



Assignment 8

Website: <https://puiassignment8.netlify.app/>

Github Repo: <https://github.com/SreeMahit/PUI-Assignment8>

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MHCI 2022

Part 1 - What is this website?

For Assignment 8, I designed and developed a portfolio showcasing a select list of design projects that I worked on during my undergrad and my time as a UX designer. This website is intended to offer a quick, easy, and convenient method to gauge my skills as a product designer. It is targeted towards potential hiring managers who are looking to hire entry-level designers. When I begin applying to product design roles next semester, this portfolio will be an important piece of my application.

There are a few key bits of information that is conveyed through this website:

- The landing page offers a glimpse into my life as a designer. The laptop with Figma, the notebook, and markers are all tools I use regularly as a designer. The AR glasses indicate my interest in the field of mixed reality. The headphones refer to my love for music. The phone is something I use regularly.
- On the My Work page, each project offers a quick glimpse into the problem statement, research, insights, and final designs. There is also an option for them to dive deeper into the project with the help of a comprehensive process book.
- The About Me page is a more light-hearted take on who I am as a person. I added a Spotify playlist as I believe sharing music is a way to truly connect with people.

To make this website interesting and engaging, I consciously chose to break away from traditional layouts. My landing page catches attention with its use of 3D objects. Each project is given ample space, with a non-grid-like layout and bold fonts. Hero images are stylized to show more information in the same amount of space. Finally, the About Me page shows a playlist that is unique to me.

Part 2 - Navigating my website

- To open the website, go to <https://puiassignment8.netlify.com>.
(The website takes a long time to load because the 3D objects being rendered through three.js are being loaded through a remote server. The loading gif plays until the website is fully loaded. Loading time ~20s.)
- The website is designed for 2 breakpoints or screen sizes: laptop and mobile. Please view the website these two devices. This website is best viewed on Chrome.
- To access My Work, click on My Work in the navigation at the bottom of the page.
- In My Work, you can scroll to the bottom of the page. You will see 4 different projects, out of which 1 of them has a fleshed out case study (Vocle).
- To view the case study, click on 'Read Case Study' in the left side of the Vocle section. The popup will fade into view.
- This will open a popup which is scrollable. To view the case study, scroll down within in the popup. At the end, there is a horizontally scrollable carousal of all the screens that were designed for this project.
- To close the popup, scroll back up and click the Close button on the top right.
- To navigate to the About Me section, click on Who Am I? button in the top navigation bar. This will take you to the About Me page of the website. Scroll down to view the Spotify playlist embed.
- To go back to the landing page, click on the logo on the top-left of the website at any time. Be wary of the loading time!

Part 3 - External tools used

- Tool: Animate-on-scroll.js
 - I chose to use it to integrate progressive disclosure and add an element of delight to the website. Each tag with the JS expression automatically animates on scroll which is interesting and makes for a fun experience.
 - The JS library is an open-source library that can be directly access through a web link. When importing the link and initialising the library, different tags in the HTML file can be coded to animate a certain way.
 - This library adds delightful fade-up animation on different elements of the website. This adds a layer of excitement and animation that is not overwhelming or distracting.
- Tool: three.js
 - I chose to use it to code the 3D objects that are seen on the landing page of the website. I chose three.js to dynamically render objects and possibly add interactivity in future versions.
 - I used this software called Spline.design that allows users to created 3D rendered objects using a graphical interface. Spline.design allows users to export the scenes as a embed or a local three.js file and directly add to any website.
 - Using three.js allows for interactive 3D-rendered objects to be included in any website. Even though the current website doesn't include interactivity, it opens up a possibility to do so in future versions.

Part 4 - Changes from Assignment 7

While I tried to stay mostly true to the original design of the website, there are a few changes I made.

- In the My Work section, I removed the All my work... subsection. After talking to an industry expert through Pro-Sem, I learnt that too many projects is unnecessary.
- I removed the 'Back to All Work' button in the project details popup since the close button is already available.

Part 5 - Challenges experience

- Working with three.js and Spline proved to be extremely challenging. Rendering complex environments takes too long, exporting is buggy, and making changes to environments is difficult at times. It took me a while to figure it out. To be honest, it still isn't perfect!
- Making the website responsive was painful! While I did use a responsive grid system, the way my website was designed didn't conform to the grid system and I had to make style changes to accommodate for the design.