

Storybook Work-In-Progress

1. Introduction (Design Decisions)

Link to Project: <https://rubytrannn.github.io/interactive-media-ruby/project%20one/intro.html>

For this project, I aimed to visually illustrate my trekking expedition - showcasing some of the landscapes that I encountered along the way. The first page, DayOne portrays my journey trekking through the primaeval forest, since we were surrounded by trees for most of the time, I chose shades of green to be the main colour palette for this page. After hours of trekking, we reached the mountain hut and spent the night there before climbing to the top the next morning. The sky view at night was amazing as there was no light pollution, so it enabled us to have a clear view of stars and the Milky Way. The third page is about the sunrise view I had the chance to witness the next morning. The sunshine painted the landscape yellow so I chose warm tone colours for this last page.

For the designs, I got inspired by simple vector illustrations from Pinterest. My key original goal was to create a clean, minimal and aesthetic design with coherent use of colours. Therefore, I decided to use basic shapes like circles, rectangles and ovals to create these designs. There are two navigation buttons on each page to guide users to the next or previous pages. I implemented a gradient background colour effect to make those buttons pop up and also to give more depth to the design elements. For the two pages DayOne and NightSky, the mountains in the back were put into the opacity of 0.5, subtly faded and maintaining continuity to show more layers and depth, therefore, instead of making them solid colours that could block the foreground, I thought making it more transparent would be a better choice. Moreover, the font I used for the subtitle is “Roboto” and is set in yellow to depict a more cinematic storytelling effect.

Hello!

Next

*Hello! This is a story of my trekking journey in the end of 2023.
I had a great time exploring nature, meeting new friends, trying new experiences and most importantly,
stepping out of my comfort zone to go on that two-day-one-night journey living in the forest.*

C09664



582F0E



7F4F24



936639



91724D





DAF1DD



8EB69B



235347



153832



0B2B26



051F20





091D36



394E79



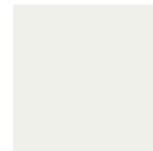
5E83BA



C2D2E9



F1F1EF





Day Two

Rewind

*The next morning, we woke up early to catch the sunrise from the top of a mountain.
It was a magical moment as the sun's rays painted the landscape in warm colors, revealing the beauty of the mountains and valleys below.
However, we had to say goodbye and trek down the mountain that afternoon.*

142725



142725



BF6735



F3AD58



C09664



E0D6BE

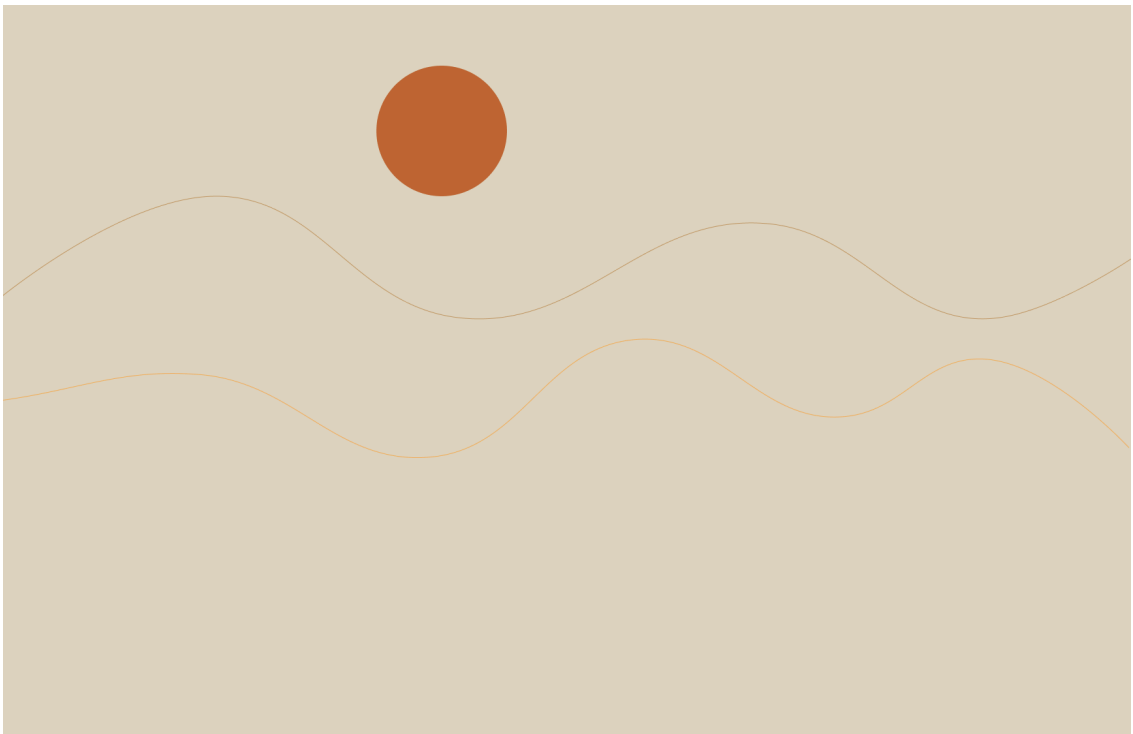


2. Challenges Faced

Originally the project contained three pages (Day One, NightSky and Sunrise), however, I added a page as an introduction to show my first attempt at creating the last page (Sunrise). I wanted to create waves to illustrate the mountains, however, I could not achieve the final results as the curves I was trying to code did not match smoothly. Instead, I figured I could SVGs instead, even though it is not allowed to be used in this project. Therefore, the first page does not necessarily have to be included in this final submission.

3. First Sketches (using Figma)





4. Improvements

For future improvements, I hope to be able to add more pages for a more complete story, with more interactions on the design interfaces. I also want to make it more responsive, since on this version, the trees on the DayOne are still not going together with the hills, making them float if the screen size gets zoomed out.

5. Resources

Pinterest: <https://www.pinterest.ca/>

Adobe Fonts: <https://fonts.adobe.com/>

Tutorials: <https://developer.mozilla.org/> / <https://9elements.github.io/fancy-border-radius/>