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# Apple Design Awards

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Student Winner

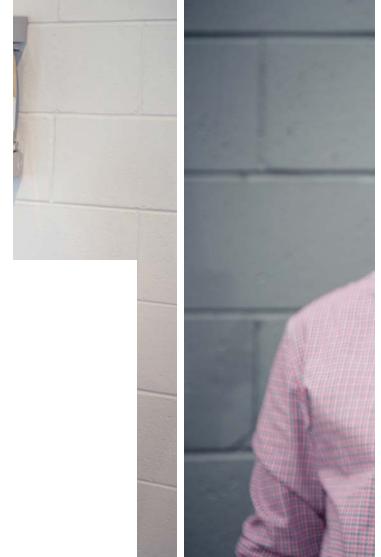
Dividr

Student Winner



# Complete Anatomy

3D4Medical



3D4Medical Complete Anatomy is a ground-breaking 3D anatomical platform for medical students, medical professionals, and lifelong learners that's disrupting traditional ways of teaching anatomy. The stunning and impeccably accurate 3D visualizations and iOS optimized performance utterly transforms the way that people can learn about the human body.

*...stunning and  
impeccably accurate 3D  
visualizations...*

This app has incredibly rich 2K and 4K high resolution textures, renders 3D anatomy in real-time, and leverages the CPU and GPU of the iPad Pro to double the graphics resolution of previous versions bringing context to 3D anatomy with zero rendering or lag time. 3D4 Medical Complete Anatomy wins an Apple Design Award for its incredible performance, high fidelity models, attention to detail, and uncluttered user interface.

Available on iPad.

# Streaks

Zervaas Enterprises

Streaks is the to-do list that helps people form good habits. Derived from the idea that a focused approach to a limited number of daily tasks is an effective way to build new habits, the creators of Streaks created elegant, straightforward apps for iOS and watchOS.

The Streaks app for Apple Watch makes great use of notifications, custom complications, and haptics to ensure a great experience. Intelligent timing learns when the best moments are to communicate tasks to a user and a simple onboarding process helps people get started on their goals quickly. We picked this app as an Apple Design Award winner for its simplicity, great visual design, and excellent implementation on Apple Watch

Available on iPhone and Apple Watch.

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*...elegant, straightforward  
apps for iOS and watchOS.*

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## Zova - Personal Trainer

ZOVA

Zova is a fitness training app and was founded on the idea that one's quality of life, emotional well being, and health could dramatically improve by incorporating an achievable exercise routine. With rich, well-considered, polished video content and clever design, Zova delivers high resolution streaming videos with special consideration paid to the context of the user. The Apple TV app content was made especially for the large screen and with a custom video player, plus great Siri remote integration. Easy to follow exercises and instructions make for a delightful experience. The highly engaging videos and clever format keep the user focused on working out. With thoughtfulness woven into each aspect of this app, it's a clear choice for an Apple Design Award.

Available on iPhone, Apple Watch, and Apple TV.

*...high resolution  
streaming videos with  
special consideration  
paid to the context of  
the user.*



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# Frame.io - Video Review and Collaboration

Frame.io

frame.io is a video collaboration platform that enables teams to work together on films or videos efficiently. Frame.io elegantly solves the complicated collaboration process of reviewing and providing feedback on dailies, and was picked as a winner because it solves a real problem in an elegant way. It has a distinct and coherent visual style, impressive motion effects, and supports Auto Layout, Dynamic Type, 3D Touch Quick Actions, and Peek and Pop.

Frame.io is built completely with Swift, has great Final Cut Pro X integration, and its thoughtful design makes the creative feedback process simpler and more enjoyable.

Available on iOS.

*... distinct and coherent visual style, helpful animations, and impressive motion effects...*



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## Ulysses

The Soulmen GbR

Ulysses was developed for creative writers, including novelists, students, journalists, and bloggers. A powerful text editor for Mac, iPad, and iPhone, the clean and uncluttered design is optimized for writing without distraction, while empowering writers with tools to be productive during every phase of the writing process. Ulysses was picked as an Apple Design Award winner because of its strong execution, and because it allows users to work on their device of choice while providing a

*...writers can switch  
seamlessly between  
their devices at any time  
so their writing process  
is never interrupted.*

consistent and device appropriate experience.

A fully featured app, Ulysses enables Fullscreen Mode, Dark Mode, and Minimal mode, and supports multitasking for Split View and Slide Over, 3D Touch, Sharing Extensions, Spotlight search, Handoff between devices, and iCloud syncing so writers can switch seamlessly between their devices at any time without their writing process being interrupted.

Available on Mac, iPad, and iPhone.



## Chameleon Run

Noodlecake Studios Inc.

Chameleon Run is a fast-paced auto runner with a colorful twist. With great Siri Remote integration on tvOS and Multi-touch on iOS, the gameplay is fast, highly responsive, and addictive. We loved this game's stunning visual presentation, beautiful graphics, and great visual effects. With a great soundtrack, fun sound effects, super intuitive and natural controls, and great performance Chameleon Run is a winner that's hard to put down. Its unique twist on the platformer genre makes it sweetly challenging, and excellent re-playability and attention to detail make it clear that plenty of care and craft were put into the development and design of this game.

Localized into eight languages, Chameleon Run looks fantastic on a big screen and supports Game Center.

Available on iPhone, iPad, and Apple TV.

*...unique twist on the platformer genre makes it sweetly challenging.*



## Lara Croft GO

Square Enix Inc.

Lara Croft GO is a turn-based puzzle adventure set in the ruins of an ancient civilization. It captures the spirit of this classic franchise and reimagines it into a fresh, great looking, and innovative new adventure game. This simple but addictive turn-based logic puzzle was designed to be quickly learned but difficult to master.

With beautiful attention to detail paid to the characters and the environment, Lara Croft Go takes advantage of Metal to render its captivating environment, was redesigned for the Multi-touch experience, supports Game Center and iCloud for syncing progress, and provides highly responsive game play.

Available on iOS.

*...the game takes  
advantage of Metal to  
render its captivating  
environment.*



# INKS.

## State of Play Games

INKS is a beautiful game with a twist on the classic pinball genre. As a ball is launched onto the table, it hits paint pockets that explode in splashes of colorful ink that spread and blend into each other. The compositions created are gorgeous, one-of-a-kind pieces of art. The mixing and blending effects of ink was heavily researched and replicated with custom shaders and Metal APIs. The team at State of Play Games did much of the artistry and conceptualization of INKS on an iPad Pro with Apple Pencil. The feel of the flippers and bumpers, the use of habitrails and drop targets, and great retro sound effects give the game authenticity. INKS shows that with enough thought and attention to detail, an existing genre can be reimaged to create something beautiful and unique. INKS is fresh and unique, available in five languages.

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*...compositions created  
are gorgeous one-of-  
a-kind pieces of art...*

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## Auxy Music Creation

### Auxy

Auxy is an audio creation app with more than 4,000 5-star ratings. Its clean and minimalist style lets people create great modern music in a snap. We loved this app because of its performance, non-intrusive on-boarding experience,

*Auxy is instantly  
engaging and clears the  
way for the creator to*

satisfying touch feedback, modern appearance, and deep integration with Core Audio that allows the Auxy team to build a powerful custom sound engine. Auxy's design avoids extraneous visual elements and is instantly engaging, clearing the way for electronic music fans to create their own tracks.

*make music...*

Auxy is written entirely in Swift and uses language features like custom types for musical fractions to make the code simpler to read, enables Spotlight search to make it simple to find and open projects, and has a clever implementation of 3D touch to allow easy access to projects.

Available on iOS.



djay Pro  
algoriddim GmbH

An Apple Design Award winner from 2011, djay Pro has continued to innovate and stay in lockstep with every new OS release or device. djay Pro was selected as an Apple Design Award winner because it sets new benchmarks for performance, features, use of Apple technology, multi-device support, and accessibility. With over 70 iPad Pro keyboard shortcuts, advanced multi-tasking integration, and cloud syncing for content, the iOS version includes a suite of sophisticated desktop-class features including four decks, high definition waveforms, and mixing of up to four audio tracks plus two simultaneous 4K video streams.

The team at algoriddim GmbH wanted to not only make djay Pro a professional grade app that fully leverages the advanced audio and video capabilities of iPad Pro, but also one that supports a full range of accessibility features, including full VoiceOver compatibility.

Available on iPad and Mac.

*The iOS version includes  
a suite of sophisticated  
desktop-class features...*



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# Linum

Joaquin Vila

Student Winner

Linum is a puzzle game where the goal is to connect nodes to their landing points. The beauty of Linum is in its simplicity: with a clean UI and simple rule-set, Linum challenges users to complete levels with the fewest moves possible. As the number of nodes increases, complex puzzles are revealed that challenge even the best players. With a smart implementation of touch, an approachable progression system, terrific overall presentation, and great use of system technologies such as UIView animations, CoreData, StoreKit, ReplayKit, and GameCenter, Linum definitely deserves one of our student Apple Design Awards.

*...smart implementation  
of touch, an  
approachable  
progression system,  
terrific overall  
presentation, and great  
use of system  
technologies...*



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# Dividr

Josh Deichmann, Patrick Pistor, and Erik Lydick

Student Winner

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Dividr is a fun and addicting 2D arcade game in which the goal is to move glowing control squares inwards and outwards to avoid obstacles and collect points along the way. Written entirely in Swift, Dividr uses 3D Touch variance pressure to determine how hard a player is pressing, and its simple, clean design makes this game a delight to play and worthy of winning a Student Apple Design Award. Creators Josh Deichmann, Patrick Pistor, and Erik Lydick started development of this app while attending an iOS App Challenge at the Rochester Institute of Technology.

*Written entirely in Swift,  
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