Assignment FP4 – Final Project

Part 1: Website description

My website is an online portfolio, primarily designed to showcase my range of artwork and design projects. The main goal is to present my creative outputs visually engaging and interactively, appealing to potential employers, exhibitors, collaborators, and anyone interested in my artistic and design endeavors.

The website features a clean and modern interface that highlights the visual aspects of my work, utilizing a dynamic and responsive layout suitable for both desktop and mobile viewing. Users can switch between viewing modes dedicated to art and design.

Engagement is a key aspect of the site. It's not only a gallery but also an interactive experience. Users can interact with the artwork and design projects through various intuitive mechanisms, such as clicking and dragging to view different artworks or scrolling to reveal project details. This interaction is designed to immerse visitors.

The site also reflects my personality not only through the artwork but also through playful design elements, such as a "hamburger" sidebar menu in the mobile view and the party hat shark gif on the "About Me" page. Hopefully, this makes the site not just informative but also entertaining.

My target audience is future employers/exhibitors/friends who are curious about what I've been working on.

The viewing size should be on mobile view, 320x480, and on desktop view, 1920x1080.

Part 2: Interactivity

- Toggle art/design mode from the button on the top right
- If on a desktop view, hover over "contact" for the dropdown menu
- If on mobile view, select the "hamburger" for sidebar menu
- Click "about" to redirect to about page
- Click "Crim." on the top left to redirect back to index.html ("home")
- Scroll down to see either art/design projects
- For art mode, click and drag with mouse/touch
- For design mode, all projects will load on scroll
- For both projects, click on the project picture to be redirected for more details
- When scrolled down, scroll-to-top button will appear on the bottom right, click/touch to scroll up
- When redirected, two buttons left and right will appear at each screen width. Click on either side OR use the arrow keys to navigate through the different htmls.

Part 3: External Tool

- https://camillemormal.com/
- I chose to use it because I was in love with the smoothness of the site. I found pseudocode and different ideas on how it was implemented online but of course, my website's unique implementations made it very different than my inspirations.
- Carefully looking through the website and different implementations online, I made it my own. Adding the hidden/visible toggle and the switch between the project, alongside the load in animations, was a stepping stone to something equally as unique! Although, not as smooth, some things will always remain a secret.
- It adds a unique effect as the user scrolls through the art photos.

Part 4: Iteration

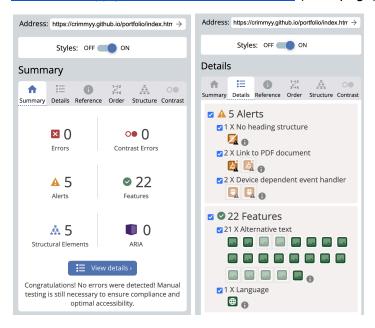
Surprisingly, the main intention for the site's functionality stayed consistent until the end! Some ideas I had through the project iteration were the scroll down and scroll up buttons and the introduction animation on load. I got these inspirations from browsing through different portfolios on www.cofolios.com. What was fun about this project was that what I thought to be a simple project showcase website led to me trying to add as much functionality as possible. One part of my original idea that deviated was my hope to finish some of my animations for the site's intro. These are still in progress and will be in future iterations of this website. I also found https://www.3danimatedgifs.com/tropical-fish-animated-gifs and used the cute fish gifs.

Part 5: Challenges

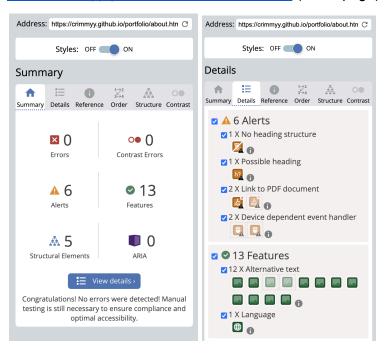
The biggest challenge was starting with the scrolling animation for the art photo drag, and then iterating on it multiple times throughout the project. The biggest and most painstaking changes were the implementation of the art/design toggle support, the mobile touch support, and preventing horizontal scroll rather than drag. Something that makes me happy though is that I feel like I learned enough such that if I were to do the final project again, I could make the website a lot better and cleaner!

Accessibility:

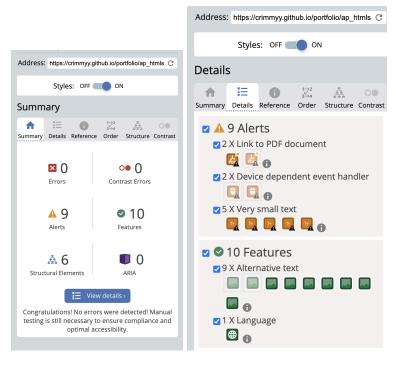
https://crimmyy.github.io/portfolio/index.html (main page)



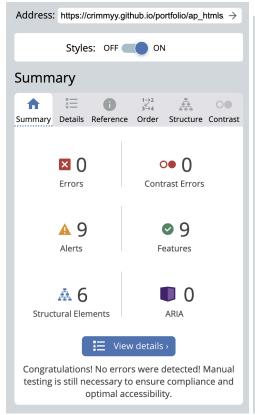
https://crimmyy.github.io/portfolio/about.html (about page)

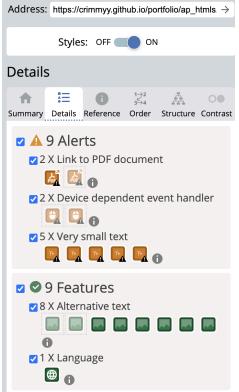


https://crimmyv.github.io/portfolio/ap htmls/ap1.html (1/11 art projects)

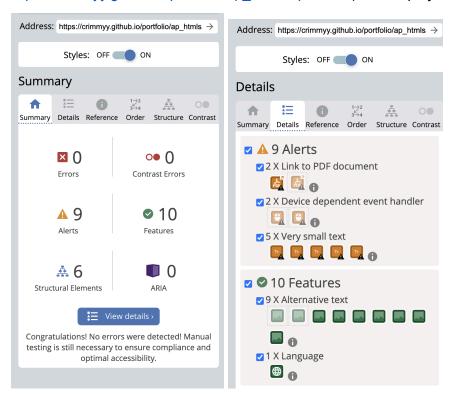


https://crimmvv.github.io/portfolio/ap htmls/ap2.html (2/11 art projects)

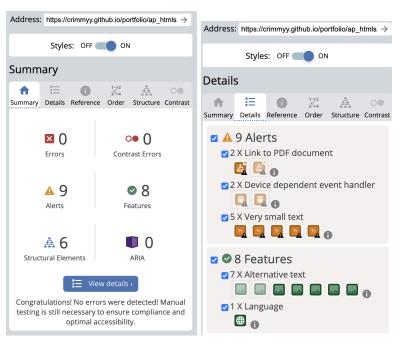




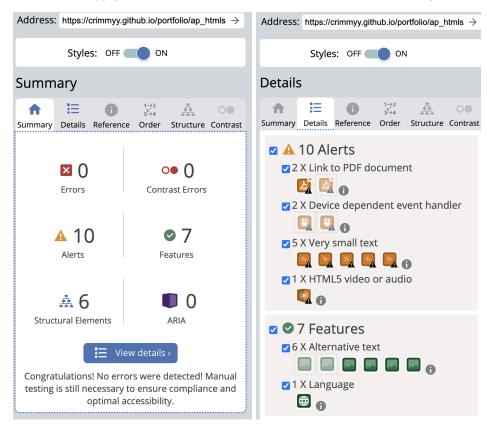
https://crimmyv.github.io/portfolio/ap htmls/ap3.html (3/11 art projects)



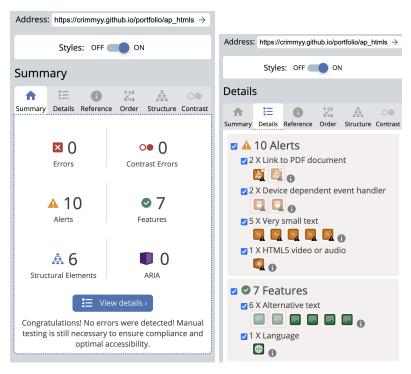
https://crimmyy.github.io/portfolio/ap_htmls/ap4.html (4/11 art projects)



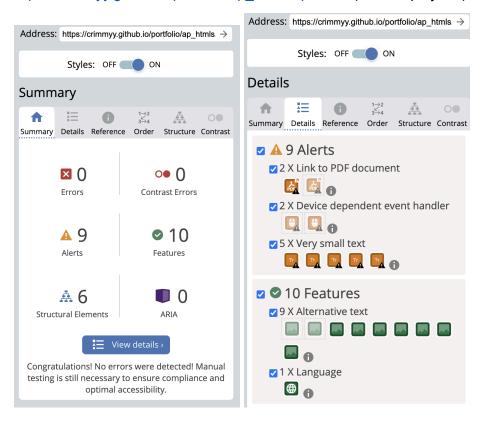
https://crimmyy.github.io/portfolio/ap_htmls/ap5.html (5/11 art projects)



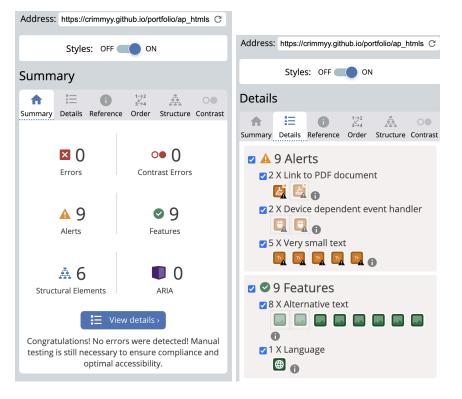
https://crimmyy.github.io/portfolio/ap_htmls/ap6.html (6/11 art projects)



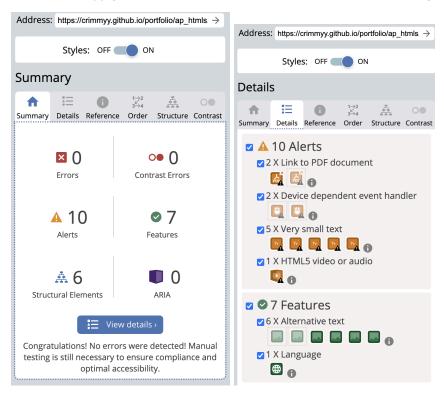
https://crimmyv.github.io/portfolio/ap htmls/ap7.html (7/11 art projects)



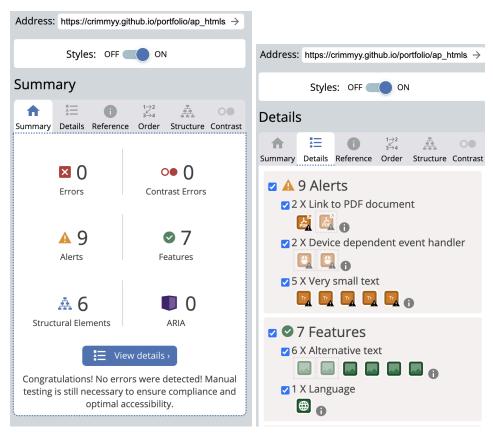
https://crimmyy.github.io/portfolio/ap_htmls/ap8.html (8/11 art projects)



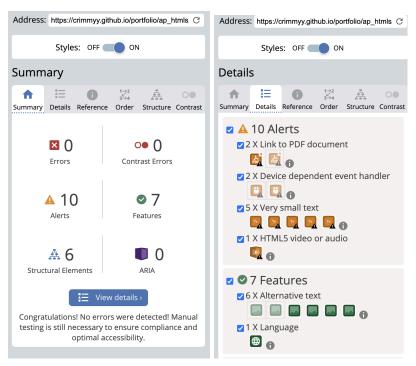
https://crimmyy.github.io/portfolio/ap_htmls/ap9.html (9/11 art projects)



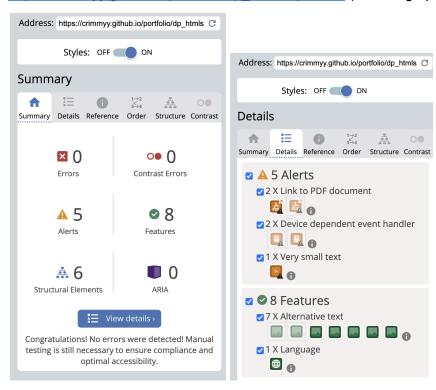
https://crimmyy.github.io/portfolio/ap_htmls/ap10.html (10/11 art projects)



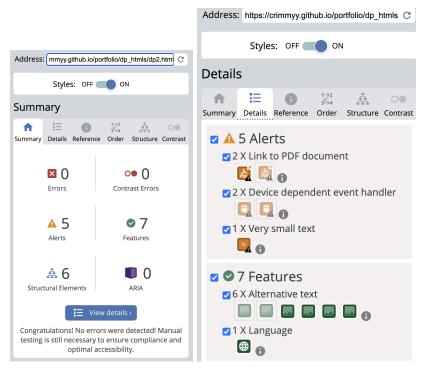
https://crimmyy.github.io/portfolio/ap htmls/ap11.html (11/11 art projects)



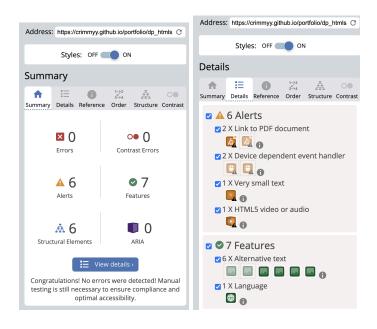
https://crimmyy.github.io/portfolio/dp_htmls/dp1.html (1/4 design projects)



https://crimmyy.github.io/portfolio/dp htmls/dp2.html (2/4 design projects)



https://crimmyy.github.io/portfolio/dp_htmls/dp3.html (3/4 design projects)



https://crimmyv.github.io/portfolio/dp htmls/dp4.html (4/4 design projects)

