

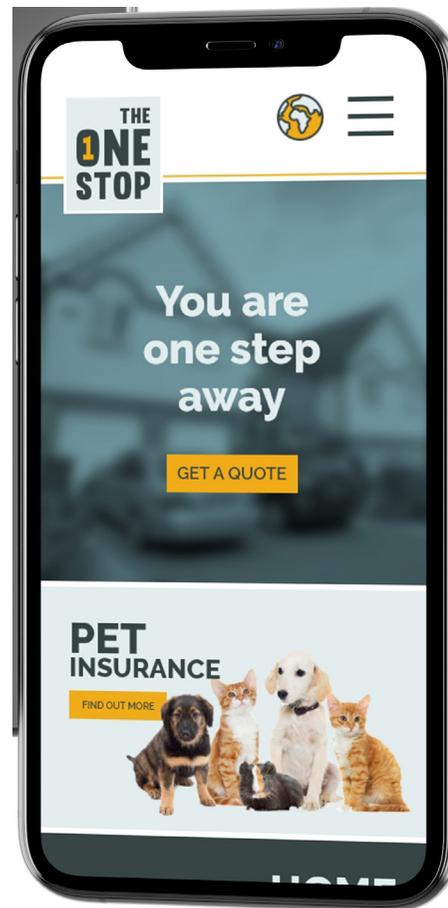
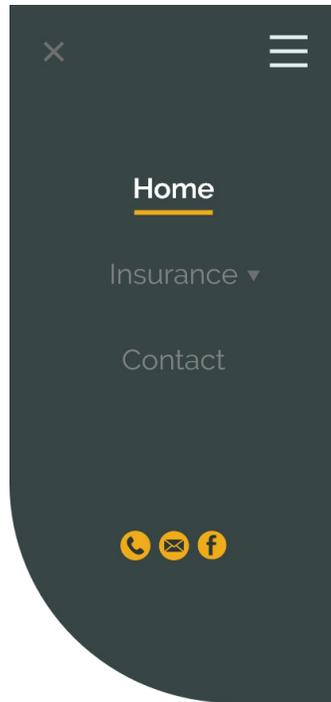
# Advanced Web & Multi-Media

Developing a responsive  
multi-page WordPress website

**Harriet Kirk**

GDEM2004

# Group Project



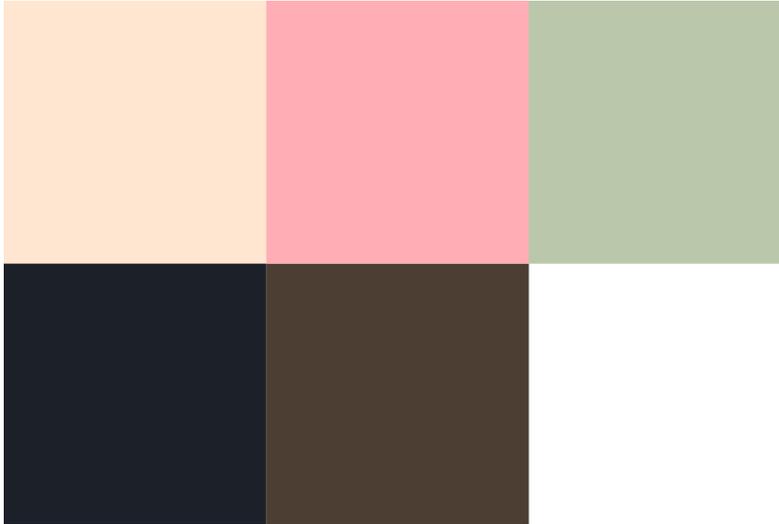
This was a website project where both year groups were put into teams, so the Level 4 and Level 5 students were working together on a group project.

Each group wrote a brief for another group. The brief given was to plan and create a website for a pet shop. The brief specified exactly what we needed to provide and also stated things that were banned. After receiving the brief the team decided to divide the jobs giving each person different responsibilities. My job was to create the mobile versions in Adobe XD and also help Jasmine with the Photoshop mock-ups.



# Blender Project

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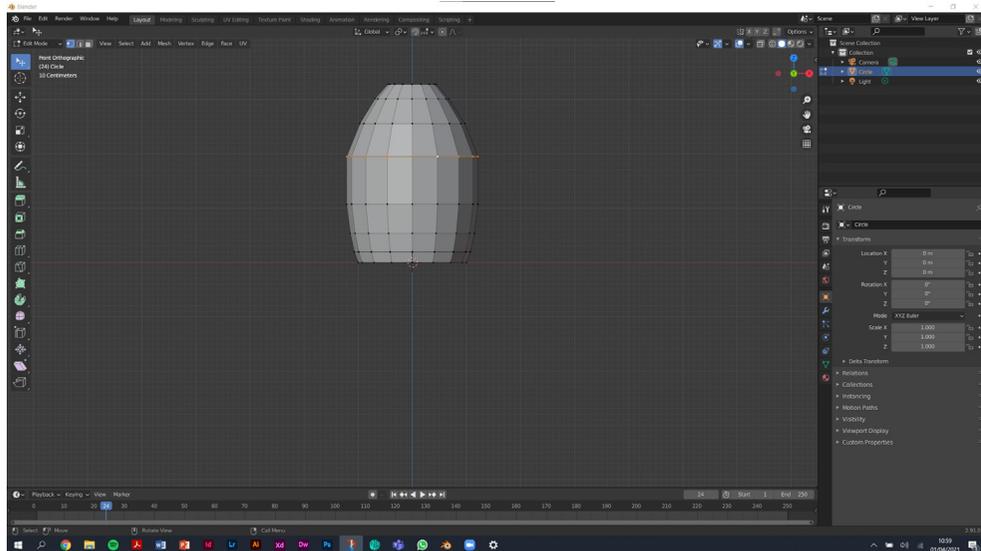


For this mini project it was required to learn how to use blender. The task was to create a 3D sculpture of a characters skull.

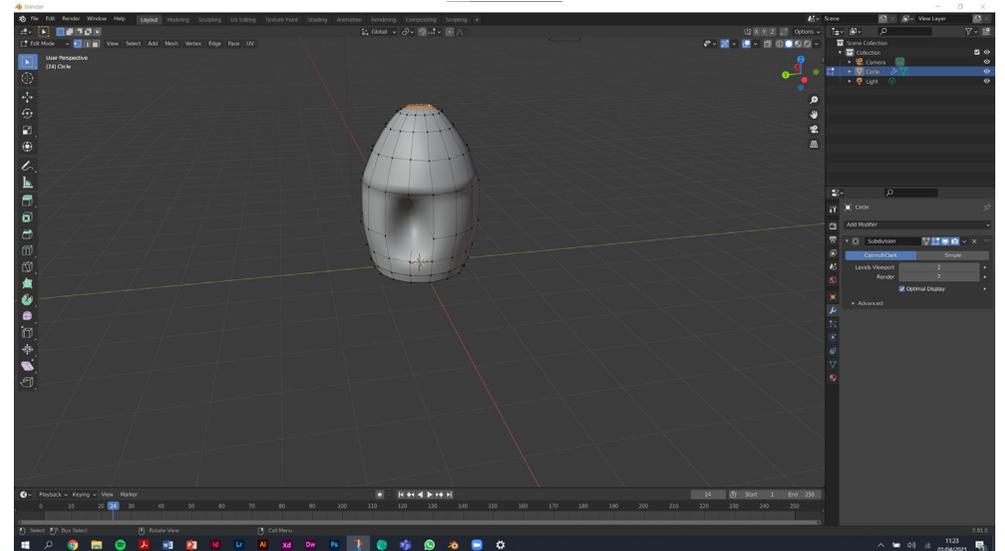
The idea was to create something that looked like myself. This was so that it could be used on the website.

These are the reference images used to create this blender project. A very pastel colour scheme was chosen due to the hair being pastel pink so the other colours were matched accordingly.

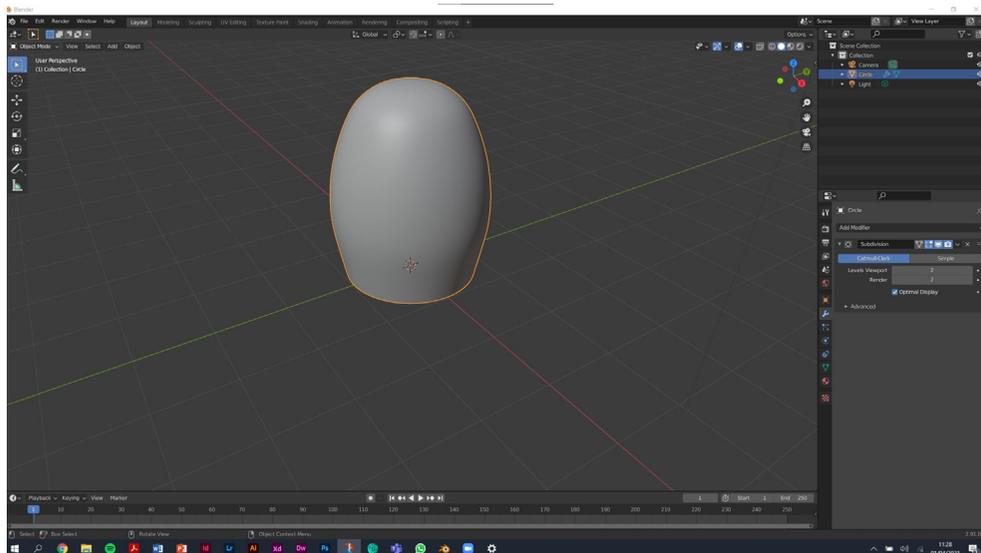
# Blender Project



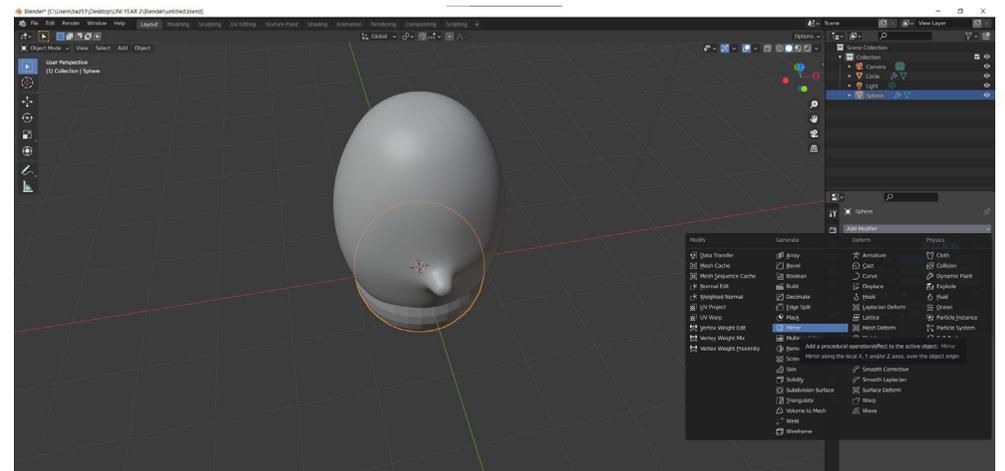
First, I clicked Shift + A to create a new circle and then pressed '1' to see the front view. After this I began to start extruding it out by pressing 'E' and dragging my mouse up to begin forming the 3D shape. Also pressing 'S' during this process enabled scaling for each extrude section. This is what helped create the rounded shape.



When I reached the top point of the shape I pressed 'F' to fill the hole, however this created an indent in my egg shape. Therefore I went back a few steps and tried again until it was perfect. Also selecting the edge loops (Alt + Left Click) helped individually move sections until the indent was fixed.

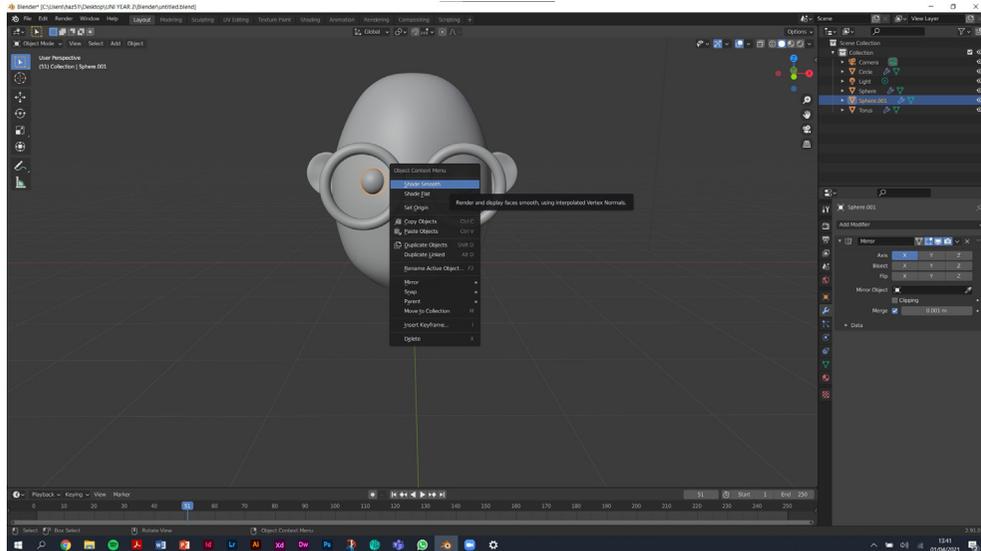


After achieving the shape I went back into object mode by pressing Tab on my keyboard and right clicked 'shade smooth'. This gave the object a nice smooth finish and erased all the visible extrude lines. A modify setting was also added to this to enhance the smoothness. 'Subdivision Surface' was applied to smooth the outline of the shape.

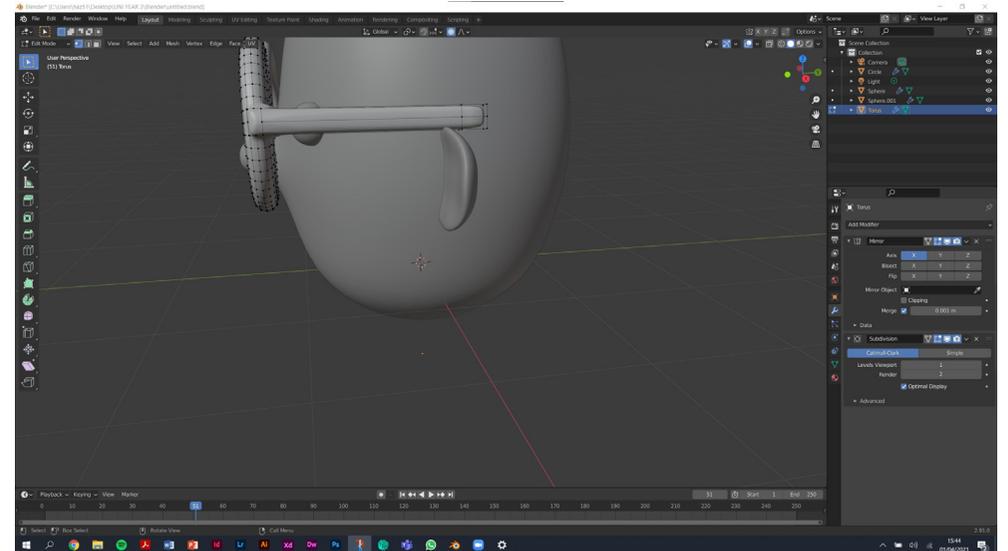


The middle vertices was selected in front facing view and then deleted to create a hole in the shape for the nose. I then used the Mesh Loop Ad-on under preferences to change the hole I created into a circular shape instead of being square. This was then easier to extrude a nose shape from as the base line was already circle. For the ears a sphere was added and a mirror modification was also applied so that the shape only needed to be created once.

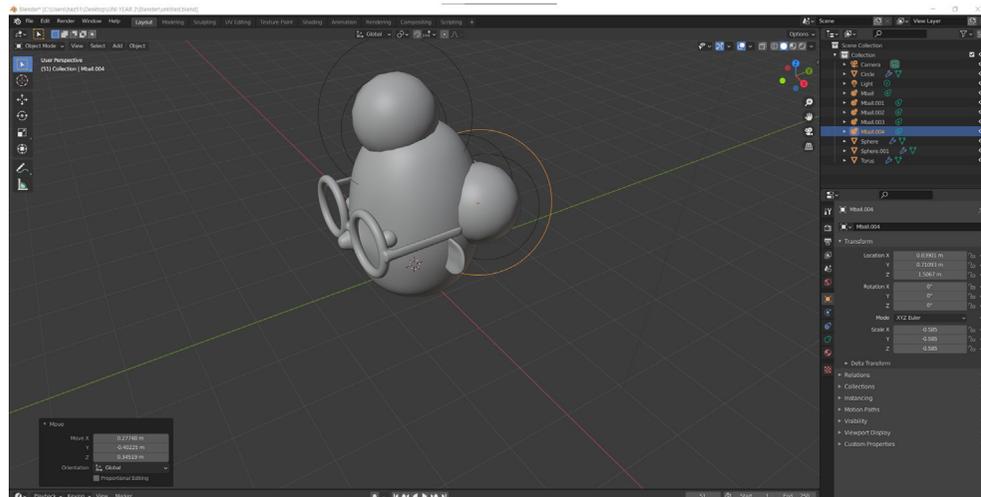
# Blender Project



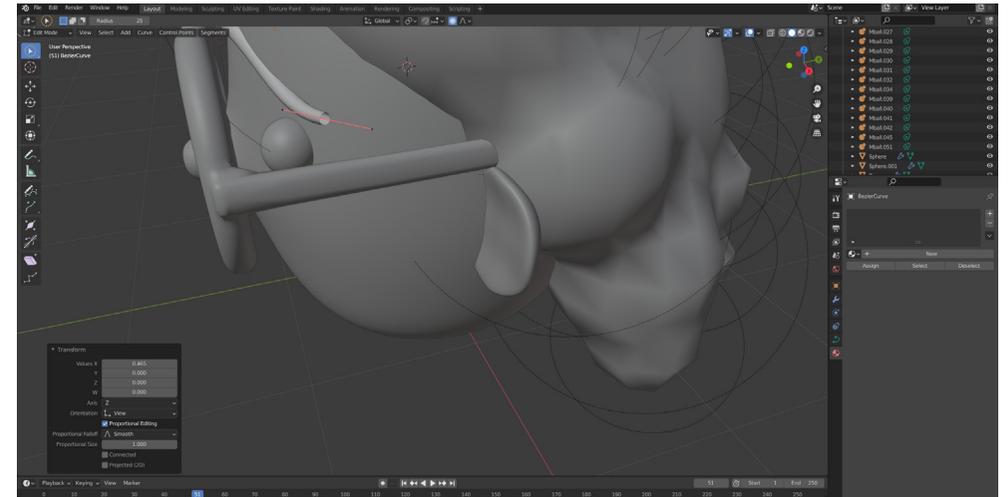
Using 'shift + A' I added a new Torus to the scene. This is a round shape that I used to create the glasses. I then applied the mirror modifier to create one on both sides, I also rotated them 90 degrees so that they're sitting upright on the face instead of the flat on the floor. Adding the eyes was one of the simplest steps as the shape didn't need changing. I added a sphere shape, mirrored and scaled it until it looked correct.



This part was tricky as I was extruding from an already existing shape rather than from a new shape. A hole was created on the back of the glasses so that it was possible to extrude out of it, this created the glasses arm. It was tricky to line up with the ears and therefore it was easier to scale the ears rather than bending the glasses.

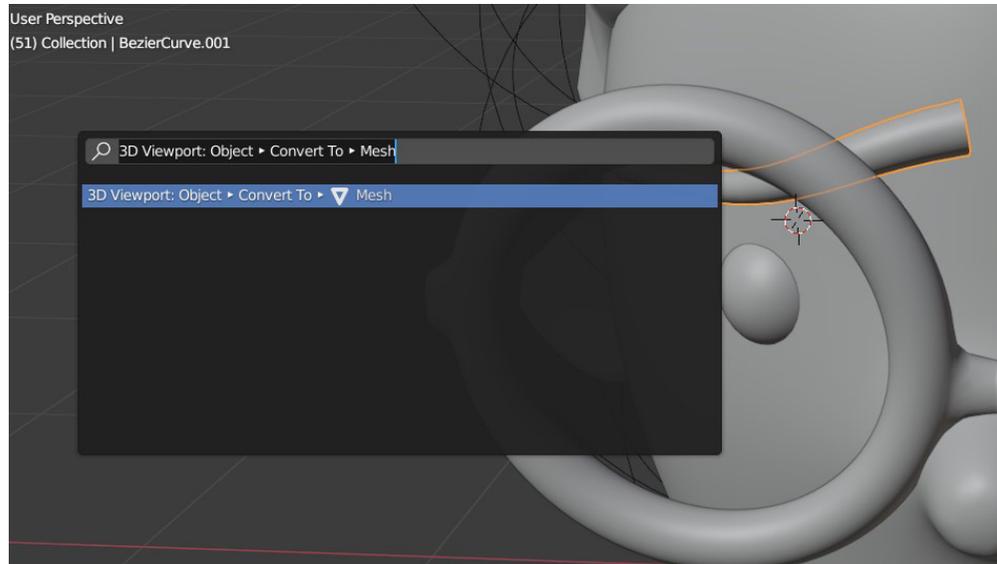


The hair was created using metaballs. Individual balls were added to the head and then duplicated by pressing 'Shift + D'. Each metaball was scaled individually depending on where it looked good on the head. After this the 'Shade smooth' effect was applied to blend the lumps together and to match the surface of the face.

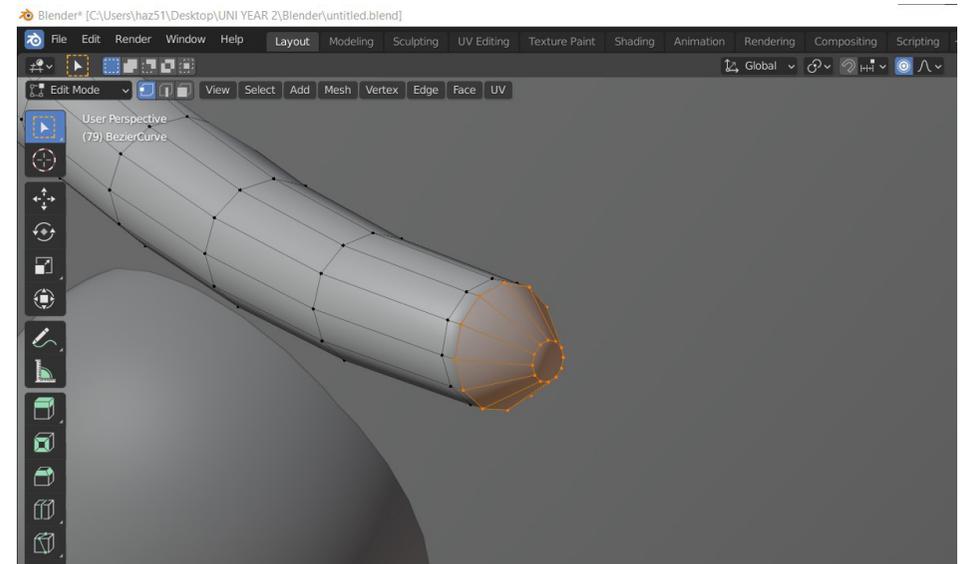


To create the eyebrows I pressed 'Shift + A' and added a Mesh > Bezier. This created a curved line which I could then increase the depth of by going into the properties menu and opening the Geometry tab. After this, I pressed the end vertices to scale that section individually to the rest of the shape. This is how I made the end of the eyebrows thinner.

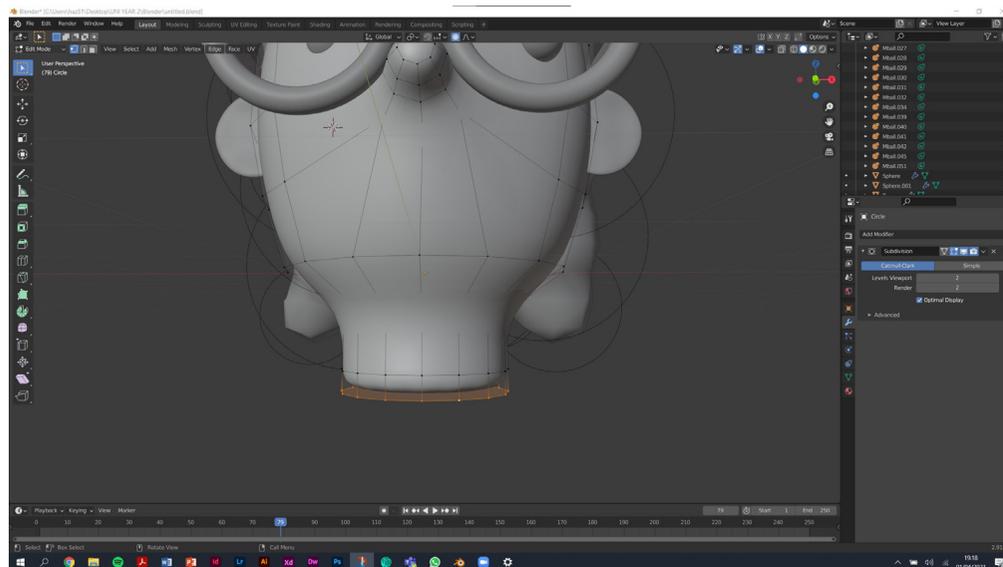
# Blender Project



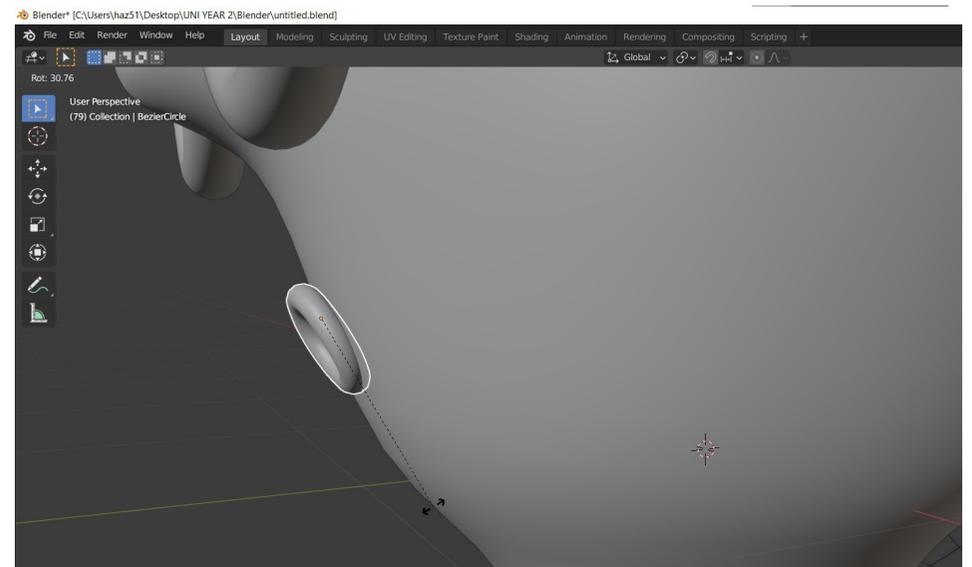
I then needed to convert the eyebrow bezier shape to a mesh so that I could go into the editing mode to close the ends as they're hollow shapes. I subdivided the sections on the eyebrow to make it easier to bend into the shape I wanted.



At the end of the eyebrows a bezel was added to fill the eyebrow and smooth it out gradually instead of there being sharp edges. I did this by pressing 'Ctrl + B' and dragging the mouse until I achieved the amount of bezel I wanted.

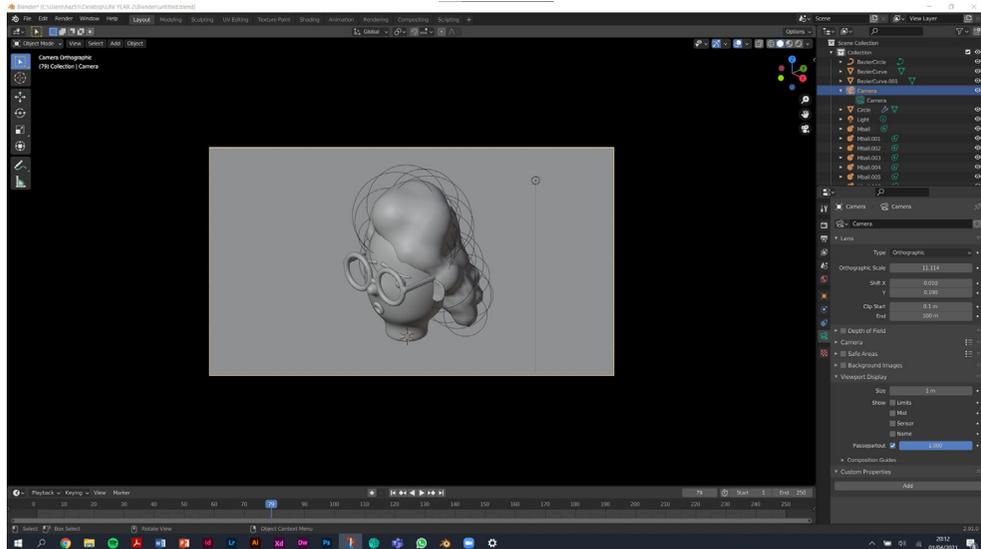


I extruded the neck down from the head so that when I export it'll look like its sitting upright rather than having a floating head.

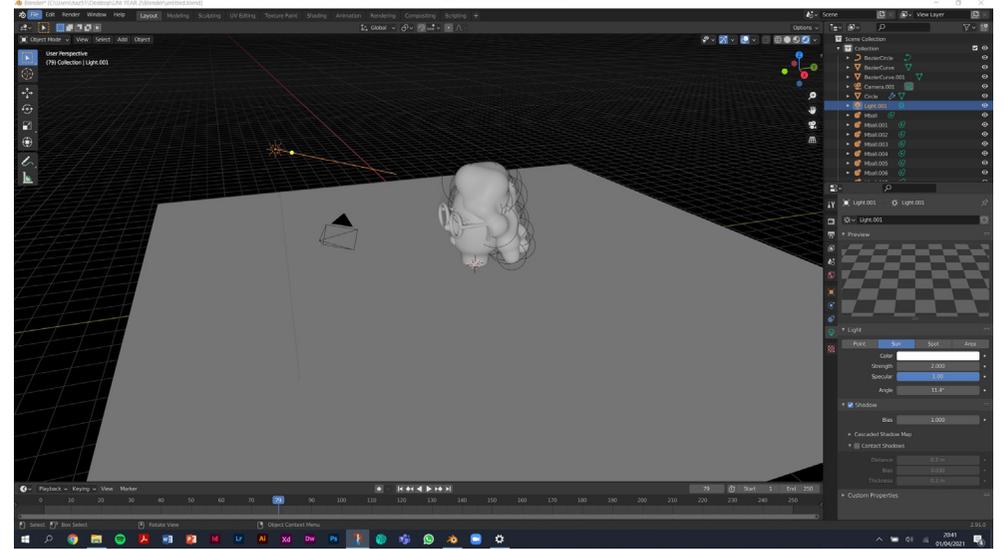


I added another Bezier shape to create the mouth. I used the Scale and Rotation tool to make sure it was sitting against the face without any gaps.

# Blender Project



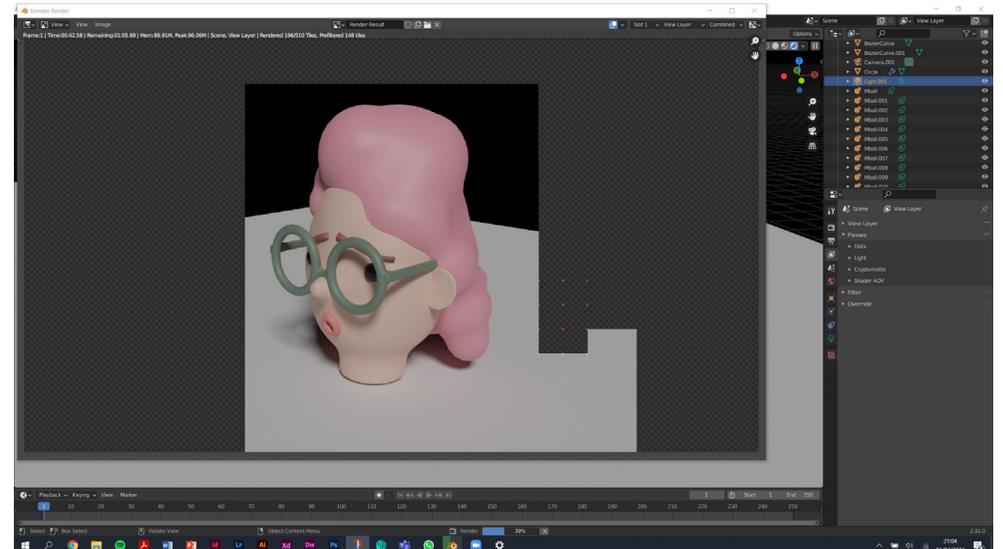
The final step was to render my 3D character head and begin to add colour features to it. Firstly I clicked onto the camera element under the scene selection on the right and moved it around until the character was in the position I wanted for the render. The Passpartout was increased to the maximum - by doing this it black out the rest of the scene around the camera view so that I had a better vision of what my render will look like. Also at the top of the program I switched to render view.



I increased the resolution on the hair as there was some issues with the shading. This smoothed out the edges and made the hair look more plastic like. Using the light settings on the right panel I increased the power on the point light to 2000W, this helped brighten the subject and also added harsher shadows to really get that 3D effect. The point light and the sun was moved around until I was happy with where the highlights and shadows were hitting for the render.

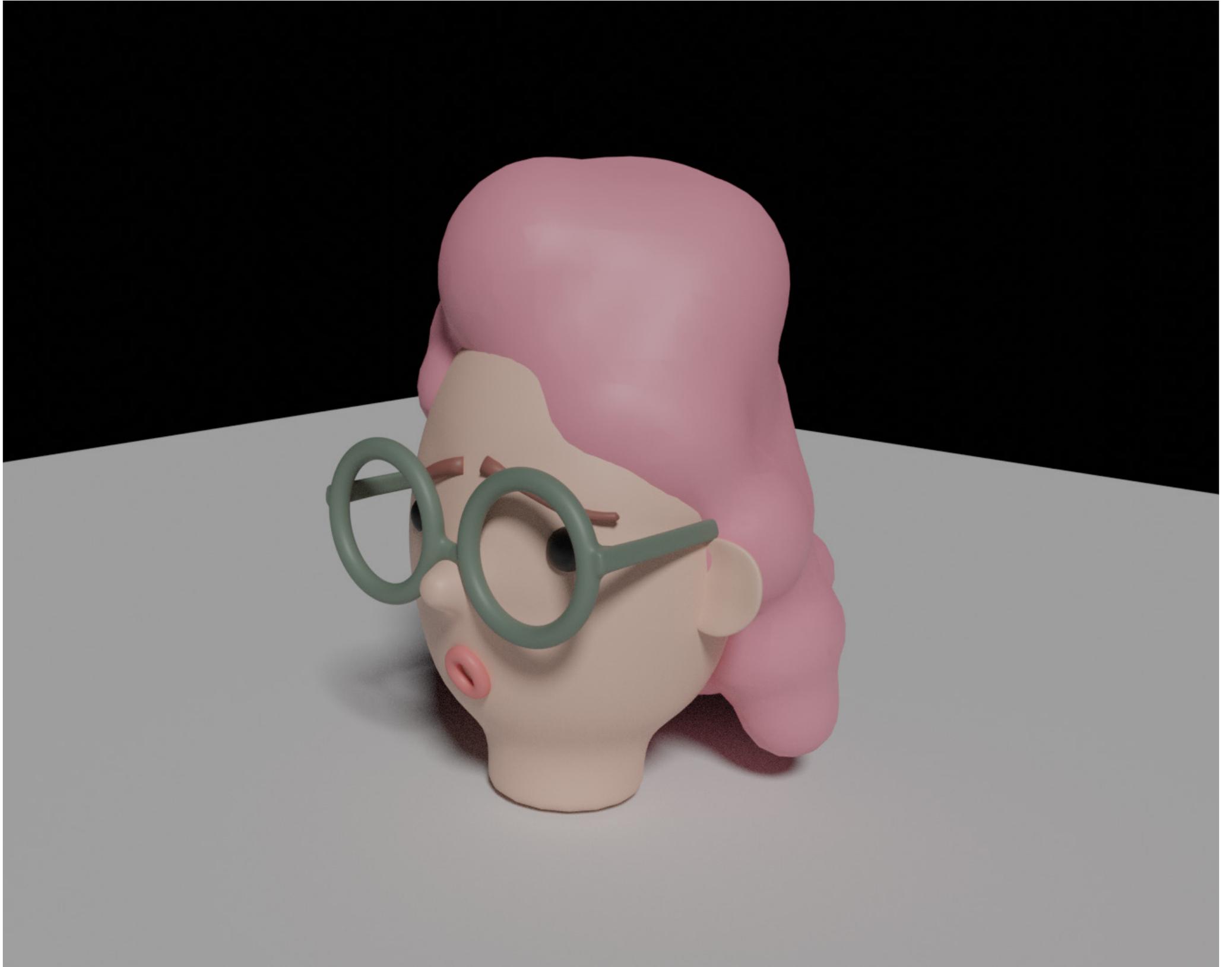


Using the material settings on the right panel I then started to add colour to my piece. This was easier than I expected - I selected each individual element and changed the 'Base Colour'. Everytime the base colour was changed a new material was created and therefore that same colour can be used again. After this, I then began rendering as a PNG image. I did this by using the rendering tab on the right hand side.

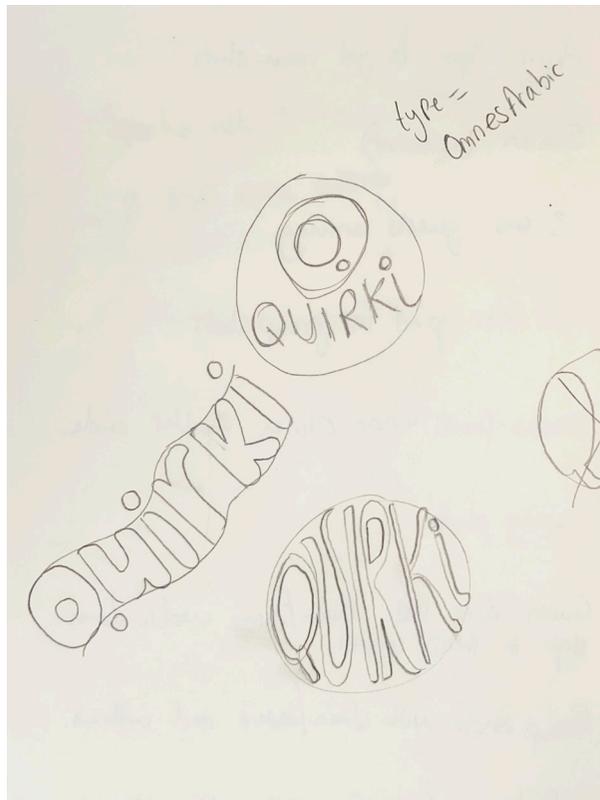


# Blender Project

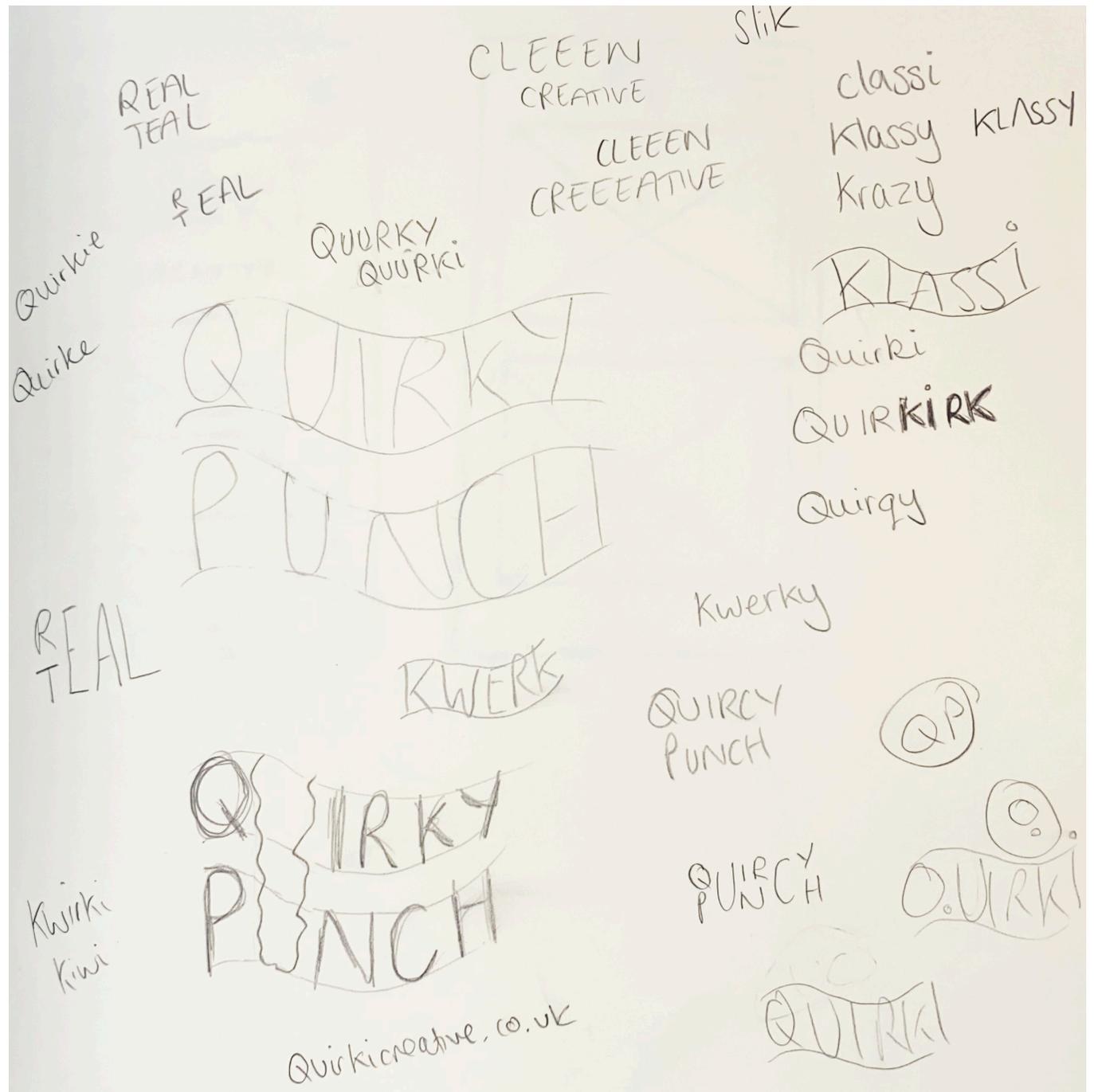
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# My Business (Logo Sketches)

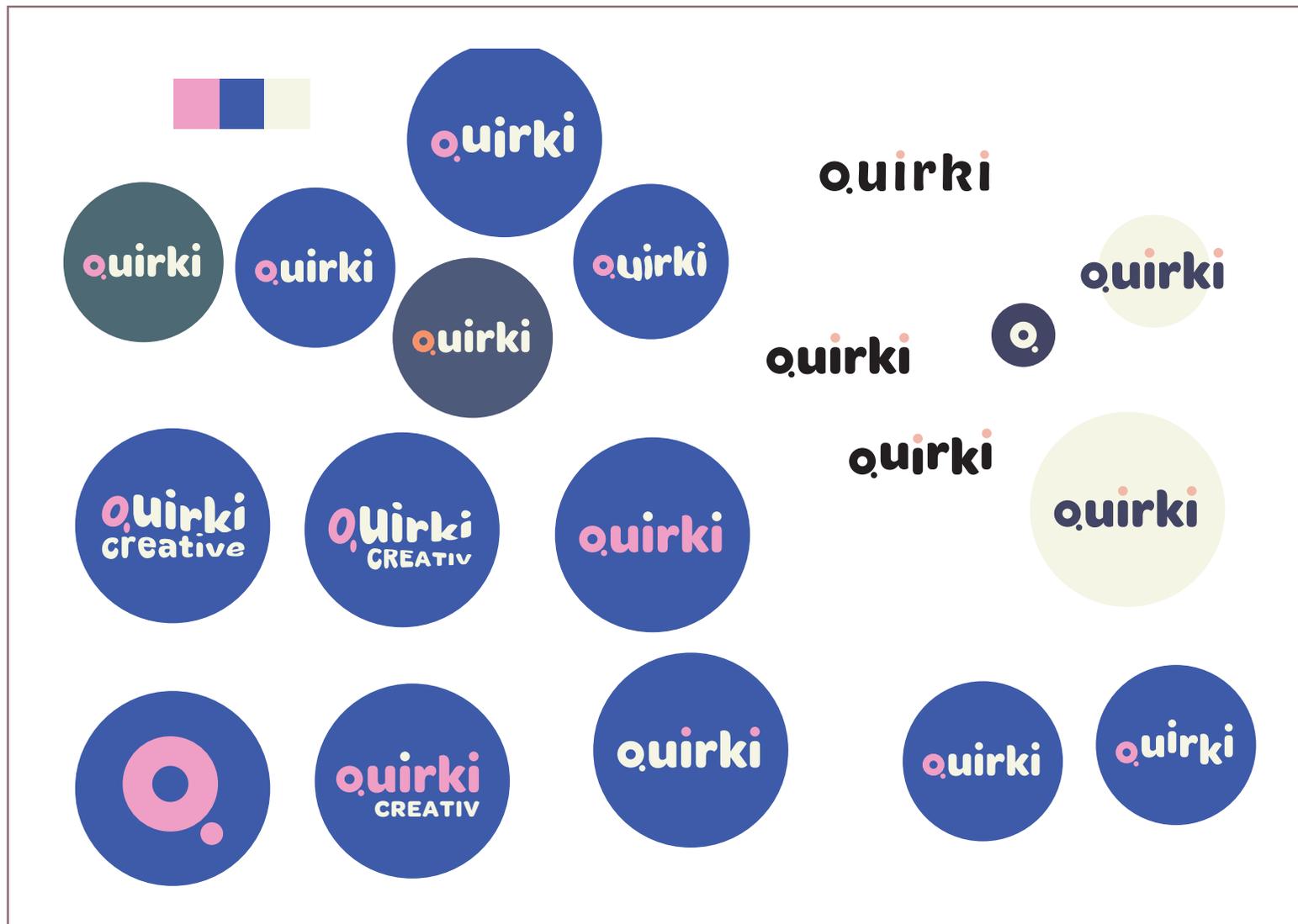


Before planning and creating a website a company re-brand was worked on. Firstly by sketching some logo ideas on paper and creating name ideas. Originally the business was called 'ALT Creative' short for alternative. However it didn't really have a brand image or an icon to symbolise the company. This was the reason for a re-brand.



When thinking of business name ideas one.com was used to research what company domain names were available. The name Quirki was chosen because it describes the company owner and also the change of letters added to the meaning. Also there wasn't any other businesses with a similar name because it is spelt different and therefore unique.

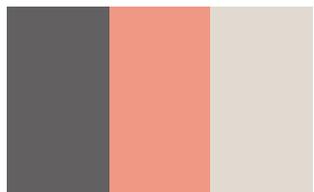
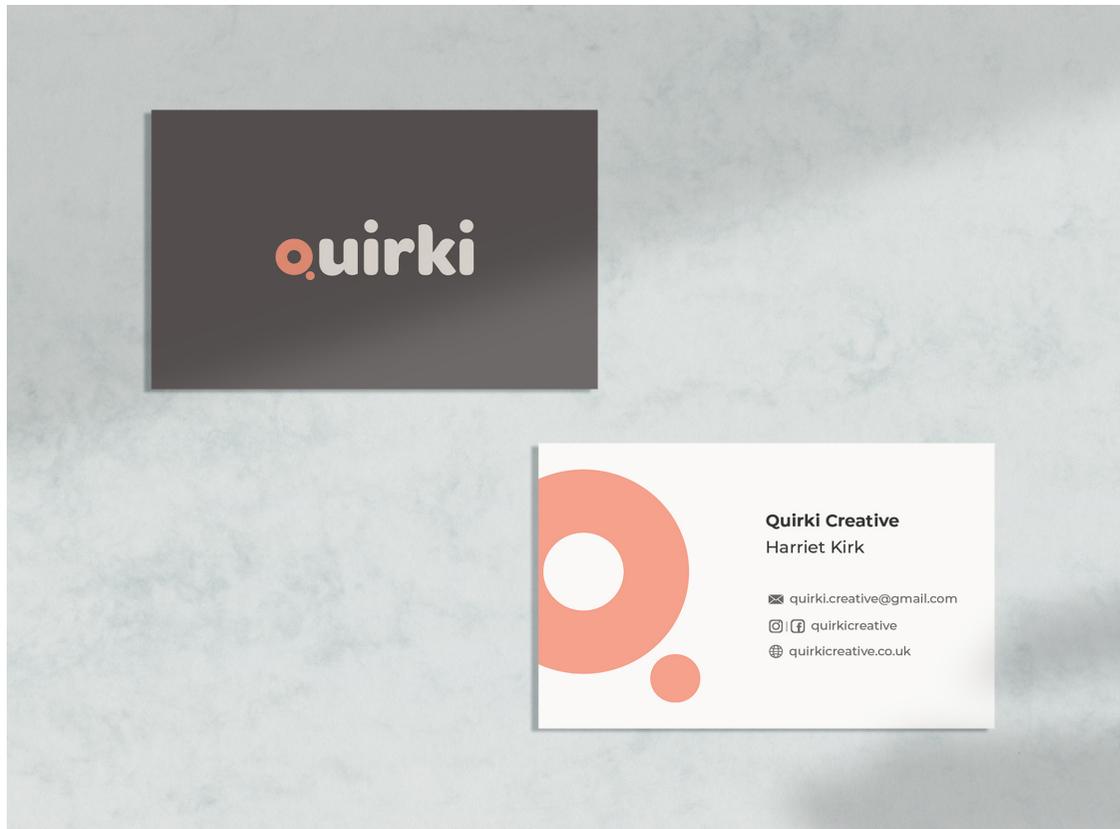
# My Business (Digital Logos)



Due to the name of the company being called 'Quirki' originally bright contrasting colours were explored. However after some experimenting it became apparent one of the colours being neutral looked more appealing. Therefore grey, beige and brown colours were added into the designs along side more pastel dulled down swatches.



# My Business (Final Logo/Icon)

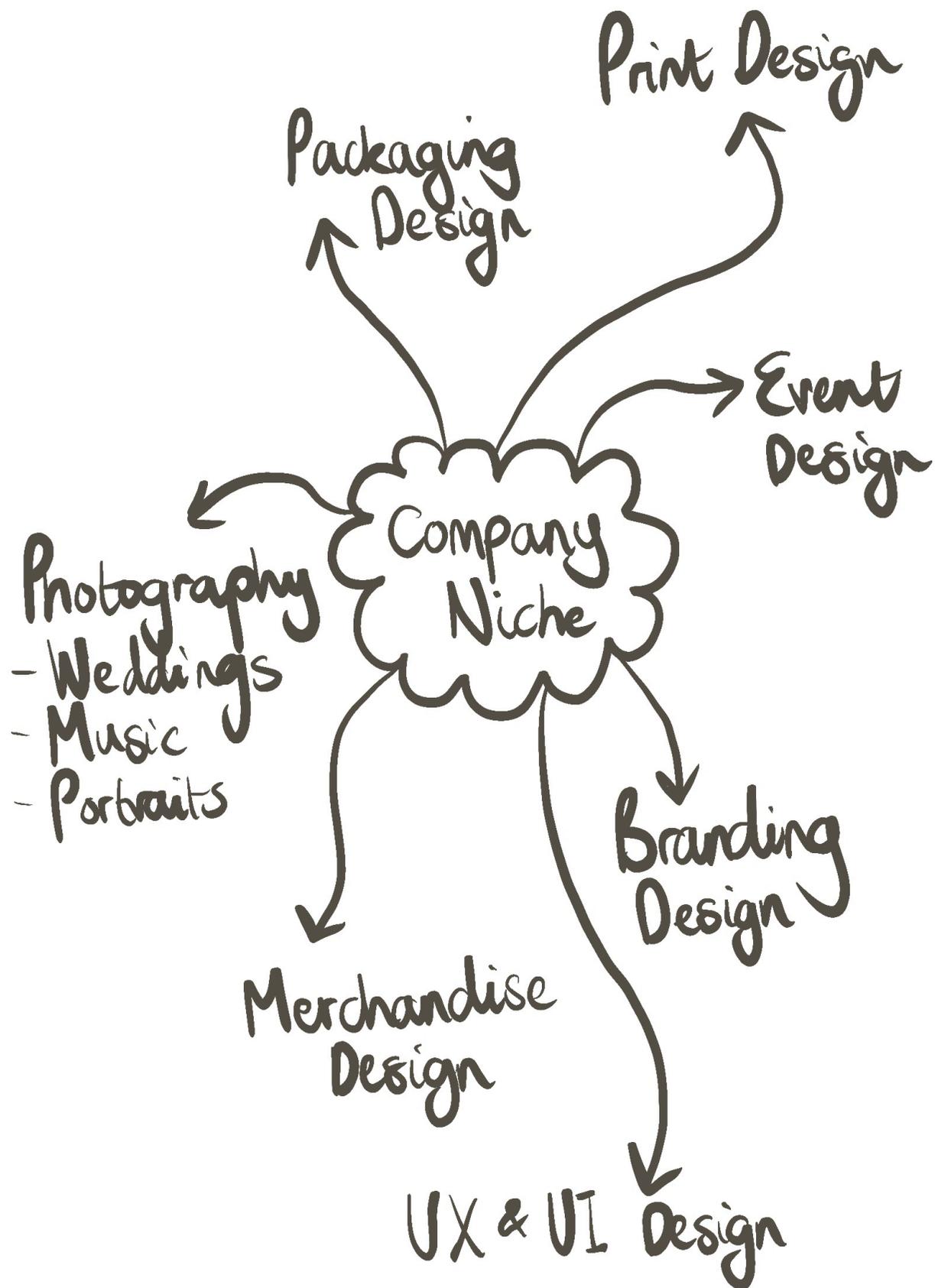


The grey and peach colours were chosen as the final brand colour scheme. These were then paired with a beige swatch for lighter areas as a white replacement. These colours were chosen due to them representing the artwork by Quirki the most. A pink hue to used to edit most photography work by Quirki and also peach is used a lot within the graphic design work.



# Ideas (Mindmap)

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# Proposal

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My intentions are to focus on Branding design. My niche will be adding a quirky trendy vibe to all designs to make companies stand out from the rest. This is where the name 'Quirki' came from.

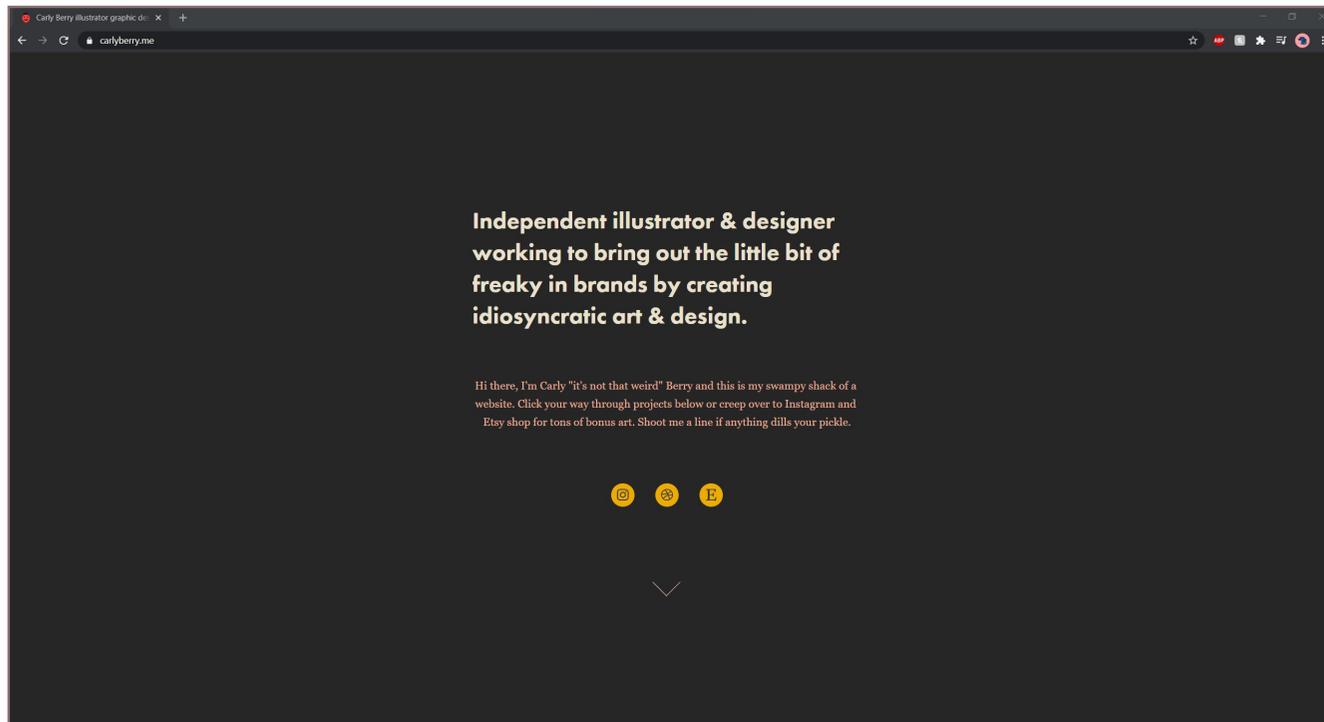
My services will come in a package as I have more than one skill that overlaps within the same area. For example, I can design and develop a companies brand and also provide photography skills to help advertise their products or services.

My market will be small businesses. This can range from small coffee shops to other freelancers.

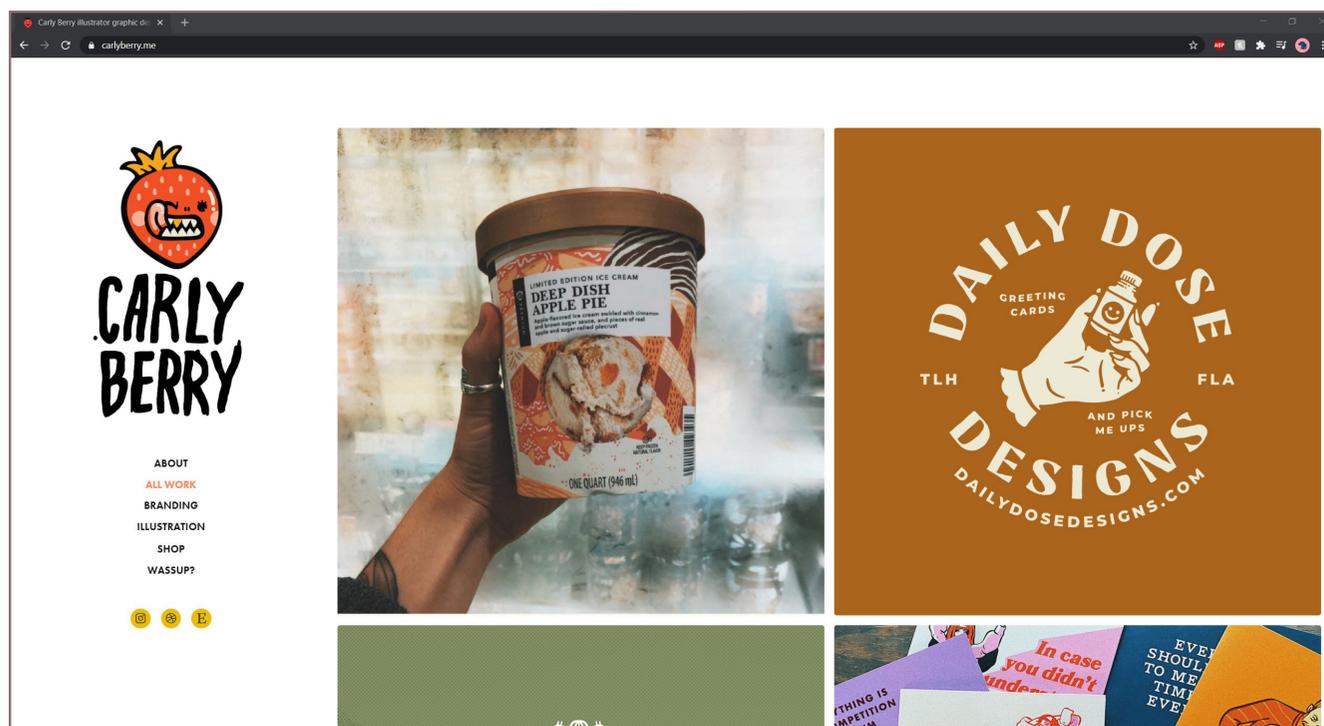
How will I advertise my services?

- Business cards
- Website Portfolio
- Word of mouth
- Social media (Instagram and Facebook)
- Etsy Shop
- Depop Shop

# Research - Carly Berry



Berry, C (2021).



Berry, C (2021).

Carly Berry's website is powered by Adobe Portfolio which is an application that provides a content management system to help manage the website content.

Carly Berry is an illustrator and designer. She is inspired by the quirks in people's personalities and has a similar vibe to the style of work created by Quirkicreative and therefore is a huge inspiration for this project.

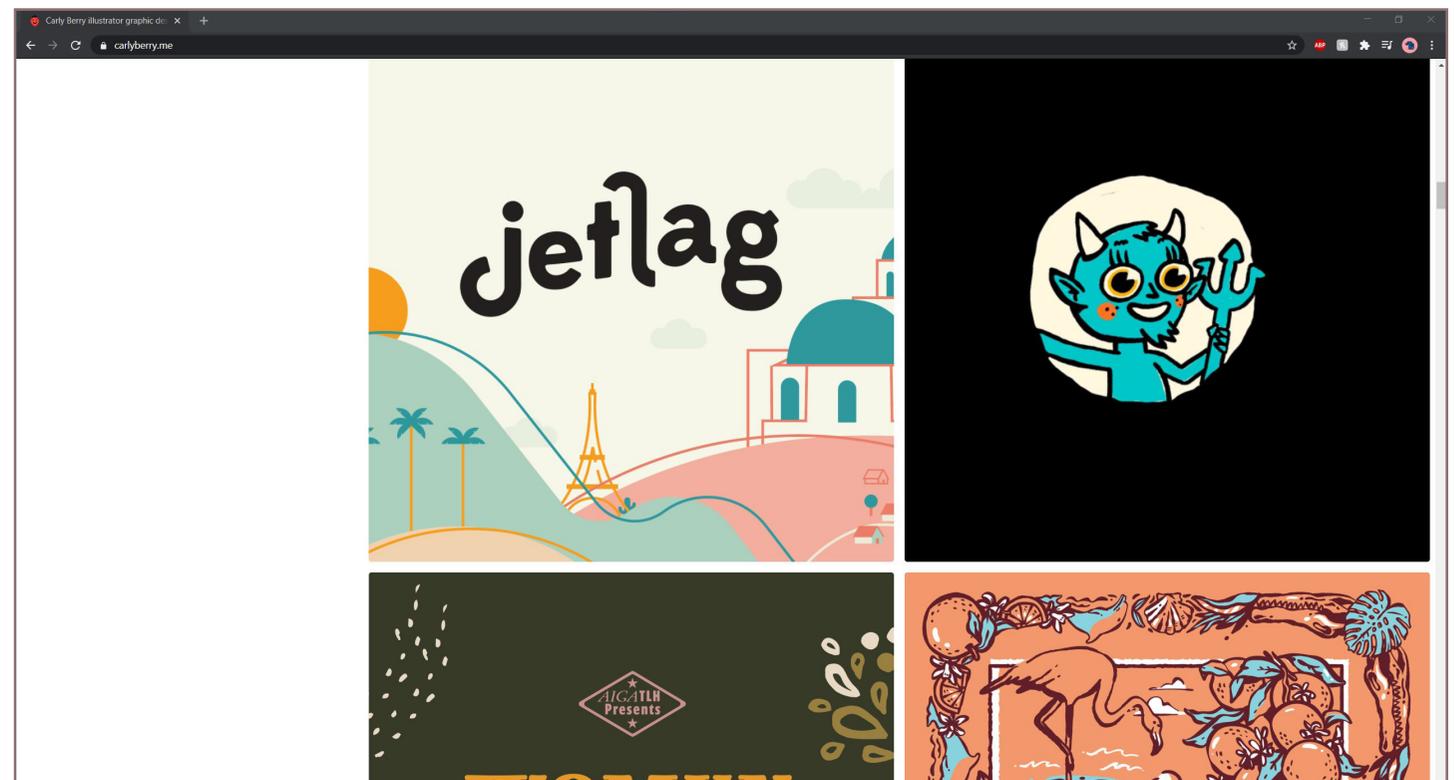
Carly's logo on the website creates an interactive feel due to it being animated. This adds excitement to the page and attracts the eyes of the viewer. Having this feature will also make the website and her logo more memorable to potential clients, therefore this is a really strong UX (user experience) feature to have on a website.

Also having a short introduction paragraph on the homepage draws the audience in and can make it more likely for them to explore further on the site. However one thing that lets the UX of the homepage down is there are no visual elements on the homepage considering the artist's work and rest of the website. To improve this the strawberry icon could be added to the splash page to engage the audience more.

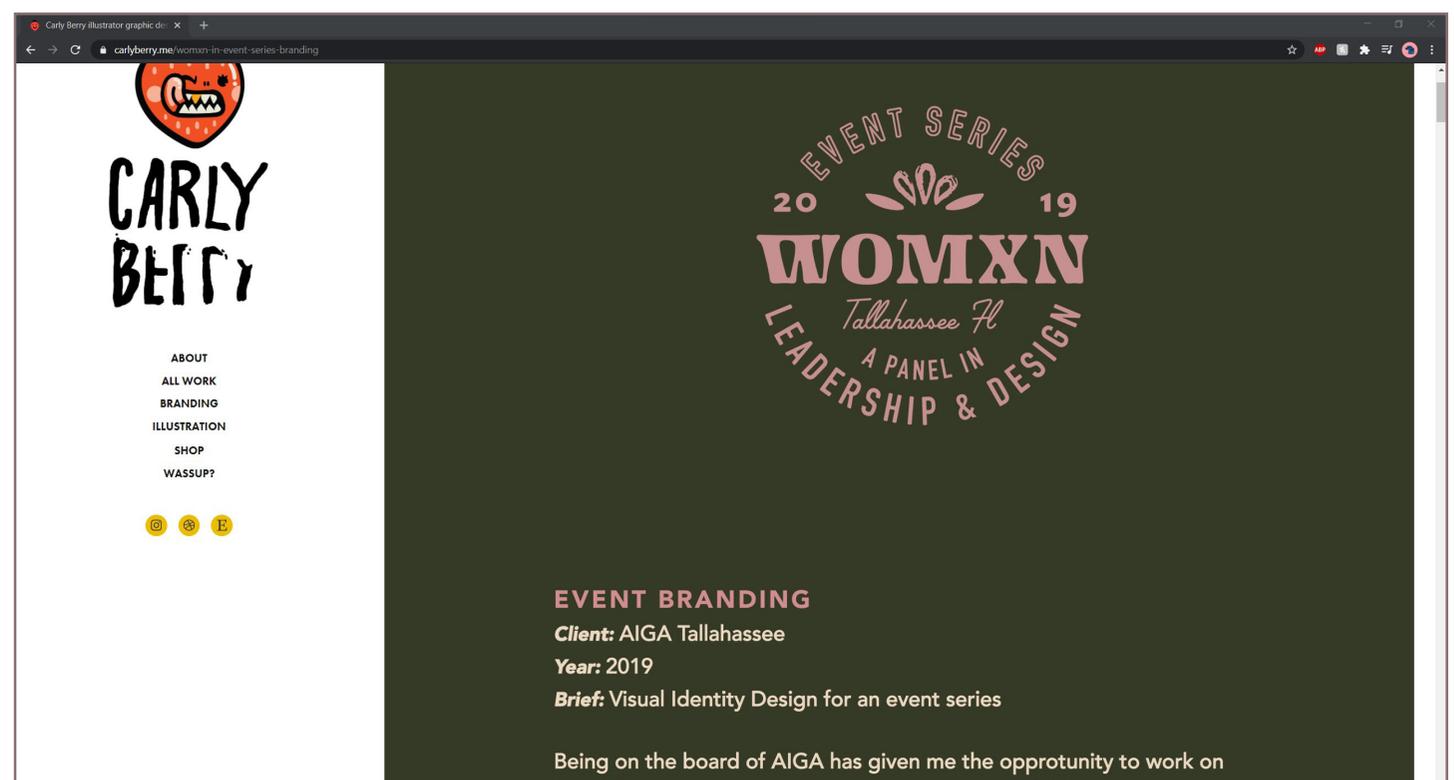
# Research - Carly Berry

Carly Berry's website shows her portfolio on the homepage. Her work is bright and vibrant so it catches the eye by being the first thing the viewer sees. A grid square method has been used that is right aligned to give space on the left for her navigation menu and logo. This is an unusual way to lay out a website as these are normally at the top.

One UX issue is that the logo and navigation menu disappear as soon as you scroll down. This creates a random empty white space to the left of her portfolio work. Also there is no back to top button so to get back to the navigation menu the user has to scroll back up. This could be an issue when more projects get added to the page.

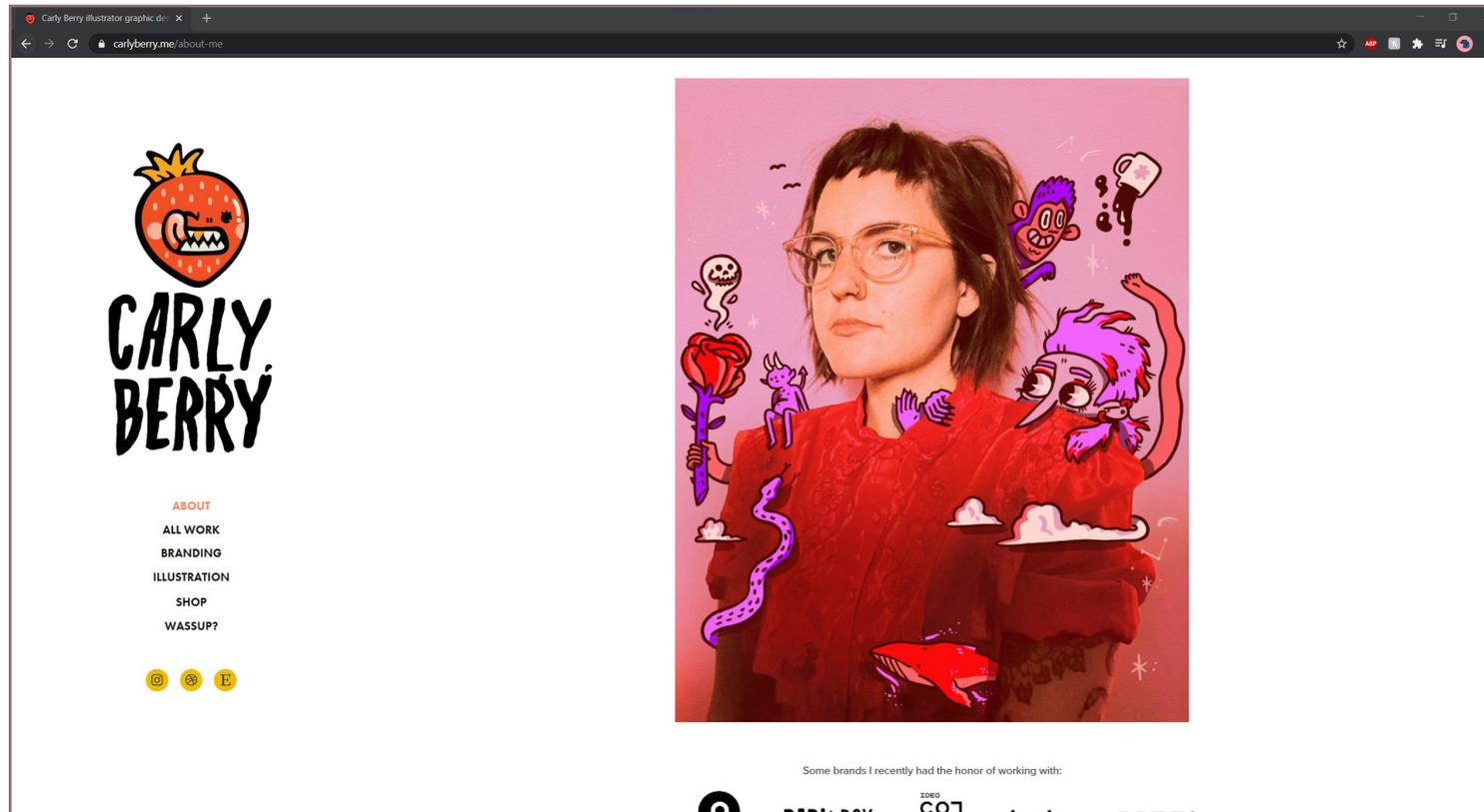


Berry, C (2021).



Berry, C (2021).

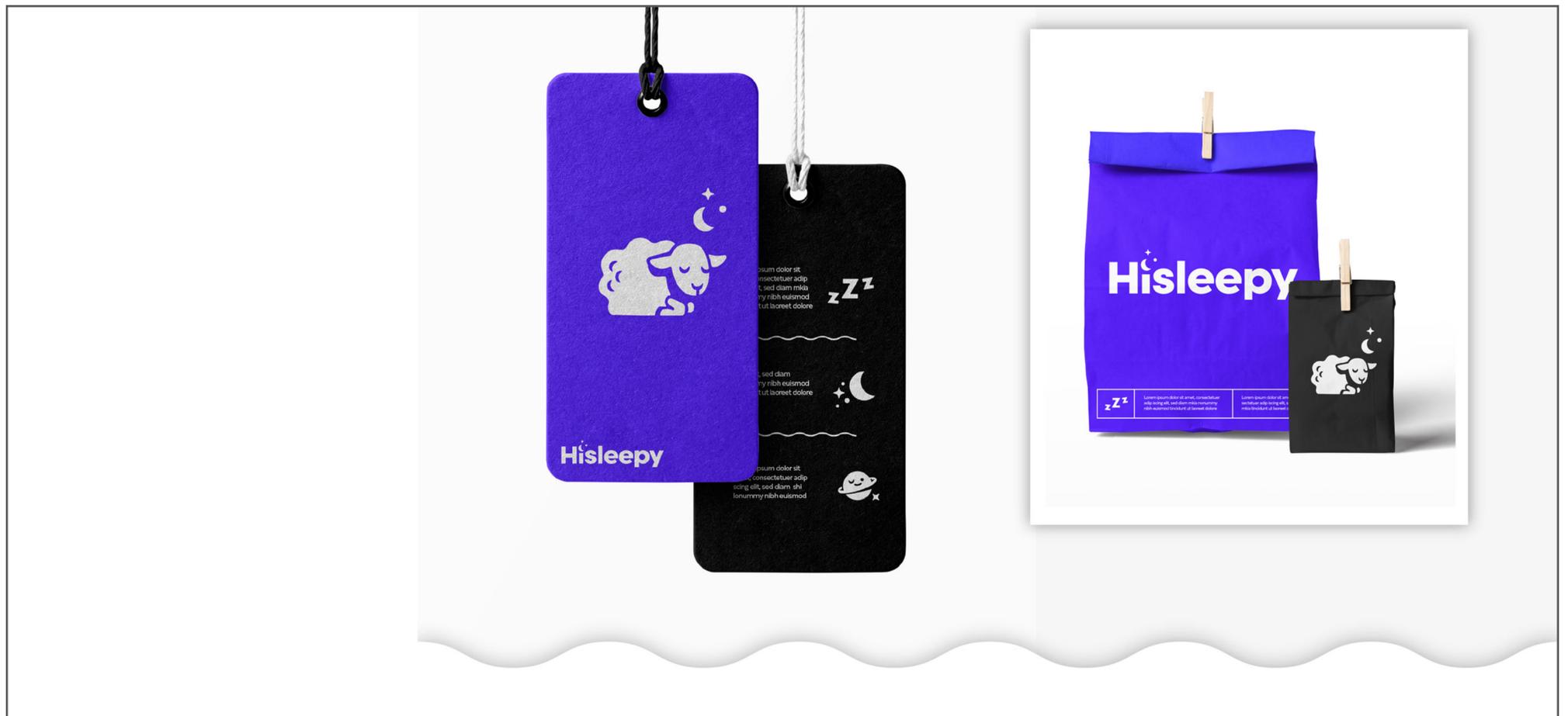
# Research - Carly Berry



Berry, C (2021).

Carly's about page links with the style of her designs really well. She has done this by including an image wearing a red jumper that matches her logo, along side adding some of her character illustrations around her in the image. Matching the about image to the style of your work really adds a professional feel to the website and also helps the viewer to remember your style as it is consistent. Also it instantly puts a face to the style without the viewer seeing two different pages. This is something that will be explored in the project if extra time is left at the end.

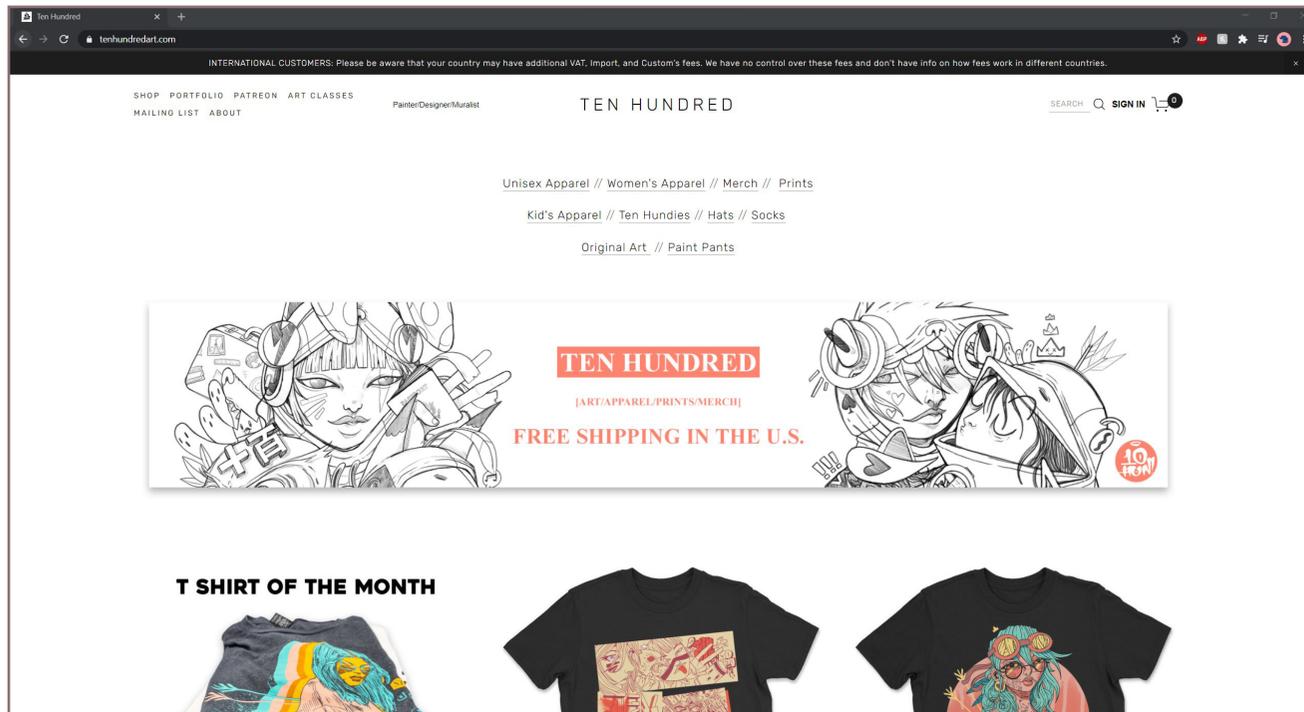
# Research - Carly Berry



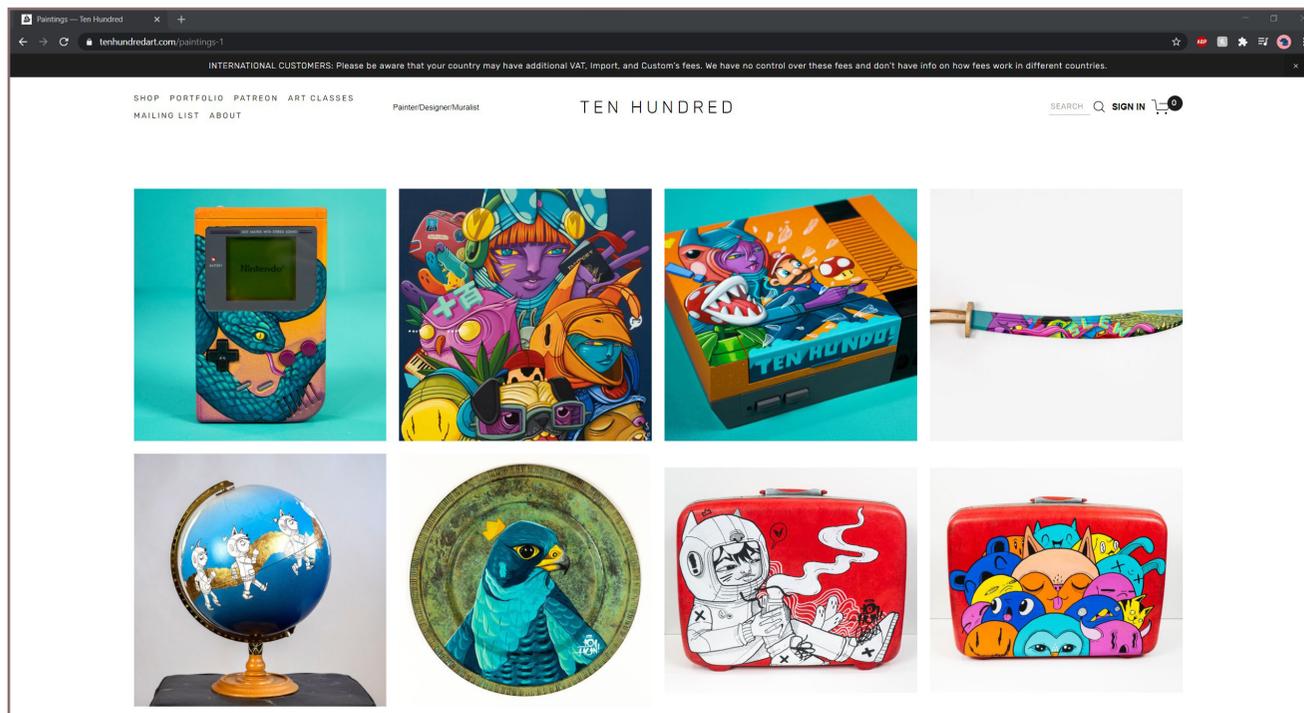
Berry, C (2021).

For each of the projects there is a separate page with detail about that specific project and also development and final mock ups. The final mock-ups are really inspiring and is a technique that will be used in the website for this project. It creates a nicer aesthetic for the viewer and puts the design work into perspective. It also shows the viewer what kind of thing they'll be purchasing if they contact the designer.

# Research - Ten Hundred



Hundred, T (2021).

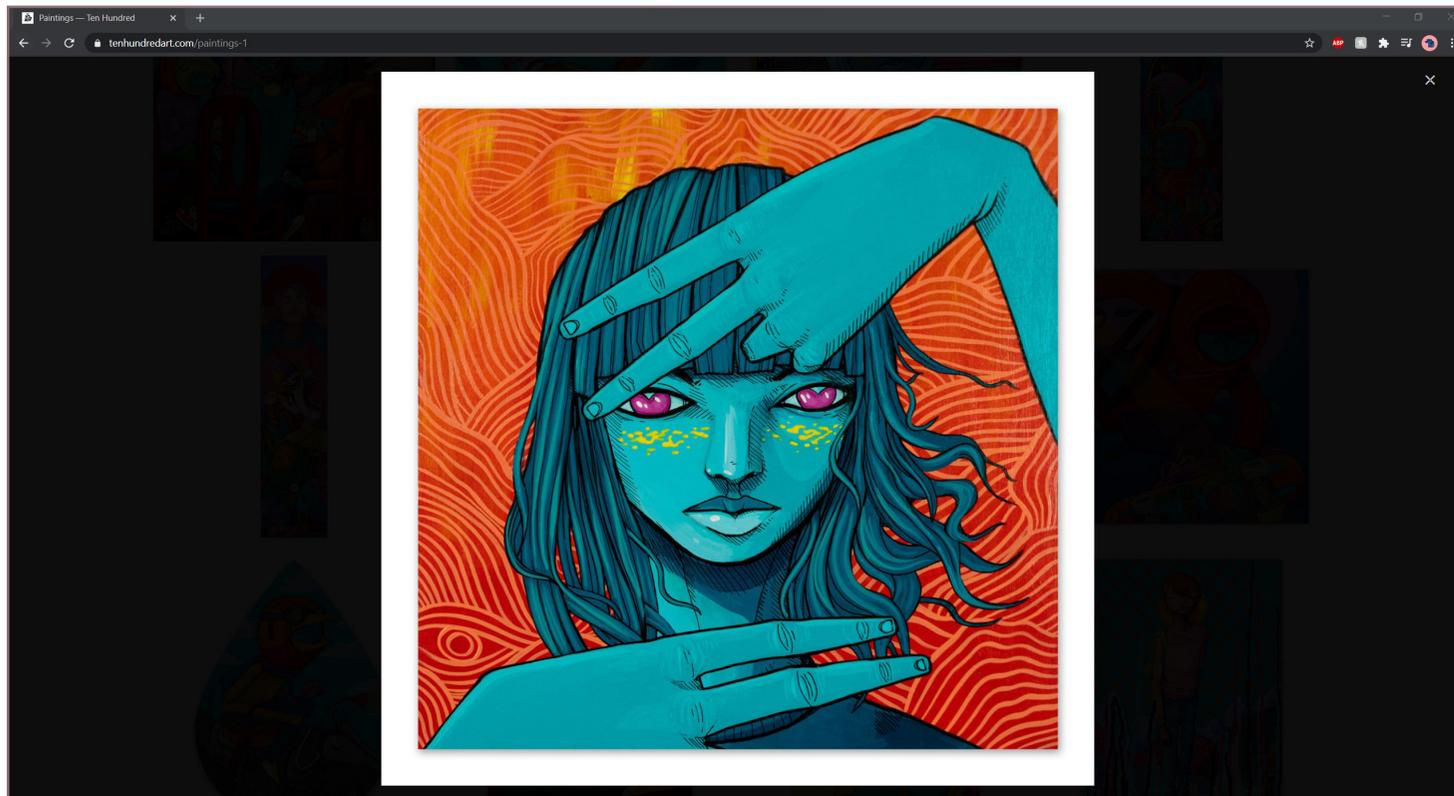


Hundred, T (2021).

Ten Hundred's website is created using Squarespace which is another example of a content management system. Knowing the work Ten Hundred produces the initial homepage was a shock to me as it doesn't fit in with his style at all. His artwork is very bright and block colour with lots of detail and characters scattered about. So the first UX design issue would be that his homepage doesn't match his art style. This may throw the viewer off and think they're on the wrong website. To improve the homepage interacting elements could be added such as his well known characters greeting the viewer or even just include some of the primary colours he uses in his art pieces.

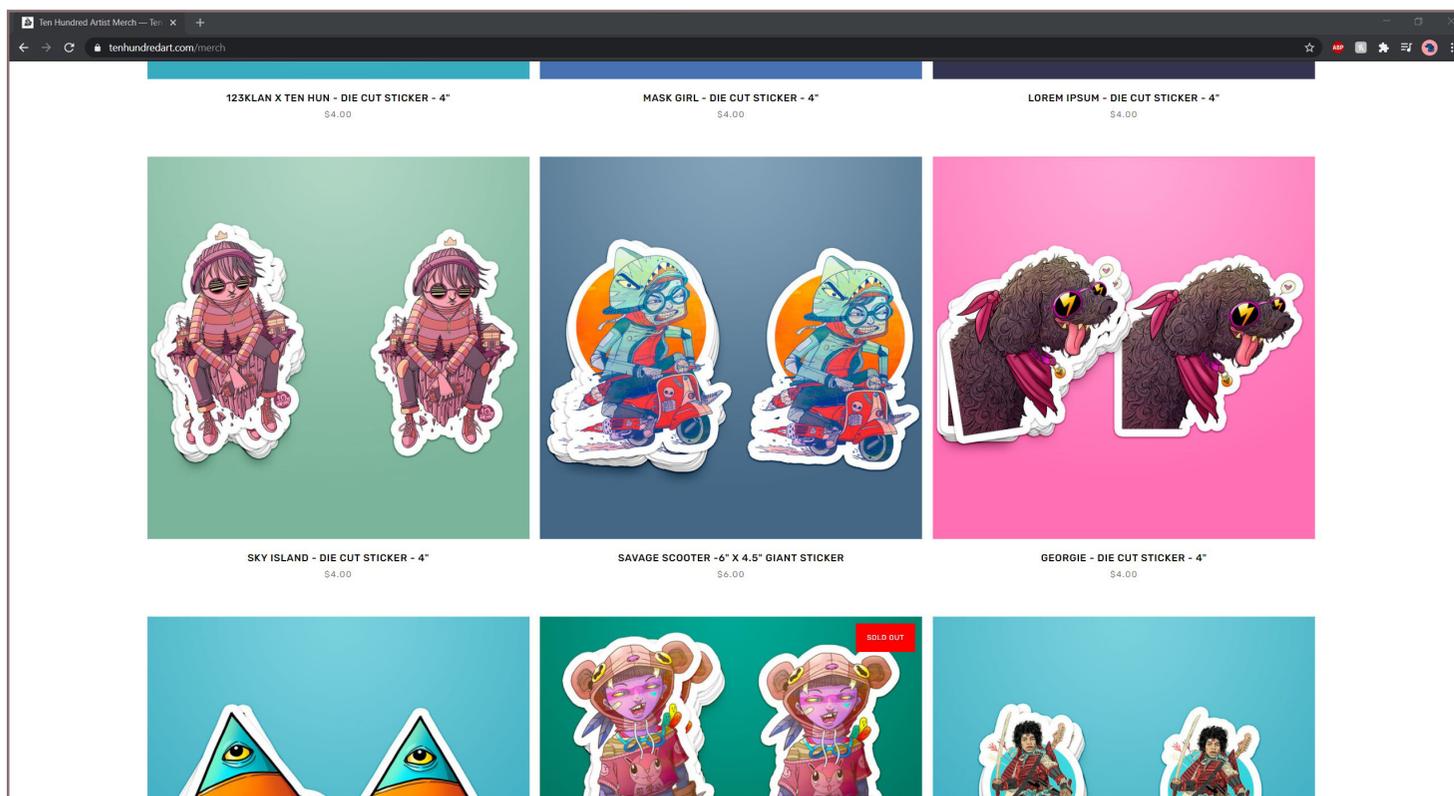
When exploring the website his style starts to show through his images and products shots. However nothing to do with the web design itself links to his style. This could be changed by having colour in his logo or even having a colour hover command on the navigation system.

# Research - Ten Hundred



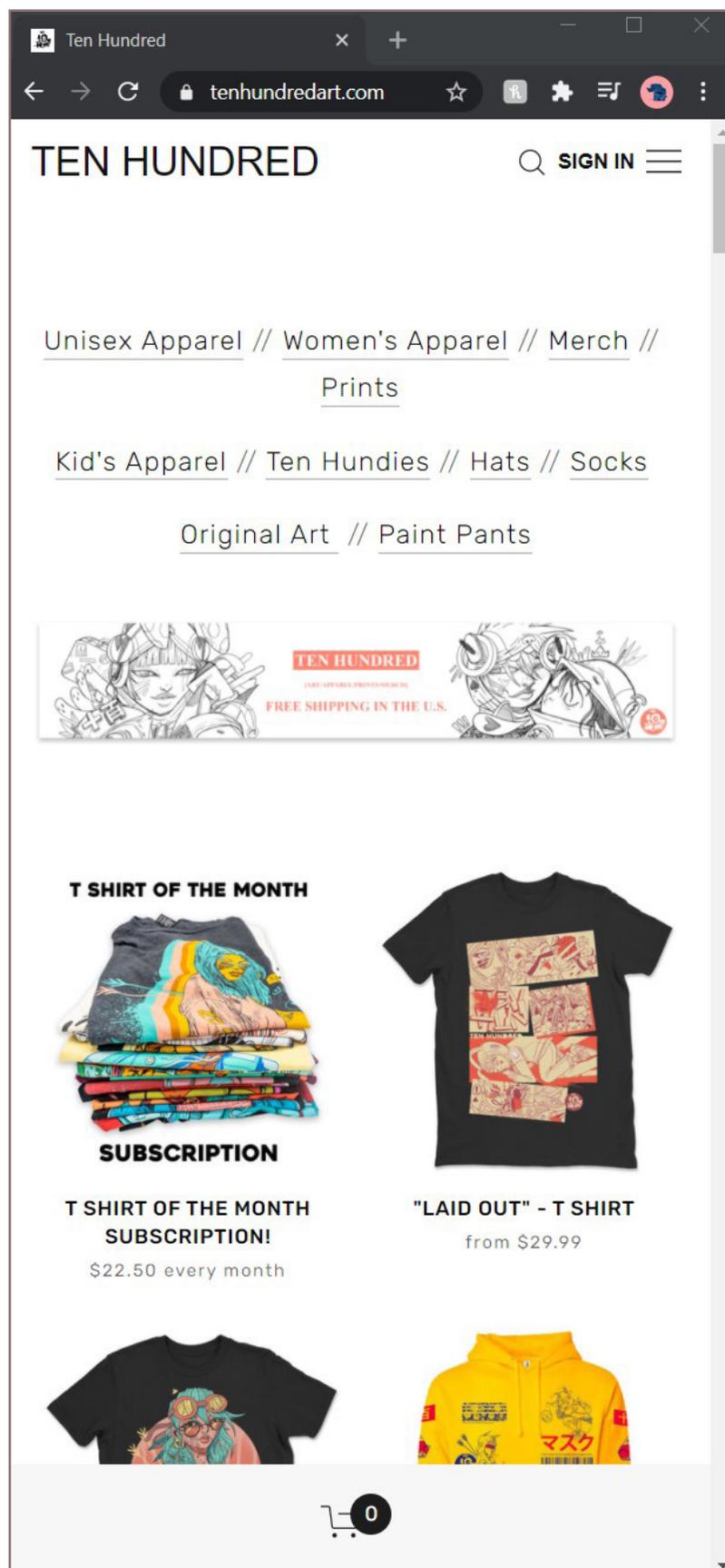
Hundred, T (2021).

The products listed are super clear and vibrant, all of the colours match well. The images can be clicked to enlarge them, this lets the viewer see all of the detail in the artwork. This is a really important feature for an artist like Ten Hundred because his work is very detailed and intricate. This is a feature that will be experimented in this project because the aim is to have big clear images so that the viewer can see exactly what the company offers/capable of.

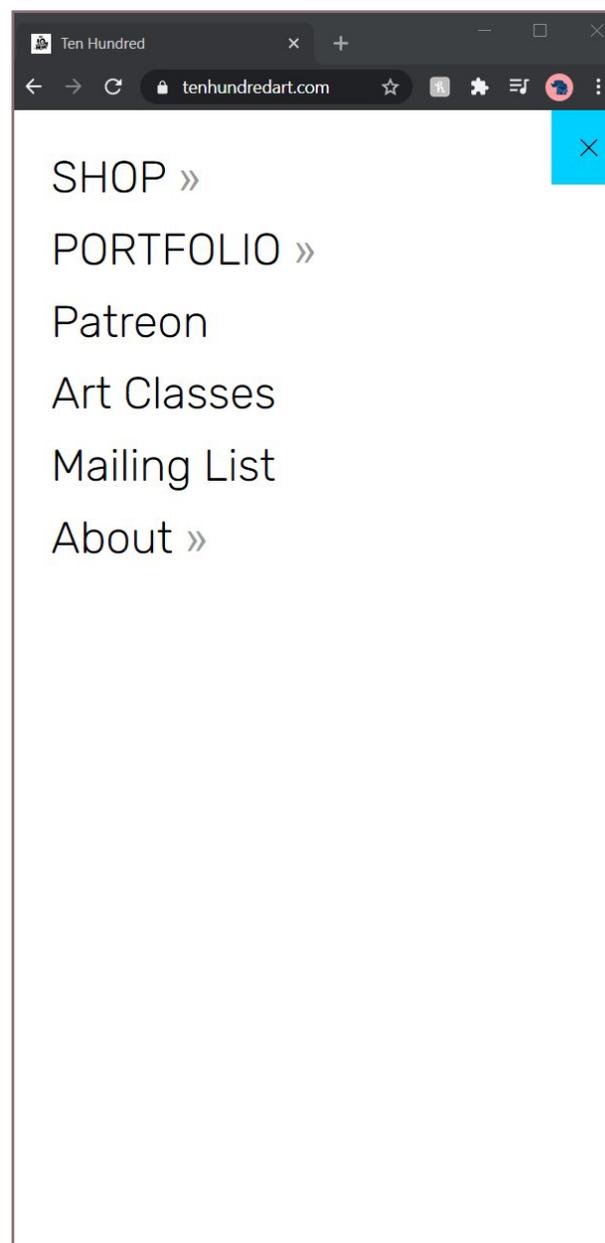


Hundred, T (2021).

# Research - Ten Hundred



Hundred, T (2021).



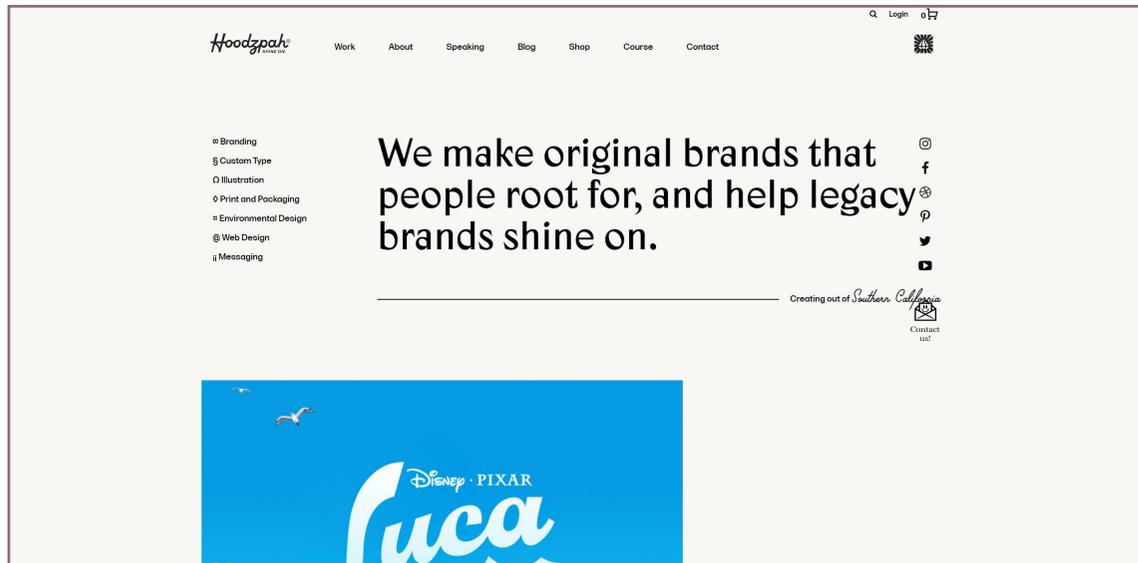
Hundred, T (2021).

This site is responsive for mobile devices. However, the banner image becomes tiny and it isn't really suitable for mobile. This needed to be adapted, the text could be scaled up with only one drawing at the side. This way it will look less cramped when viewed on a smaller device.

Also the navigation menu is a mixture of capital letters and lower case letters. This isn't consistent and doesn't look like that on the desktop view.

A really strong element of the mobile version is the shopping basket area that appears at the bottom of the screen. This is moved from the top right of the desktop version. It works really well and makes it feel more like an app on a mobile device.

# Research - Hoodzpah

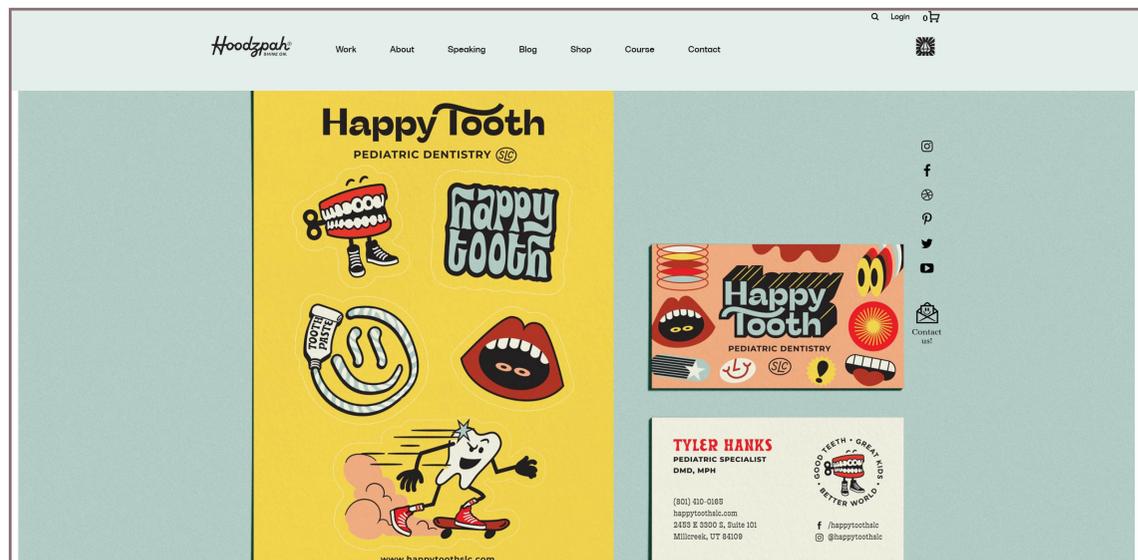


Hoodzpah, (2021).

This site is a wordpress website which is one of the most popular content management systems. It is much more advanced in comparison to the other websites looked at previously.

Some features that can't be seen on screenshots include the background changing colour as you scroll down the homepage. The colour looks like it has been colour picked from one of the main colours in the image displayed in that section of the website. Therefore a command has been added so that the colours fade in and out depending on which part of the website is being displayed. This change is smooth and adds more interest to the homepage.

This site is inspiring because of the simplicity along side the random quirky features such as the typography and image placements.



Hoodzpah, (2021).

## Happy Tooth Branding

Tyler Hanks, pediatric dentist and founder of Happy Tooth, is bound and determined to make going to the dentist fun for kids. And Hoodzpah got to help turn that seeming pipe dream into a half pipe of reality complete with kid-approved visual identity, print collateral, Instagram murals, and more. We had such a blast working on this branding project. Creating a positive early dentistry experience with kids can encourage lifelong healthy habits that make a difference in their lives and—by extension—their communities. Tyler's office is now open and taking appointments in Salt Lake City, UT. Stop by for a cleaning and a game of one-on-one with Dr. Hanks on the custom Happy Tooth half court. Yeah, you heard us right.

Interior Design by: Dustin and Katie Locke  
Happy Tooth website by: \*Dustin Locke

\*You might recognize Dustin's name from our Skiz project! Thanks for bringing us in on another awesome one, Dustin.

**Scope**

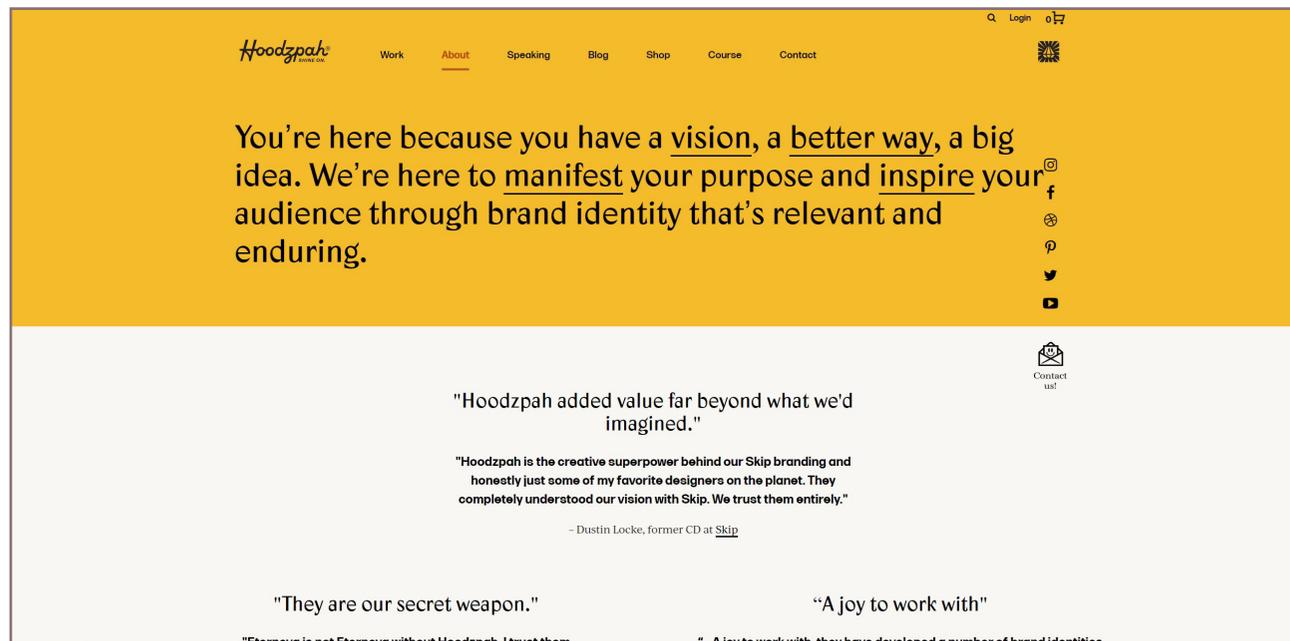
- Discovery & Strategy
- Identity System
- Brand Guidelines
- Typography & Color
- Stationery
- Tees & Swag
- Mural

Horizontal Logo

**Happy Tooth**  
PEDIATRIC DENTISTRY (SLC)

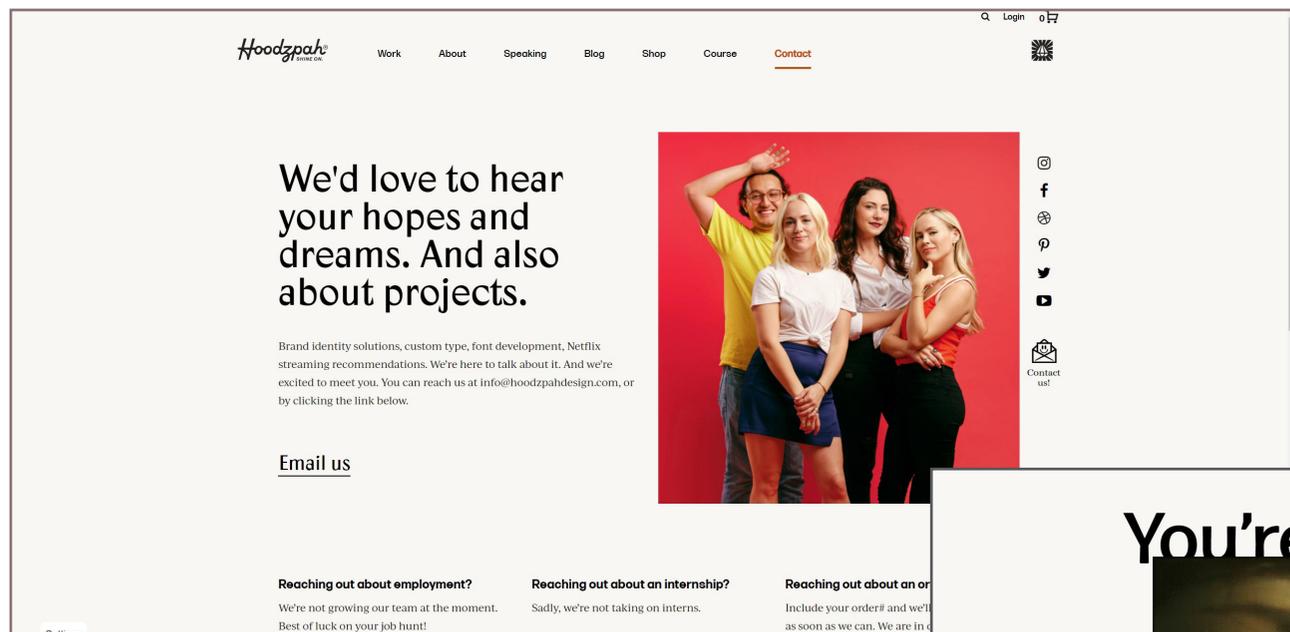
Hoodzpah, (2021).

# Research - Hoodzpah

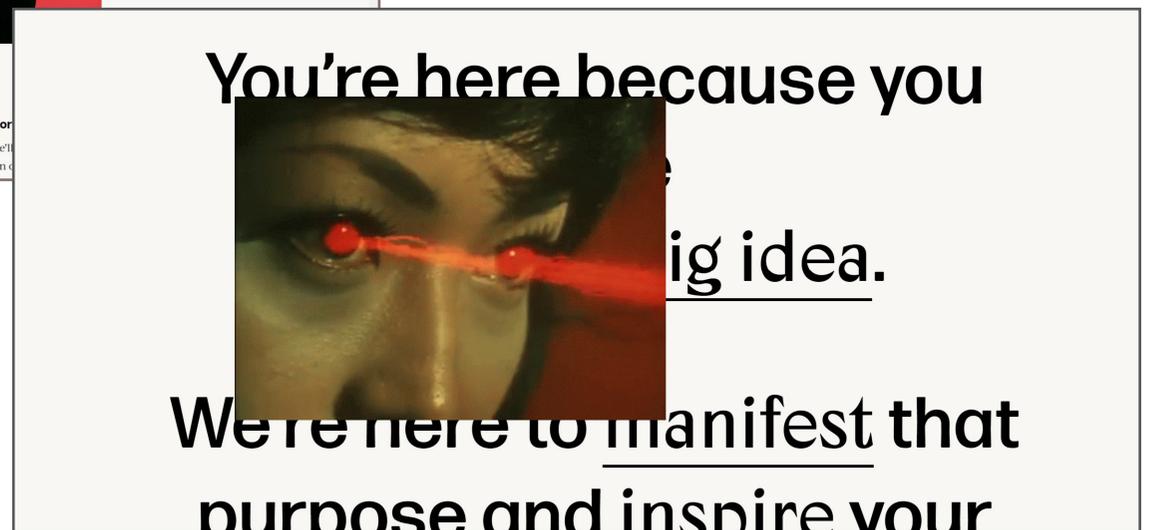


Hoodzpah, (2021).

This website is consistent throughout all of the pages and has a more interactive feel compared to the other websites researched for this project. An example of the interactivity would be the way every underlined word displays a GIF when the mouse goes over it. This is something unique and very rare on websites. It definitely will make the viewer remember that website as it a crazy element but it helps to keep the audience engaged in the content.

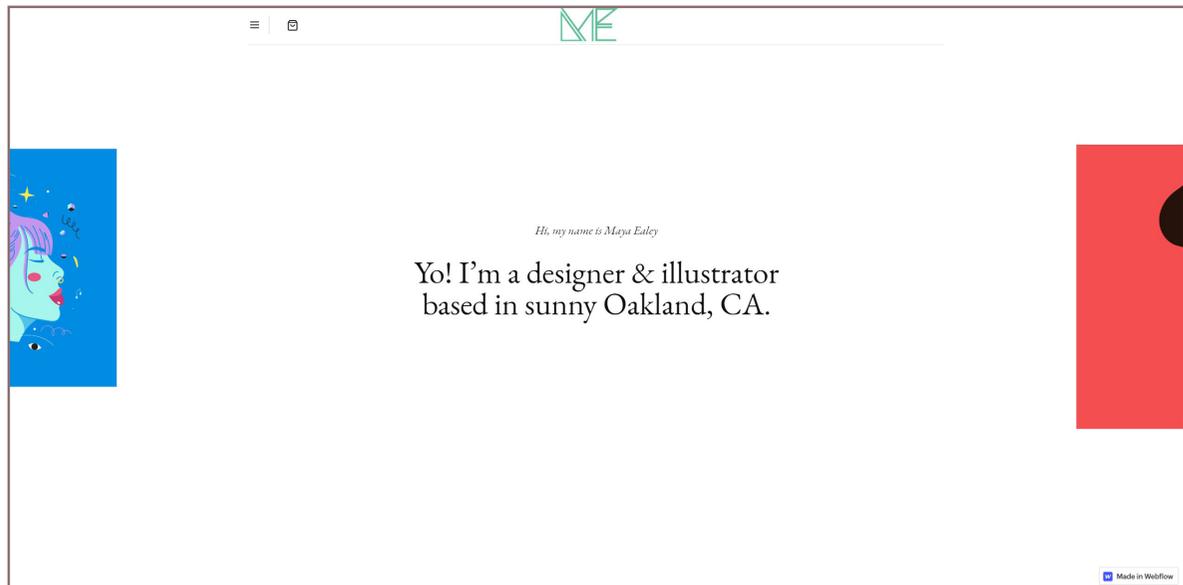


Hoodzpah, (2021).



Hoodzpah, (2021).

# Research - Maya Ealey



Ealey, M (2021).

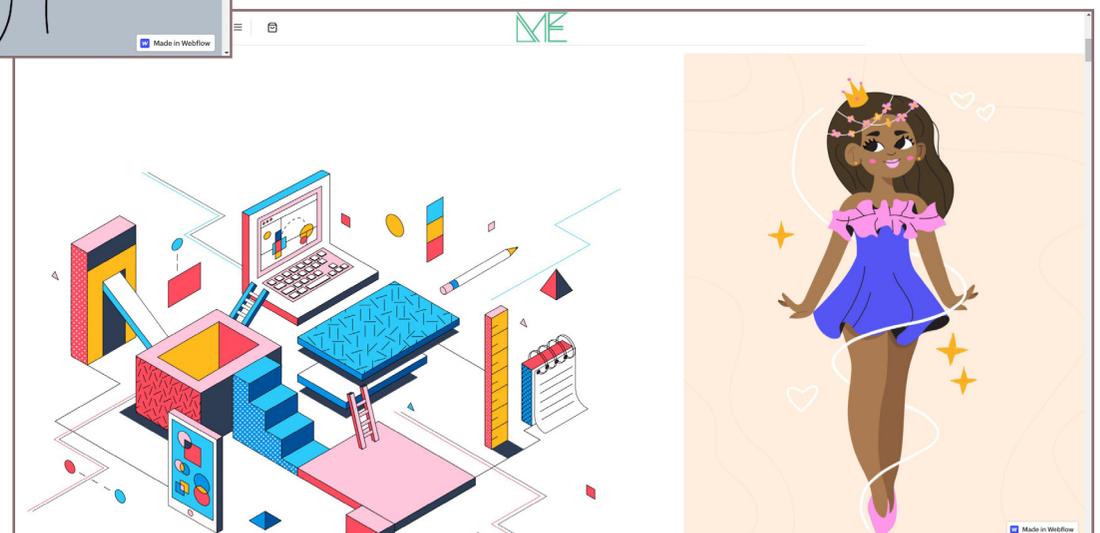
Maya Ealey's website is created using webflow which is a no code website tool content management system. This is a similar tool to the more popular squarespace or wix.

It is a very minimal website, the layout is very clean and structured. None of the projects are linked to any other pages. The website is very small compared to the other sites looked at in this project. All of the portfolio is displayed on the homepage with only 2 other pages on the navigation menu - one of these being an external link to the shop and the other being an about page.



Ealey, M (2021).

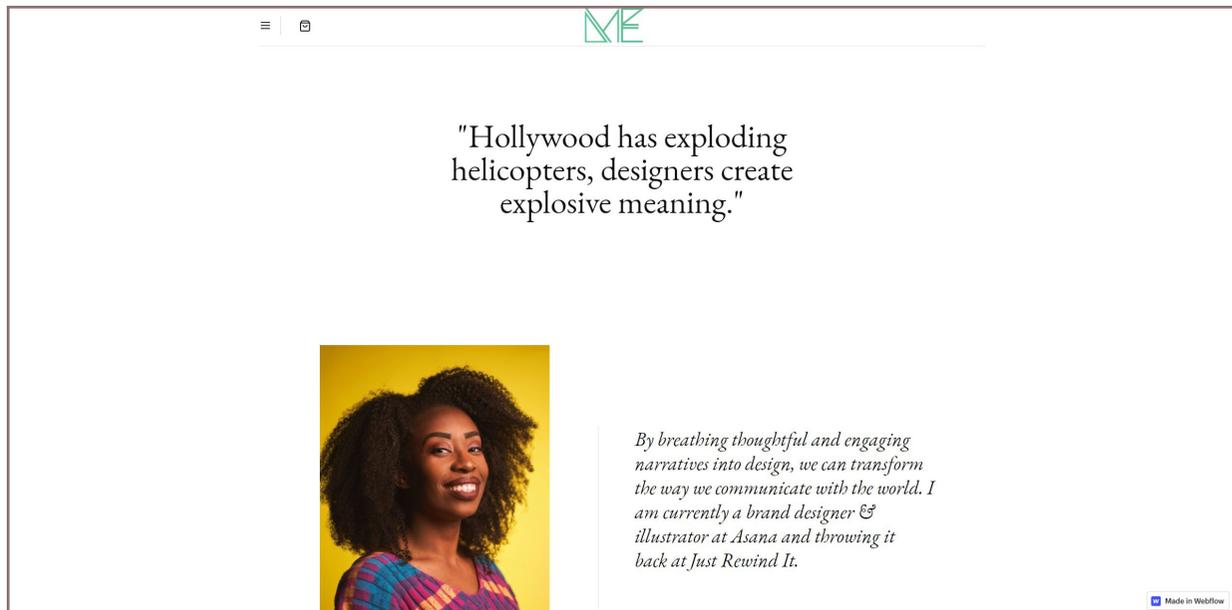
Although the website is very simple still has a professional feel to it. This is because of smaller effects and elements on the website. For example when scrolling down some of the images move slightly, this attracts the viewers eye immediately to that specific image.



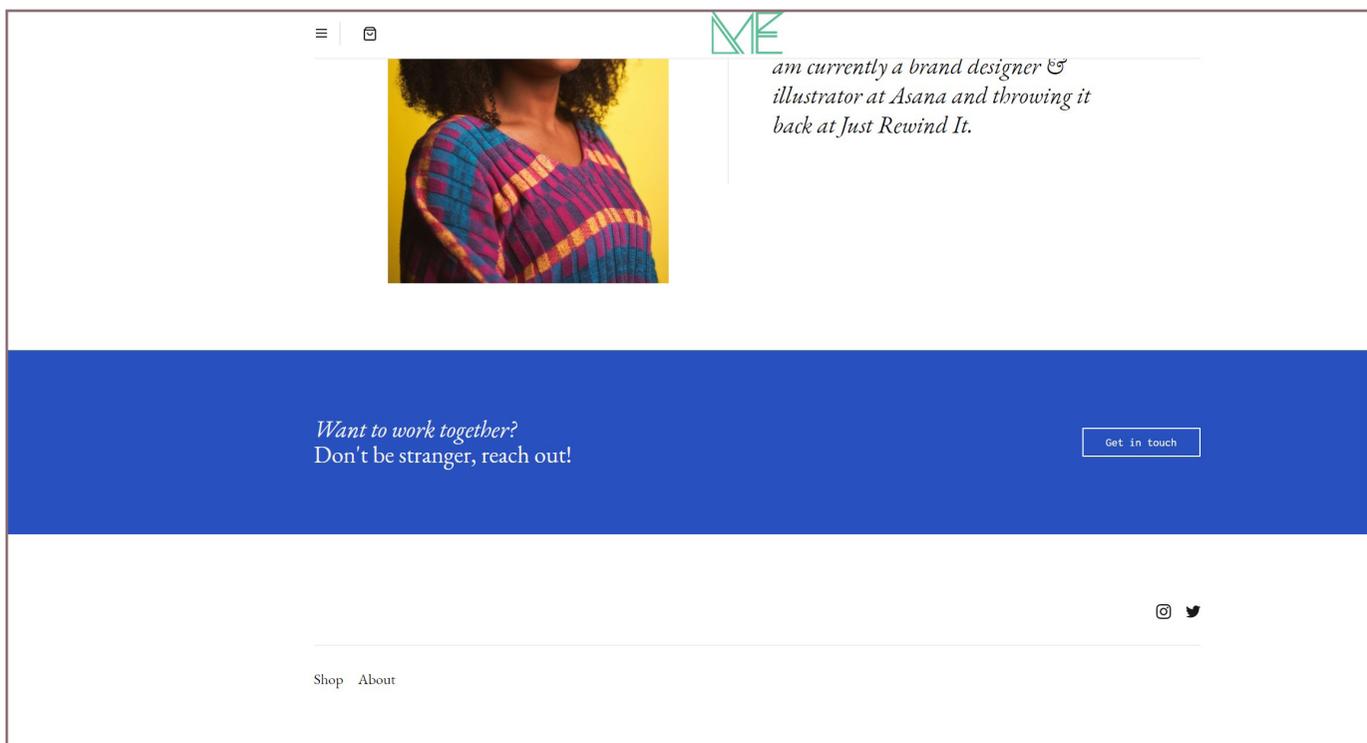
Ealey, M (2021).

# Research - Maya Ealey

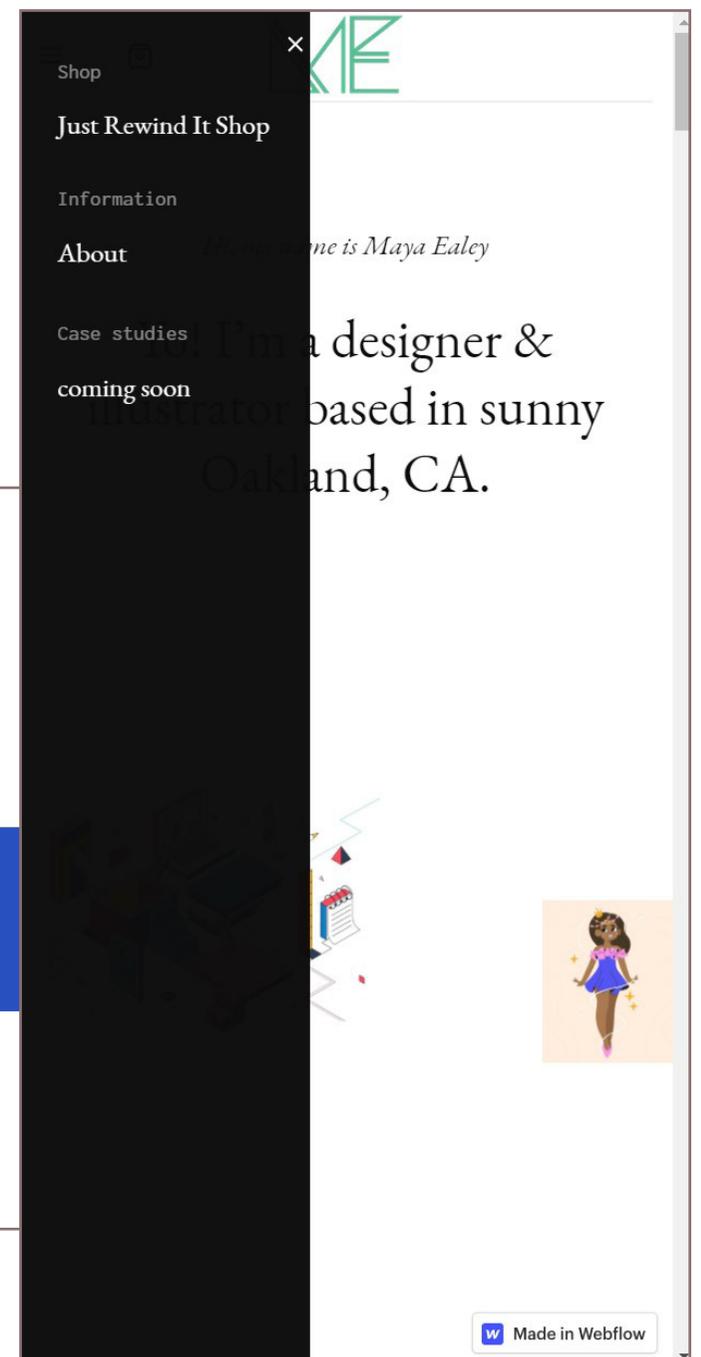
The elements on the website don't change when on mobile mode. This is something that'd like to be achieved in this project because by having elements that work in both formats is more efficient then having to create different images for different formats.



Ealey, m (2021).

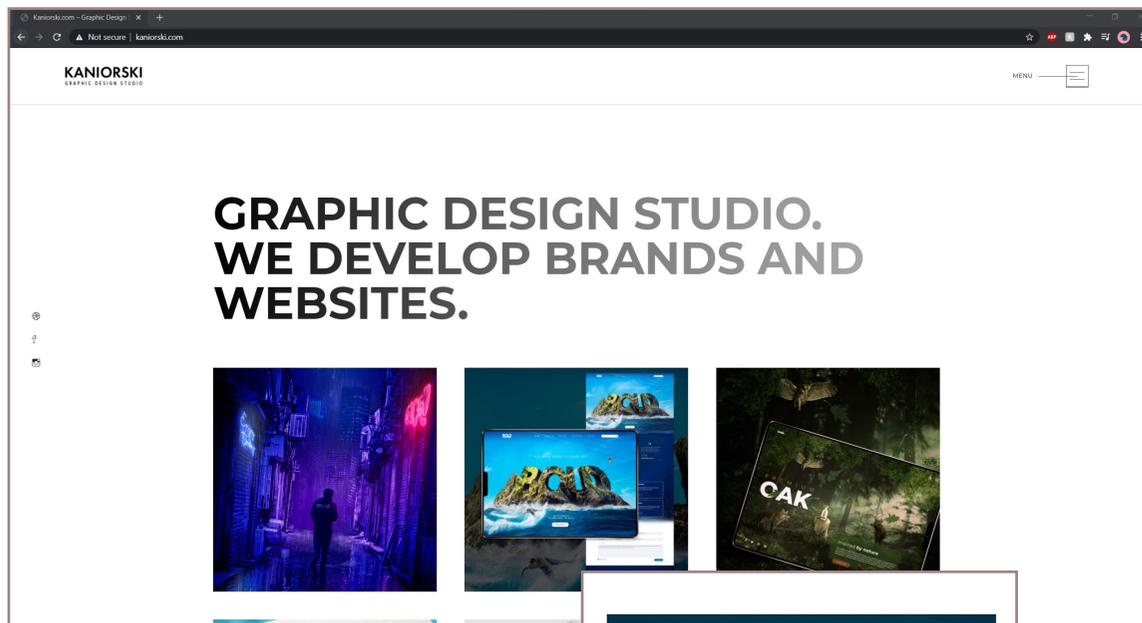


Ealey, m (2021).

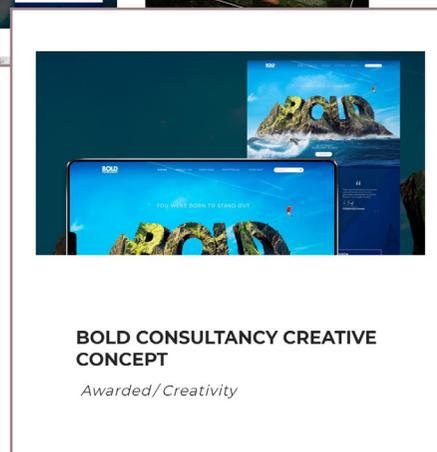


Ealey, m (2021).

# Research - Kaniorski



Kaniorski, (2017).

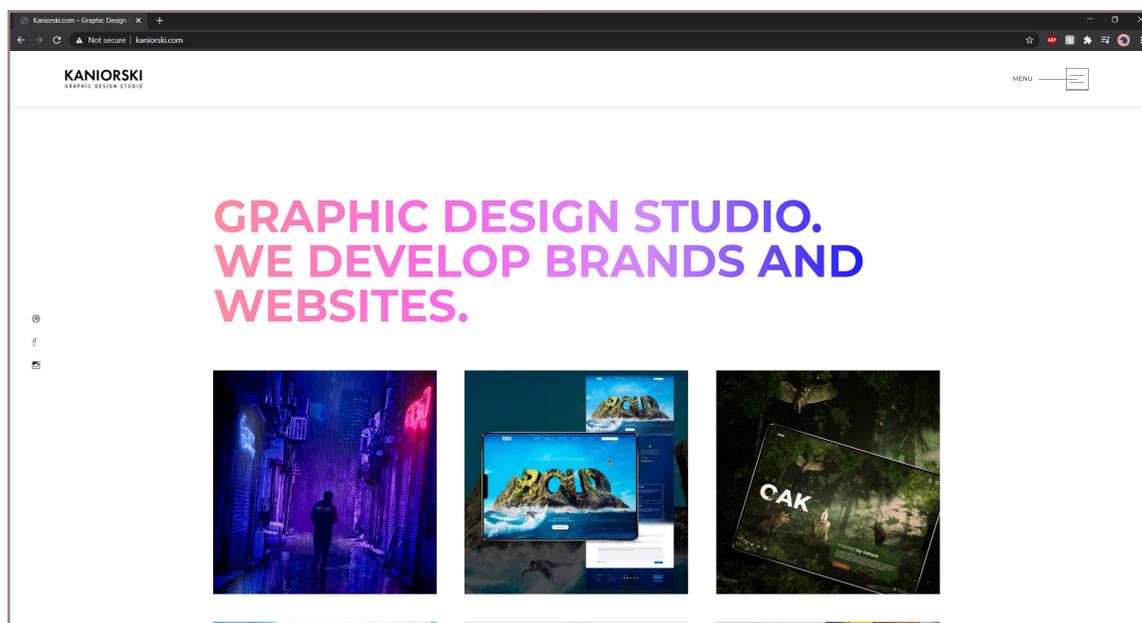


Kaniorski, (2017).

Kaniorski are a Leicester based design studio. The site has a more corporate feel in comparison to the rest of the websites explored in this project. This is because of the simple grid method they have used and also the text that appears when the cursor is hovered over the images is very basic and there is nothing unique about it.

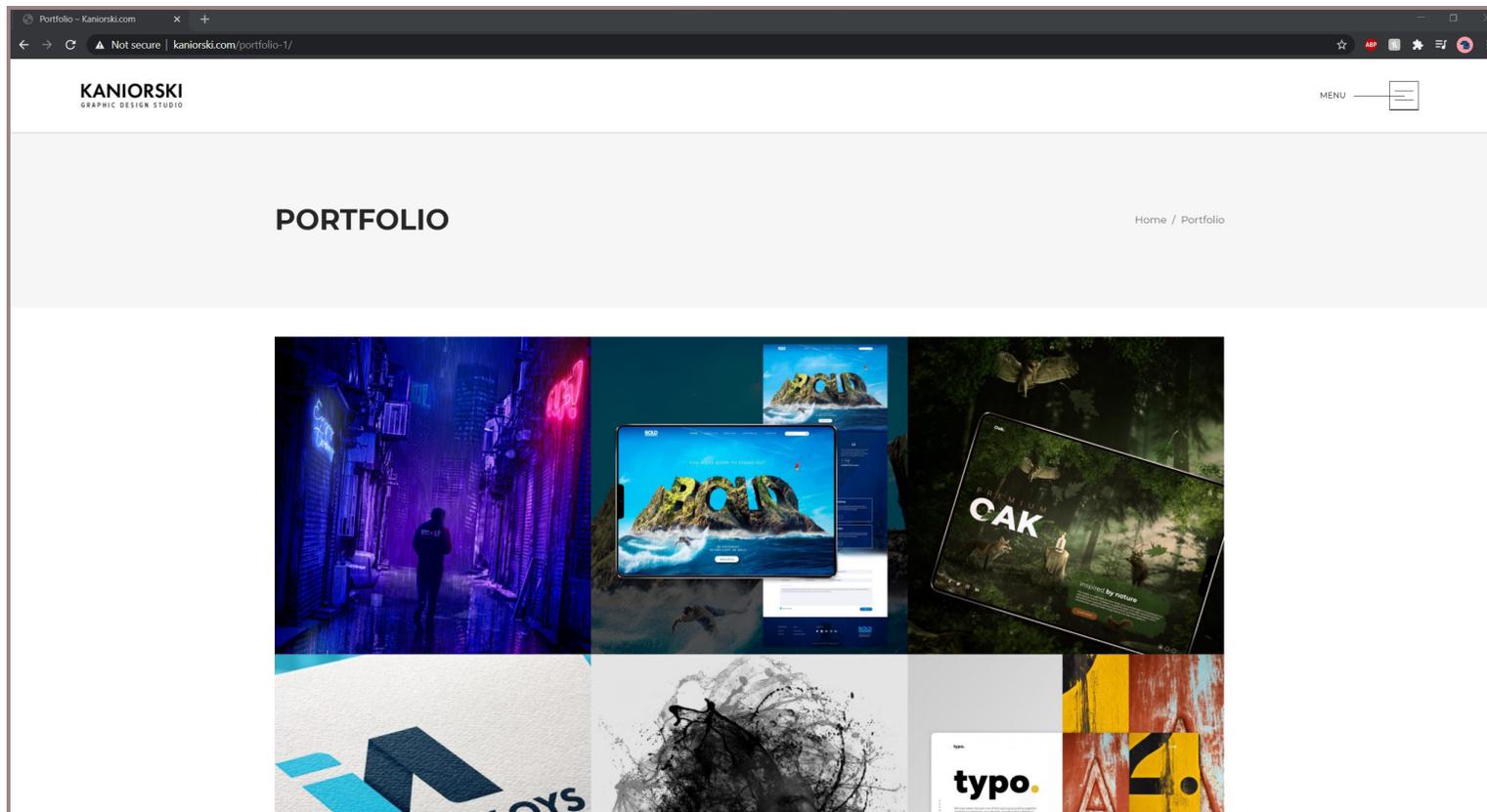
The typography gradient changes colour when the cursor is over it, this adds interactivity for the viewer as it can be quite satisfying to watch it change colour.

The site is very easy to navigate and considering it is a design studio they have not over complicated it at all which adds to the professionalism of the site.



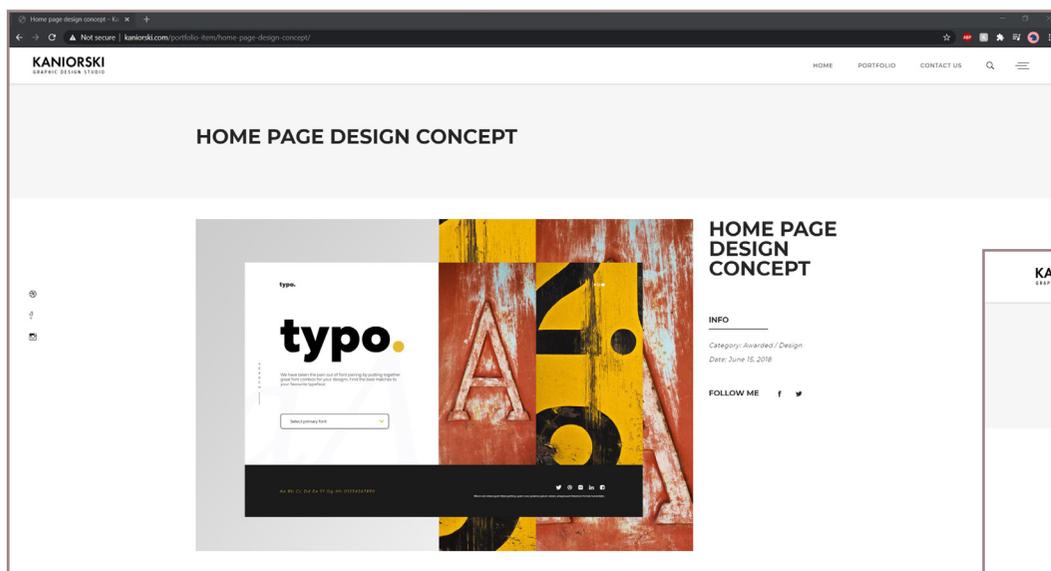
Kaniorski, (2017).

# Research - Kaniorski

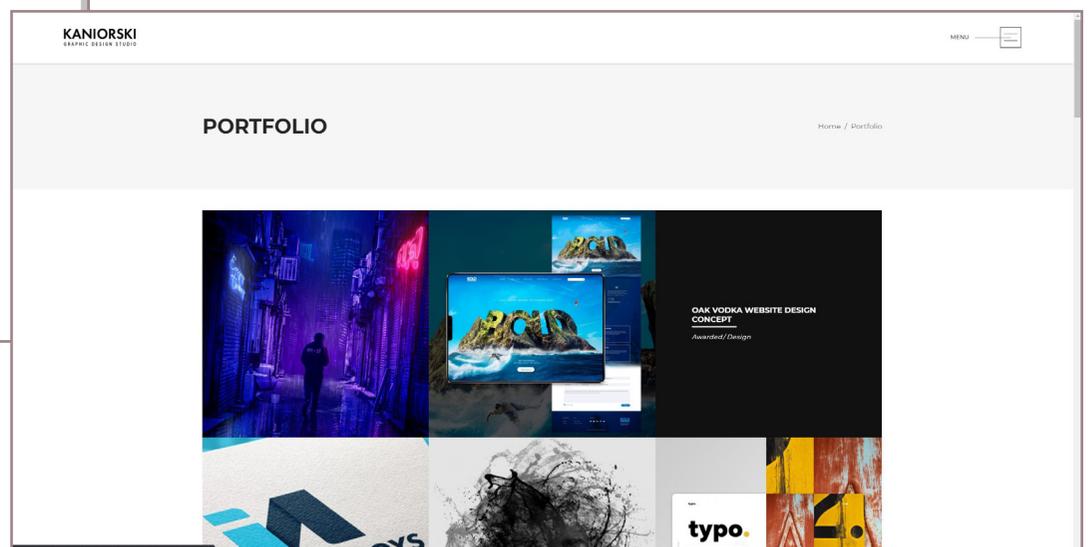


Kaniorski, (2017).

The design of the grid gallery changed from the homepage to the portfolio page. The homepage has padding around each image whereas on the portfolio page they're no gaps inbetween each image. This was noticeable straight away and doesn't show very good consistency.

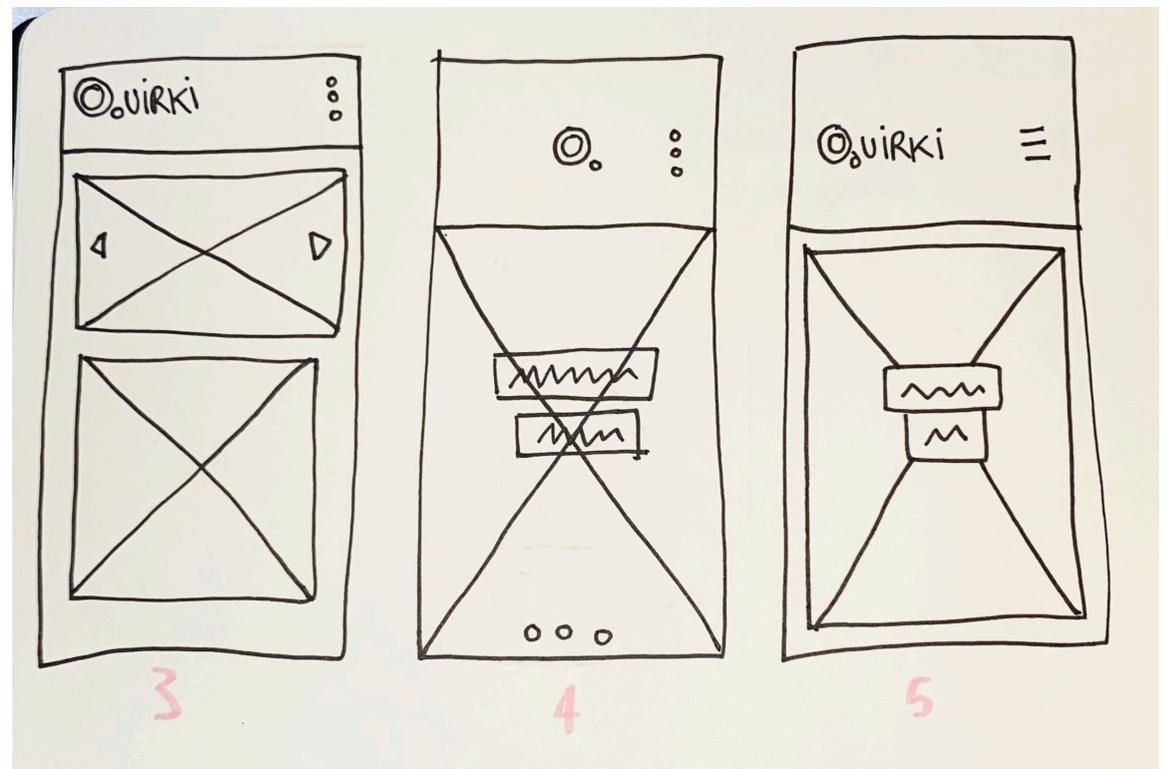
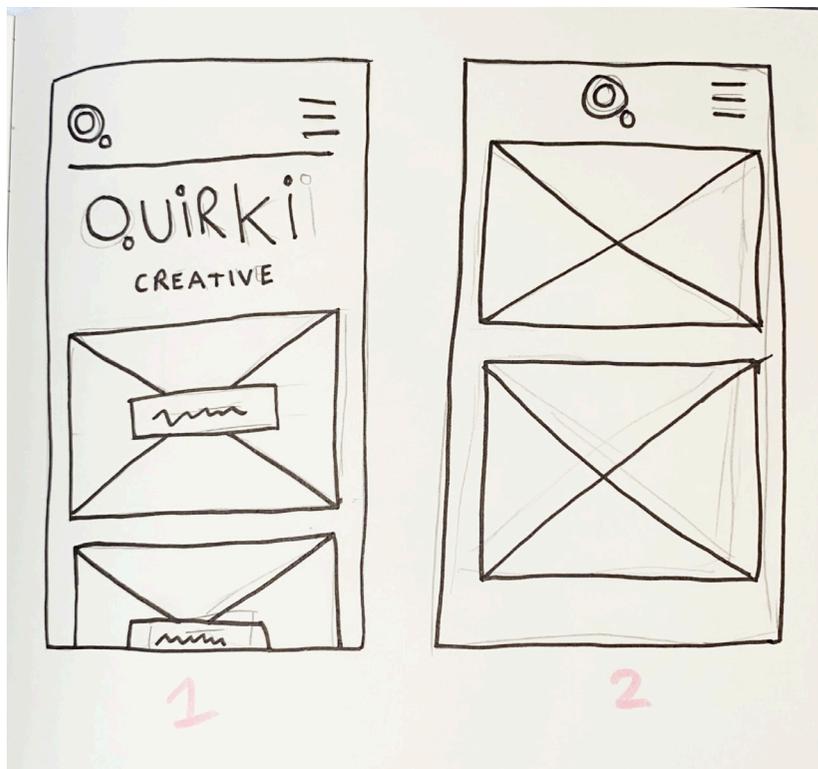


Kaniorski, (2017).

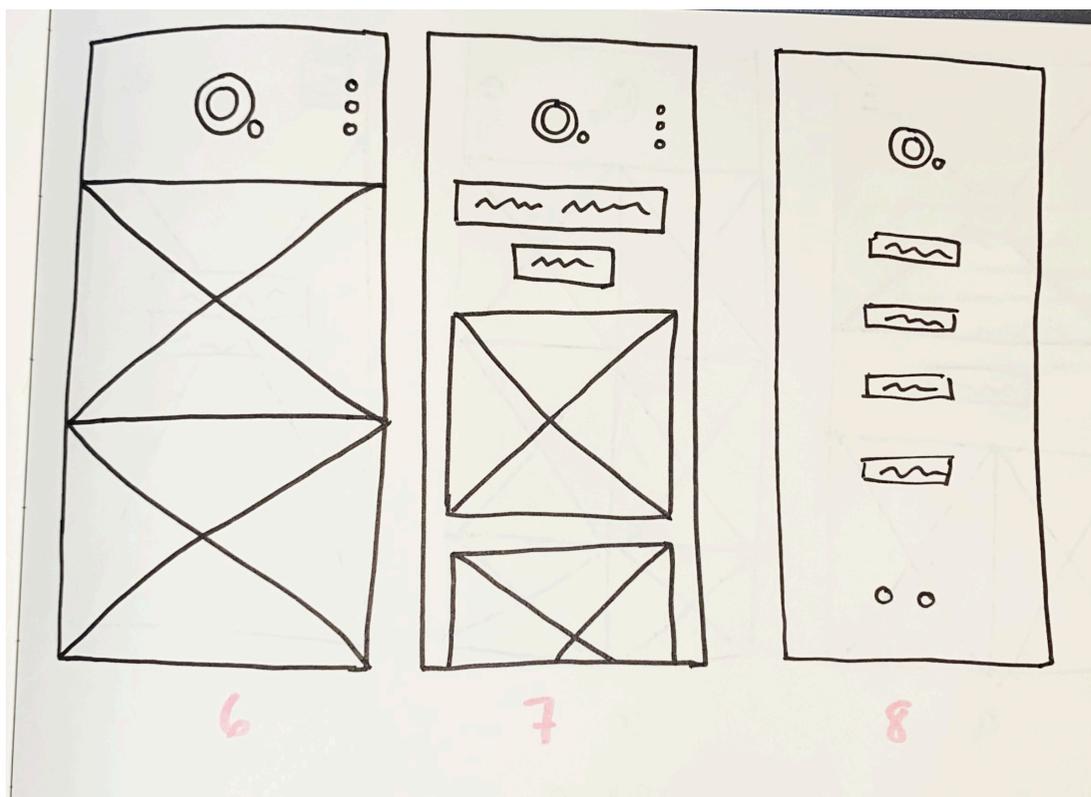


Kaniorski, (2017).

# Wireframes (Hand drawn)



All of these wireframes are drawn for mobile. This is because its best to design for mobile first and then add/expand on it to fit the desktop version.

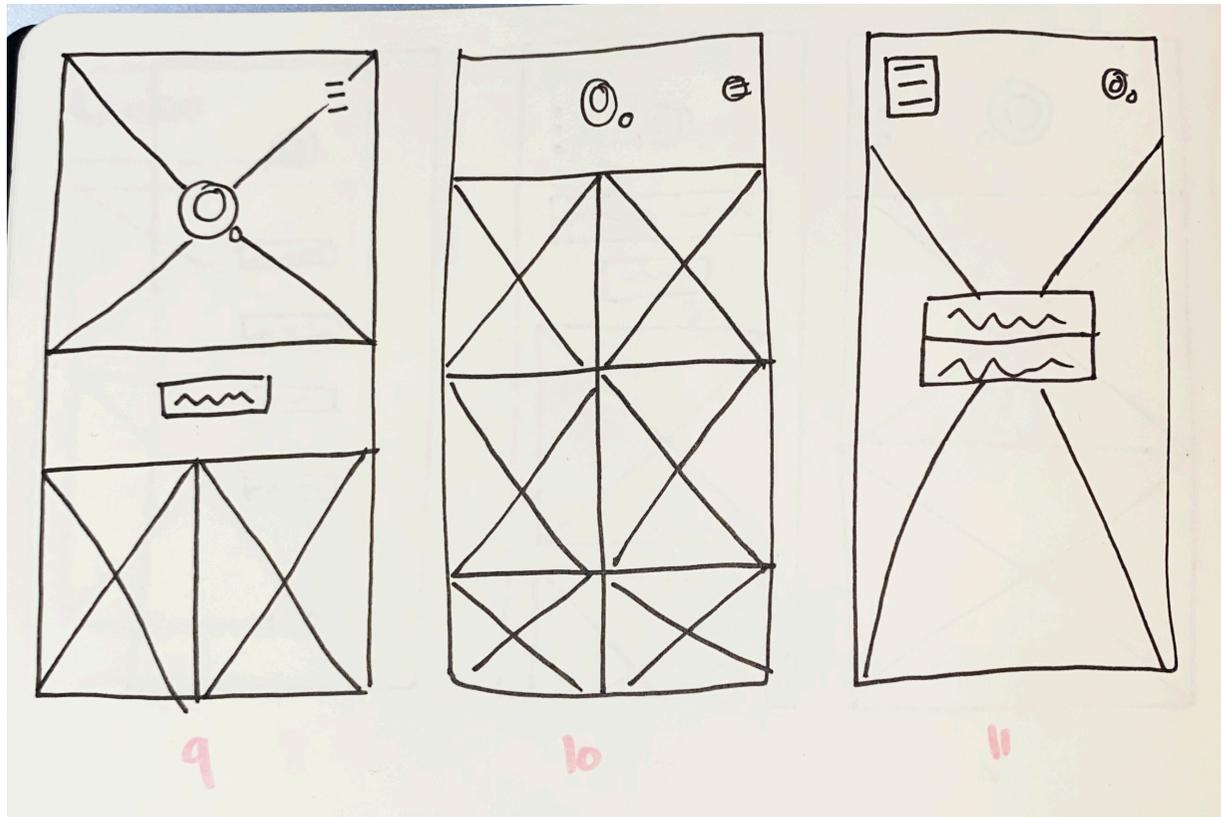


These are the initial hand drawn wireframes. These are the ideas that came to mind after looking at other websites during the research process. Some elements from the researched websites have been used and combine to put my own style on it. For example the burger menu being 3 horizontal dots is design to relate to the dot in the Quirki logo.

The idea of having just the Q as the logo at the top of the page looked minimal and clean however the audience might not remember the name of the company as well as they might if it said 'Quirki'.

The overall theme of the website is planned to be clean with boxed images and white background. The aim is for it to look minimal without it looking corporate.

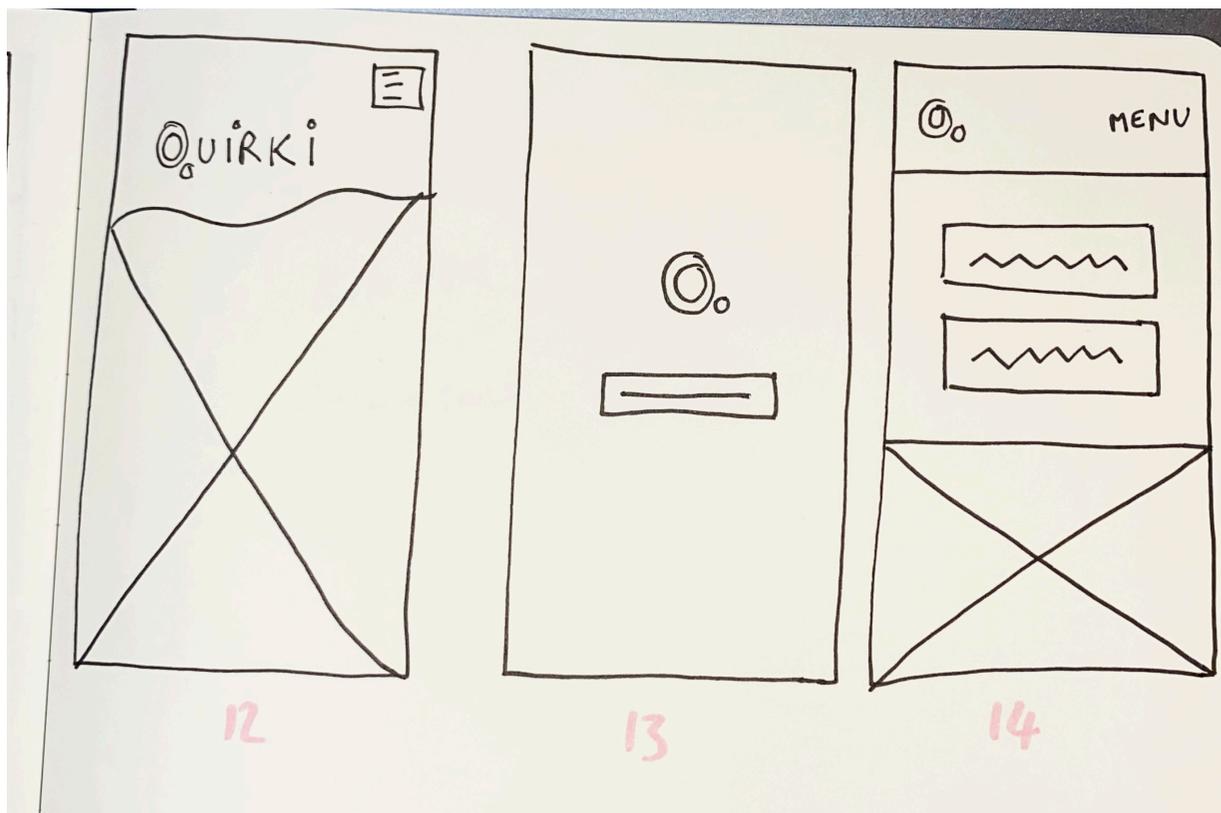
# Wireframes (Hand drawn)



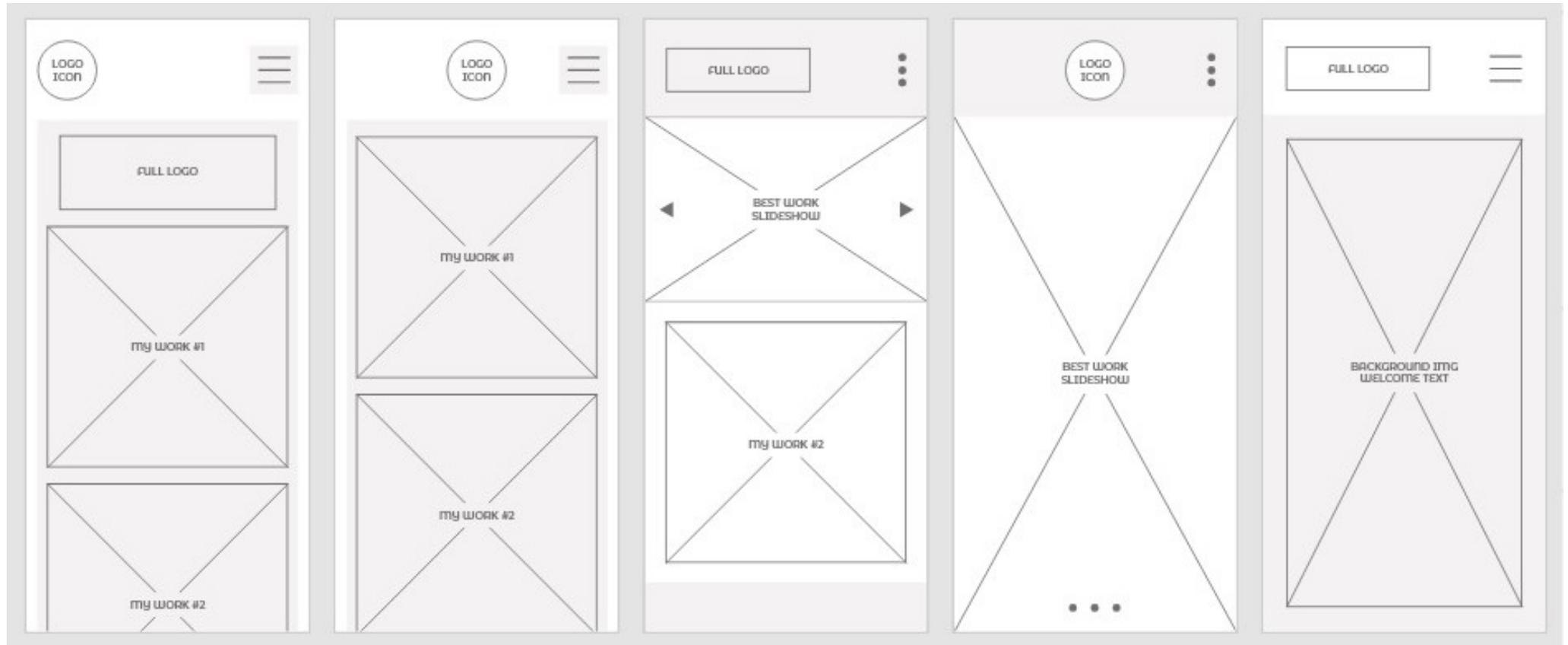
More Hand drawn wireframes were planned as it was still uncertain what the final design would look like.

Splash pages were experimented with and the thought of having a video playing in the background of a splash page with the word welcome or hello written over the top of it.

Grids were also experimented with. Whether it'd have 2x2 square grid or one big landscape image. However it was decided they'd be some kind of imagery on the homepage to showcase the work produced straight away without the viewer needing to click through to find something.



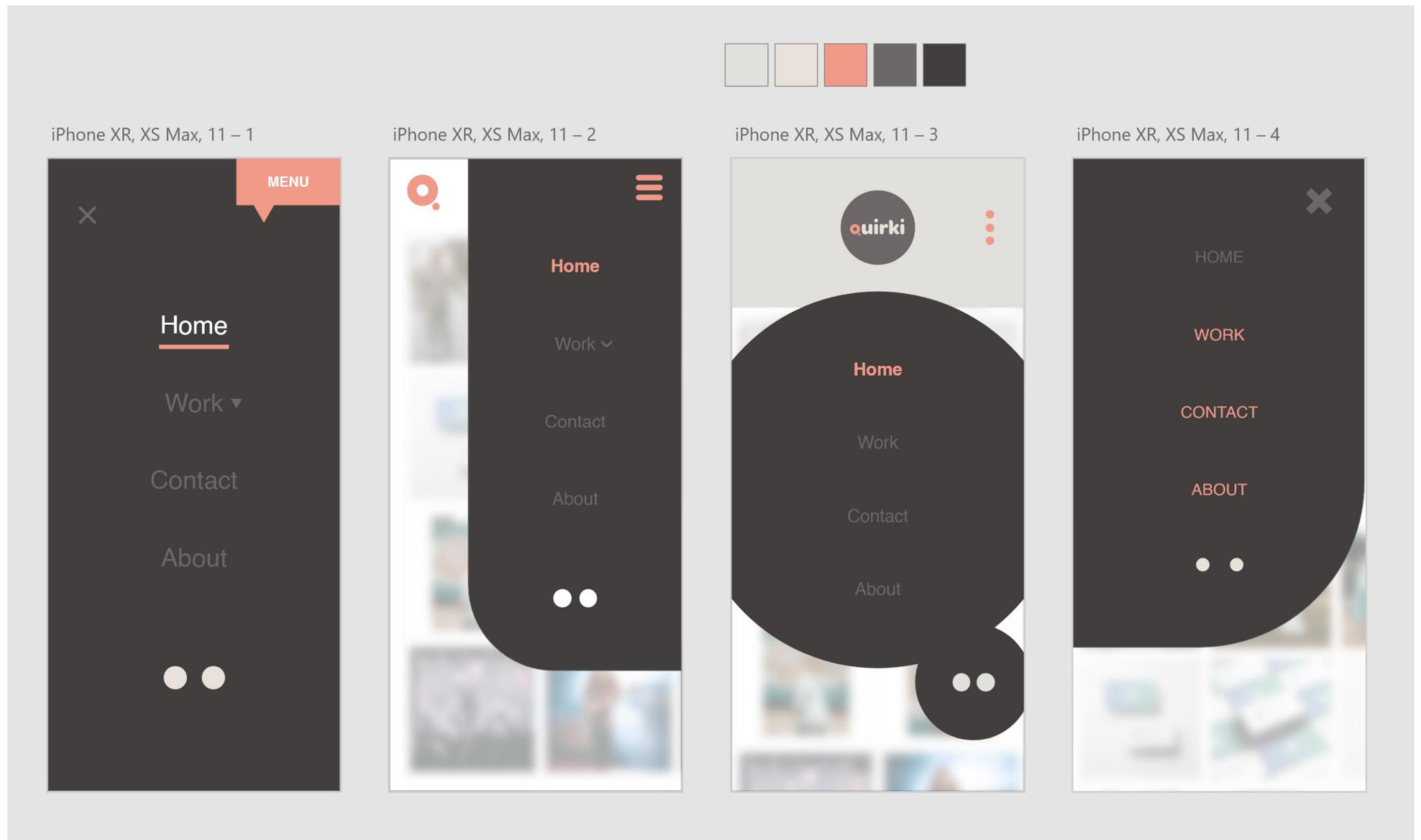
# Wireframes (XD Simple Ideas)



The wireframes were then drawn into Adobe XD. This helped learn the program and also see the compositions of the wireframes clearer.

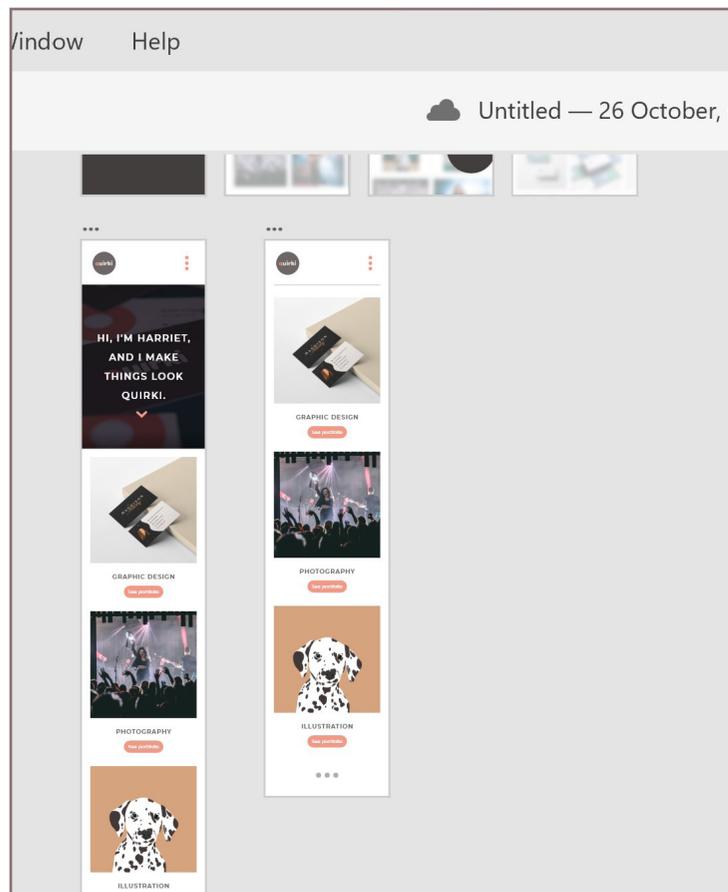
Seeing the wireframes like this in XD helped imagine what the site will look like with different elements and layouts.

# XD Prototypes - Mobile



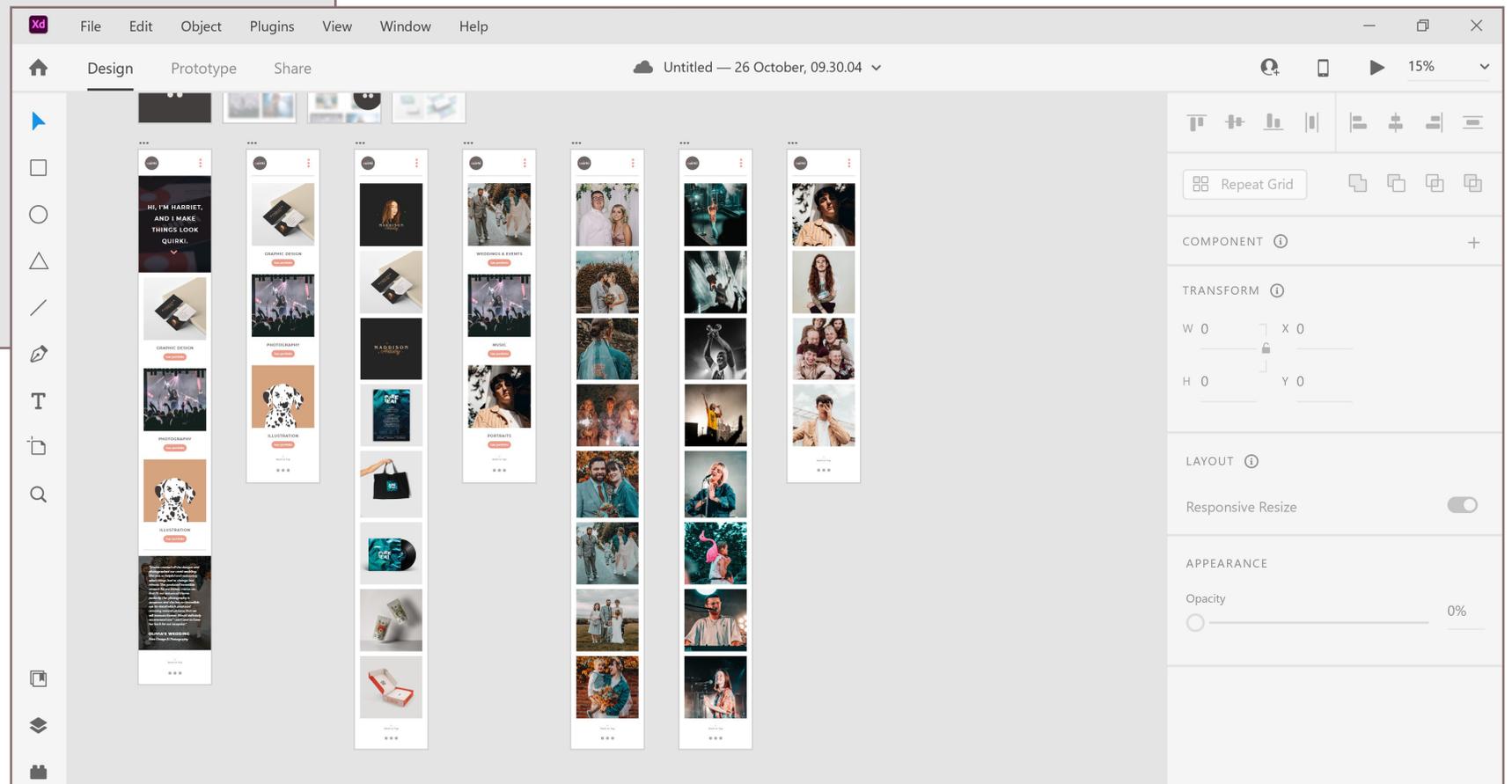
The burger menu was experimented with trying different layouts and compositions. The shape of the logo was tried to link the website back to the company however this didn't work as well as some of the other designs. The strongest design is probably the last one. This is because it takes up the majority of the screen and therefore the text will be legible. Also this one links with the company logo by having a curved corner.

# XD Prototypes - Mobile

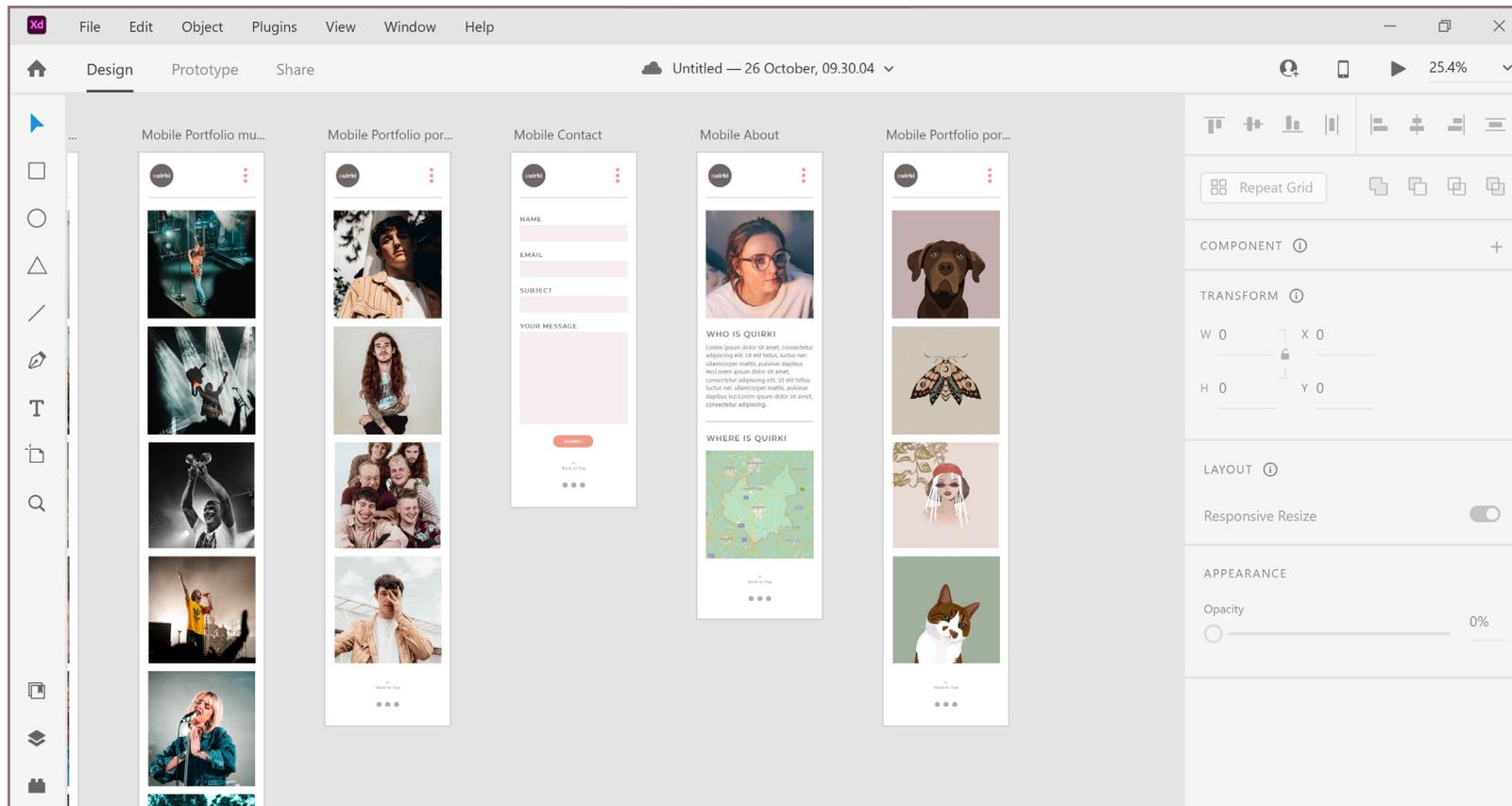


Before putting the site together on wordpress XD prototypes were created. These were created in the mobile format to help get an idea of what the site was going to look like. This also gave an opportunity to swap any images around or change the layout quickly and easily without adjusting it on wordpress later on.

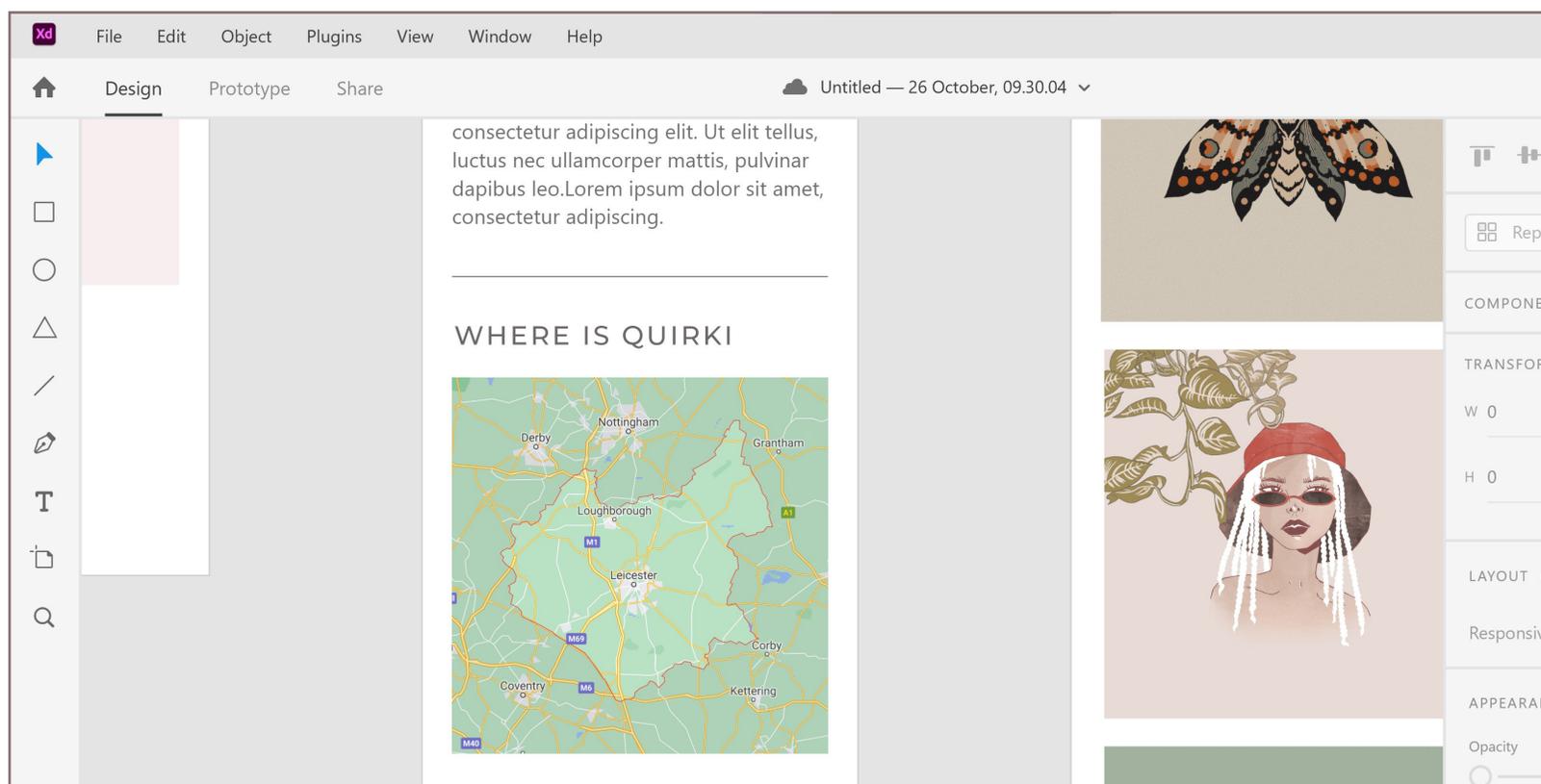
Each page was individually designed but the same/a similar design structure was used for each page to keep the site consistent.



# XD Prototypes - Mobile

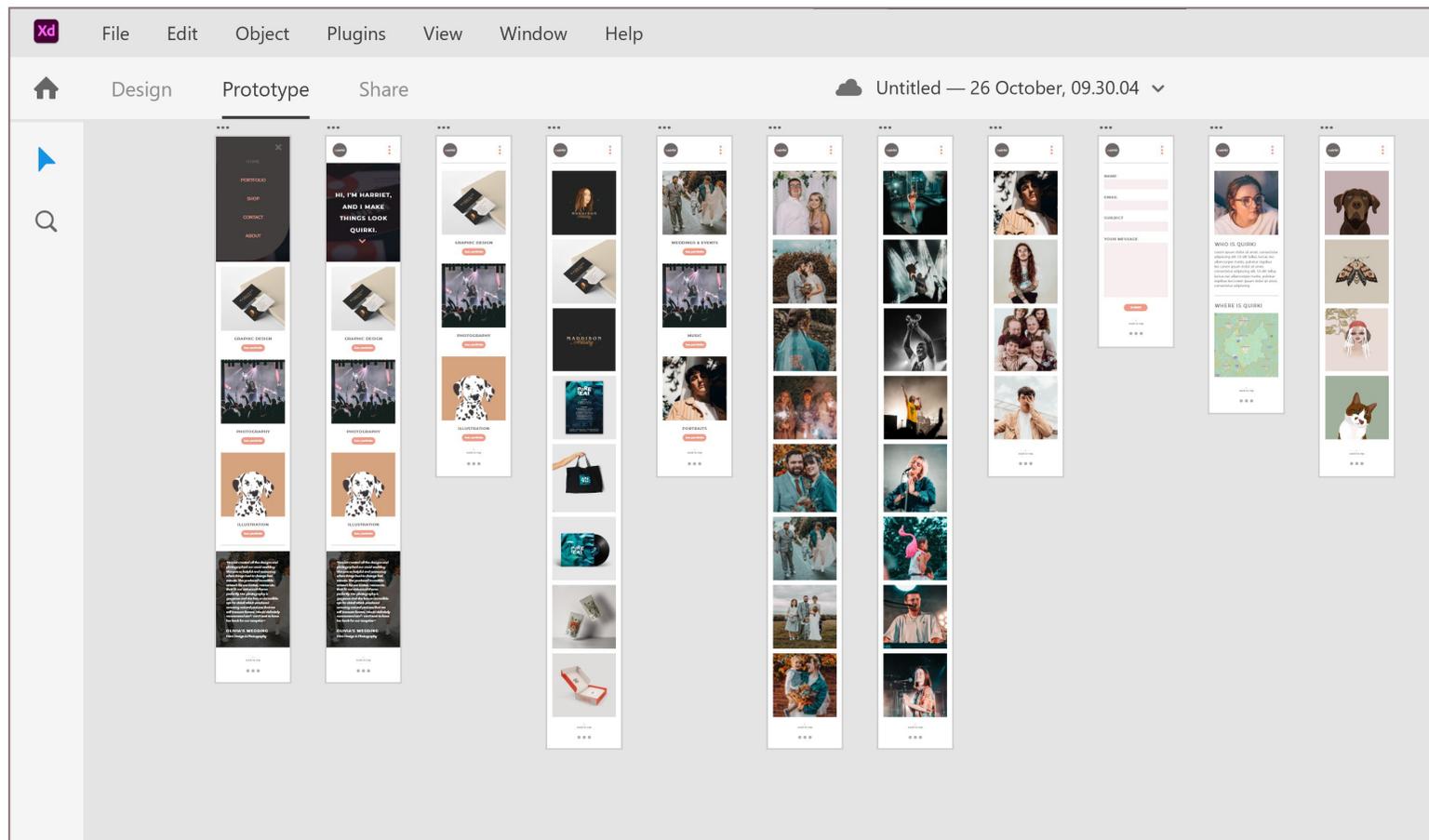


Each page designed was renamed so that when it came to prototyping it was easier to see where each page was. The contact page is a simple generic form this is so that the viewer doesn't get overwhelmed when looking at it and proceeds to contact the company. Also the design of this may change depending on what widgets elementor have within wordpress.



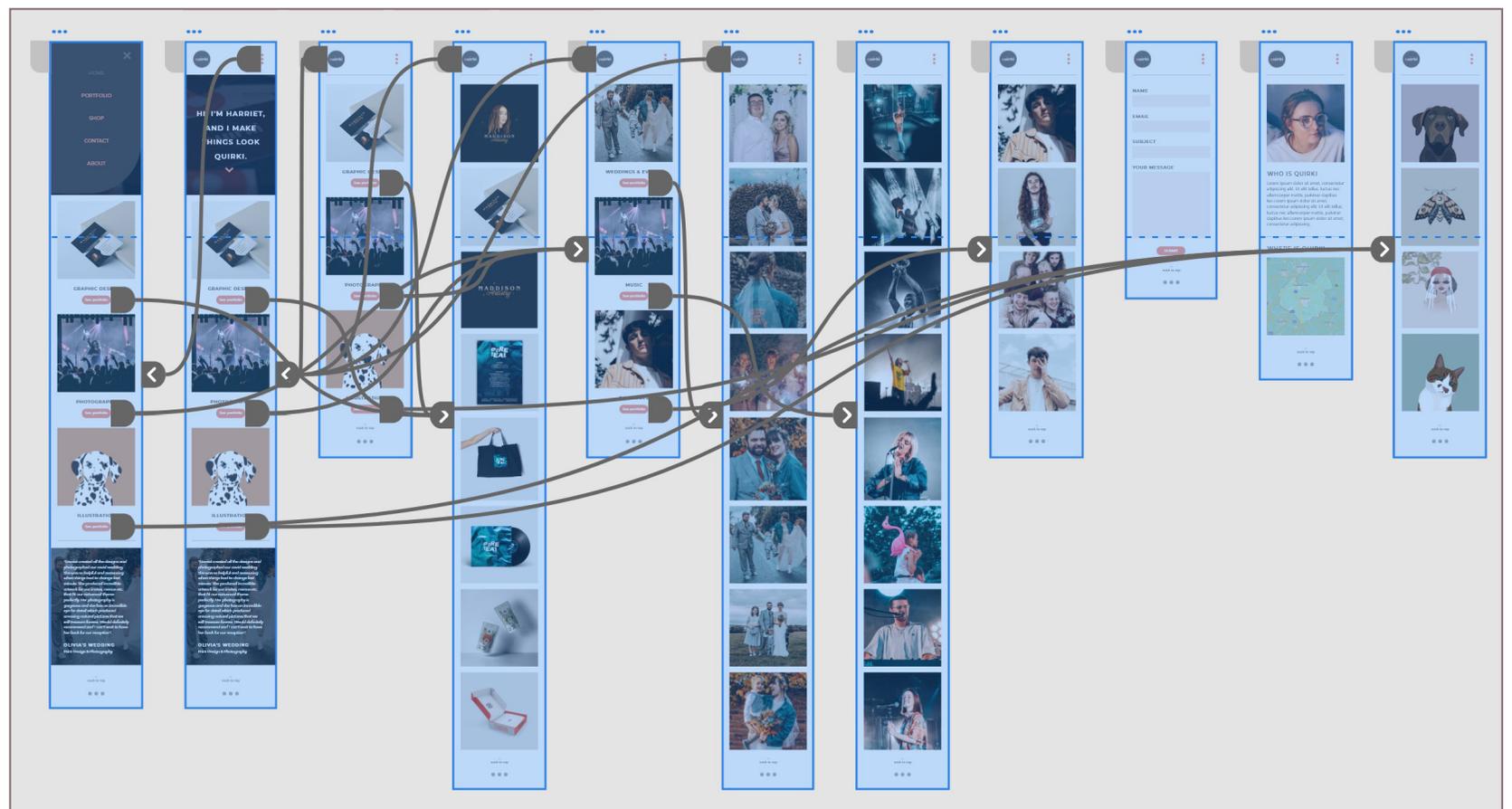
The about page includes a map but it doesn't show an exact location. This is because as a graphic designer it is possible to work remotely. Therefore Leicestershire is selected just to show the viewer roughly where the company is based.

# XD Prototypes - Mobile

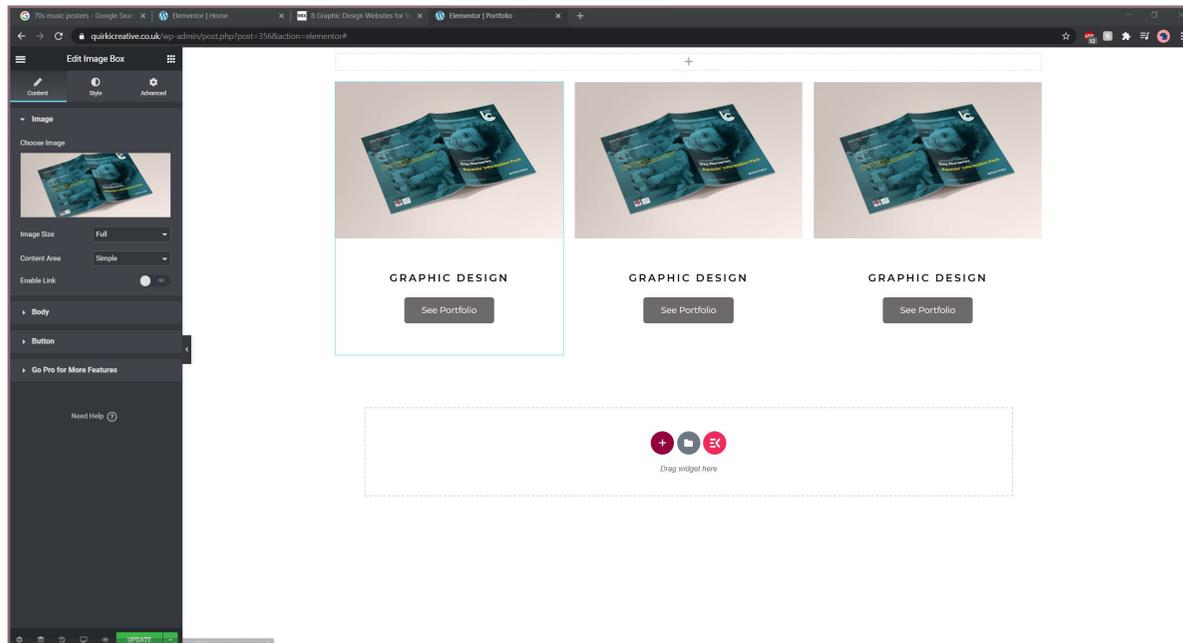


Here are all of the final pages for the website on a mobile device. These have all been prototyped and work really well.

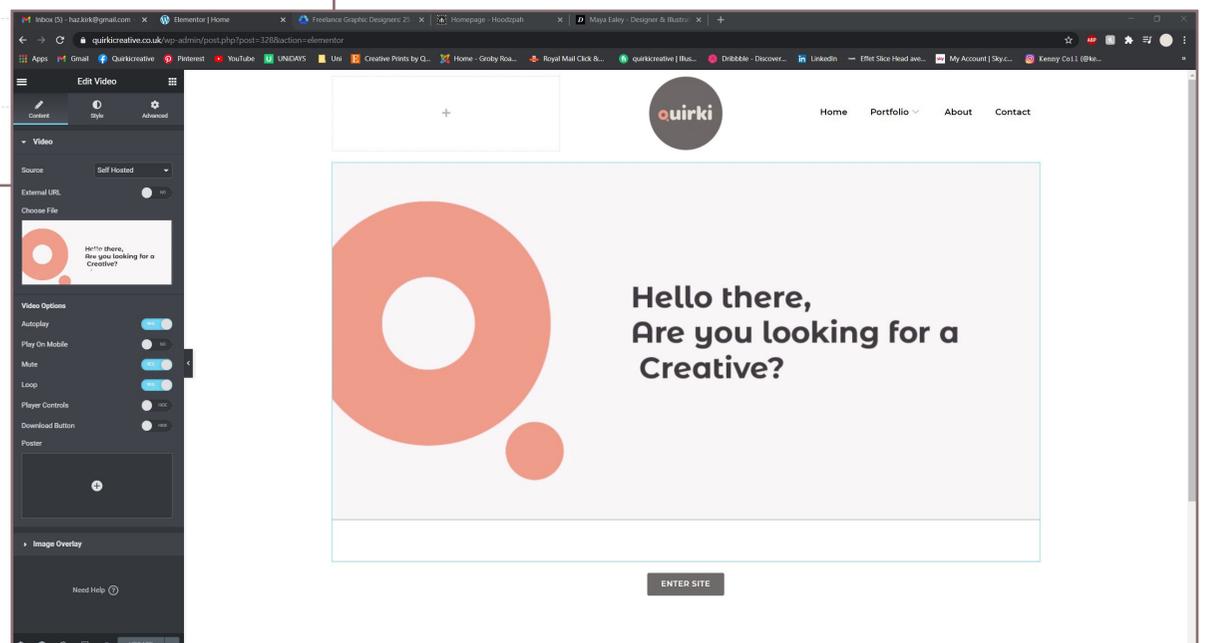
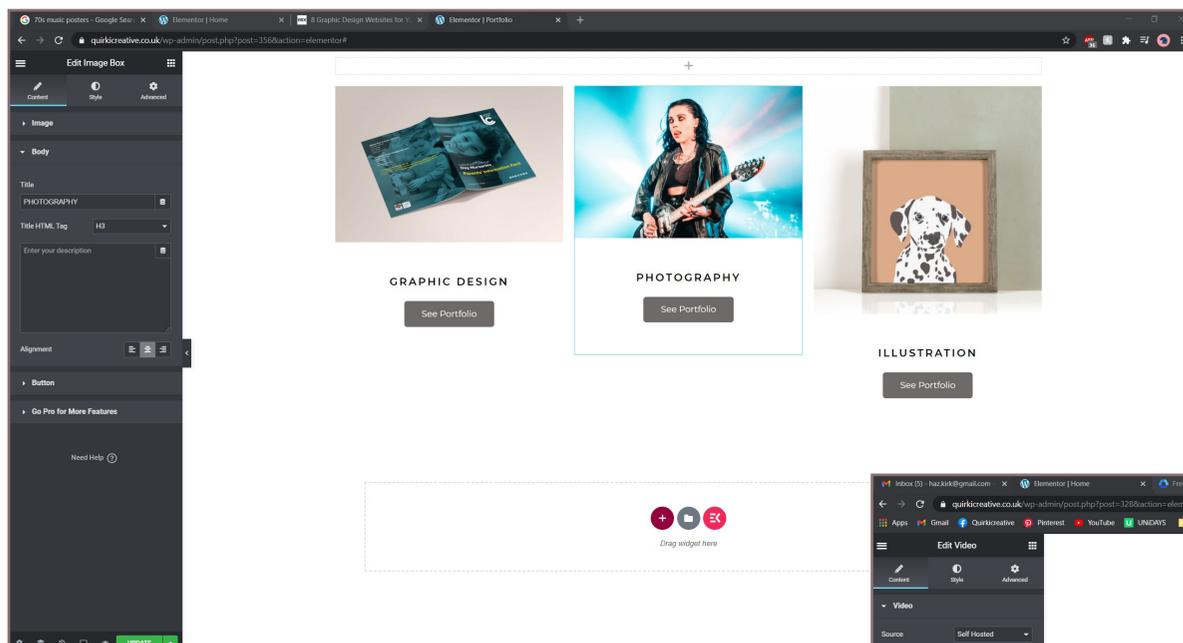
The design structure is consistent throughout and each page has a back to top button due to it being on mobile and the content being quite long. Overall I am pleased with how this looks.



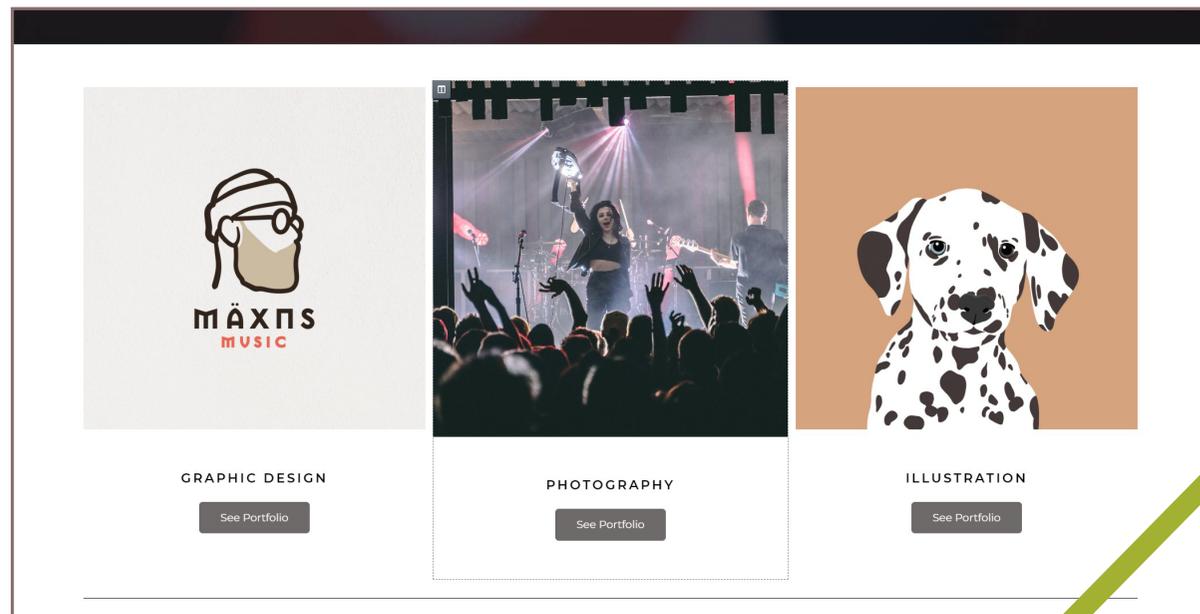
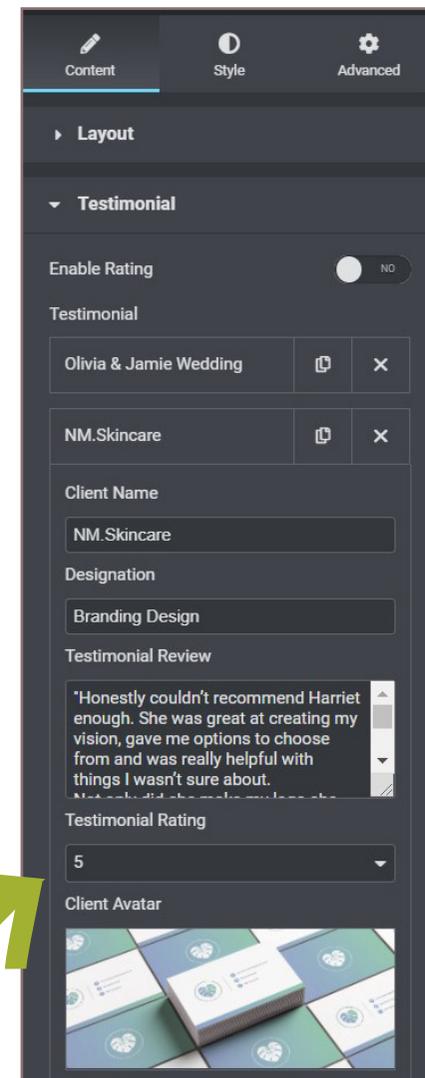
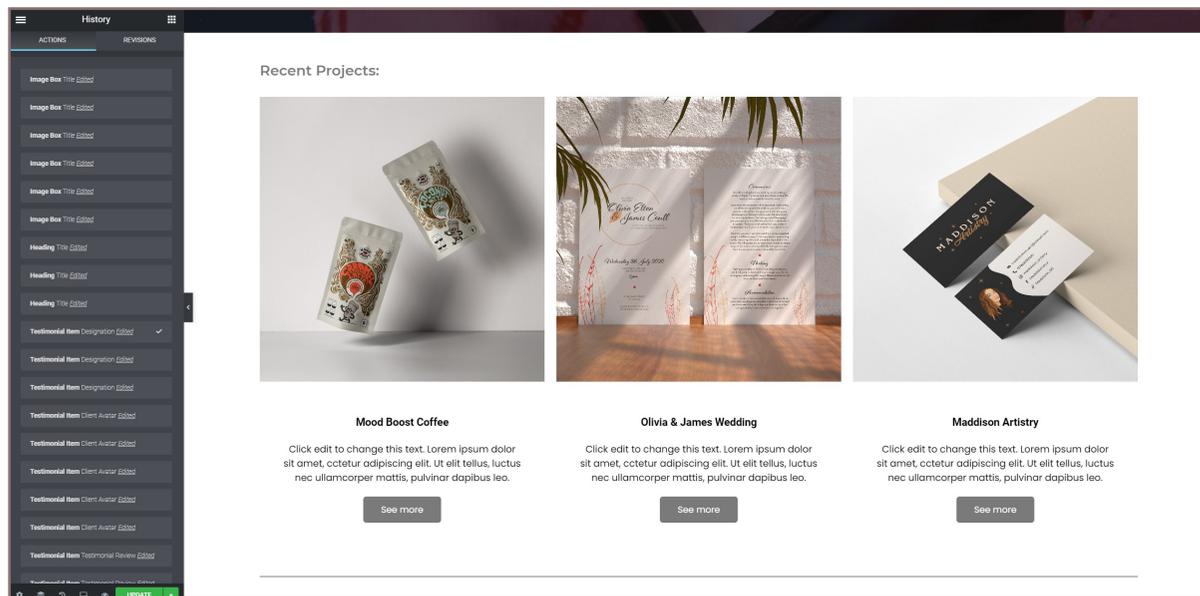
# Wordpress Screenshots



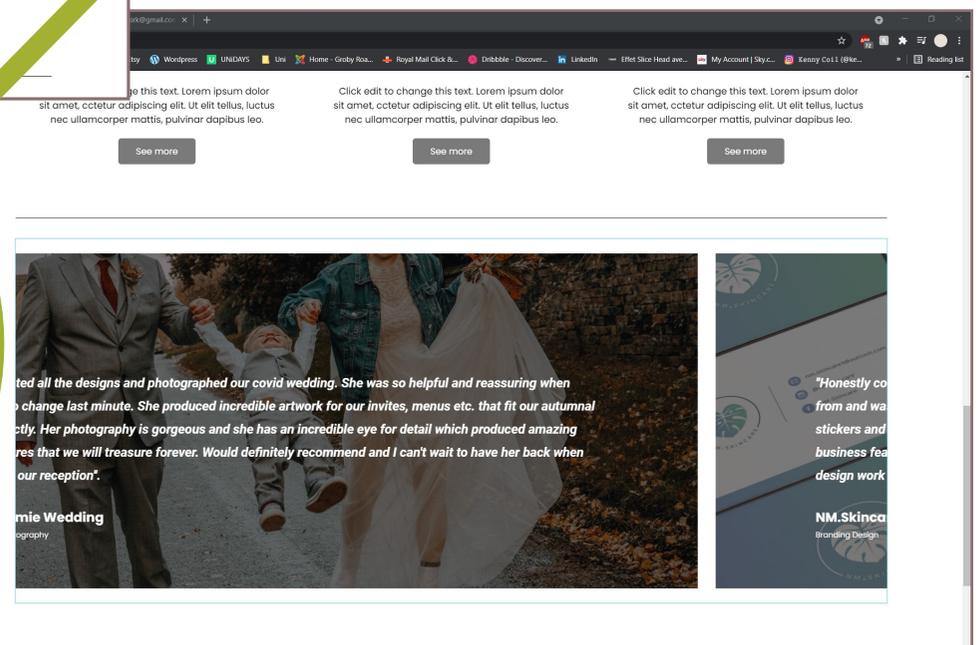
Firstly the wordpress elements and widgets were explored. This was to get a rough idea what each widget could do before trying to create the final site. Also when doing this it helped plan the best ways to do each section of the site. Also it became apparent if images needed to line up they would need to be cropped in photoshop before uploading them to wordpress.



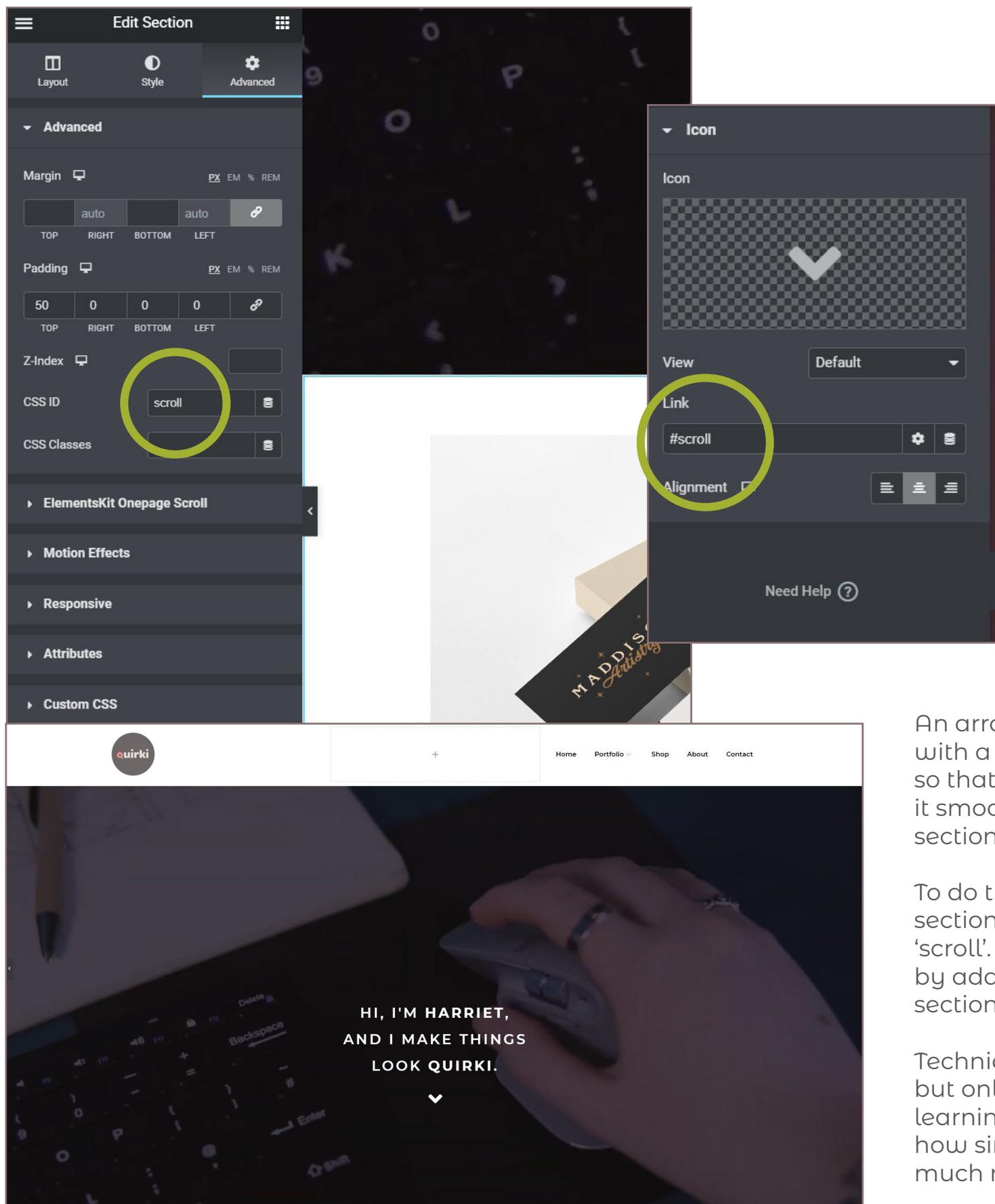
# Wordpress Homepage



These screenshots show the creation of the homepage. The first idea was to have a grid of 3 showing the companies recent projects. However when moving onto creating the portfolio pages it was evident that this wasn't going to work due to not having seperate pages for each project. Therefore it was planned to have the companies 3 specialist areas displayed in replacement to this.



# Wordpress Homepage



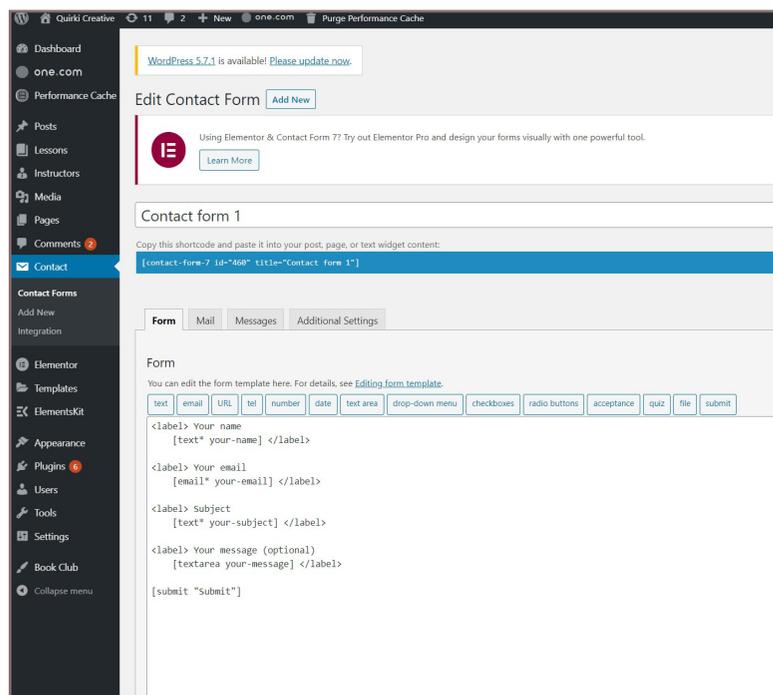
An arrow was added to the homepage with a scroll command added. This is so that if the viewer clicks on the arrow it smoothly scrolls down to the next section of the website.

To do this a CSS ID was added to the section it was going to scroll to saying 'scroll'. This was then linked to the icon by adding '#scroll' into the icon widget section.

Techniques like this are simple to do but only if known how it works. When learning to do this it was surprising how simple it was, it was expected to be much more complicated.

# Wordpress Contact Page

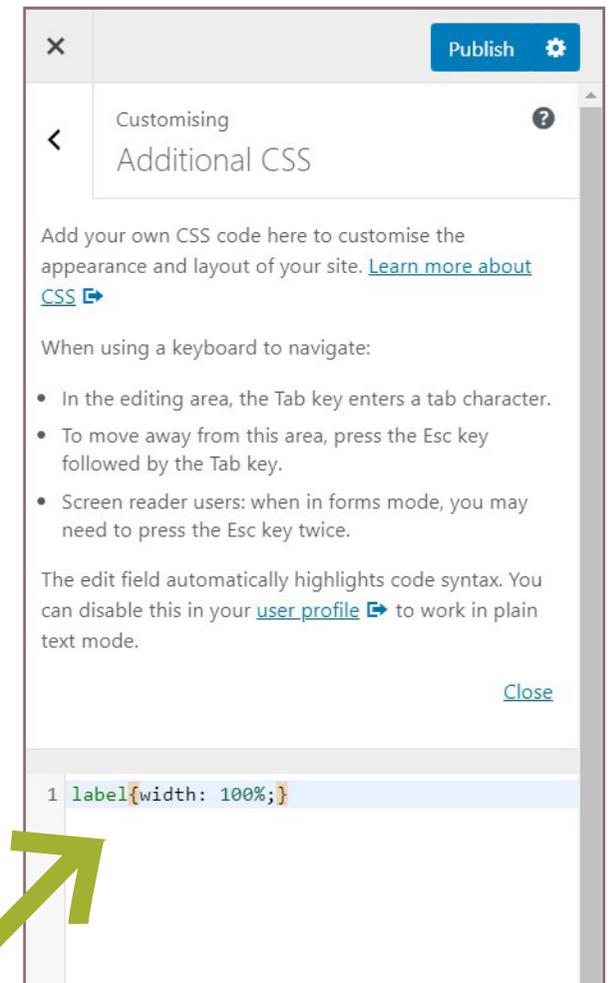
To create the contact form page a plugin was downloaded called 'Contact Form 7'. After this the code was checked to make sure it was correct before going to the 'mail' tab and adding in the email address in which the customers email will send to. It was then noticed that the contact form wasn't the full width of the website so the CSS was customised. The CSS added was 'label{width: 100%;}'. By adding this it extended the contact form to fit 100% within the box it was inside. Therefore the size of the bounding box can be changed at anytime to adjust the size of the contact form. This was quite a challenging part of the website creation due to never adding additional CSS to wordpress before therefore it took some playing around with until it was correct.



WordPress dashboard showing the Contact Form 7 plugin settings. The 'Form' tab is selected, showing the form structure with fields for name, email, subject, and message, and a submit button.



Contact Form 7  
Just another contact form plugin. Simple but flexible.  
By Takayuki Miyoshi  
5+ Million Active Installations  
Last Updated: 7 days ago  
Compatible with your version of WordPress



Customising Additional CSS

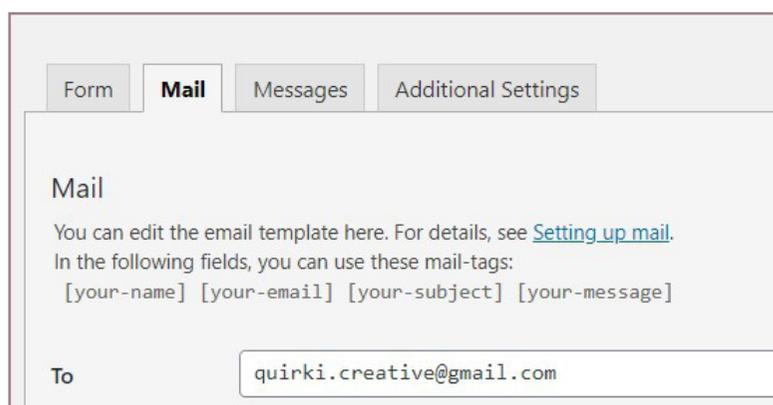
Add your own CSS code here to customise the appearance and layout of your site. [Learn more about CSS](#)

When using a keyboard to navigate:

- In the editing area, the Tab key enters a tab character.
- To move away from this area, press the Esc key followed by the Tab key.
- Screen reader users: when in forms mode, you may need to press the Esc key twice.

The edit field automatically highlights code syntax. You can disable this in your [user profile](#) to work in plain text mode.

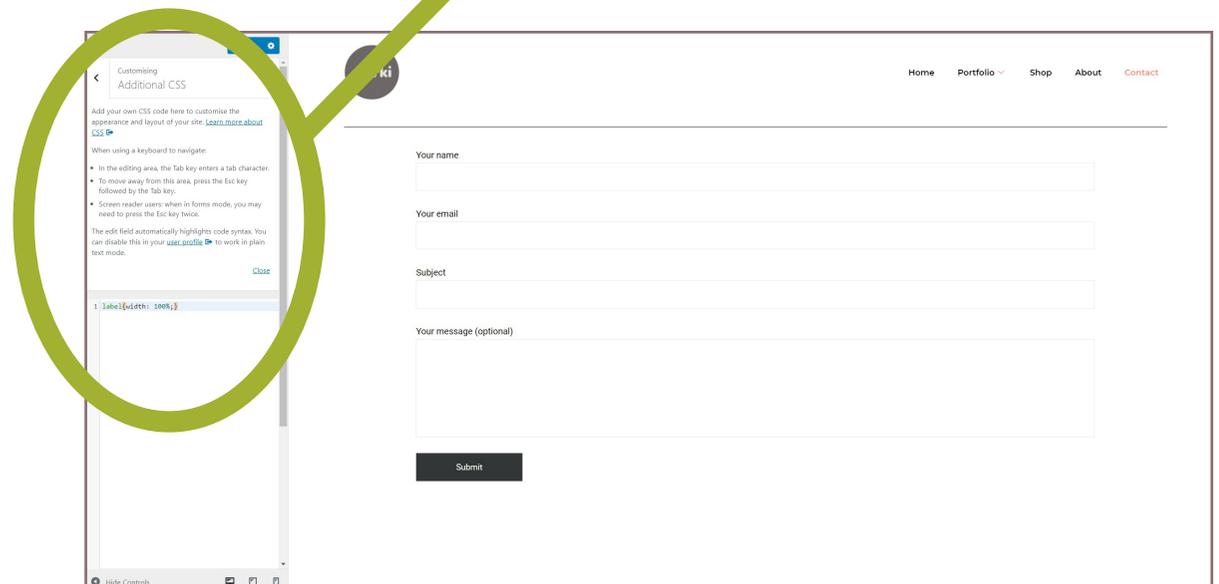
```
1 label{width: 100%;}
```



Mail

You can edit the email template here. For details, see [Setting up mail](#).  
In the following fields, you can use these mail-tags:  
[your-name] [your-email] [your-subject] [your-message]

To: quirki.creative@gmail.com



Home Portfolio Shop About Contact

Your name

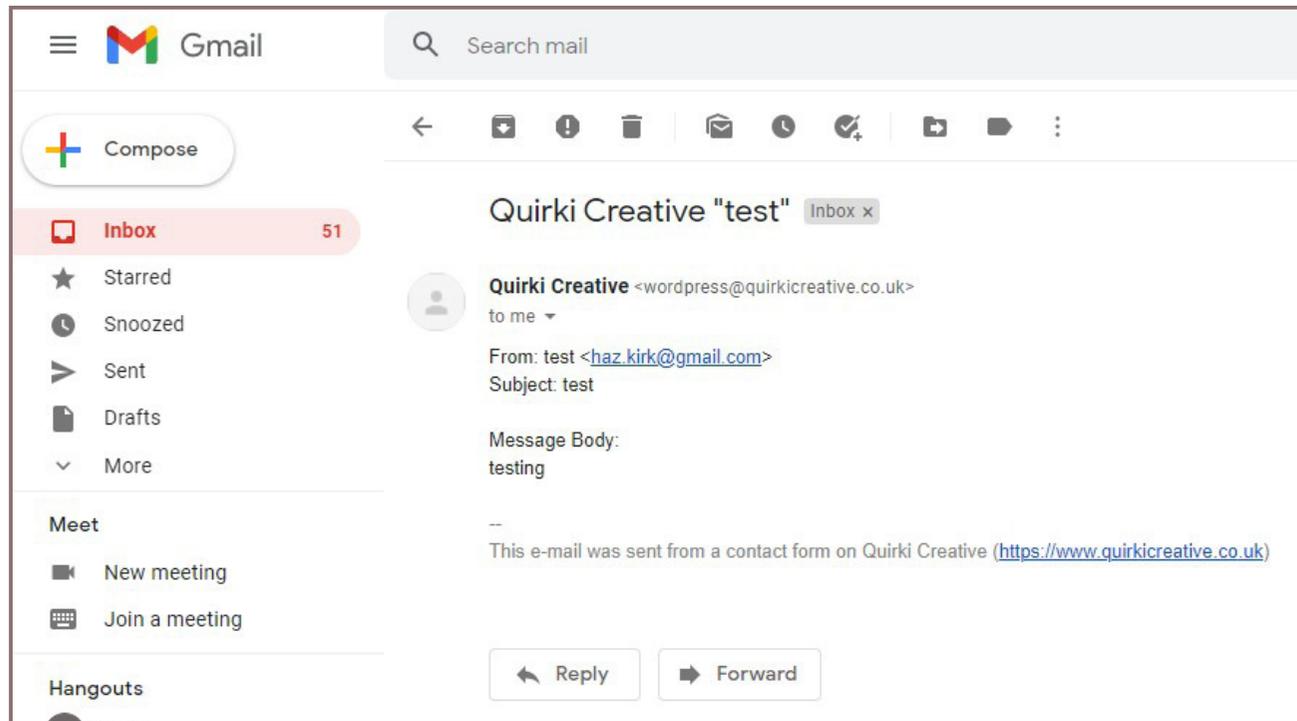
Your email

Subject

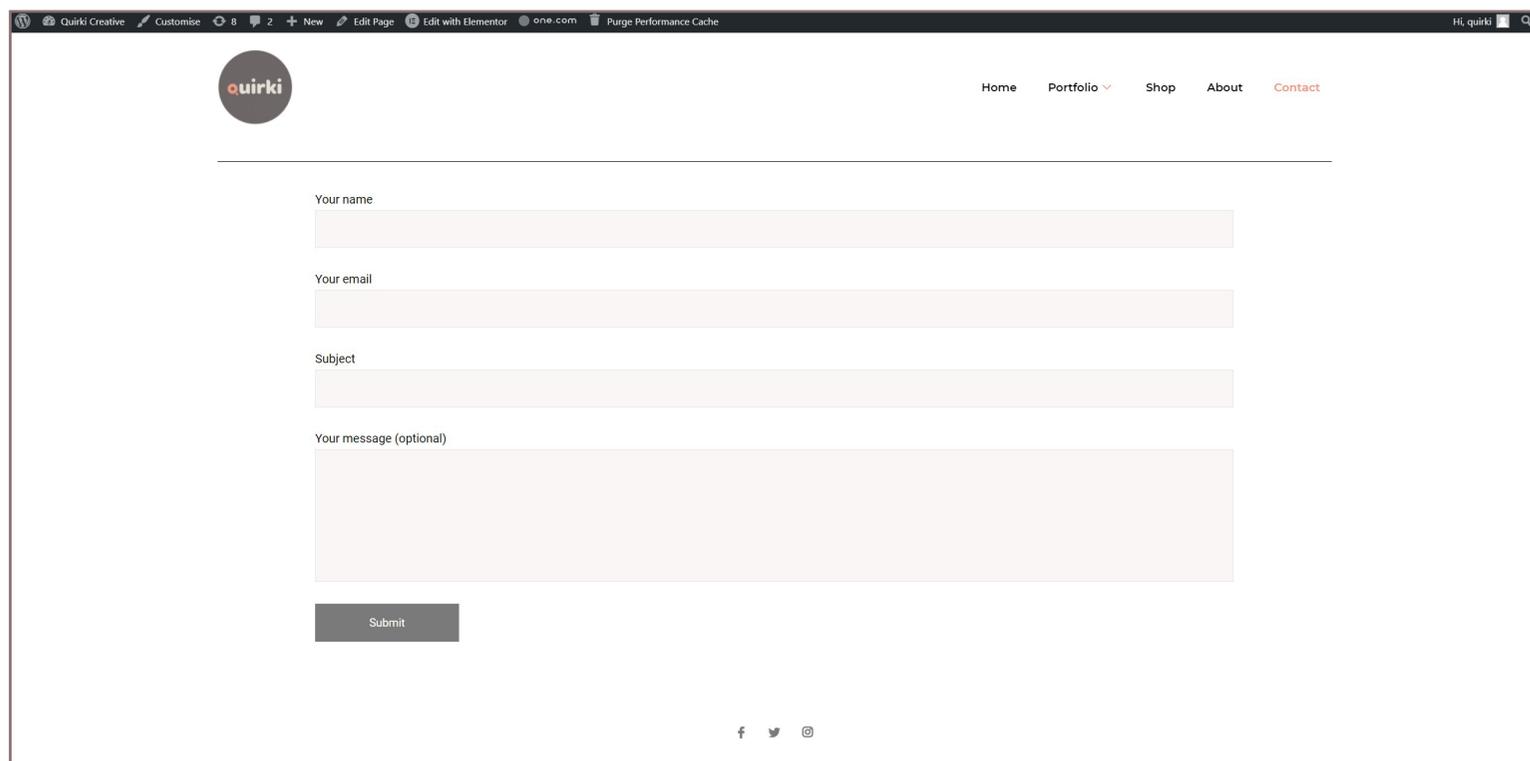
Your message (optional)

Submit

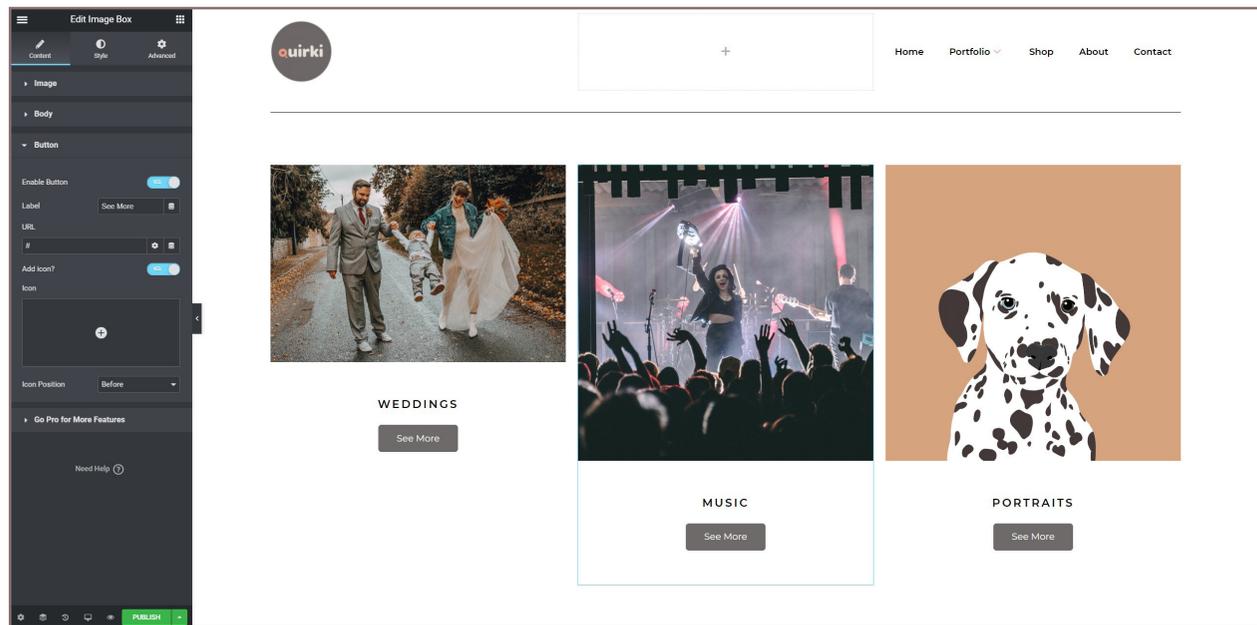
# Wordpress Contact Page



The boxes were also tinted to match the branding of the company. The tint is only subtle so that the text is still visible. Once the contact form displayed correctly it was tested to make sure it was functional before making the website live for potential clients. Overall the form worked really well and is exactly as expected.

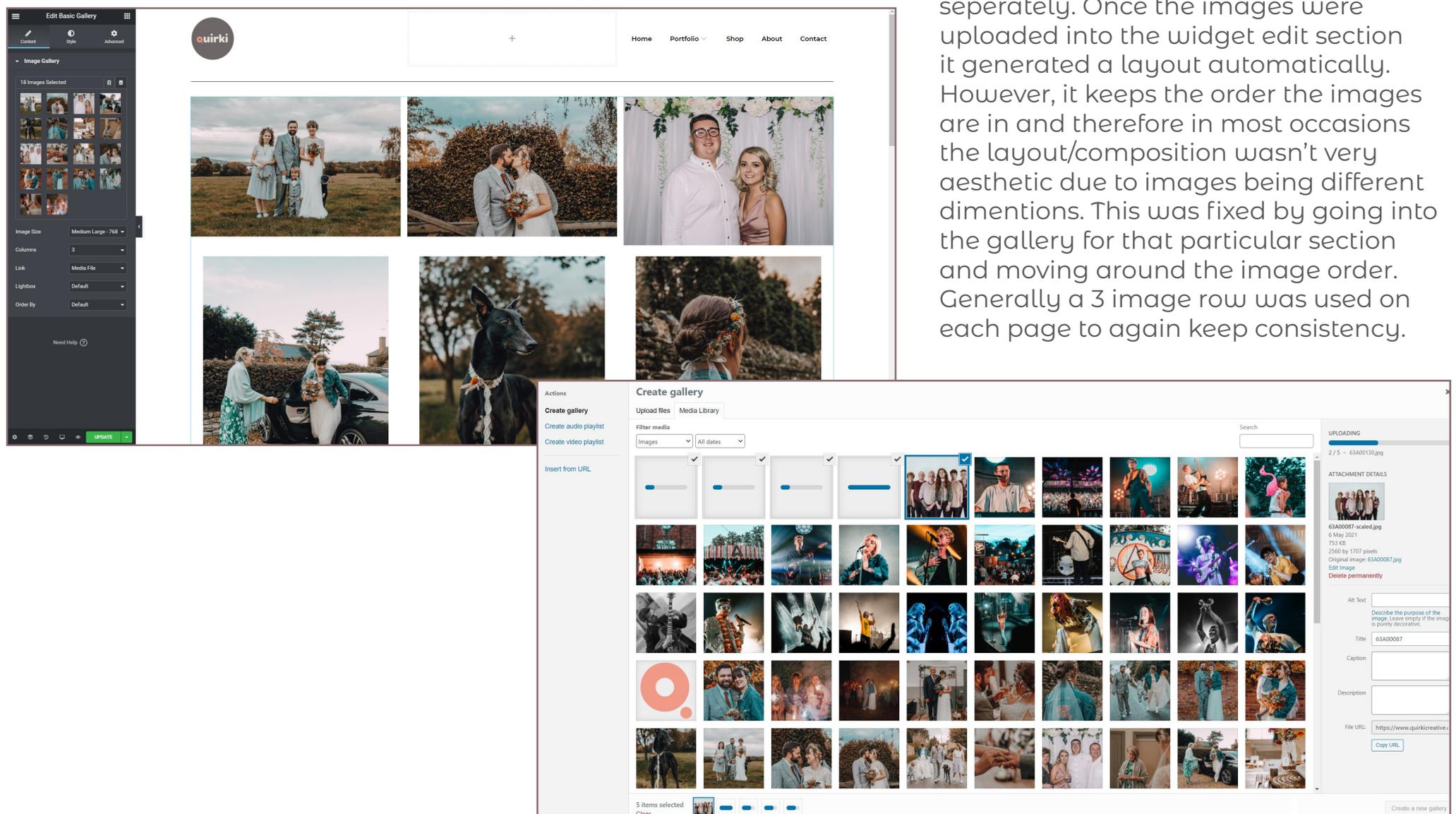


# Wordpress Portfolio Pages

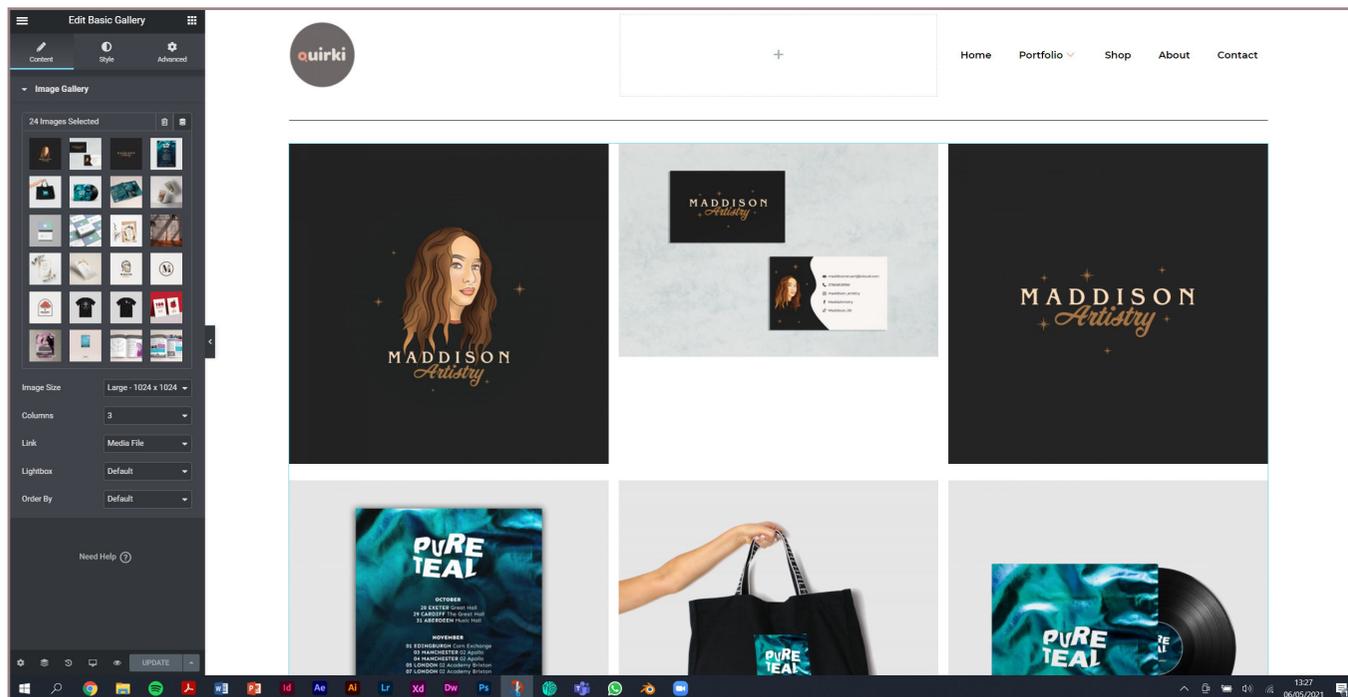


To create the photography page within the portfolio area the same composition elements were used as on the homepage. This adds consistency to the website which makes it feel more professional. Each time this layout was used the images used were cropped in photoshop to be square so that they all lined up neatly.

Within each portfolio sub page a 'Basic Gallery' widget was added from the elementor widget section. This was super easy to use and manage compared to adding each image separately. Once the images were uploaded into the widget edit section it generated a layout automatically. However, it keeps the order the images are in and therefore in most occasions the layout/composition wasn't very aesthetic due to images being different dimensions. This was fixed by going into the gallery for that particular section and moving around the image order. Generally a 3 image row was used on each page to again keep consistency.

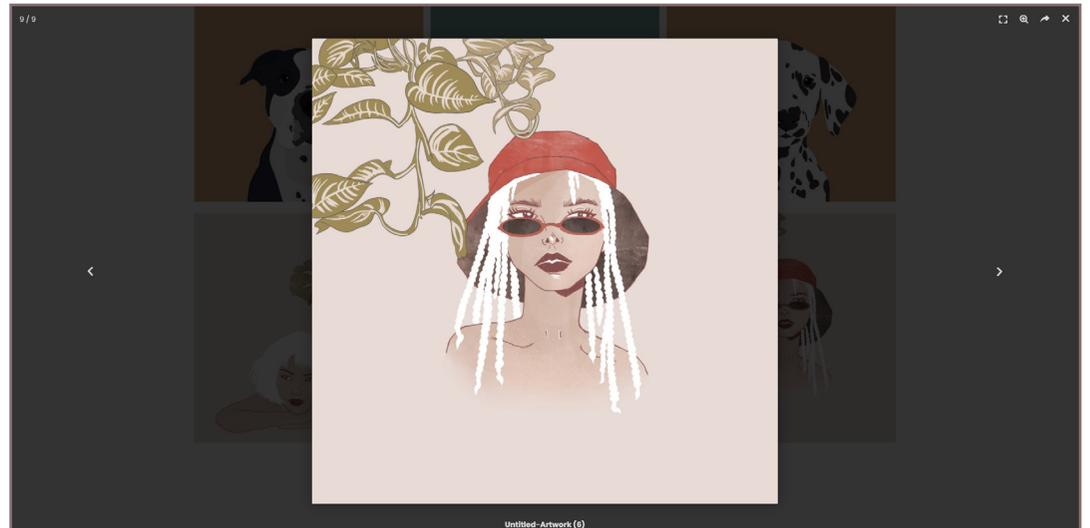
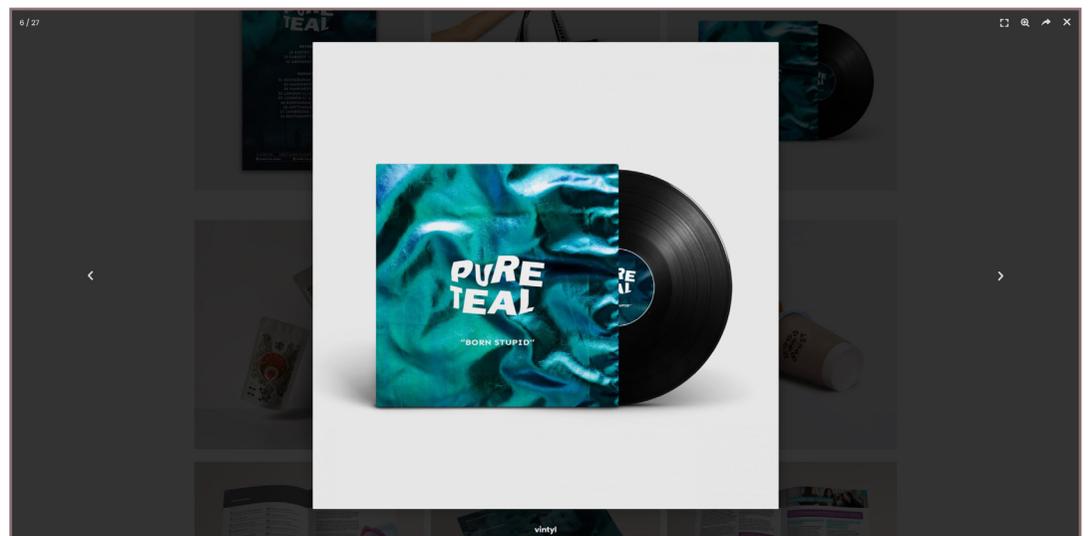


# Wordpress Portfolio Pages

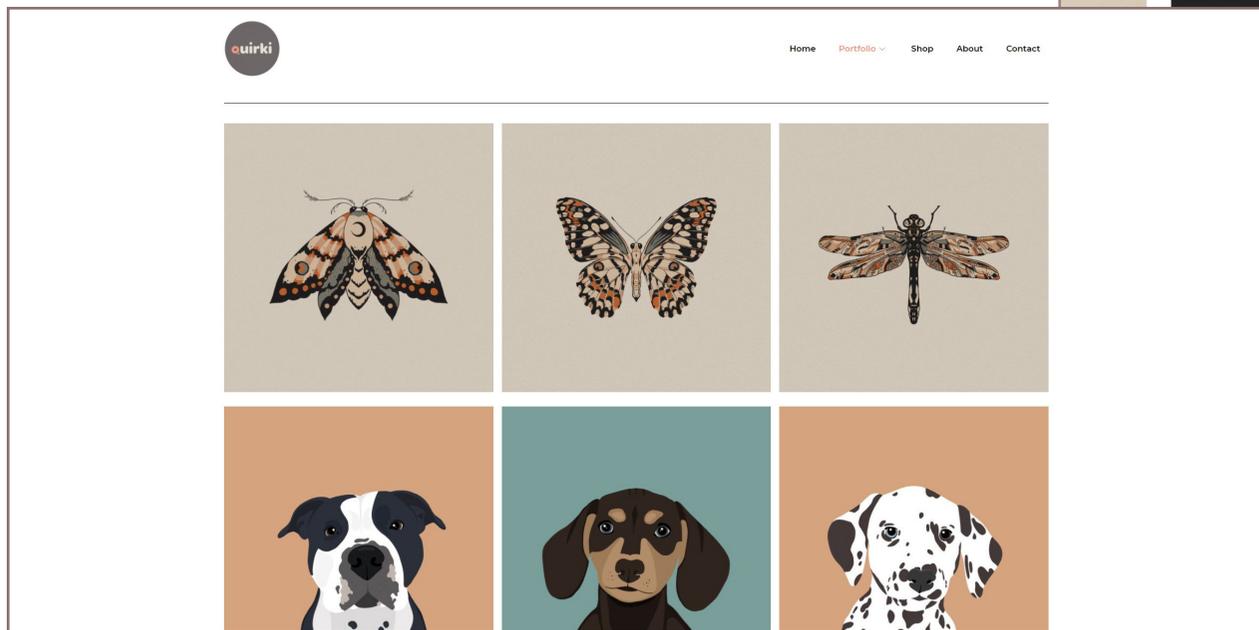
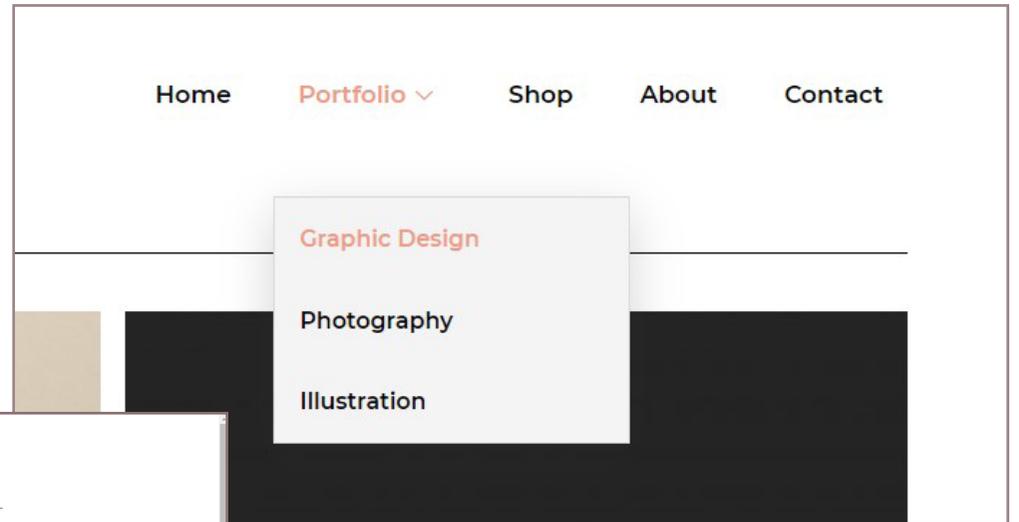


A lot of work was put into making the gallery images line up. This involved cropping some of the images in photoshop and then reuploading them to the gallery. The images were moved around so that images the same size were next to each other in multiples of 3. This rule was used for all portfolio pages so that they look inline and organised.

All of the gallery images are clickable to enlarge them. When the images are enlarged 2 arrows appear that allow the viewer to click through the images in this format instead of the grid format. This works well because it gives the viewer an option. Some people may just want to have a quick scroll through whereas others might want to look at the artwork in more detail.

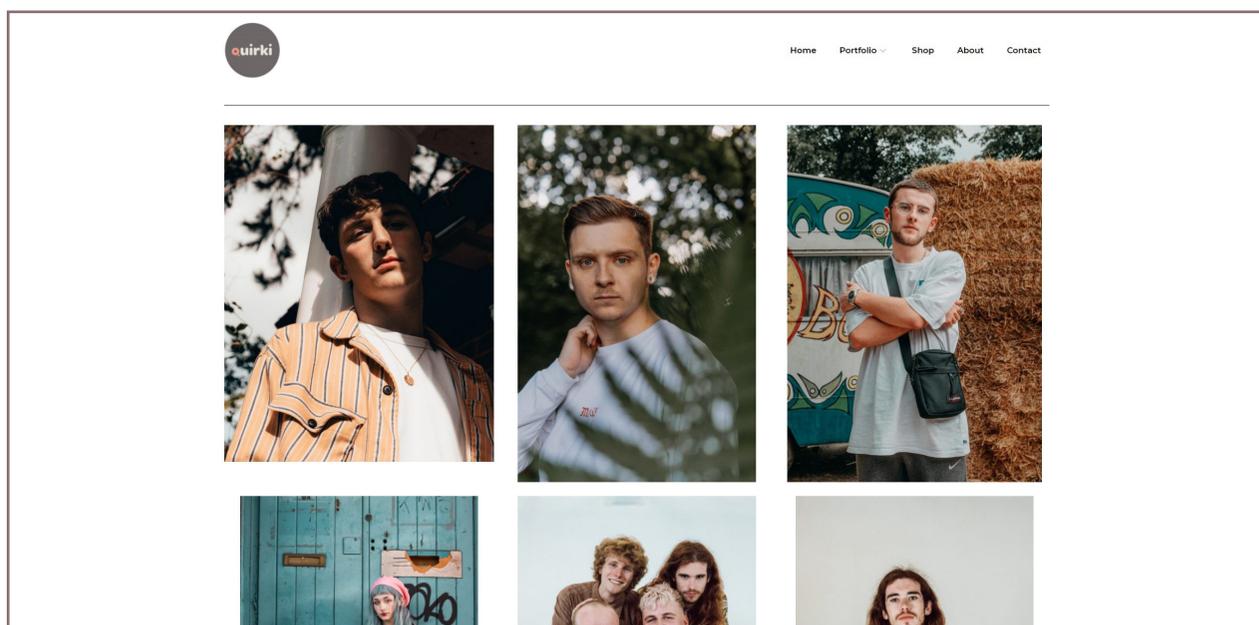


# Wordpress Portfolio Pages

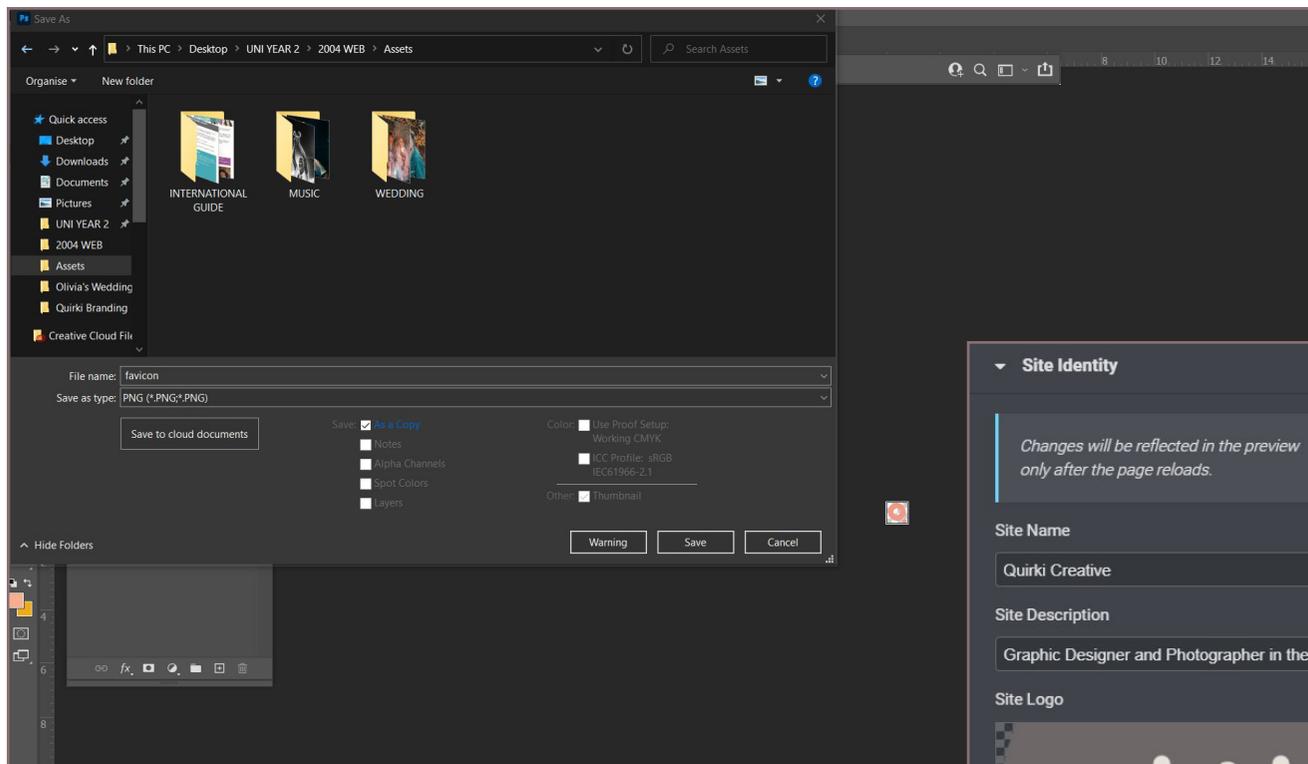


Here are some more screenshots of the portfolio pages. The layout on each one is similar to keep a consistent design structure and to also keep the site very minimal and clean.

The navigation menu has been edited so that it shows the viewer what page they are currently on. The colour changes to the pink swatch from the logo colour. This links the site to the company branding.



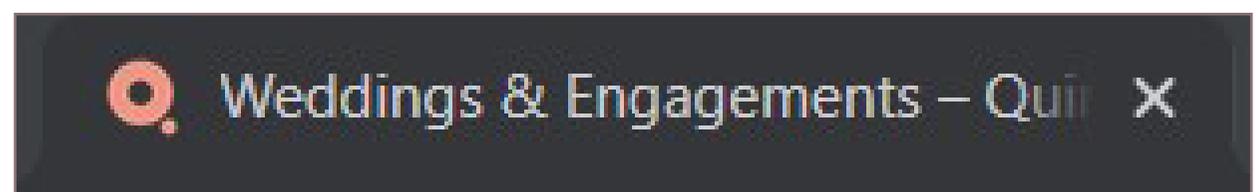
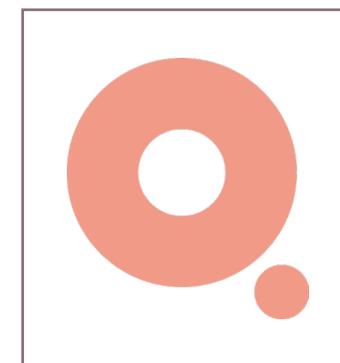
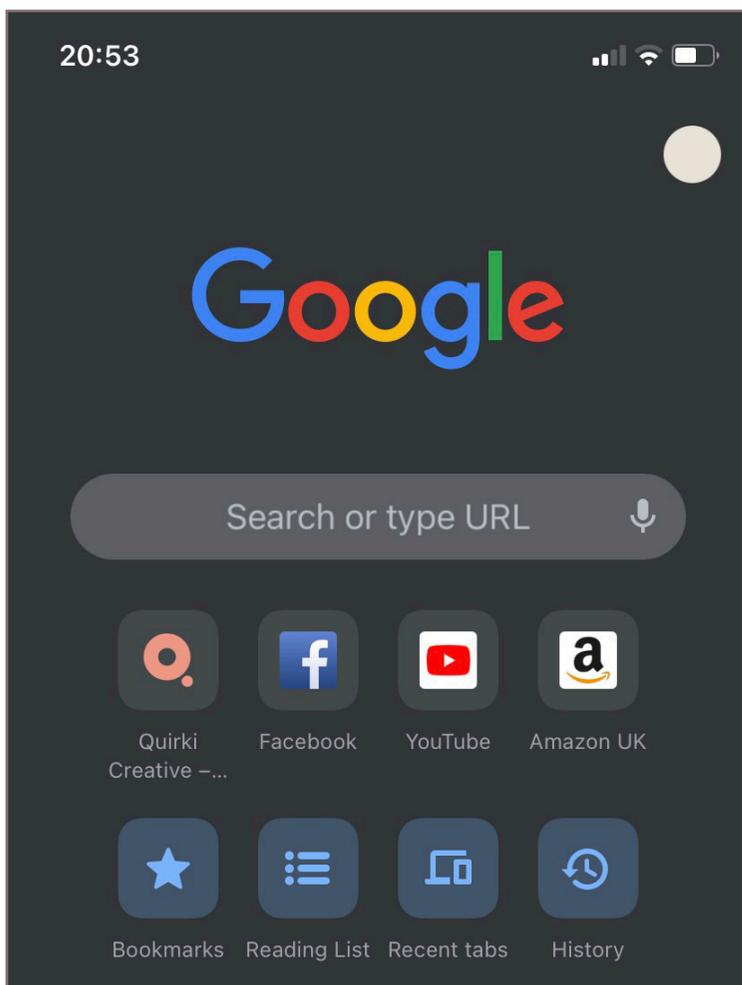
# Wordpress Favicon



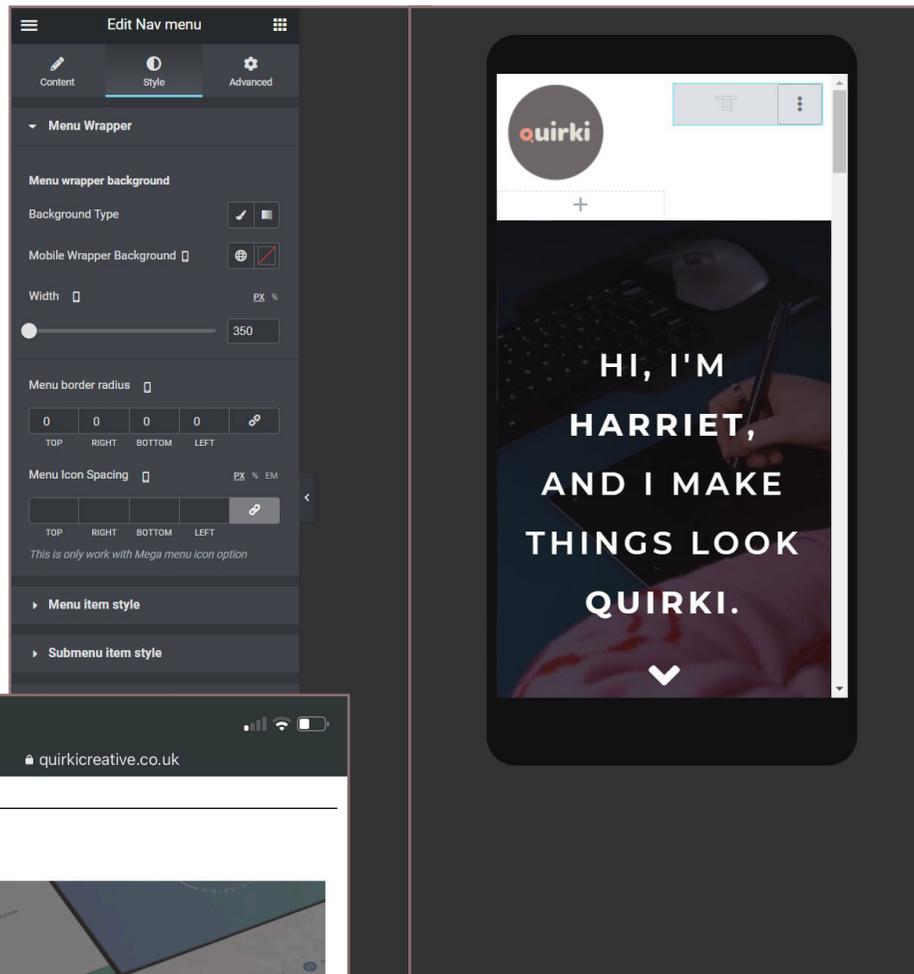
To add to the sites professional look a favicon was created. The 'Q' in the logo was used and saved a separate icon from the illustrator file. It was saved as a PNG so that it had a transparent background.

Then this icon was uploaded into the site identity settings on elementor. It then automatically updated the favicon to show the Q in the search bar and on the browser tab.

This was quite a simple step but adds so much more professionalism to the website and can also help the audience remember your company icon.



# Responsive Structure



The website created remains aesthetically pleasing when in tablet or mobile mode. Each page was reviewed in these modes and small changes were made to make them more suitable for the different formats. For example a burger menu was added to all pages instead of having the full navigation menu.

Adding the burger menu was quite a challenge because when switching back to desktop mode the navigation menu disappeared. Eventually this was overcome by adding the burger menu into a section of the site that was already there.

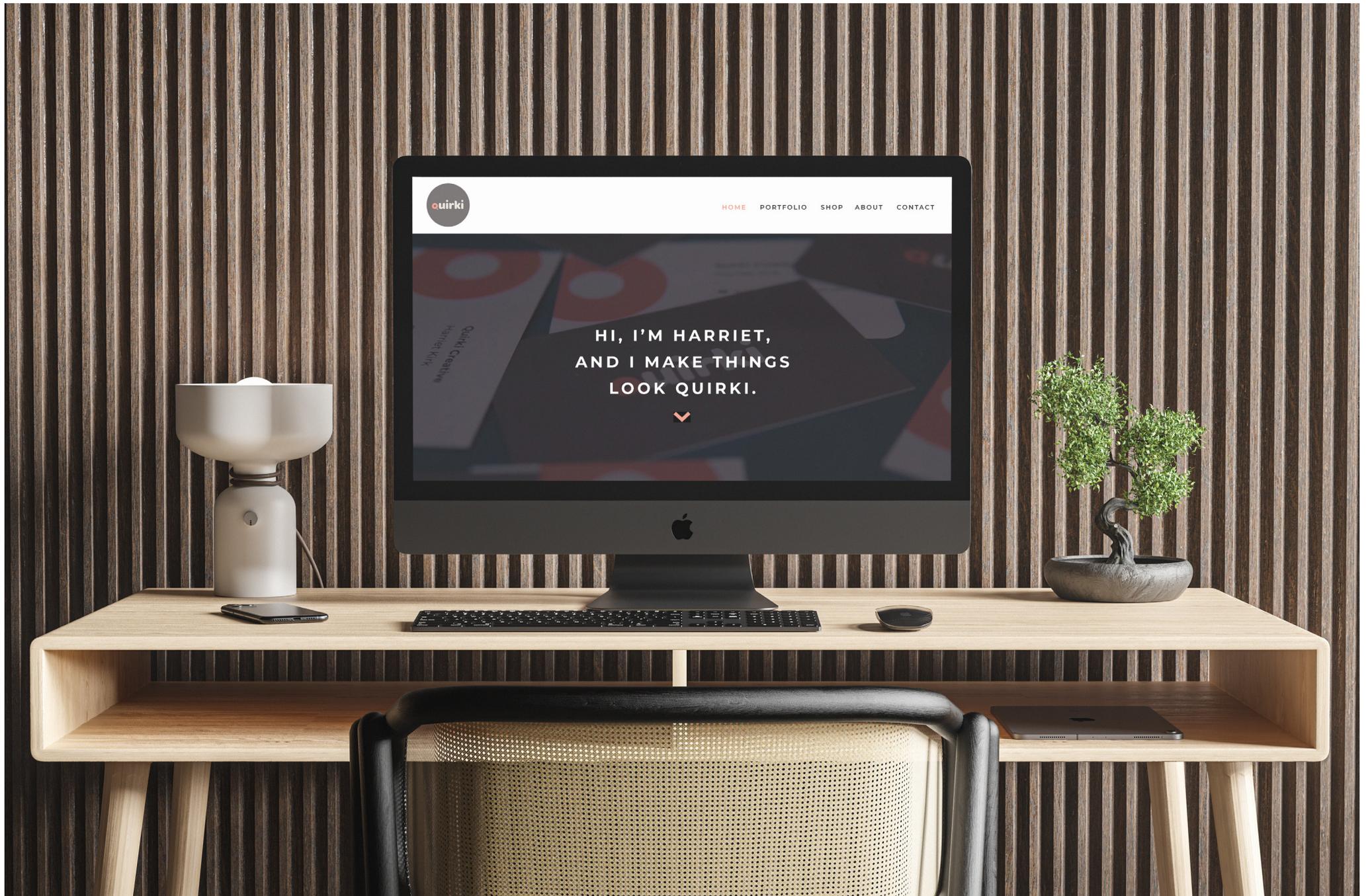
Also for the smaller formats the review section on the homepage was adjusted so that it filled one screen. This was changed by making the typography smaller and also making the padding around the text smaller so that it didn't take up as much space. This made this element more compact and suitable for mobile.

For the mobile view all images were displayed in a single order in comparison to desktop mode where they were in rows of 3. This is because the images need to be clear and sharp to meet the aesthetics of the brand.



# Final Website Address

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[quirkicreative.co.uk](http://quirkicreative.co.uk)

# Final Website Mobile

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# Final Discussion

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Overall looking at the final outcome I believe this project turned out really well with the different pages being responsive on desktop, tablet and mobile views. The website meets the target marketing giving off a friendly but fun vibe.

There were several complications throughout this project the main one being the video for the homepage. From the beginning I wanted my homepage to have some sort of moving image to engage the viewer. Originally I planned for my photographer friend to shoot some candid footage of me and my day to day life. However due to COVID-19 the country was put into lockdown which meant I was unable to meet my friend to work on the video footage. Therefore the footage was filmed by a family member with me directing them where to stand and what movements to make with the camera. The overall outcome of the video turned out better than expected considering the circumstances but this can be a continued project for after the initial deadline.

The country was frequently being placed in and out of lockdown which resulted in a mixture of online classes and socially distanced learning. This made it difficult to communicate easily with tutors and class mates which meant receiving feedback on the website was tough at times. Because of this a lot of complications were overcome independently by watching the provided moodle videos alongside google! Because of the lack of physical meeting with the tutors the process did take longer but I am super happy with the outcome.

My knowledge was definitely extended during this project, learning a lot from home. I learnt a lot more about content management systems (CMS) what they were and how to find out what CMS a website was supported by. Some smaller tasks within this project also provided new knowledge such as purchasing a domain name. This was something new to me and learning about this will be really helpful in the future.

Throughout the project I became more and more familiar with Wordpress and Elementor. Gradually learning how the plugins worked and also what elements needed to be adapted to make the site responsive in different formats. When using plugins such as the Contact Form 7 occasionally the CSS needed editing to fix issues or tweak specific features. This expanded my CSS coding knowledge which could be used in future live projects.

# References

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Berry, C (2021). Homepage. Available at: <https://carlyberry.me/> [Accessed on: 12/12/20].

Hundred, T (2021). Homepage. Available at: <https://www.tenhundredart.com/> [Accessed on: 12/12/20].

Hoodzpah, (2021). Homepage. Available at: <https://hoodzpahdesign.com/> [Accessed on: 13/12/20].

Ealey, M (2021). Homepage. Available at: <https://www.mayaealey.me/> [Accessed on: 13/12/20].

Kaniorski, (2017). Homepage. Available at: <https://www.mayaealey.me/> [Accessed on: 19/12/20].