

## Part 1

My website allows users to experience the process of artistic creation by guiding them to make a user-generated digital painting. The idea evolved from an actual oil painting that I made when I was an fine art major in undergrad. The oil painting “mod.four” explores a visual composition guided by four colors, four shapes and four panels. My website essentially continues with this idea yet adapts a traditional medium of art into a digital one. With this website, users can explore the complexity of visual creation rooted in three simple choices. It also imitates the process of physical painting with the implementation of a waterfall process, where users can only go through the steps once, just like how a brush mark cannot be erased on canvas. To create a painting, users make three selections and each selection have four options. They first choose one background color. Then they pick four shapes. Based on the shapes that they select, they will then decide on one final composition. As a result, their selected composition will be presented in color as the final product of their creation. The website is engaging because it allows users to make decisions and observe the immediate consequence. Also, since each page has only a single prominent call to action, it will be easy for users to follow the three simple steps. I would argue that the main audience for the website is myself since it is driven by the nostalgia for my practice in fine art and oil painting. However, it also appeals to other users who are interested in art – traditional and digital medium alike. Since the website has pleasing visual aesthetics, it is potentially capable of attracting the attention of the general tech-savvy user groups.

## Part 2

1. Users are introduced to the concept of creating a digital painting by viewing a photograph of the actual oil painting.
  - Interaction type: Standard web page, animation to give individual content varied emphasis
  - Use case: On the landing page, click on “make a painting” to start the process.
2. Users select a background color.
  - Interaction type: Standard webpage, onclick effects
  - Use case: Choose one color for background color by clicking one of the squares. The background color will change to the selected color instantly.
3. Users select four shapes. The constraint for selection is that three of the four shapes must be different, and one shape can be used at most twice. This is to limit the number of selections so that I will be able to manage the total number of compositions.
  - Interaction type: Standard webpage, onclick effects
  - Use case: When a shape is selected, it will immediately show up on the page. If the user attempts to select three of the same shapes, a warning message appears. When all four shapes are selected, a “next” button shows up.
4. Users select one composition which is made from the four shapes that they selected previously.
  - Interaction type: Standard webpage, onclick effects
  - Use case: Once a composition is selected, a “create” button shows up. Clicking the “create” button will generate the final composition.
5. Users view the final art piece that they created by making three selections.

- Interaction type: Standard webpage, animation
  - Use case: The final composition first shows up and the descriptive text appears afterwards.
6. Note: Since session storage is used to store users' selections, to create a second painting, users need to close the website and open it again.

### Part 3

#### Tool 1

- i. CSS Animation
- ii. I chose to use CSS animation because I wanted to give a flow to the visuals on my website.
- iii. I used animation to change the location and opacity of visual elements on the landing page and the final composition page. On the landing page, the title of the website/project fades in first and the rest follows. On the final composition page, the visuals show up before everything else.
- iv. By having the visual elements appearing one after another, I can give emphasis to components that I want the user to focus on. Animations also make the website more engaging to look at.

#### Tool 2

- i. Bootstrap Grid
- ii. I chose to use the Bootstrap grid to make my website responsive. It also serves as a visual guideline for the user interface.
- iii. I used the grid for the responsiveness by specifying different column-width for different elements. The grid also helps to clean the design by easily aligning elements vertically.
- iv. The grid allows the content on the website to adapt to different screen sizes automatically. It also renders a simple and modern look for the design.

### Part 4

I did not change much from my HW7 mockups because the prototype was an adequate guide for the static visuals. I added in animations on individual visual elements to make the website more dynamic and there by more engaging.

### Part 5

One major challenge was the conflict between CSS styling and Bootstrap's built-in style. For instance, when I gave a component the class name "progress," it adapted to the style of the Bootstrap's "progress class" which displayed a progress bar. The debugging for that issue took very long because I did not realize "progress" is a built-in Bootstrap feature.