## Links:
Github Pages: https://lizgaga.github.io/PUI/homework_8/
Github: https://github.com/lizgaga/PUI/tree/master/homework_8

## Part I (300 words)

My website serves as an online portfolio for my sister Angela Guo. It includes background information about her, her projects (broken down into Design, Fine Arts, 3D Art, and Music Composition categories), and her email contact information. Not only are her works aesthetically pleasing, but the website also includes interesting animations to help explain the different parts of an art piece, displaying Angela's thought process as the piece develops in an easily interactive way. This website is designed to be simplistic and direct focus to Angela's various projects and skills for potential employers to browse through quickly. Thus, it is meant to be simple like a resume but also more show than tell of Angela's skills and experiences through her works. Furthermore, I've included personal contact information to give potential employers a method to reach out and connect with Angela.

## Part II
Home Page Interactions
- Reveal animation for the 4 projects categories
  - On Homepage: Mouse over the 4 columns to see Design, Fine Arts, 3D Art, Music text appear as the 4 types of portfolio pieces and become clickable
- View Design project pieces (navigation)
  - On Homepage: Mouse over 1st column titled Design, Click on it → Design pieces will load
- View Fine Arts project pieces (navigation)
  - On Homepage: Mouse over 2nd column titled Fine Arts, Click on it → Fine Arts pieces will load
- View 3D Art project pieces (navigation)

- ○ On Homepage: Mouse over 3rd column titled 3D Art, Click on it → 3D Art pieces will load
- ● View Music project pieces (navigation)
  - ○ On Homepage: Mouse over 4th column titled Music, Click on it → Music pieces will load

Main Animation Interactions
- ● Doll piece information animation
  - ○ On Fine Arts page: Click on Doll picture → On Doll page: Scroll down so art is full screen (image loads through fade in animation), Click on the different parts of the image to learn more about it (textboxes will animate in through anime.js)

Other Interactions
- ● See About Angela information page (navigation)
  - ○ On any page, click **About** in the navigation bar
- ● Contact Angela Guo directly
  - ○ On any page, click **Contact** in the navigation bar to email


**Part III**
**i. Name of tool**
- ● Bootstrap library, Anime.js library, Green Audio Player library, CSS animations

**ii. Why you chose to use it? (2-4 sentences max)**
- ● I used Bootstrap to better format the site and make it responsive to different window sizes.
- ● I used Anime.js and CSS animations to make pages look more smooth and increase user engagement and interest!
- ● I use audio players for showing sound.

**iii. How you used it? (2-4 sentences max)**
- ● I used Bootstrap in all of my HTML pages, and especially formatted the Body to be responsive to different screen sizes.
- ●

**iv. What it adds to your website? (2-4 sentences max)**

- Bootstrap makes the site friendly for viewing on different browsers and screens, allowing more people to visit Angela's portfolio.
- The animations provide more smooth transitions and allow viewers to better understand Angela's thinking through her work.
- Audio players enable users to also evaluate and appreciate Angela's skills with music composition.

## Part IV

I made some major changes to the Doll page as I reconsidered the best way to showcase Angela's thinking through the process of creating this 3-layered art piece. Instead of clicking on the side of the image, I made it possible to click within the image itself, making the image itself more interactive for the user.

## Part V

Challenges I encountered once again included the use of animations and the use of new libraries and syntax. I found that many of the smooth animations I could easily prototype in Figma were extremely difficult and somewhat impractical when coded, and once I familiarized myself with anime.js, I found better and more simple animations to fulfill the same needs. I had many bugs when trying to use the new audio player library, and it took some time to clean up!