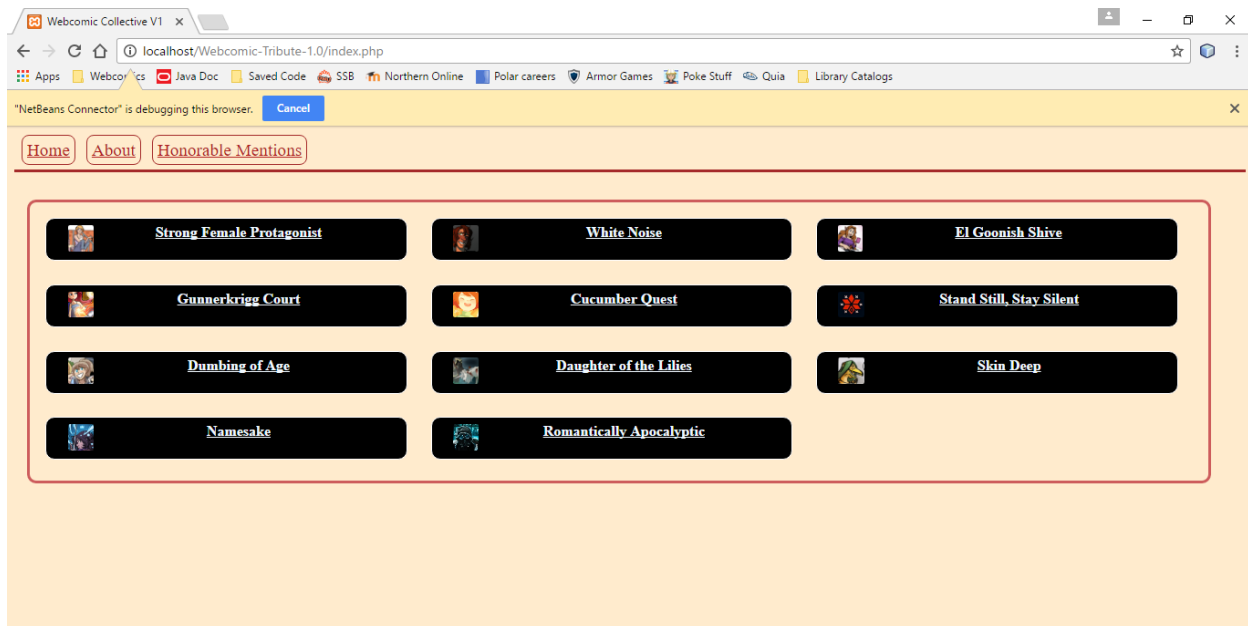


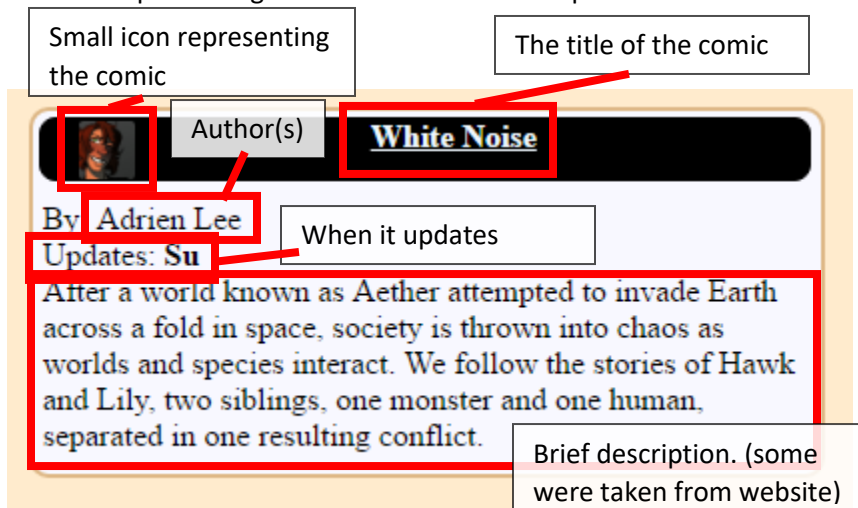
Introduction

We were instructed in class to create a webpage of our own. Our only instructions were to “show off” and try to impress the professor. My choice was to create a page featuring drop-down descriptions including links to a gallery of webcomics*.



I was introduced to the `.hover` property, and that was when inspiration hit. Changing the size while the mouse is over a component is relatively easy in HTML, but making it actually look good was less so.

Each div representing a comic follows a certain pattern:



This allows a relatively brief, but comprehensive overview of each comic.

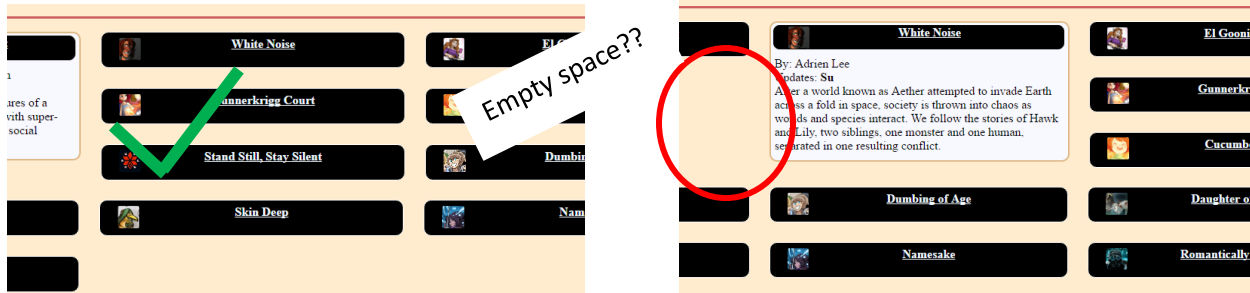
```
<div>

  <a href="http://www.page.com">
    
    [Title - this is a link!]
  </a>

  <span>
    By: [Author(s)]
    <br>Updates: <strong> [Days]
  </strong>
    <br>[Description]
  </span>
</div>
```

Some things I should have done differently:

- I linked all of the pages (there were 4 total) to a single CSS sheet. It worked okay due to massive overlap in design, but I should learn more about CSS usage next time.
- When certain components expand, unexpected shifting occurs.



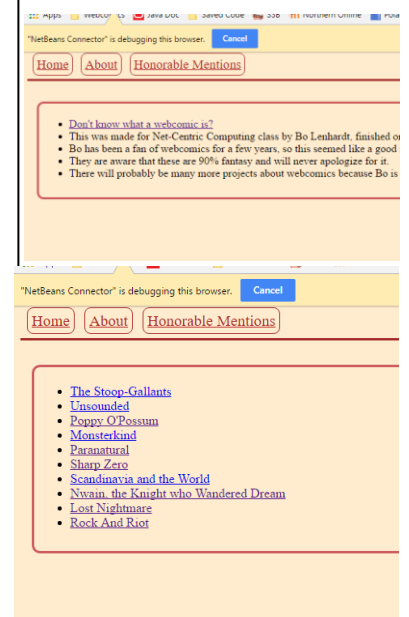
Some things I was satisfied with:

- The creation and reuse of a mainDiv id used for surrounding content on all pages with a border, clearly separating it.
- The eventual color scheme created was pleasing to me. I don't know much about color theory, though, so hopefully it is pleasing to others.
- Learning how to link to other .php documents, creating minor page navigation.

```
#mainDiv
{
    position: relative;
    height: fit-content;
    width: 95%;

    float: left;

    border-radius: 10px;
    border: 3px solid indianred;
    padding: 5px;
    padding-bottom: 10px;
    margin: 1%;
}
```



At the top, each page also has an identical navigation pane, which use #title and #title a in the CSS file. This seemed like a must after discovering the ability to have page navigation, although it was hard to decide what pages to create.

Conclusion

The open-endedness of the project was difficult to deal with – I had no inspiration for designs until late Jan 31st. However, being able to design around something I enjoyed did make it take off quickly after that.

*Excerpt from a subpage I created for people who don't know what a webcomic is:

Webcomics are an interesting development in the interaction between the popular comic format and the internet.

Many artists have started publishing comics of their own, one page or one strip at a time.

Some profit off of it. Some do it for fun.

Most will post one or two pages of a comic per week, but there are exceptions - almost all have strict update schedules, though.

Some comics update monthly or bimonthly. A few update with single strips every day!

The webcomic community is surprisingly compassionate. The artists behind comics are people, after all, and sometimes they need breaks - not to mention that most are doing it for free or in their spare time anyway!

When a comic goes *on hiatus*, responses are usually overwhelmingly forgiving because of this widely accepted mentality.

Few will only read one or two comics, however, so even so you can usually just keep receiving updates from other comics.

It's not long before you get hooked and suddenly you have dozens of your favorites' schedules memorized and a hundred bookmarks besides.

It's important to pace yourself and not look for new ones when you're too busy. Happy hunting!