Part 1

The website I built is my digital sketchbook (an archive of all the random and fun things that I made). It is less formal than a portfolio website because it's audience are not primarily employers. I want this website to be a platform to showcase some fun experiments that I made to my friends or random strangers on the Internet, and also as an archive for myself to keep all my digital and interactive sketches. I hope to express another identity of mine and make friends using this website.

Because of the casual nature of this site, and the intention to make this a digital sketchbook, I implemented my website using a horizontal parallax navigation pattern. In this way, I hope to create a journey-like experience in which the viewers can explore and reveal sketches (as well as joyful colors in the background) as they progress through.

I chose to use the current layout rather than a gallery view because I would like to experiment with the concept of a "digital sketchbook". To me, part of the magic of a physical sketchbook is that it does not reveal things (or provide a thumbnail of things) at once, and the viewers would undergo a process of discovery by turning pages. I hope to recreate this type of interaction. Most importantly, I hope this website (my digital sketchbook) can bring the viewers a fun experience through exploring and discovering while letting them know about my random ideas, too.

Part 2

1. index.html
    a. On this page, the main interaction type involved is exploration. Upon landing, the viewer can see the animation of a blossoming flower while reading my self-introduction.
    b. The viewer can explore the page by scrolling through (scroll down if the viewer is using a mouse, scroll right if the viewer is using a touch screen). On hover, the headings vertically centered would change color and enlarge. The user can click on these headings to enter the respective pages.
2. it-has-done-me-good.html
    a. The main interaction type on this page is exploration, too. By hovering the mouse over the p5js sketch and differing the position of the mouse, the viewer can play around with the sketch.
    b. Pressing 1 would disable the opacity of the picture, so that the frequency of the characters are only reflected through shapes and sizes.
    c. Pressing 2 would remove the line drawn.
    d. Pressing 3 would remove the ellipse drawn.
    e. Pressing 4 would remove the words drawn.
    f. P.S. I would recommend pressing 4 first to play around with the text image (and imagine another way of expressing characters and words).
    g. Lastly, press s if the viewer wants to save the image.
3. a-day-in-my-life.html

      a. I would say the interactions involved in this page are mainly exploration and instructing.
      b. Click on the first link to launch the live project site. (I did not include that project file in github pages because I made that website using node.js, which github pages cannot host).
      c. Click on the second link to read more about this project on an external website.
      d. Click on the play button on the vimeo video to enjoy a video demo.
4. happy-chair.html
      a. The interactions involved on this page would mainly be navigating and exploration (by scrolling and viewing).
5. miscellaneous
      a. At the top of each subpages, there is a back button that becomes highlighted on hover.
      b. Clicking on the back button would bring the viewer back to the home page.

Part 3

Name of tool: p5.js

Why: p5.js is a super cool library that allows me to sketch things pretty quickly on html5 pages. It also gives me more freedom in designing for interactions.

How: I used p5.js to draw the blossoming flower on the landing page (home page). I also used p5.js to draw the interactive text image of the excerpt of *The Little Prince* on it-has-done-me-good.html.

Part 4

Initially, I wanted to build out a data visualization website on the words used on women in the 21st century using data from NYTimes API. However, the word cloud that I built in p5.js would not become responsive because it takes too long to process the data and there is a big time lag between changing the size of the window and updating the word cloud. Moreover, the word cloud becomes pretty inaccessible when viewed on mobile devices. After talking to my TA, I decided to pivot to this idea - a very personal, playful site that archives some of my sketches and work.

Part 5

I think the biggest challenge would be using maths and geometry knowledge to draw using p5.js and in the existing horizontal parallax structure. The horizontal parallax structure causes everything to be transformed and I needed to keep in mind those rotations and transformations. Apart from the technical aspect, coming up with a design that makes my website responsive and accessible is also a great challenge. As I briefly mentioned in part 4, I had to give up on some ideas.