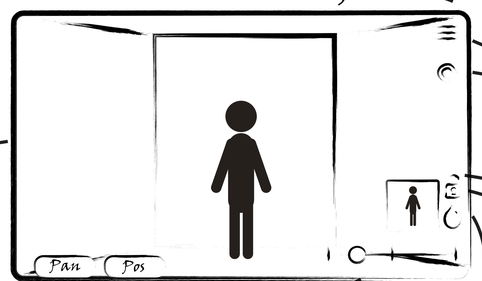
Storyboard Sketch-up

Main User Interface



Expanding/contracting fingers zooms camera in/out

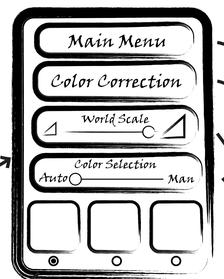
When active:
camera pans with a finger drag across the screen. Perspective rotation from a pivot point

When active:
finger drag across the screen translates the camera up/down and left/right. Rotation disabled

record video clip into device video storage

Locks/unlocks selected color

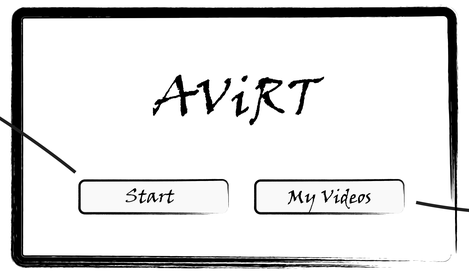
Current color selected
Pressing dropper enables color selection on screen.
Tapping -> chooses color on finger position
Press and drag -> chooses color on finger up



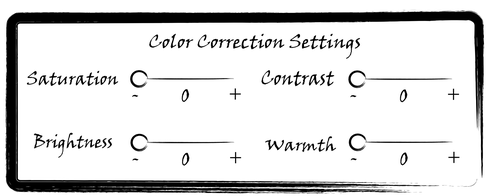
Choose Virtual Environment

Scales virtual world

Auto: Background color generated from average pixel information before a color is selected
Manual: Key color is null before user chooses a color



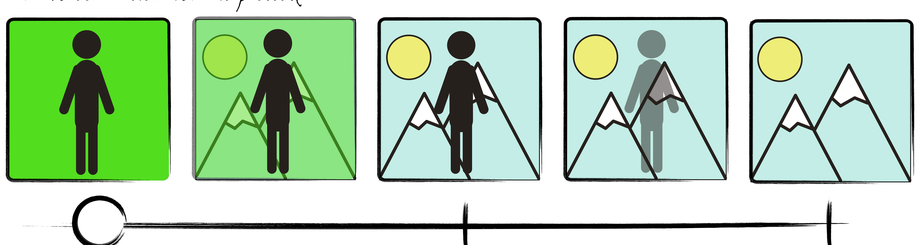
Link to device video storage



State 1 (R): Real Camera at 100% opacity. Vitual Environment at 0% opacity.
Slider Left: Virtual environment not rendered. *Reality
State 2 (AV): Real camera and virtual environment at 100% opacity
Slider Middle: Chroma-keying functionality in effect. * Augmented Virtuality
State 3 (VR): Virtual Environment at 100% opacity. Real Camera at 0% opacity.
Slider Right: Real Camera not rendered. *Virtual Reality

*Note: When the slider is in between the left, middle and right values, opacity gradually decreases depending on location.
Left -> Middle: Background pixels decreases opacity from 100%-0%
Middle -> Right: Actor pixels decrease opacity from 100%-0%

* Thumbnail expands and contracts on screen when icon is pressed



Full Real Camera — Full Chroma Key — Full virtual Camera