

## HW8 | Hilma af Klint: Life in Paintings

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Link to site: <https://hoppinga.github.io/HW8/>

### Part 1: Website Description

My website informs readers about the life and work of Swedish artist Hilma af Klint. I wanted to create this site to showcase her work and introduce people to her story because she is one of my favorite artists. Her most significant work was done in the early 1900s, but she stipulated that her paintings not be shown until 20 years after her death because she didn't think the public was ready to see it. Because of this, very few people knew about her until the 1980s, and only recently has her work received widespread public recognition. Through providing an interactive approach to her work and her life, my website seeks to introduce new audiences to her fascinating life story and futuristic body of work.

My website shows 10 key paintings in chronological order along with a description of the painting and how it sits within the context of her life to simultaneously illustrate her spiritual journey and her journey as an artist. I show only one painting per page to allow users to experience the full magnitude of each painting and to appreciate how her work developed overtime. The ability to click through paintings at their own speed and in whatever order they want allows users to consume her work at their own pace and return to previous pages to compare and contrast different works. Because nothing can compare to the experience of seeing her work in person, my target audience is people who are unfamiliar with her work and want to learn more about it. I hope that after viewing my website, they will be motivated to attend an exhibition where they can experience Hilma af Klint's incredible talents in person.

### Part 2: User Interaction

- A user arrives on the site and views the first painting and description. Once satisfied with what they've seen, they **click** on button 2 to view the next painting.
- The user then views the third painting by **clicking** on button 3. They can continue with this pattern for the rest of the 7 numbered buttons.
- Throughout viewing and reading about each painting, the user can read more about the painting by **clicking** on the source link provided beneath each painting description.

### Part 3: External Tool Selection

- Tool Name: Bootstrap
- Reason: I chose to use Bootstrap to help me make my website responsive to different devices and screen sizes. Beyond that, I had learned that it's commonly used in industry for responsive web development so I wanted to understand how it works to know what it is capable of and how I might adapt my designs if developers on my team will be using the framework.
- I primarily used the column classes Bootstrap provides to structure my layout according to the design I created for HW7. By using the columns in relationship to each

other (i.e. col-sm-6 and col-sm-12), I could ensure that my design stacked properly when moving from desktop to mobile.

- I can't say that Bootstrap adds anything visually to my website, since I overrode all of the default styling. However, the underlying structures it contains work behind the scenes to make sure the site looks good and works well at every screen size. In this way, it adds flexibility to the layout I initially imagined so that it still functions on devices for which I didn't specifically design.

#### **Part 4: HW7 to HW8 Iterations**

I didn't make many changes to my original plan in HW7, but I did refine my plan for animations. At first, I thought I might do a slide in from right to left animation when displaying the new content after each button is clicked, but once I had the prototype coded and tested different animations, I realized this was too jarring when transitioning between screens. I changed the animation to have the images fade in, which felt much less jarring and placed more emphasis on the paintings, which are the focal point of each page.

#### **Part 5: Development Challenges**

The main challenges I faced were related to the learning curve in using Bootstrap effectively. In many ways, working with an existing codebase that I hadn't written myself was vastly better and more efficient, but also tricky in that I had less insight and control over the underlying structure and how the DOM was being manipulated. For example, I ran into an issue where the buttons stopped being clickable under 768px screen size, which I solved by using the inspector in Google Chrome to toggle properties on and off to determine which one was causing the problem.