

How to build a responsive media gallery

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Disclaimer: html is used to build the media gallery

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Introduction

This document will teach you how to create a media gallery made with bootstrap. A media gallery is a great tool for a creative individual to use to display their works to the internet-connected world-wide populace. Text, video, images, audio, and whatever other forms of media that you want the world to see.

What is Bootstrap

Put most simply. Bootstrap is a component library for building websites using HTML, CSS and JavaScript. It was designed for improving the consistency between multiple devices for development purposes.

You can download Bootstrap here. <https://getbootstrap.com/>

You can learn more at <https://www.w3schools.com/bootstrap4/default.asp> and [https://en.wikipedia.org/wiki/Bootstrap_\(front-end_framework\)](https://en.wikipedia.org/wiki/Bootstrap_(front-end_framework))

Responsive Design

The key use of responsive design is to allow for flexibility beyond format. That flexibility allows the creation of webpages and applications that can be navigated and used on any device. As tablets and smartphones get more commonplace, the need to develop web-based applications that run properly on all devices becomes paramount. Not having to make and update several versions of the same thing saves a lot of time, a myriad number of unexpected frustrations, and of course, money. As web design continues to evolve; responsive design and its evolutions will become more and more important for prominent design.

Media Gallery

Now for the gallery itself. This gallery is a grid-based gallery with a responsive flexibility that can be experienced on multiple devices.

Data types in a media gallery

Image types

The most commonly used image types are .jpeg, .png, and in a web environment .gif.

Video types

The most commonly used video types are .mpeg, .wmv, and .mov. It is recommended to not use .swf and .flv because the flash-based video players are being used less and are being replaced with HTML5 video players.

Audio types

The most commonly used audio types are .aiff, .mp3, .wma, and .wav.

Procedure

Setup html file

Open the text editor of choice. To start, every html document should have the following code to function.

```
<html>
<head>
</head>
<body>
</body>
</html>
```

Afterward, change `<html>` to `<!DOCTYPE html>`.

Be sure to add the following code between the `<head></head>` tags of your html document.

```
<html lang="en">
<title>Enter Title here</title>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1">
<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0-beta.2/
css/bootstrap.min.css"> <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.2.1/
jquery.min.js"></script>
<head>
<script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.12.6/umd/
popper.min.js"></script>
<script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0-beta.2/js/
bootstrap.min.js"></script>
</head>
```

You shouldn't have 2 `<head>` tags in your html document.

This code prepares the document to work as a responsive html document and allows the use of bootstrap elements.

Organize media

Place all your media in the same folder if you haven't already. If you need to separate the media into separate folders, then do so.

Just remember to give each file the proper addressing when inserting them into the gallery. You can place the html document that you are making in the same folder as the media if you want to. Separating the different types of media and the html into different folders will help best when you have many types and large amounts of media that you are presenting in your gallery. Additionally, having separate folders will make the expansion of the gallery easier if you plan on using the gallery for a long time.

Decide on UI elements

Modal is the bootstrap element that is used to contain each piece of media in the gallery. Before you import the media into the gallery, please finalize what the modal components will look like, and how they will function. Insert the follow code into the `<body></body>` tag of your html document.

```
<button type="button" class="btn btn-primary" data-toggle="modal" data-target="#myModal">
```

Enter the text that will appear on the button here

```
</button>
```

```
<div class="modal fade" id="myModal">
```

```
<div class="modal-dialog">
```

```
<div class="modal-content">
```

```
<div class="modal-header"><h4 class="modal-title">Modal Heading</h4>
```

```
<button type="button" class="close" data-dismiss="modal">CloseModalHere</button>
```

```
</div>
```

```
<div class="modal-body">
```

Insert media and relevant text here

```
</div>
```

```
<div class="modal-footer">
```

```
<button type="button" class="btn btn-secondary" data-dismiss="modal">Close</button>
```

```
</div>
```

```
</div>
```

```
</div>
```

Make sure the id of each modal is unique.

The id is set with `data-target="#EnterIdHere"`. Make sure to place # at the beginning of the id. Once the id is set, you will enter the id without the # wherever you want to call the id. You can see that in the code above `<div class="modal fade" id="myModal">` is where myModal was set earlier as `data-target="#myModal"`.

The text you enter in `data-dismiss="modal">Close Modal</button>` will close the modal when clicked. Also, consider keeping a consistent color scheme that keeps all the text readable and complements the media in your gallery.

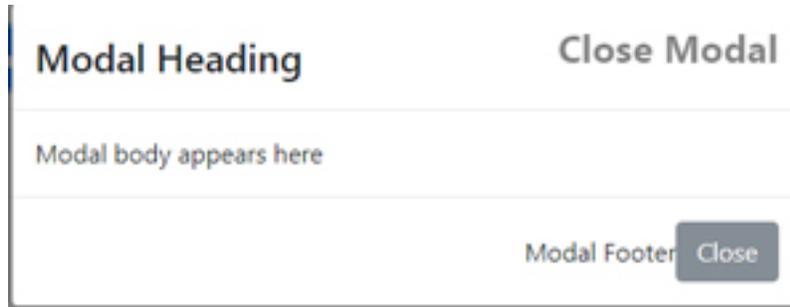
Import media

Once you are satisfied with the look of your gallery. You import your media into the gallery by inserting each piece of media into the modal body of each modal. The code will look like this.

```
<div class="modal-body">
```

Insert media and relevant text here

```
</div>
```



Test gallery

Open the html document in each browser you know will be used to view your media gallery. Once open, click on every button and view every piece of media you imported. Even if you copy and pasted a lot, check everything. Proofread text, use every function that your media gallery is capable of. You have to make sure that the audience will experience your media gallery without running into any technical problems.

Publish/upload

When your media gallery is working as you intended it to, then you're done. Last step is to upload your gallery and all of the media (if not uploaded already) to the internet. Ready for your audience to enjoy. Make sure to retain the same folder hierarchy when uploading. If you don't, then you could get bad links that go nowhere instead of the somewhere that you worked so hard to make great.

Share your gallery to social media(optional)

If your audience is attached to social media, then I suggest you share your media gallery on all the relevant social media applications. This will help your audience know that your gallery exists.

References

- * “Bootstrap w3 schools page”, <https://www.w3schools.com/bootstrap4/default.asp>
- * “Bootstrap Wikipedia page”, [https://en.wikipedia.org/wiki/Bootstrap_\(front-end_framework\)](https://en.wikipedia.org/wiki/Bootstrap_(front-end_framework))
- * “Download Bootstrap”, <https://getbootstrap.com/>

Style Guide

Plan author: Lawren Miller

Date: December 30, 2017

Scope: Online web-based guide

Audience: Creative individuals interested in placing their digital works into an online media gallery
Dictionary: Merriam-Webster

Style manual: Chicago Manual of Style

Grammar book: Prentice Hall Reference Guide

Thesaurus: On-line OK

Updating and version control: Update as needed. Specifically, as the technology changes.
Publishing: Online only

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For Technical Writing Certificate – Inclusive, Winter 2017 at Bellevue College