**ASSIGNMENT:::** Project 2 [part 6] - a website

**WHAT:::**

This project is all about giving a space that your images can live on, on “exhibition” as it were. With any story, context is key - giving your images an order, text, and other graphic elements [think about things that you may be talking about in 2D or art history for clues as to what you should/could include] to frame the direction and message carried by the “story” in your writing.

Play with scale and repetition, maybe use components of your images as something more graphic than pictorial, try to create something that captures the attention of your audience and holds them there.

**Technical:**

For this project, we will be using the **Hot Glue CMS** [content management system], which is a **WYSIWYG** [what-you-see-is-what-you-get - “wizeewig”] editor. At times, it’s a little clunky. In other ways, it greatly simplifies the design/layout process of building a website and sets the task of website DESIGN as just that. Design with minimal computer science included.

**I have a demo on our Canvas site, and there are also some use-demos linked on the Hotglue.me website.**

**Images** should be 72 pixels/inch for screen presentation - try playing with their sizes to highlight the content of the document you are creating.

Consider how these images talk to each other and arrange them along with other graphic elements [as needed/desired] to present your work and your ideas in the most impactful way possible.

**Due Week 10**