Jack Lawless

MART 441

Michael Cassens

<https://lawlessofcourse.github.io/Web-Tech-441/Lawless_Boot/index.html>

So, this is not even close to where I want it to be. Also, it’s lacking on js and the use of json. I have ideas of where to implement those aspects but still have a lot of content to organize. As of now the website has about 2% of my work on there. I found that I was spending most of my time just organizing my content and editing them for the web. I wanted to do a whole other page dedicated to creative coding. Unfortunately, my most creative scripts/sketches were created in Processing using Java. I did some research and found that I can display the sketches through the canvas tag but would lack extra libraries installed which 90% of my code uses. I could spend some time converting them to P5.js but that’s a whole other project. Another note: along the way I kept on getting ideas and inspiration for areas I could implement jQuery, but found that most of it was simple and already integrated into bootstap or css. I am planning on making the animations into a custom jquery/js script to make it my own and not just some plugin animation. I was really hoping to get further on this but I am fried. I will continue to work on this and do plan on coming to you for help/reference in the future to help develop my Web Design/Tech further. Another note: The photography page has 6 images. I in reality have about 100+ photos that I cataloged and edited myself. I tried and tried to come up with a good method for adding lots of photos and keep the layout with the lightbox I have. Simply put, I do not want to have to put in three img tags every time I want to add a single photo. Unsuccessful I reverted to the classic lightbox script and layout.

Thanks for an awesome semester and I look forward to the several classes I’m going to take with you in the future! PS if you need a Creative Coding TA next semester I’m your guy! Check out my creative coding I do in java/processing on [my github](https://github.com/lawlessofcourse/Interactive-Tech-440/tree/master/Processing%20Code) .