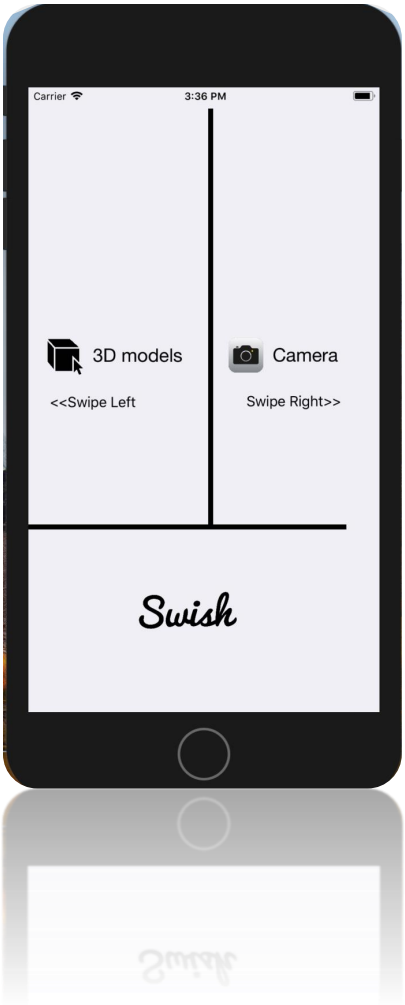
User Manual for SwishApp



Hristiyan Tarnev

Vladimir Katrandzhiev

Neli Todorova

Rostislav Tinchev

Borislav Gramatikov

Kaloyan Stoyanov

Overview

Swish provides iOS App for iOS users- iPhone & iPad, which allows the user to recognize objects, work on their 3D model or work on already saved models. The following steps will show you how to setup App and enjoy it.

Install App

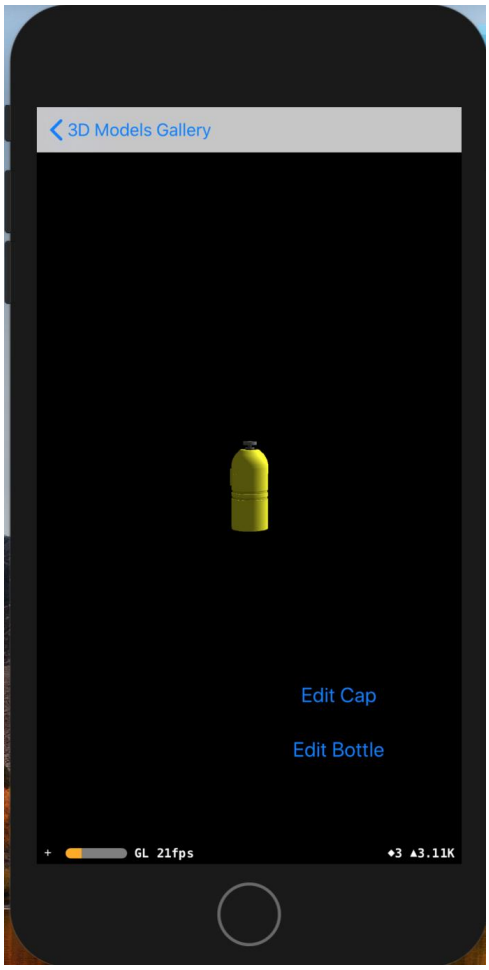
Search and install **SwishApp** in the App Store.

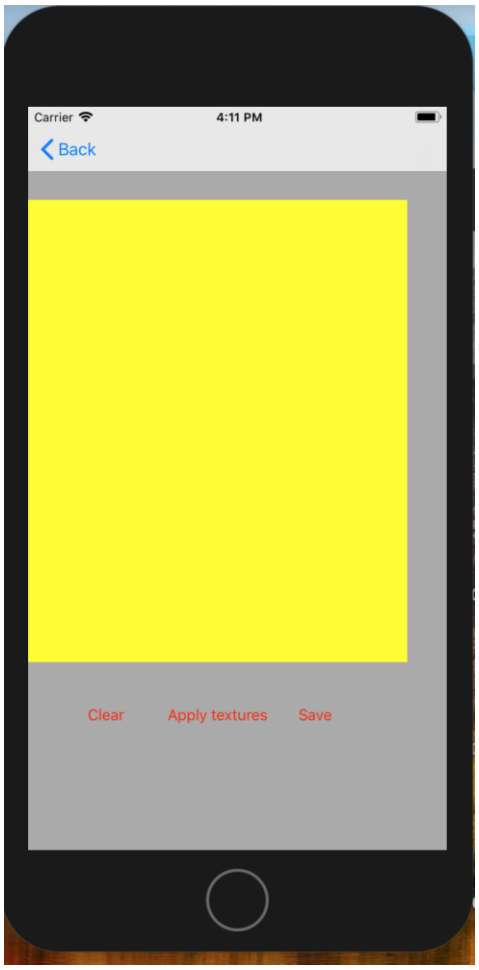
Access the Camera

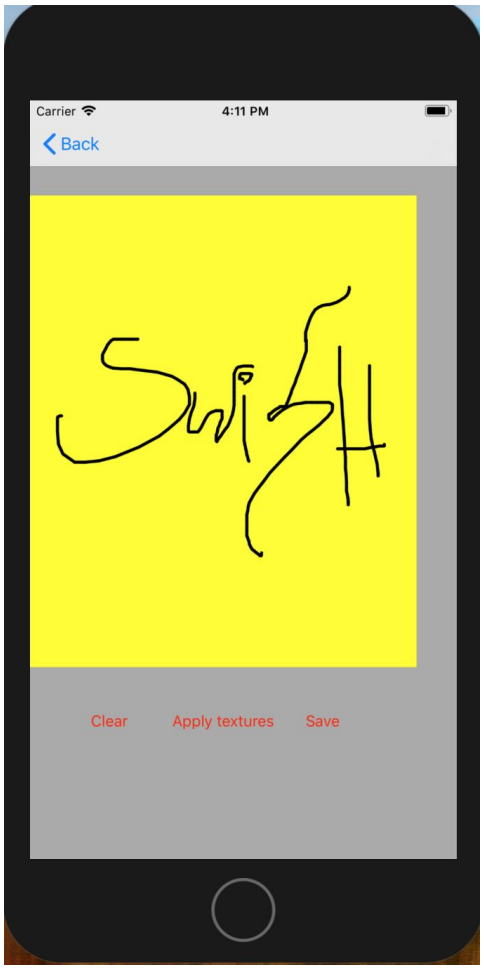
If the user wants to select "Camera" and swipes to the right for first time, he will be prompted to give access to the camera.

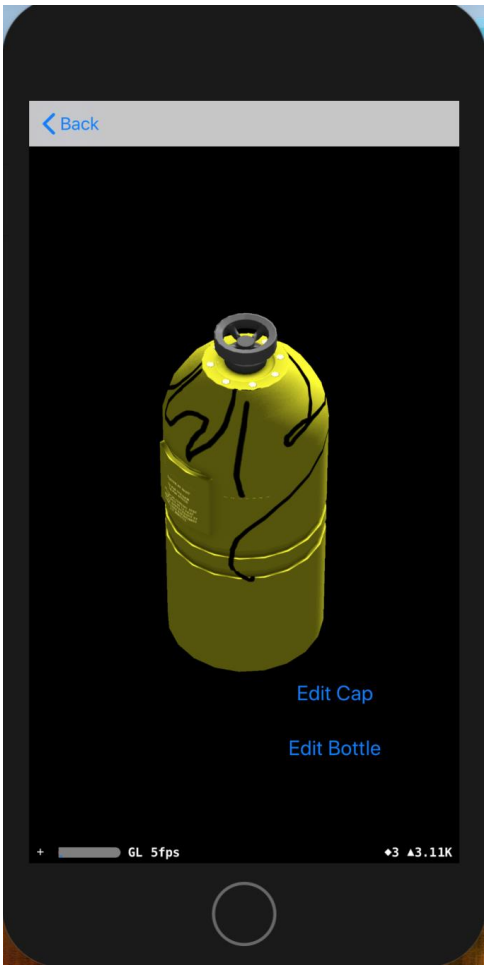
- If the user chooses to swipe to the left- 3D models, he will be able to see a gallery of 3D models and also to preview them in detail.

- If the user chooses to swipe to the right, a view where the camera will "recognize" objects will be shown. The example below displays if the camera recognizes "Bottle" and the user decides to work on the 3D model and apply the drawing to the model.


3D Models Gallery
Edit Cap
Edit Bottle
GL 21fps
◆3 ▲3.11K


Carrier
4:11 PM
Back
Clear
Apply textures
Save





Eventually, the user can preview his models in his phone gallery.

Technical support

If you have problems with your SwishApp, please contact Swish team:

n.todorova@student.fontys.nl

r.tinchev@student.fontys.nl

v.katrandzhiev@student.fontys.nl

b.gramatikov@student.fontys.nl

Hristiyan.tarnev@student.fontys.nl

k.stoyanov@student.fontys.nl

Your valuable comments and suggestions on improving **SwishApp** products are welcomed!