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Homework 8: Write-Up

Part 1:

I created a website called “PC Building 101” that shows and describes the seven main components necessary to build your own personal computer. The website isn’t a tutorial, rather it is a source of information for those who are curious. A lot of people think building your own computer is much more challenging than it really is, when it reality it’s more like picking parts and plugging them into each other.To make the content more interesting and engaging I tried to make the website elegant and visually appealing through the use of animations and parallax. I’ve never really used react before and don’t have much experience creating websites, at least not visually appealing ones, and saw this as an opportunity to create an aesthetic website. I had seen parallax websites before and thought the use of assets and layers really made the website more compelling to use and interact with, even when the content wasn’t about something that I was really interested in. My target audience is anyone who doesn’t know much about the hardware aspect of computers. While computers are incredible devices, I think it can be interesting to teach people about how the purpose of each individual component.

Part 2:

- Banner/header
    - Mouse parallax
    - User can move their mouse around on the first image/banner and the image, and its layers will move in relation to the mouse position.
- Table of contents
    - Hover state
    - Hovering over each item in the table of contents implies clickability and encourages interaction.
- General PC Part Page
    - Scroll parallax
    - Scrolling through the website moves objects on the screen in relation to the current scroll position, speed, and direction.
    - Note: All seven pc part pages follow the same layout using parallax as the unifying interaction.

- Next page arrow
    - Idle bouncing animation
    - Clicking the bouncing arrow on each pc part page takes the user to the next page and perfectly aligns the monitor. This is especially helpful because the website is free scrolling to better show the parallax effect.
- Final built computer page
    - Mouse and scroll parallax
    - Scrolling down reveals the completed PC setup behind a blue banner. Moving your mouse also moves the components similar to the initial banner/header.
- Website as a whole
    - Scroll parallax
    - All elements throughout the website move and varying speeds and are placed in different positions relative to the scroll.

Part 3:

- Bootstrap
    - Scaling and responsiveness
    - Main PC part pages go from a two column structure to a single column structure, with the main elements center aligned
    - Decent mobile viewing
- React-spring
    - Physics based animations (mouse and scroll parallax)
        - Parallax was the inspiration and driving force for my website (I thought smoothness and visual appeal would make people more interested in the content)
    - Every element in the website incorporates parallax in some way (through movement) to increase movement and visual appeal
- React-typed
    - Typing animations
    - To differentiate between headers and show the different names of each computer part (ex: Motherboard vs MOBO)
    - Animation that fits the theme of computers (typing)
- Wow.js
    - On-scroll animations
    - For the initial banner/header page
    - The person playing video games fades in from the top while the HUD zooms into view
    - Animation and effects that match the “gamer” and computer theme

Part 4:

While the idea to use parallax remained the same, the theme of the website changed. I was super indecisive and had a hard time finding a theme that I would have enjoyed making a website about. However, in general I knew I wanted to use motion and parallax as the core of the website no matter the theme.

Part 5:

I had a hard time making sure the website was decently responsive. Using bootstrap with parallax layers made the containers different and confusing to use, often skewing positions or ruining the parallax effect. I also had a hard time enabling mouse interactions with items located within parallax layers due to how the library treated pages.