Hi Marco,

As it was meant to be, I had fun doing the test and I enjoyed every challenge of it. It may look simple at first sight, but it holds a lot of challenges for me, maybe the first challenge was, writing a more formal code, it's like when you get used to wearing sneakers and then you start wearing suits. I always try to write a clean and well-structured code but this time I did it more strictly.

I started my project with a webpack environment and I wasn't if I should use ReactJS (react-three-fiber) or just stick with vanilla JS, but in the end, I chose Vanilla JS to be more comfortable with ThreeJS.

I separated the file that handles the HTML content (named: script.js) and the file that handles Threejs (named: three.js) for more readability and clearness, otherwise, I would cumulate them into one file and compress it to reduce the Critical Rendering resources and gain some milliseconds of loading time.

As a fan of writing less code that does much, and as I try always to keep things more dynamic, I chose to put my slider in a single view with a text transition and smooth images cloths effect slider, instead of the classic scroll.

I used the BEM class naming convention which is more powerful and handy when using Sass, but also with CSS, it is advantageous to performance, since class matching is often the fastest selector to match for modern browsers.

Also as there's not much media query code, I kept it in the main CSS file instead of putting it in a separate file and loading it only when we open the site from a small device.

Opening the doors of creativity for this test made me create many scenarios for it, but as it is a simple one-page slider you can't apply many effects that may look awesome, so I decided to keep things simple but cool and smooth at the same time, with a smooth wavy of the images using ThreeJS and a silky text hide/reveal transition between slides (we will discuss my effects choice later in the meeting).

I also want to note that I started the test application with Vitejs and everything works perfectly, as its name (vite: a french word that means 'fast') the application was very fast either in installing dependencies or deploying or reloading or anything. But unfortunately, when I wanted to deploy the app in production yesterday (One day before the deadline), the images wouldn't load :(, I spent many hours trying to find a workaround but didn't work. So this morning (deadline day) I decided to switch to Webpack as the last solution, everything works perfect except for a small problem with rendering SVGs in Webpack, even after adjusting the bundler config and trying Webpack plugins, still does not display SVGs, so I had no choice but to covert my SVGs into PNGs images, expect adding 1ko to each image, the quality of both SVG and PNG

shapes looks pretty similar. Also, this Webpack wouldn't load a beautiful favicon icon that I created to decorate the site tab (you can find it in the app file).

That was in a nutshell how did I pass the test, reaching this stage with such a creative studio and talented people is such an honor to me. Thank you for your interest in my profile, if I missed something in this test I hope that you consider it as a gap or a miss, but something that can be learned and fixed as soon as possible.

I hope that you liked my work and I confirmed my place among you, looking forward to discussing more about the test in a meeting.

Kind regards