Samantha Dorushkin ARTS486 Project 1: As We May Rethink Functional Specification January 31, 2020

Device: Camera of the Future

1. I am looking for redesign and modify the Camera of the Future. While it may seem practical in theory, I wish to enhance its design and functionality. Simply put, work on its effiency and place in every day life. I will outline the desired modifications to the system below.

2. Considerable solutions-

Size: The proposed size of 35mm, or the size of a walnut, can not sustain the technology needed to run the device. By increasing its size twofold, at a minimum, I am now working with far more space, giving the user an easier and more appealing opportunity. Similarly, increasing its physical holding size allows for a larger lens, thus producing better quality photos on set. Increasing the size of the lens enhances the camera's stereoscopic effect, creating much more depth in the pictures.

Where: The aforementioned "forehead lump" with a shutter chord, seems largely impractical for the every day user. This seems rather inconvenient to daily activity. I wish to now have the camera worn as a small chest brooch, or a pocket clip. With a secure and sturdy clip, I will limit movement while it is being worn. I find the chest to be a relevant point of a view, as well as an accessible location for removal. With the addition of the securing clip, it now becomes versatile and can be worn / attached to any garment, on any part of the body. I am eliminating the shutter chord as a whole. The camera responds to voice command technology. It will function on a simple, "Capture in 3,2,1" command. Voice activation is anticipated to be a simple, one time set up. Power "on" and "off" will be limited to one universal and sleek button.

Technology: Not yet assessed is the software required to run the camera. What I can confirm is the film bank, as well as the digital viewing portal. Photos are available for a preview indefinitely until the film roll is full. It will also respond efficiently to voice command software.

3. Use Cases-

- 1. Locate a wearing spot
- 2. Secure CotF on
- 3. Power On / Off / Sleep
- 4. Shot Count Portal
- 5. Align body with image / scene / moment
- 6. Voice Command Technology
- 7. Preview Portal
- 8. Processing Portal
- 4. Some Dates to Consider-

February 6: User Flow Diagram

I will outline some core functionalities for you in a visual diagram

February 13: Device Design Illustration

I will deliver a final illustration of the devices design

February 25: Magezine Ad Design

I will mock up a full magezine spread of the device and its uses