

# i3D

## **Summary**

The i3D application is a 3D photographic imaging tool for the iPhone, that creates 3D digital photographs. In accordance to the iOS Human Interface Guidelines, the application is launched in its supported orientation (landscape), this view supports superior depth for 3D imagery, and is more acceptable when viewed on both television screens and computer monitors. The i3D is a purely internet image device for viewing 3D media. Though prints can be made from images, they will appear as 2D prints on standard paper from standard printing devices.

## **Function**

With its linear navigational function, the user moves forward through the 3D image production process that ensures perfect exposures in high dynamic resolution with 3 dimensional depth. The camera's "Instruction" screen allows the user to read through the camera manual (viewed online in PDF format), or view quick tips and suggestions. The camera function takes the user directly to the camera screen, where navigational icons are kept to a basic minimum for minimum disruption on the camera's view. With the applications automatic focus sensors for all three layers, the camera controls are its aperture for greater depth of field control, its shutter speed, which will adjust to the aperture, and a steady cam control to prevent possible camera shake. When the user is satisfied with the camera's setting, the user is then free to take the picture.

During the applications exposure, the focus sensors automatically adjust the view into the three layers which will include a foreground, mid ground, and background. These are the basis for the 3D imagery. When the exposure is complete, the image can either be saved (see note in this paragraph) or is transferred to the editing function, where the user will have the opportunity to independently adjust each layers highlights, shadows, and saturation, which together procreate the depth and perspective that make-up the 3D effect. Once the image is completed, it can be saved to the iCloud, and copies sent through email, and/or to users social media accounts. When the whole process is complete, the camera is ready to take its next 3D image, or return to the iPhones home screen. Note: If the user chooses, they can save the image directly after exposure and edit it at a later time, or go directly to the editing function for further image manipulation.

The next page shows the application user task flow document (flow chart), followed by wireframes of the applications basic screens from the opening screen to the save and send screen.







