

PUI Final Project Write Up

Part 1.

The basic idea of this project is to explain the steps of the solar cycle process through text and animated drawings. The steps and animation will appear as the user scrolls down in the site. Animation, use of color, and interactivity will make this webpage engaging. To make the webpage more accessible, I have used simple text and have included alt text on all images. The goals of this project are to share a cool new thing I learned and remind people that natural events happen all around us. My target audience is middle and high school students, although this website can be enjoyed by adults as well.

Part 2.

- I implemented animation and changing content when the user scrolls. Please replicate this interaction by scrolling down slowly (~200px's worth of scroll) after reading each new line of content.
- I made implementations of this website for a full-width browser screen on desktop and for mobile screens with a width of less than 1000px. Please interact with the website on these device types.

Part 3.

- I used anime.css and animate.js
- I chose to use these libraries because I wanted to experiment with animation. Overall, I used this project as an opportunity to design with animation in mind for the first time.
- I used animation libraries on my background (to simulate a night sky with twinkling stars), and on the text (to have the content fade in and fade out each time it changes)
- These libraries create visual interest on my website. I wanted users to feel immersed in the space-related content, which is what the twinkling star background animation achieves. I also wanted to have the user slow down and feel calm, to emulate how

we feel when thinking about the vastness of space and nature. This is what the fade in and fade out animations for the text help achieve.

Part 4.

Originally, I had the baseline sun image as a solid yellow circle. Some feedback I received in lab was that the image could be more explicitly communicated as the sun if I added texture to it. I took this feedback and iterated on the imagery by adding texture through different digital layers and brushstrokes. This was a great learning opportunity to experiment with new artistic methods I hadn't used before. I made some changes to the text content of the website as I was coding it, based on feedback I was receiving from peers on what they understood and/or found interesting. Lastly, I tested whether the animation speed was okay by testing it on my peers. Their reading and response times led me to make the animation a little slower than I had originally.

Part 5.

I experienced a lot of challenges implementing animation functionality on scroll like I had originally envisioned. If I were to do this project again, I might opt for the down arrow to be clickable and for that to be the primary method of user interaction instead of scrolling. I also had trouble integrating background music into my website. The music was randomly playing some times I ran the code and not others. I hope to continue debugging this so I can integrate background music into future projects.