

Assignment 8

Link to Github Page

https://chanm987.github.io/PUI/Homework_8/

Part 1

My website aims to educate others about the impact of the entire clothing lifestyle, from how it is made to what happens when it is thrown out. Though most people are well aware of unethical practices when it comes to labor used in the fashion industry, many do not understand just how detrimental the production lifecycle of a single piece of clothing is. The worst part is that it doesn't just stop at the production process; washing clothes can be just as harmful to our wildlife, and studies have shown that these plastic fibers can now be found in our bodies! With my website, I hope to create more conscious consumers who understand how they can mitigate these sustainability issues. To make this a fun experience for the readers, I decided to use some animation and interactions throughout the site to keep the viewer's attention. Delightful illustrations are used to make the experience more enjoyable for various age groups. Though the website can be beneficial to all users, the goal is to focus on a younger audience, especially gen z's, as they are known to care more about affordability than quality. Hopefully, with this site, we can slowly start shifting our consumer practices and reduce the impact clothing has on our world today.

Part 2

(Desktop)

- **Intro:** Color fills right when user lands on the page, not only that there are little animation like stars and dots that fade in and out
- **The Current Landscape:** Color fills the T-shirt as users hits the scroll point
- **How It's Made:** Clouds automatically animate as user hits this scroll point
- **What happens during every wash:** Laundry machine spins automatically
- **What about wildlife:** Small Fish automatically animate once it hits this scroll point, Bubbles from larger fish will also automatically fade in and out, User is required to click and hold on large fish to see the facts appear, once mouse is let go, facts should disappear.

- **So where do my clothes go after I throw it out:** hover over each part of the land (on the globe) to see the color fill along with fact about impact. Users are also about select and hold "View all facts" button in order to see all facts appear at once.
- **So what can I do:** Clothes on clothing rack fill with color automatically
- **"Take me back up" Button:** on click, user is taken back to the top of the page.
- **Nav Bar:** on click user is taken to certain scroll points that correspond with the title
 - **How it's Made** goes to How it's made section
 - **Wash + Wear** goes to What happens during every wash
 - **Where it goes** goes to So where do my clothes go after I throw it out?

(Mobile)

Animations and color auto fills stay the same as desktop unless indicated below:

- **What about wildlife:** image changes based on screen breakpoint, user needs to click on fish to show facts (same facts as desktop version but different layout)
- **So where do my clothes go after I throw it out:** image changes based on screen breakpoint, user needs to hover over globe for color to fill and also facts to appear. (same facts as desktop version but different layout)

Part 3

I used Greensock for their javascript animation library. The reason for this is because there was another student who ran a tutorial and it seemed not too difficult to learn. Also Greensock has quite an extensive library with various interactions that paired nicely with my website. For most of my animations, I used scroll trigger in order to have the animation start at an indicated point on the page. I also used a timeline for each animation to set properties such as looping the spin of my laundry machine, filling color as you scroll through the webpage or staggering fade in/outs on small animations such as the stars. I think by using an animation library, it helps to give more life to my website. My once static page is a lot more engaging allowing the reader to want to continue reading.

Part 4

For the most part I tried to stick as close to my original Figma file as possible. Since it was my first time using Bootstrap, some adjustments needed to be made with the layout of the content on the grids. Positioning of text such as the text next to the factory image in the How' it's made section was difficult and needed changes as I was trying to position the text absolute but once I made the site responsive, it was too difficult to control where the text would show up; instead I adjusted the image to avoid needing to overlay text.

Part 5

I actually found this project quite enjoyable! Though Bootstrap caused some difficulty like the ordering of elements at certain breakpoints, the most challenging portion was learning how to order and group my SVG's in order to animate them. Since I designed all the illustrations on the website and some of them were quite complex, I learned the importance of grouping and naming your layers properly in order to easily call them in your code. Needing to use JQuery for some of my animations was also new, but once I understood the format of the code, it was not too bad!