

Museum of Online Art

Ian Ashby

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<https://ianashby.github.io/museum/>

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Introduction

The subject of this website was to create an online art gallery museum. I wanted to focus on public domain art that may have been forgotten and/or underappreciated. Art is important to study and participate in as it represents cultures from all over the world. Artists and their art need to be celebrated, even hundreds of years later when their art becomes a part of the public domain.

The audience I intended to reach were people who find a fascination in art, but may not have easy access to a museum. In general, this site was directed towards more mature audiences (i.e., college students, elderly, etc.). This site can be especially be interesting for people who have interests in the arts and history. Within this site, people can learn of and experience different mediums of art. Whether it be for personal or educational purposes, the Museum of Online Art will welcome you!

Goals/Objectives

I had many goals with this site. First, I wanted to create a visually appealing design. Second, I wanted to create a gallery that was educational. Finally, I wanted to being able to learn how to troubleshoot and write clean code.

I feel that I was successful with creating a visually appealing website considering the things that I currently know. I was able to achieve this through using fonts, colors, and images that directly gave the impression of an expensive museum. The dark background makes the art stand out. The EB Garamond and Raleway font makes the text feel like museum placards.

I am also pleased with how I was able to make the site education by using the history of each art piece that was attached to the art source. All of this information is public domain and sourced within the gallery page. It was important that I sourced the original art and text.

Finally, I spent a lot of time on this site and was able to troubleshoot and clean up code a lot. The validation service helped me notice things that were incorrect and could be worked on. This helped me learn how to troubleshoot code.

Design Process

When I made my wireframes, I definitely overestimated my ability given my current skillset. I had planned to use a lot more JavaScript on my gallery and shopping pages. However, I was unable to figure it out.

One major change on my gallery was getting rid of my slideshows. I spent a whole weekend trying to figure out the JavaScript to get multiple slideshows functions on my site, but I could only get one to work. For the sake of cohesiveness, I chose to not use slideshows if I could only get one to work.

Overall, I stayed very true to my wireframes and only made minor tweaks. The tweaks I made were mostly done to create a more cohesive and visually appealing site.

Conclusion

At the end of this project and this course, I feel very satisfied with what I have learned this semester. I came into this class know very little about HTML and nothing about CSS. Upon looking at my final project, I can see a massive growth in my skillset and confidence when I comes to create a website.

This proves to me that I can learn something from nothing in a short amount of time. I still have a lot to learn, but I now have the confidence and desire to continue to learn more about web design and development.