

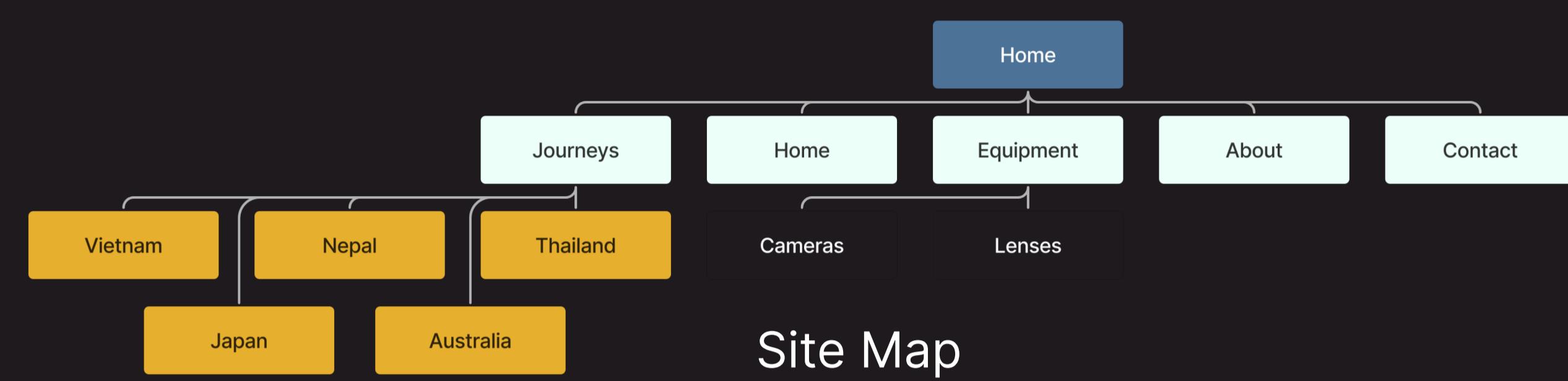
Website Overview

The **Light Leaks Photography** website acts as a place for me to showcase a collection of the photographs I've taken over the years, alongside the countries I've taken them in. The website delivers this experience across various pages consisting of **image galleries, equipment information, written summaries, and a dedicated contact page.**

Production Pipeline

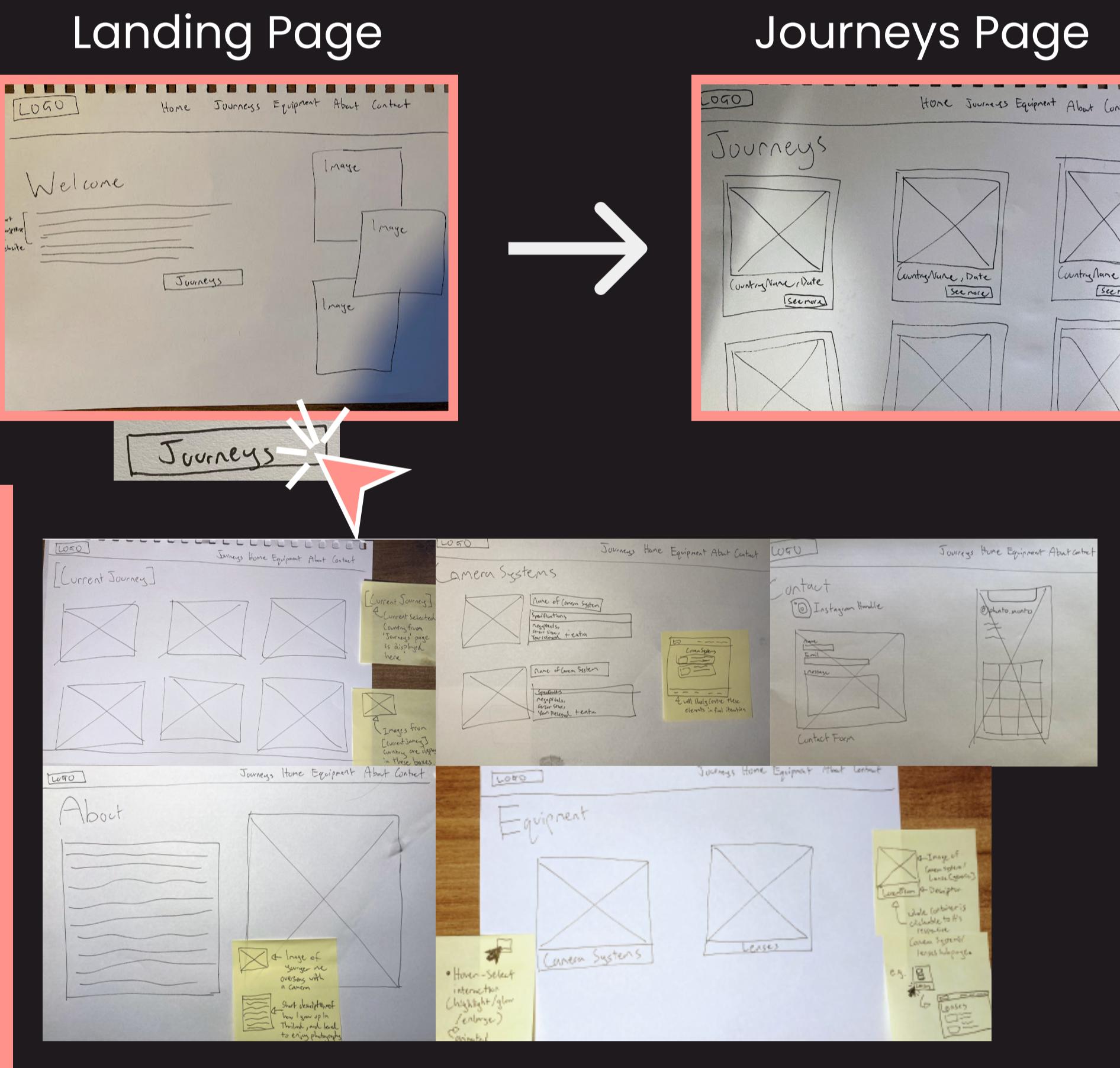
Site Map Creation

Before anything else, I needed a clear vision for the website I would be creating. Using a sitemap, I was able to set a clear structure for the site that also displayed the hierarchical nature of pages and their subpages.



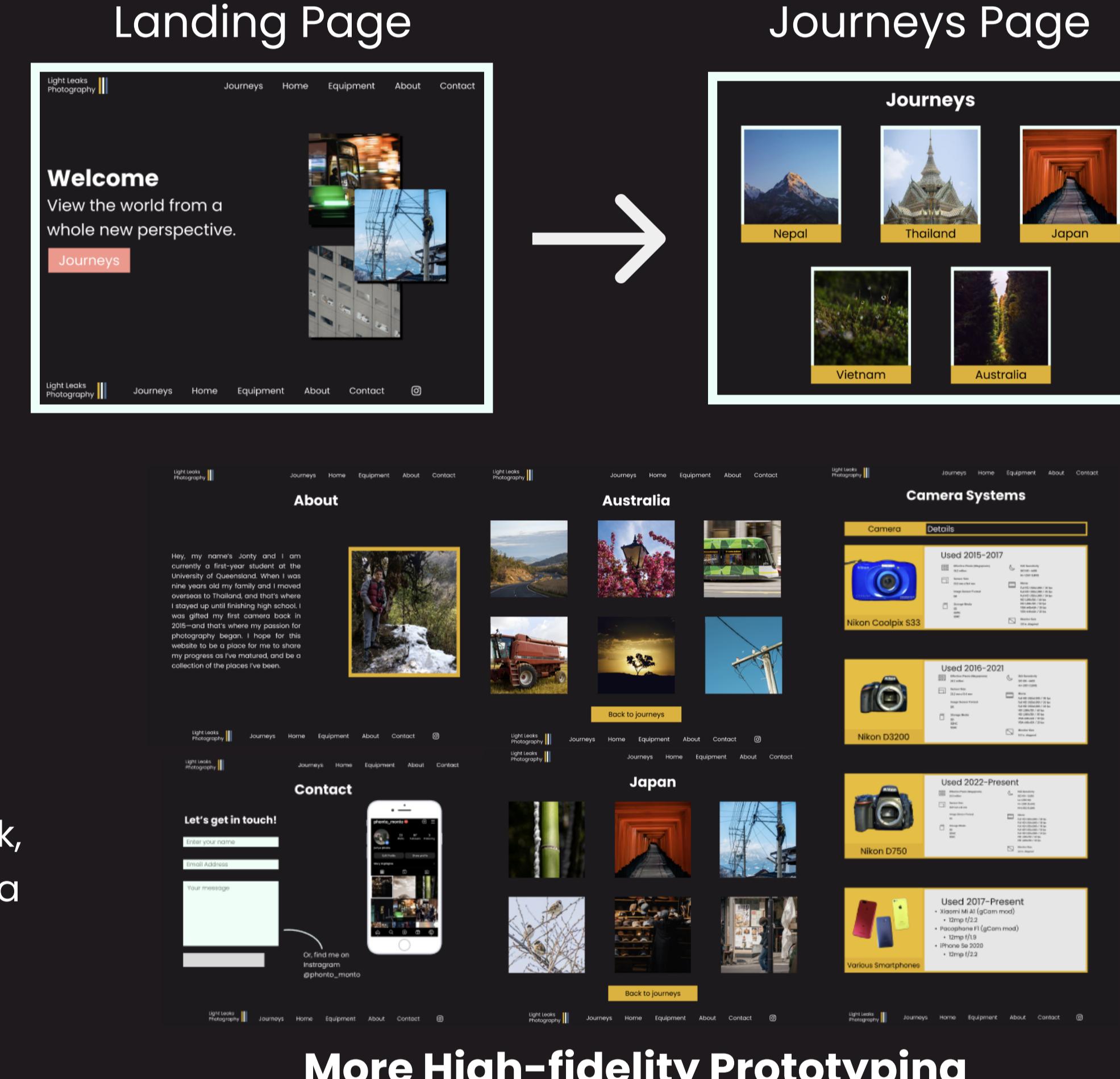
Prototyping

Low-Fidelity

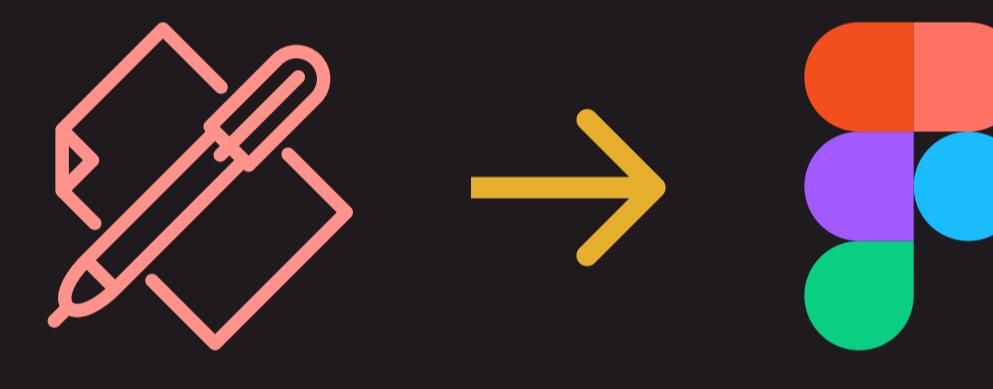


More low-fidelity Prototyping

High-Fidelity



More High-fidelity Prototyping



Creation Method

Pen and paper sketches lay the ground work, design mockup software (Figma) provided a clear end-goal.

Programming

HTML

HTML pages separated each section of the website, referenced images, links, #IDs, .Classes to CSS.

- ◇ about.html
- ◇ australia.html
- ◇ camera_systems.html
- ◇ contact.html
- ◇ equipment.html
- ◇ index.html
- ◇ japan.html
- ◇ journeys.html
- ◇ lenses.html
- ◇ nepal.html
- ◇ thailand.html
- ◇ vietnam.html

CSS

style.css provided styling and interactivity throughout the webpage, including transitions and hover effects.

style.css

JavaScript

My incorporated JavaScript functionality was added with script.js, while image hover-tilt effects utilized the vanilla-tilt.js plugin.

JS script.js

JS vanilla-tilt.js

Lessons Learnt

Two of the main lessons learnt through this website's design and implementation process involve my perspective on programming and the benefits of user testing. Programming in HTML, CSS, and JS, while challenging and sometimes uncomfortable, has been more rewarding to me than doing so in Python, as (with Live Server) the results of my work were oftentimes immediately apparent, unlike in Python. Now for user testing, I didn't plan on incorporating it into my implementation, but after having some family members test my site and recommend ease-of-use features (like a back button), I was quickly reminded of just how important it can be.

Reflection



Future Work

The following are some implementation additions or features that could be incorporated in the future:

- A lazy-loading system for the image galleries on the site (this would allow me to upload many more images without tanking performance).
- An image upload feature that would allow me to add images to the site without even having to touch the HTML, etc.
- Though I have no experience whatsoever using libraries like Three.js or Babylon.js, utilisation of WebGL / WebGPU on the site (like through a 3D walk-through art-gallery) would be pretty cool.

