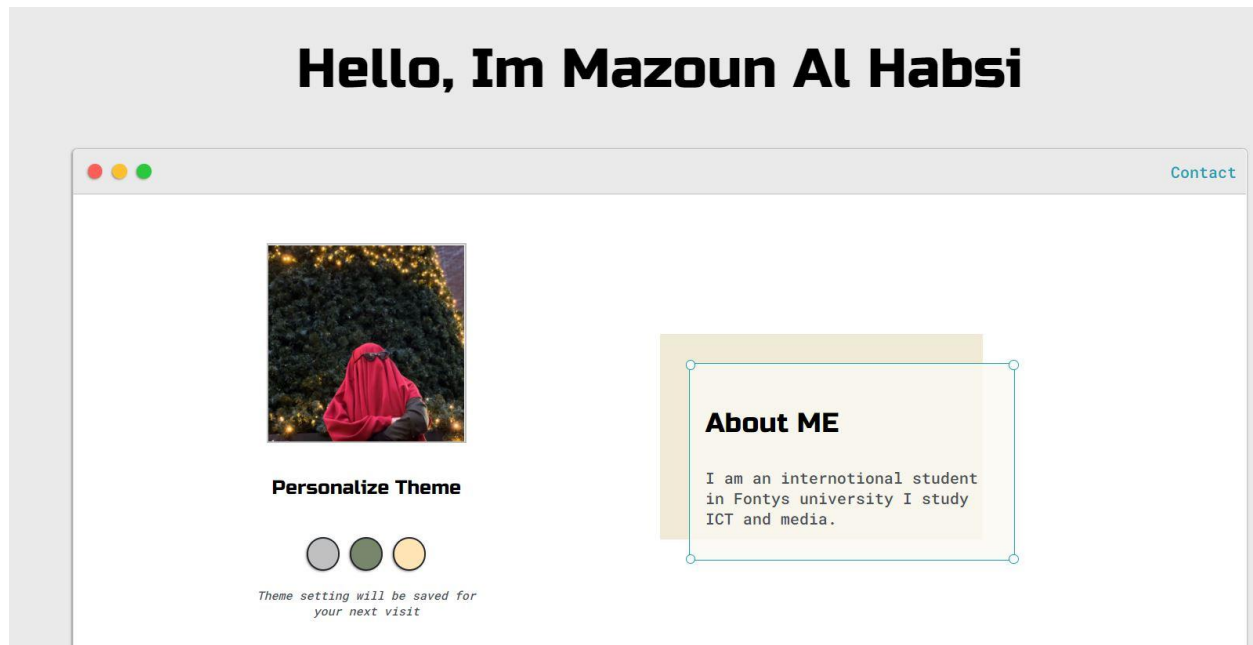


# PITI REPORT

## Personal Portofolio Website

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### Introduction

The very first website I made is a personal website about me, my likes and dislikes, hobbies, social accounts, pictures, posters and etc... I followed an online tutorial on how to do a personal portfolio with some Javascript codes. I thought the idea that was the idea.

The second website I made is a gallery website. All images on the website were taken by me. I intended at first to make it as a website of my country, but then I changed the idea to show just galleries. The next website I will be doing will be about my country, and since I like to do two birds one stone on most of my work I will publish the website if it feels great.

Finally, I will make all websites connected to my personal website. However, I will not publish all websites. What's more, I will be updating all the websites in the long run.

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## W1. Personal Portfolio

I wasn't too sure about this website. I had the wrong idea that we have to do a personal website about ourselves. However, since I haven't done this in the first semester I can say I learned a lot by doing it.

What I have learned on this website:

- Grids and Flexbox
  - Grid: I found this website where it explains a lot about grid columns, grid rows, grid area, and the most important grid template area. The grid template area was a key point on the responsivity of the website, it is easy to specify the locations of the element with this code. The link of the website: <https://css-tricks.com/snippets/css/complete-guide-grid/>
  - Flex: On the same website I found a good explanation about the flexbox as well. What I understand from these CSS codes that we can adjust items on a freeway, not like the grides. I also learned what's the meaning of the parent element and the child element. The link to the website: <https://css-tricks.com/snippets/css/a-guide-to-flexbox/>
  - I learned that in order to use Flix or Gride we have to specify the display first as (display: flex;) or (display: grid;).
- JS theme edit and library
  - I learned that we connect the javascript codes as the way we link the CSS.
  - I learned that we can get data from the library of the page and use it. It is much similar to reading an Arduino chip but instead, you read user clicks.
- Shadows, and Drawing on the website
  - I learned that we can make a lot from HTML and CSS codes. At first, I thought it is not that deep and we need to use other languages to do these tricks like the 3 colored circles and the similar apple page.

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- Text highlight, Opacity, and Rgba
    - I learned that it is easy to do this thing on the website and the opportunities of using Rgba. I learned that the Rgba allows you to choose the color and the opacity at the same time.
  - How to make a downloadable document
  - How to link social accounts and open them on another window
  - Use one CSS file for the whole website
  - Variables use

Finally, I only watch one youtube tutorial to learn all of these things. I should say that I learned many things from creating this website. The link to the tutorial:

[https://www.youtube.com/watch?v=r\\_hYR53r61M&list=LL&index=33&t=5628s](https://www.youtube.com/watch?v=r_hYR53r61M&list=LL&index=33&t=5628s)

## **W2.Gallery website**

The idea of this website is to make a fully hover gallery website. I used javascript in every page I made. I followed many youtube tutorials to get the best of this website. I learned many new things in this phase.

What I have learned on this website:

- Connecting css or js or img on a different folder.
  - Using ../foldername/folder name/img.jpg
  - Using background: url(..); on css and so on
- Creative hover Text Scrolling
  - With using js, classes and the overflow codes. What's more, in js I had to specify the needed time for both the inner text and the text that shows on top of the video background.

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- 3D Rotating Image
    - I saw a youtube tutorial to do this. However, when playing with some codes and numbers I found that I can make different animation on a specific time and then change the animation speed and direction.
    - This action was possible by using the (@keyframes) , spacifying the perspective pixels and the rotation degree.
    - I add the image shadow reflection as well using (transform-style: preserve-3d; )
  - Responsive Image Card with vanilla tilt js
    - On these step I did not code the js but I included a library as to change a bit. I fixed the css to my needs and add as many images as I wanted. I used flex display option to align the aliments on the page.
  - Use classes on js
    - I learned that we can call the classes from the html codes to the js codes by adding a dot on front of the class name. (".calssName")
  - Make a glassy layer, a video background and implement it in all pages
    - Spacigfing the hight, the widt, the position and the backdropfilter allowed me to do this step. For the rest of the pages I had to use z-index codes to specify what comes first and what comes last, this can be seen mostaly on the Masfat Alabreen page(M.A.html).
  - Postion
    - When spacifying the position of text I understande that some times the text comes on the position that I need but it does not start from the place it should there for I had to use this code (Transform: translate(-50%, -50%); ).

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- I learned that in css we can make all text uppercas or downcas by using this code (text-transform: uppercase;).
  - Show different image when clicking to view more
  - Flex-wrap
    - I learn that it sets whether flex items are forced onto one line or can wrap into multiple lines.
  - I used new things like: Section, span, tranfarm, TranslateY and more on css. I used scroll, remove, add, event listener , queryselector and reading from the window.

Finally, I tried many youtube tutorials however not all of them worked. For the main page I saw how to add the background video, the glasse layer and the js animation for the glassy layer and the speed transform. The link to this tutorial is:

[https://www.youtube.com/watch?v=r\\_hYR53r61M&list=LL&index=34&t=5629s](https://www.youtube.com/watch?v=r_hYR53r61M&list=LL&index=34&t=5629s)

The link for the 3d rotating images: [https://www.youtube.com/watch?v=j1-Ak3WWW\\_g](https://www.youtube.com/watch?v=j1-Ak3WWW_g)

The link for the transform scroll effect: <https://www.youtube.com/watch?v=LFY3e53wBPw>

The link for the vaniel tilt js: <https://micku7zu.github.io/vanilla-tilt.js/>

The feedpluse document is on my personal portofolio.

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### **W3.Three.js website**

In the third phase, I learned a lot. I made more exercise than previous phases, did more research, and investigated deeply. In this phase, I made a 3d website where users can navigate it using keyboard keys. I started it by reading the three.js website and following the exercises, then I moved to youtube videos. After which I tried to navigate for the already existing website and try to change the codes to my needs. I decided to follow these plans for many reasons and one of them is that I understood the basics of three.js. What's more, I had to use Wampserver app on most of the websites that I made. I understand that it is for security reasons.

I faced many issues, the biggest one that took most of my time is the one connected to CORS policy. At first, I thought that I had missings codes or errors that did not allow the 3d objects to appear on the pages, I tried to change the codes, change the gltf files, tried different youtube tutorials, looked at many StackOverflow articles and problems, and finally decided to ask the teacher. Finally, I solved the problem by using the Wampserver app, add all the websites to a file called www in the app files on my laptop and finally, all objects appeared and I was able to continue. I learned that the 3d objects on three.js are called mesh, it was easy to search for documents and solutions using this keyword.

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Learn progress:

1. I first started with making a line, a text, a cube, and then to the animation and implement it on those exercises.
  - a. We have to add these variables in each script:
    - i. Scene
    - ii. Camera
    - iii. Renderer
    - iv. Material
2. I then tried to show the gltf objects which I can get from the sketchfab website.
  - a. I used different three.js sources to do this:
    - i. `<script src="three.min.js">`
    - ii. `<script src="OrbitControls.js">`
    - iii. `<script src="GLTFLoader.js">`
  - b. I also had to use these variables:
    - i. Loader ( to load the gltf objects)
    - ii. Controls
    - iii. Abint
3. I moved then to changing the image of the cube. I learned that we can specify if we want to display the image on both sides, on the outside, or on the inside only.  
However, I did not implement that on the final website because I needed the image to show as an image with frames and located in different areas.
4. Then I moved on to coding the background, I learned that I need many pictures if I want the background to look like it is moving with the user.
5. Next, I moved to coding textures without using the gltf and it worked for some websites without using the local server.
6. Finally, I moved into finding already exciting websites and change their codes to my needs. These steps took a lot of time to understand the codes but I was fast when changing the codes after I understand them.

The links that I looked at to learn :

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- Three.js website: <http://threejs.org/>
  - Information about the texture:  
<https://threejsfundamentals.org/threejs/lessons/threejs-textures.html#format>
  - Change background color in three.js:  
<https://discourse.threejs.org/t/change-background-color/768/2>
  - Different kind of background ( interactive background):  
<https://threejsfundamentals.org/threejs/lessons/threejs-backgrounds.html>
  - YouTube tutorial ( Three.js Tutorial 5 - Textures & Colours) :  
<https://www.youtube.com/watch?v=l77yAZ0E950>
  - YouTube tutorial ( 3D Model Loading in Website using Three.js ):  
<https://www.youtube.com/watch?v=JUwnSK163zs>
  - Sketchfab website: [https://sketchfab.com/search?sort\\_by=-relevance&type=models](https://sketchfab.com/search?sort_by=-relevance&type=models)
  - Three.js Tutorial – How to Render 3D Objects in the Browser:  
<https://www.freecodecamp.org/news/render-3d-objects-in-browser-drawing-a-box-with-threejs/>
  - Creating custom three.js shapes:  
<https://stackoverflow.com/questions/17843562/three-js-create-custom-3d-shape>
  - <https://javascript.plainenglish.io/javascript-in-3d-an-introduction-to-three-js-780f1e4a2e6d>