

App's name: Art from you. / Draw what you remember / sketchbook in you

**Inseon Hwang, Saifullah Jailani**

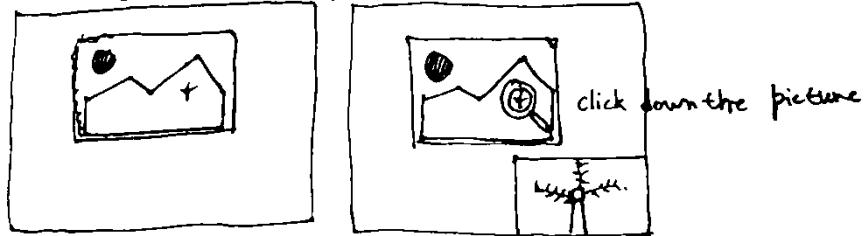
### **Design Concept**

- The finding from the observation study which inspired the design is that the user should be allowed to choose if they want to sketch or play a game. In sketch mode users actively have access to a reference image in the main. Since we found in our finding that although drawing from memory is fun, the artist forgets the details. Primarily, we found in our findings that they forgot the count of the objects and the colors used in the reference picture. The second mode is for fun where the users will be given one minute to analyze a picture and then 3 minutes to draw. We found out in our studies that this was fun for the users.
- The goal is to build an application that allows the user to have the option if they want to see the reference picture or not. The reference picture will have two modes, first, the sketch mode will turn the reference picture into a black and white picture to make it easier for the user to observe the shapes. Second, the coloring mode will allow the user to see the colors as well. Moreover, the app will be able to save your work and work on it at a later time by loading it. Furthermore, the app will be able to draw primitive shapes such as polygons, arcs, ellipses, circles, and lines. The app will also support free-hand drawing with brushes. This app will be used as a sketching app by armature drawing enthusiasts and supports all basic functionalities. Moreover, the reference window of the app should be draggable so that users can shift it anywhere they want. There will be another mode in the app which will be called TimeSee. In this game, the user will have 1 minute to analyze a random reference picture in grayscale and will be asked to draw and color from memory in 3 minutes.

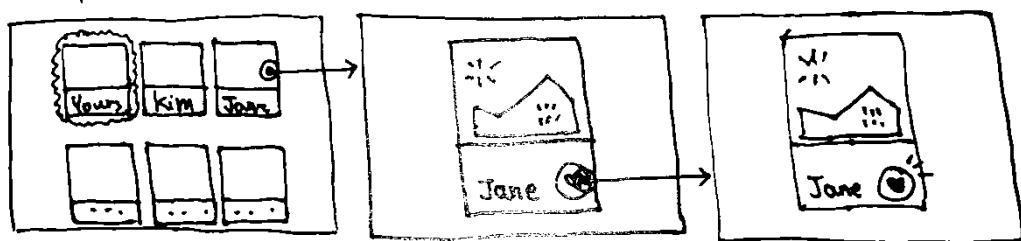
## Low-Fidelity sketches

### 1. Inseon Hwang

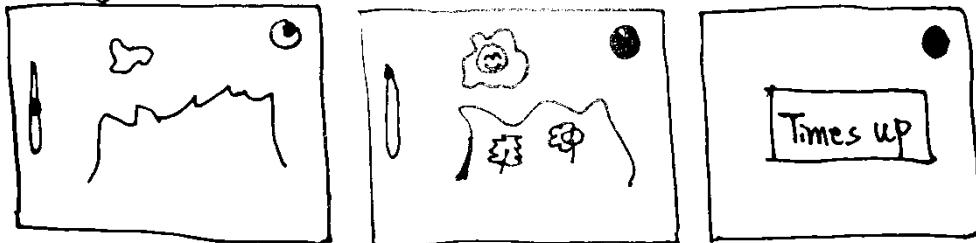
① Observing the reference picture



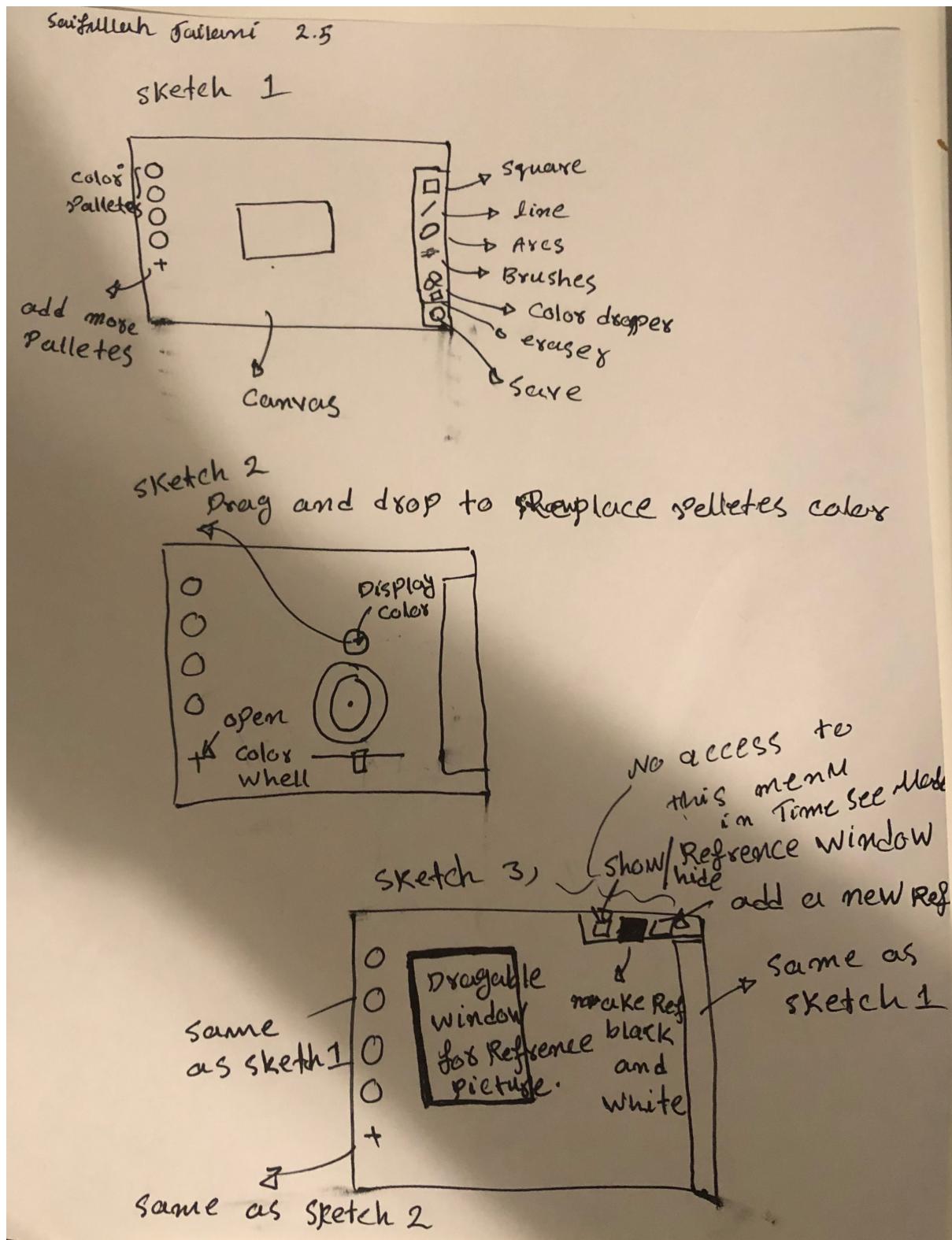
② Compare picture with others

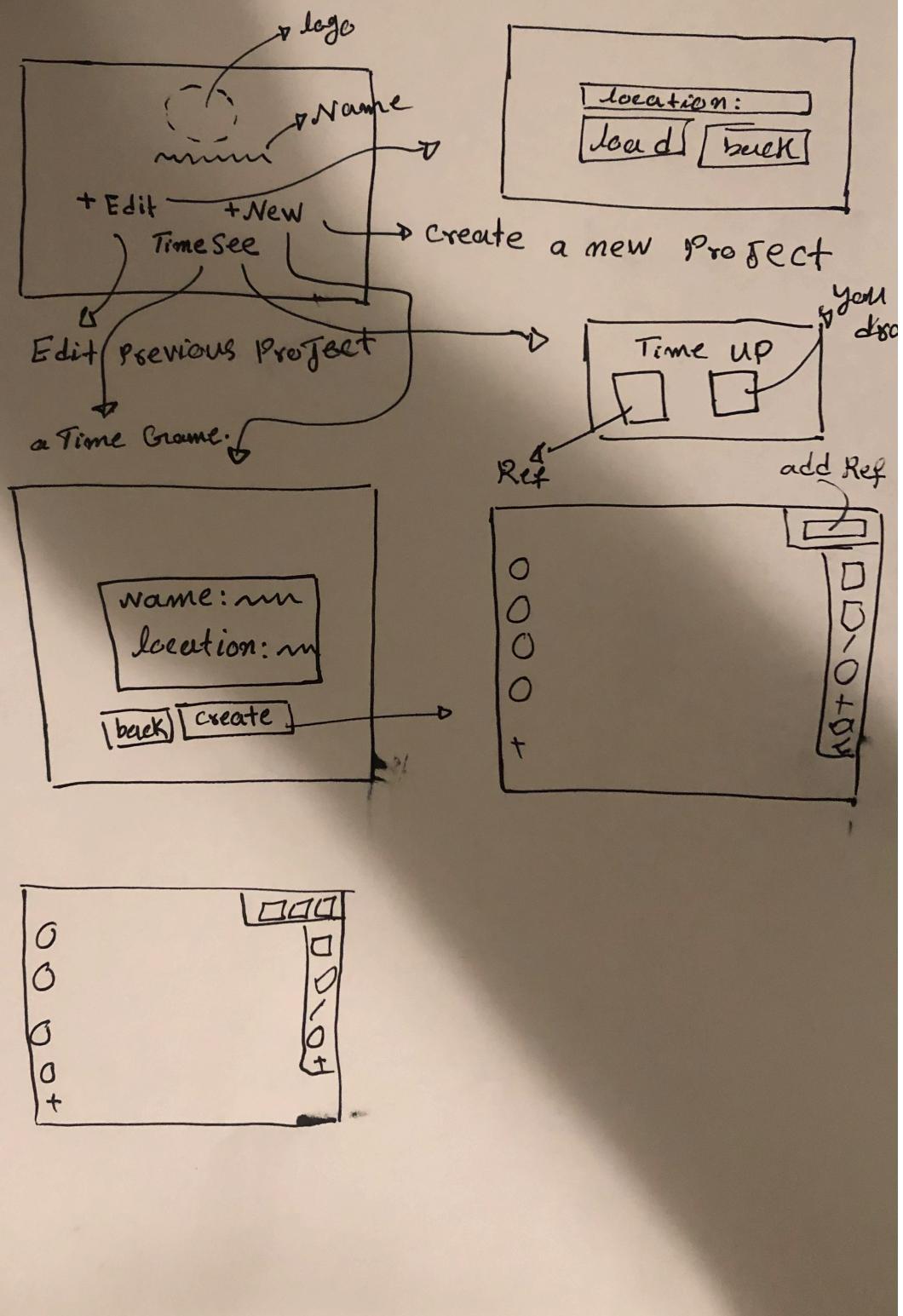


③ Drawing in limited time



## 2. Saifullah Jailani





## **Synthesis**

The Time Up menu conveys a similar concept in both the sketches. Overall, the sketches look very different since the sketches done by Inseon cover the TimeSee game and the sketches done by Saifullah cover how the actual drawing environment of the application should look like. The drawing environment sketches done by Saifullah are effective and we decided to keep them. However, the TimeSee game mode sketches of Inseon are very effective, especially the circular visual that shows the time elapsed so far. In future iterations, we decided to work on the visual look and placement of color pallets and the mechanism to add colors to the pallet. Moreover, we decided to drop the comparing menu idea since it takes time to implement. We would show the reference picture at the end to the user so they could compare it for themselves.