

Everett Lomath

(Insert Partner Here)

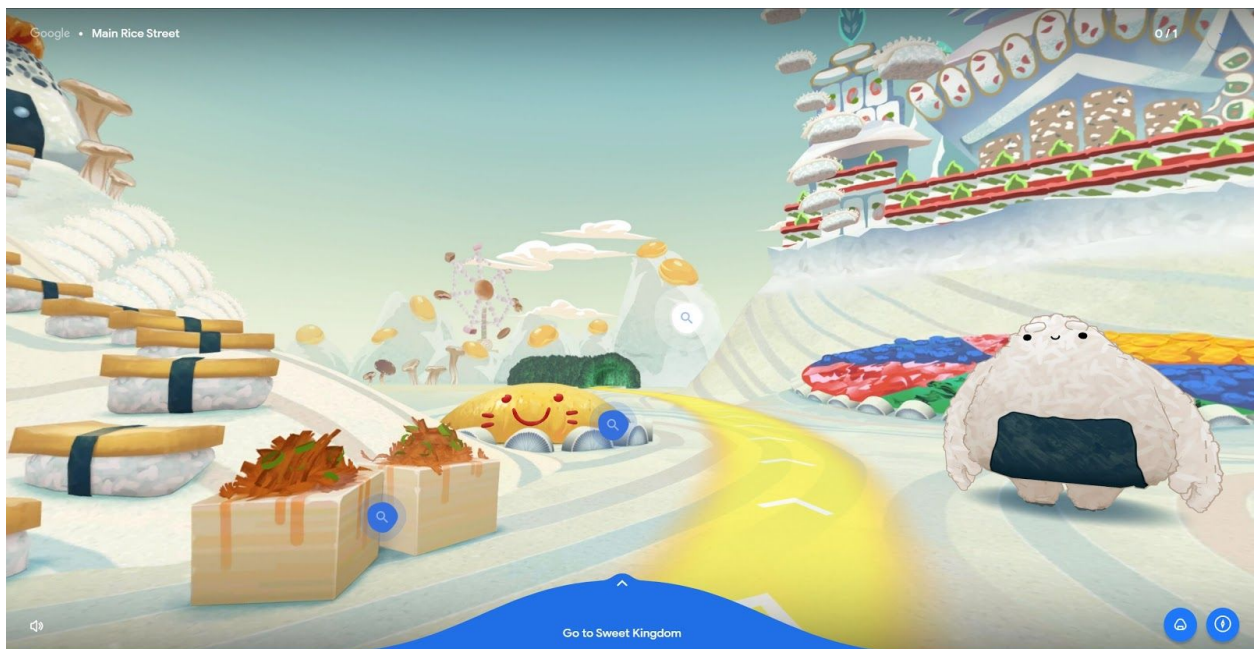
Wes Modes

CST_252

1/31/2021

Prompt: You may remember a similar assignment if you took CST251. This time you will be focusing on *functionality and interactivity*, the part of the web that interacts with the user. You will explore a dozen interesting cutting edge websites, and pick three websites that are doing something new or interesting that you want to understand.

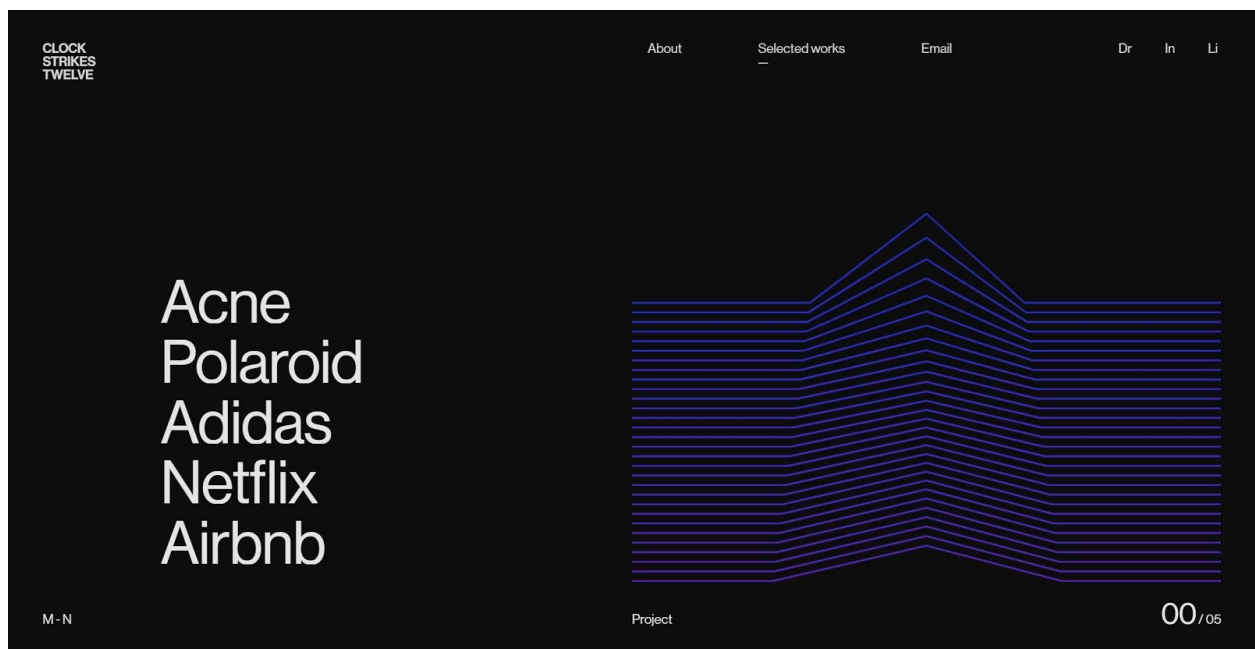
Website 1: [Umami Land](#)



Description: What I like about this website is the usage of 2d and 3d images to make a unique interactive sight. The background is drawing in 2d but uses a hdr sphere to make it appear

as a 3d space. Meanwhile, it uses 3d models to make the space seem more lived in. The transitory HUD at the bottom of the screen looks super smooth and well done. I think it would be interesting how to make something like that when most websites are super linear and not nearly as fluid feeling. So my main interest lies in the transitions from one page to another and how fluid everything moves.

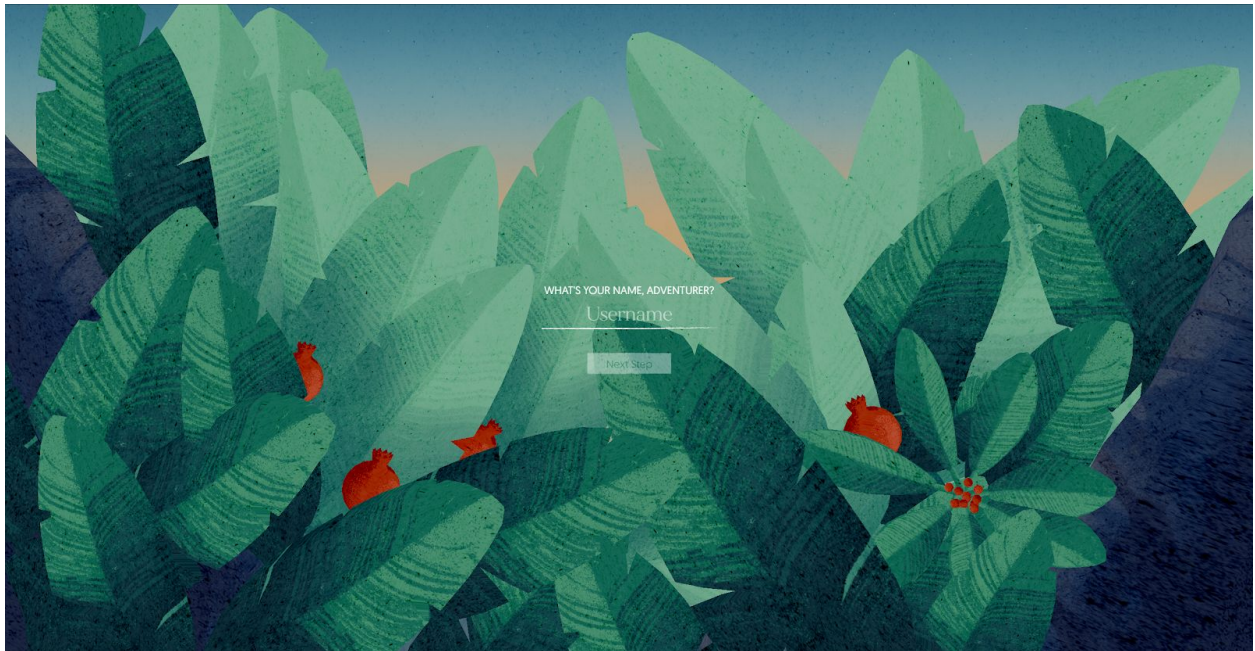
Website 2: [Clock Strikes Twelve](#)



Description: I love the minimalistic design of the page. The colors are very well picked and I feel immediately pulled in by the sight. Furthermore, I love the smooth animations used on the page. The initial loading bar reminds me of game loading screens which I would want to learn how to make. Also, I love the artwork to the right of the page which transitions images

depending on where your cursor is placed. Overall, I would want to learn more about how they animated the loading bar and the art piece.

Website 3: [Airshifumi](#)



Description: I love the art style of this page as well. While this isn't a screenshot of the actual game (which is a highly detailed rock paper scissors game) it depicts animated leaves swaying towards and away from the user. I think that sort of animation is really cool to see in a webpage and I would love to learn how to implement that into a page of my own. I'd imagine they implemented this through programming the image to move forward on the z axis but otherwise im not sure on the specific commands required to make it work so well.