PART 1 /

The purpose of my website is to essentially create a digital presence for myself and my photography work. As I have a lot of experience in visual design and post-production, I similarly wanted to showcase some of my post-production techniques to highlight my skillset with digital design tools (notably, the Adobe suite). Information conveyed includes the home page (showing a preview of some of my images), **techniques used (with examples to show the impact of employing gradient mapping, double-exposure, masking regions, and color grading)**, contact information (with an additional link to my external/architecture portfolio), and an about (me) section. I feel that the simplicity of the site makes it interesting by really highlighting the images and keeping a sort of **'dream-like' visual mood** (the background gradient I made in Illustrator). I wanted to audience to be able to engage with the site by allowing them a preview into my working process; by this I mean that within the techniques page, users can actually see what sorts of elements go into different techniques, and how these techniques/adjustment layers can affect the resulting image. I'd imagine the target audience for the site to be potential employers, classmates, colleagues, and students who are interesting in broadening their skillset in post-production tools/techniques. *(208 words)*

PART 2 /

How a user would interact with the site …

- The site opens on the **home page**. This is more of a welcoming/landing page – the user would wait a few seconds to see the four 'home' images load. (This was done with CSS animations, and I included a delay on images two-four so that each would pop in on their own. For the home page I included **'forwards'** in the **animation:** code, which I learned from a post in stackoverflow makes the animation end on the last keyframe.) *https://stackoverflow.com/questions/12991164/maintaining-the-final-state-at-end-of-a-css3-animation*
I also used this tool from the Mozilla developer page to understand how to implement the animation delays: *https://developer.mozilla.org/en-US/docs/Web/CSS/animation-delay*
This site was helpful for explaining the keyframes in CSS: *https://marksheet.io/css-animations.html*

- The user would then go to the **techniques** page. This page is really interactive, and I'd love for users to test out the effects of the different post-production techniques shown! Basically, for each of the four editing techniques, the user would click on the buttons underneath the respective 'try it out…' areas and click through to see how the images were made, or how different styles change the original image.

You can scroll down a bit for the last two – masking regions and color grading. I made the navbar sticky to the bottom!
I used W3 a lot for advice on styling buttons, especially showing different opacities during hover states:
https://www.w3schools.com/css/css3_buttons.asp

- If the user would like to see more, or contact me, they would then go to the **contact** tab. I used **Google Material Icons** here (as well as Google fonts for the overall site). The user can see my school email, and also see a link to my other online portfolio through the link ("check out my online portfolio here").
This W3 schools page was helpful to understand how to make sure that the page opened in a new tab *(the little things…!)*:
https://www.w3schools.com/tags/tryit.asp?filename=tryhtml_link_target

- Finally, the **about** (me) section is the last, right-most tab. This is where the user can just read a little bit more about me and my background. I made the circular text that says *"…welcome to my world! I understand everything through images"* in Illustrator and animated it using **rotation and opacity of keyframes in CSS.**

PART 3 /

The main external tool I used for this last assignment was **Bootstrap**. I chose to use Bootstrap because I heard that it was a very popular library/tool and it included some starter frameworks for navbars and grids. Because I often struggled with grids in HTML, this was extremely helpful to use, especially making sure that my pages looked consistent and that the layout of images and text was harmonious (I really love Bootstrap now!). In addition to Bootstrap, I also incorporated some simple CSS animations; together, I think that Bootstrap adds a layer of 'professionalism' to the site (through layout consistency), while the animations add a subtle but fun layer of visual interest.
W3 schools was also helpful in explaining the Bootstrap Grid system:
https://www.w3schools.com/bootstrap/bootstrap_grid_large.asp

PART 4 /

I iterated quite a bit on my homework 7 mockups, particularly in terms of the overall visual design; I opted to take a more 'dream-like' approach with a custom gradient background I made in Illustrator. I felt that this popped the images, which I also ultimately decided to show within circular frames, adding to the 'dreamy' graphic style. After talking with my TA, I also focused more on showcasing my post-production techniques instead of just end-product images; I felt that this was much more interactive and informative. It also got me to reflect on my own process/approach!

PART 5 /

The main challenge I experienced while implementing my site was figuring out the grid system. Luckily, after deciding to try using Bootstrap on this project - and reading about the grid systems it offers through W3 schools - I was finally able to figure out how to utilize this! (It was a combination of using rows and then setting the columns for each row and making sure they added up to 12.)
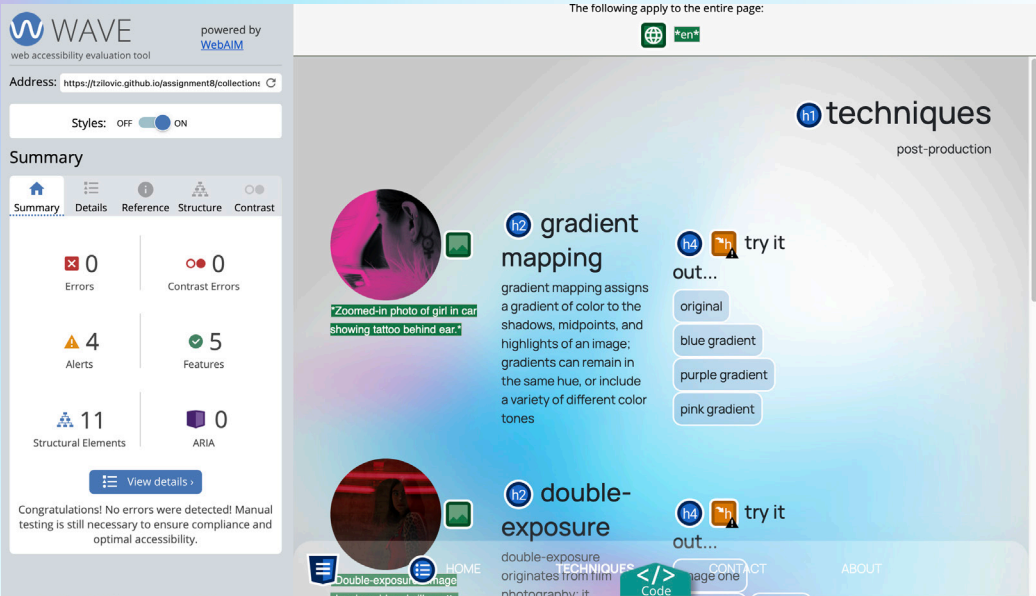
Please find my website here!
https://tzilovic.github.io/assignment8/index.html
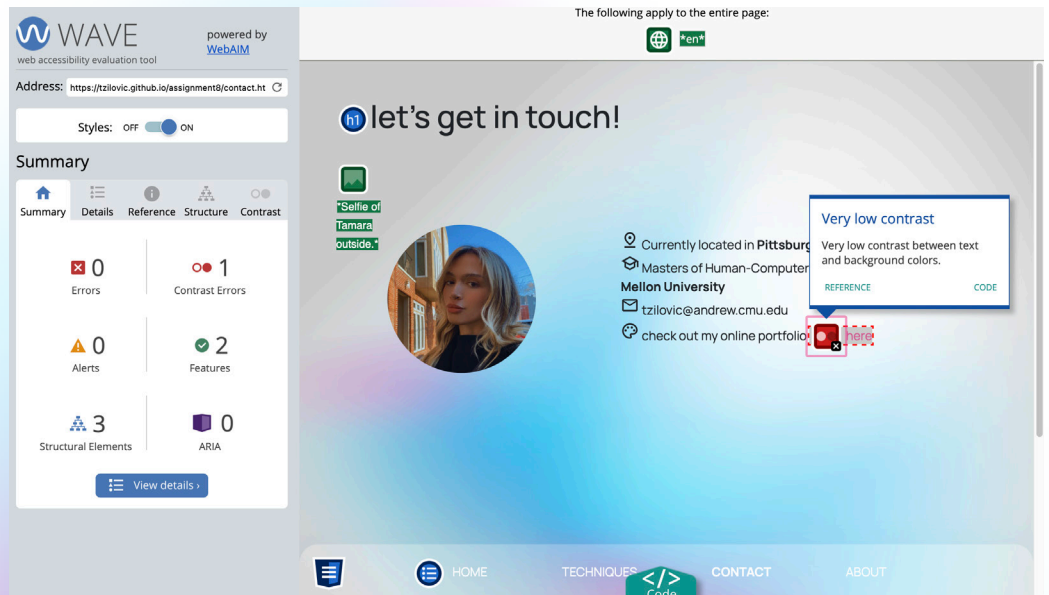
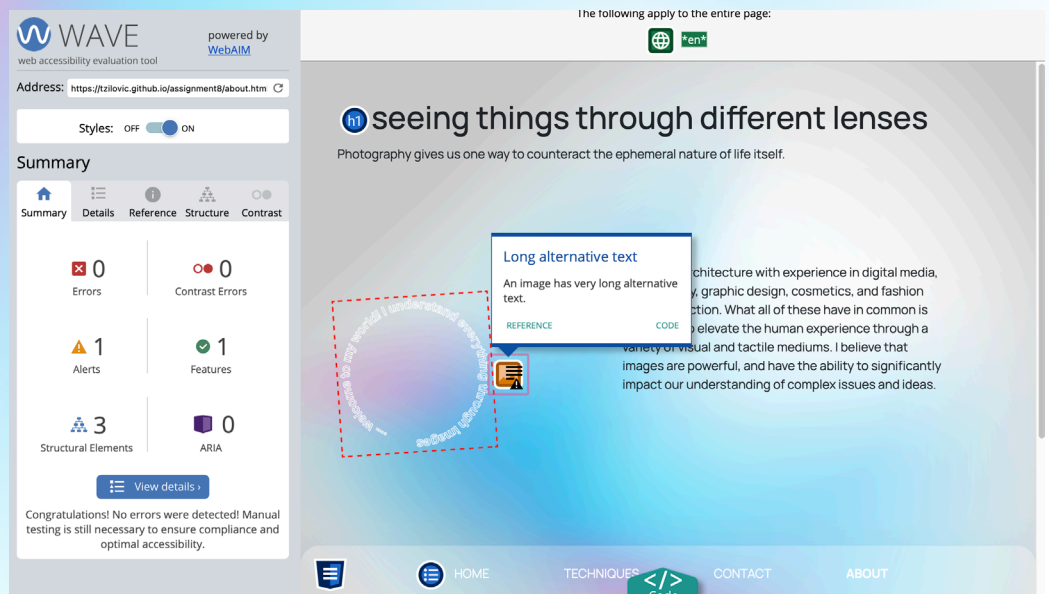## WAVE ACCESSIBILITY /

home screen

techniques

WAVE ACCESSIBILITY /

not sure why this was the only error I couldn't fix without making the text too dark; I wanted this to be clearly a hyperlink!

contact

this was just an alert and not an error but I wanted to include really descriptive alt text since this was a very visual site

about