

Solution Specification

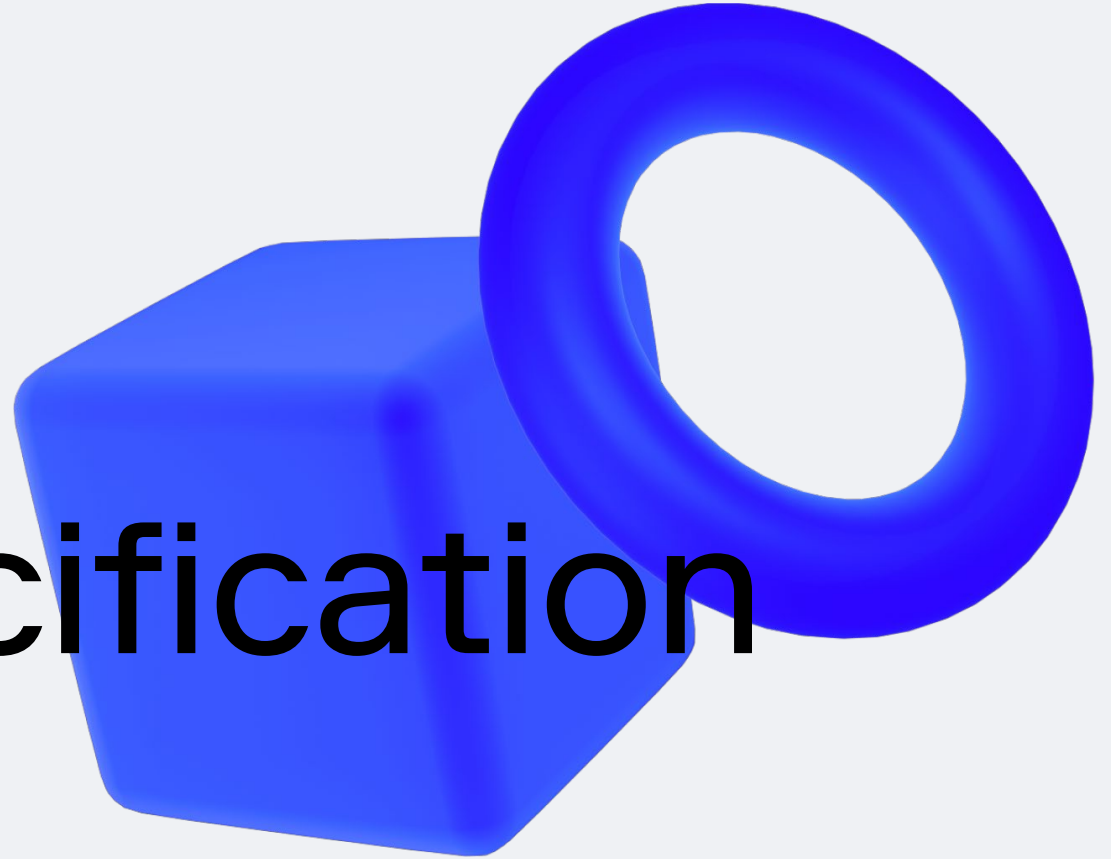


Table of Contents

- Project Objective
- Project Requirements
- Research Methods
- Project Features
- Scientific Literature
- Research Ethics
- Q&A

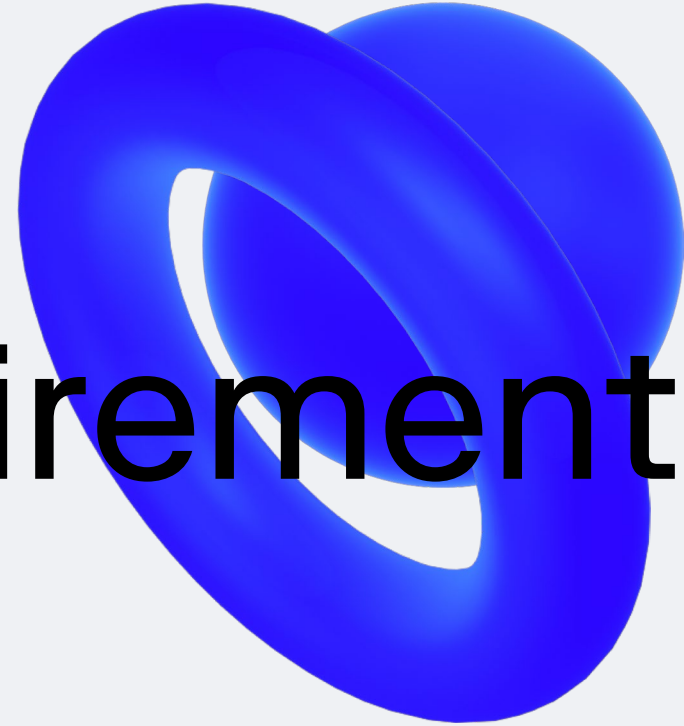
Project Objective



Problem: Most of online resources are limited to study basic photography from both theoretical and practical perspectives.

Solution: Implementation of a training platform for photographers that combines theoretical and practical photography skills and can quickly and simply explain all the information required to begin taking photographs.

Project Requirements



UX/UI

- Simple and intuitive design
- Mobile-first development
- Flexible design for all possible devices
- Simple language and short explanations for tutorials

Functionality

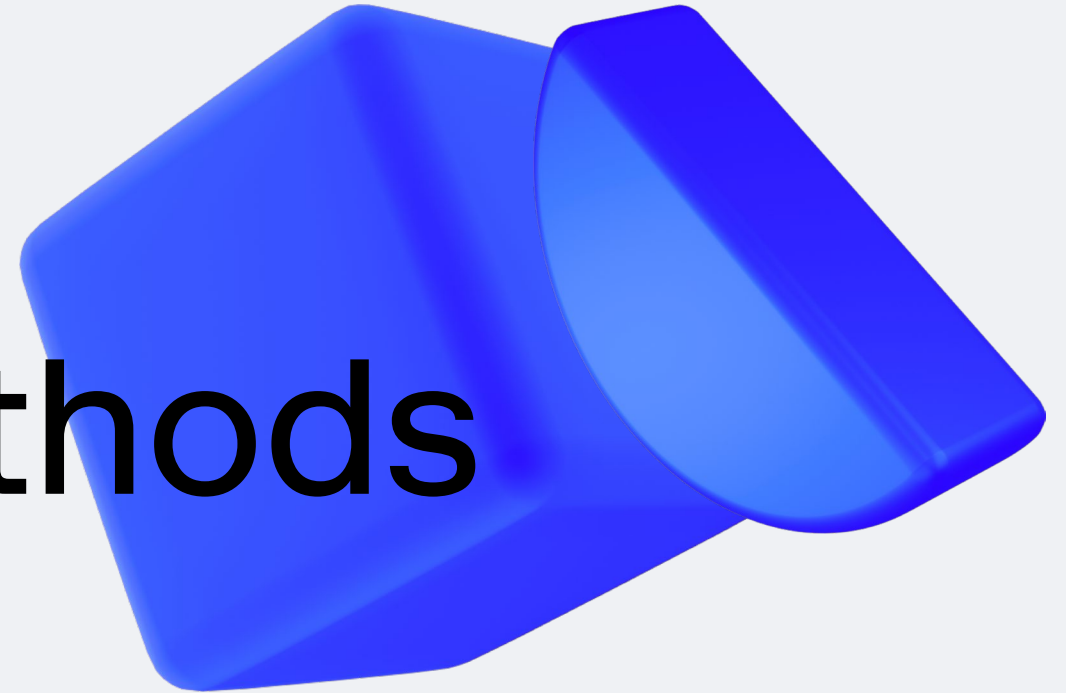
- Camera Simulator

Responsive and light web-application
Fully functional settings of the camera
Exposure meter algorithm

- Landing Page

Access to any of the tutorials
A simple representation of the project
and its goals

Research Methods



Participant Observation

Activities and interactions studying

Focus Groups

Consultations with pro-photographers

Surveys

Regular UX surveys

Secondary Data Analysis

Study of existing works and projects

Project Features



Camera Settings

- Variability of light
- Changing the distance and focal length
- Selection of different camera modes
- Changing ISO values, Aperture, shutter speed and tripod feature

Viewfinder

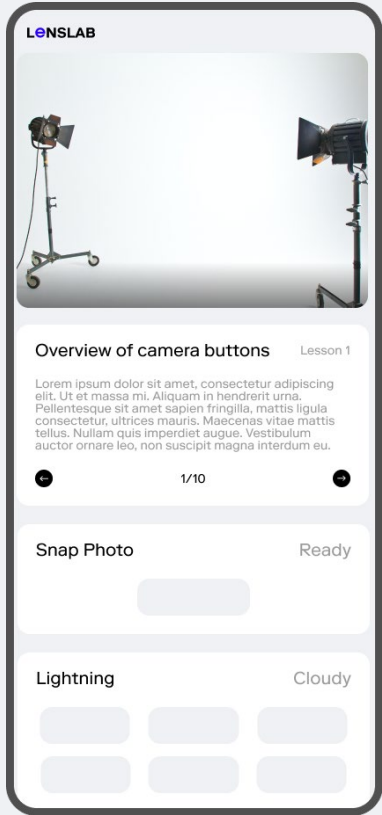
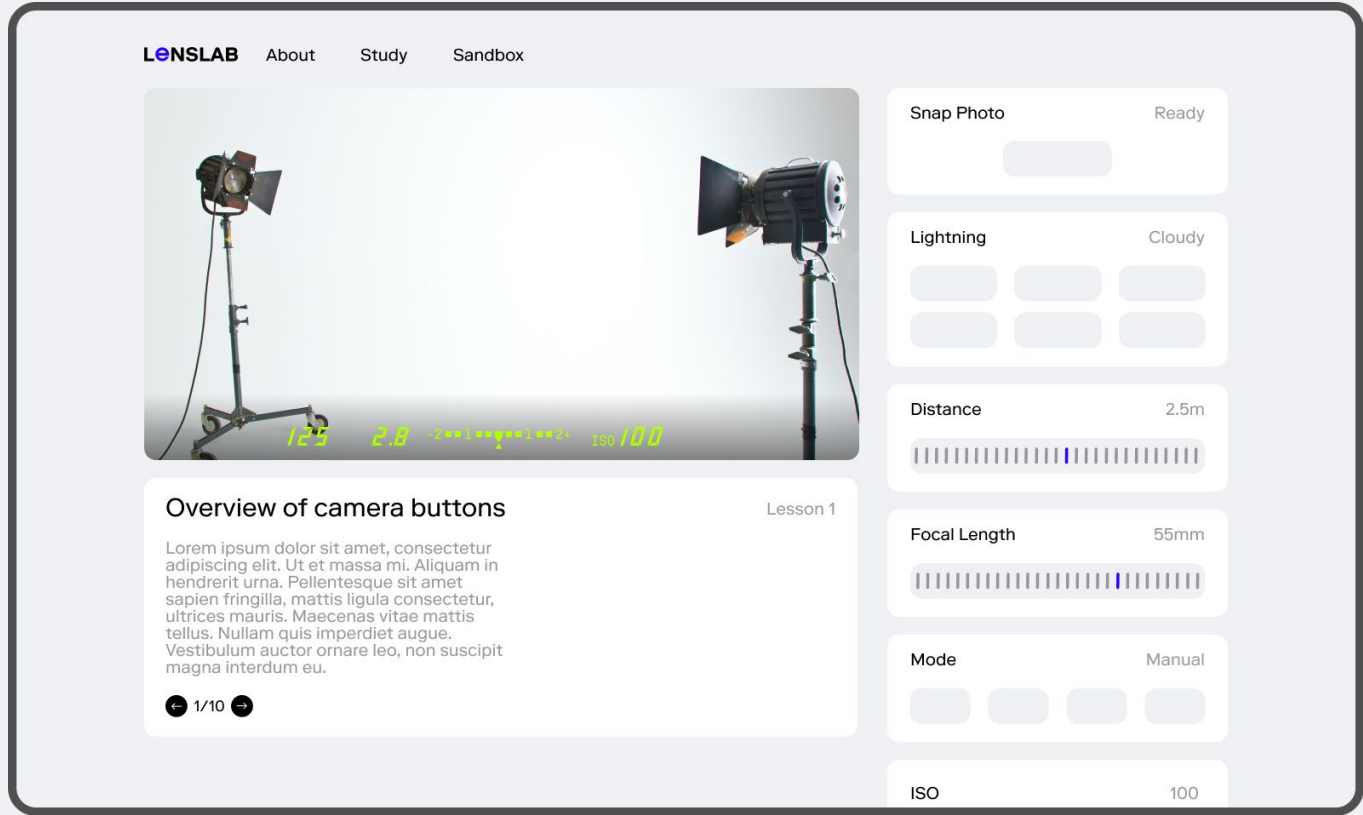
- Displaying noise, camera twitching
- The Blur effect
- Display of values and exposure meter

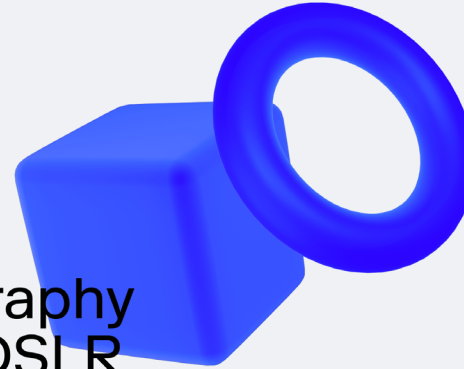
Tutorial Panel

- Learning Steps
- Ability to switch between steps

Landing Page

- Description Section
- Choosing a lesson with a brief description of the process
- The ability to use the Simulator as a sandbox





Study photography with a virtual DSLR



Study your first DSLR camera

You will learn not only the basics of photography, but also understand how to handle the DSLR camera. And all this is completely free!

What will you do?

Start exploring DSLR camera from scratch in our simulator!

Tutorial 1: Introduction overview

Tutorial 2: Working with focus and zoom

Tutorial 3: Study the exposition

Tutorial 4: Different light sources

Tutorial 5: Take your first photo

Introduction overview

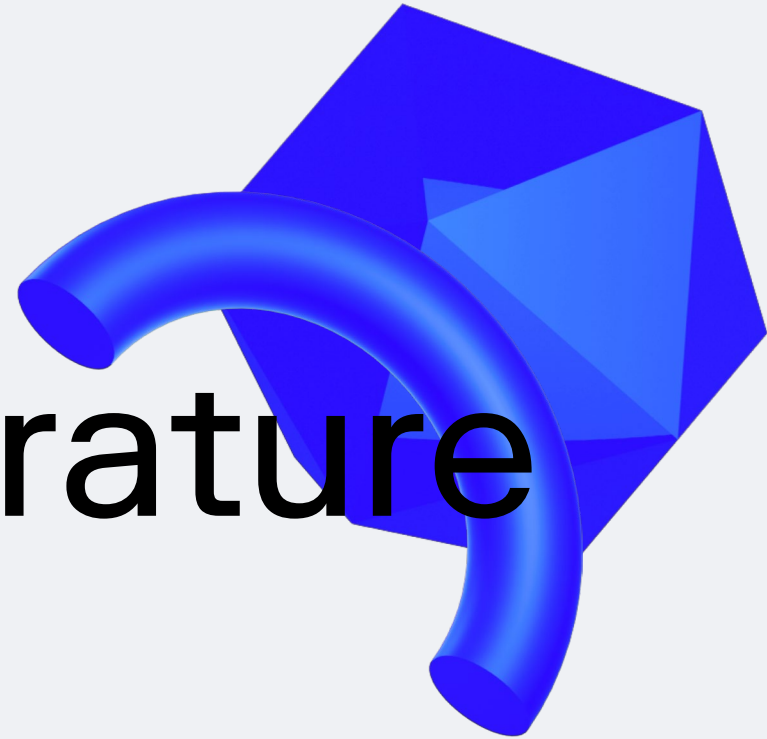
Start learning!



In this lesson, you will learn all the basic functions and buttons of the DSLR camera. The training will take place in our simulator, step by step!

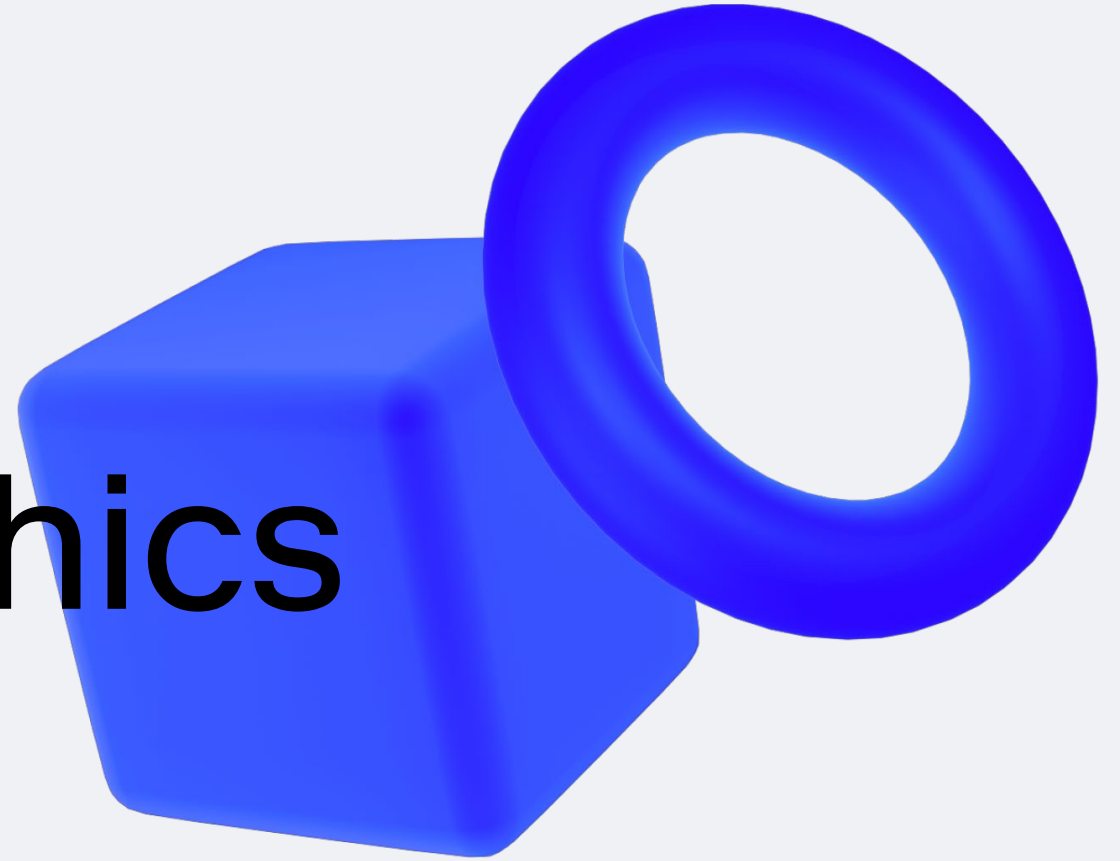


Scientific Literature



- Abidin, M., Alkaabi, E. and Razak, A. (2021), '**Proof of concept: Effectiveness of photography training simulator during covid-19.**', International Society for Technology, Education, and Science
- Abrahmov, S. L. and Ronen, M. (2008), '**Double blending: online theory with on-campus practice in photography instruction**', Innovations in Education and Teaching International 45(1), 3–14
- Cheah, W. K. (2013), **3D DSLR learning platform.**, PhD thesis, UTAR.
- Sun, Y., Liu, L. and Li, Q. (2010), **Design and development of 3d virtual dslr camera based on vrml and javascript**, in '2010 5th International Conference on Computer Science Education', pp. 1380–1384.

Research Ethics



An agreement was reached between the researcher and the Lumiere Society of photographers in the use of their resources, as well as feedback as a potential client as a research and client ethics.

Thanks for your
attention