Final Website

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DOCUMENTATION

- IDEA: portfolio website
- Showcase all of my different projects
- Deciding the aesthetic
- Create layout for website
- **MIDTERM**
- Continue to build website
- Redo homepage
- Fix spacing and minor details
- Add about me page
- Add interactive elements
- **FINAL**

```
<script type="text/javascript">
  var colour = "random"; // Sparkle color; can be "random" or a fixed color
  var sparkles = 100; // Number of sparkles on screen
  var x = (ox = 400); // Mouse X position, original X
  var y = (oy = 300); // Mouse Y position, original Y
  var swide = 800; //  Width of the screen
  var shigh = 600; // Height of the screen
  var sleft = (sdown = 0); // Scroll offsets
  var tiny = new Array();  // Small fading sparkles
  var star = new Array(); // Bright stars
  var starv = new Array(); // Visibility timer for stars
  var starx = new Array(); // X position of stars
  var stary = new Array(); // Y position of stars
  var tinyx = new Array(); // X position of small sparkles
  var tinyy = new Array(); // Y position of small sparkles
  var tinyv = new Array(); // Visibility timer for small sparkles
```

```javascript
window.onload = function () {
  // Sets up function once page content loads
  if (document.getElementById) {
    var i, rats, rlef, rdow;
    for (var i = 0; i < sparkles; i++) {
      // Loops to create 100 sparkles.
      var rats = createDiv(3, 3); // Create 3x3 pixel div
      rats.style.visibility = "hidden"; // Hidden by default and layered on top
      rats.style.zIndex = "999";
      document.body.appendChild((tiny[i] = rats)); // Added to page and stored in array for later
      starv[i] = 0; // Timers (inactive)
      tinyv[i] = 0;
      var rats = createDiv(5, 5); // Main sparkle counter
      rats.style.backgroundColor = "transparent";
      rats.style.visibility = "hidden";
      rats.style.zIndex = "999";
      var rlef = createDiv(1, 5); // Elements are shaped like sparkles
      var rdow = createDiv(5, 1);
      rats.appendChild(rlef); // Sparkle shape is made by adding both lines to a container
      rats.appendChild(rdow);
      rlef.style.top = "2px"; // Centers the sparkle
      rlef.style.left = "0px";
      rdow.style.top = "0px";
      rdow.style.left = "2px";
      document.body.appendChild((star[i] = rats)); // Entire sparkle is added to the page and saved in star array
    }
    set_width(); // Measures screen size
    sparkle(); // Starts the sparkle animation
  }
};
```

```javascript
function sparkle() {
  // Animate the sparkles
  var c;
  if (Math.abs(x - ox) > 1 || Math.abs(y - oy) > 1) { // Compares current and old mouse position
    ox = x;
    oy = y;
    for (c = 0; c < sparkles; c++) // Loops through the sparkle pool
      if (!starv[c]) {
        // If mouse moved, create a new sparkle at that position.
        star[c].style.left = (starx[c] = x) + "px";
        star[c].style.top = (stary[c] = y + 1) + "px";
        star[c].style.clip = "rect(0px, 5px, 5px, 0px)";
        star[c].childNodes[0].style.backgroundColor = star[
          c
        ].childNodes[1].style.backgroundColor =
          colour == "random" ? newColour() : colour; // Random color
        star[c].style.visibility = "visible";
        starv[c] = 50; // sets timer so the sparkle will fade
        break;
      }
  }
  for (c = 0; c < sparkles; c++) { // Updates all sparkles
    if (starv[c]) update_star(c);
    if (tinyv[c]) update_tiny(c);
  }
  setTimeout("sparkle()", 40);
}
```

```javascript
function update_star(i) { // Update movement of sparkle
  if (--starv[i] == 25) star[i].style.clip = "rect(1px, 4px, 4px, 1px)"; // Making sparkle smaller
  if (starv[i]) {
    stary[i] += 1 + Math.random() * 3; // Move sparkle down by 1-4 pixels
    starx[i] += ((i % 5) - 2) / 5; // Add motion
    if (stary[i] < shigh + sdown) { // If sparkle is still on screen
      star[i].style.top = stary[i] + "px"; // Update the position
      star[i].style.left = starx[i] + "px";
    } else { // If moved off screen
      star[i].style.visibility = "hidden"; // Hide the sparkle
      starv[i] = 0;
      return;
    }
```

Issues:

- Getting the sparkles to generate and fade
- Editing photos
- Positioning

Things I learned:

- Attempted GSAP
- **(Everything)**
- JavaScript functions
- HTML (tags, div, containers, class, ids)
- CSS (FlexBox, media queries, styling)
- Responsive Navigation Bar
- Overlapping Images
- Custom Cursors
- Different types of animation

Next Steps:

- Continue building my gallery page

- Redo landing page

- More interactions

- Webpage for each project/artwork

- Cool webcam functions

Thank You!