Temples Across Nations Website

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WDD 130

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This website is a portfolio showcasing the maps of temples I have made in my free time as a hobby. The audience is intended for anyone who is interested in exploring the locations of temples and of the varying designs in each region. This can be for members or non-members of the church who are intrigued by where temples are and what they look like.

https://will7332.github.io/wdd130/final-project/

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What I hope to accomplish with this website is to get the attention of website visitors by the unique art and cartography of my work, and to get them hooked enough to peruse through my work. I would also hope that viewers will become more familiar with where temples can be found and get an idea of which ones are currently under construction or announced. Overall, I would like viewers to enjoy the work that I create and to potentially make my work more well known.

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I wanted to keep my design conventional yet simple for a portfolio website. I previously created a portfolio website on Wix solely meant for my graphic design work from classes on Wix. I decided to borrow some similar design elements of that design into this one. For my homepage I wanted viewers to get an immediate idea of my work, so I included a banner of samples of my maps. I also made it to where viewers knew what the website was about by the headline and short introduction in the home page. When they scroll down, they would get more information about what I do. Later on in my website design process, I added an image of my recent map so that my homepage would include at least one full piece of my work. For my Explore Maps subpage, which is the main showcase of my maps, I originally thought of creating a grid layout for the entire page. I then found a much easier solution by creating a <div> container for a row, and including two <div> containers as columns within each row div. Each column contained a card of the artwork and a description. Since the images were detailed, I wanted to find a way for the user to see more of the image when they clicked on it, but it would require a lot more work than needed. The best solution I could do was have it to where the image would enlarge when the user hovered over it. The images themselves are large, but when I resized them to be smaller in my file explorer, the resolution would go down. I wanted the detail to be kept for my maps, so I ended up using a website to compress the images as much as it could while still being decent quality. For my About Me subpage, I wanted a similar

card and image layout like in the white-water rafting home page. I wanted my image to overlap with a colored card and extend above and below it. I created a grid with 10 columns and 8 rows, and placed a background color, text, and the image in spots I wanted them. However, when the screen would lessen in size, the text would be thrown off, so I adjusted it to where the text would just display directly above the image if the screen were to get small enough for the text to start getting hidden from the image. I then added an image of the Orlando temple below the grid and aligned it to the right, leaving some negative space in the bottom left area of the page. That space did feel off balanced with the page, so I decided to add just an image of my logo to the left of the temple image to make it feel more balanced.

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Overall, I have learned not only how to apply HTML and CSS, but how to compensate and adjust my code, particularly my CSS, for any unexpected problems or design flaws that may come. I've learned more about working with images such as how their sizing works in CSS, as well as how to create bulleted lists using the <ul> and <li> containers in html. I got to apply flex and grid commands in rules and how to use the media screen rule to adjust my website elements based on the screen size. These skills are helpful for me in my career because as a UX designer, I can understand more about the HTML and CSS that may be needed as I design user interfaces on Figma. I think having these skills will make design pass-offs go more smoother for when developers have questions about how they want things to work. I have a better perspective of the developing side for someone who is usually on the designing side.