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# Personal Portfolio

## Assignment 8

### **Description:**

For this project, I made a personal portfolio to display my works in both HCI and Architecture. This site works in a style that is clean and simplistic. According to my personal style, the website is simple in terms of layout but has some playful interactions when you browse through it. The website should be a platform to look at my personal information such as resume and view some of my recent works. The basic information that is conveyed through this website should be my aesthetic choice, some personal information, and some of my works to visually grab their attention. The engaging part of the website is some gentle animations as viewers scroll down the page. I wanted to keep the website clean so I chose to display one project at a time to fully grab the viewers attention. The text and pictures will gradually enter as you scroll to each project. The text will enter from the left while the pictures will enter with a ripple like effect. For the about me page, there are several pictures that you could also hover over to play with the fading animation, which I personally feel it was rather relaxing. The target audience for my project is anyone who is interested or wanting to know me such as colleagues, employers, or family members.

### **List of interactions:**

1. When you gradually scroll down the main page, the text will enter from the left and the pictures will enter with a ripple effect.
2. When you hover over each picture on the main page, the picture will fade in to emphasize it's clickable.
3. When you click into each picture on the main page, the picture will enlarge itself and transition to the specifics page.

4. When you click back at the bottom of each specifics pages, it will lead you back to the previous position you have scrolled on the main page and redisplay the ripple effect of the picture.

### **List of library:**

#### 1. Animate.css

1.1. This is an easy animation library that can be used to implement simple interactions such as fade in, enlarge, shake, etc.

1.2. I used this to realize most of my simple animations such as the text appearing from the left, the mouse hover to fade in effect, and the mouse click to enlarge and go into another page effect. Due to internet reasons, I downloaded the animate.min.css and imported it to the html file to use it.

#### 2. Wow.js

2.1. This is a js library that is able to let the animations from animate.css display only when the user scrolls to a certain position. It helped me to prevent all animations of the page to load at the same time and made it possible to let the animations reacted to the position of the page.

2.2. As mentioned above, I used this library to load the animating text and pictures of each project only when the users scroll to that position. Due to internet reasons, I also downloaded the wow.js and imported it to the html file to use it.

#### 3. TweenMax.js

3.1. This is the js library that created the visually interesting ripple effect of the pictures on the main page.

3.2. For the ripple effect, I applied a turbulence map so that the pictures would ripple according to the map. I also adjusted the speed and strength of the turbulence to acquire more accurate results. Due to internet reasons, I also downloaded the TweenMax.min.js and imported it to the html file to use it.

### **Iterations:**

Since homework 7, only a few changes were made to make the interaction smoother. I changed the previous animation of the main page pictures from rotation to the fade in ripple effect now to make it more cohesive with how the page moves, which is vertical scrolling. I also

added the hover over effect for the picture to add affordance to the page so the viewer will realize this is clickable. The scroll bar on the left now also displays which project you are on. Other than this, the entire design layout is generally the same with homework 7, which I thought was successful in terms of simplistic and effective.

### **Challenges:**

Throughout the design process, I had the most trouble figuring out how the animation can respond to the position of the page. The wow.js helped a lot with solving this. However, the ripple effect and wow.js was also conflicting sometimes so that I had to make multiple fixes to make it work properly. Eventually, the ripple animations weren't able to fly in like the ones in the about pages, instead, they only occur in a fixed position which doesn't make it as smooth as expected.

In general, the entire project was a challenging yet exciting process. I enjoyed how the website was able to gradually work under my hands but also was extremely frustrated when it had bugs that I couldn't easily fix.

Link to Figma of prototype:

<https://www.figma.com/file/K950ksOhIfkOEnn8FLAWKq/PUI-7a?node-id=0%3A1>