Design Rationale

Lumos

Team 76

Most mobile image editors overwhelm users with dense toolbars, cryptic icons, and controls that compete with the canvas for attention—especially challenging on small, one-handed devices. Our design reverses this by making the canvas the clear priority, giving it nearly the entire screen so creators can work without distractions.

A single, predictable bottom row houses all primary controls within effortless thumb reach. Tools expand only when needed, and each tool's name appears in clear language to eliminate icon guessing. With a simple upward slide, users reveal the full set of labeled options without crowding the canvas, maintaining focus through progressive disclosure.

Tools are grouped by intent rather than convention. Adjustments like brightness, contrast, saturation, and temperature live under "Adjust"; filters under "Styles"; transformations under "Actions." This aligns with how users naturally think, reducing scanning effort. A built-in search bar instantly surfaces any tool for first-time as well as professional users.

The visual language embraces neuromorphic design style- soft depth and subtle elevation: restrained shadows, gentle surfaces, and tactile edges that feel modern yet unobtrusive. UI elements step forward only when required and disappear when idle, ensuring the photo always remains the star. Every interaction is purposeful—minimal input, maximum creative control.

The result is an editor that feels light, confident, and truly mobile-first. Easy for beginners, precise for professionals, and intentionally uncluttered. Through thoughtful grouping, contextual visibility, and an unwavering focus on the canvas, we convert a traditionally cluttered workflow into an elegant, streamlined editing experience.