

## **Project 2: SVG Web Presence**

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The *FUTURE*...

You've graduated from RIT – have an IT job at some small company, your boss says something about this new HTML5 technology that could really help the company, and you are able to tell him you know all about it because of this course (and look really good, get a phat raise, and everything is good in the world...)

Using SVG, you will create your own personal textually created vector web page! Content for this page is totally up to you. You could create a new web presence for yourself, build an interface to other projects, or try to mimic your current web presence.

Possible examples abound on the Web (especially off of the links on the SVG lecture page) and will be shown in class...

### **Requirements**

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- Some level of interactivity built into a menu system (you are only building one page – the links don't have to go to another SVG page – but should connect to something (how about linking to other project you made and leave a link for the jQuery Project?))
- Use of all primitive types is not necessary, but I am making you have a curve built with `<path>`
  - Possible use of Adobe Illustrator or Kiyut (<http://www.kiyut.com/products/sketsa/index.html>) to draw the `<path>` is encouraged
  - The only part that you can use these tools for is the `<path>` - everything else you must 'draw' by hand
- Animation/interactivity built using (**both**):
  - JavaScript
  - SMIL
- Dynamic creation of some page element (Simply regurgitating what I build in class will not suffice!)
- Use of CSS to define your styles
- Include comments in the code to clearly explain functionality
- Your SVG pages will be viewed using either the **Opera** browser (<http://www.opera.com/>) or the **Safari** browser since they have the most complete viewing capabilities
- **DUE DATE: Friday, October 19<sup>th</sup> @ midnight**

### **Grading**

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If you complete all of the above you will receive a B... A good project (worthy of a B) will have all required elements, implemented correctly and with attention to detail. An excellent project (worthy of an A) will have everything a B project has, plus something extra - evidence that you intend to excel. Perhaps it explores an area we didn't cover in detail in class, or would merit me recommending you to a client who needed similar work done on a multimedia project.

To do better...

- Dynamically creation of all content!
- Level of complexity
- Really good design ideals (at this point in your studies – you should be able to build professional looking pages...)
- Go nuts and surprise me...

*PS - be careful - go for the "B" first and get it working... Make sure you have something that **WORKS** to hand in...*