

1. ATTRACT/INTRO SCREEN



> ACTIONS

1. User touches “Touch to Begin” button to begin.

⌚ MOTION

1. The text fill will rotate between all four paintings.

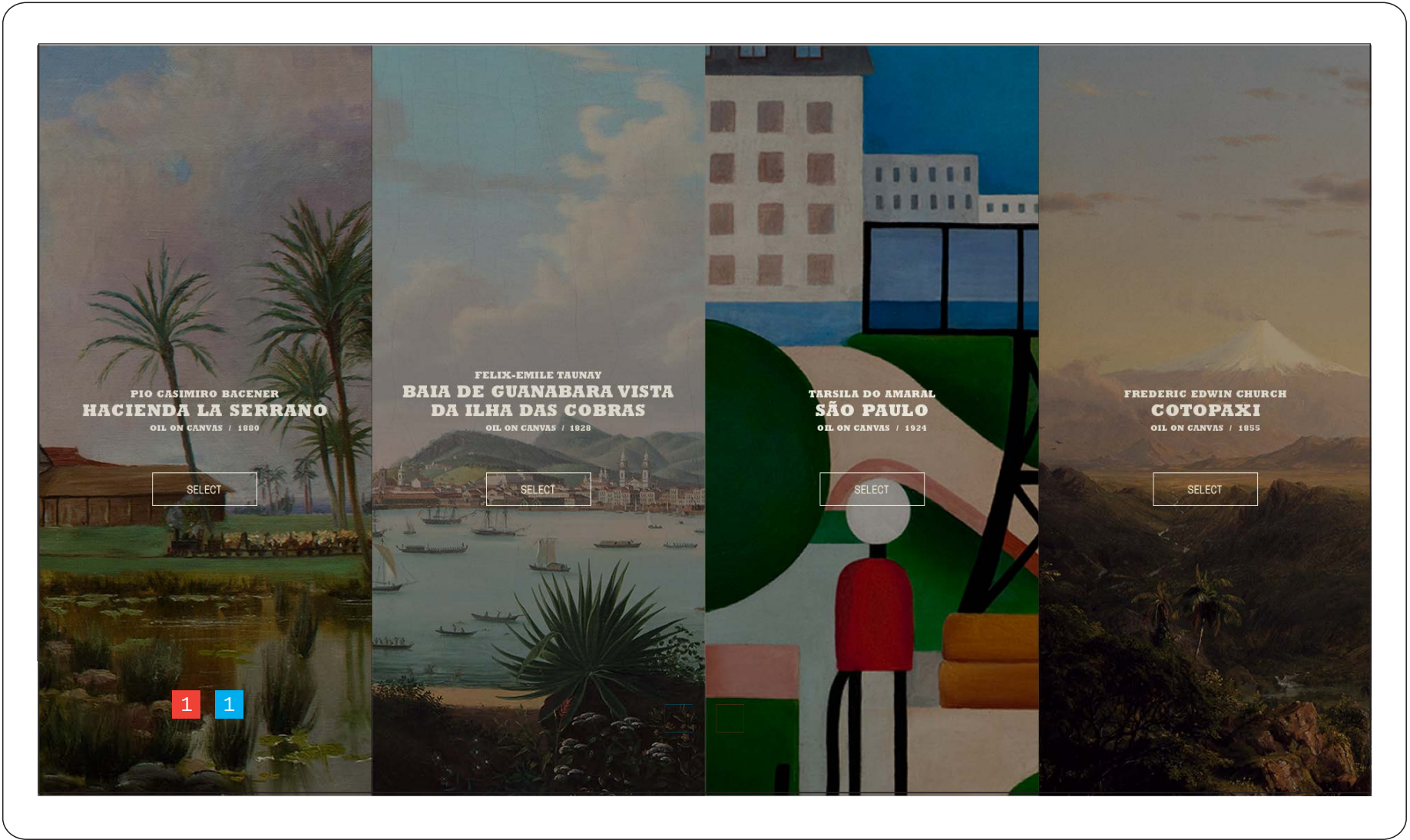
💬 NARRATIVE

1. The attract mode will be the application title, with the text filled by an image of the paintings themselves. The text fill will rotate between all four paintings. There will be a short introductory paragraph that focuses on content - the landscapes and the symbolism in them.

📋 NOTES

1. Background color is equivalent to a 50% tint of 980 Woodcliff Lake. R186, G183, B176

2. LANDSCAPE SELECTION SCREEN



ACTIONS

- 1. User taps “Select” button to select.

MOTION

- 1. When a user touches to select a painting, that painting will expand and the others will slide over in accordion fashion. If the user touches another painting, that painting will expand in the same fashion.

NARRATIVE

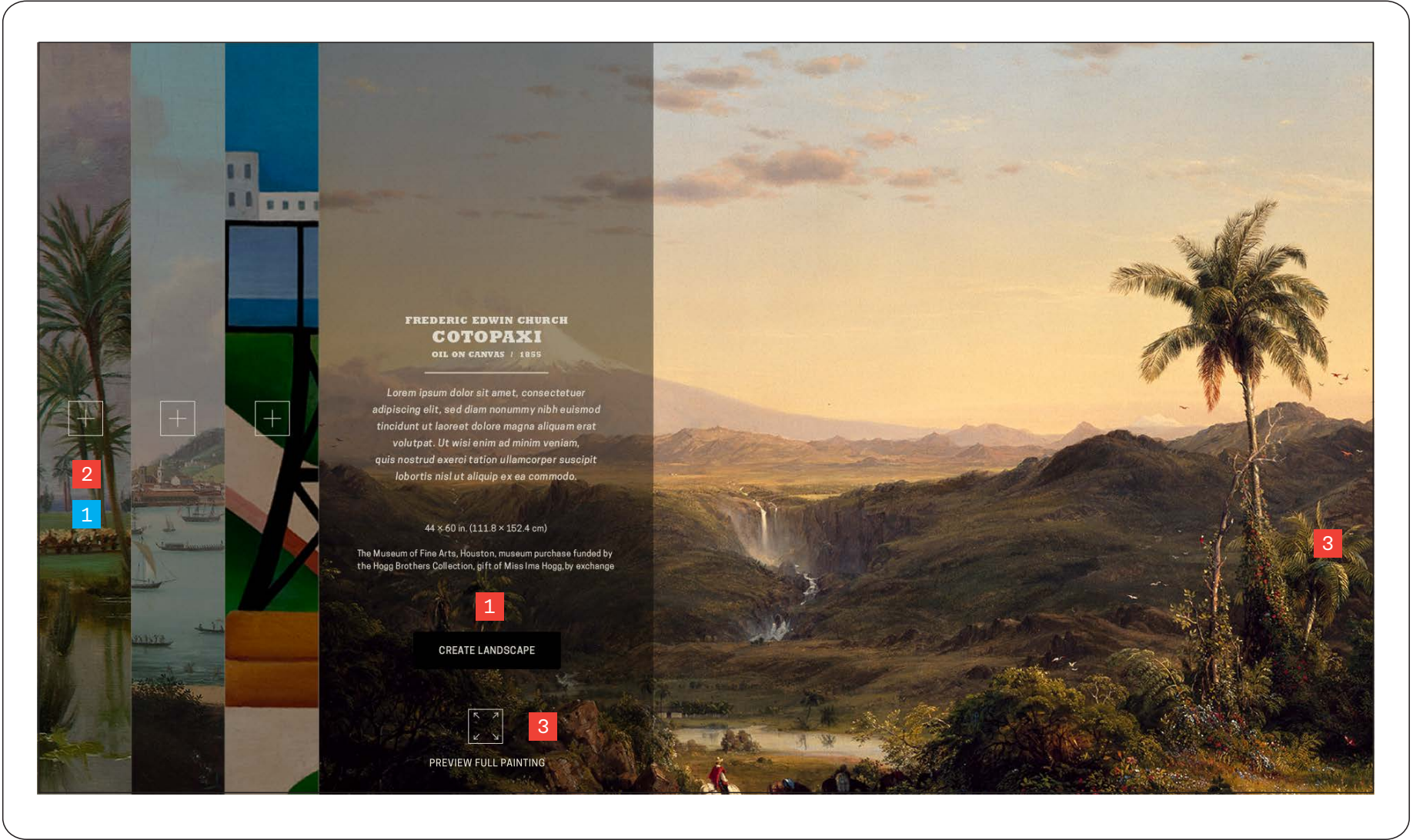
- 1. The user will see only a vertical slice of each of the four available paintings. This will pique the users’ curiosity and they will make a conscious choice to open the images that most intrigue them. This will also allow space for the placement of descriptive text about each of the paintings.

NOTES

- 1. The selected “slice” will change once we have a final decision on what Crystal Bridges would like to show as the “slice.”



3. LANDSCAPE SELECTED SCREEN - FOURTH PAINTING SELECTED



ACTIONS

1. User touches “Create Landscape” button to choose that painting.
2. User touches another painting to open that painting.
3. User taps “expand” button to go to credit information for the painting and to see a full preview.

MOTION

1. If the user touches another painting slice, the images will accordion appropriately to reveal that painting.

NARRATIVE

1. The user will see the expanded view of their selected painting along with the full descriptive text. From here, the user can select that painting to begin creating, tap the expand button to see a more complete preview, or tap another painting in the accordion to view that painting. In this image, the fourth painting is selected.

NOTES

4. FULL PREVIEW SCREEN



ACTIONS

1. User taps “x” to return to that painting’s open slice view.

MOTION

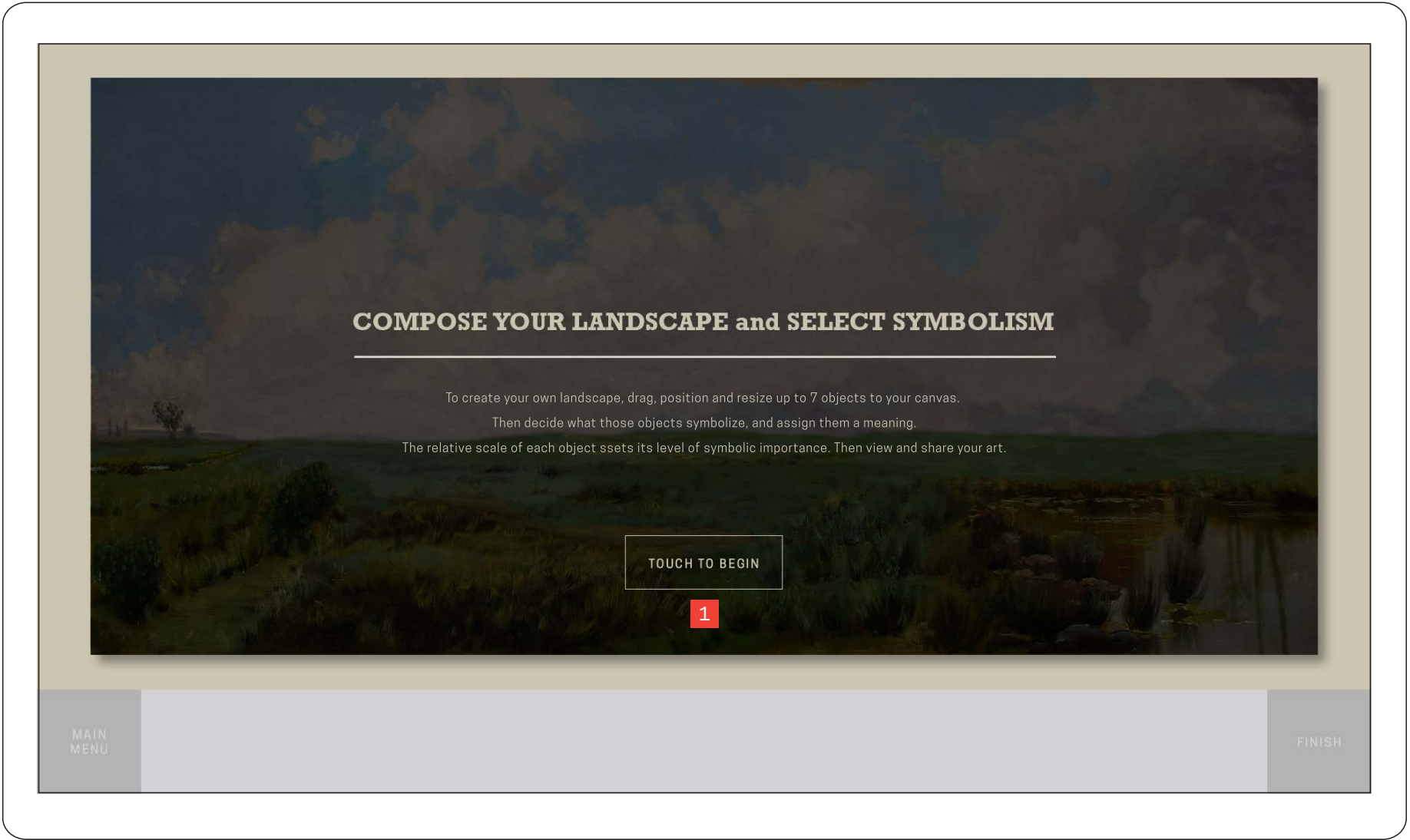
NARRATIVE

1. This screen will have full credit information and reveal the entire painting. User can only tap close from here and return to the “slice” view for the same painting.

NOTES



5. INSTRUCTION SCREEN



> ACTIONS

1. User touches “Touch to Begin” button to begin.

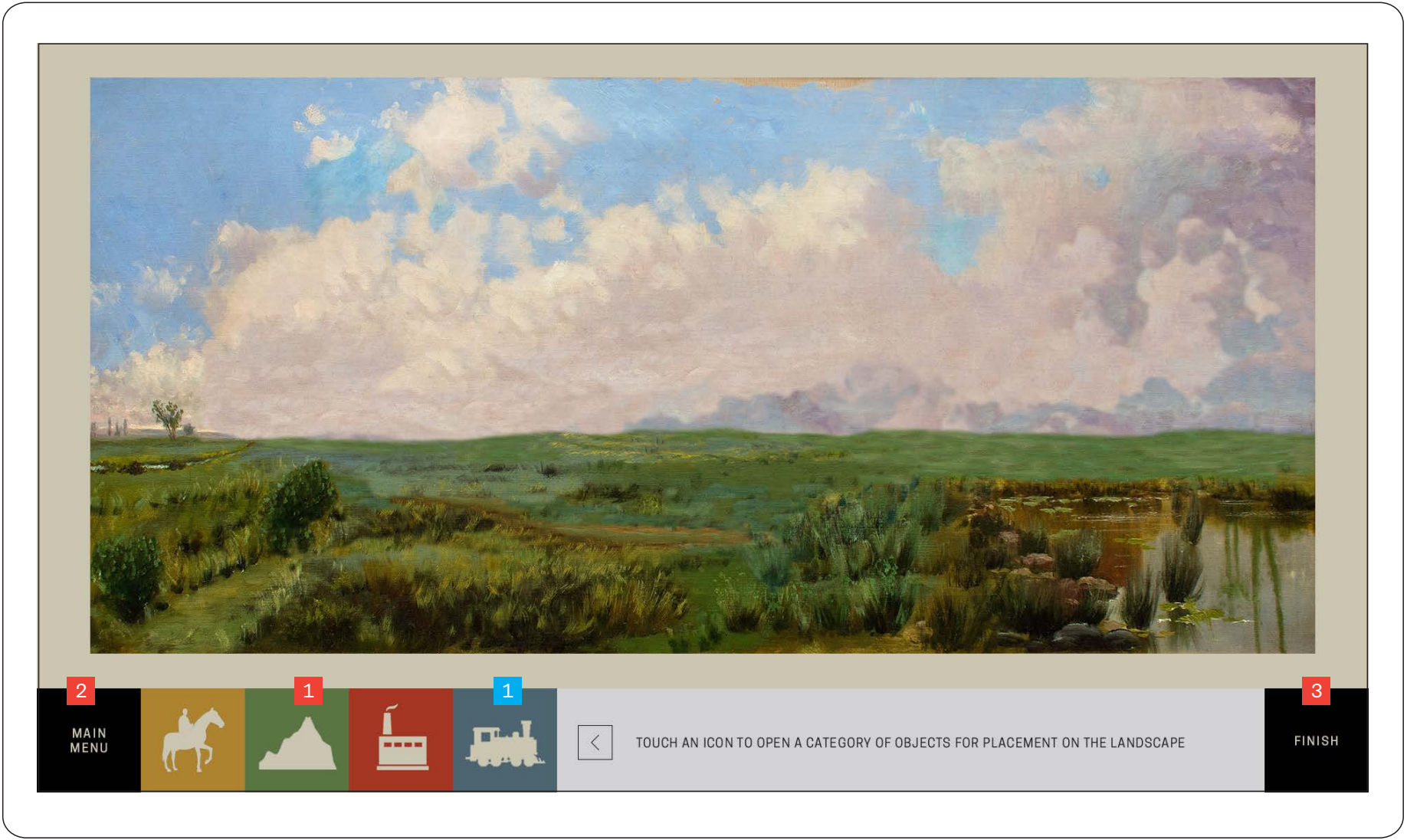
⌚ MOTION

💬 NARRATIVE

1. The instruction screen will give brief instruction on how to use the application. Instruction will include that scale indicates symbolic importance and reflect the final decision on total number of items that can be placed.

📝 NOTES

6. COMPOSE LANDSCAPE SCREEN - NO DRAWERS OPEN



> ACTIONS

- 1. User taps a category icon to open that drawer.
- 2. User can tap Main Menu to return to main menu.
- 3. User can tap Finish to finish.

🔄 MOTION

- 1. Category drawers will accordian in the same fashion as the 4-painting Landscape Selection Screen.

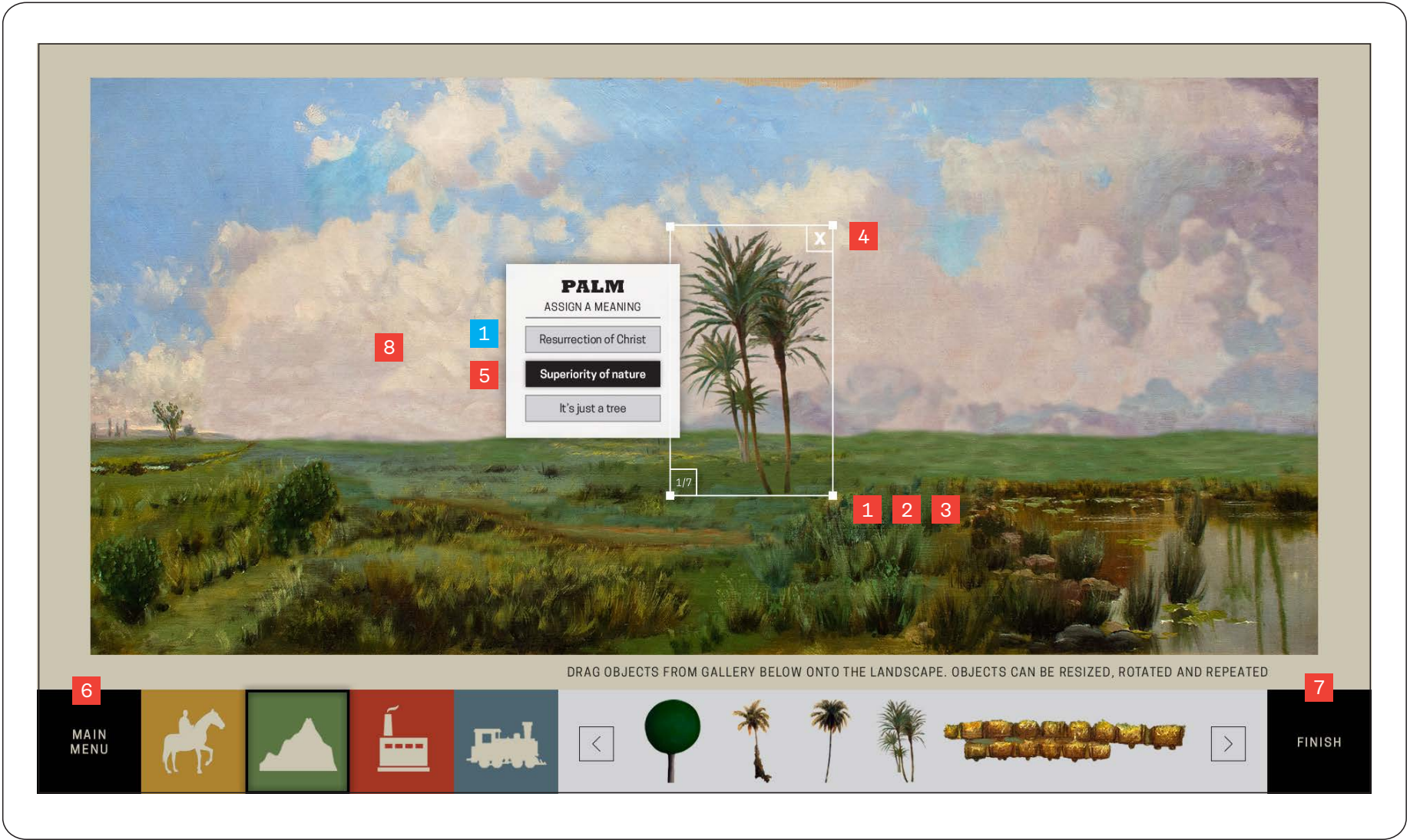
💬 NARRATIVE

- 1. Composition Screen will start with no object drawers open so that users must actively consider and choose a category.

📋 NOTES



8. OBJECT SELECTED VIEW



> ACTIONS

1. User drags to place object.
2. User pinches to scale object.
3. User uses rotate gesture to rotate.
4. User taps “x” to delete object from canvas.
5. User taps desired symbolism button to assign.
6. User can tap Main Menu to return to main menu.
7. User can tap “Finish” to finish.
8. User taps anywhere outside bounding box and symbolism menu to deselect.

⌚ MOTION

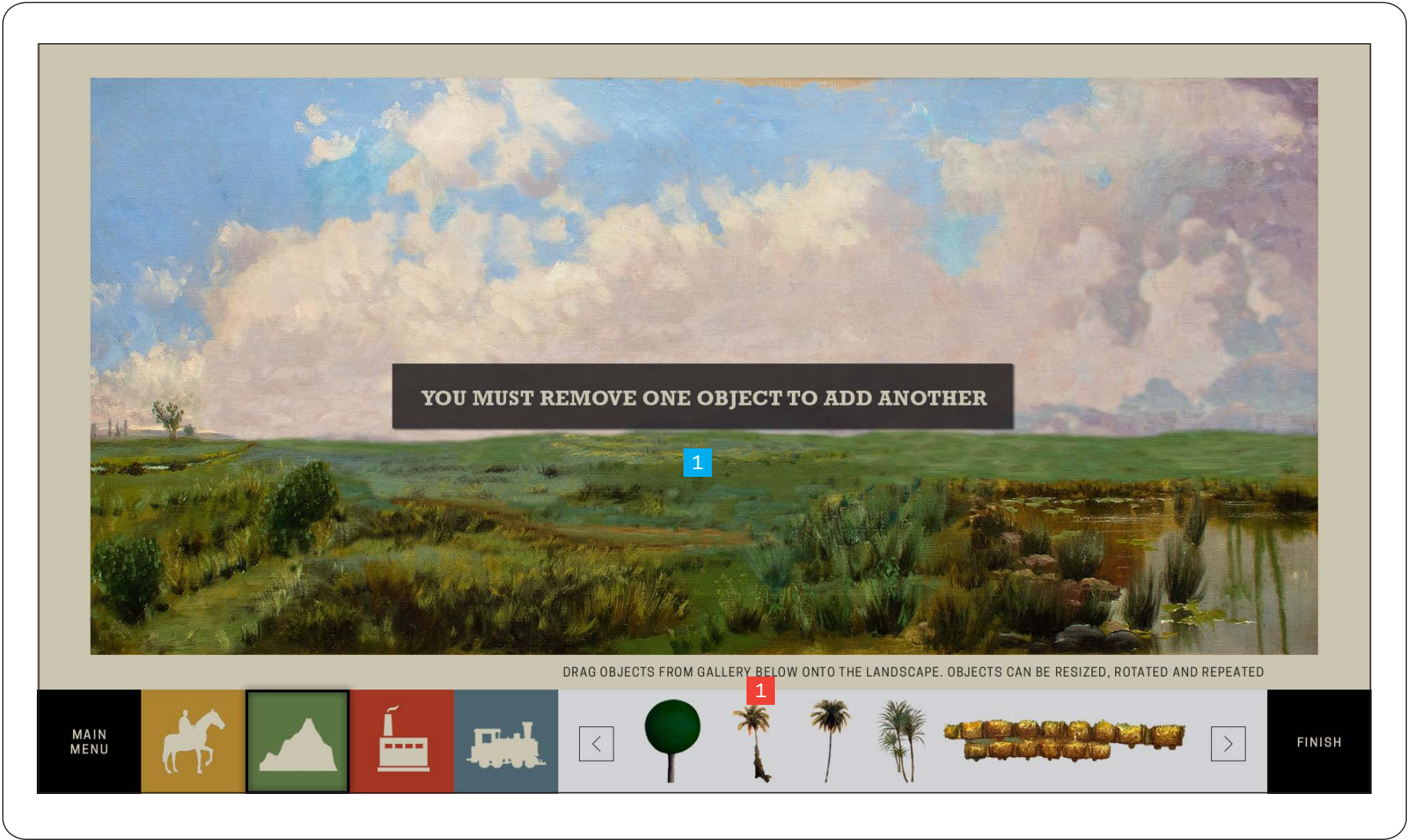
1. When the user releases the object, it remains selected and the symbolism selection menu will appear adjacent to the object.

💬 NARRATIVE

1. User can drag, place, rotate, scale, and/or delete the selected object. The selected object will have a visible bounding box. When the user releases the object, the symbolism selection menu will appear adjacent to the object. The user can tap outside the object’s bounding box at any time to deselect the object. The limit for how many objects can be added, and how many that can be added and have symbolism applied to them, remains under discussion but we are at this stage still presuming a limit of 7.
2. User will have three options from which to select their desired symbolism for the selected object. One will be automatically selected when the menu appears. The user taps a different button to select different symbolism. The user can tap outside the object’s bounding box at any time to deselect the object. The user can tap on the object again anytime before finalizing to reposition, rescale, or change symbolism.
3. Lower left hand corner of bounding box will note how many objects the user has placed (1 of 7, 2 of 7, etc.)

📝 NOTES

9. MAXIMUM THRESHOLD REACHED VIEW



ACTIONS

1. User touches 8th object (or one object past the total determined maximum threshold).

MOTION

1. Popup fades in and fades out automatically.

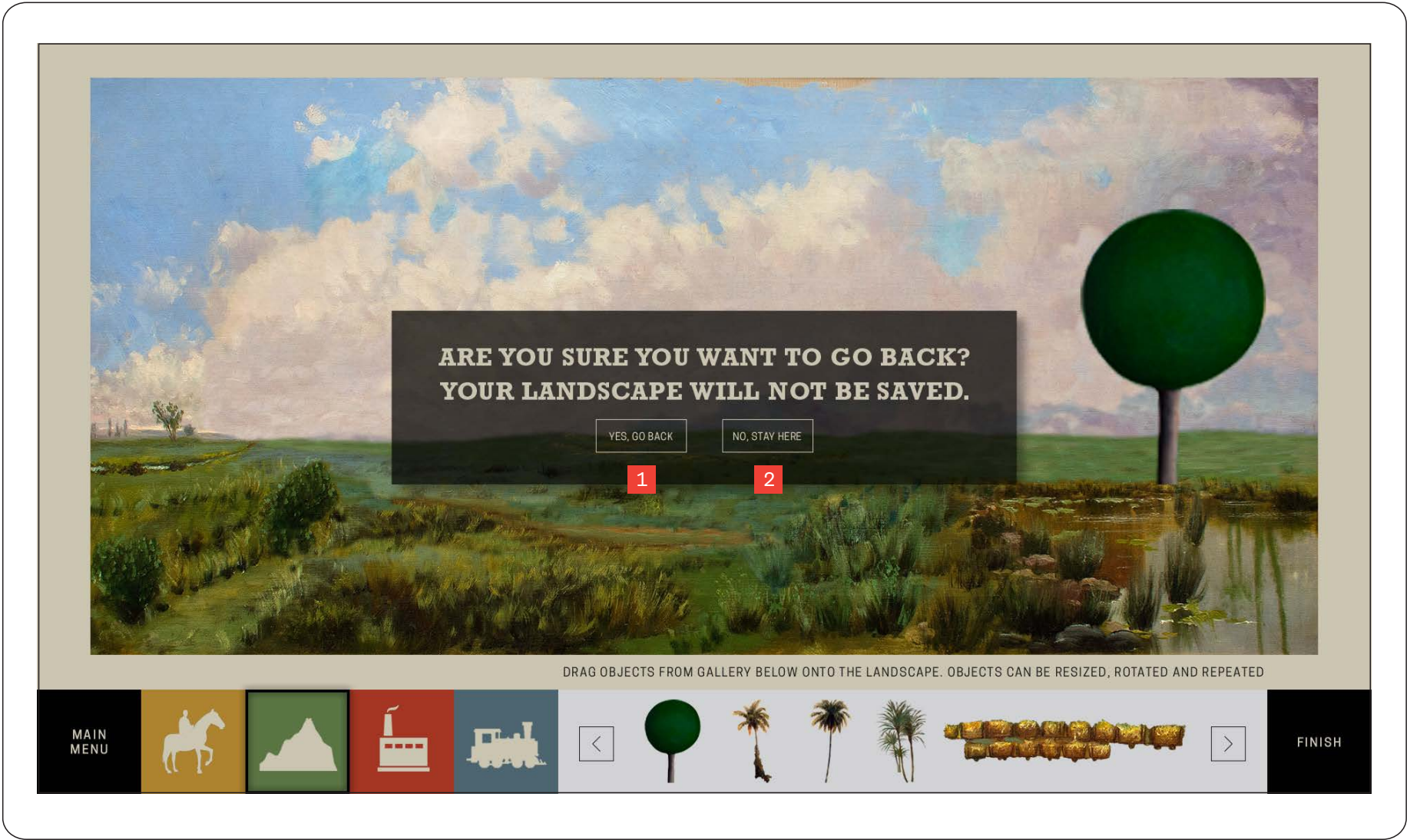
NARRATIVE

1. When a user has reached the maximum threshold for completion (7 objects placed and assigned symbolism) and attempts to add a 8th object, they will see a popup stating that they must remove an object if they want to add another one. This message will fade in and fade out with no required action.

NOTES



10. RETURN TO MENU POPUP VIEW



ACTIONS

1. User taps “Yes, Go Back” button to confirm they want to go to the main menu.
2. User taps “No, Stay Here” button to return to editing their current painting.

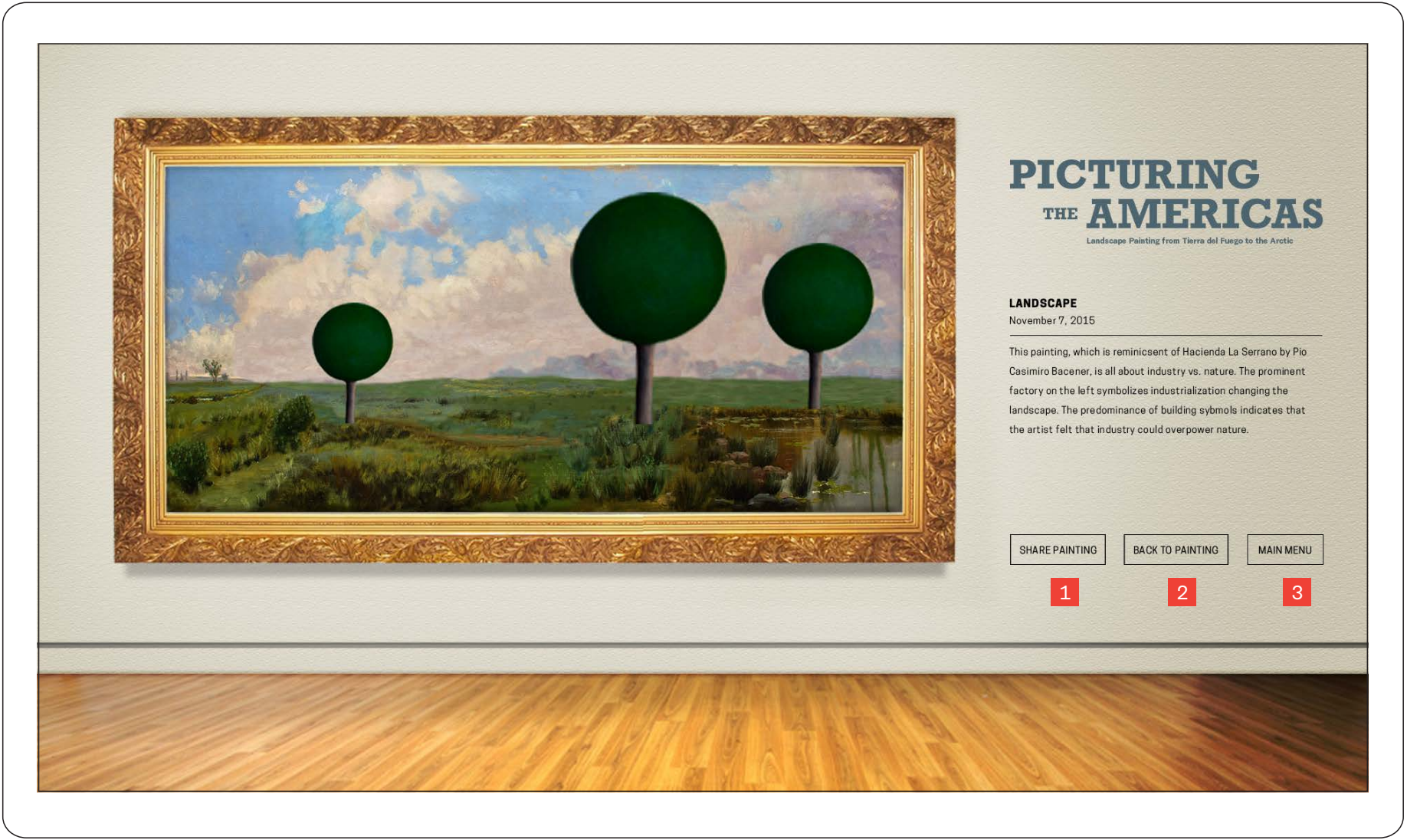
MOTION

NARRATIVE

1. If the user taps “Main Menu” button they will receive a popup warning that they “lose their work if they go back. The user will be able to select to return to editing their current work or confirm that they wish to return to the main menu.

NOTES

12. GALLERY VIEW



> ACTIONS

1. User taps Share Painting to share.
2. User taps Back to Painting to return to editing.
3. User taps Main Menu to exit and return to main menu.

◉ MOTION

🗨 NARRATIVE

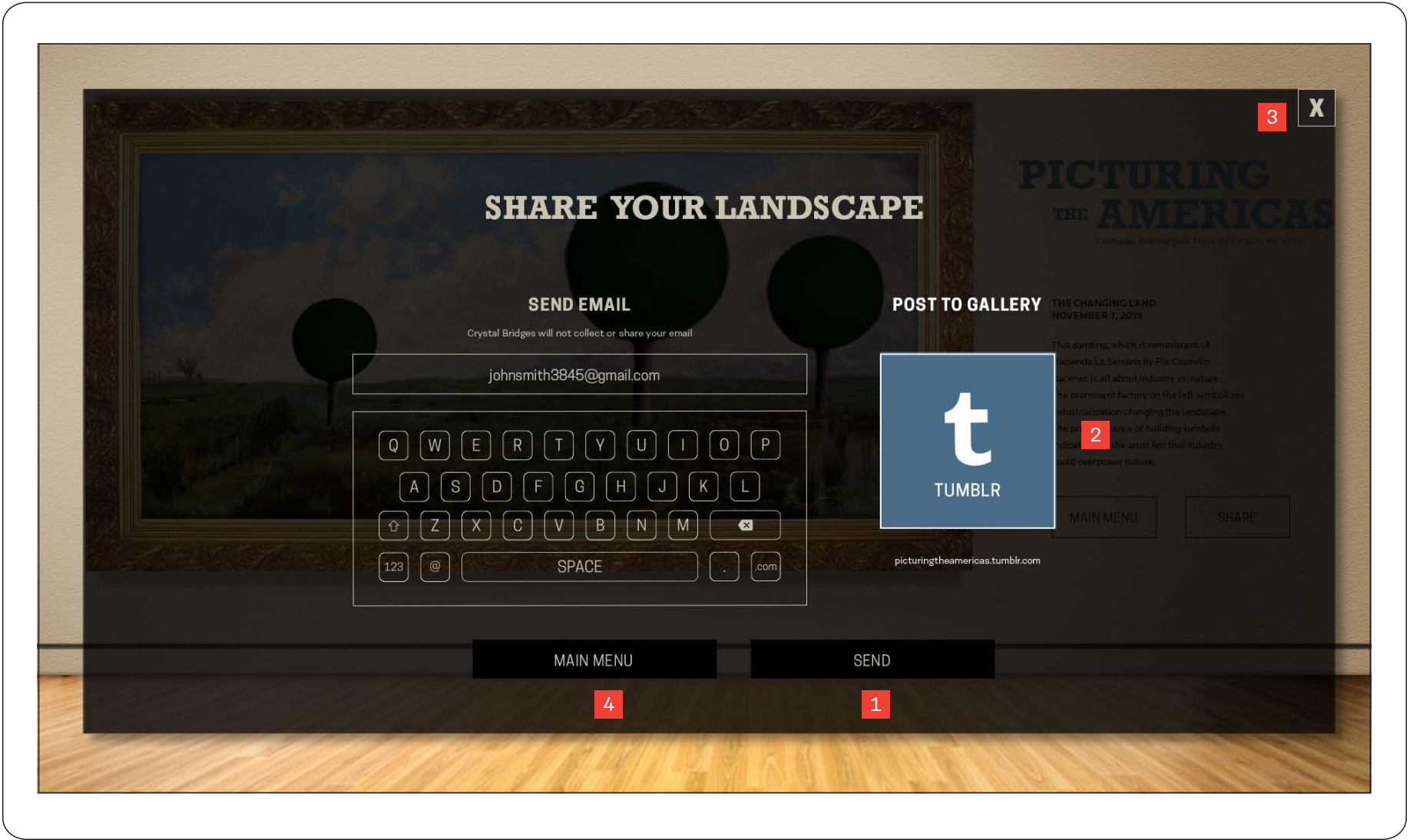
1. When a user has finished, the view will transition to a gallery view. The user will see their finished painting in a gallery setting, which will have a label in the same style as the exhibit. The label components will be a title, date, and interpretive label text. The title will have been chosen on the previous screen based on a choice of three sample names selected by Crystal Bridges. The date will be generated by the date created. The interpretive label text will consist of three sentences based on user selections. Each sentence will refer to one of the three largest-scale objects placed in the painting.

📋 NOTES

1. Wall colors and frames will be different for each painting; this will be represented when those colors and frame designs have been finalized.



13. SHARE



> ACTIONS

1. User types in email address and taps Send to send email (and post to Tumblr unless Tumblr has been deselected).
2. Toggle automatically is set to post to Tumblr. User must deselect if they do not wish to post.
3. User taps “x” button to close and return to Gallery view.
4. User can tap “Main Menu” to return to main menu.

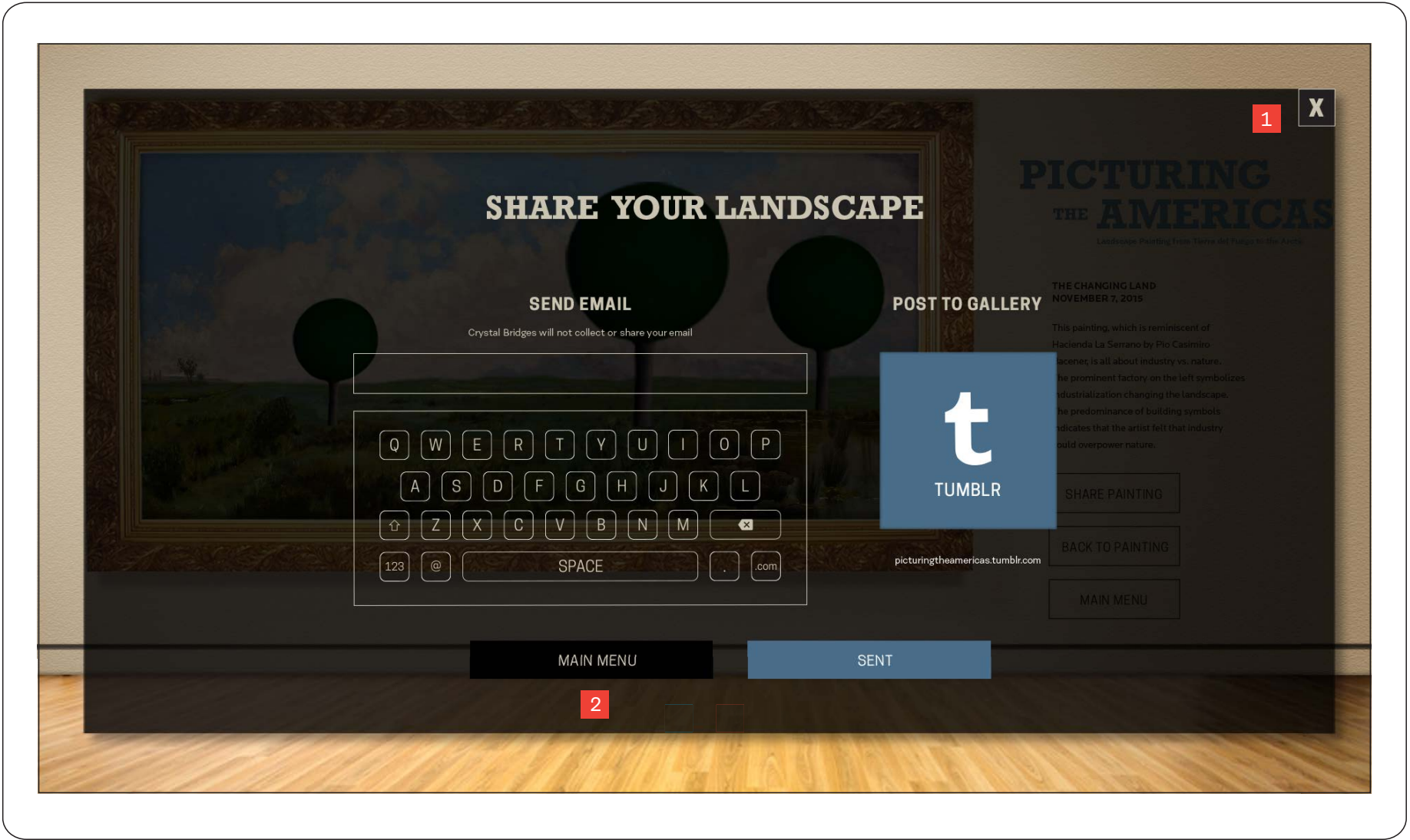
⦿ MOTION

💬 NARRATIVE

1. The user will have the options to email themselves their painting, post it to Tumblr, or both. They can leave Tumblr toggled on and not enter an email address and the picture will post to Tumblr. They can leave Tumblr toggled on, put in an email address, and tap send and the picture will go both places. They can toggle Tumblr off and put in an email address and tap send and it will only be sent to email. They will also have the option to close this screen and go back to the Gallery view, from which they can return to the Main Menu or change their mind and tap Share again.

📝 NOTES

14. SHARE COMPLETE VIEW



ACTIONS

1. User taps “x” button to close and return to Gallery view.
2. User taps Main Menu button to return to main menu.

MOTION

NARRATIVE

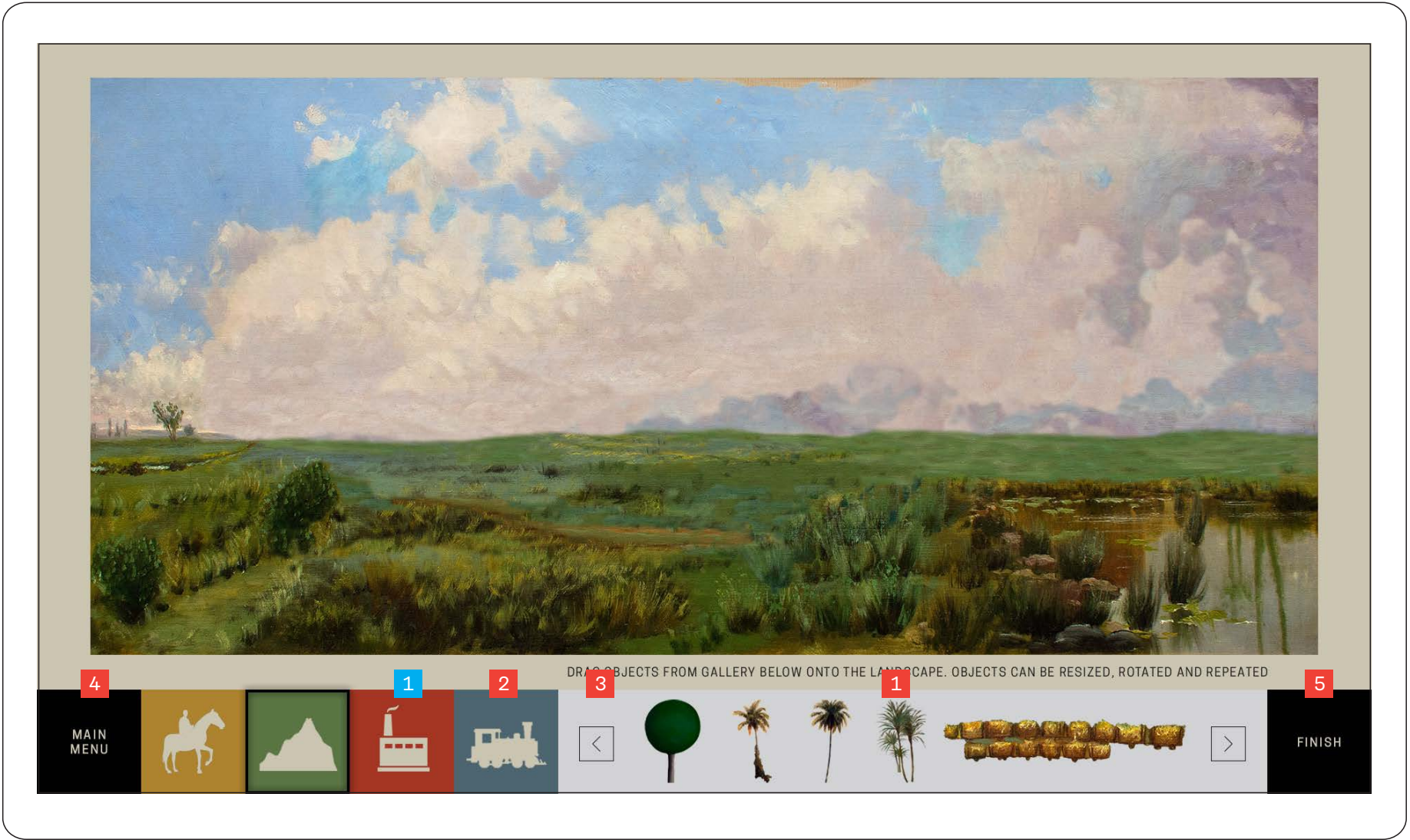
1. User receives confirmation that image has been sent. The “Send” button will change to “Sent.”

NOTES

1. If user closes using the “x” button, they will be returned to the Gallery view. They will again have the opportunity to share. If they choose to share again they may enter another email but may not share to Tumblr a second time.



7. COMPOSE LANDSCAPE SCREEN - VEGETATION/LANDFORMS OBJECTS DRAWER OPEN



> ACTIONS

1. User drags an object from the inventory to add it to the painting.
2. User taps a different category in the inventory to open a different drawer.
3. Users may be able to scroll within one inventory drawer, depending on number of objects from that category.
4. User can tap Main Menu to return to main menu.
5. User can tap “Finish” to finish.

🔄 MOTION

1. Category drawers will accordion in the same fashion as the 4-painting Landscape Selection Screen.

💬 NARRATIVE

1. The objects in the inventory will be divided into drawers by category, based on if they are People & Animals, Vegetation & Landforms, Buildings, or Vehicles. The user will have the option to tap on a different drawer, which will then accordion open.
2. Depending on the number of objects available for each category, the individual drawers may have the ability to scroll.
3. This image shows the Vegetation and Landforms object drawer selected. Users will have the option to choose objects from another category by tapping on that category’s object drawer, which will accordion open.

📝 NOTES

1. This image shows the widest-width painting.

11. TITLE CHOICE VIEW



ACTIONS

1. User taps the Down Arrow icon to get short menu of titles.
2. User taps their choice of title.

MOTION

1. After user taps their title choice, menu disappears.

NARRATIVE

1. User selects title by tapping on their choice. “Landscape” is preselected as the default title. Title is automatically part of the wall label graphic. If user wants to change title they can return to editing and when they tap “Finish” again will have the opportunity to rename.

NOTES

1. Generating the artist’s name is problematic; it would require bringing up a keyboard twice in the process. If we proceed with no names, we would not need a Tumblr disclaimer.