

# Shared Notes for Composing Digital Media, 2025 Spring

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## Lesson 2, 2025-01-13: Interfaces and Repositories

Use this document for any notes you want!

### Some definitions

- repo / repository:
  - File folder that Github knows about
- README:
  - File inside the repository that shows up on the landing page
- Markdown / .md:
  - Lets you link to other websites and files in the repo
- clone:
  -
- commit:
  -
- commit message:
  -
- diff:
  - Previous version of the file vs. the current version
- push:
  -
- pull:
  -

- fork:
  -

## Lesson 3, 2025-01-15: Digital Affordances

*Ben says: I'm marking out some places I hope our conversation will go, but please feel free to repurpose the doc for any notes you think will be helpful to come back to later!*

### “Five principles”: definitions, questions, examples, insights

**Numerical representation:** the backbone of everything digital

- all new media objects can be described mathematically and can be manipulated via algorithms

**Modularity:** the use of pixels, images, text, sounds, frames, and code to form a new media

- Related to the modular character of structural computer programming

**Automation:** when the computer automatically changes something

- Seen in computer programs that allow users to create or modify objects using templates or algorithms

**Variability:** a new media creation that doesn't stay the same since it was first created

**Transcoding:** traditional ways in which human culture modeled the world and the computer's own meanings of representing it

## Affordances

*How do these objects take advantage of – or somehow restrict – the digital capacity for variability, modularity, automation, etc?*

### The pdf

- Is the pdf non modular and static?
  - Modular at the level of pixels (which makes it variable)
    - Vector graphic → interpolates well
    - Reordering pages; can be zoomed in and out
- PDF is designed to lock things down (prevents variability)

## The video

- Numerically represented
- Composed of pixels and frames (changes over time)
- Similar to a pdf in that everytime we hit play, it's going to run us through the same thing
- Video reveals the amount of text, no way to see the amount of text at a glance like pdf

## An interactive website

- Designed with the goal of variability
- Don't have to read the text in a particular order
- Website and text are supposed to appear next to each other (preference of text over design varies by person)
  - Including whether they have eyes and ears that would let them perceive the Flash

## Takeaways

- There is no single universal design
- Modularity makes revision easier
- Some file types deliberately "flatten" (reduce modularity) in order to reduce variability (for publication / circulation)

# Lesson 4, 2025-01-22: Audacity

## Sound, space, and attention

*Read the notes in [today's lesson plan](#) corresponding to your group. Then, working with your groupmates, brainstorm some additional examples (or questions, or even counterexamples). When you have a couple of good ones, move on to the other notes and examples.*

### a. Audio becomes immersive by putting us in someone else's head

(Billy D, Maddie, Morgan, Weini)

- In "Coffee Shop Conversations," the serene jazz music as well as the murmur of chatter fills the background which made us feel like we were immersed in the environment of the coffee shop, not just listening to it
- The narrative is part of helping set the scene, some sounds feel further away (background music, chatter), while others feel closer (barista asking for order)

- Play with volume and left/right pan to help give sense of realism
  - Sound of stove starts out equidistant from both ears, then goes to one side and gets quieter as the chopping begins (and the chopping is now louder and central)
- Other examples include going to a concert with things like the drums, singing, cheering or a sporting event with fans cheering, whistles blowing, etc.
- Urban campus (sirens, honking, friends talking) vs small town campus (birds chirping, wind blowing)

## b. Continuous background (or recurring foreground) conveys a consistent place

(Carla, Dana, Will L, Yang)

- At a Formula 1 or Nascar race, you hear the high pitched “eeeeee” of the cars going by for hours (foreground would be the announcer)
- In nature you can hear the sounds of birds chirping, water flowing, leaves rustling in the wind
- A dancing lesson with the instructors counting the steps, there’s music in the background
- The clacking of keyboards in the classroom
- Seagull noises and the waves crashing against the shore when you’re at the beach
- Recurring foreground would be a waiter in a restaurant, asking about what you want to order, how your meal is going, when you want the check, etc.
- Sports meeting with the cheers up in the background, the broadcaster speaking
- Foreground in the classroom would be the teacher, while the continuous background would probably be keyboards typing, students asking questions, air conditioner running, pencils scratching, etc.

## c. Change draws attention

(Damini, David, Mia, Raegan B)

- Sudden noise, like a crash (lightning clash, or like a car horn)
- Loud volume or increasing volume
- Beat switch / Bridge of a song
- Dramatic change in tone, for example in a song when they suddenly start talking regularly (interlude)
- Haunted house jumpscare
- Podcast ad breaks
- Celebrations at sporting events

## d. Layering, especially music, contributes to emotional effects

(Gavin, Josh, Shreya)

- Horror -- scary music when a character is in a suspenseful scene

- Sad scenes in movies – music can enhance emotional effects
- In the King of the Jungle audio narrative, at some point, they cut the sound effects, which made gave the music more focus, and allowed the music to contribute more of an eerie tone to the scene.
- In movies, when someone wins or achieves something, they will play triumphant music, to add to the scene.
- In A Haunted Halt, in the beginning the tone would be very different, if at the beginning, they played some less dramatic music, it would have sounded more like a casual stop to get parts for the broken down car.

### e. Human voices can be clarifying

(Erin, Grace, Hannah, Reagan H)

- Background voices/chatter indicate crowded spaces
- When setting a scene for a concert voices/chattering/singing must be heard to depict the location
- When entering a room a voice can clarify the location that was entered
- Voices can clarify the emotions of the characters such as heavy breathing, cries, or laughing
- Voices can contribute to tone, similar to how music does

## Lesson 5, 2025-01-27: Sources and Studio

### Notes on .gitignore

Being on a Mac, I (Ben) missed that the temporary files produced for Windows are different than those on Mac. If you want to ignore your temp files, you can add **\*.aup3-shm** to your .gitignore. Put it on its own line, and commit the change. Then those pesky .aup3-shm files shouldn't double the size of your repository. :¬)

### Notes on Sourcing Ethics

1. A credible citation should include a title, author, source, and license. This should appropriately attribute credit to the author of the work, and provide context of what the work cited was about. It should also be relevant to our project, as such it could be a piece of audio, or any research that you do, in order to help develop your project.

2. File structure and file naming convention are so important for clarity and also as a timesaving measure. If you revisit your project in the future, it will be much easier to understand with proper file names.

3. A credit citation is like we need to note the source of the sound we use getting from others.

## Studio Goals (and, later, updates)

*Use this space to set goals for today's independent work-time. Will you search for open-licensed music or sound effects to use in your piece? Read or watch more advice on recording audio, or on using Audacity? Start writing a script to record from later?*

Ben: circulate and help where I can

Update: I helped several people on Windows machines to get GitHub to ignore the temp files. Apparently they have a different file extension than on Mac! Who knew? Also, I helped a few folks practice committing and saving through GitHub Desktop.

Shreya: work with GitHub/Audacity more and find audio sources

Update- found potential audio sources

Mia: My goal today is to write up a transcript and find audio sources for my narrative.

Update: Have an outline/basic idea as a transcript and found a few usable audio sources.

Grace: work with GitHub/figure out how to save work in Audacity to my repo

Update: I feel confident with GitHub + getting it to track my changes. Also finalized my "script" and found a few clips I like on Freesound.

Will: Search for the assets on required list and write out the base sketch for the project and workflow

Update: I finished the basic script and collected 4 assets that I needed for the project. I also loaded them into my Audacity file.

Reagan H- get to understand the free sound database, add some to my audacity project

Update: learned how to get free sound files into audacity + rename them. Also played around with background noise reduction levels.

Damini: Search for sounds, get to understand Github better

Update: I learned how to commit and ignore the temp files, also learned how to save my work to repository from audacity

Morgan: make sure I understand GitHub, so when I start working on my audio, it saves correctly

Hannah: Source my sounds and insert them into audacity. Find out what sounds I cannot find online and source them myself later.

Update: I have sourced a few of my sounds and have uploaded them to audacity and now know how to save it into my repository.

Weini: My goal is to find the audio I need for the project and get familiar with audacity.

Update: collected some assets for my project

David: Lay the foundation for the project, get the structure down and some of the major plot points in. Additionally learn the structure of audacity and get familiar with the software. Get started on script.

Update: finished 1 draft of the script, it is susceptible to change. Added one audio file to my github, and I finally familiarized myself with github desktop. Hopefully I can apply this to other fields.

Yang Ye: listen to some free music or sound effects, start trying to reaching out for my record sounds. Get more familiar with the software.

Update: I have copy some of my recordsound to my computer and listening to them, looking for ways to construct them.

Carla: understand how to move my files to github once they are saved, and start creating an outline for my project

- Added audacity to my repository
- Started listening to audios from the free sounds website, but didn't find any I was set on yet

Josh: I am going to try to get Audacity to work properly on my computer, and then get started on a sample for my project, to see what is needed.

- I was able to use audacity
- The bug was irrelevant
- The sample doesn't really sound right, so I am trying my best to make it sound more artificial, because I think it sounds too real.

Maddie: I am going to search for sounds and also plan my script. I also want to start saving my sounds to Github

Update: I searched for some sounds on freesound and I started thinking more about the details of my script and planning out what sounds I am going to create on my own

Raegan: Search for sounds and start saving them into Github

- Update: clips were sorted through, many of the ones previous found were discarded. Two clips were added to audacity

Gavin: search for sounds and start thinking about a transcript

Update: Found potential sources for audio clips and began working on a script

Dana: I am going to start my narrative script.

Update: I have a start for my script.

# Lesson 6, 2025-01-29: Project Goals & Studio

## Audio Narrative

Your task in this unit is to **arrange layers of sound to convey a sense of place and story**. In assigning this, I have two main goals for you:

- (1) to learn how to capture sound and edit it using digital tools, and
- (2) to explore the affordances of sound as a medium,  
with particular attention to its ability to communicate *immersive environment*  
and *narrative pacing and change*.

For full details, see [github.com/benmiller314/audio-narrative-2025spring](https://github.com/benmiller314/audio-narrative-2025spring).

We'll work today to affirm, modify, or add to the project's *baseline criteria* (minimum to earn a B) and *aspirational goals* (to reach above a B). I'll start you off with last year's, but feel free to target these at your own stretch goals! Who knows, you may inspire a classmate. :~)

## Draft Baseline Criteria

For a minimum grade of B, all projects for this unit **must...**

- Play for 2-4 minutes
- Have something happen or change during the piece (e.g. a shift in location, a discrete event)
- Contain at least one sound originally recorded by you
- Contain at least one sound not recorded by you, but which you have permission (e.g. Creative Commons license, fair use, etc) to use
- List and credit file sources used, including your means of establishing permission
- Have three layers (tracks) of sound overlapping at least once in the file
- Meet deadlines and requirements from the assignment page (see: citation, reflection with a minimum length of 500 words, project title in README)
- Export a playable ("rendered") .mp3 file

## Draft Aspirational Inspirations

To target (but not guarantee) a grade above a B, the best projects for this unit **may...**

- Use relative volume and other effects to signal distance
- Use left/right pan and low/high pass filters to create a sense of (locations in) space
- Have a clear organizational scheme you can articulate in your reflection
  - e.g. Seamlessly blend clips from disparate sources

- e.g. Use sharp cuts to signal scene changes
- e.g. Have an emotional or intellectual arc reflected in background music
- etc.
- Show evidence (e.g. from workshop feedback) that audience interpretation matches what you intended
- Use Audacity effects or tools that are new to you
- Write clear commit messages that signal your process and progress
- Include a text transcript of your audio file for accessibility and improved search

## Studio Goals (and, later, updates)

*Use this space to set goals for today's independent work-time. Will you continue folding in the sounds and music you've acquired to develop your narrative? Search for more, or organize them by clarifying filenames and/or track names? Will you read or watch more advice on recording audio, or on using Audacity? Update a script to record from later?*

Ben: read through comments and suggestions above and synthesize them – or ask questions of the room – to make sure we head into the weekend with an agreed-upon list.

Carla: keep finding audio clips to add to what I have so far. Work on layering them and find a song that will work for the background noise

Mia: Find more clips and work a little bit on the ones I have currently layered.

Update: Found a few useful audios, imported them, and made some progress with effects on my previous audios.

For Later: Record clips myself and working with the clips to make it sound natural

David: Find more sounds that will work, reach out and make a plan for recording lines, once that is done I think that the framework will really be set in stone. Record some lines, and get administrative stuff in order, once that is done we can insert more sounds, like the door and the rummaging through the cabinet into the narrative.

Josh: Just keep adding things, I want to at least get a plot by the end of this session. A very first rough draft even incomplete.

I had an idea for a good beginning, so I downloaded all of the songs and started work on that, however, I still feel like the piece is missing a lot. Therefore, before next class I need to work out how to do a good job portraying the conflict.

Shreya: find more audios/plan out my project more

Later -- I plan on working on layering my audio/finding out what works and what doesn't and playing with volume as well.

Yang YE: Get my audios to be connected more nature.

—get to know how to express recalling better, and switched for recalling, connecting the sounds more natural(flash back).

Raegan: Work on layering clips and incorporating effects

Update: Started layering together some clips, unsuccessful with incorporating effects.

Main focus will be getting all the audio I need and arranging them appropriately

Will: Continue finding the appropriate sounds for the project and implementing them into the structure I already created in Audacity

Update: Found a ton of the sounds I'm going to use, make sure I can draft out the full narrative this Friday and finish refining over the weekend.

Erin: I want to write out my order of sounds. I don't have all of them yet, but I want to create a structure to it (e.g. where they will overlap, what will be fading into the other, etc)

Update: I added two sounds, updated, and pushed everything

Weini: I want to work on adding effects to my audio to create a shift.

Update: I added 2 effect to my audio. Continue working on adding more sound track.

Dana: Keep working on narrative.

Finished Audionarrative transcript. Next: need to record and add to the project.

After getting narrative recorded make sure to have background noise for the whole length of the project. Adjust sounds to create a smooth transition for the background.

Gavin: Continue narrative and create a shift in location.

Update: Work on creating a sense of urgency within the scenes already recorded.

Damini: find sounds that I need to outsource from freesound and figure out an order that i am going to put the sounds in

Update: I found and added some sounds on audacity for my audio narrative, i still have to figure out the order and record the sounds that i plan to self-record

Maddie: continue finding more sounds, working on gaps in my narrative, and also start adding them into audacity

Narrative is pretty solid. Continue working on editing sound in audacity and looking for additional sounds and citing them

Hannah: edit the sounds in audacity to try and blend them into the order I want.

Update: I edited the sounds with effects and fades to help ease transitions. This weekend I want to record some more sounds to help push the narrative I want.

Grace: build out end of background, find place to fade it out/transition to narration

Update + this weekend: I took note of files I still want to add to the ending and made space for them in Audacity; I still need to record narrations/blend with background and keep polishing the background.

Reagan: source more audio sounds

- Added the sound of a door, keys and zipper to the audio and cut them to the size and length I needed them to be. Added them in order so it can seamlessly be heard. I plan to record voice audios this weekend and add them to the narrative.

## Cool tutorials and tips

Reverb to express recalling.

 10 Powerful Tips Every Audacity User Should Know (tutorial video)

## Lesson 8, 2025-02-05: Sound Studio

### Studio Goals (and, later, updates)

*Use this space to set goals for today's independent work-time. Will you work on one of the suggestions from [today's lesson plan](#)? (Which one, or at least, which one first?) Continue folding in the sounds and music you've acquired to develop your narrative? Search for more, or organize them by clarifying filenames and/or track names? Will you read or watch more advice on recording audio, or on using Audacity? Write a transcript?*

Ben: circulate and help where I can – interpreting feedback, working with GitHub, troubleshooting Audacity or citations or just generally answering questions

Update: I learned, with Dana, that Amplify / Normalize will use the loudest sound – even if it's only loud for a moment – as the benchline, so one brief moment of loudness will make it look like the effect isn't working. Splitting off that moment will make the rest of the clip easier to work with. || I also discovered that a couple of comments aren't showing up on the GitHub website, weirdly, so if you're getting them by email but not online I'd love to hear about it. Not sure what's going on there! || I helped a few people work around problems in Audacity where a sound file refused to play; turns out, all you usually need to do is Rescan Audio Devices (under the Audio Setup button).

David: Today I am going to work on adding sounds that can be there without script.

Update: Today I was able to come up with a plan for recording all the sounds. I found that freesound doesn't have all the sound I want, so I'm going to record most of it when I go home today. I look forward to this, it definitely makes it more fun and authentic, rather than just pulling sounds from freesound.

Raegan: play around with noise reduction and try to make my narrative longer

Update: I was able to make the narrative longer but in doing so I disrupted the flow of the audio. Additionally I was unsuccessfully at properly using the noise reduction. I will continue to refine the audio clips and then retry using noise reduction

Yang: Find more sound on freesound to make my work more abundant, and work on the connection and sound effect for making them more natural.

Update: add more sounds to my sound, and connect my sound more naturally

Hannah: I want to better edit my sounds and add a climax to my narrative. My main goal is to get almost everything squared away and ready to submit a full completed version.

Update: I added another sound to my audio file and have started splicing and blending them together. I need to fix a few things and maybe source another sound but am happy with the progress.

Maddie: I want to add more sounds to fill gaps in my audio narrative that were given to me during feedback last class

-I added in three more new sounds and also updated my progress in my audionarrativepreview.md file that I added to my repo

Dana: Play around with noise reduction and making transitions smooth.

Added sounds of walking back towards the car. Adjusted walking sounds-normalized and added fading effect. Added another seagull sound and used that to try to emphasize that the person is walking away from the birds.

Reagan- Smooth out the elevator portion of audio, and clear up the "getting off the bus", I also want to fix the asset list

Update: Added background noise for the elevator so it covers some empty space. Added more footsteps overlapping to convey more people walking at a time.

Mia: Fix some minor changes that were suggested and begin brainstorming on things I can add to create a more emotional/human audio

Update: Fixed the minor stuff and have a good idea of what I want to add later. Tried and failed to find some audios

Grace: implement suggestions from workshop feedback (specifically limiters/noise reduction)

Update: applied limiters to clips that were too loud and amplifiers to clips that were too quiet, and attempted to normalize those changes

Will: Put the finishing touches on my project!

Update: Edited the volume of audio on the background music and some foreground, put some effects on noises to seem more realistic (muted audio through walls), fixed some minor problems like audio blending

Josh: Going to restart this class, I don't think that my project is working

Update: removed unnecessary audio, found some more audio to add, focussed on just making the narrative cohesive above all else.

Erin: Switching it up, my audio was too complicated before, picking new ones and my goal is to find two sounds to add

Carla: Work on crediting the sources I already have in my narrative, as well as finding what to use as my background song

Update: i was able to credit all of my sources as well as start finding the background song. I didn't finalize my choice yet

Weini: Consider the requirement and suggestion, add and update

Update: included a text transcription for the audio file and update the README file

Shreya: make my credits list, fix my projects using the peer review

Damini: work on my narrative, reorder sounds, give feedbacks

Updates: worked on the narrative and reordered the sounds

Morgan: leave feedback on Erins, and add more sounds to audacity.

## Lesson 9, 2025-02-10: Can You Picture It? Generating Visual Ideas

### Hard-won / proud insights about working with audio (or Audacity)

*What did you figure out that you'd like to celebrate publicly or share with others?*

Harder than expected to find the exact sound I wanted: I had to adjust what I thought in light of what was available.

Fade-in / fade-out to smooth transitions and make clips sound more "natural" together

Adding more explicit context clues + reverb to signal where a sound was coming from (e.g. phone)

To make sound (which is stuck in time) less difficult to locate, Audacity translates it into an image (waveform), so you can jump in anywhere – time becomes represented as space

## Attending to attention in visual arguments

### The Future of Sports

Start with bright colors/ images to draw the eye in contrast to the black and white background

- Pure tone of white against a grey scale
- Use of drop shadow in “Future”

Claim

- Philly has the best sports teams
- Philly is a hub for the growth of sports → the city’s professional teams will have a longstanding impact on sports

What does each mode add?

- If we didn’t have images, we might not know it’s related to sports
- Here is now and Here is Philly (Here can take on multiple meanings)
- Foreground and background both illustrate Philly in different ways, looping in to each other and drawing connections
- Images create shortcuts instead of using words to describe what’s going on

### Human Trafficking

Elements

- Colors - brown/tan and black
- QR code
- Words with different size
- Use of symbols (headphones, sneakers, camera, glasses, speaker, person)
- Numerical values (all sold for \$90, human trafficking industry earns \$150 billion in profits)

Message

- All the elements, despite not having a direct correlation with each other, are worth the same
  - It is concerning that the value of a human being is the same as inanimate object

- The author of the piece wants the audience to ponder and consider the implications of this

Standout:

- What catches my eyes first is the “\$90”, which is a common thing that most people would firstly pay attention to.
- Then the symbols stand out to me, as I may think thought are the things that the “\$90” for. It uses the picture rather than just list out the things.
- And I paid attention to the QR code as it is quite different from other things
- After that, the big words stand out to me
- The use of the expression “what in common” is interesting

Value of the text

- The text ties all of the images together. Many seemingly unrelated images are brought together with just a few short words.

## The Extinction Crisis

- Has underwater and on land species that are either going extinct or are already extinct
- The animals are the largest and pop out against the gray and plain backgrounds
- The background has very little lush greenery and other life, which adds to the argument that humans are destroying habitats and ecosystems.
- Stormy sky creates a sense of doom or disaster
- Heart beat separating the habitats and it's slowly flat-lining
- Text creates sense of urgency that images do not on their own, it also notes which animals are extinct, endangered, or threatened which could not be known just by looking at the images
- The images make it seem a bit more real by adding actual animals, the mood changes vs just reading text
- Argument: biodiversity is important and should be protected

## Radiate

What stands out:

- The white text stands out because its vibrant
- “Bright” and “light” are bolded
- The people closer/darker

- The brighter lights
- Little baby and someone in a wheelchair
- The people take up the most space and second would be the text

What the creator was trying to claim/intervention:

- No matter who you are, or how old you are, you can choose how bright you want to shine. It is up to you

## Don't Do It

- It used a black background and with the text white to highlight the idea, making it stand Out.
- Replacing the Nike logo with the cigarette and smoke shows a powerful shift
- Adding the bottom text with an additional url brings the problem to life, shows actual benefit rather than just an image
- Nike usually depicts good habits with their slogan, and by reversing the slogan, the habit was also reversed to a negative one
- having the smoke from the cigarette to like go to the person in the background and then come out from the person

## The Cover-Up

The text stands out from the rest of the image due to its contrast

The audience is drawn to the shovel and wolf in the letters

The woods stand out, especially for providing the dark tone in the image.

The ground is all completely black and the characters and cars are silhouettes, which helps the text stand out from the rest of the image.

The people being silhouettes, helps them pop out as compared to the trees, which are dark, but not completely black.

# Lesson 10, 2025-02-12: Generative Studio (+ GenAI discussion)

## On AI and Editing

## Studio Goals (and, later, updates)

*Use this space to set goals for today's independent work-time. Will you extend the in-class exercise, playing with the sample images? Begin drafting a proposal for your own project, or searching for image sources you can use in it? Do you want to try generating images with AI tools like Dall-E (via ChatGPT), Leonardo, Adobe Firefly, or Canva?*

*(Which one, or at least, which one first?)*

Mia - I worked on familiarizing myself with the GIMP interface. I put two of the given images together and worked with blurs and other filters/effects to attempt creating a cohesive image. I was having a few issues, but nothing that a few google searches didn't help. Later, I will focus more on my proposal for the visual argument.

Morgan- Today I will draft a proposal for my own project and start looking for pictures. I have used Canva before, so my goal is to start my project and get some of it done. I wish I would've started my audio narrative earlier, so I am going to be proactive about this project.

Grace- draft potential list of assets for proposal

Update: created a good jumping off point for eventually sourcing my assets; started a basic outline for proposal

Maddie: It took me a little bit to figure out, but I started to become more familiar with GIMP and learning how to select objects and place them into a new image/ layer. My plan for the last 10 mins is to start reading next week's readings.

-My plan is to finish up on the readings, re-watch the GIMP YouTube video and write my proposal

Josh - Practice using GIMP and experiment with generative AI images

- Created some decent images with generative AI
- Was able to select the balloon pretty quickly with gimp

Will - Practice using GIMP and figure out an idea for the visual argument project

- Got to finally play with GIMP features and mess with the images/projects provided in repos

Dana- Practice using GIMP. I found cutting out an image frustrating. I have only added images together or added text to an image in GIMP and have never tried the other tools. I kept getting unwanted sky attached to my balloon. Next step: finish figuring out my proposal.

Yang - listen to the use of GIMP, and try to use GIMP on the images provided in in class exercise. I tried some tools like scissors election, Fuzzy selection(this one is interesting) and so on.

Weini: Today I learned how to use the foreground select tool in GIMP and practice using other new tools in GIMP. I will start searching for sources for my project and get more familiar with GIMP.

Carla: Today I played around with some new features in GIMP, and I was working on the hot air balloon image. I was having trouble with the layering but I enjoyed learning how to navigate the website as well as put some of the tools to use.

Erin: I played around with some of the features and practiced cropping part of the balloon and putting it on the london bridge. I tested out the typing, font change, and coloring. This website is very complicated and unfamiliar, it's going to take some practice.

Billy - Extracted the Images to Create a Poster using Various Tools GIMP provides. Wasn't a Fan at first, but after Creating this Poster, I think I'll Proceed using GIMP for Project. Pushed Everything to my Repo.

Raegan - Today I focused on getting familiar with the major tools on GIMP. While watching the tutorial video, I worked alongside the person as they demonstrated how to do certain things on the application. One thing that I had trouble with was moving around text, as when I tried to do it the background layer would move instead. While I did eventually figure it out, I will probably continue to have some issues because of its sensitivity. Towards the end, I began working on extracting the foreground.

Damini: I forked the repository and cloned for this unit, watched the GIMP tutorial and tried some select tools on GIMP

Reagan: Today during class I experimented with all types of selection tools and different ways to select specific parts of images. I will definitely work more with GIMP in the future as the tool options are very useful for the visual project.

# Lesson 11, 2025-02-17: Visual Rhetorics and Argument

## A design vocabulary

Working in pairs, for each of the visual design principles below, I'd like you to use [the student examples we've been working with](#) to:

1. Claim one principle by writing your name(s) on one of the blank bullets below.
2. Identify one example of this principle at work
3. Adjust the image so as to draw attention to the principle
  - e.g. turn off the visibility to all other layers — OR, if that fails to draw the contrast you want (e.g. you need to show something relative to the rest of the image),
  - instead set all other layers to 50% opacity
    - NB: This will be easier if you **create a new layer group** to consolidate the layers you're altering, so you can modify them all at once
4. Export as .png and .jpg and check out the differences in file size and quality
5. Add the smaller of the two files to the notes doc, below your name.
6. Write a brief note next to your image explaining what you hope the picture shows.
  - e.g. "Similarity: The similar size and icon/outline style of the six items being sold emphasizes that they form a single group."

**EXT: When you finish one, do another one, swapping primary roles with your partner.**

There are 16 principles here, so some will have double examples, but hopefully we'll get at least one example for each of them. Once you've finished two, start looking at other people's examples. Use comments to add any questions you have.

## Principles of Visual Design

Similarity: things that are alike and/or aligned are perceived as a group)

- Ben
- Similarity: The similar size and icon/outline style of the six items being sold emphasizes that they form a single group.



Proximity: things that are close are perceived as a group; things that are separated are perceived as distinct

- Grace/Reagan



Since the letters are on top of each of the players we can use proximity to correlate each letter to the player that it is above. Without both the player and the letter it would be difficult to know what sport the logo was referring to.

Hierarchy of proximity > color > size > shape

- Josh and David
  - The question at the top sets the tone for what the image is
  - The order of the items sold for \$90 notably ending in the human is capturing to the eye, putting the “surprise” at the end
  - We see how the items are related, by making them all close together, and in between the text.
  - The 90\$ having the red shadow, emphasizes how it is different from the other text, however, since it is close to the other text in the sentence, we still register it as being a part of the sentence
  - The title is all bold, so we read all of it together as the title
  - There is a break between the different topics (the title, image, cost, and message), that separates them, beyond this, they are all different sizes emphasizing them being grouped together
  - Despite the shapes being different, they are all in the same size, and have the same proximity to one another, so they can be conceptualized together



Contrast: one different thing draws the eye

- Damini and Dana





- 
- Since “The future is” is monochrome and “Here” is in color the contrast draws your eyes to the “Here.”
- We did the extinction crisis for our second one to show the contrast between the land and water, we removed the animals and the clouds from the picture to draw attention to the contrast between land and water.

#### Figure-ground stability

- color: warm colors approach the viewer, cool colors recede
  - Maddie and Hannah
    - We chose to make the figures red for a stark contrast and make them pop. We wanted to call attention to the main characters and aspect of the poster.
    - We also added a gradient on the bottom half of the poster to add a bit more depth and more color to give it a slightly different tone.



- Yang and Raegan

- To let the figure of the smoke and the words to become more outstanding and more stable, the author use the dark black and white words as well as white smoke to make color contrast



- size: large elements that fill their containers become figure

- size: small elements in a large container become figure

- position: lower elements become figure (read as close), higher elements become ground (read as far)

- Weini & Billy
- Use different position to indicate that the car is closer and the people is standing far



■

### Figure-ground ambiguity

- equally sized elements / containers
  - Reagan and Yang
  - Making the smoke and the cigarette the same size helps to connect the two elements and further attract the audience's eyes



■

- high contrast of saturated colors
  - Mia and Carla
  - The players and “here” text are highly saturated while the background is in black and white. This brings the audience's attention to these objects and emphasizes the sports aspect of the argument



- negative space forming a recognizable shape
  - Grace/Reagan



- 
- The negative space in the letter U shows a shovel

- Yang and Raegan
- The author in the background use black and white to for the men's face which may not that stable, hence using the cigarettes to make the picture more stable



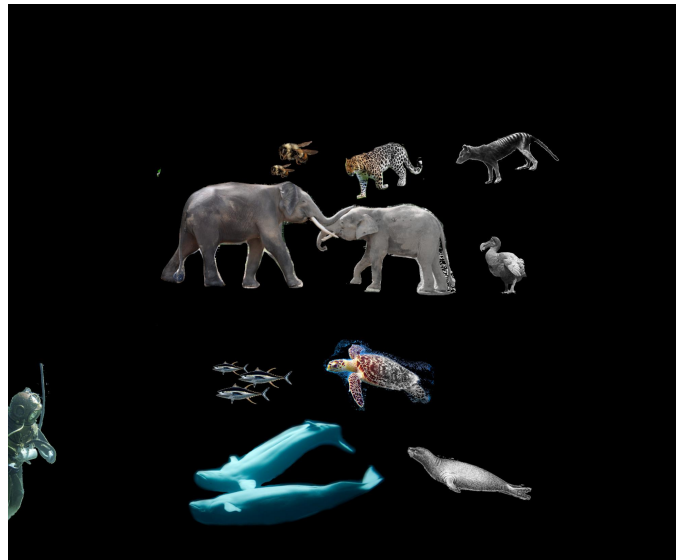
●

Balance:

- symmetrical: equal weights on left and right
  - Morgan, Erin, and Shreya
    - The images are 3 and 3
    - When you look at it, it is appealing and even
    - The headphones on the left = even out the tall person on the right
    - This is even



- This is even because the red people balance out the car. The different colors make them stand out, but its even
- The background is pretty even the whole way
- 
- asymmetrical: unequal weights implying equal/opposite gravitational forces
  - Mia and Carla

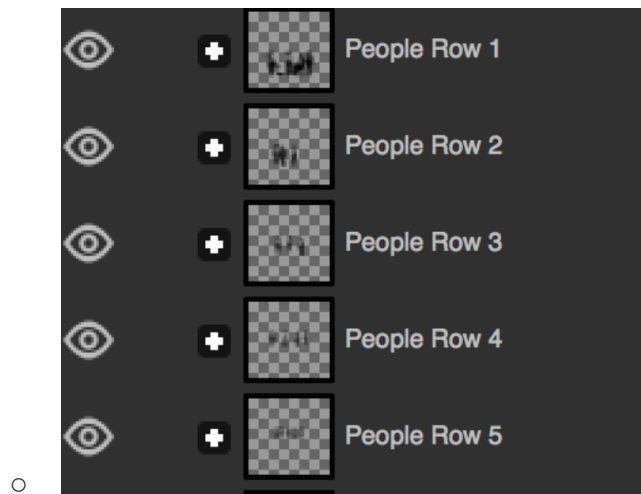


The author placed each animal based on its level of extinction, so the asymmetry emphasizes the different impact on each species

- radial: symmetry in all directions
- mosaic: asymmetrical balance of many small parts
- 

Dominance and subordination: contrast between (three) intended layers of attention

- Weini & Billy
- Uses various “levels” of figures to show depth going into the background.  
Importance on foreground



## Studio Goals (and, later, updates)

*Use this space to set goals for today's independent work-time. Will you be searching for image sources you can use in your project? Watching tutorials on creating certain effects?*

Billy: Plan on finding my source photos and get them in a source folder for GIMP.

Raegan: start finding photos and experiment with different filters

Hannah: Find the photos that I want to use and start importing them as layers.

Grace: find a base photo and experiment with it in GIMP

Update: found photo, added grayscale to background

Yang: find some photo for my project

Shreya: Get more familiar with GIMP and start finding photos to use for my project

Maddie: Start searching for images

-Found some potential images to use for my project

Mia: Decide fully on a message and look for some photos to include

Carla: start looking for images for both of my project ideas, finalize the idea I want to go with for the project

Reagan: Start sourcing some images and importing them into GIMP

Dana: Source images and start GIMP file

Morgan: Start my project in GIMP

- Experimented with adding text and fitting the canvas to the page
- I have worked with photo shop before, so I am actually jumping ship and starting on there instead

Damini: Start searching for images that I am going to use for my project and save them or add them to GIMP

Josh: Start with the sky, and try to get a good looking sky

- Successfully blended night and daytime sky

## Lesson 12, 2025-02-19: Project Goals & Studio

### What software are you using?

GIMP is the default, and it will continue to be free – including if GIMP 3.0 comes out, which it should any month now! (We do now have a Release Candidate for beta testing, if you want to live on the bleeding edge.) But until it does, there are still some things Photoshop does better, including non-destructive editing, object detection, and generative fill. So you have the option to switch over to Photoshop if your use-cases call for it.

For workshop, though, I want to make sure your partners can open your files! So please write your name in the appropriate section(s) below.

### Using GIMP

- Raegan Best
- Maddie
- Grace
- Shreya
- Yang Ye
- Josh Krymgold
- David
- Carla
- Weini
- Damini
- Dana
- Reagan H

## Using Photoshop

- Morgan
- Mia?
- Hannah?

## Using GIMP but have Photoshop already installed, could use it to review

- Raegan Best
- Mia

## Visual Argument

Your task in this unit is to **make a rhetorical claim through the juxtaposition of images and text**. It's kind of a collage, but a collage with an argument to make. In assigning this, I have two main goals for you:

- (1) to learn how to ethically obtain images and edit them using digital tools, and
- (2) to explore the affordances of still images as a medium, and especially their ability to *direct attention* and *help make ideas memorable*.

For full details, see <https://github.com/benmiller314/visual-argument-2025spring>.

## Baseline criteria

For a minimum grade of B, all projects for this unit **must...**

- Use arrangement, size, color, visual rhythm, and/or contrast to focus and guide viewers' attention.
  - Use the reflection to clarify your compositional choices and goals (e.g. design hierarchy)
- Have a clear message or intervention that you can articulate in your reflection
  - If not using words, clarify your message and this choice in the reflection
- If including words, choose a font that matches the style/tone of your piece
- Credit all assets correctly, including attribution (creator names) where required
- Use at least 3 layers
- Use at least 1 tool beyond select, move, and text
- Use non-default commit messages that say what's changing (and maybe even why)
- Meet deadlines and requirements from the assignment page (see: reflection with screenshots and at least 500 words, project title in README)

- 

## Aspirational inspirations

To target (but not guarantee) a grade above a B, the best projects for this unit **may...**

- Organize your files through layer labeling, layer groups, repo structure
- Use multiple design strategies in ways that complement each other (whether to reinforce a single shared focus or to add nuance / surprise down the hierarchy)
- Refer to assigned readings in explaining your design choices, e.g. font pairings, hierarchical levels, etc
- Be bright and bold to make your work pop and draw the eye
- Be subtle and crafty to make your work reveal itself only gradually
- Consider accessibility in your design, e.g. through dyslexia-friendly fonts, color palettes designed for people with colorblindness, high contrast for people with visual impairments, etc
- Include a way to find out more information about topic of argument (e.g. QR code)
- Use more than 3 distinct overlapping layers
- Use more than 3 tools beyond select, move, and text that are new to you
  - e.g. Collaborate with the machine by using automated tools/filters/effects (gradients, blur, etc)
  - e.g. Use layer masks / blend modes for non-destructive extraction, saturation, cross-fades (ie. to seamlessly blend images from disparate sources), etc
  - etc.
- Demonstrate through feedback that someone looking at your piece can accurately articulate your message/argument
- Demonstrate through feedback that someone looking at your piece can accurately describe your intended audience
- 

## Studio Goals (and, later, updates)

*Use this space to set goals for today's independent work-time. Will you be searching for image sources you can use in your project? Watching tutorials on creating certain effects?*

- Josh Krymgold: Add a plateau
- Mia: Search for images, possibly work on creating my background

- I found more images and started working with photoshop and learning how their ai generative fill works and just experimenting with it
- Reagan- Work on editing my text to add shadows and make it clearer
  - Change the M to N in red and add animals
- Damini: work with the images, find more images that i can use and try to work with the layers
  - I learned that I could use AI to find an image as long as it doesnt make the full project and i edit it, i will be working on finding images or generating them using AI if i cant find any
- Carla: Clean up edges of image I already have, find more to add to background, come up with phrase for argument
  - Update: cleaned up edges and added gradient background. Did not finalize phrase for argument
- Dana: Look into using layer masks. Think about some words to add to the image.
- Grace: sketch out ideas for how to add my argument's supplemental images/text most effectively
  - Sketched two options; added main text for argument
- Shreya Chacko: Working with my images
- Weini: have most of my draft done and start organizing the whole thing
  - Fix my draft, and try new thing
- Hannah: start working with photoshop and editing images
  - Find and import more images any create more layers
- Yang : To make my pictures connect more naturally adding a mask to each pictures and add more elements to it.  
Update: I added mask to my pictures
- Raegan: continue sourcing images
  - Mostly finished sourcing photos. Now need to focus on incorporating text to properly present my argument/purpose
- Morgan: I learned that we can use Photoshop, so I switched over to that. Starting my draft there.
  - Played around with my draft. Took screenshot and started writing my reflection
- Ben: float around, help people where I can; synthesize suggestions for criteria/stretch goals
  - I helped a bunch of people with layer masks and introduced the gradient tool.  
Also: Google image search > Tools lets you filter by CC licensed!
- Maddie: started working on my draft in gimp and watch tutorial videos
  - I learned how to add an outline to my text! I plan to finish up my design by adding more text and am considering using other tools like the blur tool, and also maybe include a qr code for more information

## Lesson 13, 2025-02-24: Visual Unit Workshop

Realizations about the criteria, your project, digital composing

### Studio goals

*Work on a revision plan, based on the feedback you've received. What will you do next? When you have some goals, write them here, then get started with the time you have left in class.*

Billy: Plan on taking the comments from peers and working through them. Looking for different fonts

Mia: Just look through the notes and think about what to change, and how to move forward.

Dana: Organize Project and expand Readme

Grace: going through feedback + making notes of what I can implement/change by the weekend

Maddie: I just finished responding to three peers. Now, I am going to look at the feedback I received and apply them to my draft

Morgan: Responded to three peers and collected their responses and made a list of things I should change/improve on for the final

## Lesson 14, 2025-02-26: Final Visual Studio

### Studio goals

*What do you want to accomplish by Sunday? Of those things, what will you work on today? Make sure you've read both the comments you received in workshop and [my "guiding thoughts" from the lesson plan](#), then choose somewhere to begin. Later, come back here and post an update and a new task list for the weekend.*

Will: Finish up peer advice edits to the draft and go over layers to implement shadows

- Finished all shadows but one and changed/removed some assets for a more clear view on visual thematics

Grace: work with my textual aspects/work to make certain parts stand out and others blend in better

- Updated fonts + font sizes to highlight parts of body text

Morgan: update my sources and push them through. Make final edits on photoshop and update read me.

- I finished my read me and sources! When I get home i will make finishing touches on photoshop and upload it.

Mia: work on cleaning up my elements/blending them together and starting to add notifications

Update: was able to blend a few things and worked on incorporating major elements

Shreya: edit images, work with fonts

Yang: will make my project better and work on the readme part.

- I learned how to make a shadow to the item, and trying to improved my project

Dana: Word on making words pop.

-Add Xach effect to text, add link for more information. Started adding another Earth to try a layer mask. Next step, try to make a layer mask.

Hannah: I was able to get all the images I wanted to put into my project. I am at a good point where I am almost done with the visual aspect, but now just need to fix my readme and cite my sources.

Raegan: clean up a few things (add attributions note, maybe some small editions to make it more like a magazine cover; continue working on reflection

- Finished editing my piece, pushed final versions of xcf and jpeg files

Reagan: work on fading text - added the drip effect and finalized the borders

Weini: work on comments

-I changed my visual argument with the comments provided, have it divided into two parts to show some positivity and comparison between the two ideas

Josh: Work on making text more even, blur out bad parts of the image, try to customize a little more

- I made the text more even
- I blurred out an error in the image
- I tried adding a fractal to the image, but it did not work

## Lesson 15, 2025-03-10: Midterm Reflections

## Similes

- Github
  - Is like writing with the circulatory system
- Sound
  - Is like writing with the ear
- Visual
  - Is like writing with the eye
- Photoshop
  - Is like taking a multiple choice exam
- GIMP
  - Is like solving a math problem (multi-step processes)

## Surprises

- Audio
  - How much time and effort goes into crafting a short story through audio

## Sequences

## Seeing / listening to / consuming media

- Audio makes you think more about the effort that went into creating the media
- Personal anecdote - Use of copyright images on t-shirts
  - Different perspective on permission and licensing

## Surfacing questions

## Something else?

- Considering and understanding copyright and fair use in everyday life

# Lesson 16, 2025-03-12: Intro to Markup and Web Design

## Notes and questions

- HTML (HyperText Markup Language) defines structure
  - Adds meaning to raw content
  - Used for content and groupings
  - Has a different syntax than Markdown

HTML Syntax

  - Strong text: `<strong>opening and closing tags</strong>`
  - Emphasis: `<em>opening and closing tags</em>`
  - Hyperlink: `<a href="http://destination">anchor text</a>`

Markdown Syntax

  - Strong text: `** surrounding asterisks **`
  - Emphasis: `_ surrounding underscore _`
  - Basic hyperlink: `[anchor text] (http://destination)`
- CSS (Cascading Style Sheets) changes design
  - Formatting that content
  - Used for display/presentation
  - Works by **selecting labeled content** and **assigning rules** for how to display what's been selected
- Web Browsers
  - Chrome & Firefox work best
  - If you're using Safari, you won't see View Source by default. But you can activate it under Safari > Preferences > Advanced, down on the bottom: "Show Develop menu in menu bar."
- Zen Garden
  - h1, h2, h3 : headers that establish hierarchy, generates a page outline
  - p: paragraph
  - a: anchor for a hyperlink
    - Almost always has a hypertext reference (href)
  - divs: like layer groups; wrap around content that function as a unit
    - Section (s) & Header (s) and Footer (s) are basically special div (s)
  - class(es) & id(s): labels to identify reusable content-types (classes) or unique locations (ids)

## Tutorial

Here's the backup old tutorial: <https://internetingishard.netlify.app/html-and-css/introduction/>

You can safely work through parts 1–4 (up through Hello, CSS)

But #1 repeats what I covered in class, so you can (if you feel good about it) start with #2:

<https://internetingishard.netlify.app/html-and-css/basic-web-pages/>

## Lesson 17, 2025-03-05

Using Interneting is Hard:

- Billy

Kevin Powell:

- Morgan

Describing the “Getting started with bouldering” image:



- Man rock climbing outside
- Shirtless man holding onto a boulder with great effort
- Shirtless man climbing outdoor
- A shirtless man hanging and **clinging** onto a rock **with his bare hands**
- Shirtless man **with his hair tied in a bun** climbing onto a boulder with his bare hands
- A shirtless man works to climb a boulder outdoors while someone looks on from below.
- Shirtless man hanging from a large boulder, outdoors
- Shirtless man climbing outside on a rock with a man standing behind
- An overhead angle of a shirtless man climbing a boulder outdoors

## Studio Time

*What are you working on today?*

Will: CSS Box Model and Selectors Tutorial

- All done!

Joshua: Tutorial 4 & 5 of interneting is hard

- Finished 4, starting 5

Weini: work on tutorial

- finished module 4

Billy: Work on tutorial, currently on CSS Tutorial.

Maddie: Working on Module 4 of tutorial

- Left off on padding tutorial. Hoping to finish this module by the end of the day.

Hannah: Continuing the tutorial and getting better acquainted with CSS

- Started module 4, hoping to finish 5 today

Shreya: working on tutorial

Dana: Work on Tutorial

- Started model 5, completed section 1 and 2.

Yang: learn the tutorial

- learnt the box model

Morgan: Finishing up tutorial

- made it up to module 6

Grace: working through modules 4/5 of powell tutorial

- Finished 4, started 5

Erin: working on tutorial

- Practiced a couple things in the tutorial need to get my whole thing started though, finished 4 started 5

Damini: started working on the tutorial (module 2)

Raegan: work on module 5 of tutorial

- Finished the third video of module 5

Carla: work through tutorial

- Was able to begin working on the interneting is hard tutorial, couldn't get kevin powell site to work so will continue to work through interneting is hard tutorial

## Lesson 18, 2025-03-19

## Studio goals!

Ben: float around, help people

- Got a good reminder that even though consecutive spaces are treated as a single space in both HTML and CSS, sometimes a single space can mess you up when the computer is your audience!  
`url("path/to-file.jpg")` is not the same as  
`url ("path/to-file.jpg")`
- Ready to start a new HTML file? If you're using Visual Studio Code, try typing `!` (that's an exclamation mark) and pressing tab.

David: Progress through modules, and use what I learned to add more features onto the website.

- Progressed through modules, added some more meat to the project, will insert the actual images to use and implement other pages over the weekend.`

William Lee: Finish reading/watching semantics and web typography then hop into fully structuring first draft.

- Goal: Created all HTML and most of the CSS files for the first draft. Finished reading semantics and web typography/practice.

Shreya: finish tutorial

Grace: attempt to build out basic structure of landing page, not yet with content

- My index.html file is structured with headers, sections, and filler text. Next step will be to get the navigation menu at the top working the way i want it to

Mia: continue working on my draft

- I finished up the basic css for the homepage, so next step will be to work on my footer

Yang: Finish reading and watching the tutorial and start on work

- Finish the most part and improve my tutorial.

Maddie: work on gathering my content for my different sections and also setting up the html for my website

-I gathered all of my content for my website. I want to keep working on the html file for my project and continue building the structure

Hannah: Keep going through the modules and start my html file for the project.

- Created my html file and started adding my content and headers to it. I blocked out my html with a base format. I'm still focusing on html and will start CSS later this week or next.

Carla: work through modules in tutorial and begin to form an outline for my website

Raegan: Work on getting my content in one place and begin the html for my website

Dana: Finish modules and start creating my website.

Started website

Next Steps: Work on text content and design for home page of website

Morgan: Finished up the modules and started my website outline

Josh: Get started with website.

- Got started, it is going okay, still needs more work, but getting there

Damini: worked on kevin powell's tutorial and pushed what i had to github

Reagan: get my images to appear/ get the links attached to the images.

- Succeeded in both of these now trying to get the grid layout and images to appear vertical

Weini: get started with my first draft

- Had the navigation bar idea set

## Lesson 19, 2025-03-24

### Notes and questions on the WAVE tool

### Studio goals!

*Please be **as specific as possible**: e.g. rather than “working on my site,” you might say, “choosing images for photo gallery” or “building grid for layout with top menu and featured image” etc. Or if you’re working on a tutorial: which section are you up to? On which site?*

Mia: Fix accessibility and continue working on layout of flash page

Dana: Set up layout for home page. Insert pictures and columns.

Changed names of images, added images to home page, added projects page

Josh: Trying to align everything so that it works well.

- Mostly fixed the layout, want to start with functionality now.

Carla: find images to include in my page, make adjustments from Wave

- Made some adjustments, added an image, and began adding some color to my page

Maddie: work on readme, work on color to improve accessibility and contrast, and try to link my html docs

-I worked on my readme, I also changed my text to a darker pink to improve accessibility, I also decided to link my design on one page and not between various pages. I inspected the student sample from Lynn Priestley

Shreya: work on tutorial

Gavin: make fixes based on wave recommendations

Grace: work on Powell tutorial module 6

- Got halfway through the 6th module; took note of information on grids to use in my own project

David: worked through more modules and fixed some formatting issues

Damini: work on kevin powell tutorial modules and update my readme

- Got more of the kevin powell module done and still working on readme

Weini: work on my website with the wave extension

- Got some specific problem I need to work on

Raegan: Play around with heading, possibly add animations

## Lesson 20, 2025-03-26

### Website portfolio

Your task in this unit is to build a multi-page website using basic html and css files — as opposed to a site manager like WordPress or Wix — along with any media assets you wish to embed. In assigning this, I have two main goals for you: (1) to learn how to manage a composite project made up of multiple interlinking files, and (2) to explore the affordances of the web design stack as a medium, and especially its ability to *flexibly render content for multiple audiences or reading priorities*.

For more detail, see <https://github.com/benmiller314/webs2025spring#project-3-website-portfolio>

### Baseline criteria

For a minimum grade of B, all projects for this unit **must**:

- Use arrangement, size, color, visual rhythm, and/or contrast to focus viewers' attention.
  - Use the reflection to clarify your compositional choices and goals (e.g. design hierarchy)
- Include at least 3 navigable html locations (separate pages or distinct scrolling locations on the same page)
- Include a sitewide css stylesheet (i.e. an organized visual theme)
- Link internally from all pages (no dead ends)
- Include at least one licensed or fair-use image, *with alt text*
- Credit all assets correctly on the site itself (or link to credits in the repo), including Title, Author, Source, and License (TASL)
- Successfully load all elements in a web browser, at least locally

- Use meaningful commit messages that say what's changing (or even why)

## Aspirational inspirations

To target (but not guarantee) a grade above a B, the best projects for this unit **may**...

- Dynamism
  - Use responsive design (e.g. @media queries, flex-wrap, auto-fill, etc) to dynamically resize elements based on viewport width
  - Animate HTML elements via CSS or JavaScript (e.g. image carousel, @keyframes, etc)
  - Swap in/out content via JavaScript (e.g. on-click events / functions)
  - Use .js file to help construct the web page
- Coding
  - [Validate](#) your HTML
  - Use Flexbox or Grid layouts
  - Use classes shared across multiple elements to minimize repetition in your CSS
  - Use Jekyll (built into GitHub Pages; see [Resources page](#)) to minimize repetition in your HTML through templates and variables
  - Use CSS preprocessors (e.g. SASS, LESS) or [custom properties](#) to minimize repetition in your stylesheets
  - Add comments, whitespace, and other formatting to code to make it more readable
- Audience Engagement
  - Use non-default fonts, drawing on visual unit knowledge
  - Use best practices for accessible design (see [W3's Four Principles](#) and the [WAVE web accessibility evaluation tool](#))
    - These include, but are not limited to, using semantic HTML elements like <section> instead of <div>
  - Use breadcrumbs or other cues (sticky / static nav?) to help readers locate themselves within the site, no matter where they begin
  - Optimize image filetypes, resolutions, and file sizes for faster loading
  - Load site publicly over the internet with GitHub Pages
- Reflection
  - Refer to specific tutorials or reference materials that helped you in your design
  -

## Studio goals!

*Please be **as specific as possible**: e.g. rather than “working on my site,” you might say, “choosing images for photo gallery” or “building grid for layout with top menu and featured image” etc. Or if you’re working on a tutorial: which section are you up to? On which site?*

Dana: Work on Navigation bar

Add background color to nav bar and added active elements for hovering and active link.

Maddie: work on adding images, adding navigation header to the top of each page, work on menu page layout, and check for accessibility in terms of text and background color contrast

Worked on menu page, added navigation header to at the top of all pages, continue working on images and layout to be ready for workshop

Josh: Working on backend stuff

Billy: Finishing Tutorials & Applying to Website

Hannah: work on the css and importing images into my project folder for my website

- Over the weekend I want to complete a somewhat full draft, but might still be missing some css/images

Raegan: fix the header of website

Weini: work on the design of the website for better readability

- I created a new background for better design

Yang: modified some part of my project and have a better insights for it

Grace: outline html for subpages w/o content (yet)

- I outlined one of my two subpages and started adding content to it

Carla: add links to different pages, and a background image

- Over the weekend I want to place the words in a grid and make the pages more organized

Will: finish flexbox for responsive design

## Lesson 21, 2025-03-31: Workshop

### Studio goals!

*If you've already finished leaving Describe / Evaluate / Suggest comments for your three partners (or followed the steps under "What to do if your partner's draft is missing"), read what feedback you've received and then set some goals for studio time.*

*Please be **as specific as possible**: e.g. rather than "working on my site," you might say, "choosing images for photo gallery" or "building grid for layout with top menu and featured image" etc. Or if you're working on a tutorial: which section are you up to? On which site?*

# Lesson 22, 2025-04-02: Post-workshop studio

## Anonymous questions

*Use this space to ask about any of the advice or puzzlements you've been having trouble with!*

## Studio goals!

*If you've already finished leaving Describe / Evaluate / Suggest comments for your three partners (or followed the steps under "What to do if your partner's draft is missing"), read what feedback you've received and then set some goals for studio time.*

*Please be **as specific as possible**: e.g. rather than "working on my site," you might say, "choosing images for photo gallery" or "building grid for layout with top menu and featured image" etc. Or if you're working on a tutorial: which section are you up to? On which site?*

David:

- Now that I've completed the minimum requirements section of the assignment, now I want to get into the weeds and start making it dynamic and comprehensive so that some of the features that I want people to use are in place
- (post class): Worked on some of the requirements as specified per your email, and worked on some of the styling, I will continue to hack away at this and work on the aspirational requirements as well

Reagan- work on flex of my images and resizing window screen- yay now the images reorder when I resize the window screen, but for some reason now the entire width of the website is slightly larger than the window width and there's a horizontal scroll bar on the bottom of the page that I do not want there. Some of the text is now outside the default view window, gonna try and fix that

Mia - work on the formatting/css of my info page

- Went well! I'm not totally happy with the final image because it's a little boring, but I got the main css done

Yang: to work on when click the object we can load to see more information but not jumping to other page

——meet some problems, the js file seem doesn't work well, and still fixing the problem

Maddie- I am working on revising my web page based on feedback. I want to look at changing my font as well as centering some of my text and reworking my headings. I also want to credit my images on the actual webpage.

- Reorganized my headings on my menu page and added an h3 heading to create some more organization. I also credited sources of my images below each image on my webpage. I also changed my font from sans-serif to Georgia which added a lot of character to my project.

Carla: cite the images ive used, play around with backdrops for my text

- Ended up adding more images, creating my assets list, and added backdrop behind my text. Overall made a lot of good progress today

Will - Finish navigation bar styling, add some interactivity to buttons via JavaScript, make anchor elements clearer in terms of UI

- Finally added interactivity and completed most navigation bar styling, still needs to be refined

Shreya: work on adding html to repo/adding images

- Met my goals, still need to refine text and add some more

Grace: work on getting social media links to work; restyling links that navigate to projects subpages

- I got 3 / 4 links to work correctly and restyled them to center on the page; making progress on responsive styling for all the grid aspects of my site

Damini: working on giving my last feedback that I forgot to do, and css for my website

- I got the feedback done and still working on css

Raegan: Work on fixing some padding and grid issues; Finishing writing all my alt texts for images; Change the font

- Finished everything I had planned. Will do a few little touchups before submitting final draft

Dana: Add pictures and content to the Hobbies page.  
Added

Weini: work on my final draft, add pictures, cite sources, add footer and add comments  
-add a footer for contact info

Gavin: work on replacing placeholder content with real content.

- Replaced placeholder projects with 4 projects

Josh: Finish View Computer Page.

- Mostly ended up just making minor fixes, to try and make it look slightly better

Morgan: make my site more visually appealing and add photos

- Still struggling with getting photos in correctly

## Lesson 23, 2025-04-07: Introducing Integration

### Leveling up through metaphorical leverage

*Some ideas shared with the class about how to continue improving as a digital writer/designer, starting in simile and then translating into real life.*

Metaphors:

- Felt like a puzzle, where it was harder to see the big picture with all the pieces, but it comes together
- Was like baking a cake, with html being the cake and css being the frosting and decoration.

Organizing your spaces helps

### Questions and Answers about final unit projects

- If we're doing a revision, should we start a new repo, or keep working in the old one?
  - I'd say if it's an existing project, use the existing repo! It's got all of your history in it, which you're now extending.
  - If you want, you can [add a branch](#) to preserve the difference between the old moment and the new one, but it's not really necessary.
  - If you're making a new project, though, I do encourage you to make a new repo!
-

# Lesson 24, 2025-04-09: Project pitches and plans

*What project would you like to work on during the consolidation/integration unit? As [explained in the lesson 23 plan](#), this can be (1) a revision of an existing project; (2) a second project in the vein of one you've already done; or (3) a new project that builds on what you know to make something different. Options 2 and 3 can be done either solo or in groups of up to three people. If you're looking for collaborators, use your writing below to help make that happen! If you're not wedded to your idea and are looking to join someone else, you can indicate that below as well!*

## Project pitches

### Josh Krymgold

I would like to attempt to recreate my visual rhetorics project on fantasy using blender. I have never used Blender before, and I would like to learn how to use it. While I don't expect my final result to look very good, I believe that it would be a great learning experience for me. I would find existing 3d models online, and insert them into the scene, and possibly modify them, if I need to modify them. While I don't think that this will allow me to master blender by the end of the project, I hope that it will give me a good foundation to build off, that will allow me to eventually master it with future projects. This will also allow me to think about the differences between presenting a 2d environment and a 3d environment, and the way that someone would explore it. I don't know how to use blender and therefore, don't really know what would be too much of an aspirational goal vs what is simple to do. I am just going to try and do my best to create something that I find interesting.

<https://github.com/JoshKrym/3d-visual-rhetoric-Josh>

Monday Goal: Try to have a bunch of assets inside a scene, maybe not in the right position, but have them ready to move around.

### David Altman

Continue developing my website known as comedy.com. This website will post live improv and stand up comedy shows around the Pittsburgh area and serve to be a model for other cities to go off of. The goal is to connect comedians and comedy lovers to their local scene and make the cities comedy scene overall more vibrant and a better environment.

### Damini Dwivedi

Continue working on my website and finish it. This would be a solo project, because I'm working on a previous project. The goal is to finish it and make any changes to make it look professional.

## William Lee

I would like to transfer my website project from vanilla HTML, CSS, and JavaScript to React. This is a solo project since I'm working on a personal portfolio and the goal is to add more interactivity and animations to my website to modernize it. I also want to refamiliarize myself with React. At a bare minimum I'd like to create some animations to the way content is displayed on the home page (maybe an image gallery you can interact with?), and possibly the experiences/leadership page.

Minimum:

- Move vanilla project details over to React to create components
- Add one animation to the home page in terms of displaying content
- Add more interactivity to the website's flow and display
- Reorganize some CSS depending on the animation ideas (vertical image list to horizontal image gallery)

Stretch goals:

- Add animations/interactivity to every single page on the website
- Redesign layout of some of the pages completely with new CSS

Link to repo: <https://github.com/wills-projects/webs2025spring>

## Maddie Conley

I would like to continue revising and expanding my website known as Four Sisters Coffee Co. Since my website is based on a pretty personal topic to me, I plan to continue working on it alone. While I have met all of the baseline criteria and some aspirational elements, I would mainly like to keep expanding topics and developing my html and css. This also includes polishing what already exists in terms of content and design so I can create a live link to add to my professional portfolio. I also want to take inspiration from the Four Sisters Coffee Co. newsletter I am working on in another class.

**Workshop goals 4/10:** I would like to add more images and expand my html (coffee cart and testimonies). For homework, I want to continue adding more html (including revised copy from my newsletter), finding images (for mobile coffee camper and local coffee shop spotlight), and figure out my styling for the "Reviews" section to look like pink text boxes.

**Workshop goals 4/16:** I would like to work on adding my updated and revised copy to my html. I also want to work on some formatting areas in terms of spacing, headings, and images. I also wanted to proofread and see if there are any areas where I can add <em> and <strong>. I was able to proofread all of my copy. I also went through each webpage and added <strong> and <em> to certain words. As I finish up my project, I would like to work on formatting and final details. I also want to start thinking about my reflection and start creating my thumbnails for each project.

Link to repo: <https://github.com/mconley25/webs2025spring>.

## Raegan Best

For my project, I would like to revisit the audio unit and make a new audio narrative. This version will be based on one of my favorite rides, the Tower of Terror at Walt Disney World, which I think has one of the best storylines of all time for a roller coaster/attraction. I plan on working on this alone.

### Personal Goals

- Create a cohesive narrative with a clear plot and composition
- Effectively blend together audio from different sources to create a seamless piece

### Previous Criteria to Adhere to

#### Baseline

- Play for 1:30-4 minutes
- Have something happen or change during the piece (e.g. a shift in location, a discrete event)
- Contain at least one sound originally recorded by you
- Contain at least one sound not recorded by you, but which you have permission (e.g. Creative Commons license, fair use, etc) to use
- List and credit file sources used, including your means of establishing permission
- Have three layers (tracks) of sound overlapping at least once in the file
- Meet deadlines and requirements from the chart below (see: citation, reflection, project title in README)
- Export a playable ("rendered") .mp3 file

#### Aspirational

- **Use relative volume and other effects to signal distance**
- Use left/right pan and low/high pass filters to create a sense of (locations in) space
- **Have a clear organizational scheme you can articulate in your reflection**
  - e.g. Seamlessly blend clips from disparate sources
  - e.g. Use sharp cuts to signal scene changes
  - e.g. Have an emotional or intellectual arc reflected in background music
  - etc.
- Use Audacity effects or tools that are new to you
- Write clear commit messages that signal your process and progress
- Include a text transcript of your audio file for accessibility and improved search

### Personal Deadlines

- 4/16 - Complete draft with credited attributes
- 4/21 - Final draft of audio

Repository: <https://github.com/raeganbest/consolidation-integration.git>

**Ext. Wed, April 9:** Found all the audio I need for my narrative. This weekend will be spent arranging and constructing the story, at a very basic level. Depending on my progress I will then work on incorporating different filters on the clips

## Shreya Chacko

I would like to continue revising my previous projects, and potentially make a new website or audio narrative . I plan on working on this alone. There are a lot of things I would like to revise in my previous projects (making my audio narrative cleaner, adding more to my portfolio), but for the new website I would potentially like to make a website for a personal travel diary.

### Audio narrative

- Sharpen narrative aspect
  - Have a change happen
- <https://github.com/src141/audio-narrative-2025spring.git>

### Visual argument

- Fix crediting/assets list
- <https://github.com/src141/visual-argument-2025spring.git>

### New website

- Create a travel diary
- Include pictures
- Have at least 3 different html pages
- Use a non-default font
- CSS stylesheet
- <https://github.com/src141/newwebs2025spring.git>

## Grace Longworth

I would like to continue revising my website from the previous unit. While I was satisfied with the product I achieved for the sake of this class, there are aspects of it I feel could be improved (especially before using it for any real professional purpose). Specifically, I want to generally reduce the whitespace on the site and reevaluate how I'm structuring the main menu. If I have time after making the edits I have in mind, I would like to try recreating the end result on a site-building application like Wordpress or Wix and compare the allowances/limitations of both methods.

### Tasks

#### Minimum:

- Add data analytics final project to writing samples page
- Refine resume area (organize, style, etc)
- Move project\_nav buttons under main menu in dropdown
- Fix size of headshot on home page

- Either replace or resize some sample images to keep consistent sizing w/o having to declare height/width

Stretch goals:

- Turn entire main menu into dropdown (three bars; move socials from bottom to here)
  - Minimum if not: turn current menu and socials links into responsive grids
- Running header image

Link: <https://github.com/longworthgrace23/>

Today: update styling on resume section

- I started to mess with some of the styling on this section, then pivoted to figuring out how to fix the sizing on my headshot/reading about flexboxes

## Weini Xie He

I would like to revisit my previous projects. I'm planning to make a new website. This is a solo project that I'm still gathering ideas for. My goal is to learn how to use React and build a website that reaches the minimal baseline. I want to learn a new tool and I feel like React is a good choice. My new website will be a music player website that plays my youtube playlist.

Baseline:

- Make the website using react
- Successfully load all elements in a web browser, at least locally
- Instruction on readme.md
- Use arrangement, size, color, visual rhythm, and/or contrast to focus viewers' attention.
- Include at least one licensed or fair-use image, *with alt text*
- Include sitewide CSS stylesheet
- Use meaningful commit messages that say what's changing

Aspirational:

- Swap in/out content via JavaScript (e.g. on-click events / functions)
- Use components
- Use non-default fonts
- Use responsive design
- [Validate](#) your HTML

Link: <https://github.com/wex59/my-react-app>

Today: watch tutorials and set the website idea.

## Yang Ye

For my final project, I would like to make a new website, which is in the same topic with the previous web but have more functions and in different style:

[https://github.com/2004Moonlove/web\\_project2025](https://github.com/2004Moonlove/web_project2025)

- like resume PDF download function
- website loading animation/transition animation or anything more interesting.

- Allow users to zoom in to see the photo
- Automatically slide and view photos
- Link to ins
- Make the block to change if the mouse is put on
- In a different format

## Dana Briggs

I would like to continue working on my website. I plan to continue working on this project alone as this is my personal portfolio. I plan to add more interactivity to my website and work more with JavaScript. I would also like to revisit my visual argument project and see if I can get the world into the web in a way that looks appealing and is clear.

Baseline goals:

- Convert Webpage to one page but link to different sections

Convert links to ids and import the code from the other pages into one.

- Carousel of images in hobbies section

Get current carousel to work in the card that I created for the website. Troubleshoot why it isn't working. Need to go through the code line by line.

- Get world into spiderweb

1. Try to increase the size of the web using suggestion:

"one possibility here might be to thicken the strands of the web – you can use select by color and then Select > Grow to maybe make a more legible layer mask for the globe image"

Aspirational goals:

- Get more than 1 carousel working
- Get unit conversion code to work in website
- Have a sticky navigation bar?

Link to current repositories:

<https://github.com/DAB367/webs2025spring>

<https://github.com/DAB367/visual-argument-2025spring>

## Carla Ferzoco

I want to continue to work on one of my previous projects. I want to either improve upon my visual argument, or continue to develop my webpage as these were the two projects I feel like I would be able to make very good progress on. This would be an individual project as well.

### **Baseline:**

- Add final page to eliminate dead ends
- Create a jump to start button
- Add images
- Change font/make site more visually appealing

## Reagan Hamilton

For my final project I want to create another web page on the other idea that I had been contemplating using as my first web page project. This will allow me to achieve both of my goals. Setting up the basic structure of my website and exploring possible ways to make the website interactive. Also exploring javascript and applying that to my website and into my html.

Exit: started the basic format of my new website will start building the stylesheet more in depth in the following class

## Hannah Bosco

For my final project, I want to expand and possible combine both my website and visual argument projects. I want to make my argument something around how travelling is fun and you don't have to be rich to do it. I dont know exactly if that'll be it, but you get the gist. I'm thinking I could include my argument on the front of the webpage and have my travel links and images on other links.

### **Goals:**

- Create a new visual argument and add it to my website
- Clean up the website
  - Adjust/fix links
- Adjust asset folders
- Finish/tidy up rest of my projects

### **Aspirational:**

- Add more css to website and personalize it more with semantic elements

Links: <https://github.com/hanbos09/webs2025spring>

## Mia Schnelker

For my final project, I will continue working on expanding the portfolio webpage I made last unit and enhancing the viewer's experience by building on the CSS I already have and diving into the JavaScript aspect. I will also make simple revisions to my first two projects (adding credits that I forgot).

### Baseline

- Fix crediting for all projects
- Add more/better semantic tags to my HTML to increase accessibility
- Continue to improve the CSS of my site
  - Create a footer that has less white space and isn't as "junky."
  - Add more creativity and "artistic flare" to the info page, so it looks homogenous with the rest of the site
- Implement a "load more" button on the gallery pages so it's not as cluttered and intimidating
  - Research more about how JS works with webpages and find tutorials on how it can be implemented specifically regarding photo galleries
- Allow users to "zoom in" to images by enlarging & centering them on click, allowing for better exploration into the art from clients and other passersby
  - Aspirational: Possibly add animation to this?
- Use github pages to post my site online

### Aspirational

- Find and watch tutorials on backend JS (or something else) and how it can be used within websites
- Implement automatic updates of my photo galleries based on folders
- Fix the layout for the filtered galleries, so they are loaded in as the filter function is called instead of remaining in the assigned spots

### Link to repos:

Audio: <https://github.com/mschnelk/audio-narrative-2025spring>

Visual: <https://github.com/mschnelk/visual-argument-2025spring>

Webpage: <https://github.com/mschnelk/webs2025spring>

Exit: I am switching up a bit of the design on my website, so today I worked on my Canva design to make something that I liked better, had less white space, and thought would be easier to make adaptable for smaller screens.

## Billy Dunleavy

I would like to complete my website portfolio, as I know I can accomplish a way better and more cohesive website showcasing all of my work as a student. I find it important because it showcases my portfolio in an interactive way, allowing for potential employers to have a second fun way of getting to know me. I plan on adding my projects in a responsive way so that they flow nicely and fill the page, maybe adding more clickable links within each section for more divisions.

- Add project photos & descriptions to each class
- Add links in header to refer back to bookshelf
- Add variety in main bookshelf page, more color/character
- About me section in header
- <https://wld10.github.io/webs2025spring/>

HW: Create Layouts for all Links/Classes

## Gavin Abramowitz

For my final project I want to revise my audio project to meet more of my aspirational goals including: the use of relative volume to signal direction/distance, create a sense of urgency in the audience through music, and use sound recorded by me to more clearly signal what is happening. Additionally I want to improve the plot to help the audience understand what is happening.

## Morgan Filar

For my final project I plan on revising my website project. I want to add more images, especially something specific to my project through Photoshop. I liked using Photoshop and I think that would make my website more personal and interesting. I struggled with HTML links, so perfecting those and adding more is another goal I have.

---

## Anonymous Q&A?

If anyone's curious about the final reflection, have no fear – we'll talk about it after the break! But if you're an inveterate lover of spoilers, there's a [reflection guidelines handout](#) hidden on the course site.

If anybody wants to have a little less silence in the room, here's a link to [a collaborative Spotify playlist](#). Let's try to focus on music that helps us focus, but I'm curious to hear what soundscapes help you think and feel productively energized!

## Lesson 25, 2025-04-16

### Studio goals

*What do you want to accomplish by Monday? Of those things, what will you work on today? Make sure you've read both the comments you received in workshop and [my "guiding thoughts" from the lesson plan](#), then choose somewhere to begin. Later, come back here and post an update and a new task list for the weekend.*

Ben: circulate, help with questions; use down time to continue exploring all the final website projects (I have read all the reflections) with a goal of returning feedback to you all by week's end.

Dana: Work on webpage try to get carousel to run.  
-Updated image for visual argument project  
-Still need to work on carousel

Josh Krymgold: My goal for this class is to try to get a number of assets inside the scene. So this way, I can start organizing them by next class.  
I ended up making grass of the green variety by sculpting on a plain divided into many faces.

Reagan: Create an asset page for my new website images, finalize any components of my web page and start composing my final reflection.

- Tested my webpage to make sure all features worked
- Added my asset page and readme page

Grace: work on my website's menu

- Was able to move what I had from a horizontal navigation bar to a dropdown menu button. Still want to move the rest of the clickable links on the landing page to this new menu, probably held within sub-dropdowns

Will: Research different animated galleries to figure out which fits best view and style wise into presentation (already broke down project into components)

Weini: finish the design of my music player website  
-add a non default font and a basic draft

Yang: continue to work on my new web, to add new things like sliding background and so on  
-I add an automatically sliding photo part to the head of my web and modified some part

Mia: work on the info page of my website, figure out how to make the images align how I want, and add more decoration to it.

- Didn't add any extra decor, but got my info looking much better and fixed my icons (refreshed my page).

Damini: working on the website, still going through kevin powell modules. I went through one module still have a couple to go through and need to update my actual website, so i'll be working on that over this week.

Hannah: I am working on my website and reflections. I want to complete some of the things I am behind on and possibly add another link to my website.

- I added another image to my website and finished a reflection. I still need to fix some things but am planning on fixing the image this weekend.

Carla: continue to work on my webpage, create a final page to eliminate any dead ends

- I was able to add a final page as well as a "jump to start" button in order to get rid of the dead end. I'm going to continue to work on formatting and visuals

Gavin: Continue to find audio clips for my audio project and use them to more clearly signal what is happening

Morgan: I am working on my HTML links, making sure they work and can be accessed. I also am starting to draft up my reflection.

- Finished my project! I updated the overall look of it to make it better and added 3 HTML links successfully. Now I need to finish the reflection.

Erin: I want to fix so I have no dead ends

- I added a manu across the top of all my pages so there are no dead ends

Maddie: I would like to work on adding my updated and revised copy to my html. I also want to work on some formatting areas in terms of spacing, headings, and images. I also wanted to proofread and see if there are any areas where I can add <em> and <strong>.

--I was able to proofread all of my copy. I also went through each webpage and added <strong> and <em> to certain words. As I finish up my project, I would like to work on formatting and final details. I also want to start thinking about my reflection and start creating my thumbnails for each project.

Raegan: Fine tuning parts of the audio and start working on the final reflection

## Vote for final class

Work : XXXXXXXXXXXxxXX

Share: X

## Lesson 26, 2025-04-21: Looking back and looking forward

### Final studio goals

Josh: Find Assets to use, as well as examples to get new ideas.

I ended up finding a landscape library that was really useful for me, so I experimented with that, and I think it will end up being essential to my final project.

Reagan: Work on reflection

- Updated final web page based off the graded feedback

David: Continue working on features for the website and gauge where the final product will end up

Dana: Work on Nav bar for mobile devices.

Added javascript code to toggle nav bar up and down

Added fa fa bar for navigation- not showing up, figure out why and fix.

Grace: make last stylistic revisions and implement feedback from web unit

- Made changes Ben suggested; started implementing flex into bottom section of my home page

Mia: work on mobile/adaptive view of my webpage

- Worked on adapting the footer to different sized screens, feel better about what I have and I think I have a new way to do it than I was thinking before. I will finish this later and work on the adaptive view for the other pages

Carla: work on reflection

- Gather screenshots of my work from each of my projects and began my reflection in separate doc
- Also added to my webpage

Yang: modified the first page (index) content

-modified some part

Hannah: Work in Ps for the visual argument portion of my final portfolio

- Continued looking for pictures and uploading them into my project. Did some editing in Ps for my visual argument. I aim to put it onto my website tonight. I want to finish my final portfolio either wednesday or thursday.

Billy: Collect all project photos & information for each class.

Weini: work on my final reflection.

-collected pictures for the reflection

Shreya: continue working on my revisions/start reflection

- Finished 2 html locations
- Started a little bit of my reflection

Raegan: I spent today working on my reflection, which I am now almost done with. The next few days will be spent addressing the rest of the Web design Consolidation, and Conclusion sections of my reflection, and then performing a grammatical check before submitting it