Shuangni Huang
Assignment 8 Writeup

Part 1:
This website is intended to be an artistically looking portfolio that showcases a fashion collection that my friend any I created for LunarGala. Thus, there will be basic information such as design concept, fabric swatches, artist info, etc. on the website. Although the target audiences are students interested in becoming a fashion designer for LunarGala, I hope this site can also convey my interest in both interaction design for anyone interested in my work.

The site is interesting and engaging because of micro interactions and smooth transitions that users run into while exploring the page. Most animations and transitions are made with anime.js and hover.css, which makes the website dynamic and lively. I did in fact spend most time crafting interesting animations in order to bring to life a highly unified experience across multiple pages. For example, after clicking on a navigation link, the website does not just wipe away everything and load a new page from scratch. Instead, current content are animated to exit the visible screen areas while new content becomes visible. On a similar note, when user hover over a link, the link lights up as a way of instant feedback and make the website viewing experience much more engaging.

Part 2:
(Note that the page take some time to load due to size of image files and animations. Once "INERTIA" starts to blink, it should be responsive.)
1. Proceed to the main contain
    i.   The background color would fade into gray; the chevron fades; the "INERTIA" logo will reposition itself to the bottom left of the page; content for the "collection" fade in, including an auto-scrolling runway showcasing all the looks in the collection.
    ii. click the chevron icon at the bottom
2. View Detail page
    i.   A color block will grow behind the link that the user hovers over. The scrolling runway and the "Highlighted Looks" navigation will fade; "Detail" will be underlined to indicated the current page that the user is on; screen background could will darken; "detail page" content will slide in/fade in to the screen.
    ii. Hover over and then Click "Detail"
3. View Artists page
    i.   The detail page content will exit the same way it entered the screen; artists page content will slide into the screen from the righthand side
    ii. Click "Artists"
4. View Highlighted Looks
    i.   Auto-scrolling runway will fade away and new content fades in.
    ii. Return to collection page first and then click "Highlighted Looks"
5. Zoom in on photos within "Highlighted Looks"
    i.   Photo enlarges a little on hover; zooms when you click on it; re-size back when you click on the zoomed image again
    ii. Scroll down and hover over any of the four close-up shots on the clothing, click to zoom in, click again to zoom out.

Part 3:
External tool 1:
    i.   Anime.js
    ii. I decided to use it because I want to have smooth transitions between page content, thus I figured that animation might be the best way to convey that. By constantly moving/fading elements on and off the screen, I was also able to create the illusion of multiple html pages where in fact there is only one.

iii. I used it whenever I need to fill in the transitions and interactions with dynamic movements. For example, when show a zoomed in version of a photo, it should not suddenly becomes larger, but instead grow to the target size over time.

iv. It defiantly add to the interactivity of the website because with proper animation, the page feels more alive and responsive.

External tool 2:

i. Hover.css

ii. I want to use it since it's a quick way to animate buttons on hover. Also it's very easy to work with: copy a chunk of code that is needed and paste to my own style sheet.

iii. I used it on elements that are supposed to respond to a mouse hover. For example, some photos will enlarge a bit on hover so convey the message that it is clickable.

iv. I think this also add to the overall interactive and fun of the website. Since it is essentially a mini animation that plays on hover.

Part 4:

I made only a few small changes. First, I made the "INERTIA" logo blink on the welcome page so that is reads are more inviting. Second, I added the hover effect on images in the "Highlighted Looks" page, so that, as mentioned earlier in part3, it is clear that which images can be zoomed and which cannot. Third, I did add more verbal information to explain where the inspiration came from.

Part 5:

Creating transitions between contents as if they are separate html pages are not easy, especially since in this case it means that I have to have very organized file structures. On top of that, working with Anime.js was also a lot of learning and it also requires me to make appropriate adaptations on the spot in order for it to work with the logic I have in mind. However, that being said, I think I learned a lot about organization and animation through this project and that is a huge plus!