

Entrada of the Mage

An interactive web experience

By Nat Deis

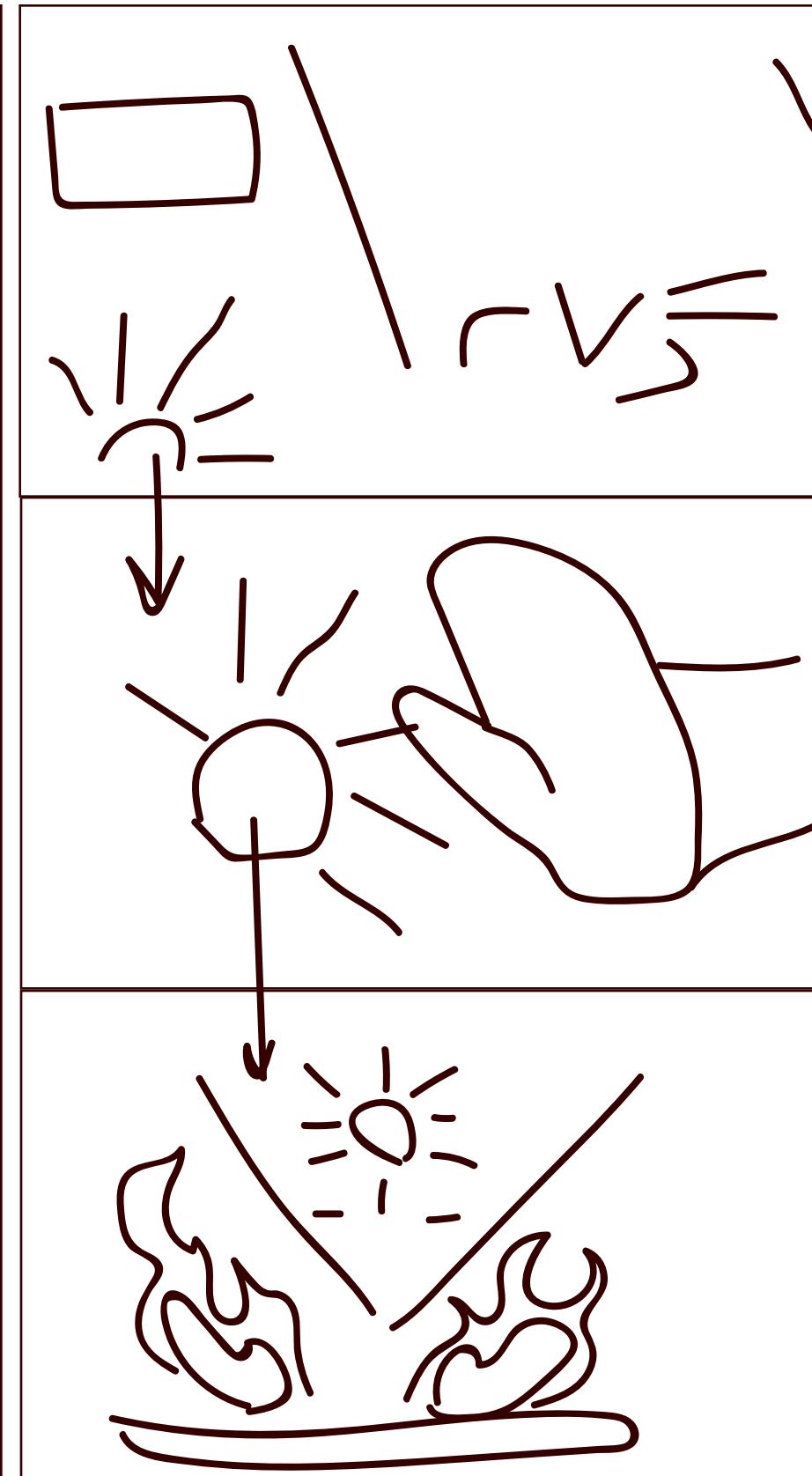
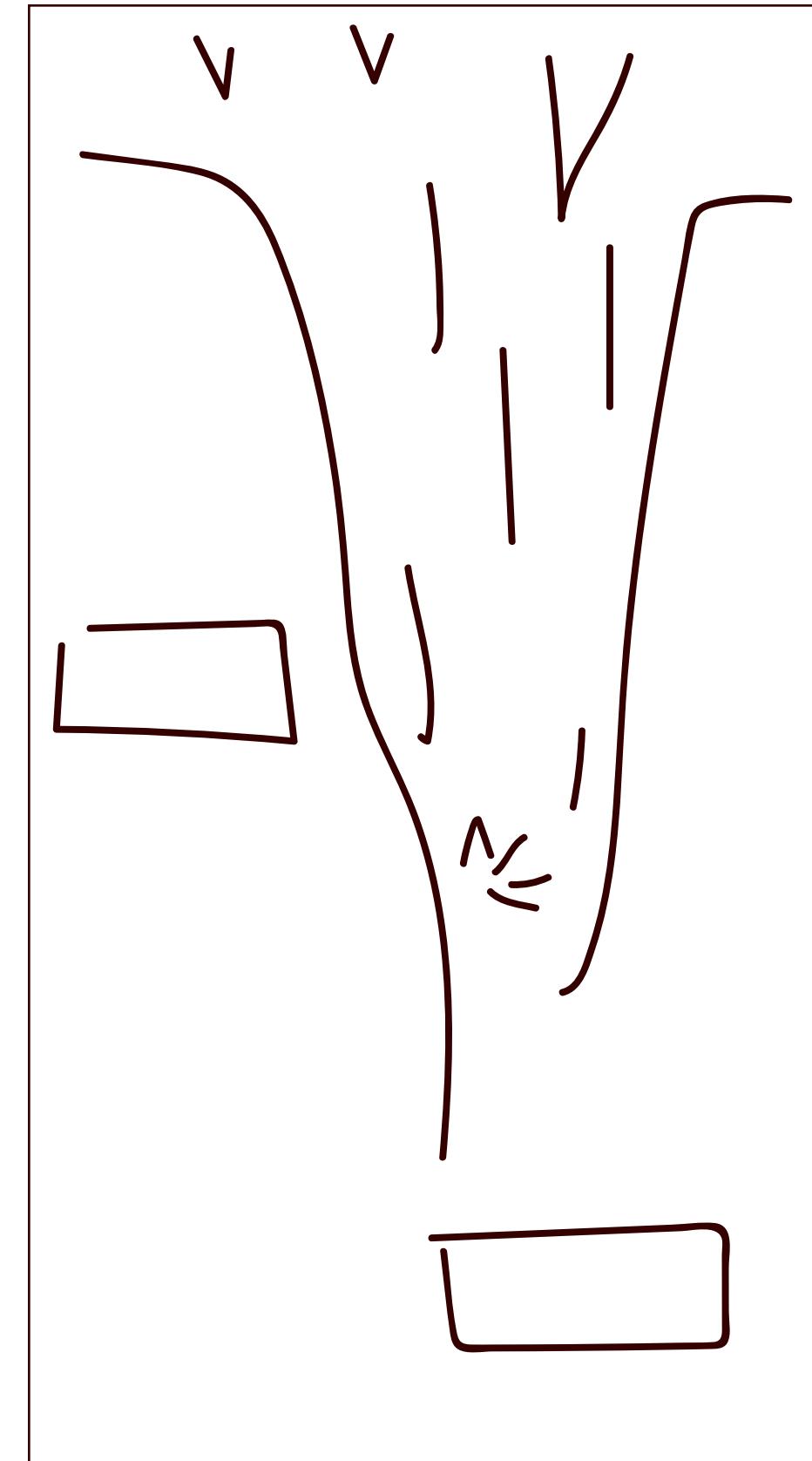
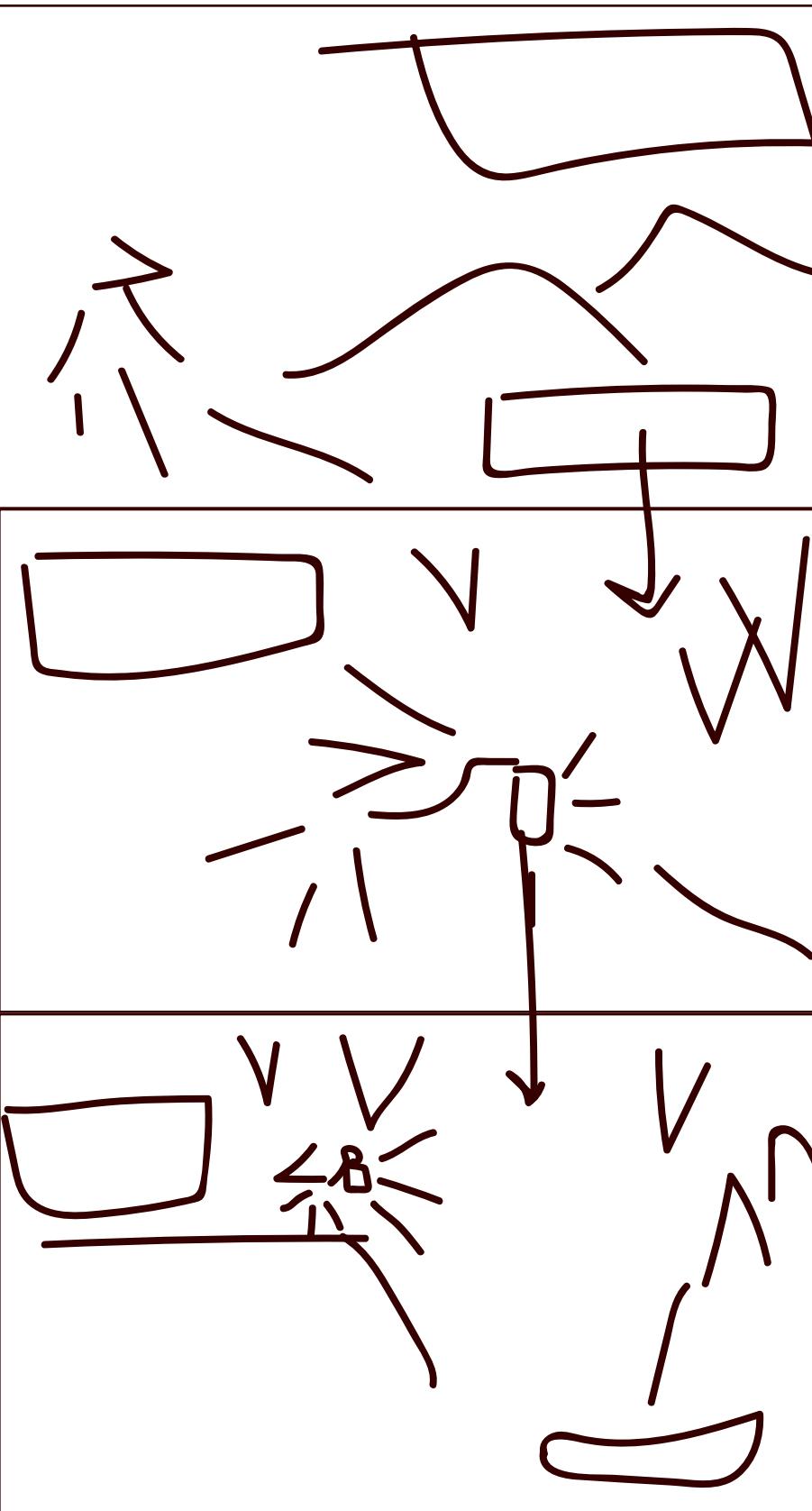
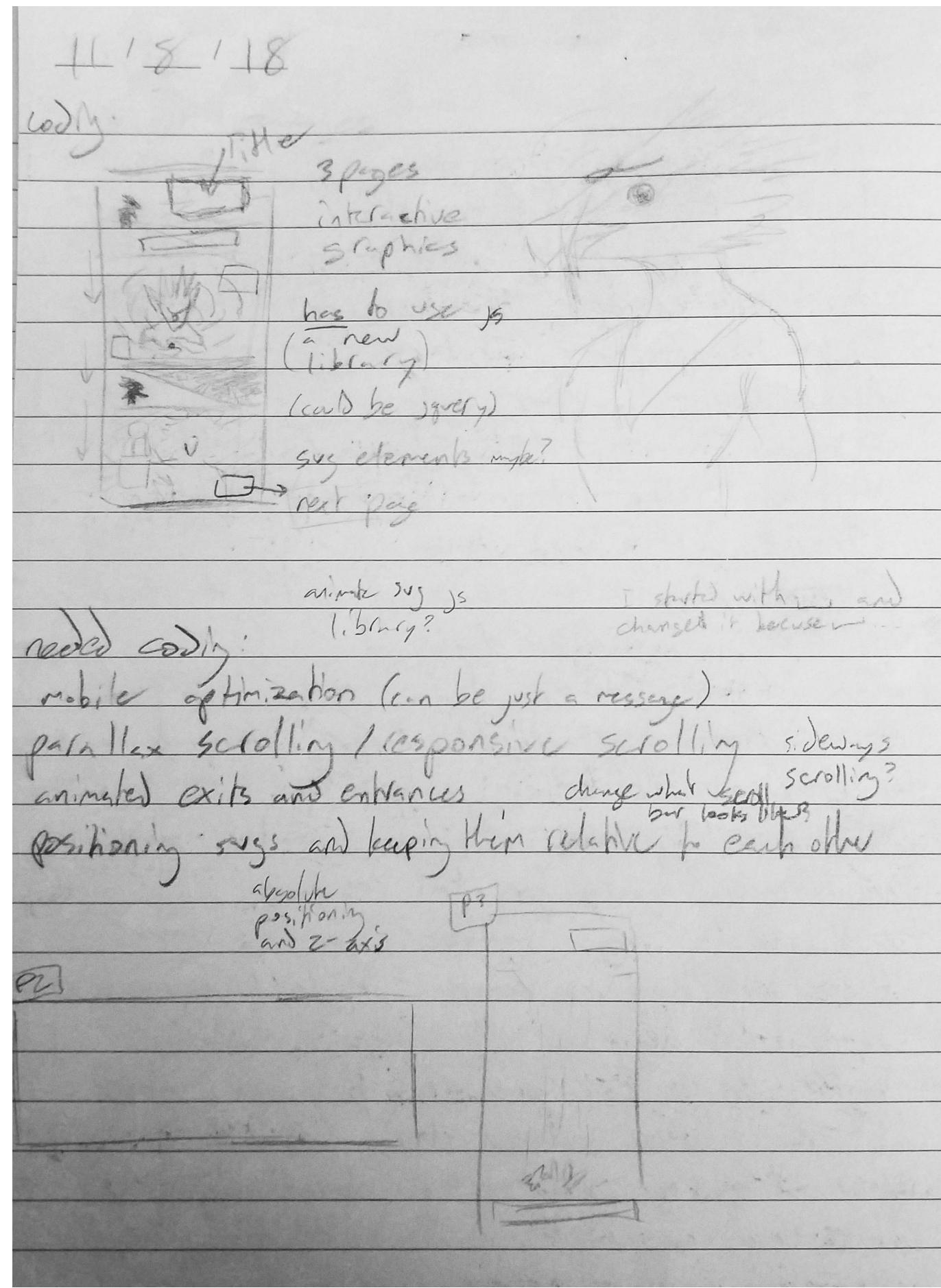
Scope

This project is going to be an interactive narrative piece that will follow a simple story line. It will be told through the user manipulating a few digital illustrations.

It is intended simply to be an image-based interactive story viewable only on desktop. I want to focus much more on the aesthetics and narrative and make sure all of the interactions are perfect for one medium.

I will need to find and learn a proper java script library that will allow me to work with animating svg images. Then I will need to see how I can use that while maintaining proper image linking and placement.

Sketches



Research

The collage consists of several panels:

- Top Left:** A close-up photograph of a bird of prey, likely a Bearded Vulture, showing its orange feathers and hooked beak.
- Top Right:** A screenshot of a presentation slide with the title "Scrolling is fun" and a peace sign emoji. It shows two snippets of code: one for a jumbotron element and one for a mega element.
- Middle Left:** A screenshot of the anime.js documentation page. It features a large image of a purple flower, a logo with the word "anime" in a stylized font, and several sections of code and text.
- Middle Right:** A screenshot of the anime.js demo page, which displays a series of colored squares (red, green, blue) that move in sync with the scroll position. It includes sections for Targets, CSS Selector, DOM Node, Node List, JavaScript Object, and HTML.
- Bottom Left:** A screenshot of the anime.js GitHub repository, showing the repository details and a list of contributors.

Initial Images

Entrada of the Mage

Begin

There was once a young mage
told of a greater power by his master

His heart burned with avarice...

Shall we send him on his way?

In the end
he got what he wanted

but at a cost...

a blood price paid for power gained

Fulfilling the Vision

There was a lot that I could not accomplish that I wanted to, but there was also a lot that I learned and implemented that I did not expect to before. I ended up using JQuery, Anime, and Paroller to create all the animations on the site.

The placement of the svg images was a lot more difficult than I had thought. I had to neglect the use of a flexbox or grid because they simply did not work with the placement of the images in a way that I was satisfied. The result is a bit shaky in terms of how all the graphics scale together as the window size is changed, but it was the best result I could get. I am still rather satisfied with the outcome despite its shortcomings.

The animations turned out a lot better than I thought, though. I did not know the full extent of JQuery or Anime before using them, but this project let me experiment and find amazing new things that I could do with them. I am really happy with the smooth animations and how they all look working together. Being able to smoothly animate opacity and position really helped make this project look great. I am very pleased with how it all came together at the end. I definitely had to look up a lot of resources to help figure out all of the parts of it, but in the end it was well worth the effort.