Project 1: CrayolaDraw

using a list of crayola standard colors
to make an interactive drawing website

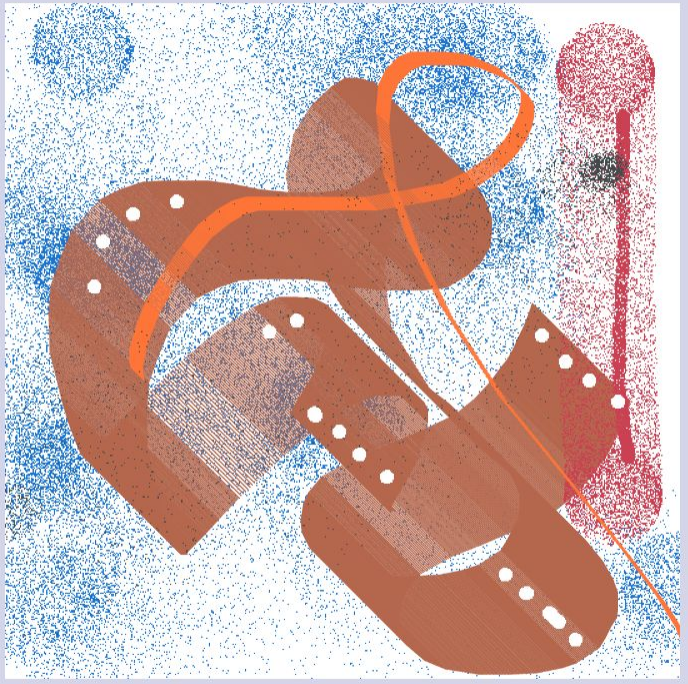
https://renaidn.github.io/CrayolaDraw/

Functions

- Drawing on canvas
- Changing canvas orientation
- Changing canvas size
- Saving canvas as jpg
- Clearing canvas
- Copying hex of the current color
- Choosing brush
- Choosing brush size
- Choosing color from the palette given (eyedropper tool imitation)

CrayolaDraw

color: Outer Space
hex: #414A4C



5

CrayolaDraw

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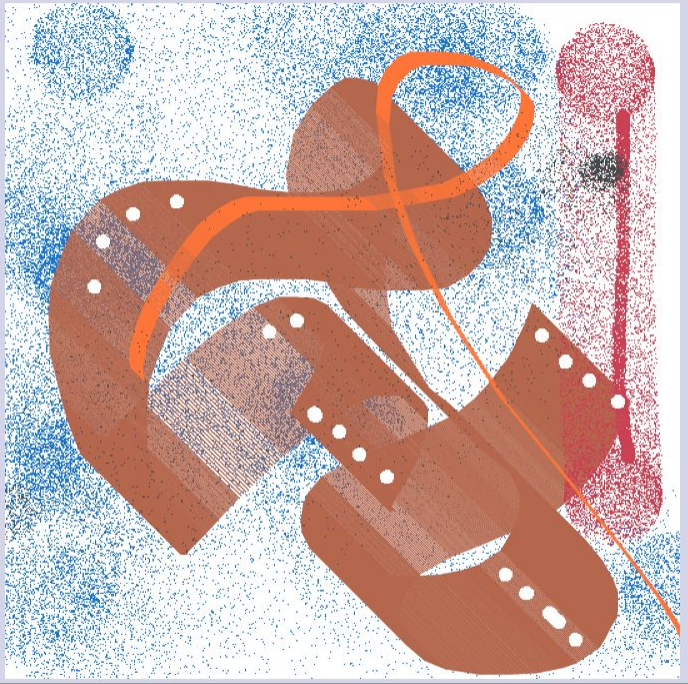
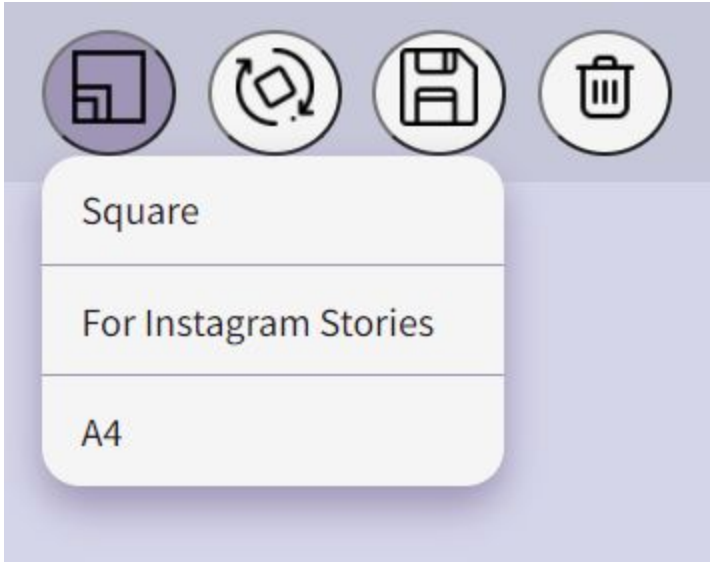
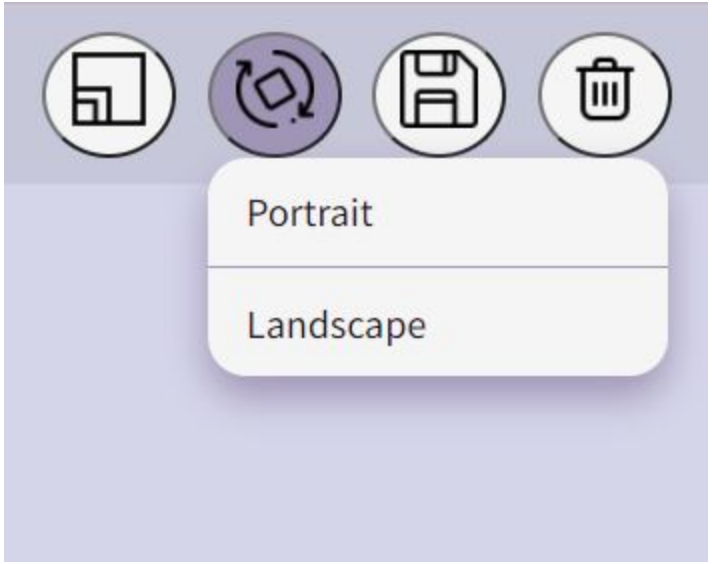
hex: #414A4C

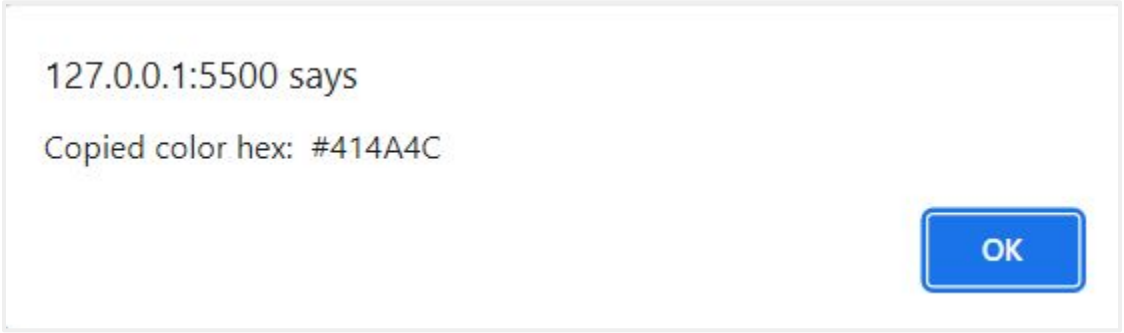


5





dropdown menu showing when user hovers over button (either artboard resize or artboard orientation adjust)



Alert Window pops up when color hex is copied

List of little things I found enjoyable about this project

- making colors into variables declared in “:root” selector of CSS (makes me feel smart and is generally useful)
- interactivity level of the website (though there are some things to add, it doesn’t feel like an incomplete piece to me)
- overall aesthetic of the website (prettiest thing I have made so far)
- brush textures
- lack of text on page

```
/* CUSTOM COLORS */
:root {
    --white-shade: whitesmoke;
    --darkest-purple: rgb(99, 99, 141);
    --lightest-purple: rgb(213, 213, 233);
    --light-transitional-purple: rgb(199, 199, 218);
    --dark-transitional-purple: rgb(159, 149, 182);
    --black-shade: rgb(28, 20, 36);
}
```

Things to work on / add

- Naming things properly from the start (cleaning the code was a painful process)
- More functionality / more options / more of everything
- Perhaps a guessing game with the colors? (crayola color shade names are fun but I have discovered it quite late into the process)
- Responsiveness (it’s not. at all.)
- Zooming in / out of canvas
- Active brush visual cue
- Maybe some other type of visualization for successful color code copy (alert windows are somewhat not aesthetically pleasing)