

ALL CITY

WIREFRAMES // FUNCTIONAL BEHAVIORS v0.7 ** WORK IN PROGRESS **
MARCH 24, 2010

APPLICATION COMPONENTS

CREATE

The **CREATE** component permits the user to create new virtual graffiti artwork by using the phone as a virtual spray can, marker or other type of artistic tool.

CREATE has two sub-modes:

- **VIEW IN PLACE**

Permits the user to see their work superimposed over a real time image from the camera.

- **PAINT/DRAW**

Permits the user to create artwork by selecting a tool and moving the phone in space as if it was a virtual paint can, marker, etc.

Switching between the sub-modes is accomplished by rotating the device between landscape and portrait orientations.

EXPLORE

The **EXPLORE** component permits the user to discover, view, and rate the creations of other users around the world.

EXPLORE has three sub-modes:

- **LOCATION VIEW**

Permits the user to discover and view creations based on location, either via a map or via an augmented reality experience overlaid with the camera input.

- **PROFILE VIEW**

Allows user to discover and view creations of individual users, by browsing or searching creator profiles and associated meta-data.

- **GALLERY VIEW**

Allows user to discover and view individual creations in a thumbnail gallery, sortable and filterable in a variety of ways.

PROFILE

The **PROFILE** component permits the user to create and manage their application preferences and the way other users see their profile in **ALL CITY**.

PROFILE has three sub-modes:

- **MANAGE PROFILE**

Permits the user to create and manage their profile data.

- **VIEW PROFILE**

Allows users to view their profile in the way other users see it.

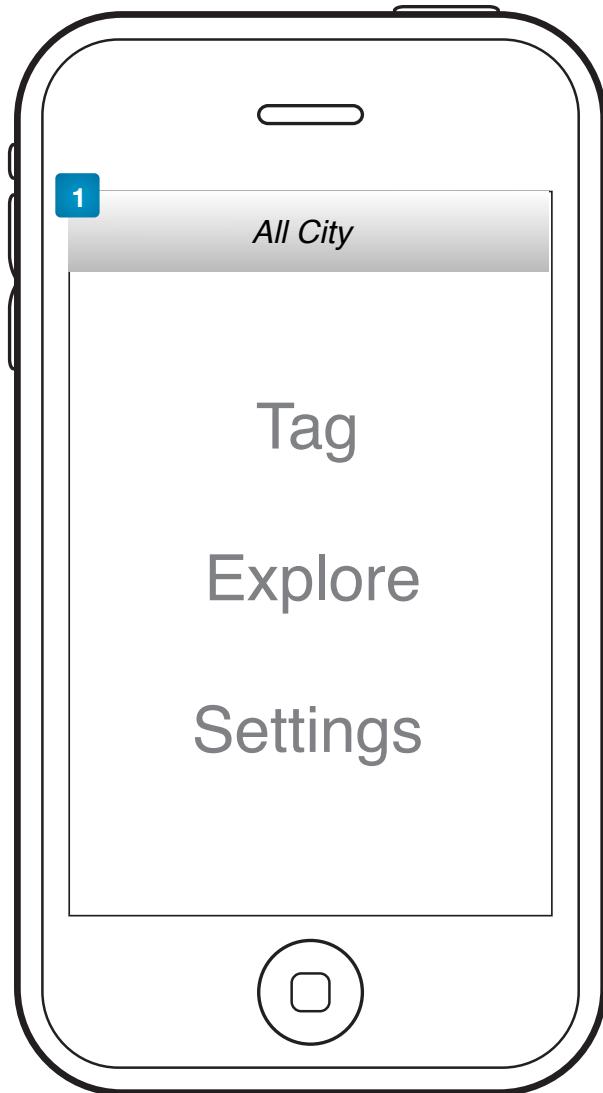
- **MY GALLERY**

Allows users to review and change settings on creations they have made in the past.

MENU

CREATE

PAINT/DRAW MODE TOOL SELECTION



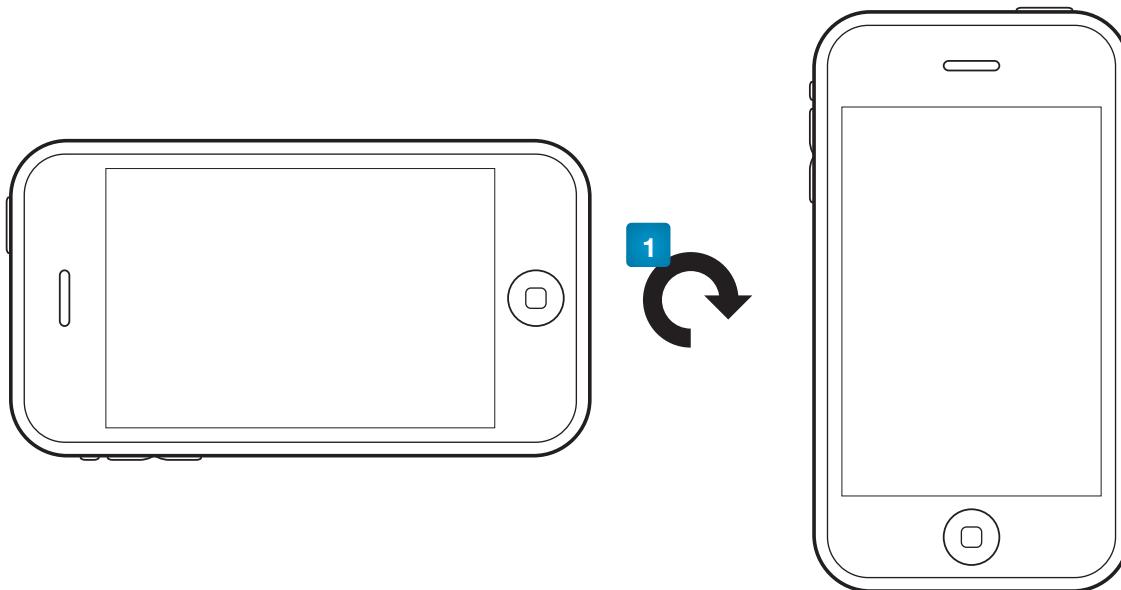
1 MAIN MENU

The main menu divides the app into its three components and allows the user to select which component they want to use on launch.

CREATE

CREATE

MODE SELECTION



1 MODE SELECTION

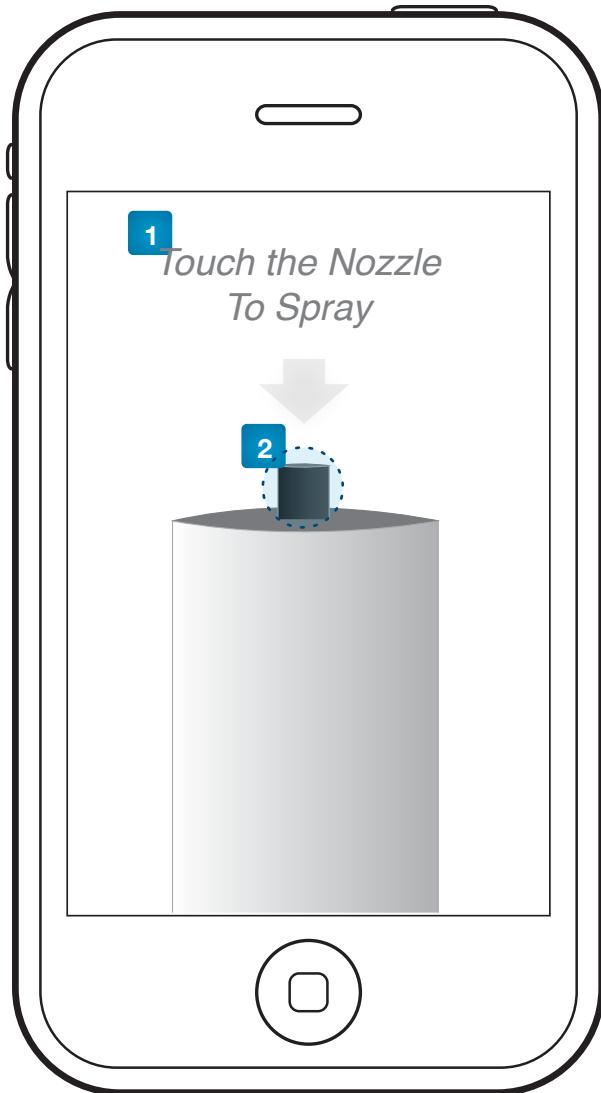
Switching between **DRAW/PAINT MODE** and **VIEW-IN-PLACE MODE** is accomplished by rotating the device between horizontal (landscape) and vertical (portrait) orientations.

In horizontal (landscape) orientation, the application enters **VIEW-IN-PLACE MODE** ([Pages 12-14](#)).

In vertical (portrait) orientation, the application enters **VIEW-IN-PLACE MODE** ([Pages 6-11](#)).

CREATE

PAINT/DRAW MODE TOOL USE



1 USE NOTIFICATION

On first use of **PAINT/DRAW MODE** on each launch of the application, a notification explaining how to activate the tool is displayed.

This notification appears again if the application is in **PAINT/DRAW MODE** and the user provides no input for 10 seconds.

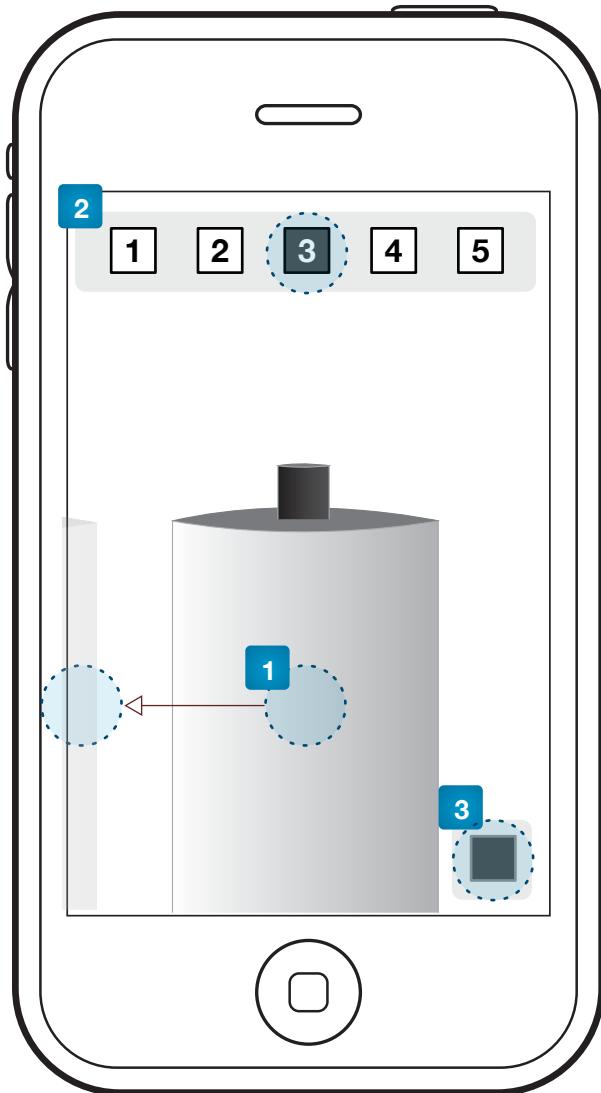
2 TOOL ACTIVATION

Tool activation is achieved by touching a specific, conspicuous point on the tool, such as the **nozzle on the spray can**.

While the user is touching this area with a **single touch** the application functions in **INPUT MODE** (page 8)

CREATE

PAINT/DRAW MODE TOOL SELECTION



1 CHANGE TOOLS

Changing tools is accomplished with a **single touch and slide** anywhere on the currently presented tool to the left or right, which will reveal the next tool and change the drawing input method.

Available tools are:

- Spray Can
- Marker
- Paint Splatter

Touching the presented tool, with or without the slide, opens the **TOOL SIZE MENU (2)** for the currently selected tool, if applicable.

2 TOOL SIZE SELECTION

When available depending on the tool, changing the size of the tool is accomplished by touching one of the available sizes displayed in tool size menu,

The tool size menu **appears whenever the user touches or changes the primary tool** and disappears when the user uses the tool or five seconds pass without the user touching the tool.

3 TOOL COLOR SELECTION

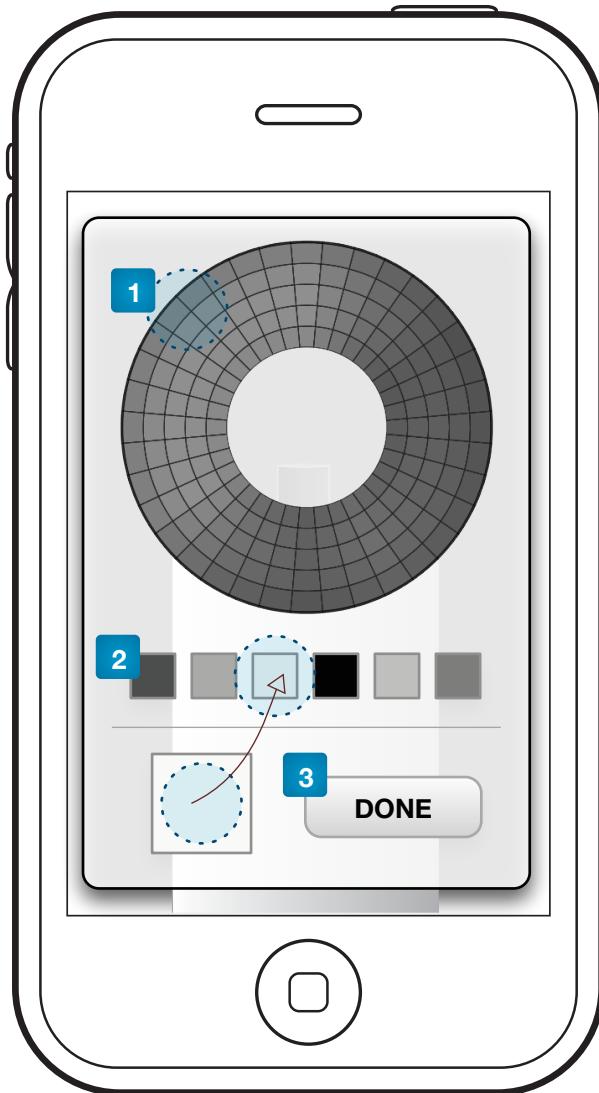
Changing the color of a tool's output is accomplished by touching the color selection icon, which opens the **COLOR SELECTION DRAWER (Page 9)**.

The color selection menu **appears whenever the user touches or changes the primary tool** and disappears when the user uses the tool or five seconds pass without the user touching the tool.

The color selection icon displays a swatch of the currently selected color.

CREATE

PAINT/DRAW MODE COLOR SELECTION



1 COLOR SELECTION DRAWER

Changing colors is accomplished by tapping anywhere on a presented color wheel. The color corresponding to the location of the user's touch is displayed and appears in the preview box.

2 FAVORITE COLORS

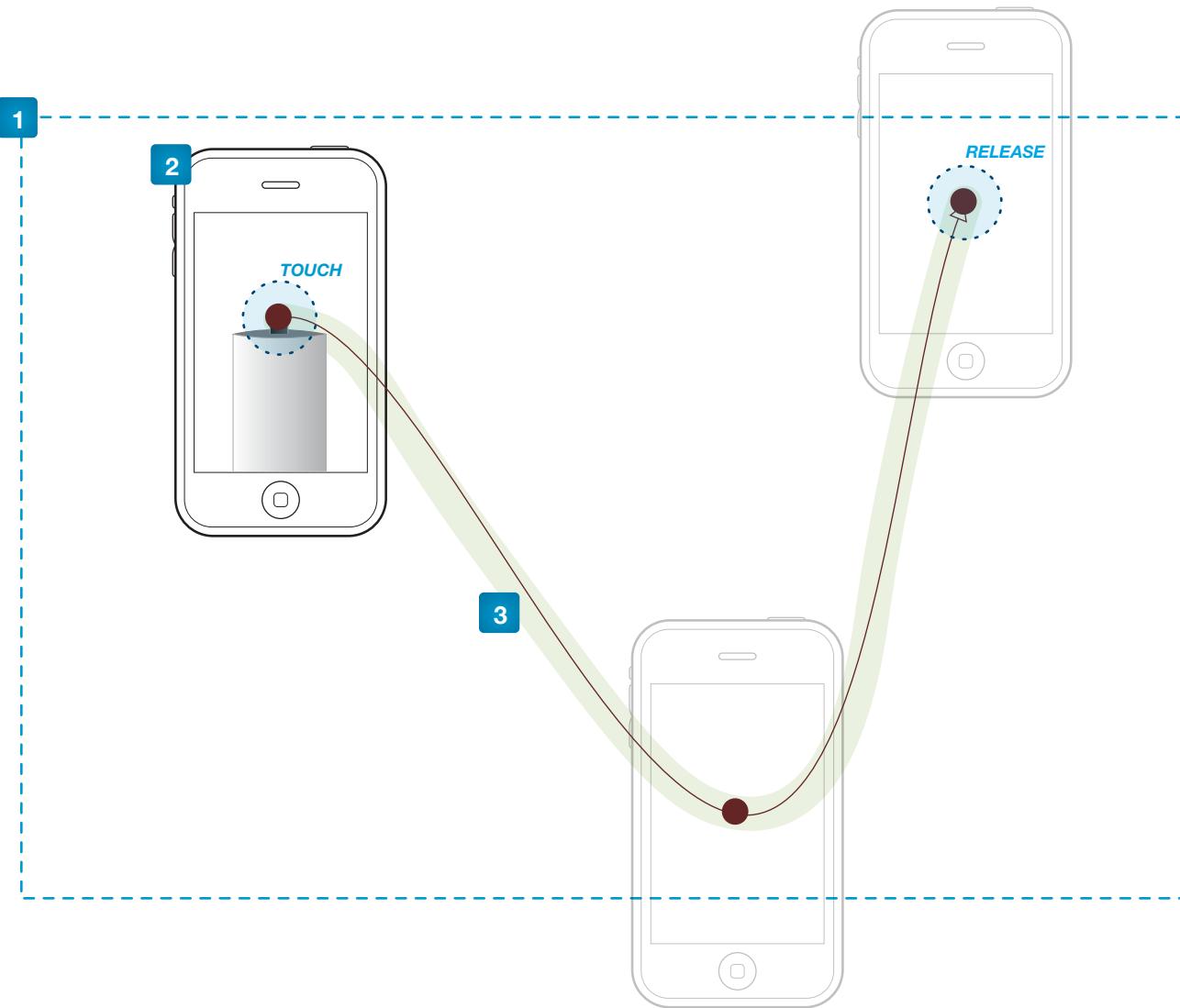
Users can store favorite colors in a small set of stored swatches that are retained between application sessions.

A color is stored by using a **single touch and slide** from the preview swatch to any available favorite color swatch.

If a favorite is already stored in the location being selected, it is overwritten with the new color.

CREATE

PAINT/DRAW MODE INPUT MODE



1 CANVAS

The canvas is fixed-size bitmap image with a transparent background that serves as the atomic file unit of any creation. Adding to the canvas is accomplished by **selecting and activating a tool** ([Pages 7, 8](#)) and initiating input motion while the tool is active **(2)**.

2 INPUT MOTION

Input into the **CANVAS** is accomplished by moving the device through the air while touching the **TOOL ACTIVATION** area on the selected tool.

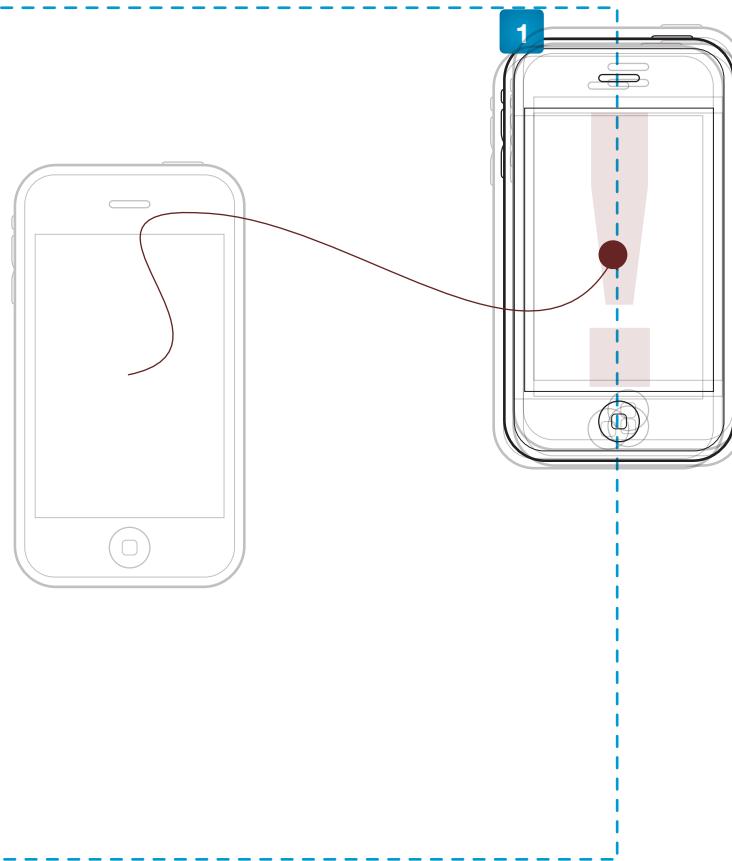
Device motion is measured by the accelerometer and translated into a vector path, which is later interpreted into vector data.

3 ARTWORK

The bitmap data added to the canvas is referred to as the **ARTWORK**, and is viewed in **VIEW-IN-PLACE MODE** ([Page 11](#)).

CREATE

PAINT/DRAW MODE INPUT MODE BOUNDS NOTIFICATION



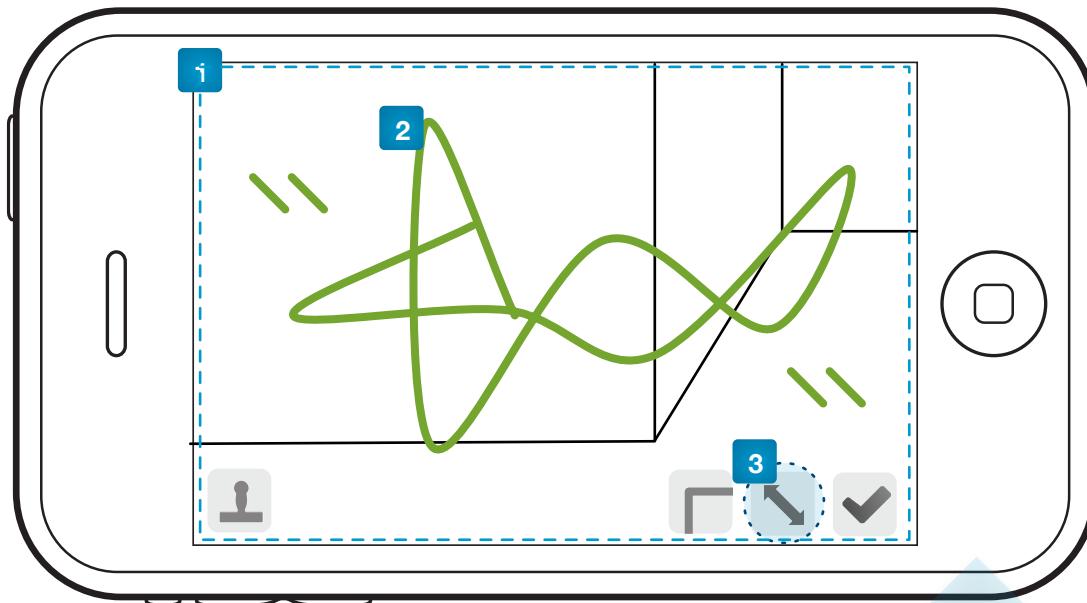
1 BOUNDS NOTIFICATION

If the users motions during input motion cause the input to reach the boundaries of the **CANVAS**, the application will alert the user by **making the device vibrate**.

Input will continue so long as the user continues to depress the tool activation point, but data outside the bounds will not be stored or displayed.

CREATE

VIEW-IN-PLACE MODE



CAMERA INPUT
(REAL-TIME)

1 REAL-TIME CAMERA IMAGE

While in **VIEW-IN-PLACE MODE** the live input of the device camera is displayed as the background behind the **ARTWORK**.

2 ARTWORK

The artwork, created via the input motion in **PAINT/DRAW MODE**, is displayed over the camera image.

By default, the artwork appears full size (the canvas mapped to the screen of the device) and centered on the screen.

3 SCALE & POSITION ICON

By touching the **SCALE & POSITION ICON** the user can scale and position the **ARTWORK** over the camera image ([Page 14](#)).

CREATE

VIEW-IN-PLACE MODE POSITION SELECTION

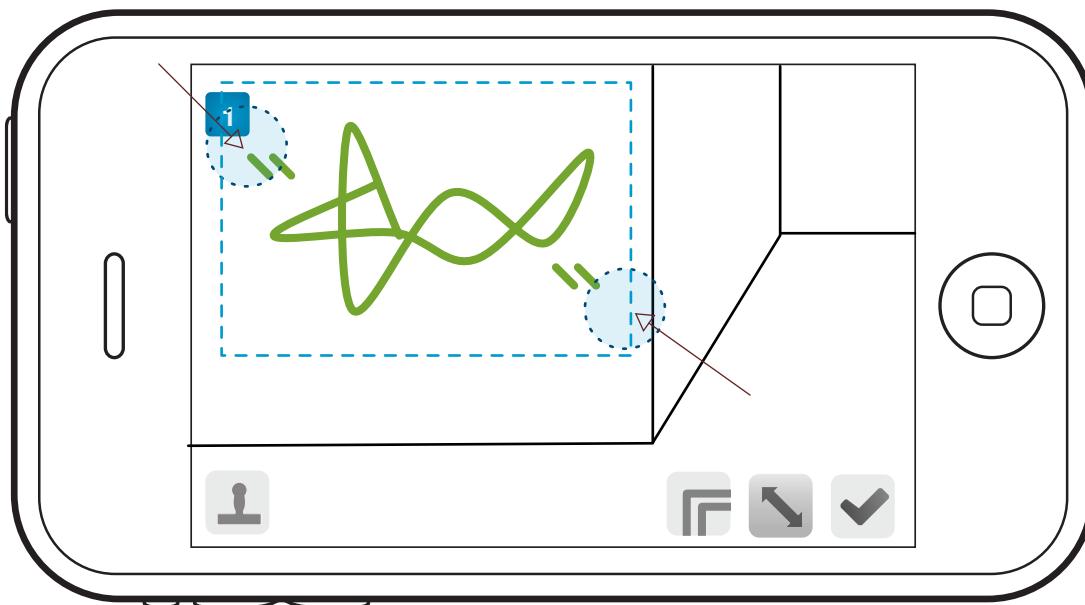


1 POSITION SELECTION

While in **VIEW-IN-PLACE MODE**, touching the **CANVAS** in any position **will temporarily display a small crosshair indicating the position of the cursor**

CREATE

VIEW-IN-PLACE MODE SCALE AND POSITION



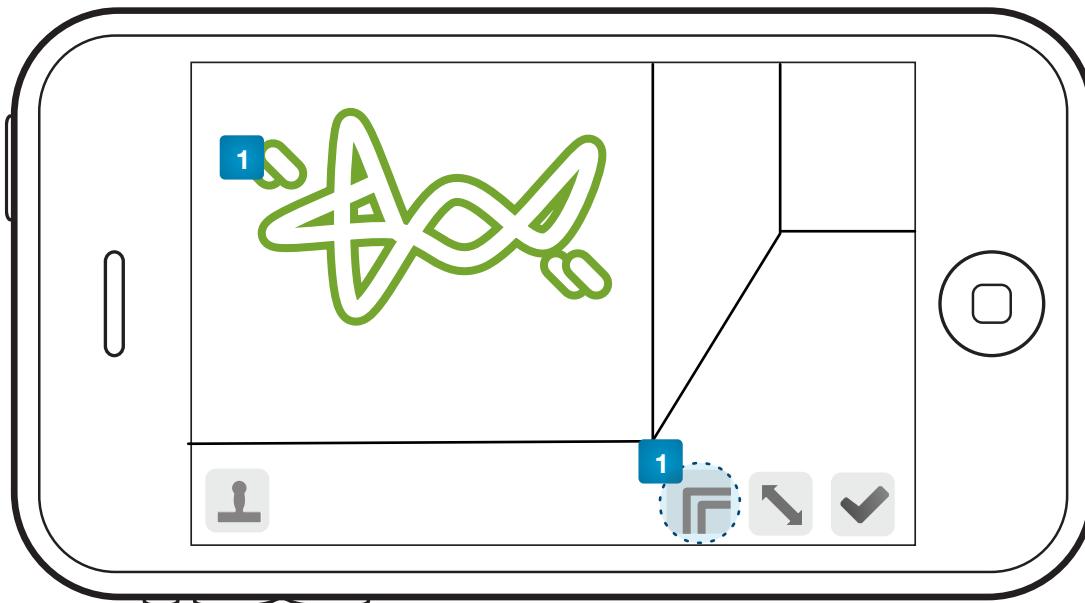
1 SCALE AND POSITION

While the scale and position mode is active, the user can **scale the artwork by using a two-touch pinch-or-pull interaction**.

The user can also reposition the artwork by using a **single-touch-and-drag**.

CREATE

VIEW-IN-PLACE MODE OUTLINES



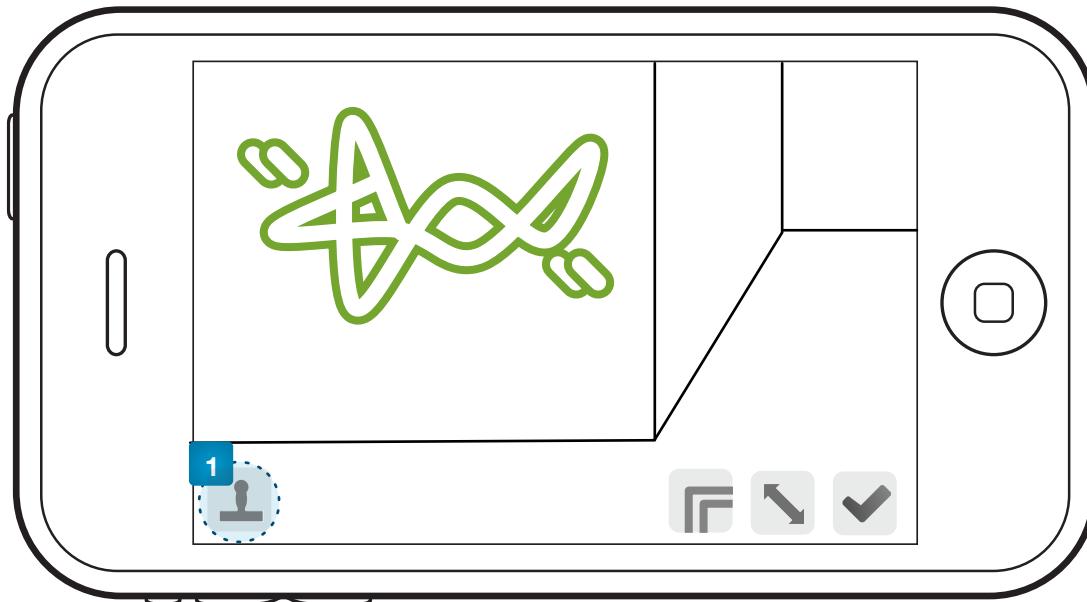
1 OUTLINE MODE SELECTOR

Touching this icon cycles the artwork through various stroke modes, **including single line and outline (shown)** that are applied to the vector data recorded during **INPUT MOTION**.

Each outline mode has a different icon, to identify the current setting, which changes (as well as the outwork) on touch.

CREATE

VIEW-IN-PLACE MODE STAMPS

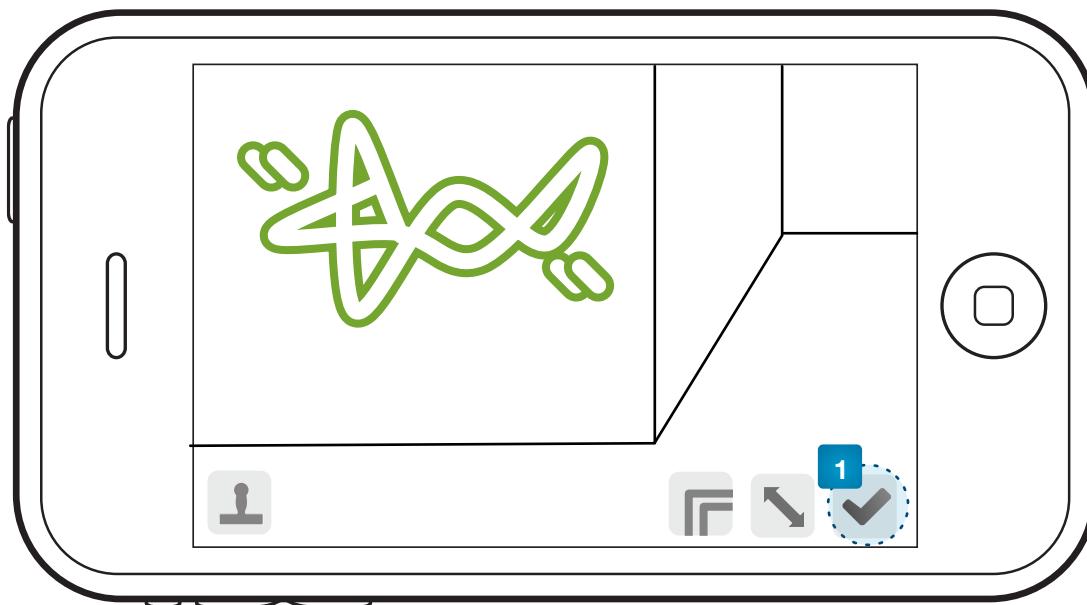


1 STAMP DRAWER ICON

Touching this icon opens the stamp drawer to allow selection of a stamp to add to the artwork.

CREATE

VIEW-IN-PLACE MODE STAMPS

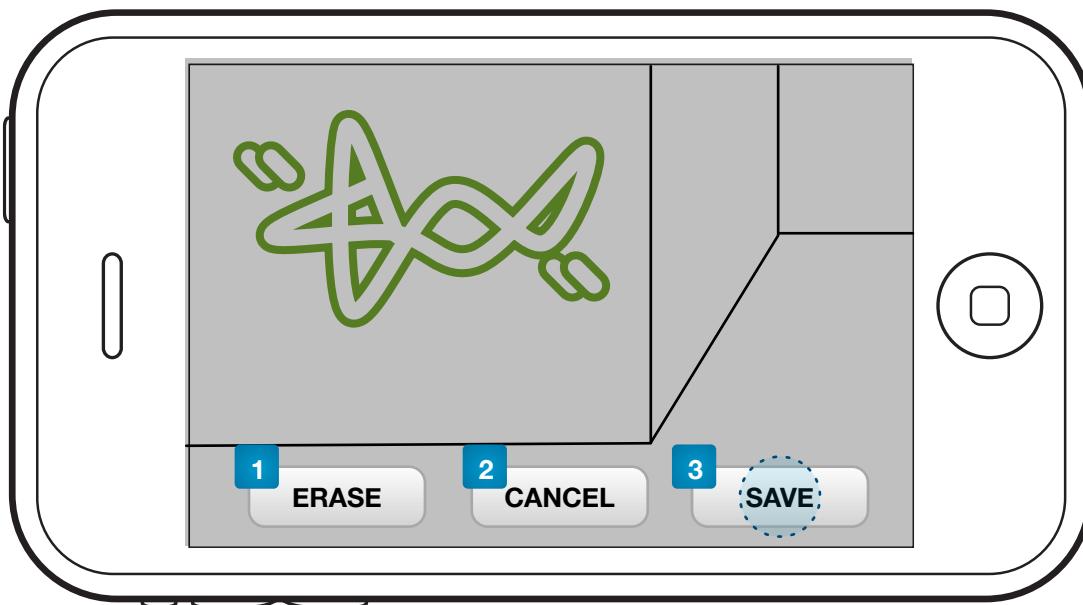


1 CONFIRM/RESTART ICON

Touching the confirm icon **captures** a photo sourced from the camera and overlays the artwork in the defined position as one bitmap and then opens the **SAVE IMAGE INTERFACE (Page 18)**.

CREATE

VIEW-IN-PLACE MODE SAVE IMAGE INTERFACE



1 ERASE

The **ERASE** function opens the **ERASE CONFIRMATION DIALOG** ([Page 19](#)).

2 CANCEL

The **CANCEL** function closes the **SAVE IMAGE INTERFACE** and returns the user to **VIEW-IN-PLACE MODE**.

3 SAVE

The **SAVE** function saves the image to the user's photo stream and their **ALL CITY PROFILE** where it will be viewable and searchable by other users.

CREATE

VIEW-IN-PLACE MODE ERASE CONFIRMATION



1 ERASE CONFIRMATION

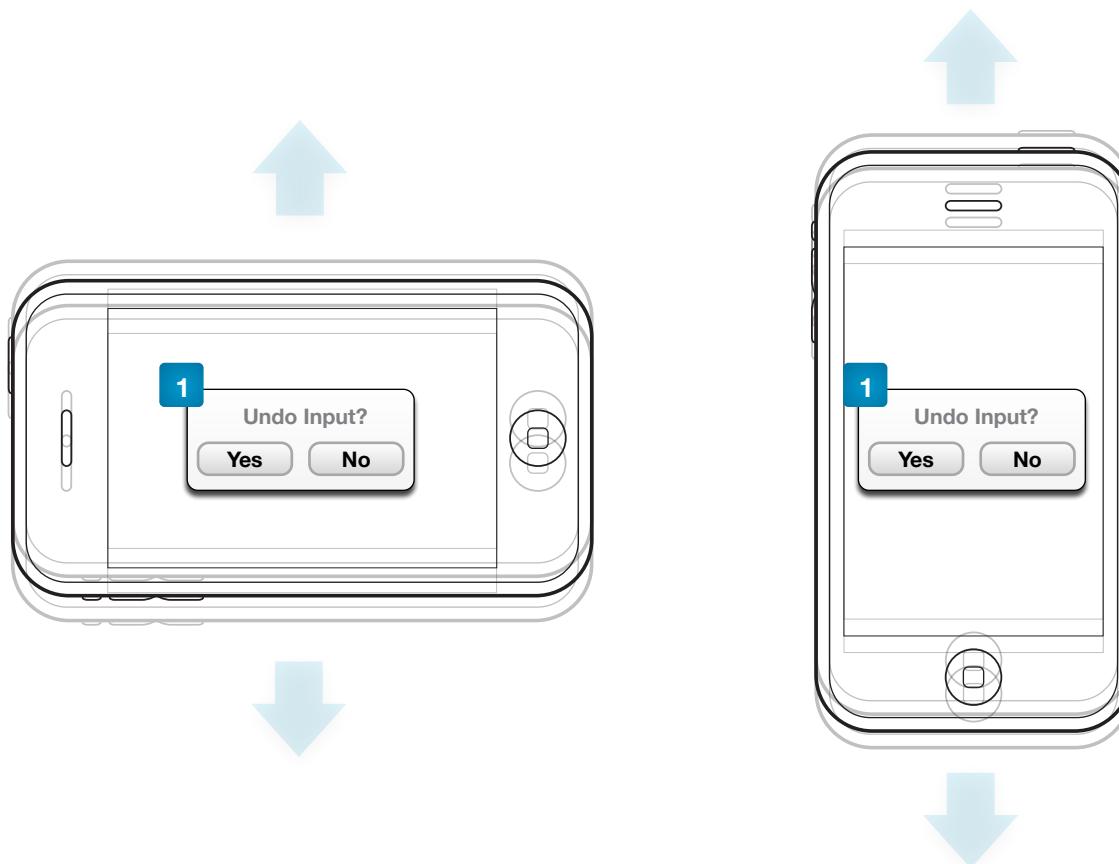
Before starting over with a new tag, the user is prompted to confirm their decision.

Clicking YES deletes any record of the image and returns to the default CREATE state.

Clicking NO returns the user to the save image interface ([Page 18](#)).

CREATE

UNDO



1 UNDO

The last input the user has conducted can be undone by shaking the device quickly.

Shaking the device will open an **UNDO PROMPT** which will allow the user to choose to undo the last input.

Undo can be initiated in either DRAW/PAINT MODE or VIEW-IN-PLACE MODE.

EXPLORE

IN DEVELOPMENT...

PROFILE

IN DEVELOPMENT...

<EOF>