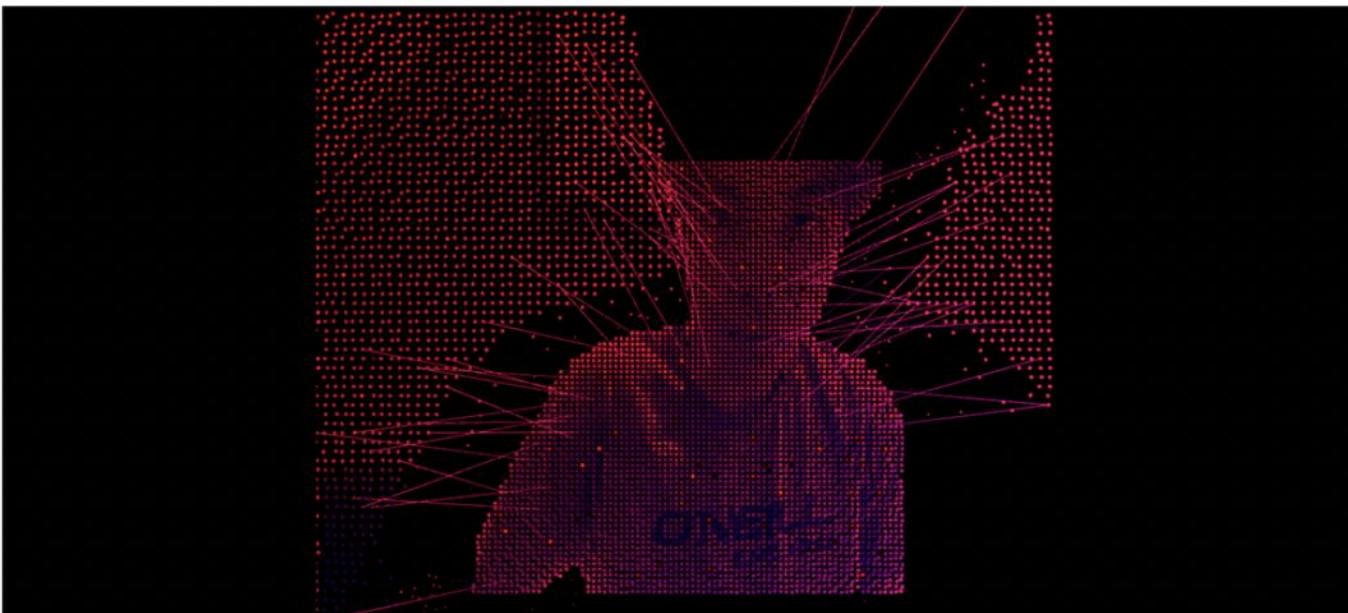


Concept Concept Concept

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# Sitemap

