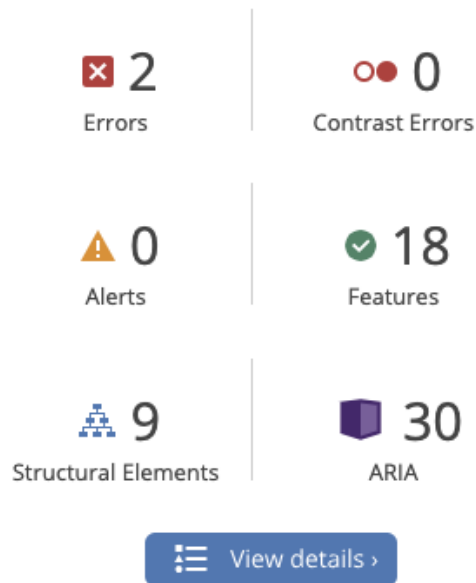


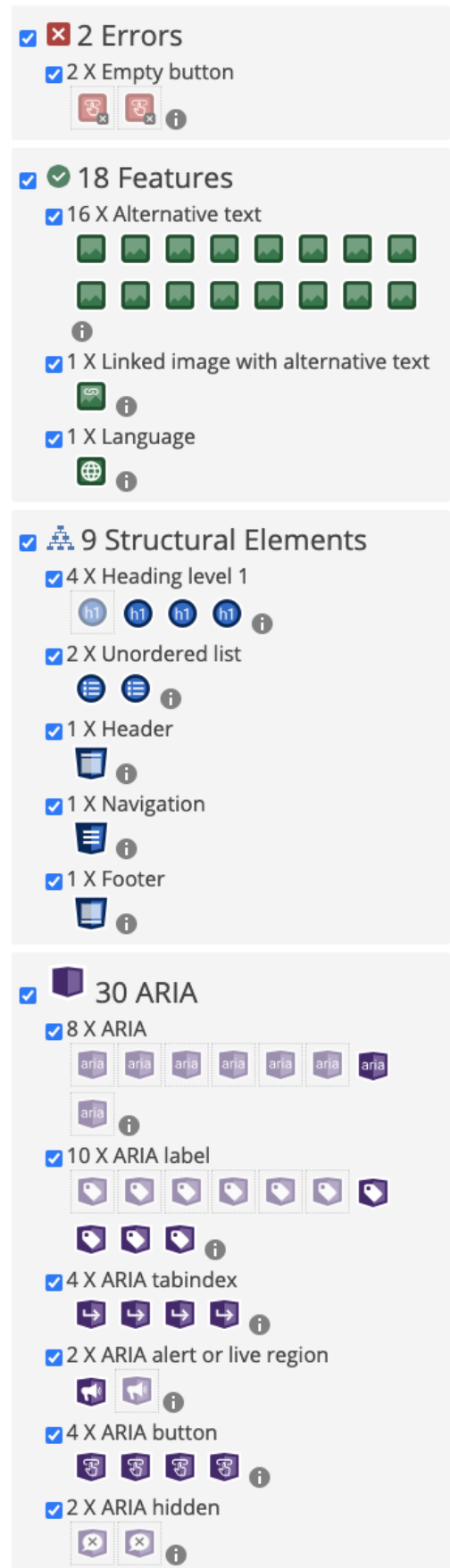
Screen Sizes: Mobile (550 x 700) and Desktop (1200 x 1000)

Wave:

- Summary:



- 
- Note: Two errors are from buttons that are only implemented for mobile screens (Empty buttons). This is not an error when the screen width is < 600.



1. My website serves as a dynamic platform designed to curate and exhibit my diverse portfolio of photography in a cohesive and interactive manner. Its primary objective is to offer visitors a comprehensive insight into my artistic vision, showcasing both black and white and color photography while reflecting my identity and creative journey. Through a thoughtfully structured layout, my website communicates multifaceted information. The header, featuring a recent image, serves as an attention-grabbing entry point, setting the visual tone for the entire portfolio. The about me section provides context about my background, identity, and the essence of my work. A significant highlight is the gallery section, allowing users to seamlessly navigate through a slideshow of my diverse portfolio. The interactive feature within the gallery—where images transform from black and white to color upon hover—serves to bridge the thematic gap between my monochrome and color photography, creating a cohesive narrative that intertwines both styles. Additionally, a sequenced project section further enriches the visitor's experience by presenting deeper insights into specific projects or series, demonstrating the evolution and depth of my artistic endeavors. The smooth scrolling feature not only enhances the website's aesthetics but also ensures a pleasant and engaging user experience. As seen in mobile screens, the user is also presented with an animated drop-down navigation section to further enhance the user experience. Overall, the website caters to a specific audience comprising peers, instructors, and potential employers. It aims to captivate fellow photographers, professionals in the creative industry, and prospective clients seeking to grasp a nuanced understanding of my diverse photography styles and storytelling capabilities. Ultimately, the website serves as a comprehensive digital portfolio, encapsulating my creative identity while inviting visitors to immerse themselves in my visual narrative.
2. The user can interact with my website in a couple ways.
  - a. Using the scrolling feature, users can simply scroll through all sections of the website.
  - b. On desktops, users can also click on any of the navigation links (Home, About, Gallery, or Projects) to navigate to each section of the website.
  - c. On phone screens, users can click on the navigation bars to reveal the same navigation links as seen in the desktop version.
  - d. If you are at the About section, users can hover over the image of me to see the hover effect.
  - e. If you are at the Gallery section, you can click on the swiper dots below the images to see more images (one at a time).
  - f. Also at the gallery section, you can hover over images or click them in mobile screens, to reveal the saturated color versions of the images.
  - g. The projects section is already sequences, so you can scroll through this section.
  - h. Lastly, the footer also has the same navigation links as the header that can be clicked to traverse the website.
3.
  - a. SwiperJS:
    - i. I chose this library because it seemed like the most accessible and similar to what I was looking for in a JavaScript library that would allow me to present my gallery section as a slideshow. There also seemed to be a decent amount of personalization, which I wanted to create the exact effect I envisioned.

- ii. I used this tool in my gallery section by creating swiper slides for each image. I then put these slides into the swiper-pagination and changed the style of this using css.
  - iii. Using this swiping effect allowed me to showcase a range of images and give the users an interactive experience where they can traverse the slideshow at their own pace. Originally, I was going to have an automatic slideshow, but when I chose to add a hover effect to each image, I wanted to ensure each user had enough time to explore the gallery. Ideally, I will upload many more images at some point, which this tool will allow for.
- b. Animations:
  - i. I used @keyframes animations to animate the navigation menu in the mobile implementation of my website. I chose this, because I wanted to add an additional effect to the mobile screen and with limited screen space I knew I would need to put the navigation links into a toggle menu format.
  - ii. Again, I used this tool for mobile screen sizes and in the navigation portion of my website. This animation folds down a navigation menu and allows users to toggle between an open and closed menu.
  - iii. Using this menu allowed me to add an interactive aspect to navigating my website, while also saving space when screen sizes were smaller. Overall, this was mainly an aesthetic choice to add animation, but I think it makes the website as a whole seem more professional.
- 4. I had major changes in prototype iterations. At first, I planned to present a gallery of photographs as if they were negatives on a light table. I hoped to create an effect where the cursor would serve as a loupe to magnify each image. However, I ran into the issue of making this responsive for mobile devices. I also was unsure how to cohesively work my color and black and white images into this formatting. Due to these problems, I ultimately switched to a saturated hover effect for a slideshow style gallery. This switch also allowed me to update the website as a whole and create a projects section of sequenced work as well.
- 5. I had difficulties when I was first switching prototypes. I should have worked on two types of websites, but instead I put all my effort into one prototype. When I struggled with implementing the light table gallery, I ended up having to restart from scratch. However, this was luckily my major struggle. Apart from this, a lot of trial and error was just necessary to achieve the sequencing and presentation I wanted and to learn the libraries and tools I had not worked with.