



# Lab Journal

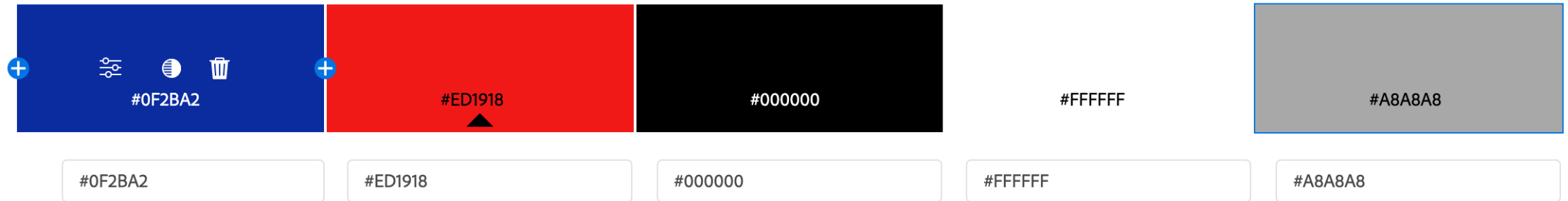
Eric Humble

# Week One

- What theme did you choose for your project website?
  - **Comic Book Informational Site**

## **Purpose and Feel**

- Fun
- Comic-book-style
- Images bold, jump off the page



#### WGD235 – Web Animation

- How did your selected theme guide your design decisions on colors, web fonts, and images?

#### Color Scheme

- Primary colors, bold
- Black, white, and gray so the colors aren't overwhelming

# Week One

# Week One

- **Typography**
  - Indie Flower
  - Tahoma
- **Logo:**



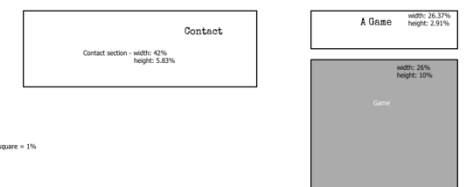
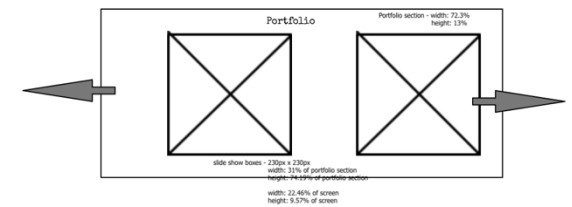
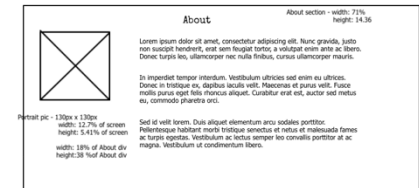
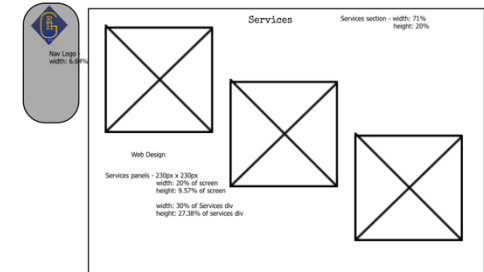
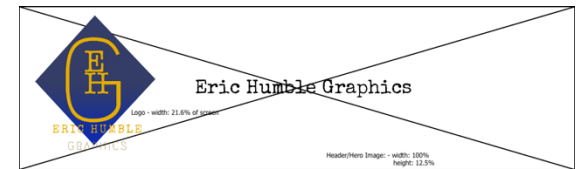
# Week One

- Did you encounter any issues? Did you use any online resources to gather additional information?
  - So far no issues

# Week Two

- What text did you use for the HTML5 canvas implementation? Why?
  - At the moment, using lorem ipsum to get the design up and running.
  - For the final product, informational text to underscore the images
- How would you use this week's lab to add an interesting animation to your project website?
  - I plan to use transform make some divs simulate the effect of pages of a book turning.
  - I'm going to animate a parallax scroll inside an `<aside>` running along the right side of the page to simulate a 3D cityscape with a generic superhero-type overlooking the city, a common trope in superhero comics

# Desktop wireframe



# Week Two

- Did you encounter any issues?
- Designing the static CSS presented challenges
  - Getting the correct ratio of width and height for the sections/containers/articles/divs proved challenging
  - Responsive design is adding to the challenges of planned animations
- Did you learn any cool tricks?
  - Using JavaScript and jQuery to listen for specific points on the DOM for parallax scrolling

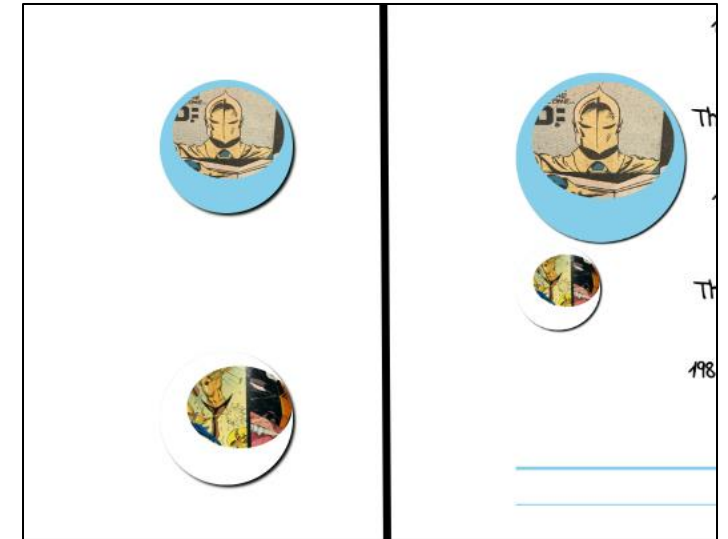
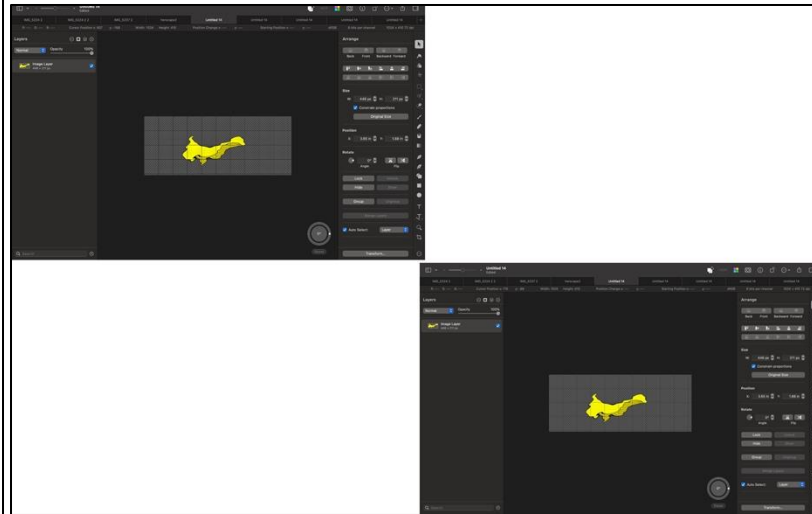
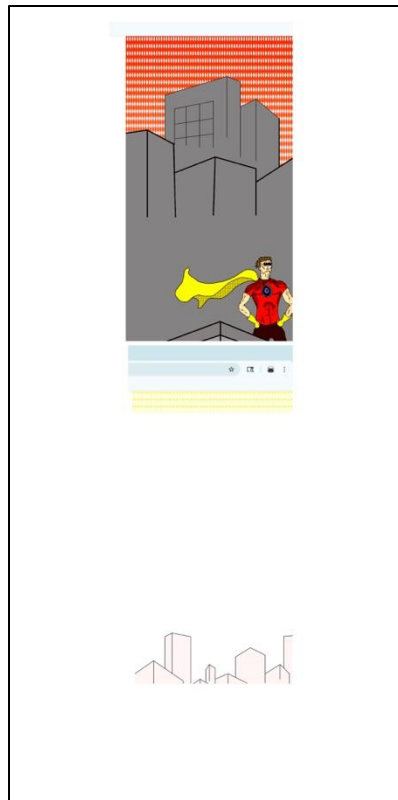
# Week Two

- Which resources did you visit to overcome challenges?
  - W3Schools
  - Past class exercises
- To learn more about parallax scrolling:
  - <https://www.sitepoint.com/jquery-check-element-view/>
  - [https://www.w3schools.com/howto/howto\\_css\\_parallax.asp](https://www.w3schools.com/howto/howto_css_parallax.asp)

# Week Three

- Did you encounter any issues using JavaScript?
  - JS continues to be a challenge.
  - Scrolling event listeners for parallax scrolling effects and fly-in instruction panel aren't firing properly.
- Using JS/jQuery to create event listeners and handlers for a parallax scrolling effect that is taking shape but not fully functioning yet

# Animation Problems



# Week Three

- Which resources did you visit to overcome challenges?
  - <https://www.sitepoint.com/jquery-check-element-view/>
  - [https://www.w3schools.com/howto/howto\\_css\\_parallax.asp](https://www.w3schools.com/howto/howto_css_parallax.asp)
  - <https://www.wix.com/blog/what-is-parallax-scrolling-explained-with-examples>

## Week Four

- Did you encounter any challenges integrating the CSS animations for the links, text, menus, or scrolling?
  - This week was more challenging as I integrated some of the animations, especially the scrolling effects.
  - Some animations and stylings worked against one another
  - I separated the animation elements into individual html files to get them working in isolation
  - Was able finally to identify the bugs when integrating them one at a time into the main html file

## Restyled some elements



7

7

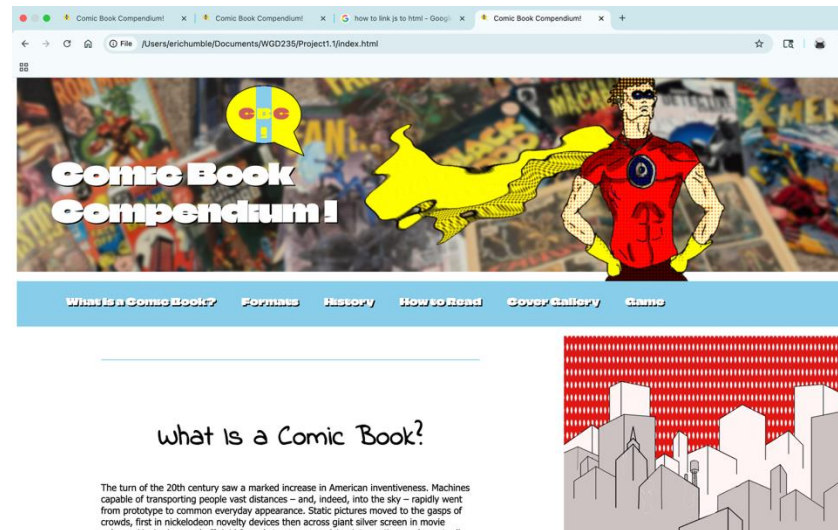
198

In the wireframe, these were square boxes, but I decided it would be a more interesting animation if they were circles that expand on hover. I plan to have some text boxes appear beneath them as part of the animation.

# New Color Scheme



Initial color scheme of primary colors is too garish.



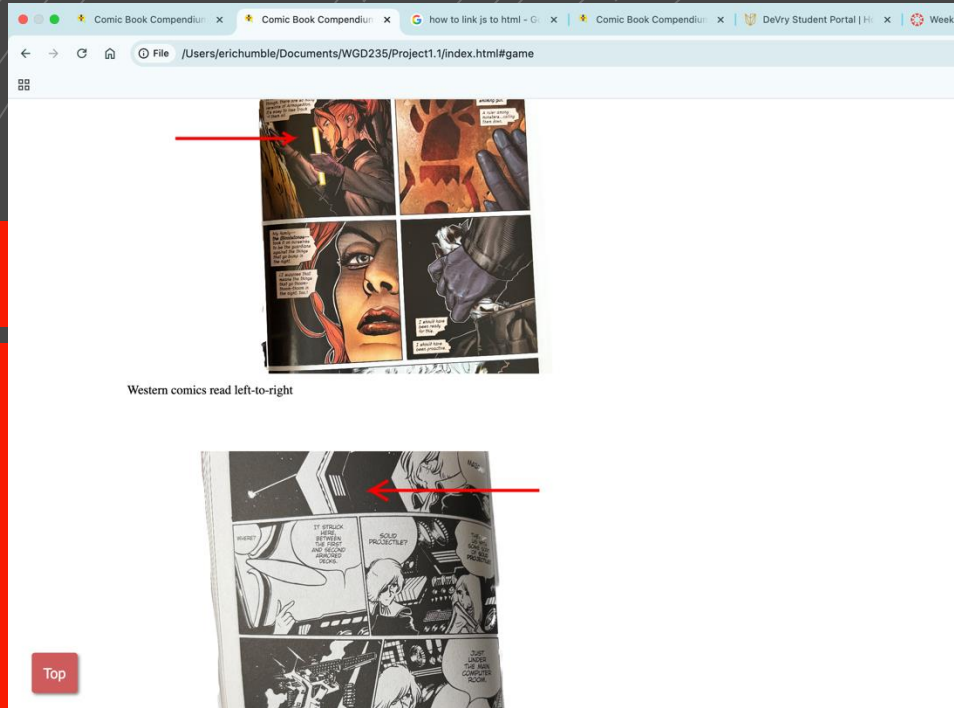
I toned down the blue and red but kept the yellow bold.

# Week Four

- Which resources did you visit to overcome challenges?
  - W3Schools
  - <https://techsolutionstuff.com/post/how-to-create-parallax-scrolling-effect-using-jquery>

# Week Five

- Did you encounter any specific challenges related to drawing in HTML canvas?
  - I used Canvas to draw arrows in a section to demonstrate the direction of comic book reading.
  - I created background images on the canvas then generated the arrows directly on the canvas.
  - Problem: I was only able to get the canvas images to show up properly by inserting the code inline into the html document.



```
50px" id="eastern" class="images">

right-to-left</figcaption>

document.getElementById('eastern');
nvas2.getContext('2d');

ghtArrow(ctx, startX, startY, endX, endY, arrowSize) {
ath();
(startX, startY);
(endX, endY);
();

= Math.atan2(endY - startY, endX - startX);

(endX - arrowSize * Math.cos(angle - Math.PI / 6), endY - arrowSize * Math.sin(angle -
(endX, endY);
(endX - arrowSize * Math.cos(angle + Math.PI / 6), endY - arrowSize * Math.sin(angle +
());

rrow
e = 'red';
= 4;
ctx2, 515, 50, 300, 50, 25);
```

WGD235 – Web Animation

# Week Five


# Week Five

- How might you incorporate HTML canvas and drawings into future website design projects?
  - I'd like to animate the designs that I've created on the canvas, so that's something I'll be looking into.
  - Since I do a lot of drawing and illustrations that I incorporate into my web designs, the canvas seems like a great place to integrate some of the hand-drawn elements with coded elements.

# Week Five

- Are there any cool tricks or resources you learned this past week? If so, explain.
  - <https://stackoverflow.com/questions/808826/drawing-an-arrow-using-html-canvas>
  - This is a site that provided a base code for the arrows I drew. I customized a lot of the code to make the arrows the length, direction, and styling that I wanted for my site, but this got me started with an understanding of how to code this particular shape.

# Week Six

336  Parsing error: Unexpected reserved word class Ball {

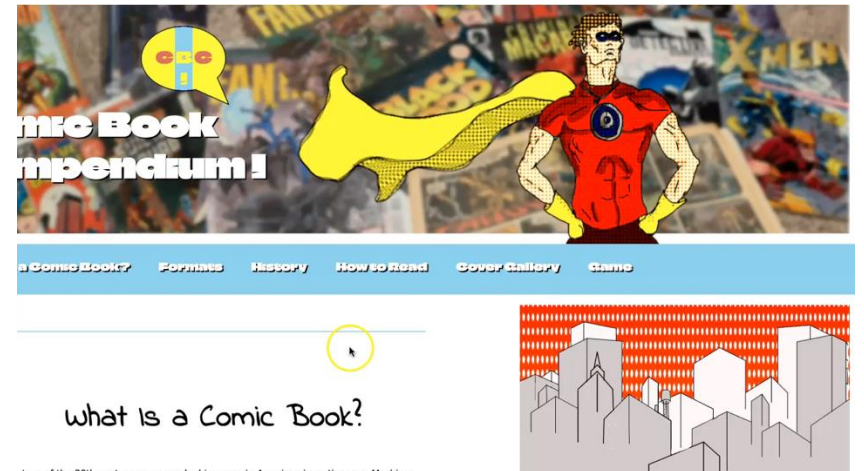
- Did you encounter any specific challenges related to creating animations using HTML canvas?
  - Recreating the game from the lab hasn't worked with my site.
  - I keep receiving an error in Brackets for the section where we add a class to the ball.

## Week Six

- How might you incorporate HTML canvas and animations into future website design projects?
  - If I can get the game the work on this site, I can see that as being a big draw to websites – adding an interactive game of some sort that fits the site’s subject matter.
  - This is also an interesting introduction to game design in general, something I might want to explore in the future.

# Week Six

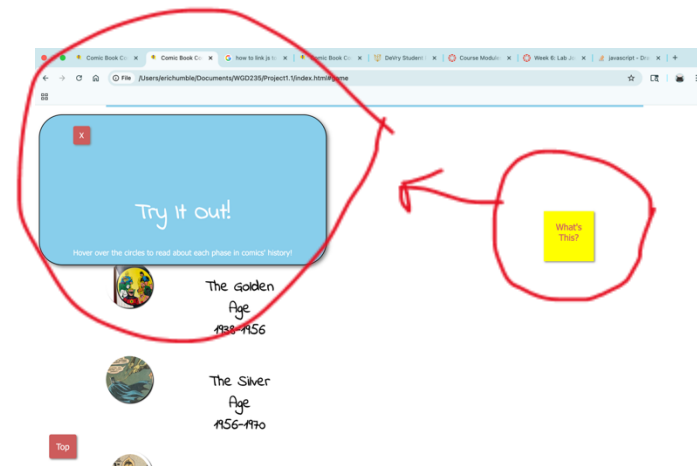
- Are there any cool tricks or resources you learned this past week? If so, explain.
  - I finally got the parallax scroll to work and made the adjustments so that the different layers are moving at the speed and coordination I want.



# Week Six

Are there any cool tricks or resources you learned this past week? If so, explain.

I've also been having problems with the event handler for scrolling, so I decided to change that aspect of the "instructions" text. I had wanted it to fly in when the user scrolled past the section, but now I've included a button that will call the function to make the text fly in.



# Week Seven

**Explain how the weekly lab assignments have helped you improve your proficiency and development skills related to web animation.**

**I've been able to base most of the animations and transitions in this site on the labs, so it was great to have step-by-step explanations and instructions to refer back to, especially as I made alterations to the code. The labs gave me a base understanding and a reference that made some of the more complex animations possible.**

# Week Seven

- Which areas of your website are you looking to improve or fix?  
Why?
  - The “History” section is the section where I coded the most, and developed all the code from scratch without basing it on the labs or the textbook. While I’m happy with the results, there is a flaw in the code – I was unable to get the initial class restored once the animation is run, resulting in an effect that can only run once. You can’t go back and hover over the circles to see the text appear again.
  - I’m going to need to further develop the code to add another function to the end that restores the initial class. If I have time before the project is due, I’ll try this, but at the moment it looks like this will be a future improvement.

# Week Seven

- What specific area of the course did you enjoy the most? Why?
  - I loved learning about the canvas and its possibilities, and also how to create parallax scrolls. These are animations that I will likely use in future designs, so it was great to get to code and understand their inner workings better.
  - I gained more proficiency in JavaScript.
  - I gained a better understanding of how to use cubic-Bezier curves for the animation-timing-function to make my animations more natural.
- All of these aspects were beneficial and I enjoyed being able to play around with them!