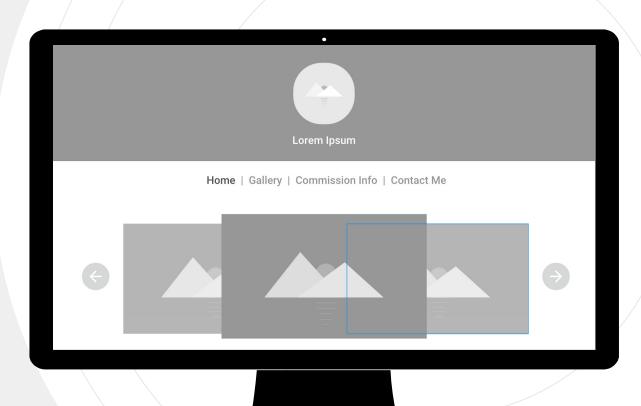


Website

Home Page - 1



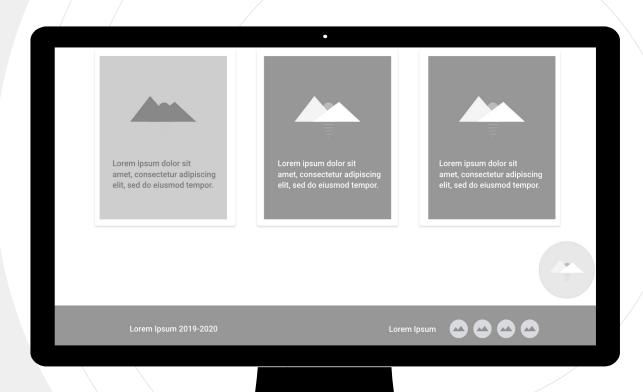
At the top of my home page, my artist logo will be displayed (animated gif) along with my social media alias.

There will be an image banner at the top of the page as well, filled in with one of my landscape arts.

The navigation will be a bar underneath the banner image. The active page will be slightly darker.

Finally, there will be an image carousel for some of my featured arts.

Home Page - 2



Underneath the image carousel, there will be options to select a certain style of art, which will link to the respective gallery page.

Decorating the bottom will be a small image of my mascot character, to keep things fun. I don't want the page to be too serious. I want it to represent my persona on social media.

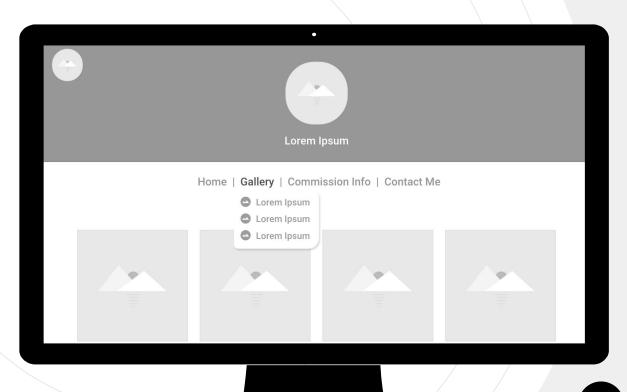
Finally, there is the footer at the bottom that displays my social media links.

My artist logo becomes a small icon at the top left. It also functions as an additional home button.

The main image at the top of the page is 'gallery themed' (May remove the caption underneath in final draft).

Gallery has a drop-down menu for my different styles. It will load a gallery depending on what style is chosen.

Gallery art is displayed in a grid pattern.

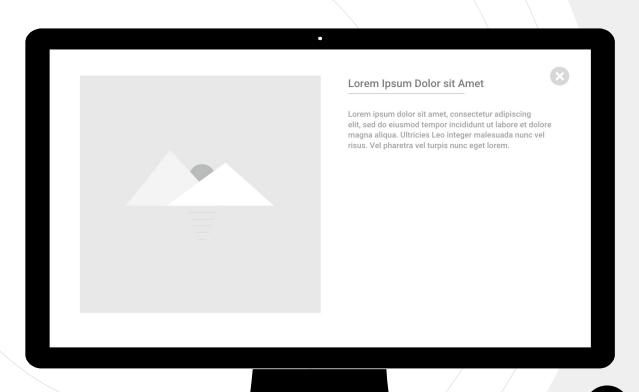


If user hovers over a certain art for a period of time, it will expand as shown.

A button (breadcrumbs) appears in bottom right when the user scrolls that will bring them instantly to the top of the page.

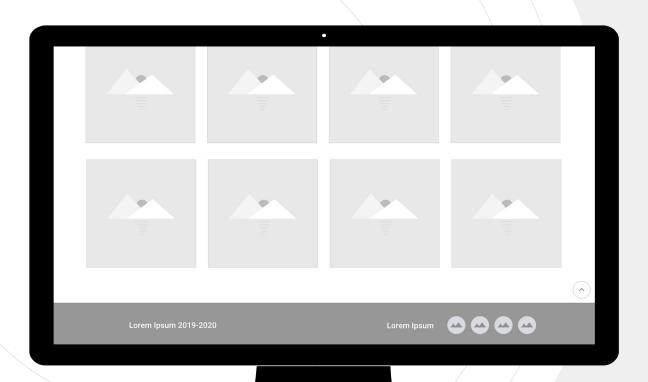


When user clicks on art from gallery, an overlay over the page displayed a bigger, HQ version of the image appears, along with the title and description for image. The 'x' in the corner exits this overlay.

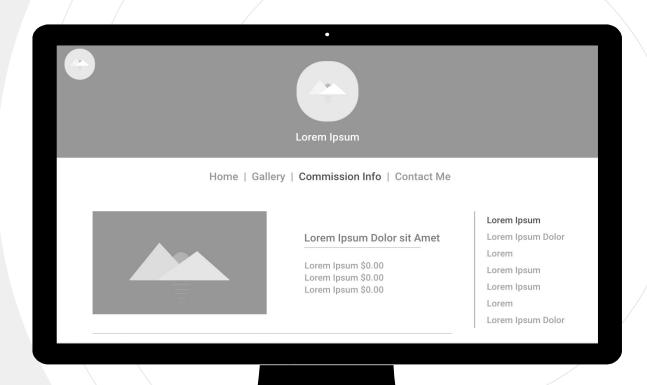


End of the gallery (no infinite scrolling since there is set amount of art).

The footer remains the same.



Commissions - 1

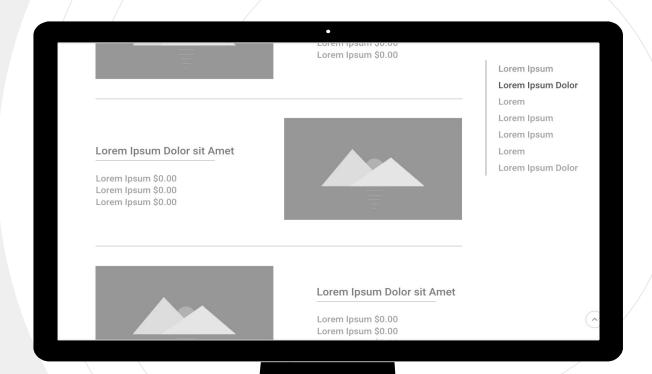


The commission page is set up in a z-pattern regarding the placement of images and text.

Since I have many different styles and types of commissions for the user to choose, I included an index-style of breadcrumbs on the right of the page.

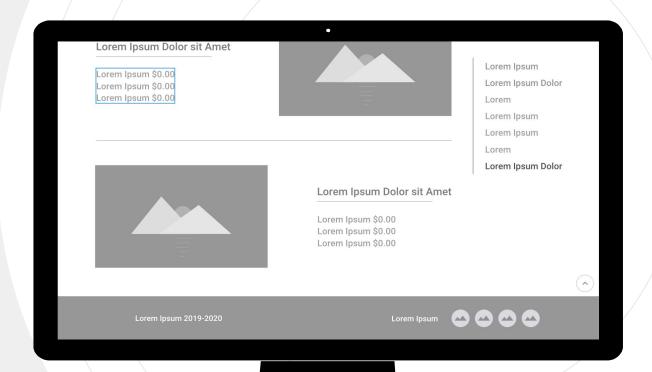
Commissions consist of a title(style) and types, along with the prices. The image is an example of that commission style.

Commissions - 2



A better image of the z-pattern and the breadcrumbs.

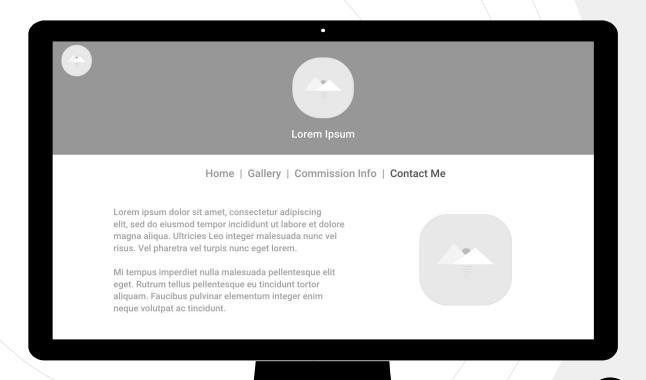
Commissions - 3



End of commission page.

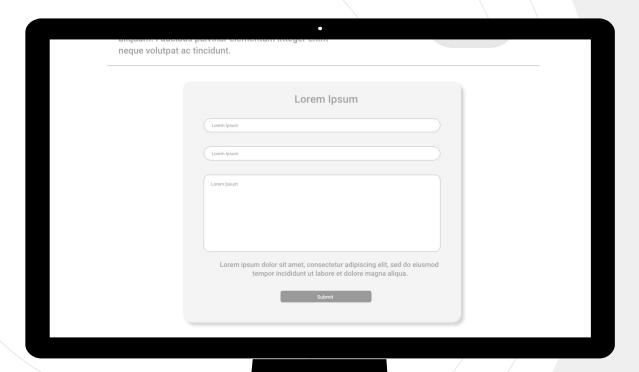
The contact page has a section at the top, before the contact form, that explains the process of my commission along with my TOS.

Beside the explanation is another customized image of my mascot.



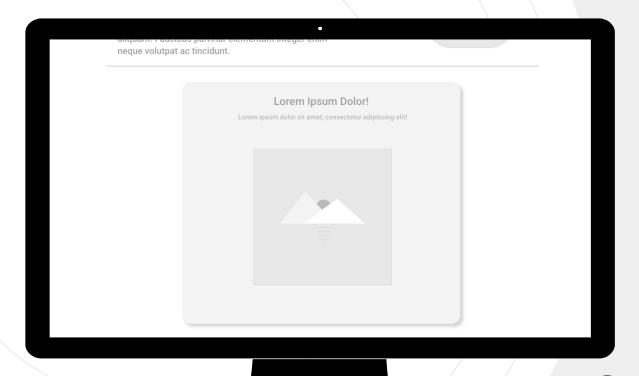
My actual contact form will have a place for an email, a commission type/style, and a description of the commission.

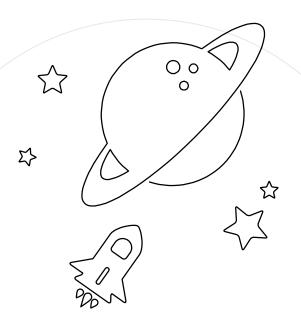
At the bottom of the form, I am telling the user about how quickly they should expect a reply.



After the user clicks 'submit', the form will disappear and instead, there will be a success message in place, telling the user that their commission request was sent.

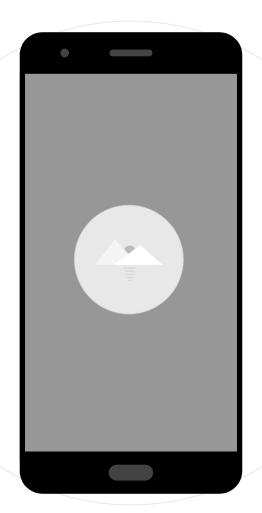
Underneath will be another customized image of my mascot.





Mobile

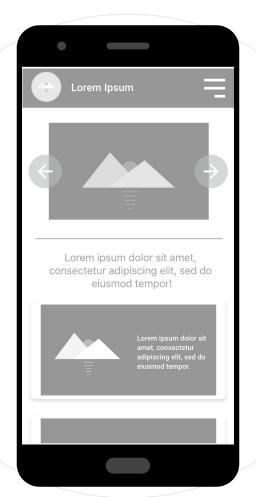
Opening Screen



I'm debating on keeping this in.

When the user first opens the app/mobile version of the website, the animated logo will appear and then shrink into the corner of the screen, where it will remain as a static image.

Home -1

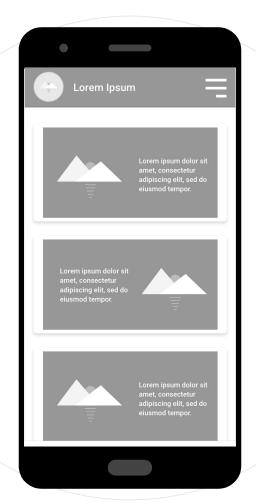


The navigation bar becomes a hamburger menu at the top right.

The image carousel is consolidated down to only show one image at a time, rather than having preview images alongside the main one.

The style section becomes horizontally oriented rather than vertically.

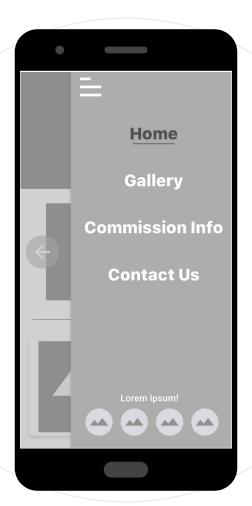
Home -2



I changed the style section into a good ol' z-pattern arrangement. The cards no longer have an active hover state.

The hamburger menu and top logo are visible at all times.

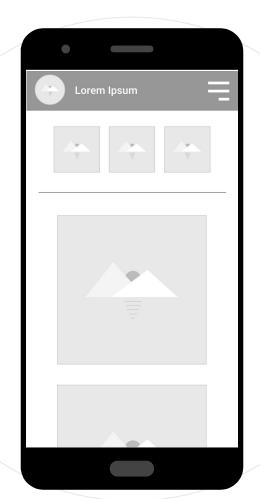
Side Panel



The navigation is nested inside the hamburger menu.

There is no longer a footer. Instead, the social media links are displayed here in the bottom of the hamburger menu.

When the menu slides out, the screen behind it dims.



Since the nav bar is replaced with hamburger menu, the gallery style selection is changed to icons at the top of the gallery page.

The gallery page is oriented from a grid into a single column.



The hover animation is gone. But, when the user clicks on an art, the overlay will open like so.

The top bar will remain visible in this state.

The image is able to be clicked on again and zoomed into (pinch zoom on mobile).

The x button is now at the bottom right, to be more mobile friendly.

Commissions -1



The commission page is displayed in a single column, rather than the z-pattern.

To make it clearer to read, the images out of focus are dimmed until they are scrolled to.

Commissions -2



The breadcrumbs disappear in the mobile version and instead there is a button at the bottom right (like the gallery page) that will bring the user back up to the top.



The contact page is more vertically oriented. The elements remain the same.

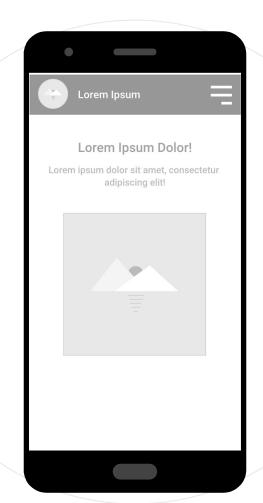


I took the background colour from the form in mobile version. Instead, there are just the inputs, which are smaller to fit the screen.



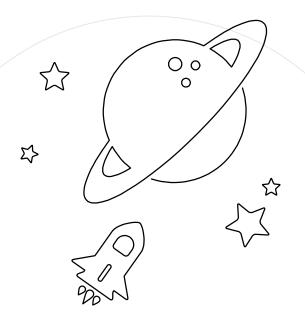
The form continued.

Everything is centered.



The form continued.

The success message and image of my mascot are also the same.



Wireframes