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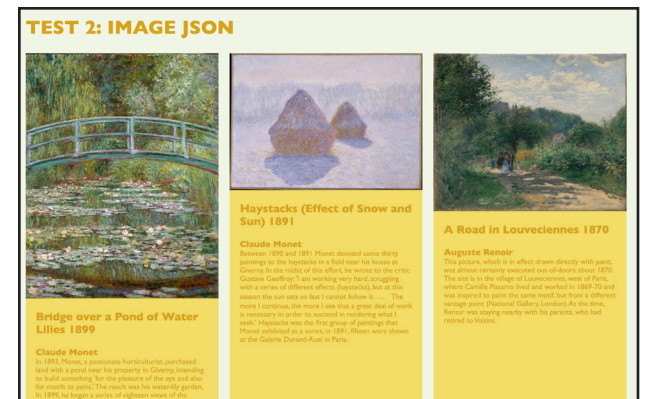
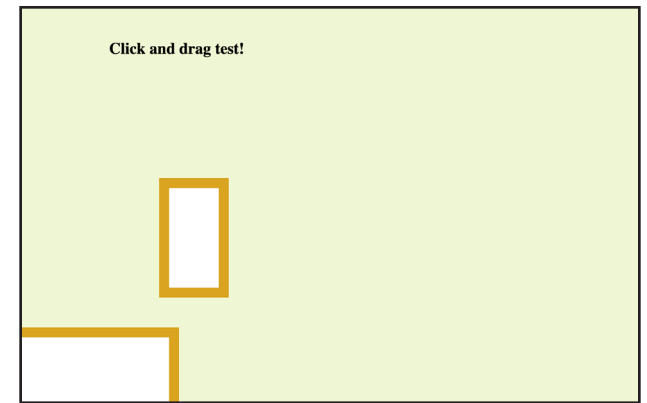
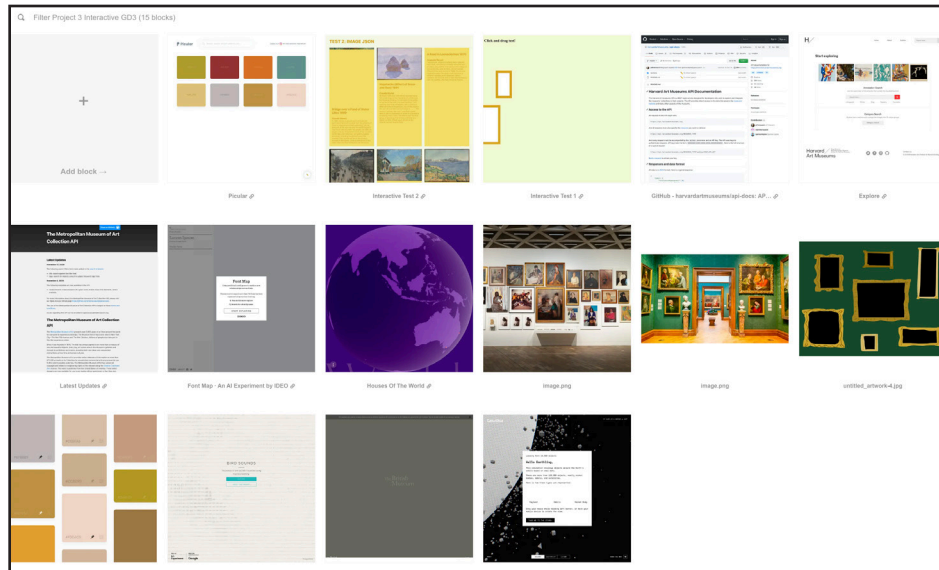
Question Response 14

Brainstorming:

- Interactive archive? Similar to that xyz typography one, being able to sort through images, not gathering any new data, just collecting my own images and showcasing them
 - Topic ideas:
 - Botanical illustrations
 - Certain art history genre or something
 - Toronto architecture
 - Actually I don't think this works as it isn't data-related
- Something about weather? Different regions, time of day, season... Lots of filter ideas but what would the regular setting be? Current weather based on IP address or something? Might get complicated, does that count as collecting data from other people?
- Covid 19? Impact of virus, maybe filter cases by region... would have to have something to show population I guess to show significance... not very engaging though and really only one filter I can think of, adding in things like vaccines or masks might just get confusing, too much data or maybe no data since that's hard to collect and contrast
- Maybe an archive sort of thing is still possible, the MET has an API, could be cool... but to what point?
 - Maybe could use their API (are we even allowed to do that for this assignment? Also do not know what an API is) and have a subject, then can use their filters like date, artist, etc, similar to the car timeline example, and make a sort of gallery? Subjects could be an art movement, time period, type of art (painting, sculpture, illustration)... IDK

Brainstorming Concepts

My initial brainstorming was a bit difficult. I was at a loss for ideas for a while, and was disheartened because I felt like for the rest of the semester I had been good about having plenty of ideas to choose from but being able to be decisive about a topic. So for this one, I did not have an idea I was immediately drawn to, but after I spent some time researching and looking through some of the Github APIs on the course module, I made a brainstorming freewritten list of some things I might want to explore. I was excited about the idea of a kind of visual archive, but I didn't think it fit the goals of the assignment as it was not very data-related. When I saw the MET had an API, I immediately wanted to make a kind of interactive gallery with it, and after I prodded the idea a bit for its usability, I decided that was the direction I wanted to go in. The next problem was that I didn't know what I wanted to do beyond this gallery idea, I was still stuck on a concept.



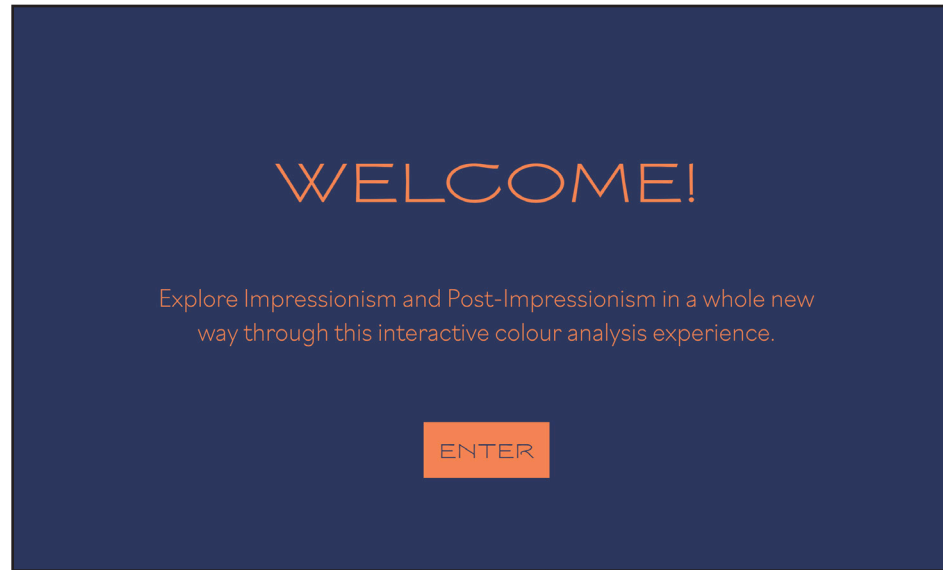
Olivia Pasian	
Interactive Website Progress	https://www.are.na/olivia-pasian/project-3-interactive-gd3
<p>Basic idea: Create a sort of interactive gallery using an API from either one or more art galleries/museums, generating images and collecting data about an era or style of painting (I'm thinking Impressionism). Then, offering filters to go through things like colour, subject (maybe time of day?), time period, region, basically to look for trends and patterns. The interaction idea I have is to be able to scroll around an open space, where new examples load the farther you scroll and maybe you have to hunt down paintings. Then if you click on a painting, it zooms in and gives you information. Each time you refresh the paintings move around or there are different paintings, maybe using the randomize feature on Javascript.</p>	
All my progress so far is linked through my are.na!	

Concept for First Critique

After I had my gallery idea, I moved onto researching and developing my concept for the first critique. I put together an are.na of my research, and though I didn't research as much as I wish I had, I put some colour and visualization ideas in it, mostly from websites I was inspired by (bad! Needed more visual conceptual research to develop my own ideas!). Once I had some visual ideas, I went back to the concept a bit, and decided I wanted something Impressionism-focused, as I love the colours from the art movement. Beyond that, I wasn't sure of something more solid yet, but it was a good starting point. I moved onto coding tests, and made one for the drag navigation style I wanted to use, and another for practicing with JSON. These helped me more than I expected, as it helped dust off my Javascript skills and made me feel more prepared to tackle all the new coding skills I'd need for my idea.

Concept Development

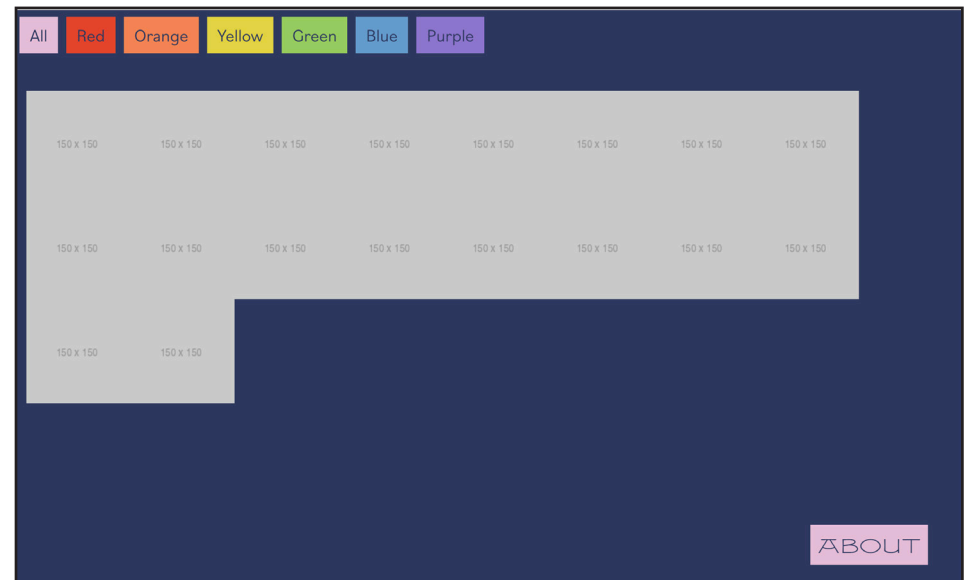
After the first critique, most of the feedback was based on my concept and the need to develop the idea further. One suggestion was to do a sort of compare and contrast with Impressionism and another art movement, which I really liked the idea of, and it was also pointed out that it seemed like colour was a big part of my idea. Since Impressionism has such a big focus on colour, I decided to base my new shift in concept towards that. After the crit, I went back to the drawing board and came up with the idea of comparing Impressionism and Post-Impressionism in an interactive colour analysis, since there are some similarities between the two movements but colour is one thing I wasn't sure how big the difference would be. Characteristically, the colours in Post-Impressionism were perhaps overall darker and more saturated, but I wanted to explore this difference and find out what other differences there might be.

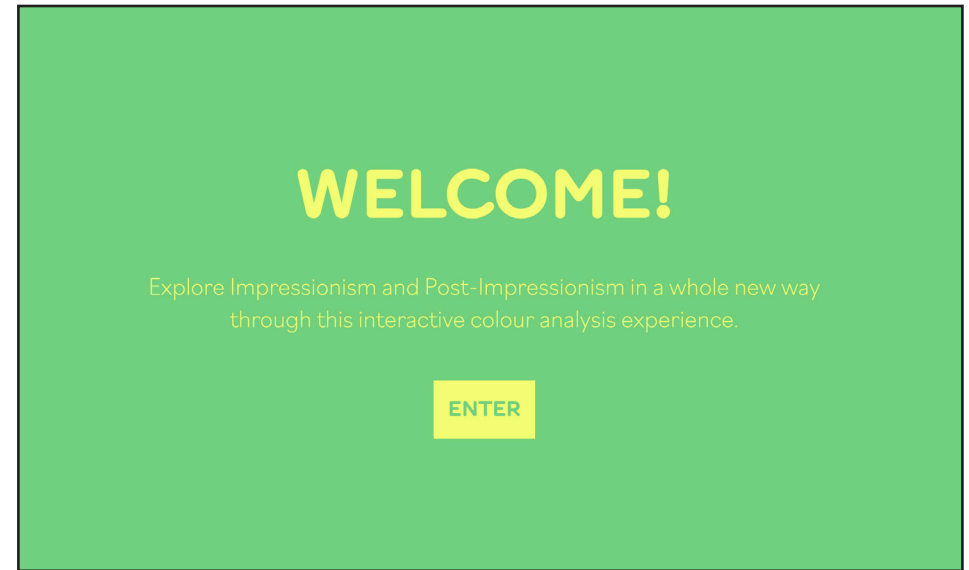
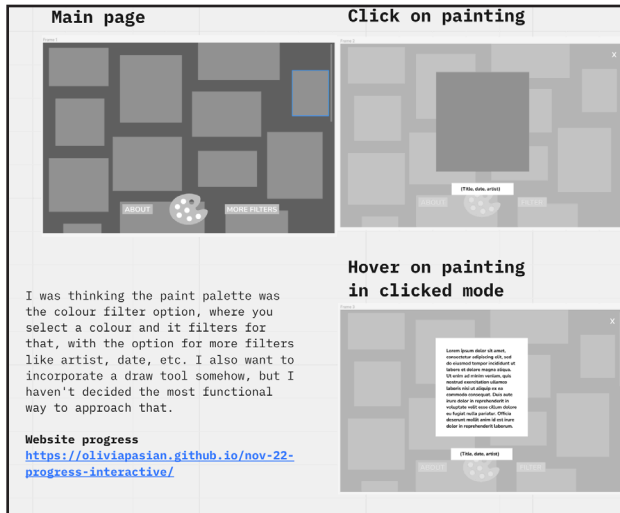


Website Development: Draft 1

<https://oliviapasian.github.io/Nov-21-Progress-Interactive/>

Once I had my new concept, I started playing around with colours, typefaces, and design/layout. I used the first class demo we did and came up with this draft. I mostly just wanted to try out some interactions and decide on a style, but after I sat on it for a day I realized I not only didn't like it, but it was not inventive or new at all and the typefaces read more as Art Nouveau than anything else, which is a bit off-putting visually since the focus is on a different art movement. So this was scrapped quite fast, but it helped me figure out a direction I liked more and practice layouts and coding the features I wanted to include.





Website Development: Draft 2

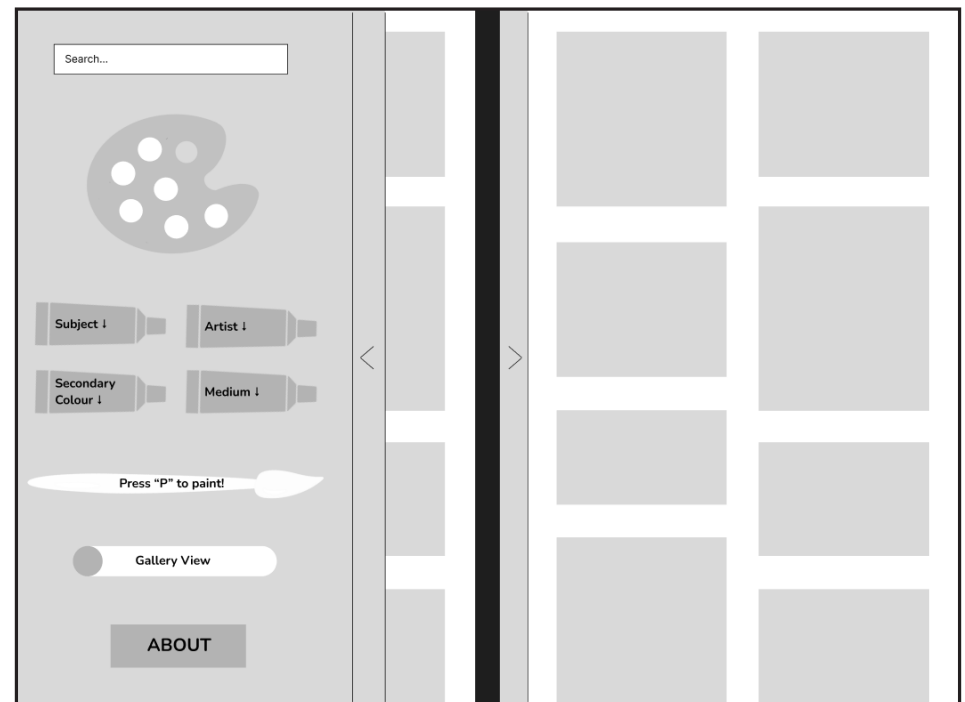
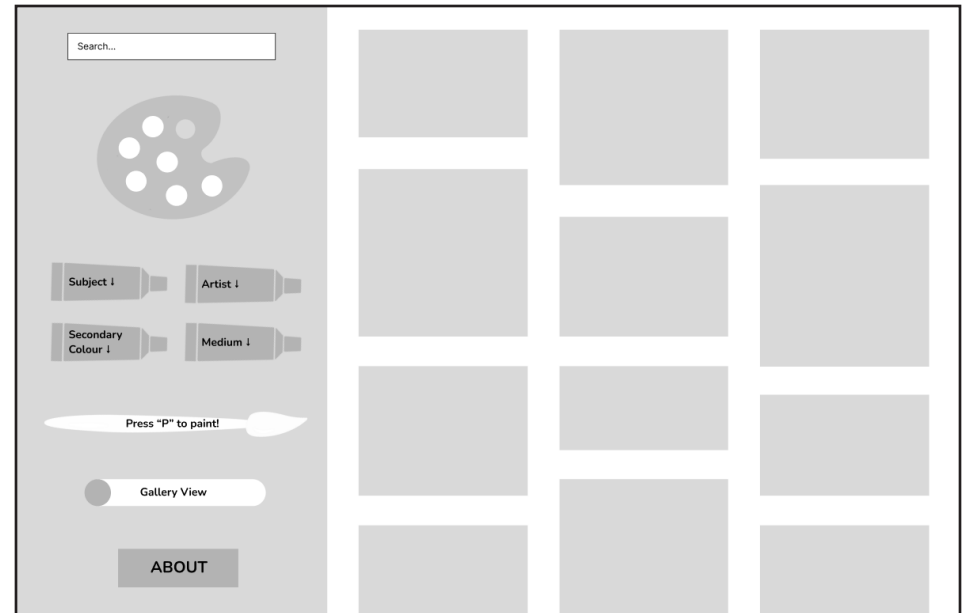
<https://oliviapasian.github.io/nov-22-progress-interactive>

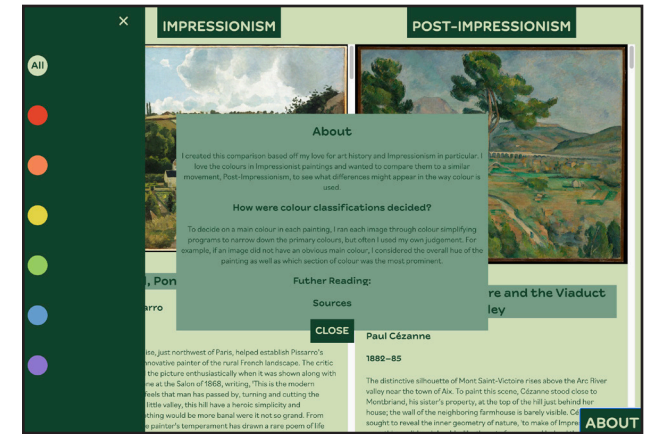
In preparation for the second critique, I re-did my process website draft and put together some wireframe ideas. I still didn't like my colour choices, but I think the typefaces are a lot more fitting and fit my new style ideas of something a little more kitschy and fun. Somewhere between my last draft and here I had the idea of changing my boring filter buttons to a paint palette, where each colour you press filters the images to the main colours in that painting. I was super excited about that idea and basically wanted to design the rest of my website to that level of fun. For the wireframes, I laid out how envisioned the pages would work, and how it would look like a gallery with click and hover interactions to reveal more info about the painting.



Updated Wireframe

After the second critique, I left feeling very inspired and excited to work on the suggestions I received. Unfortunately, due to a mixture of a busy week and trying to figure out how to put my content into my website, I didn't get as much progress done as I had wanted to for the following week. But I worked on a wireframe idea that took into account the things I wanted to add. I felt like I needed to figure out a layout, so I made one plan for desktop and another for mobile. The plan was to have a fixed filter panel for desktop and a retractable one for mobile. I had a LOT of filters at this stage, which looked a little wild on the mockup, but this helped me have a better sense of what I needed to code. Also, I had originally wanted to do a drag interaction to move around the space, but in this draft I decided a scroll up and down made more sense for my own coding knowledge, as I thought it might be better to focus on tackling the many other aspects I would need to learn.

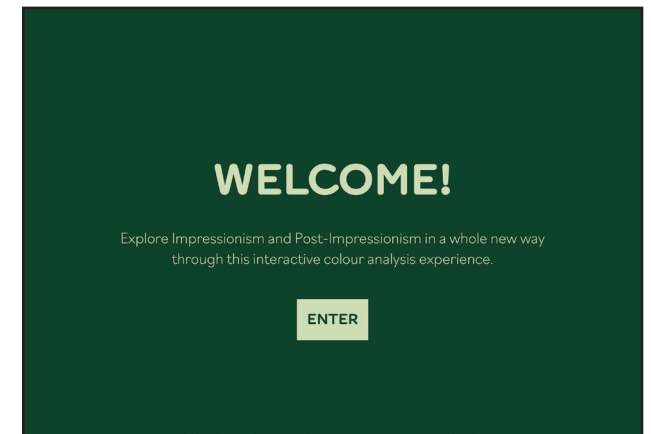
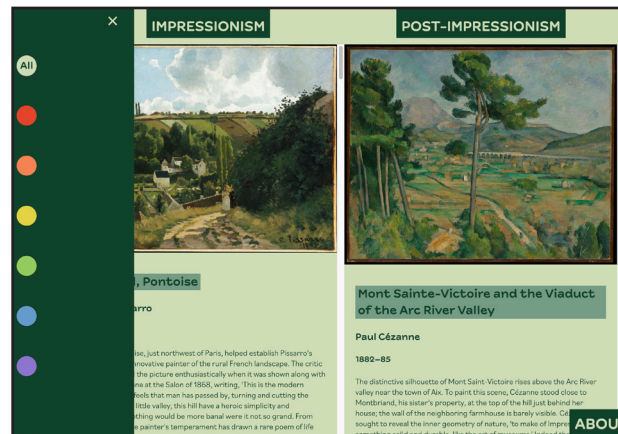




Website Development: Draft 3

<https://oliviapasian.github.io/draft-2-interactive-nov-30/>

After the critique of my wireframe, I got some good recommendations for how to make the format more functional, like having the colours always shown, not able to be hidden in side panel, and having the panel be on the bottom on mobile. Both of those main points I agreed with and made sure to fix those in my next iteration. I made a lot of progress at this stage. I finally (!) collected my data and went through the long process of putting it into my JSON file. I also managed to put my main website ideas into function, but couldn't figure out how to make the filtering work with two separate divs for each art movement. I had decided that rather than have a slider to change from a regular gallery view to a comparison view, I may as well just keep it on comparison view the whole time because that's the main purpose behind my website idea. I thought this way worked better because it allowed for exploration by scrolling and being able to slide to certain paintings on each side to directly compare them, especially when filtering by a colour. I also changed my colour theme (again) to a deep green and more neutral tone greens. I still was not sure if this was something I wanted to keep, but I thought the green complimented all the paintings and was neutral enough to work with the colour wheel.



Website Development: Draft 4

<https://oliviapasian.github.io/dec6-progress-gallery-website/>

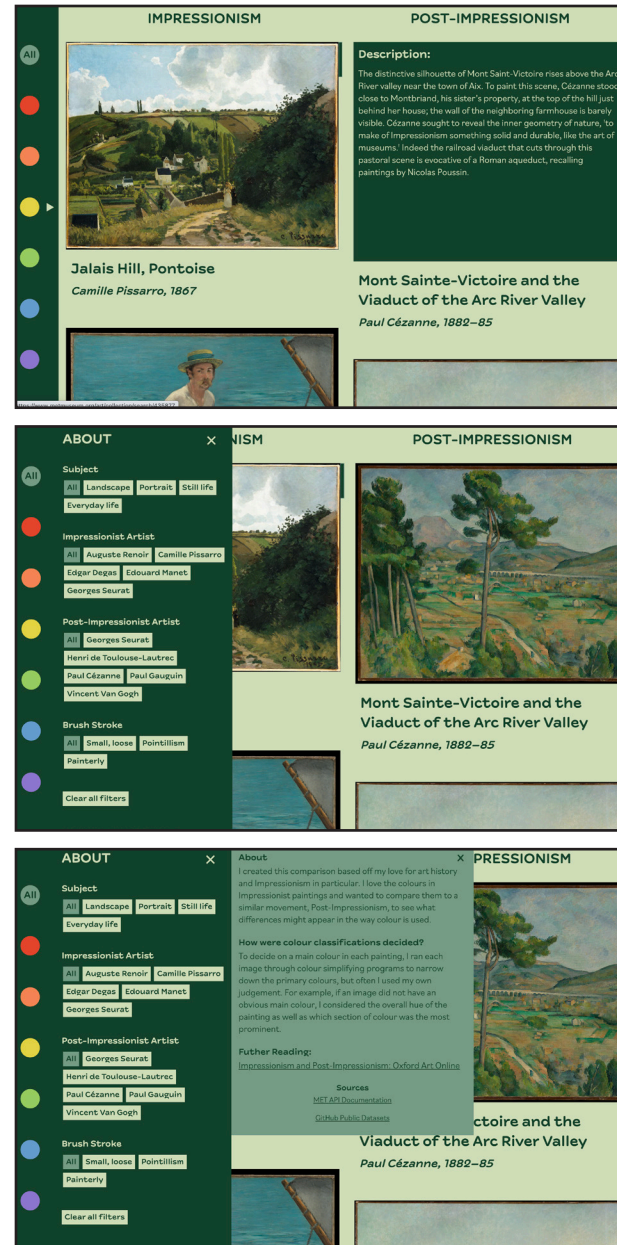
For this draft, I made some updates to my previous one but kept most of it the same, like the colour and overall design. I just filled in the areas that needed changing, like adding in the filters to be functional. I left a white box in this one because I wasn't sure what I wanted to add to the experience to add to it and fill in that space. I had thought maybe a paint tool. Even though I wasn't sure about the colours I chose before, they grew on me and I think they work well for the content.



Website Development: Final Draft

<https://oliviapasian.github.io/Interactive-Colour-Analysis-Final/>

For this draft, I made the changes suggested to me in critique, mainly about typography, hierarchy, filters, spacing, and my “about” page. I also improved the responsiveness by making the sizing more functional throughout, and the hover description I added was removed on smaller screens. This was because the description was too big for small screens and couldn't be sized down without becoming unreadable, and when you click on the image you can get to the description on the MET anyway. Another change was turning the dropdowns into individual buttons, because I preferred being able to see all the options at once, and I thought it made it more clear which button was selected of the options. I think the best addition in this draft was the active state on the buttons, because it really helped to know which filters were active and troubleshoot with the combination filters.



Rationale for Final

The brief for this assignment was to create an interactive visualization that presents insights from a dataset. I chose to use the MET museum's public API to gather images of impressionist and post-impressionist paintings and turned them into an interactive comparative colour analysis website. The goal of the website was to learn more about the similarities and differences of the two art movements with a focus on colour, as colour is significant in both. By offering a variety of relevant filters and scroll effects, I wanted viewers to be able to explore the website and its interactions to be able to compare the data and learn more about the two art movements. I think I created a functional, responsive design to meet my goals and the goals of the assignment, and created an educational tool about art history.

Resources

Inspirations

<https://unravel.vangogh.com/en/story/37/the-colour-has-to-do-the-job-here>

This interactive Van Gogh website has a lot of cool interactions, and the way there was the ability to really look through each image was inspiring. Especially for my early concepts where I wanted to have layers on top of each image showing only the main colour, which I did not end up doing but this resource was a big inspiration behind that.

<https://artsandculture.google.com/search/asset/?p=natural-history-museum&em=m05s2s&categoryId=other>

This website with the gallery look was one of my early references that wasn't that close to my original idea, but the functionality actually ended up being similar to my final, with the scroll and hover effects.

<https://britishmuseum.withgoogle.com/>
<https://satellites.wearejust.com/>
<http://fontmap.ideo.com/>

These three websites all use a draggable, exploratory interaction and were big inspirations for my project, especially the ISEO font map. That one was a big inspiration throughout my project because of the way it used filters and the overall layout with the explore side and filter side.

Coding Resources

My main resources were stack overflow and W3Schools for coding resources. Here are the specific references I used throughout the project.

<https://www.pair.com/support/kb/how-to-use-jquery-to-generate-modal-pop-up-when-clicked/>
Used for the "about" pop-up

https://www.w3schools.com/howto/howto_js_collapse_sidebar.asp
Collapsible panel

<https://stackoverflow.com/questions/10297558/isotope-reset-all-combination-filters>
Reset Button

<https://isotope.metafizzy.co/filtering.html>
Combination Filters

https://www.w3schools.com/howto/howto_css_custom_scrollbar.asp
Custom scrollbar

https://www.w3schools.com/howto/howto_css_image_overlay.asp
Hover overlay

API

<https://metmuseum.github.io/#object>

Question Response

“What are challenges when designing for the web and interactive experiences? How can interactivity give meaning or insights to data to a user?”

I think one of the biggest challenges with designing for the web is responsiveness and accessibility. With so many different screen sizes out there and taking into account changing browsing window sizes, it can be really tricky to alter the experience so that it works for any screen. With designing for print, it is just a single format you have to design for, but with web you need to make sure your website is accessible to anyone; making sure the font has backups if they don't have your typeface available on their computer, making sure the experience is functional even if the screen size changes, considering alt text, planning for loading times and errors, and the list goes on. Even with different challenges, designing for the web allows for interactivity, which I think creates a unique experience where the user can explore data and make their own connections. Print presents the data in one single way, but interactivity allows for the chance to draw their own meaning from the data. I also think it can be more engaging when a user has multiple ways to explore, and it keeps them looking through the design for longer while they try everything out.