Sticky Boundary: Between the HackDesk and the Album screens there is a functional boundary which acts as a transfer region for photos. Once the photos are prepared they are then ‘flicked’ to the Sticky Boundary where they stay until they are dragged from there into the album at the chosen time.

Indexed Search: As search words are typed in, they appear as hand-written but legible words floating in the foreground. As the words are typed in the best match will appear written below the typed in text. The background during this mode will be blurred (out of focus) and shaded. The writing will be a light colour and shall be differentiable from the blurred background.

Photo Metadata: Each photo will be displayed with a white border; the border being thicker at the bottom is for the purpose of a photo title (displayed as hand-written cursive). When the photo is flipped over and brought into the foreground where a note, such as description and date can inscribed on the back of the photo. This data along with editing will be saved as photo metadata in the picmess internal database.

Common Edit Mode: When a photo enters edit mode (from HackDesk or Album screens) it flicks into the foreground (background fades and blurs) where modifications can be made. Possible modifications are as follows:

* Crop
* Add Title
* Add Back Note
* Tear Strip – A more nostalgic method of cropping. A ragged tear shows that there once was something, or someone else in the photo.
* Face Cut – A more aggressive method of removing someone’s identity from a photo. The remains shows a ragged scissor cut around the affected area.

Upload Sequence: Loads the references to photos from a location on permanent storage into the picmess internal database. No copy is made of the actual photo other than mipmaps of the original. An overlay is created for notes, tears, and face-cuts. The photos are stored into a ‘Box’.

Boxes: A Box is an unsorted dump for imported photos for later sorting with HackBench and storing into Albums. There can be multiple boxes and each can exist for the duration of the database. Photos can be viewed from these boxes and are randomly mixed within these boxes. A box may be ‘Tipped’ onto the HackBench where the photos may be manipulated and stored in Albums.

Storeroom: The Storeroom is a virtual room where boxes and albums can be stored in some user defined order. The interface is that of shelves and stacks of representations of boxes and albums.

Albums: An album is a virtual scrap book with blank pages for the sole purpose of storing photos in a user defined orientation and order. Scribbled notes can be typed and placed along with photos on the pages of the albums. An album can be locked from editing. The Album can be viewed as a type of slideshow, showing either the album pages, page by page, or a slideshow of the individual ordered photos.

Photos: Each photo will be displayed with a white border; the border being thicker at the bottom. A photo can exist in a Box, on the HackBench, on the Sticky Boundary, or in an Album. When a photo is situated on the HackBench, often with a mess of others, it can be dragged, slid, flicked, flipped, rotated, etc. It behaves as would a real photo on a semi-polished bench top. The photo will exhibit physical properties including centre of drag and can be dragged by a point anywhere on the photo. The photo may be flicked by dragging and then releasing the mouse button to send the photo flying to stick onto the Sticky Boundary for later manipulation.