

Lab 1: Getting Started

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1/12/2021

Websites found/explored

[Solving NASA's Toughest Challenges](#)

[Polygon Ocean](#)

[CUSP: Home](#)

[A Trip Through Japan](#)

[Web Graphic Experiments](#)

[ALIBI Music](#)

[Martine Myrup](#)

[Browser History 2020](#)

[Moooi](#)

[Sea Shepherd](#)

[Five Years of -99](#)

[Physics of Beauty](#)

Our Process

We browsed around [awwwards.com](#) mainly looking under specific collections related to design, such as Navigation, Games, and Parallax. We also aimed for a few sites of the day, which included Sea Shepherd. We explored the website interfaces looking for elements pertaining to our individual interests and added them to a list which we could come back to figure out which were the most intriguing to write about. Some of the websites we ended up with were art pieces meant explicitly to display the site's own feats - sometimes including audio - while others were tailored towards a specific cause or providing information in a user-friendly way. While it felt like we were flailing around a bit trying to find something at first, most of the sites we encountered

had a unique design element that caught our eye. We realized that, regardless of the purpose of your site, a consistent and visually impressive interface is incredibly important to making that purpose attractive.

After gathering the websites that we found interesting, we continued to explore those pages and tried to understand how they were created. Some of the features that interested us included, moving images/text, three-dimensional renders of objects, interactable images/objects/sliders, and hidden/embed links. In particular, the three-dimensional globe, on the Sea Shepherd website, was the most puzzling for us. Creating such an object, while also being completely interactable and zoomable, seems far above our skillset, and almost impossible to create. Nevertheless, we do hope to learn some aspects of 3D rendering in this class, and use it for our own website. All of these features, we found intriguing, and with our limited knowledge of JavaScript and coding in general, these sites were very inspiring to us - it showed us how creative and how unique one can make a website just with code.

Browser History 2020

Diagrams/Images:



Initial loading screen/page



Birds appear as it loads



Page loaded



Page zooms in and brought to new screen



Clicking on “Explore Story” allows you to read about the individual by scrolling down



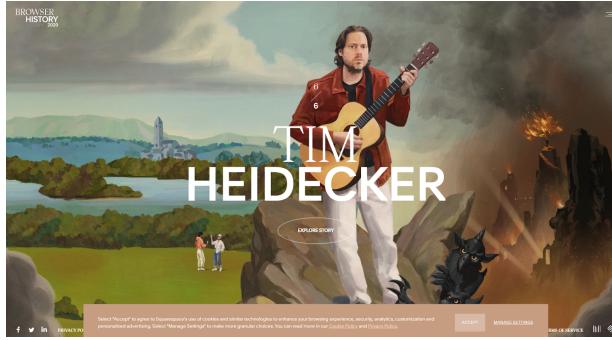
Boring text



Eventually you will reach a new page, with a new individual



Can also “Explore Story” to read about them, but also can now zoom in and out to navigate through the individuals



Other pages/people



Description:

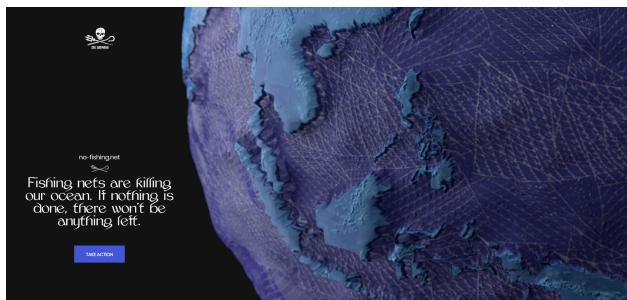
For this website, I’m interested in how they did the transitions. The entire website is very interconnected, and you can navigate by simply scrolling. The animations are pretty smooth as well, and it’s got an overall nice aesthetic.

As for how these features were implemented, I have no clue. I’m completely new to codinig, so I have no understanding of how it works. Perhaps they wrote a line of code that moves the

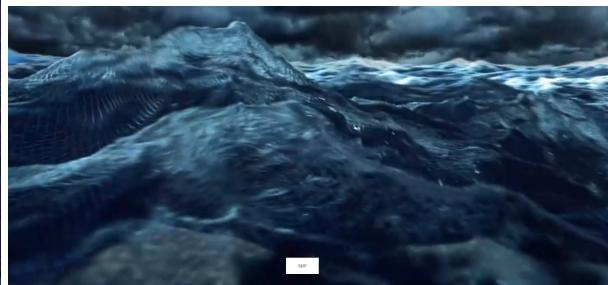
images around when you scroll, but that's pretty self evident. I'd like to use this class in order to understand how coding works, and the different ways I can explore/utilize it.

Sea Shepherd

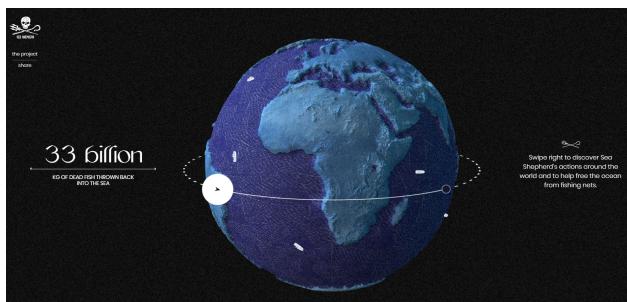
Diagrams/Images:



Initial loading screen. A trident-looking prong acts as the loading bar for the “Take Action” button



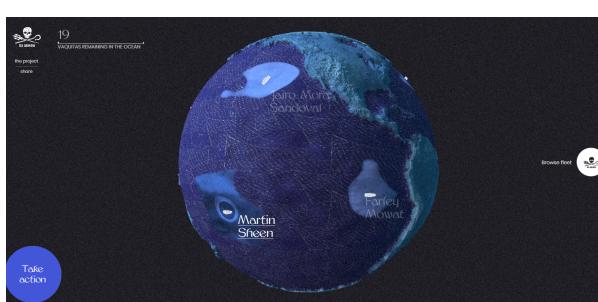
This button takes you to a fullscreen video summarizing effects of overfishing



After that you reach an interactive globe where you can select different locations and view their stories



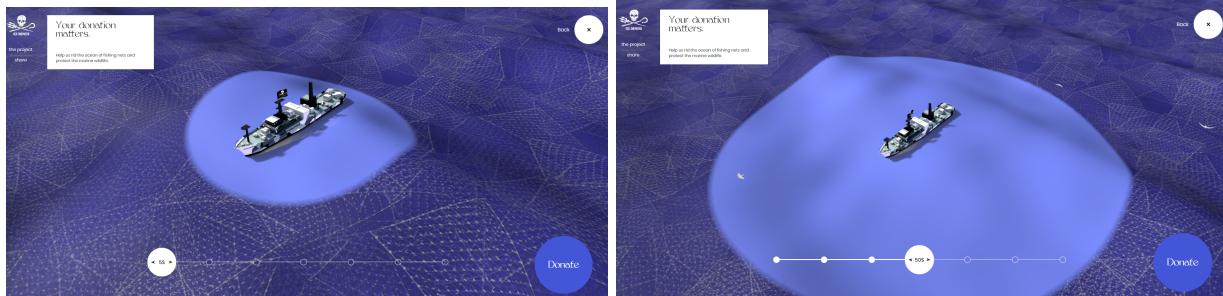
An example of clicking on a location



Each area is shown with the approximate area of fishing that expands when selected



There is also a “Browse Fleet” button to the right which opens a list of locations for easy access



Clicking “Take Action” again leads to this Donation page with a rendered ship and waves

The bottom slider causes the screen to zoom and changes the size of the lighter blue area to reflect donation value

Description:

For Sea Shepherd, as with other sites I've seen, I'm interested in the rendering of a three-dimensional object like a globe which can be rotated, and where specific parts of it can be selected to do something such as reveal further information. Little details such as what occurs when a cursor is selected over something are noticeable as well and the visual display of overfishing areas is helpful for supporting the cause. I'm also interested in the moving waves rendered on the donation page and the area around the ship changing with a slider - so mainly the manipulation of polygons is my main intrigue here.

I don't have much experience with JavaScript or coding websites in general, nor have I delved into three-dimensional rendering, but I can make a slight wager. On a two-dimensional plane width and height in pixels is usually the mode of imagery and you could translate that with code. So for three dimensions length, width *and* height might be manipulated similarly, and detection of the cursor's location would trigger certain translations. Though I'm not sure measurement would be in pixels considering the complexity of the shapes.

Moooi

Diagrams/Images:



Homepage



Scrolling down brings up other

pages filled with various info: products, design, bios, “stories,” etc.



Half way through the page, there is this very lively and animated prompt



Clicking on “Enter” causes the page to zoom in as the various images scatter



Transitions to room, as objects pop into view



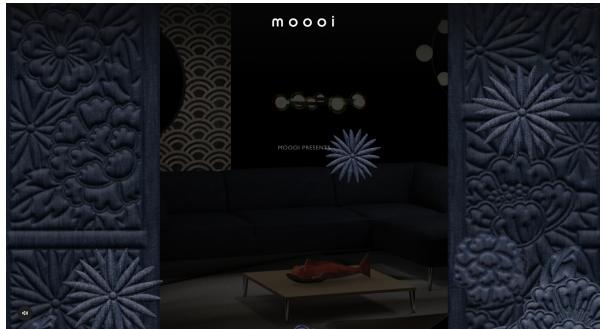
At least one object per page is interactable, with a bonus link to projects or “stories”



Zooming in transitions to another room



Other objects without links just move/light up when hovered over with mouse



Every transition is accompanied with moving images



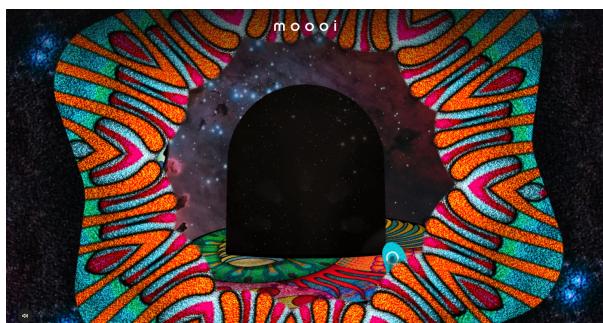
Title is shown before every new room



Again, various objects have clickable links

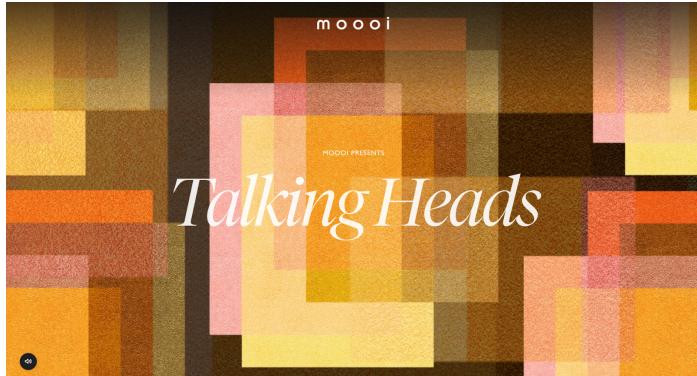


Another transition



More rooms/transitions





Description:

This is similar to Browser History 2020, in that most of the movement is rendered in images. However, where Browser History is essentially a single scrolling webpage, Mooooi has much more going on. Interactable objects and images flying into view make this site much more dynamic and interesting. It is, however, a bit strange/difficult to navigate through at first, and one can miss the clickable links hidden within the objects.

I'm interested in creating interactable images with links, and mimicking the varied and vast amount of movement this website has with its transitions. As for actual implementation, again, I'm unsure, but they probably embedded links within the pages/specific images and coded specific movements of objects/images during the transitions; but again, this is just stating the obvious.