

Portfolio Website of an Artist: Prototyping

Introduction

- This Website will present a Platform, where artists can display their work and present themselves in the working life. It will also present a few personal details and a personal description of the artist together with a headshot. With this Website the artist can professionally show potential clients and potential bosses, where he/she already worked and what kind of art they produce. When sharing the link, the company can browse individually through the work and inform themselves about the artist easily and clean. No more difficult interviews and sending works per email or per dropbox link. All the important information is displayed at one spot in the internet, easily accessible for everyone and also for future artist-hunters.

User Interface Design and Prototype

- The Screens can be found down below. There are three and I want to explain them one after the other. The navigation is done by the tabs above the screens, where one can easily change between them to ensure a quick and easy workflow
- On the first Screen, there will be one big representative work, that will show a first impression of the artist. Down below there is a headshot of the artist and right after the headshot there are some Contact details, like email, telephone number or social media links. In the body there will be a short personal description of the artist, like hobbies and interests, but no former companies they worked with.
- On the second screen there will be the Gallery of the work. With a short description all representative works will be displayed here for the companies and hunters to see. You can even favorite them, if you want to save works from other artists too.
- And finally on the third page there will be the former jobs and companies the artists worked with. For usability the jobs will be listed down in categories. For example there could be a category of "Film" where the artist can display his/her work done for films and movies. Or another one could be "museum", maybe some work has been displayed in museums or galleries. And one category could also be "free work" for work just for the artists himself.
- Everything should be displayed organized and clean. But still every artist can decorate and style his/her page as he/she wants.

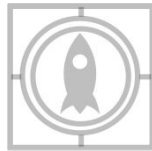
Navigation Structure

- As I already said, for navigation there will be tabs shown also with breadcrumbs. The user is always informed about where he is. As there are only three pages, the user has a good overview of the options where he/she can navigate to.
- The flow is as follows: the user starts at the "home" page where he/she can find information to the artist itself, contact, and the personal description of course. The suggested second page would be the gallery and the work, but the user can of course just jump right away to the "jobs" page. There last but not least he finds the former companies the artist worked with and all the jobs he/she had done.

4. References

- <https://proto.io/>

proto.io



Untitled

Sofia Bonini



3

screens

