

# Portfolio Process

## Inspiration

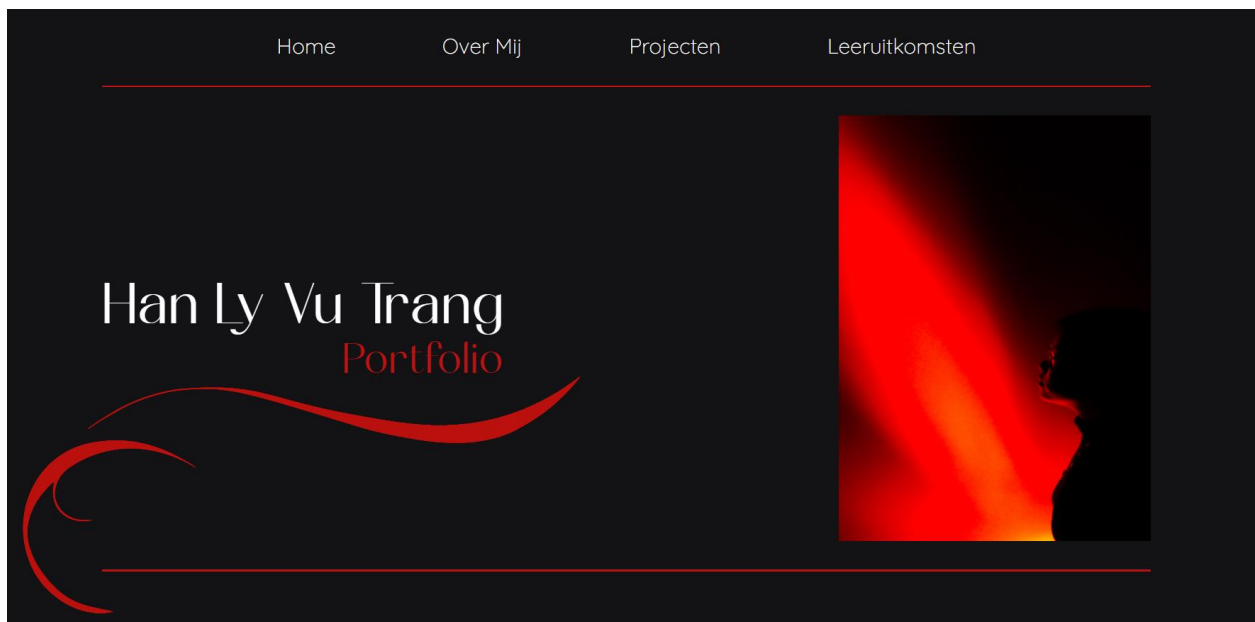
Since the beginning of the semester, I wanted to implement a 3d environment portfolio. I am still new to Blender and I have been liking working ever since I was introduced to it. The inspiration of a 3d environment for my portfolio was from Jesse Zhou's ramen shop portfolio. After a while I stumbled upon Henry Hefferman's 3d portfolio, which would be my main source of inspiration to what I want to execute. The html parts would be a simple html and css look on the 3d environment. The only difference with Henry's is that I'll be using a second screen, a laptop model, to display the about me page of my portfolio.



Source: <https://jesse-zhou.com>



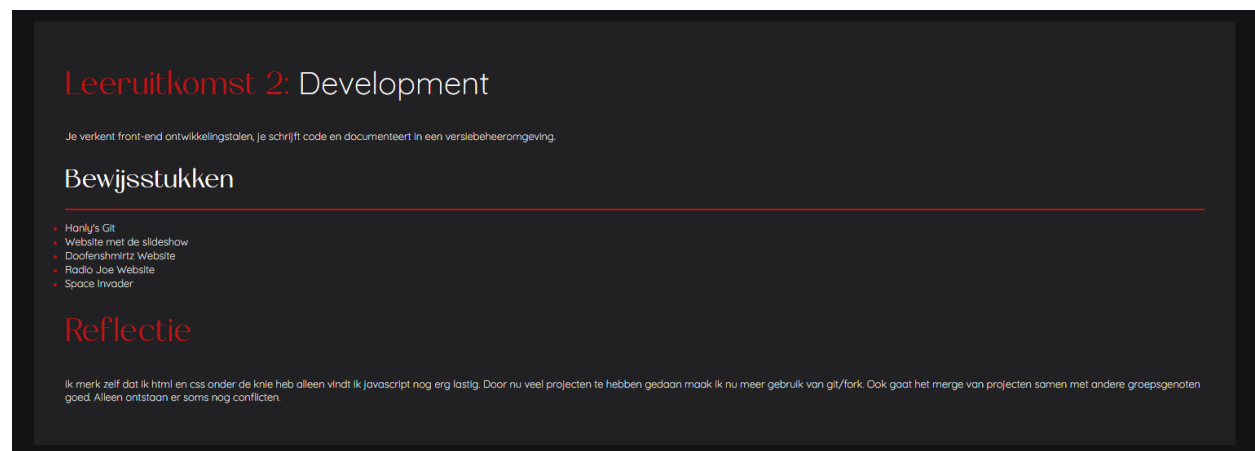
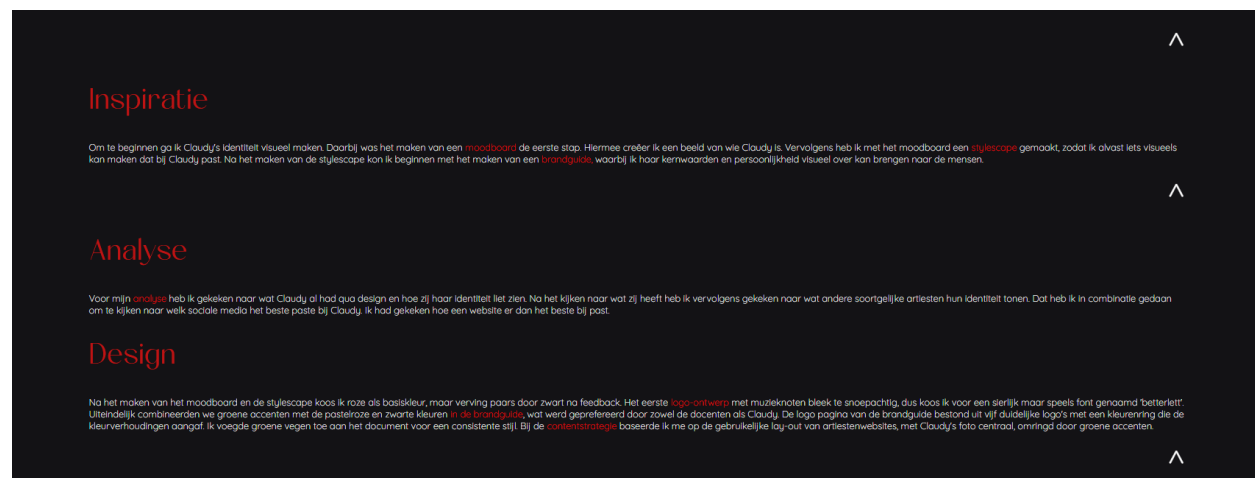
Source: <https://henryhefferman.com>



Source: <https://i888908.apollo.fontysict.net/s2examples/hanly/>

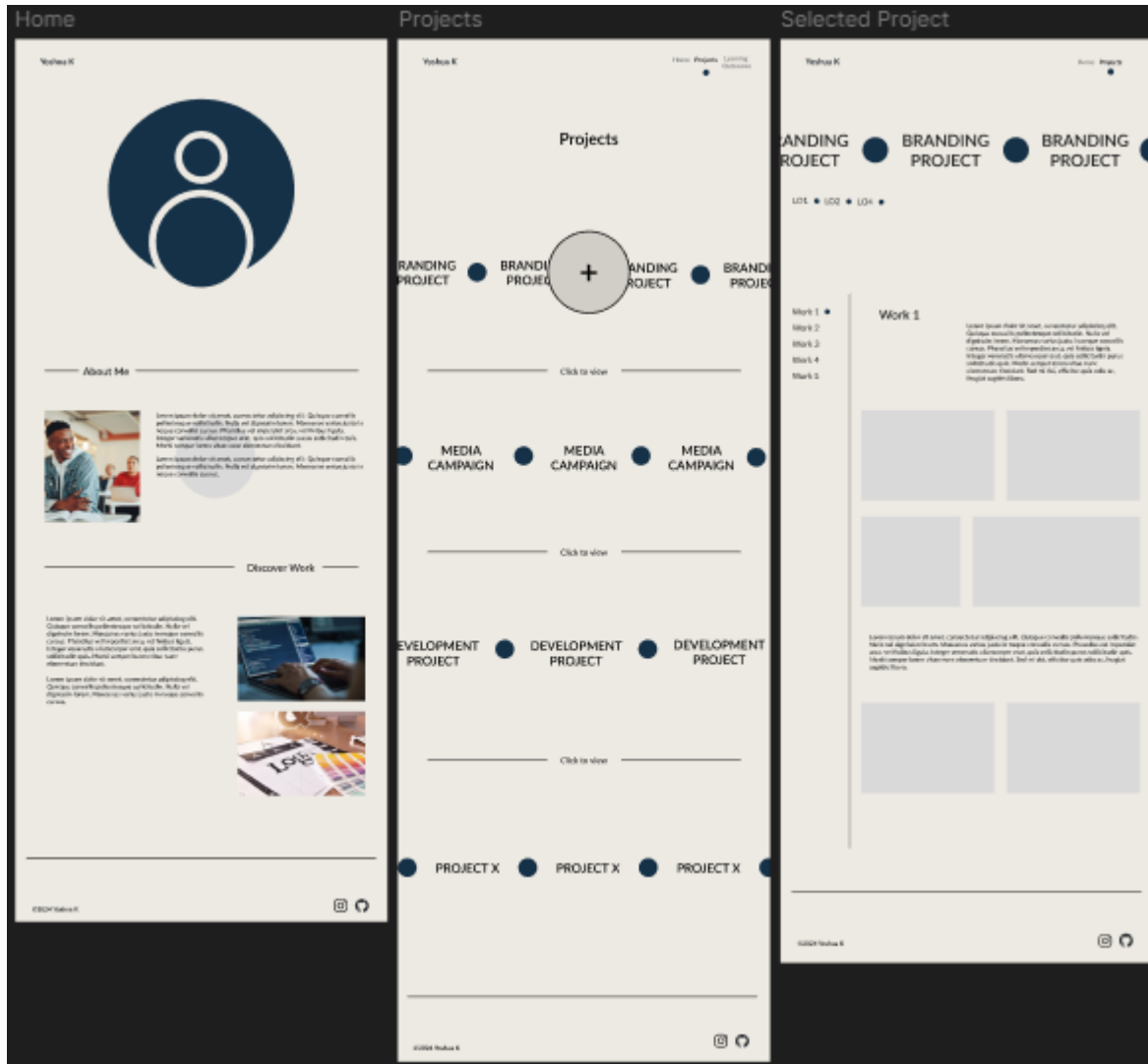
## Plan

The plan was to work simultaneously on the simple html site and the Blender work. I took pictures of my desk and monitor which I would model first. The html would be in the prototyping phase with the color choice of background and structure in Figma. After making pages and satisfied with the Blender model, I will use Three JS along with other imports to make this idea work. Further into the semester I was given feedback on changing the structure of the html pages to fit the structure on canvas to how it is preferable to be viewed during assessments. From here I looked into one other website for reference on how I would need to structure my portfolio html pages. Looking at the way Han Ly Vu Trang structures their portfolio's projects and learning outcomes is what I will have to go with for my own structure, especially since it's an example portfolio on canvas for how the structure could look like.

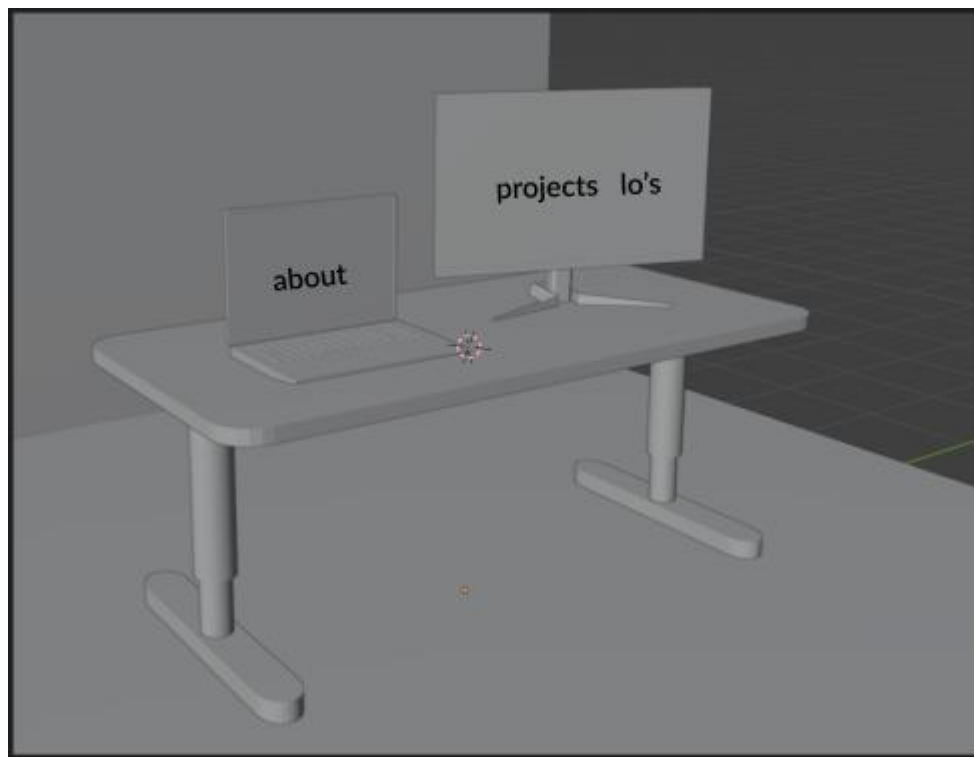
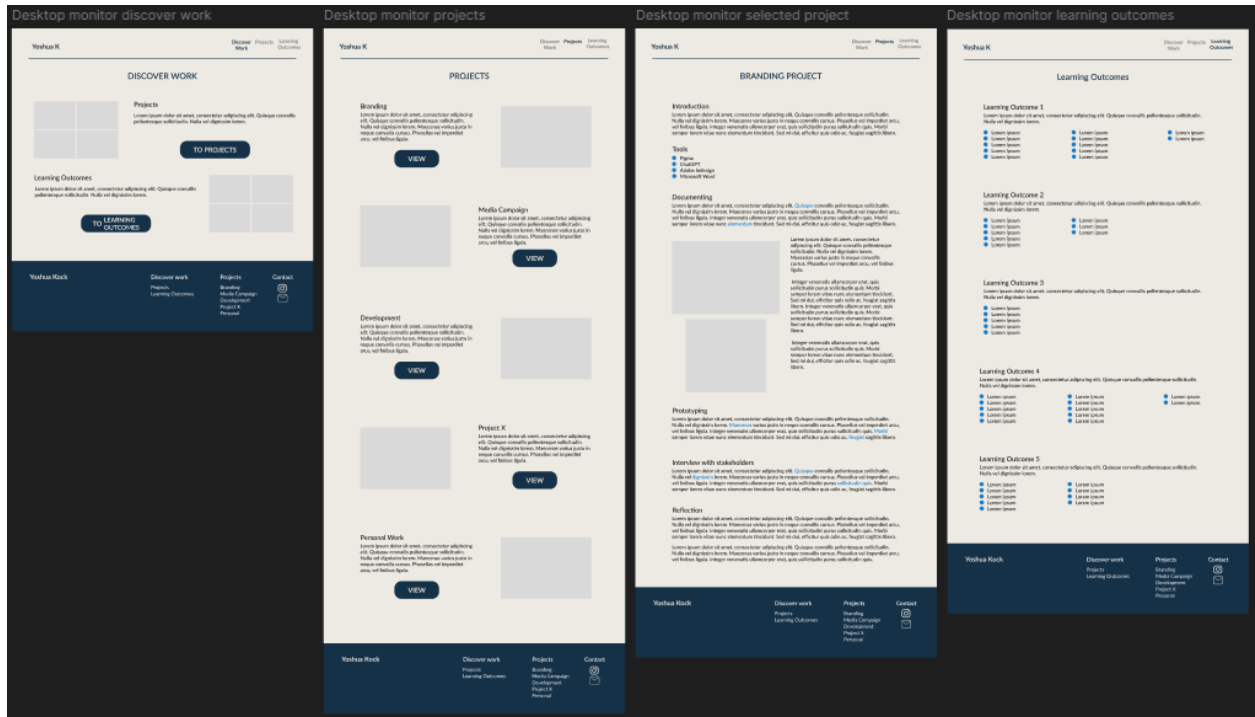


## Paper Prototyping

Not exactly drawing on paper but the Figma prototype shows several iterations from the first structure to what it is now. Color choice chosen as navy blue is easy on the eyes with a beige color background. It was meant to be plain simple, similar to the html sites on Henry Hefferman's portfolio, also so I can focus on the Blender work more. These were the iterations from the feedback I received on my structure since.

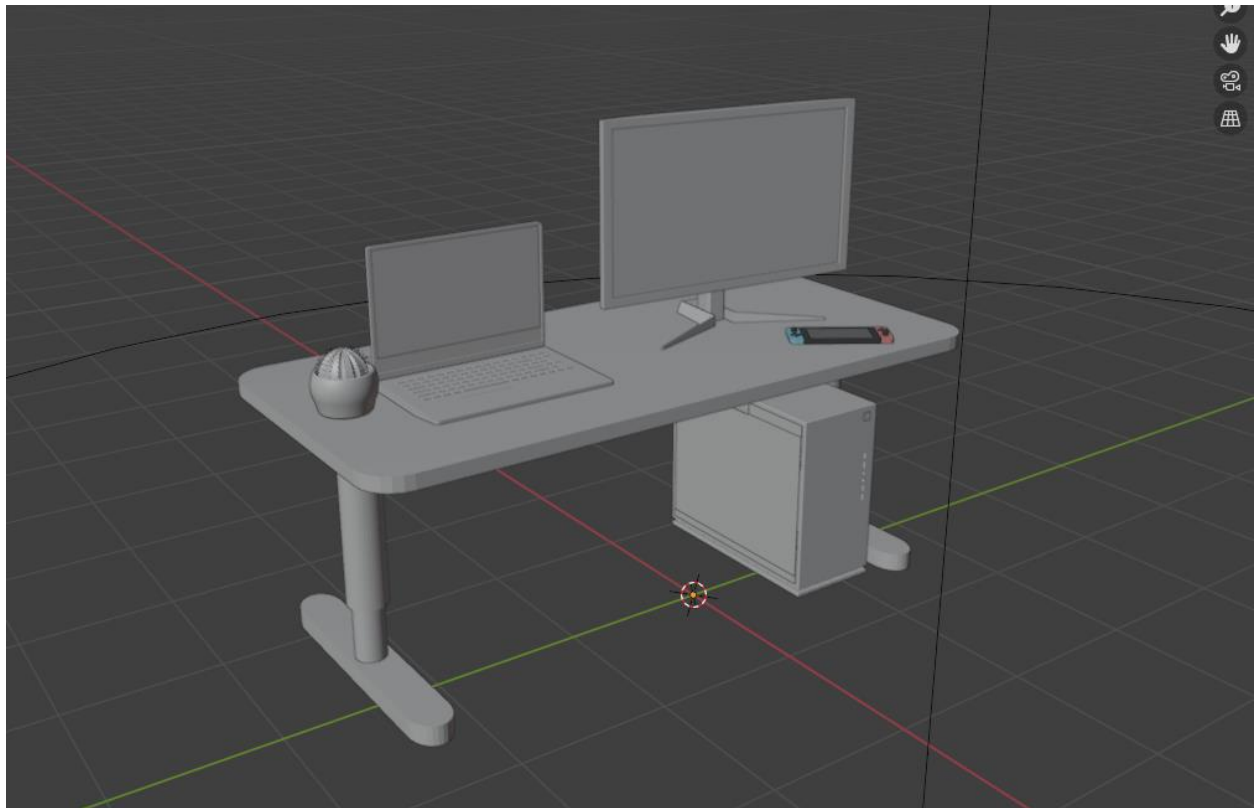


This was the first design but it was confusing on navigating for certain work. It is more handy to have all the learning outcomes together in one page.



## Blender

The desk was the first thing I modeled. Halving a cube, then using a mirror modifier to make both sides equal in size and shape. The monitor was after, which took longer, and also splitting it into specific named objects that could be called in vscode for the Three JS work. The same goes with the laptop, which I used my laptop of course for reference. My pc tower was also used for reference in the model I have underneath the desk, which took a while because of the inside components and the glass material. After feedback I added a Switch and cactus to my desk to give it more life and color. After having enough objects for the scene, I color them with their materials.



## Feedback

Feedback I have gotten from the start was first about the idea of my portfolio. How will I implement it for mobile devices? This was a hard one to approach but I took recommendation to just stick to the desktop view. I had several feedback about my html sites, most importantly the structure of it on how I want to present my work. Finally I gave the final look, last iteration in the prototype, that takes inspiration from an example portfolio site that is linked in canvas, to then I was given the greenlight on going along with it.

Checkpoint 4 Dirk - Portfolio (WK6) 07-10-2024 🔒



Kock, Yoshua Y.G. 3 months ago

My portfolio idea for having it be an interactive 3d website is nice, only when it comes to the section where it displays what I have from the Figma prototype needs some work when it comes to the consistency between all the pages. Home page should also have a hover effect button to navigate to other pages just like the projects page does. For the 3d environment, a monitor works well to display my work but ill have to think differently to have this all also be working well on mobile devices as well. The inspiration I took for this idea is a good example as it looks proper good on desktop view but not on mobile as its only best experienced on desktop. Perhaps a tablet instead of a monitor so I can work it around for both desktop and mobile view, where the tablet can be rotated for both ways. The desk can have more than just the monitor/tablet, like some figurines or other things I own to have a little interactive section to know about me personally.

Checkpoint 5 Checkin Project X 03-12-2024 🔒



Kock, Yoshua Y.G. a month ago

I showed Jan my 3d environment for my portfolio. What I have made for the desk, laptop and monitor is good as it is. I should add a few things, like a plant or figure (can also be downloaded online instead of modeling it myself as i should focus on shading and coloring), to make it more lively. It is more important now to figure out what i would need for the background, camera placement (especially important when working on three.js) and of course the coloring and shading to make it all complete. Also more insight of how project X will go, as coding the game would be hard for the 4 week span and it is fine to work on the prototypes

Checkpoint 6 Pim 04-12-2024 🔒



Kock, Yoshua Y.G. a month ago

I showed Pim my portfolio design that will be shown on the big monitor of my 3d environment. The structure of the work is exactly what it should be but i should do some tweaks with the alignment of buttons and nav bar lines. I am advised to work on the three.js part for the portfolio

## Changes

The html pages got more of the changes to it, because of design choices I had at the beginning which was then scrapped for easier navigation for the assessors. The Blender work had a few additions of sketchfab models imported in it, like the pc fans, cactus and Switch. The Switch was because I have one but I did not want to model it. The cactus was there because it gives the feeling of home, Aruba has cacti all over, and because adding plants was also a recommendation. After my user testing with James, I made the last minute changes to make the navigation and look of the portfolio final.

## Deployment

The Three JS part was bad at the end. I followed tutorials on how I can have my 3d environment running. Then it was time to display the html pages. This took most of my time than anything as everything was going wrong with it. Even help from Stan wasn't enough. The problem was that the iframe, which will display the html pages in the 3d environment, would go to the location of the named objects in my Blender work, monitor and laptop, but would not align with it's rotation. After trying several hundred times, I "eyeballed" it to align with the rotation of the monitor. The problem was then that the eyeballing would also push the iframe from the position a little bit but the damage was big as it would not make the iframe be used properly. It would be scrollable but not clickable, only clickable in VERY specific angles to which I decided late to give up on having the method I wanted at first, to "cheesing" it. How I cheesed it was to open the iframe in the center of the view, and position the camera decently enough so it gives the illusion that the iframe is placed on the monitor.

## Results and Reflection

After all the trial and error, the website was deployed and running. After getting some tips from Stan on how to deploy the whole website on the school website, as the 3d environment would only work in localhost with vite, the website would now be running and look as it should be. This was more painful than I thought it would be but I always had the feeling that the Three JS part would be the hardest part of this whole process. I got tips from Stan on how I can approach this better, which I will keep in mind as I do want to keep this portfolio look and tweak the textures and colors, also adding extra details here and there, along the way with future work I have.