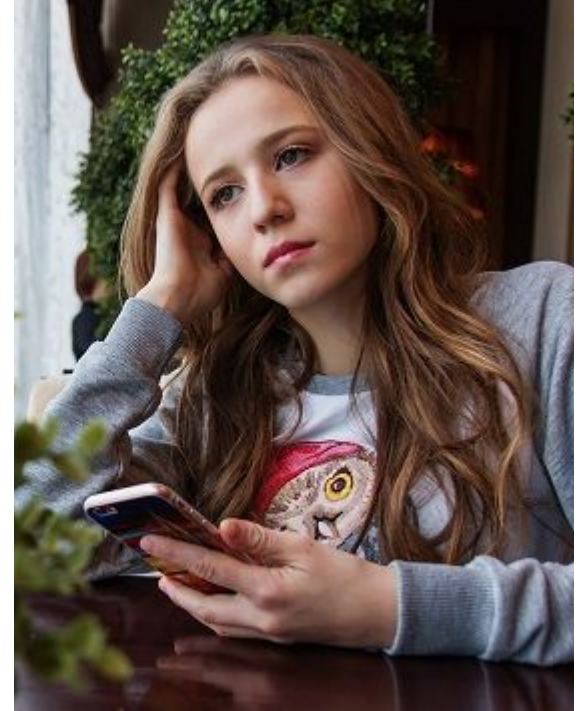


ImageNation Sprint #1 Presentation

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Background

- Nowadays people pay increased attention to their photos on social media.
- It is a great hassle to edit a photo locally, and upload it to the Internet.
- Our design will help users to tune and feature their photos on social networks at no time.
- ImageNation is a web-based photo editing application.



Main Features

- Edit various image specs: Brightness, Contrast, Saturation, Grayscale...
- Generate and apply random photo filters
- Store the works on the cloud
- Share them with the community (if time permits)
- See the next slide...



Photo uploaded



Select Photo To Upload:

No file selected.

Tired Editing? Try Me!

Get Some Fun!

Reset Filter

Download Image

Save Photo

Brightness:



Contrast:



Grayscale:



Saturation:



Opacity:



Invert:



Blur:



Sepia:



Color Wheel:



Sprint #1 Backlogs

- Framework Module:
 - Design pages for registration, login, photo editing, and online storage
 - Experiment with Bootstrap for UI design
 - Populate pages with mock contents if necessary
 - Enable inter-page hyperlink navigation
- Account Module:
 - Create an Django form to store registered user info
- Photo Editing Module:
 - Enable photo uploading and saving
 - Create an Django model to store uploaded photos and their owners' info
 - Experiment with random filter generation using Python OpenCV library
- Online Storage Module:

Problems in Development

- Cannot achieve real-time editing using django
 - Solution: Use canvas and CSS filters
 - Unsupported by Safari
- Cannot make image respond to page resizing
 - Solution: Define image as Bootstrap class “img-thumbnail”
- Unable to save tuned photo back to database
 - Solution: Unknown...
- ...

Plan for Sprint #2

- Fix ongoing problems in Sprint #1 (save the image)
- Design pages for personal storage and online gallery
- Enable photo tagging (food, animal, campus, ...)
- Let user delete photos from storage
- Experiment with social media APIs (Facebook, Twitter)
- Display user's works in an interactive way (probably using WebGL)