

Project One

Please allow myself to introduce ... myself

This first project is meant to get you familiar with the design and layout of web pages in graphics softwares. You will design a web site for posting all of your work online for this semester's class. It will be a portal to your own creative process, showing your fellow classmates and your instructor some of what inspires you to create.

1. This home page will be the connection point for all other class projects. Your home page must have:

- Your name and at least 1 paragraph about yourself
- At least one image
- The text "GRC 175, Web Design and Publishing I, Spring 2025" and "TMCC" (or Truckee Meadows Community College or the TMCC official logo)
- Your e-mail address
- Plenty of room and/or links for the next 2 projects
- Plenty of room and/or links to a references and resources section with links to web sites that provide inspiration or useful information regarding web design; you need to have at least 4 links in this section to start, then you will add to it as the semester progresses.

Note: you have the option of redesigning this page as the semester progresses. And remember to start out simply as you can always make it more complex as your skills increase.

2. Research

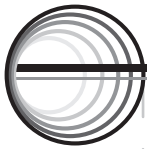
Begin looking critically at the design and aesthetics of websites you come across when you use the internet. Take some time to look around for attractive and unattractive websites. Look at other people's personal portfolio sites. Find at least **2 websites** that creatively inspire you and **2 websites** that provide useful information (tutorials, articles, etc.) about web design. These cannot be taken from the "Resources" section of the GRC 175 class forum, you must find them on your own.

3. Creative Process

Develop a meaningful concept by brainstorming, mind mapping, list making, and/or anything else that stretches your creativity. Be sure to document this discovery as you will need to turn it in.

Sketch at least **12 thumbnails** of how you might design your home page. Try out a wide variety of compositions in your thumbnails; a sketch that simply moves the location of one image is **not** a different idea, only a variation.

Choose at least 2 *different* design sketches and develop a mobile sized rough (**430px x 932px**) and a computer sized rough (**1920px x 1080 px**) for each, for a total of four roughs. You are allowed to use whatever graphics software you are most comfortable with. The rough layouts must be created on the computer in the software of your choice, and must include color, typeface(s), navigation and composition of image(s) and/or text.



4. Preliminary critique

Post your four roughs online in the forum and be prepared to discuss your concepts in detail. Link your 2 inspirational websites in your forum post and tell us why you found them inspirational; “*I just did!*” is **not** an acceptable answer.

The class will have one week to post their critiques of your website on the forum.

5. Site construction

After preliminary critique and one direction has been selected, begin to create and prepare your content and lay out your page designs. As your skills and knowledge increase, continue creating and refining your website.

6. Upload, final critique, and turning in the completed project

Once this has been completed, post your final design layouts and your 2 useful information websites to the forums along with a post introducing yourself and explaining how your design solves this project and why you designed it the way you did. Also include how you found your informational websites helpful and/or educational.

Photograph or scan any of your physical preliminary work and load the photos into a “working-graphics” folder along with your software native files and a PDF copy of your design. ZIP or otherwise compress the “working-graphics” folder. Use the supplied **FTP Information** handout and the methodologies I describe in class to upload your files to your student folder on the class server.

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Due Dates

Friday 02/14

Preliminary critique due online

Friday 03/07

Project 1 due, final critique