



Documentation

Week 1

Part 1

- divided poem into stanzas by creating a class, so I could edit the layout of each individual stanza

POEM IV / POST-SOVIET RELIGION

My family once knew you:
I know it in my name

But then where were you
When the **reds** came

Years passed
And the **reds** were joined
By a **black** and **blue**

And you saw your cue
No longer reduced to the past
Or whispers in hushed tones

We were hesitant to welcome you
We still are
Necessary time to get reacquainted

But your good nature is being misappropriated
Misused
Misplaced

And most dangerously
Misunderstood

Confusion is rife

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first draft, in the direction I want to take but want to make the visual effect more dramatic of the text growing and spreading across the page

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empty space to the left, want to get rid of + last three stanzas the phrases are being chopped up.

```
<div class="poem-text">  
  <div class="stanza">My family once knew you<br>  
    I know it in my name</div>
```

```
.poem-text .stanza:nth-child(6) {  
  font-size: 23px;  
  text-align: left;  
  padding-left: 55%;  
}  
.poem-text .stanza:nth-child(7) {  
  font-size: 23px;  
  text-align: left;  
  padding-left: 70%;  
}  
.poem-text .stanza:nth-child(8) {  
  font-size: 25px;  
  text-align: left;  
  padding-left: 85%;  
}  
.poem-text .stanza:nth-child(9) {  
  font-size: 25px;  
  text-align: left;  
  padding-left: 100%;  
}
```

Part Two:

- playing around with formatting, more creative approach

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we need more time
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misappropriated, misused,
& misplaced

And most dangerously
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Confusion is rife

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Part Three:

- making format more accessible, consistent font, font size, alt text, added images, clear sections (title, body of poem, image credits & author signature)



Process

The initial drafts used unconventional, scattered text alignments and minimal styling, which meant poor legibility (as seen in the first two provided images). The goal was to then prioritise accessibility by changing the...

- **Color Scheme:** the white text on a dark green background was replaced by a more standard white background with black text. This ensured sufficient contrast to improve readability.
- **Layout & Typography:** text was updated to a standard **left-aligned** format to ease tracking. The **font size was increased**, and **line height/spacing was adjusted** to enhance scannability and reduce visual strain.
- **Semantic Structure:** The poem was better organised according to proper HTML elements. The title was formatted as a header, and stanzas were enclosed within paragraph tags, establishing a more clearer **semantic hierarchy** which is essential for assistive technologies.

Reflection

The changes significantly improved the readability & accessibility of the page. The original design choices were not widely accessible. This was achieved in the final version by enhancing the:

- **Readability:** The high-contrast color palette, optimized font size, and standard line spacing reduce cognitive load and visual fatigue, making the text more easier to follow.
- **Accessibility:** Adopting standard alignment patterns and adding correct semantic tags improved navigation & user understanding who rely on screen readers or other assistive devices. The page moved from a experimental layout to a clean, & more functional view.

Sources

- <https://www.w3schools.com/html/> for formatting: subscript, italics, images, links, bold, float image
- <https://qazart.com/kz/kuanyshe-bazargaliyev/tproduct/958993391-125175047361-koshkarmyusm-symbolism-kuanyshe-bazargal>

Week 2

Hyperlinked Poetry

poetry website where each poem connects to the next through one clickable word.

what I was trying to do:

10 poems that link together. click a word in poem 1, takes you to poem 2, etc. last poem loops back to the first one. minimalist vibes - helvetica, black and white, minimal

coding mistakes I made:

- at first i tried to make separate HTML files for each poem which would've been SO messy. realized i could just hide/show divs with CSS which is way cleaner

-

click the underlined word

click the underlined word

- ```


```

the infinite loop was actually the easiest part - just made the last poem's link point back to `poem1`.

## 3

- kazakh ornaments aka "oyu" are omnipresent in Central Asian culture specifically in Kazakhstan & Kyrgyzstan
- wanted to combine this idea with objects that I wear everyday and thus, hold very dear to my heart: my silver rings. They represent and reflect me: both how I present myself outwardly to others and also internally. Hope to pass these down to future generations.



air astana logo, flight almaty to astana, Kazakhstan. 2024



left ring: apple for the city I was born in, grew up in and where most of my family resides "Almaty" (literal translation "land of apples")  
right right: gifted by grandparents over a decade ago, kazakh ornaments in light & dark shade of green

- My idea for a self portrait is to combine these two elements. The core of an apple, where the seeds & root of the apple lay with a kazakh ornament, the symbolic heart and root of Kazakh culture.

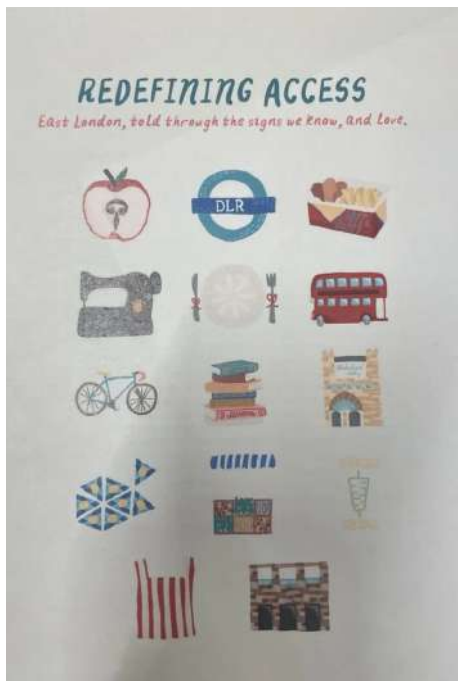


V&A East Youth Collective Event workshop

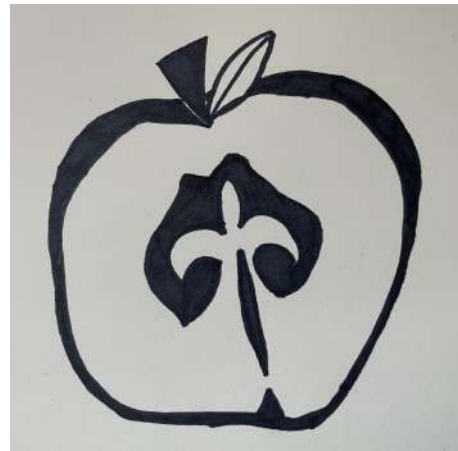
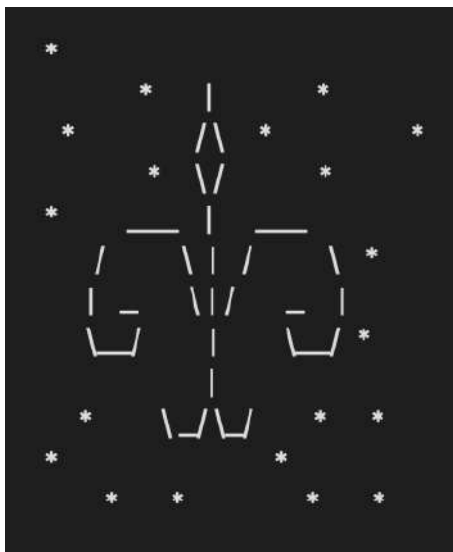


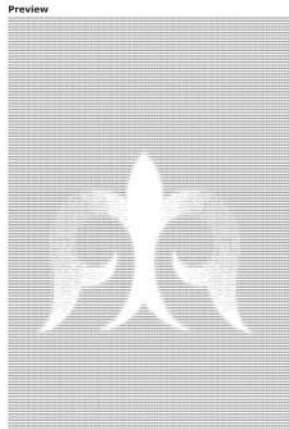
prints on textiles of symbols

- Created during my time at V&A East Youth Collective 24/25. For a workshop about symbols to reflect how diverse the collective and east London is.

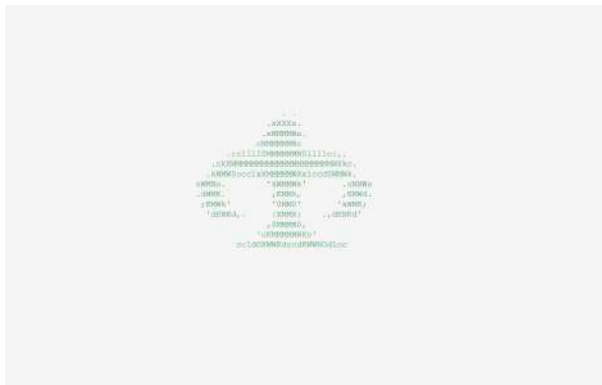


- I want to digitize this as a self portrait.

[illegible]



Step 2: second attempt in generator, didn't like negative background



Step 6: final self-portrait

## Final Reflection

- Had to keep going back and fixing the alignment because it kept rendering differently than expected. Changed from center alignment to left alignment, adjusted font sizes multiple times (16px to 14px to 10px), messed with line-height and letter-spacing. Still came out wonky several times before finally getting it somewhat right.

## Sources

- <https://www.ascii-art-generator.org/>
- references: <https://www.are.na/sofia-guidi/ascii-art-vw4uwuo6eie>

## Week 4

[Figma Link](#)

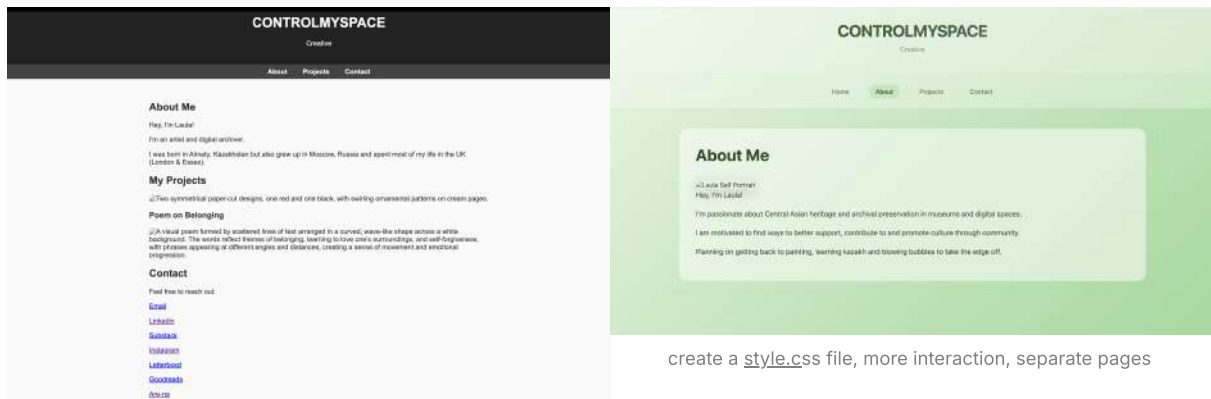
### Reflection

- column tool that creates sections is useful in terms of making sure formatting is concise and consistent
- however it gets quite fidgety, reminds me of when you try to move images or add layers to old word doc & everything would get moved randomly
- got into the swing of things
- really useful in terms of being able to edit one version of the page & other versions (tablet, phone) would automatically be edited with
- however, not always
- interactions were difficult to grasp. kept it minimal
- horizontal scroll is what I want to tackle next.
- not sure what to do with landing page, may remove

## Week 5 (website itself)

### Initial Drafts

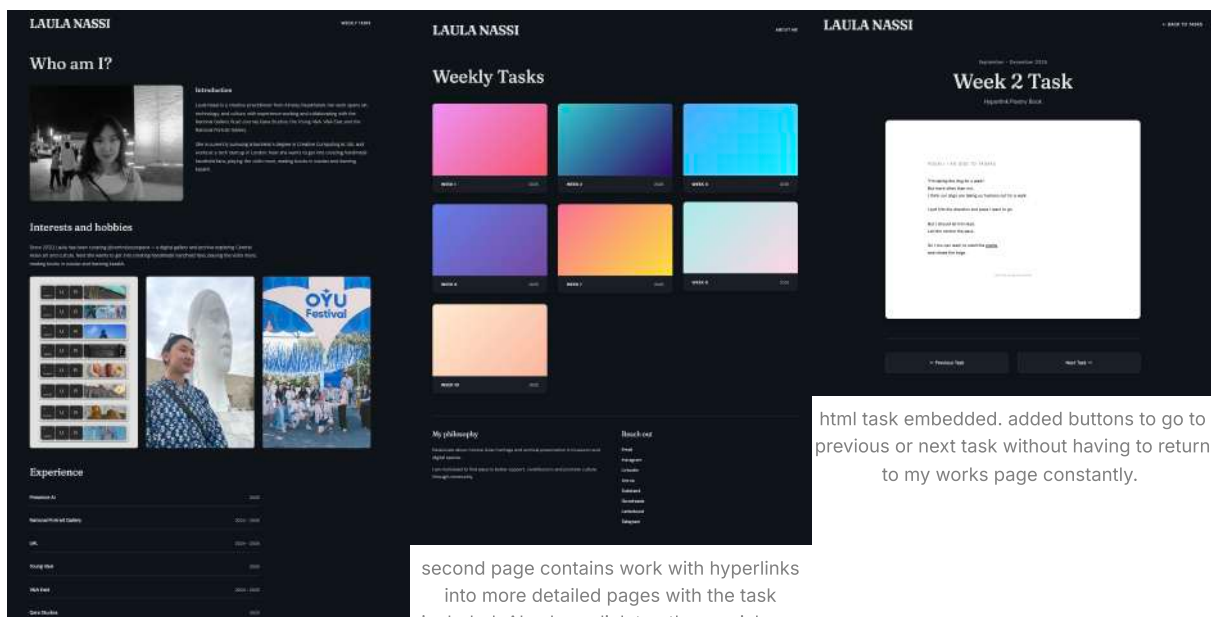




first draft, getting to grips with the basics

## Final Version

- decided to get rid of community archive page, too complicated in terms of organising files. Decided to focus on the task at hand, simplifying and not overcomplicating the process.



made landing page, about me page, immediate intro

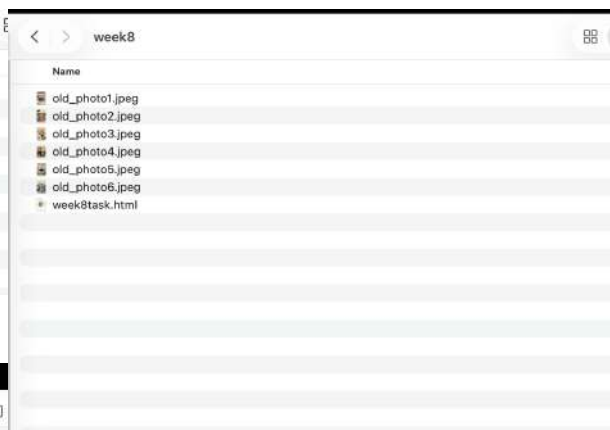
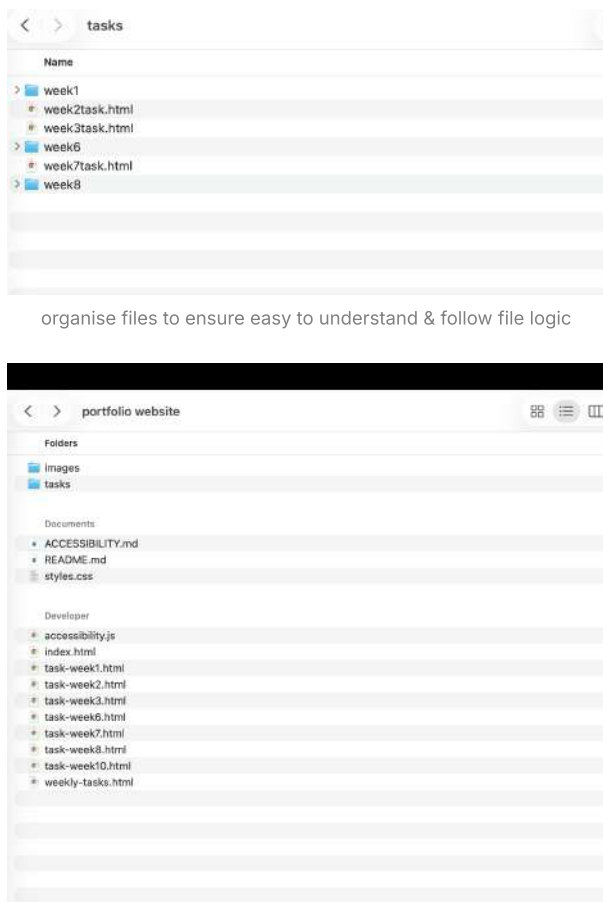
second page contains work with hyperlinks into more detailed pages with the task included. Also hyperlink to other socials, as well as a constant return link to home page when pressing title heading.

## Compatibility Across Devices

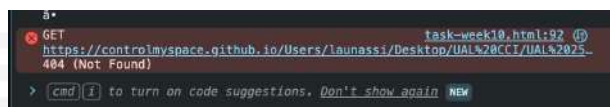
- tested the compatibility on phone
- but made sure to ensure compatibility across desktop, tablet and mobile phone.



## Organising Files



despite the fact it worked on LiveServer, the error occurred again



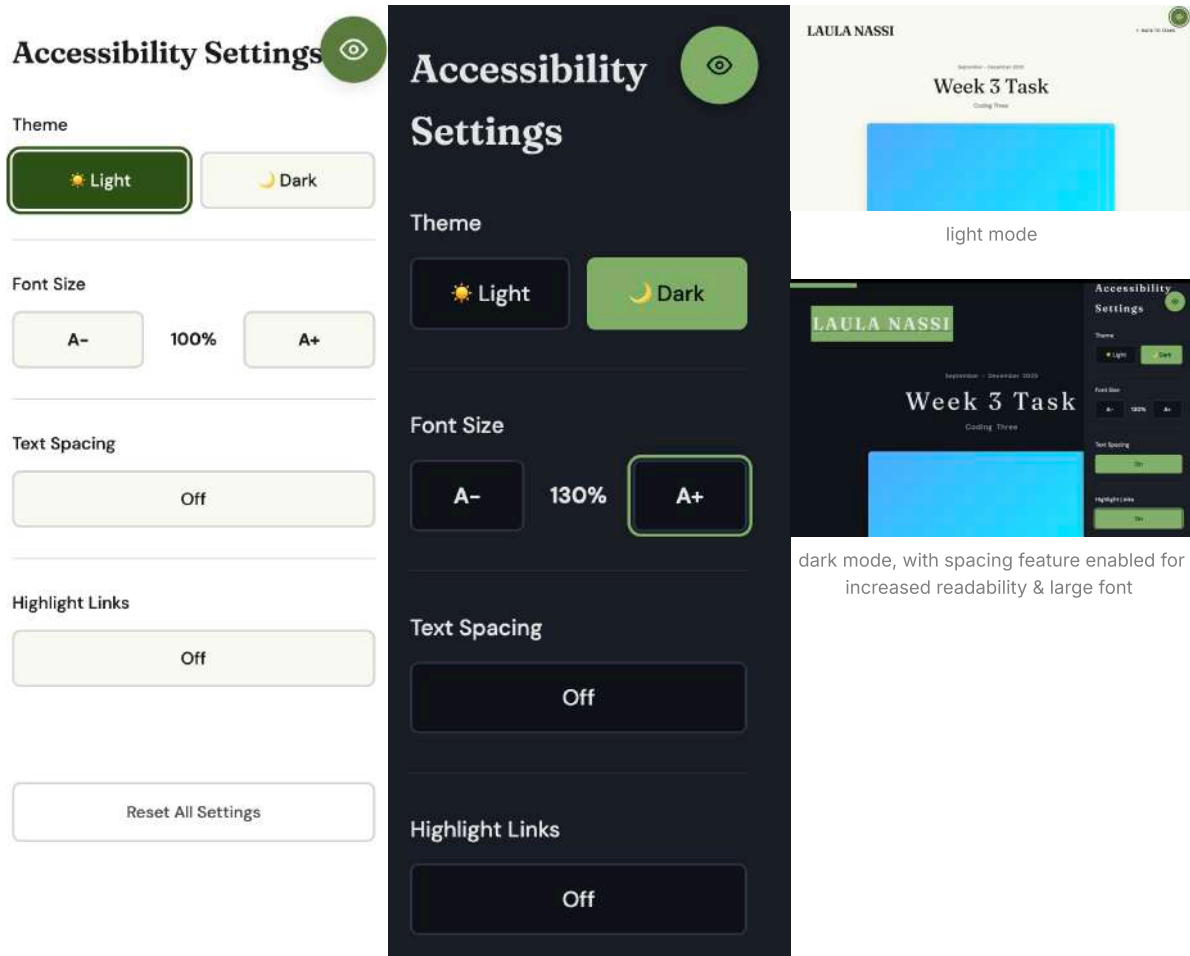
here similarly, had to revise all the document names & file paths were correct.

but one of the tasks weren't loading even all the pathways were correct. Inspected the page, downloaded LiveServer extension and everything was working.



## Accessibility

- created a button with accessibility features to be a constant throughout the website



## Accessibility Evaluation

- For improvement I should introduce a high contrast feature in the accessibility side bar & perhaps a feature to reduce motion on the webpage when scrolling through page.
- more evaluation in [ACCESSIBILITY.md](#) in github portfolio website folder



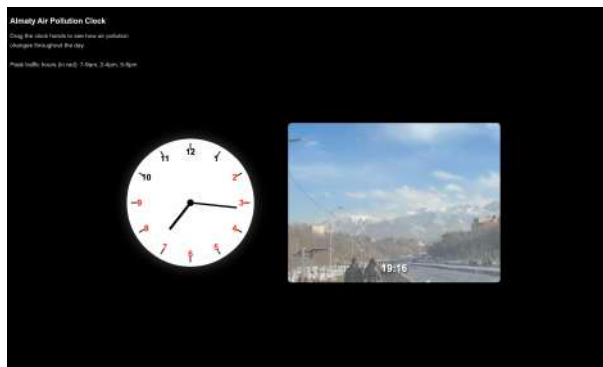
## Sources

- <https://wave.webaim.org/>
- <https://chromewebstore.google.com/detail/wave-evaluation-tool/jbbpnlpmkjmeebjpjjfedgdciloco fh>

## Week 6

## Reflection & Process

- started with a cool concept - visualizing almaty's air pollution through time using the mountain photo as the base, wanted to show how traffic patterns affect the smog
- first version had black background and 12 hour clock with red numbers for peak hours, but decided cleaner look worked better so switched to white background and removed the ticks
- biggest challenge was figuring out the smog opacity math - had to make it gradually build during peak times (morning rush 7-9, afternoon 2-4, evening 5-8) and then keep accumulating for an hour after, plus make sure night had way less pollution
- the dragging mechanic took some tweaking - had to calculate angles from mouse position to clock center, then snap to hours instead of being too precise which would be annoying to use
- switched from 12 hour to 24 hour clock partway through which meant redoing all the angle calculations (15 degrees per hour instead of 30) and making the numbers smaller so they'd all fit
- added blur effect that scales with the smog opacity to really make the mountains look hazy during bad pollution times - the backdrop-filter property is pretty cool for this
- code comments got way more casual and beginner-friendly at the end, less "proper documentation" and more like explaining to a friend how it works



12 hour clock



created 24 hour clock, included off peak low smog time during the night

## Week 7

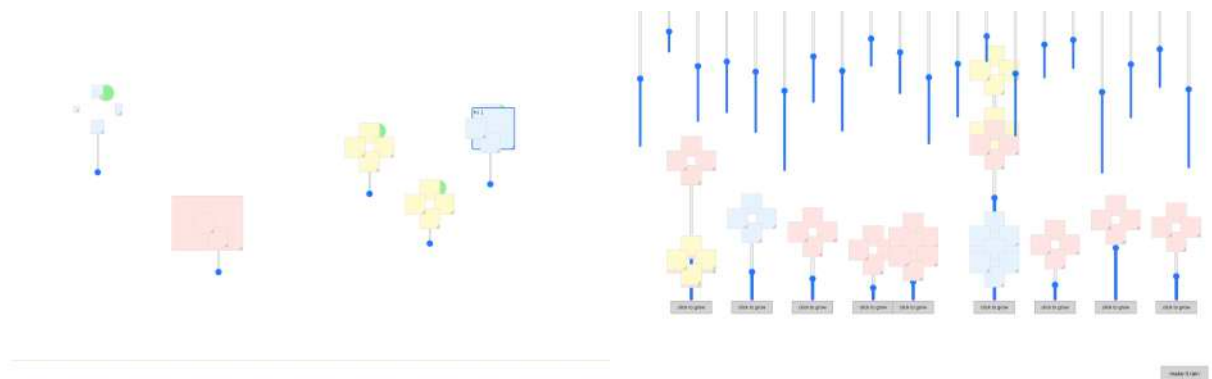
### Reflection & Process

- first attempt was way too extra - had all these animations and blooming effects when the whole point was supposed to be minimalist. took a step back and stripped everything down
- using textareas as flower petals feels weird but it works - never thought about form elements as actual design pieces before. makes you look at boring inputs differently
- had to pivot halfway through - realized i was going completely wrong direction so just stopped and figured out what actually needed to be there. saved time in the long run
- didn't rebuild from scratch each time - just tweaked the bits that were off like button spacing or how the growth worked. way less painful than rewriting everything
- harder than expected to keep it simple - kept catching myself about to add some effect or transition. had to be like "does this actually need to be here?" answer was usually no
- random values make it look less robotic - stem heights, grass, colors all slightly different each time. small thing but makes it feel more natural
- built it in pieces - buttons first, then stems, then the rain thing. if i'd tried to do everything at once debugging would've sucked



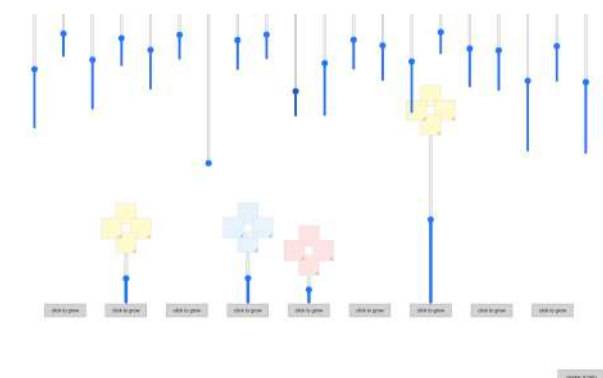
not clear to press green buttons

didn't like that flowers were growing down, not up



visually don't like

added rain component with sliders



decided to make click to grow button just extend stem, not add more flowers

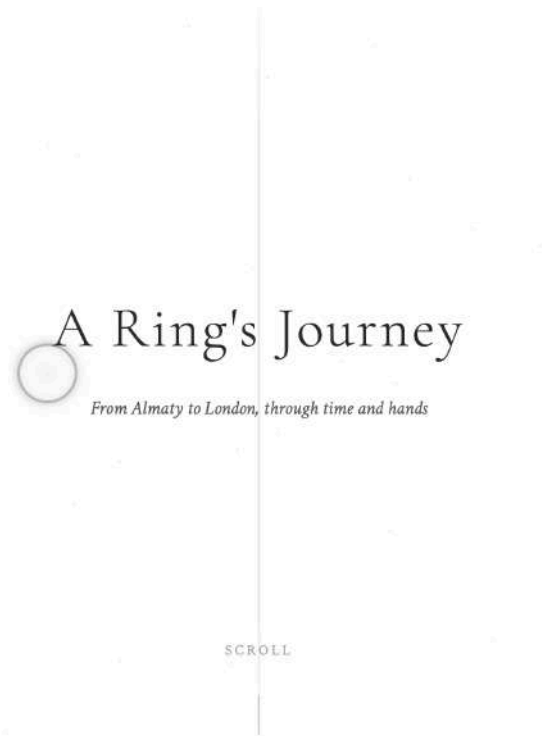
## Sources

- [https://developer.mozilla.org/en-US/docs/Learn\\_web\\_development/Core/Structuring\\_co](https://developer.mozilla.org/en-US/docs/Learn_web_development/Core/Structuring_co)
- [https://www.w3schools.com/html/html\\_form\\_elements](https://www.w3schools.com/html/html_form_elements)
- design reference: <http://sebastianlyserena.dk/>

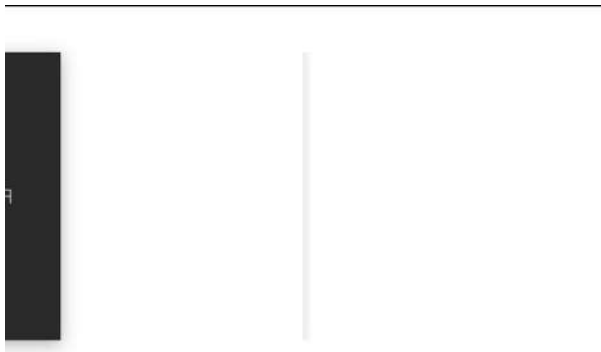
## Week 8

- I chose a photo album as my significant object.

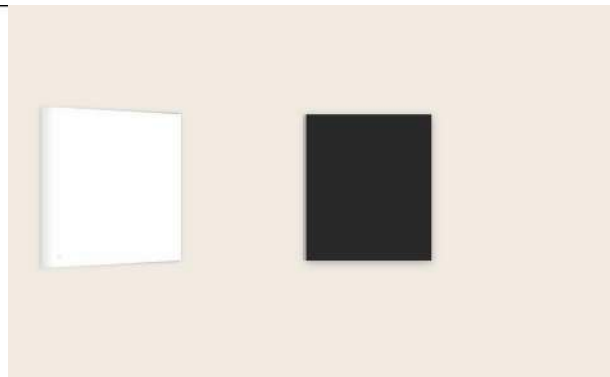
- It ties best into my general research about cultural preservation, archival practises and digital hoarding
  - I struggled with this a lot, the animation of the album kept glitching
  - I initially wanted to do my silver ring, modelling that was much easier and it's animation. But concerning the task questions realised it wasn't necessarily what I was looking for.
  - The album shape was easy to create, but it the flip motion and order that was difficult to tackle
  - the front and back cover kept glitching
    - either the front cover wouldn't disappear when flipped
    - or the back cover would just remain stuck.



initial idea



draft 1: cover separate from pages, floating as flipping through



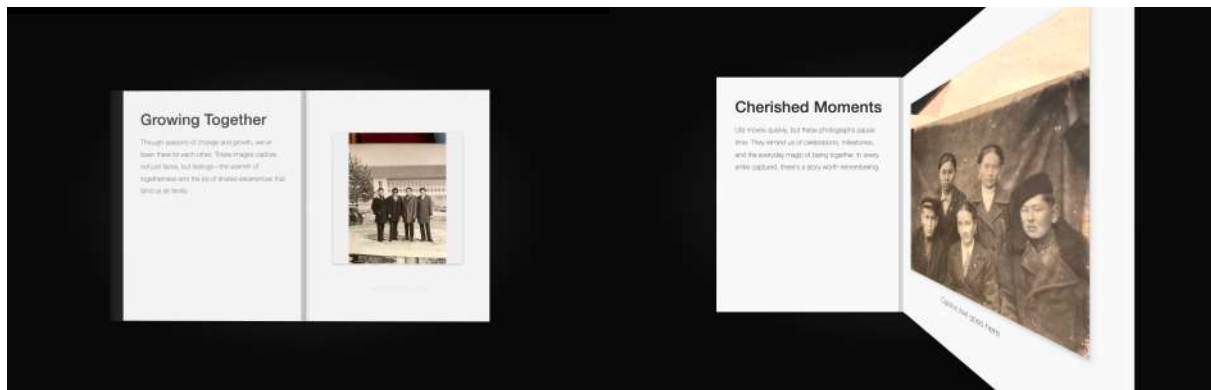
second draft: the cover floating separately



adjusted the size so everything fit, but made too small- not readable



getting there, but black rectangle of cover remained as pages opened



tried to animate interaction with photo, or make interaction of dragging the pages. but it kept making the form of the album itself glitch

finally got relatively desired outcome, 3D element of flipping through album

## Sources

- <https://www.are.na/parker-mov/scrollytelling-interactive-essays-intimate-indie-sites-advanced-level-cozy-web>
- <https://thehtml.review/04/>
- <https://www.awwwards.com/sites/a-happy-new-year-2026>
- [https://palarchive.org/index.php/Front/Index/lang/en\\_US](https://palarchive.org/index.php/Front/Index/lang/en_US)
- <https://animation-addons.com/blog/gsap-animation-examples-effects/>

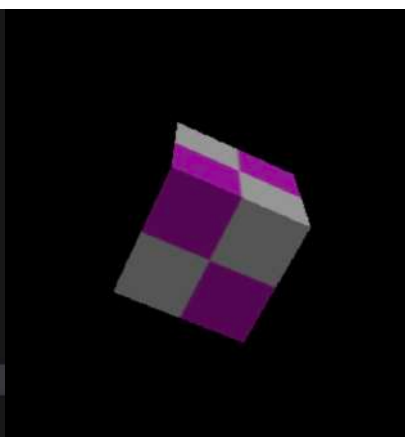
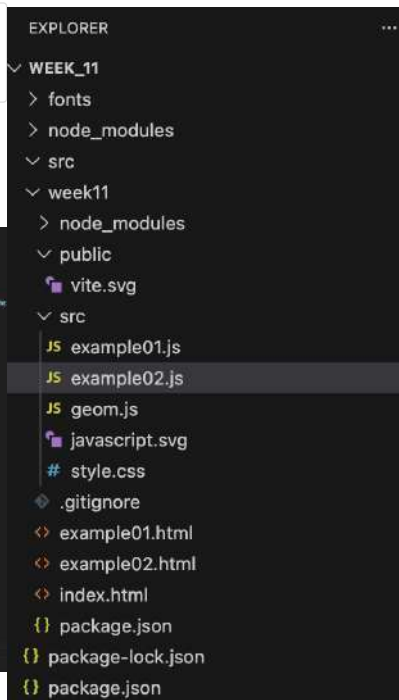
## Week 10

### Terminal Saved Output.txt

how to npm run dev for week 10 task, I struggle with understanding the importance of file organization with coding documents

```
1 import * as THREE from 'three';
2
3 // construct a new scene
4 const scene = new THREE.Scene();
5
6 // construct your camera
7 const camera = new THREE.PerspectiveCamera(75, window.innerWidth / window.innerHeight);
8
9 // Create a WebGLRenderer that draws the 3D scene
10 const renderer = new THREE.WebGLRenderer();
11
12 // Set the renderer size to fill the entire browser window
13 renderer.setSize(window.innerWidth, window.innerHeight);
14 document.body.appendChild(renderer.domElement);
15
16 // Create a cube geometry with basic magenta material
17 const geometry = new THREE.BoxGeometry();
18 const material = new THREE.MeshBasicMaterial({ color: 0xFF00FF });
19 const cube = new THREE.Mesh(geometry, material);
20 scene.add(cube);
21
22 // Move the camera back 5 units so we can see the cube
23 camera.position.z = 5;
24
25 // Define the animation loop that runs continuously
26 const animate = function () {
27 requestAnimationFrame(animate);
28
29 // Rotate the cube on both X and Y axes each frame
30 cube.rotation.x += 0.01;
31 cube.rotation.y += 0.01;
32
33 // Render the scene from the camera's perspective
34 renderer.render(scene, camera);
35 }
36
37 // Start the animation loop
38 animate();
```

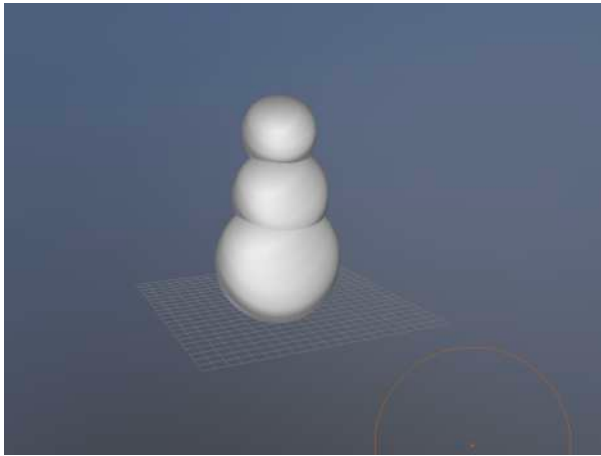
added missing descriptive comments



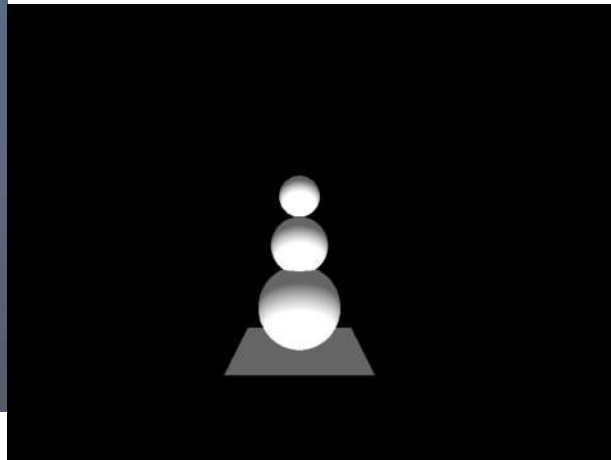
added a `DirectionalLight` - simple white light from above  
then changed `MeshBasicMaterial` to `MeshStandardMaterial` - needed for lighting to work

file management rearranged, because the 3js weren't opening on the server otherwise

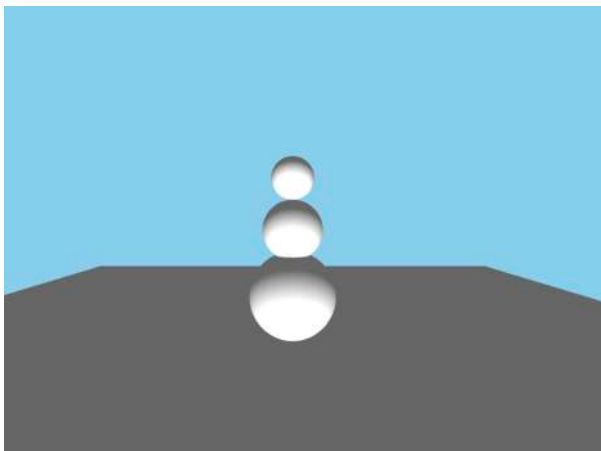
created my own winter 3D environment with an snowman



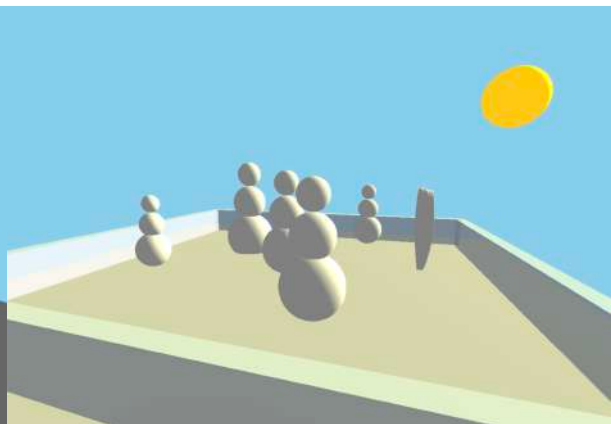
sculptgl 3D object screenshot for winter playgroundsnow



first draft: created snowman



created environment



final version

## Reflection:

- used sculptgl to create snowman
  - was easy once grasped concept
- played around with lighting, orbit movement and shading
- initially the scene was quite flat despite the 3d element
  - so I made the circle sun into a sphere
  - then I added shading
  - I added directional light coming from the sun to illuminate naturally on the playground scene
  - also the white ground was initially same colour as white snowmen and fence, so they washed each other out and made scene seem more flat
- Added minimal orbit, but then introduced a more 360 degree orbit, otherwise it was quite minimal and static movement.

## Sources

- <https://stephaneginier.com/sculptgl/>
- <https://threejs.org/manual/#en/installation>



- <https://threejs.org/docs/#OrbitControls>
- <https://threejs.org/manual/#en/primitives>