

# Custom iPhone UI Educational Project

The content provided in this project is for Educational use. I created this sample to demonstrate how easy it can be to extend Apple's existing **UIKit** classes and utilize your own graphics to create an app thats visually stunning.

The applications interface is simply three main views. The windows content view, an image view containing the grass mask, and an inset view that sits below the grass image containing what we would consider the application (Table views, map views etc). To allow touches to pass through the grass overlay image view, we simply disable *Human Interaction* in interface builder or by setting the property in code. Touches are then ignored by this top view and are passed to the next view in the stack.

Please note that it is forbidden to use the graphics and(or) code, interface builder files etc within your own applications. This project was created for educational use only and is not for re-distribution or commercial use.