05-430: Programming Usable Interfaces
G/A Augustin (gaugusti)
04/26/24

FP4: Final Project WriteUp

Part 1: In 300 words (only!) describe your website (We will stop reading at 300 words, so please be concise). Include the following:

My project is a minisite about the Risograph Printer and how it works! I talk about its history, its place within crafting culture, and resources to start getting started in making your own art! This website is great for people who are already interested in print-making or illustrative/design based art, but haven't been exposed to Riso yet and are seeking to learn. My website features videos, ways to understand how printing works, and why it's a great skill to pick up even if you're not an artist.

The screen sizes for testing are as follows: Desktop (1920x1080) and iPadMini (1024 x 768)

Part 2: Use a bulleted list to describe how a user would interact with your website. For each item in your list, state the interaction type you implemented how we should reproduce it (e.g., click on X on page Y, or scroll on page X, etc.)

- Color Extractor: Click on 'Riso Playtime' Page
- Zines & Riso - Hover on gallery images: Scroll over images in Gallery to see artist name.

Part 3: Describe what external tool you used (JavaScript library, Web API, animations, or other). Following the bulleted list format below, reply to each of the prompts)

- P5 & P5.Riso: I chose P5 because it is a very well documented artistic javascript library and aimed at helping create artistic pieces through code. I used it for my creation of a Risograph printer simulator on my site that shows how an image is split into different colors. I think it adds to my website because it helps more fully demonstrate how these types of printers work and what makes them so specifically unique and prevailing as an art type.
- Animations: There are a few select animations on my website. I did this because Risograph printing is an iterative process that is easier to understand while seeing it in motion. Most prominently, I feature an Animation on the 'What is Riso Printing'/Riso_Printing.html page in order to show the anatomy of the printer. I think it adds to my website by adding a higher level of understanding!

Part 4: Describe how you iterated on your prototypes, if at all, including any changes you made to your original design while you were implementing your website. (4-8 sentences max)

- While my site design and intention remained relatively the same, I went through a lot of iterations on how I should implement the 'Playtime' page – originally, I was intending on persistent font color changing and layering in order to show how Risograph prints and leaning more into a skeuomorphic interface. However, over time, I realized that did not

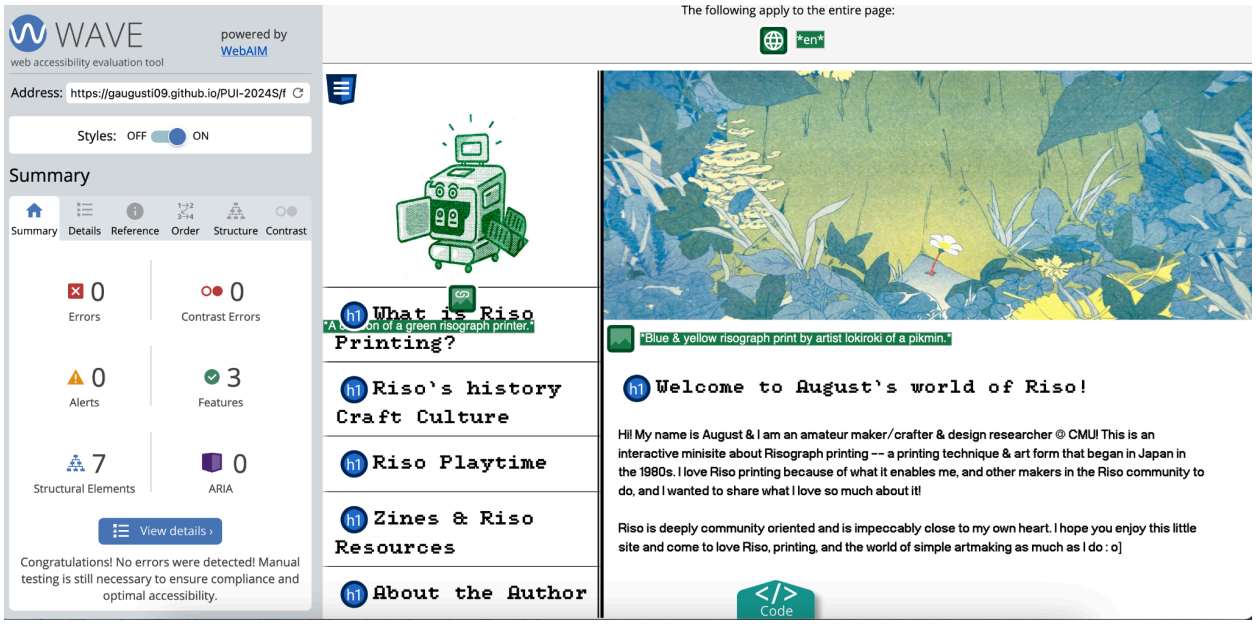
properly show how Riso prints. Instead, I decided to change my interaction to doing an Image editor and simulator.

Part 5: What challenges did you experience in implementing your website? (2-4 sentences max)

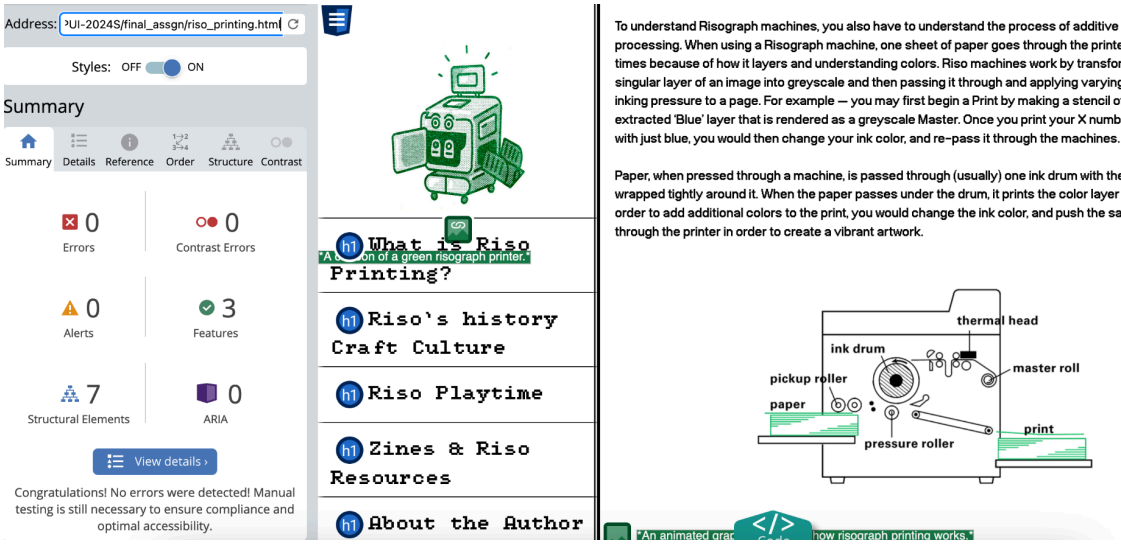
- While I'm familiar with P5 controls generally, this was my first time using P5.Riso – the Risograph specific sub-library. The P5.Riso library changes base functions within the overall P5 code & so I spent a lot of time reworking and refitting my code to fit its new functions. P5 also does not easily combine with outside Javascript controls so understanding how to best showcase this had an immense learning curve.

WAVE Screenshots

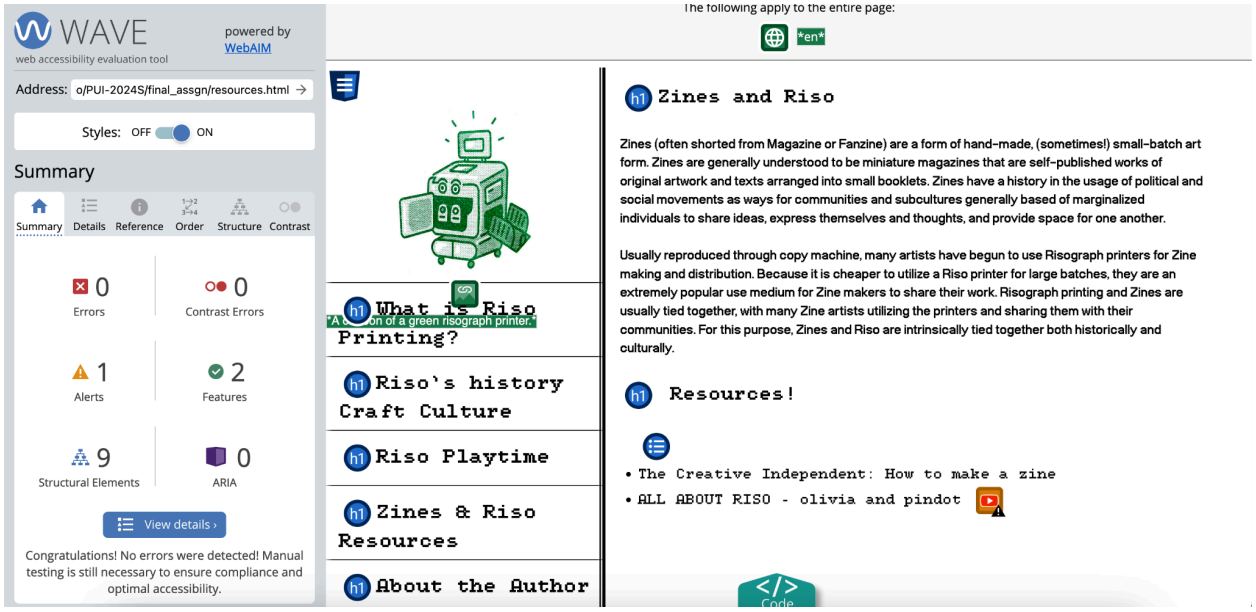
Index/Home Page



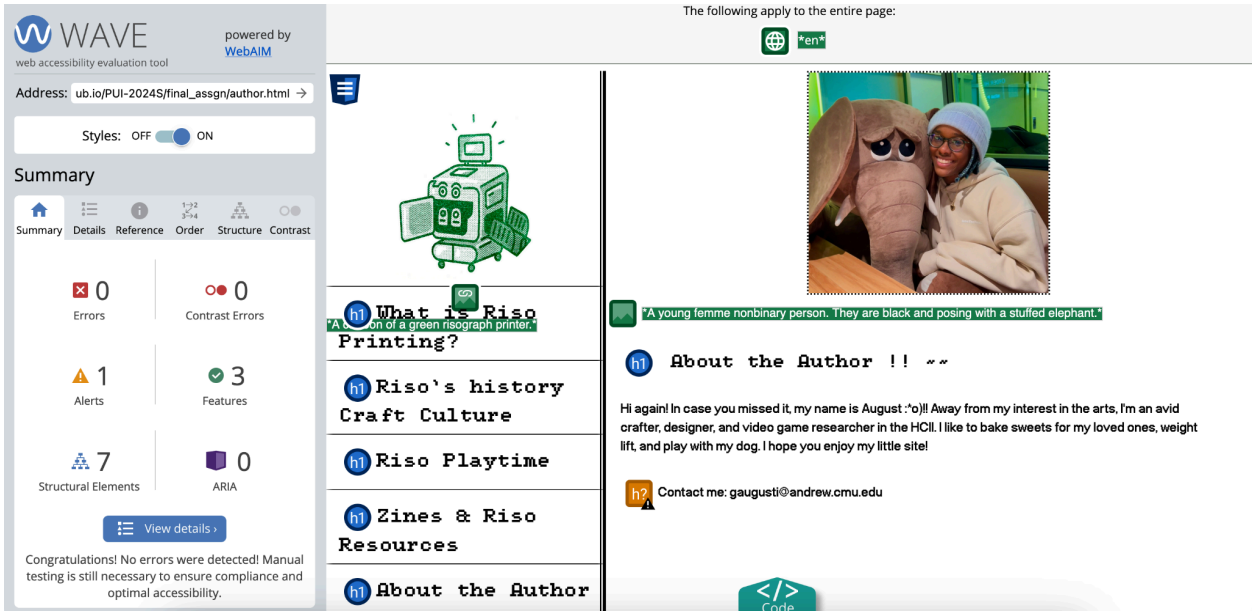
Riso History



Zines & Resources



About the Author



*note: I did see the alerts present on the Author page – the alert is because it detected a possible header, but I wanted my "Contact Me:..." div to be regular text.