

Reading guide portfolio

Sanne Reniers, Semester 3

Versions

Version 1
29.09.2024

Filled the reading guide with relevant information and evidence for the first portfolio review.

Version 2
29.10.2024

Added some new products

Version 3
10.11.2024

Added on some reflections for the learning outcomes and finalized the links for the second portfolio review.

Goals for this semester

Semester wide I want to learn more about blender, as well as diving a bit deeper into design and trying to step a little bit out of my comfort zone. I also want to dive a bit more into developing websites, and trying to understand and write JavaScript code myself on a more advanced level. I also want to try and do some more with animations, more specifically CSS Animations. One of the projects that I loved working on last semester was the snake game that I created and modified. I want to do something along these lines again this semester. Lastly, I would like to learn more about 3D printers and making my own models for this.

Along with that, I want to do some research in frameworks, and what they can do to help you code your website in a more efficient way that can help your team work with your code more easily.

Introduction

I am a very enthusiastic and motivated person. I absolutely adore designing, and making these designs come to reality. I think that design wise I'm quite strong, I want to grow and do some things that are a bit more out of the box for me. And to work more on coding these designs in a better, perhaps more responsive way. I also want to focus on seeing if I can help others grow more confident in their designs.

Evidence

All the fully written out content of my portfolio can be found [here](#).

Conceptualize, design, and develop interactive media products

I learned a lot about creating a concept, and what I want to research in the coming semester. I created a concept and wireframes from the inspiration that I found. And this helped me a lot in the further design process. The designs that I have right now are not yet interactive, but they will be in the further stages of this project.

In the next few weeks, I learned more about creating interactive prototypes with FIGMA, but also about competitive analyses. We also did a moSCoW template, in which we determined what we wanted to have in our app at the very least, and what the things are that we wanted to add-in once we have more time or if we are done quicker than expected.

- [The concept](#)
- [Wireframes PNG](#)
- [Wireframes FIGMA](#)
- [1st Portfolio design FIGMA](#)
- [Interactive prototype Portfolio FIGMA](#)
- [Competitive analyses](#)
- [MoSCoW template \(\[FIGMA\]\(#\) and \[image\]\(#\) \)](#)

Transferable production

I have not done any coding yet for now, but I did set up a GITLAB repository for this document. This makes it easy to link to any evidence that I have made, and makes it so that anyone that needs to can access the correct files. I think that by doing this, I make it easier for the teacher to access me.

In the next few weeks, I learned about coding and how to set up a git repository on a mac using the terminal. I learned a lot about using vh and wh in combination with percentages, but also learned a bit more about thinking on my own and figuring out how to create JavaScript code to solve a problem that I am having without the use of tutorials. For the rating pop-up / challenge I also worked on making it responsive with the use of media queries. I want to look into this a bit more and see if there is an easier way to do this.

- [GITLAB repository](#)
- [Rating pop-up github repository / files](#)
- [Rating pop-up weblink](#)
- [GIT for development portfolio](#)
- [Portfolio website](#)
- [Screenshots of change in set-up \(code can be viewed in gitlab \)](#)

Creative iterations

During the past few weeks, I learned a lot from the feedback that I have been given (more about the feedback itself can be [read here](#)).

The main take-aways from this feedback are:

- The fancier fonts are really good for accents, but not as good for full sentences or paragraphs. Be mindful of when you use them.
- When drawing, don't create too much of a difference between the different objects. In my case, using no outline for the background and a darker outline for the characters created too much of a style difference. This looked very off.
- Think about what you want to achieve before starting to create a logo.
- Think about how something will look on mobile when creating a design for a website.
- When creating a minimalistic design, make sure that it doesn't get too minimalistic. Find the balance between the 2.

The new takeaways are:

- Copying code over is not necessarily a bad thing as long as the thought process behind it is on your own and that you understand what the code does.
- Using an outline around an image or anything else makes it seem like you can click it. Think about these kinds of things when creating a design.
- If the page is very long, then make sure that there is a button so that the user can easily go back to the top of the page. Having to scroll back up can be really annoying otherwise.
- When using icons in your documentation, make sure that the user can see what those icons mean without them having to scroll all the way back up to the top of the page.

- [Brandbook complete PDF](#)
- [Brandbook low fidelity PDF](#)
- [Brandbook mid version PDF](#)
- [Brandbook finished version PDF](#)
- [Brandbook FIGMA](#)
- [Logo sketches](#)
- [Logo sketches 2](#)
- [Logo sketches final](#)
- [Logo final sketches vector](#)
- [Logo final design](#)
- [Portfolio first sketch](#)
- [Portfolio design 1](#)
- [Portfolio design 2](#)
- [Portfolio design 3](#)
- [Portfolio design 4](#)

- Portfolio design final
- Portfolio design FIGMA
- Differences between outline of images

All feedback I received can be found here:

- Feedpulse personal
- Feedpule group

Professional standards

I learned a lot about how to work in a team while making sure that everyone can mostly do what they're good at, and how to create a planning. We used Monday for one of the projects, on my recommendation and I think that by using this, we had a really good view on how things were going and who needed help with something but also on when the deadlines where and what we still needed to do. It also made the stand-ups a lot easier.

In the last few weeks, I learned more about working in a team. The retrospective really helped with getting a grip on how everyone was feeling and doing, and to make sure that everyone felt safe in the group itself.

- Scrum-board in Monday
- Team agreements
- Project plan portfolio
- Project plan
- Retrospective sprint 1
- Competitive analyses
- Research questions anxiety at exams

Personal leadership

I reflect a lot on what I learned in the content of my portfolio. This sets up certain goals and expectation for myself. Some of these goals are:

- Think of responsiveness when creating a portfolio design.
- Take a step back from designing and help others improve instead.
- Keep track of what people are working on and assign tasks and keep up the planning.
- Do research on Parallax scrolling and how to code this.
- Research Frameworks.

For the next few weeks, my main goals are:

- Do research on parallax scrolling and how to code this so that it can be used in my portfolio.
- A teacher mentioned that parallax scrolling is done a lot in certain frameworks, Do some research into these and see how and why they can be helpful.

- Do some more challenges so that I learn to think about how to solve a certain problem that includes HTML, CSS and JavaScript on my own instead of doing tutorials.
- Think about and apply for specialisations, especially since I'm thinking of doing the educational route. The creative studies are full quickly.
- Try out some things regarding blender with a different laptop (this one can't handle it very well).
- Work on creating a reading guide that follows the guidelines, and doesn't get too extensive.

More takeaways from reflections can be found in the [content of my portfolio](#).

- [Portfolio content](#)
- [Feedpulse personal](#)
- [Feedpule group](#)