Description

The project is a storyboarding iOS mobile application. The objective is to help users create a fully composed storyboard easily and conveniently. The startup menu will provide the user the option to either continue working on an existing project or create a new one. When a user creates a new project, a prompt will pop up. Here, the user establishes a project title and description of the storyboard. Once the user has completed all text fields, the prompt disappears and transitions to the work station view. This view is where the user puts together the storyboard. In the center is a blank white canvas that represents one shot of a scene of the storyboard. The user may draw/sketch directly onto the canvas. This will be accomplished via touch events. The canvas will consume a majority of the view. Menus and tools for editing and manipulating the shot can be found along the perimeter of the screen. The top contains functions relating to the project, such exiting the app or starting a new storyboard. The left contains a layer/frame panel. This allows the user to select a layer to edit within a frame (background, foreground) and to select a frame to work on within the entire project (frame 1, frame 2, etc). The right side of the screen contains the tool panel for editing and manipulating objects in the canvas. The two main features are a color palette for sketching and an objects library. The objects library will include a variety of basic shapes and images, from directional arrows for the shot to template images of people. The bottom will contain a notes panel.

Justification

This project perfectly serves as an extension of the class CMSI 370. It requires a strong sense of UI design to make the application easy to use for the client. Everything for the app must be mindful that the target client does not consist of highly technical people. It is for artists, so the features must be laid out in a way that is intuitive to the user. Additionally, CMSI 370 was the first class to introduce programming in Objective-C. Objective-C is known for being brutally cryptic in its syntax, so coding this storyboard app presents itself as the perfect challenge. To help alleviate the process, I have enlisted the help of a couple animators to advise me on the design and layout of views. That way, I can focus a little more on the code vs. whether the layers panel should be on a different side. The most important features of the project will be the drawing functionality, editing by layer, and the notes panel since these are what essentially constitute a storyboard. These key aspects of the app are definitely do-able for the next 12 weeks. From there, I will add the other features to make this app desirable.

Overall, this project will allow me to expand my knowledge of Objective-C and sensibility in UI design. I want to go beyond creating a simple calculator app. I want to make something that relates to the industry I see my future self in. Computer animation is something I am highly interested in, and I know this project will be a step in the right direction.