Part 1:

The main purpose of my website is to act as an online portfolio for my photography, design and web work. The idea is to give prospective clients an idea of the aesthetic and quality of work I am capable of doing in various fields, as well as giving them an introduction to my background.

I wanted to keep my website extremely minimalistic and have my work speak for itself. There is little extraneous text or information, and the focus should mostly be on the content presented. Almost all of the calls to action lead to a carousel with my work or another webpage, the rest are for navigational purposes only.

Since there aren't too many things going on, hopefully my work and photos are engaging enough to keep the audience interested. If not however, there are some minor animations throughout the website to keep the overall experience a little lighter and fun.

The target audience are my potential future employers and clients. Whether I am looking for freelance work or applying to a larger company, this website is to showcase my creative and technical skill sets.

Part 2:

- Home (Particle Animation)
  A full screen interactable feature on the home page. A simple particle effect that shows adjacent connections to other particles as you move your mouse across the screen. Clicking anywhere on the screen causes a burst of particles to be created, along with various connections.

- Loading (Content Animation)
  Whenever you click into a new page, the navigation bar and the remainder of the text or carousel loads with a slide down animation. The navigation bar does this first, followed by the rest of the content.

- List (Hover Animation)
  A list with sub-categories of projects that I have worked on (found within the Photography + Design sections of the portfolio). The text simply enlarges when a mouse

hovers over the link, and when clicked it takes you to the next section of the portfolio or opens a link in a new tab.

- Carousel (Autoplay, Navigation):
  The main carousel that can be found in many pages within the photography and design sections (ie. street wear, shoots & events, etc.). The carousel has an autoplay feature, meaning that if left untouched, different images will still slide and show over time. Having said that, users can also navigate the photos by pressing the left and right arrows or by pressing the circles at the bottom center.

Part 3:

- particles.js (https://vincentgarreau.com/particles.js/)
  I chose to use particles because it's a simple and fun interactive element. Once again it allows for some level of customization and can also show stats (if you chose to). I chose to use it since I wanted to put an interactable element on the homepage - particles follow the minimalist aesthetic I like while also being an engaging element users can play with.

- owl.carousel.js (https://owlcarousel2.github.io/OwlCarousel2/)
  I chose to use owl carousels because it was one of the most widely used carousel libraries I could find while also allowing for quite a bit of customization and creativity. For example picking the number of images you want to display, navigation settings, etc.. I used it in a plethora of pages on the site used to display my photography and design work. In my case, I chose to have 2 images show per slide along with an autoplay features

- Bootstrap (https://getbootstrap.com/)
  I chose to use Bootstrap in order to easily implement a website that is responsive and works for multiple screens. The grid system is relatively easy to use and understand for placing elements where you want and it also has support for images. I used Bootstrap for almost everything on my website, from the nav bar, the clickable list found on many sections of the website, as well as a carousel.

Part 4:

There were quite a few changes I made from HW7. I realized that having the navigation bar split across the screen vertical text could actually be an impairment to those with disabilities such as dyslexia, so I decided to just have a horizontal navigation bar on the top of the screen. Additionally, the carousel that I ultimately decided to implement and use looks quite different from the one I initially designed - this was simply due to the fact that it is much easier to implement a carousel from another library then writing one entirely from the ground up. Finally the "About" page looks vastly different - while initially designing it I felt that having a sentence

per screen would look nice, but upon trying to implement it, I realized that the text would be much larger than I had imagined to a point where it felt a little silly, so I decided to simplify and make it a paragraph instead.

Part 5:

I definitely struggled with implementing Bootstrap properly at first. Although setting up the grid system wasn't particularly difficult, I did have a hard time using my own classes in conjunction with Bootstrap and making sure that all the CSS I wrote worked alongside it. Additionally, I initially had many more ideas that I wanted to implement, but wasn't able to properly figure put in time, such as utilizing barba.js and GSAP for page transitions or anime.js for more unique and interesting animations. Another general issue I have overall is properly creating the look and feel I had initially imagined - while my portfolio looks OK now and it has all the requirements for the final and is similar to my initial designs, it is still a far cry from what I planned in my head - I plan on continuing to work on my portfolio over the summer and upgrading it.