

# Development for Designers

Design

MONDAY

CMS &  
workflow

TUESDAY

HTML

WEDNESDAY

CSS

THURSDAY

Content &  
QA

FRIDAY

SCHEDULE

DESIGN

# Structure vs. Content

INTRODUCTION

# Structure



# Content



# Structure

- Structure follows Content
- Tells visitors what kind of art is shown
- Easy to navigate
- Represents you



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# Structure

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- Easy to navigate
- Represents you



WHEN IN DOUBT

Go with simplicity

INTRODUCTION

# Constraints

- It needs to be easy to update
- You have to be able to build (code) it yourself

# Objectives

- Show your past work
- Win new work

FINALLY

Great work,  
OK portfolio



OK work,  
great portfolio

INTRODUCTION

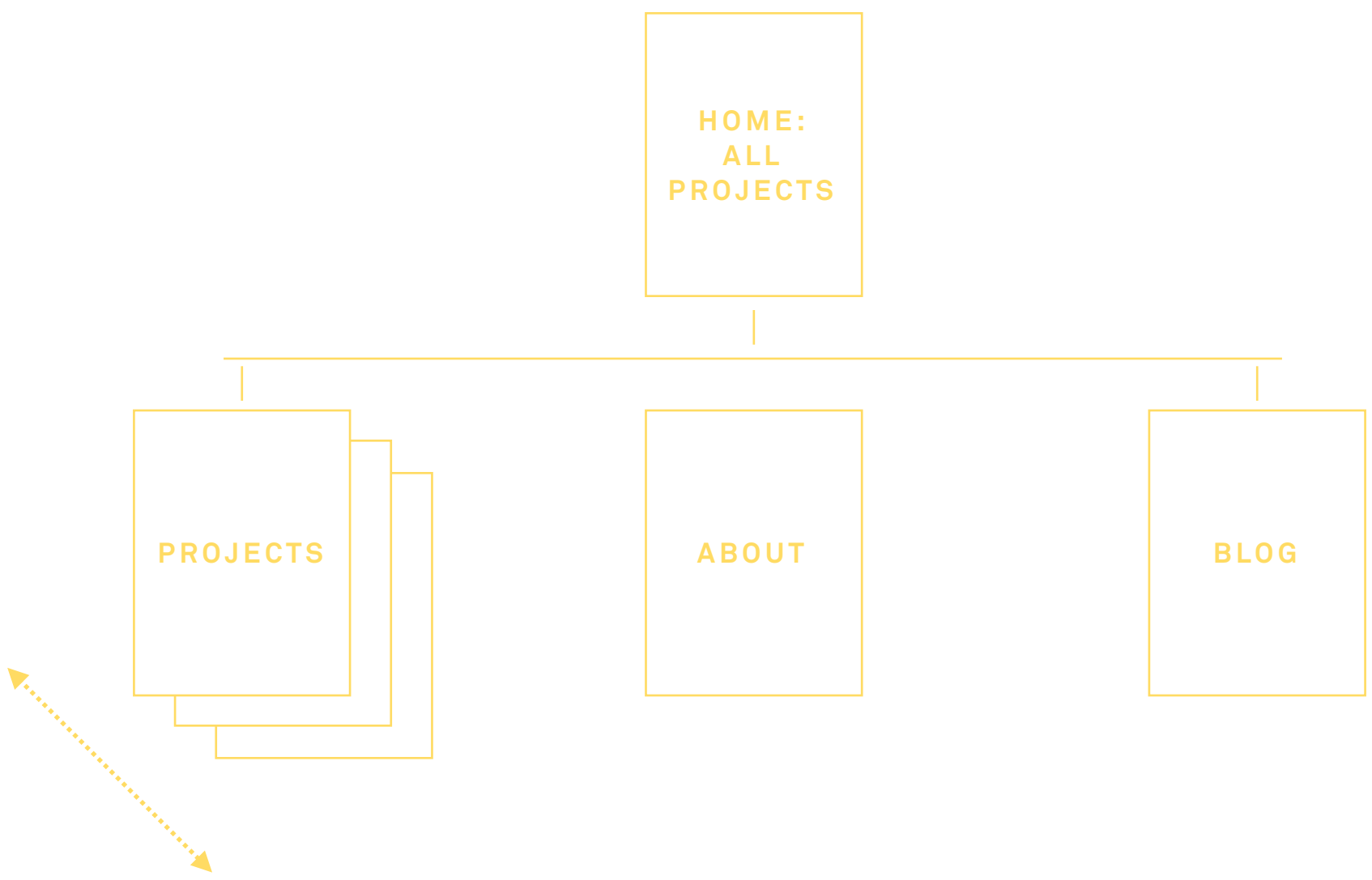
DESIGN

# Designing a Portfolio

DESIGNING A PORTFOLIO

STRUCTURE

# Sitemap





# Common features

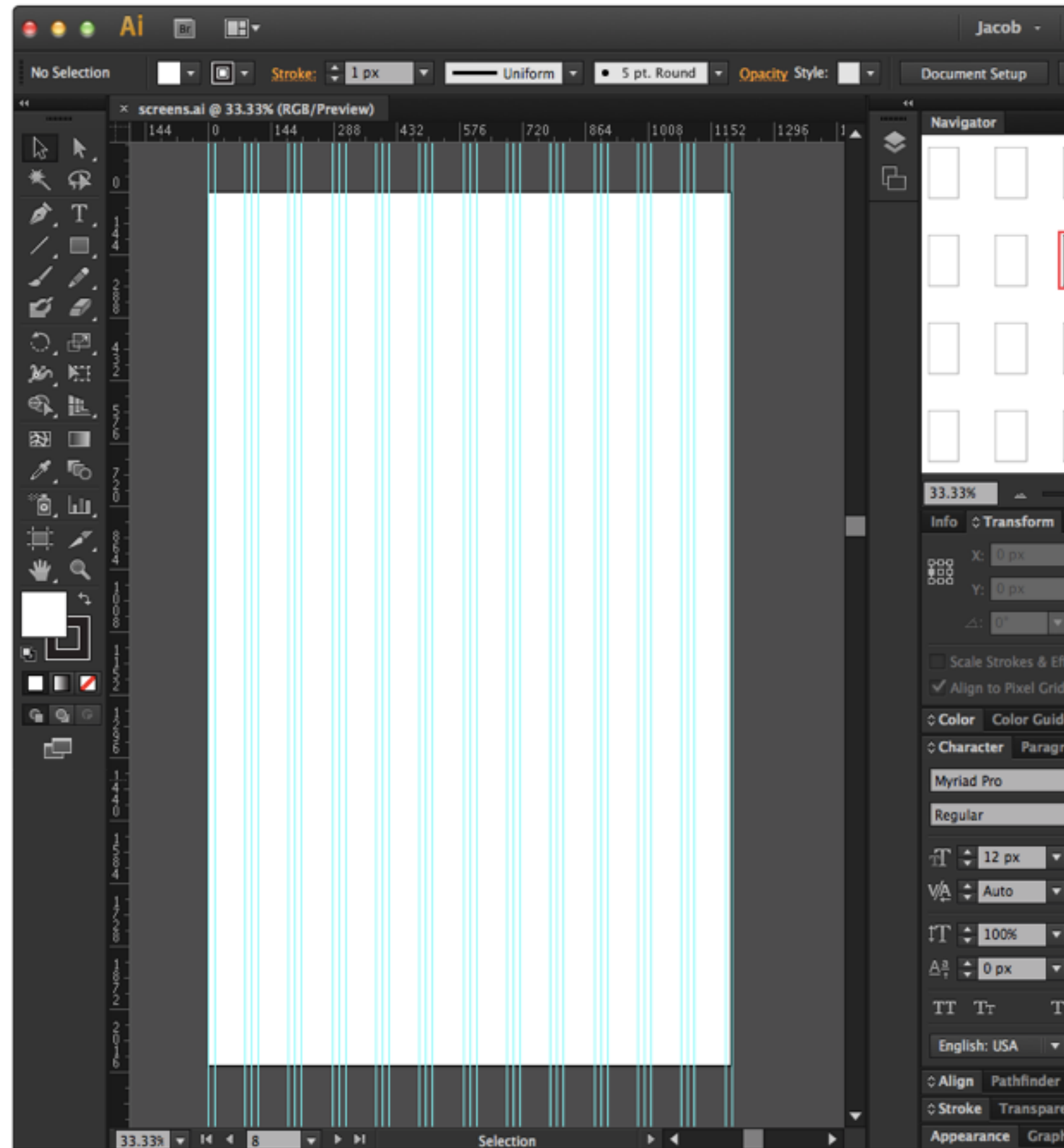
- Text about the work
- Link to client/project
- Images of work
  - Slideshow
- Filter work by type, date, client, etc.
- Share / subscribe

# Navigation paradigms

- Make it easy to see all your projects
- Make it easy to decide on which projects I want to see
  - Show me, don't just tell me
  - Filter if you have a lot of projects
- Make it easy to go to the next/previous project
- Make it easy to go back to all projects
- Tell me about yourself
- Link to other important content
  - Do you have a blog? Do you take photos? Is your CV online?
- Make it easy to contact you!

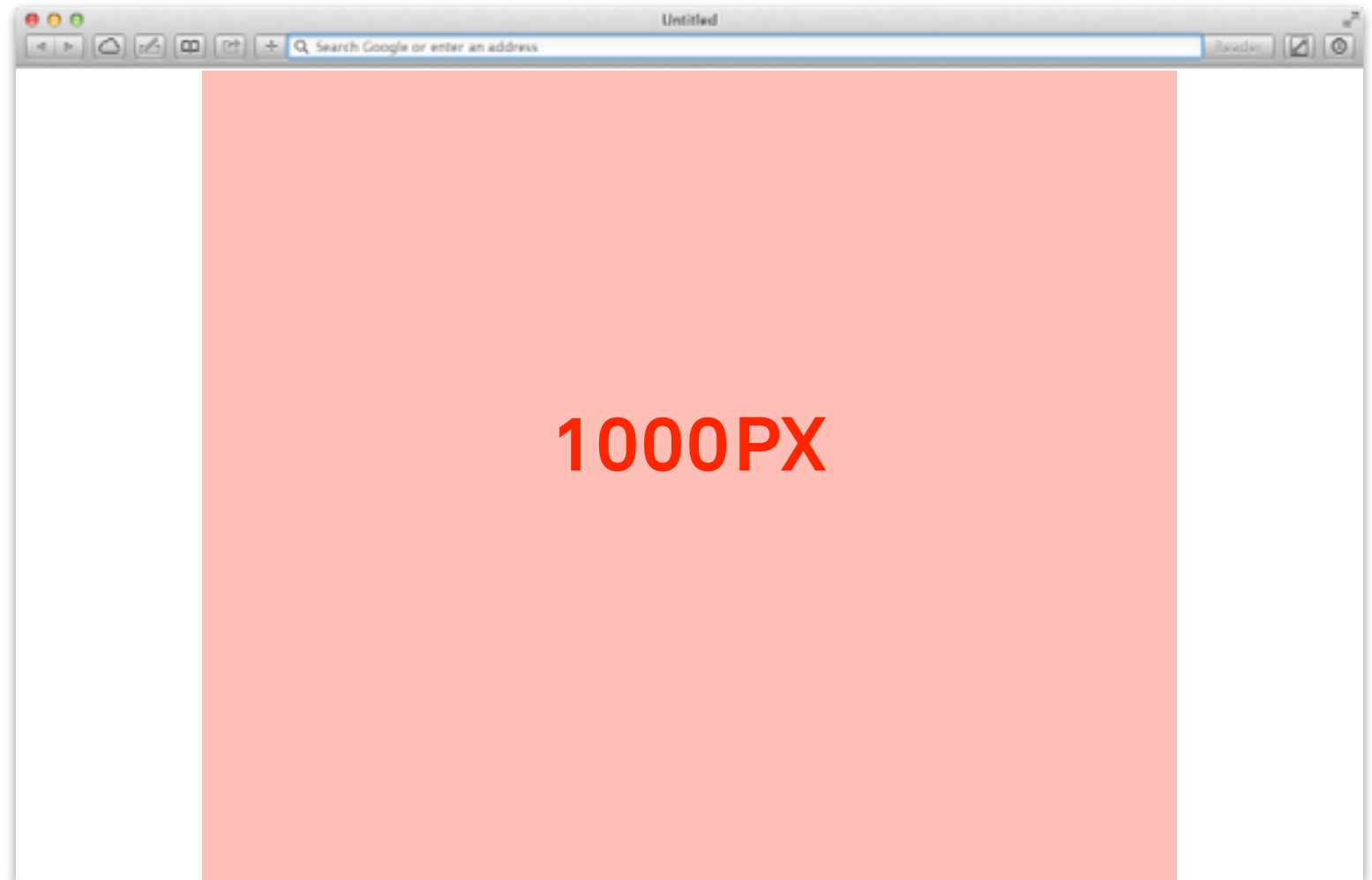
# Designing for screen

- Pixels!
- RGB / 72dpi
- Software doesn't matter much



# Width and screen-size

- Design for most screens
- Set up a grid
- Responsive web design



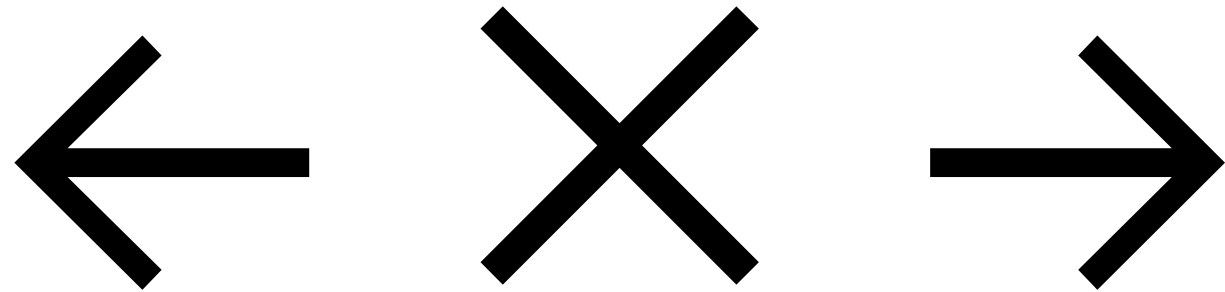
# Creating content

- keep image sizes flexible
- make it easy to update content
- We can set the size of images with code
  - Better to size down than up
  - Hi-resolution screens
  - Loading times



# Other kinds of assets

- icons
- favicon
- loader
- thumbnails





DESIGN

Examples