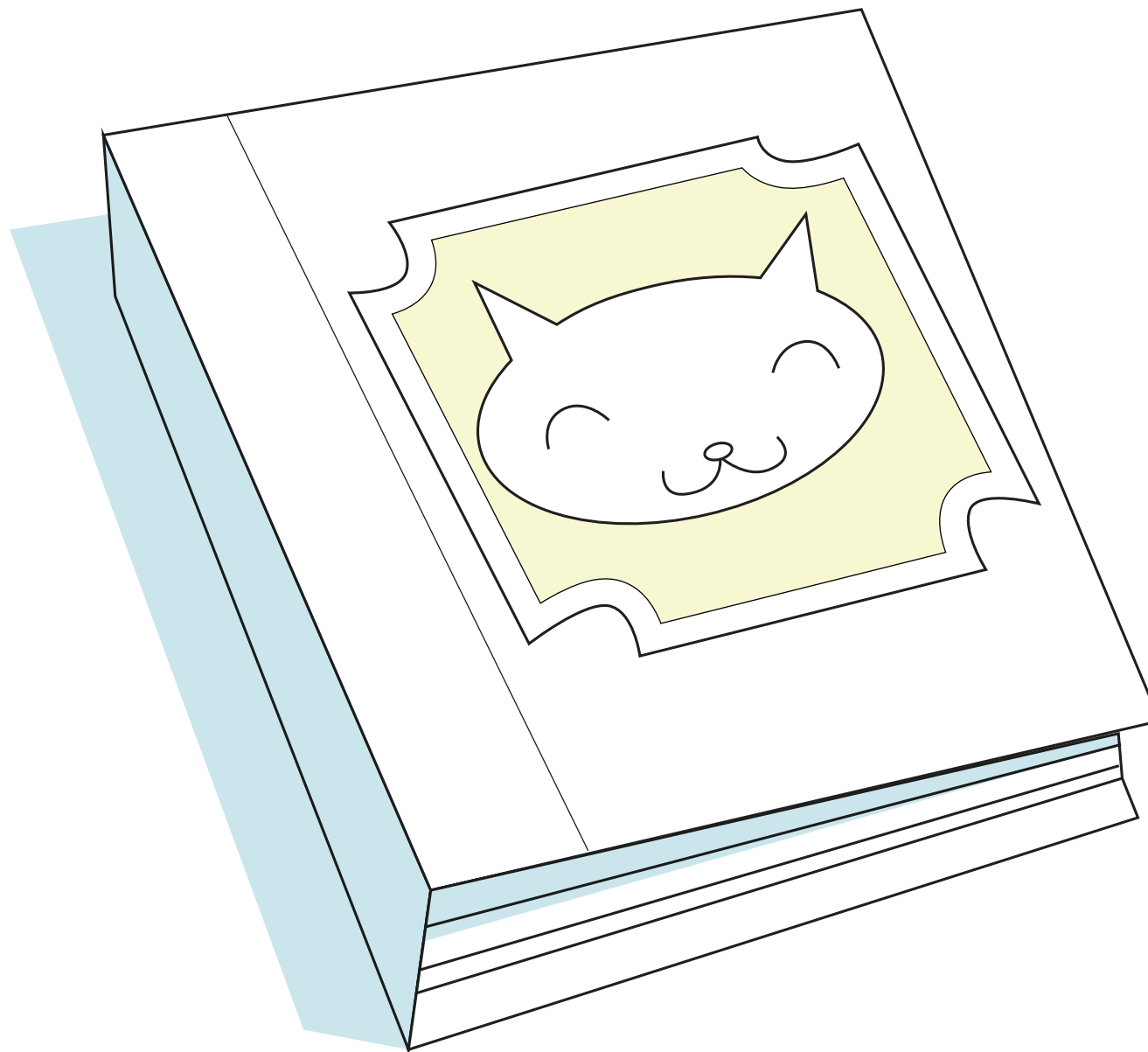


Specification

V1.2
20.09.2011



Introduction

Introduction

Gallery

Gallery is a fun app allowing users to view, organise and share the photograph collections stored on their Samsung smartphones.

It offers an intuitive user interface, built on a modern rendering engine, controlled by the latest generation of multitouch gestures. It has many attractive features including Themed Albums with eBook export and sharable Instant Slideshows. Also, unique picture collection based games are included.

Gallery will make use of the rendering engine's 3D comping abilities to give the user a cutting edge, super fast and visually rich experience not found on any other smartphone.

Introduction

General UI Notes

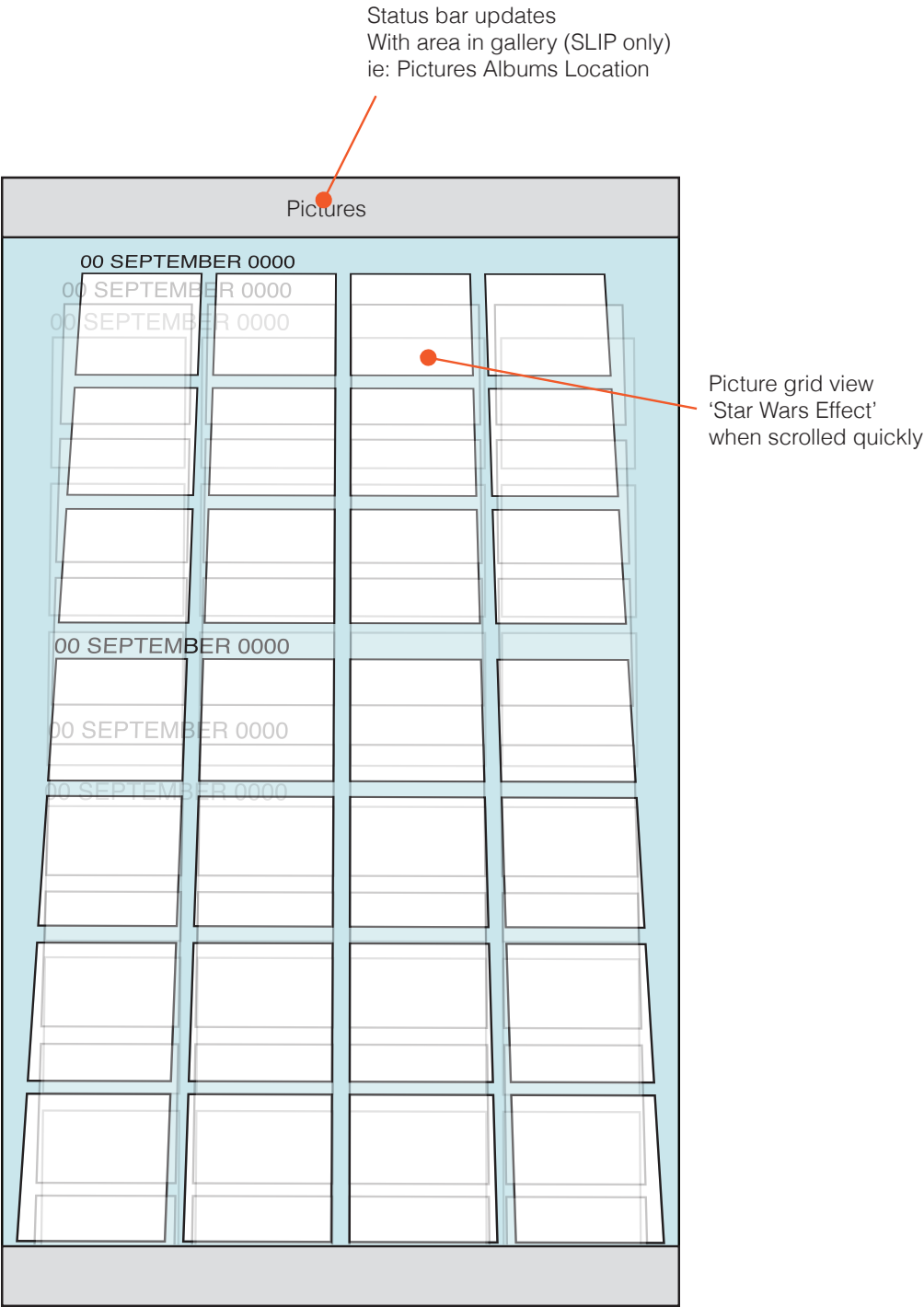
The UI makes use of various gestures including horizontal and vertical swipes using one or more fingers. It also uses single and multiple taps and held presses. Scrolled pictures and galleries will bounce when the end of the library is reached and show a 'Star Wars Effect' when being scrolled quickly. Also, pictures and galleries will show momentum after a swipe and take to account the speed/strength of the swipe. These feel effects should also be reflected in the full screen Picture views and Themed Album views.

Some of these effects and gestures can be seen in this flash movie: Launch to Album Pic View.swf

Not considered at this point are the use of full screen ripple, pulse and elastic effects in the UI to give user feedback.

Screen size 480 x 800pt
Top bar depth 27pt
Bottom bar depth 27pt

note: screen positions and sizes given as points relative to a 480 x 800pt grid.

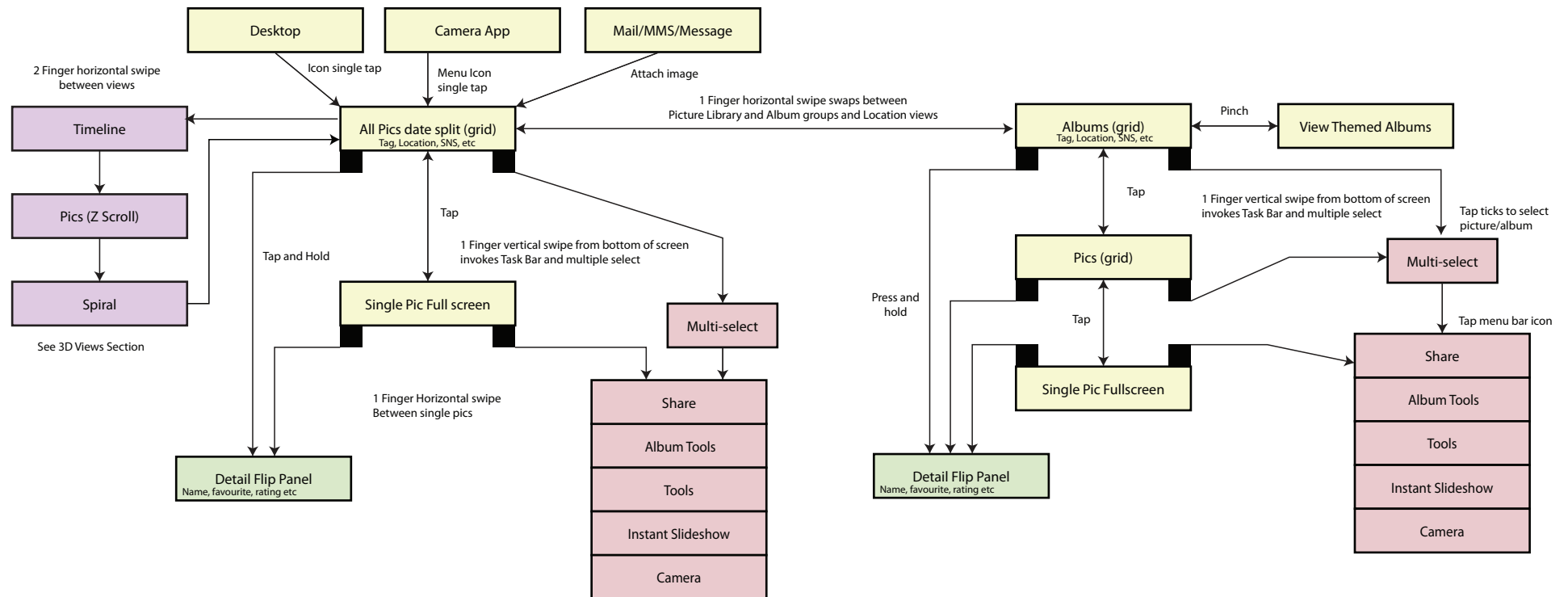


Structure

Structure

General Structure of the User Interface

The Gallery is accessed from an application icon, the camera app or another app to attach an image. The Gallery defaults to a view of the device's Picture library with images grouped the days the photographs were taken. Album view is accessed by a Single Finger Right to Left Swipe which drags the view onto the screen. Album view will become the default view if it is active when the app is closed.

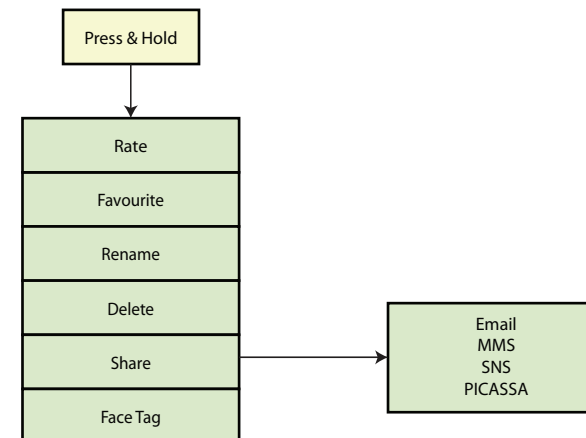


Structure

Detail Flip Panel

A Press and hold on a Picture or Album will cause the Detail Flip Panel to open. This panel offers quick access to options such as naming, rating, deleting, favouriting and messaging and related to individual Pictures or Albums.

See example movies: [Launch to Pic Details Flap.swf](#)
[Launch to Pic Details Flap.swf](#)



Structure

Task Bar

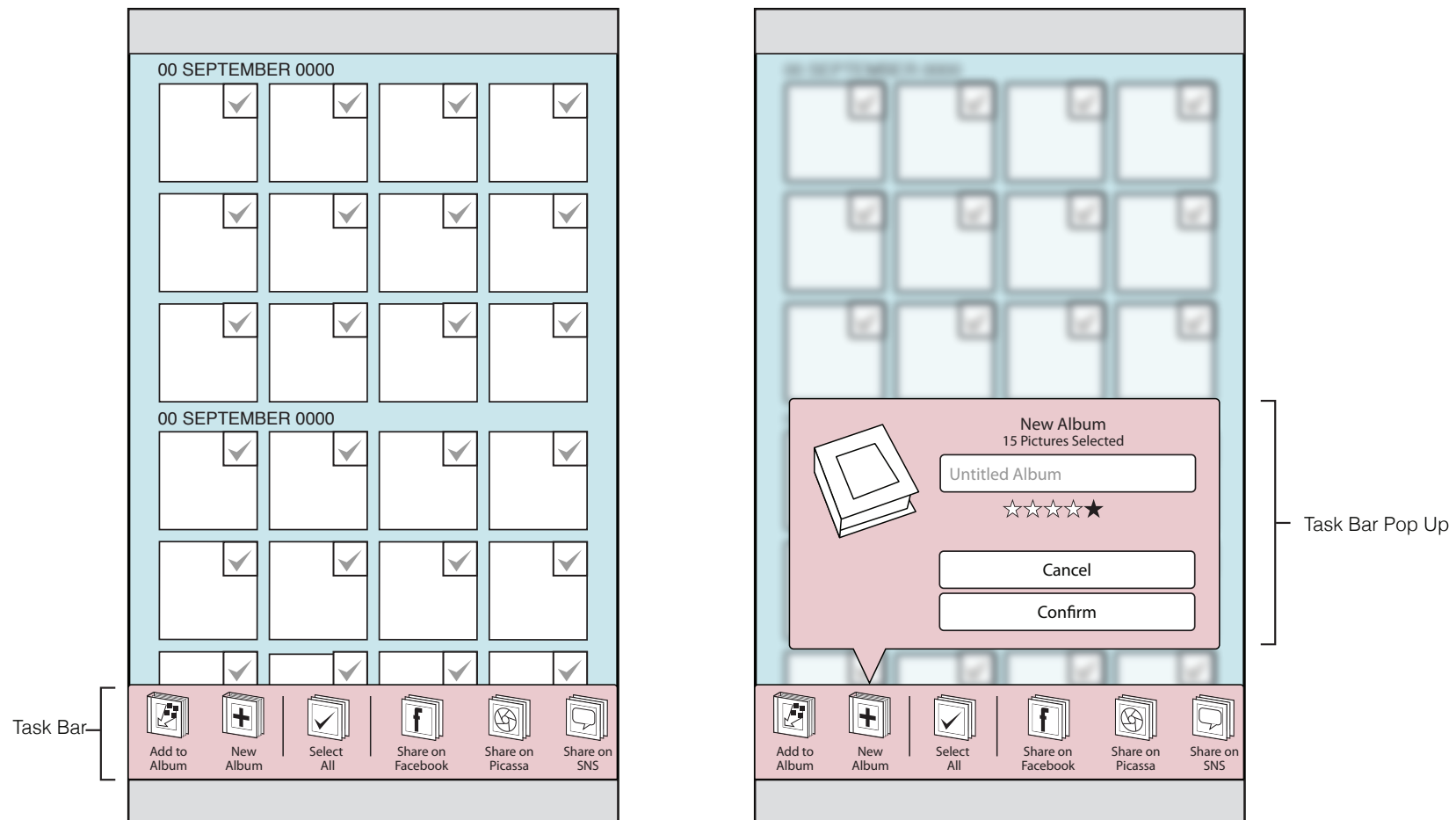
An upwards swipe from the bottom of the screen invokes the Task Bar.

The Task Bar gives access to multiple selection of Album creation and editing and other more heavy duty organisational tasks not available in the Details Flip Panel.

The Task Bar can slid left and right with a Single Finger Horizontal Swipe to give access to all the tasks the user may require in managing their picture collection.

Pop up menus handle any further actions a task may require.

See example movie: TaskBarPictureView.swf

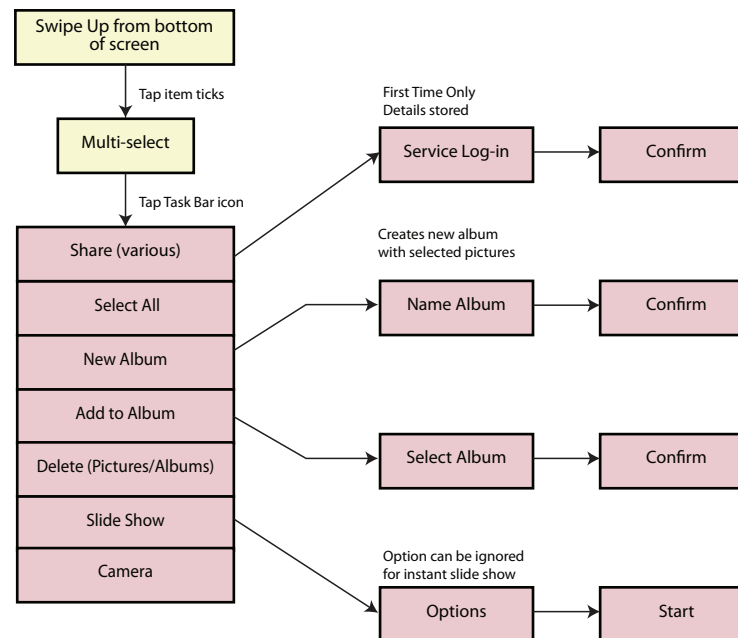
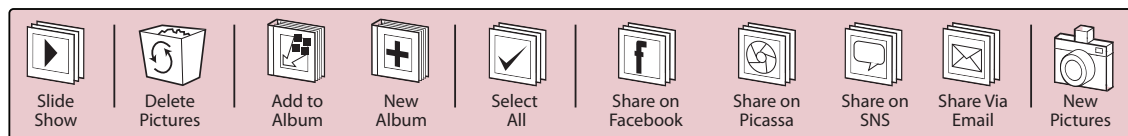


Structure

Task Bar (Picture View variation)

The task available on the Task Bar change depending on the use case. Activating the Task Bar in Picture View brings up these options.

Task Bar picture view variation

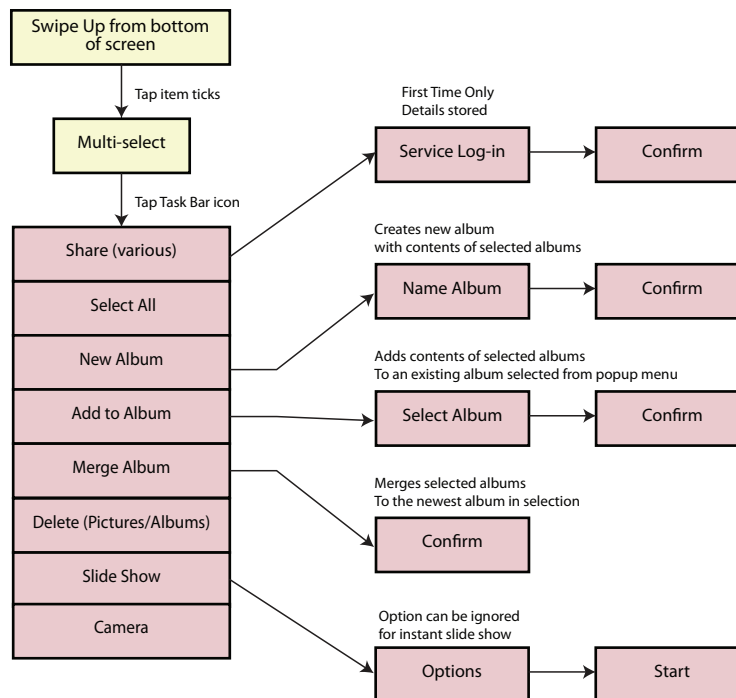
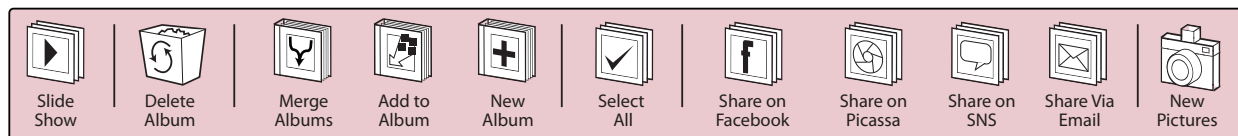


Structure

Task Bar (Album View variation)

The task available on the Task Bar change depending on the use case. Activating the Task Bar in Picture View brings up these options.

Task Bar album view variation

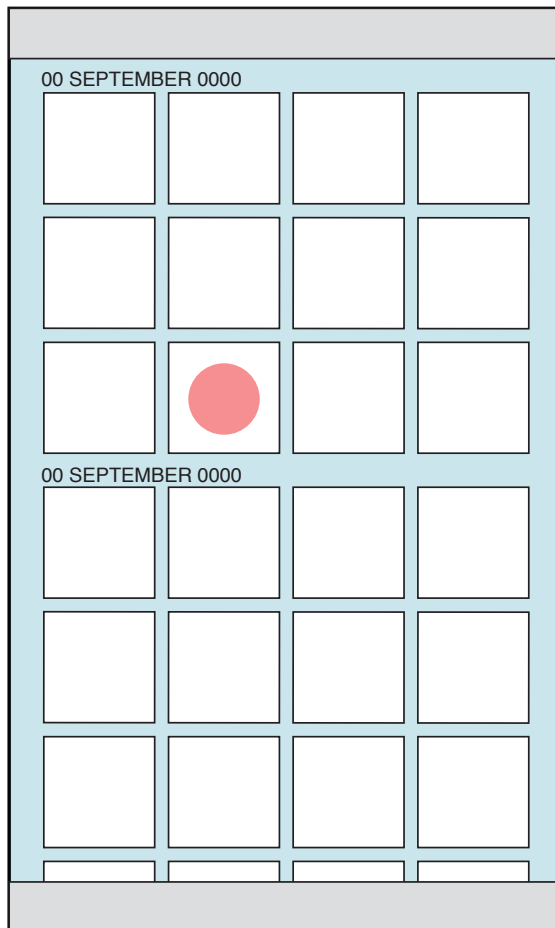


Gestures

Gestures

Tap

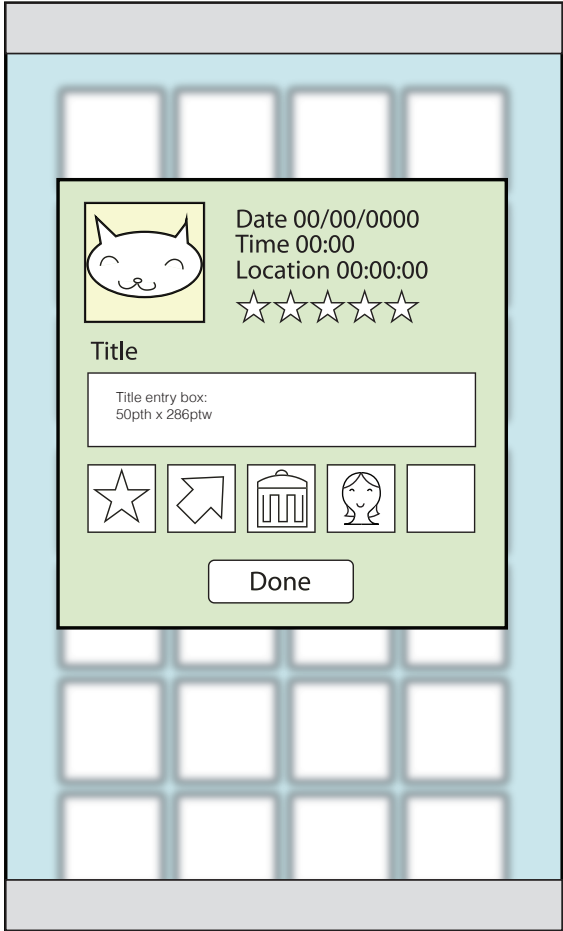
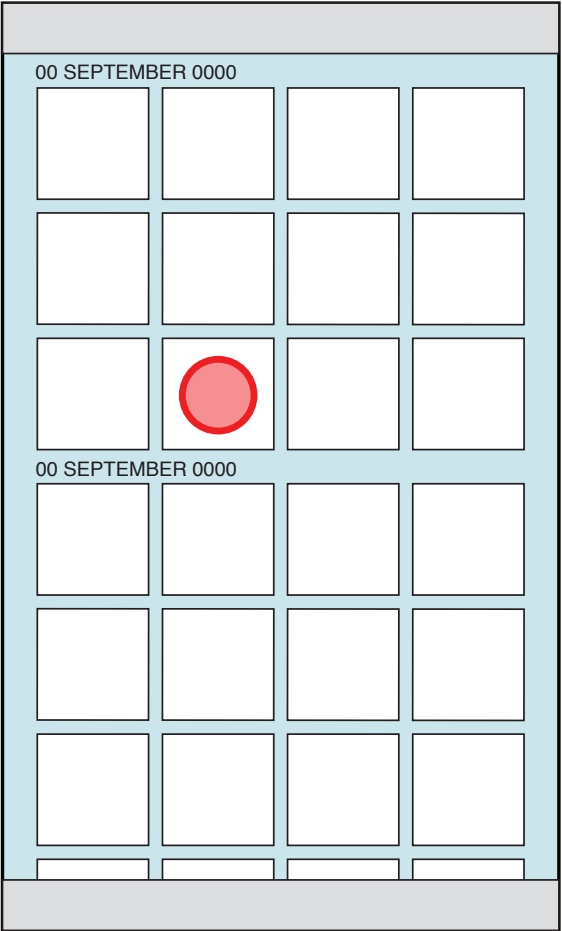
Single Tap on picture opens full screen Picture view
Single Tap on album opens album picture contents
Double Tap to zoom /shrink pictures
Single Tap full screen Picture view back button
Single Tap on Task Bar icons



Gestures

Press and Hold

Press and hold on picture opens Picture 'Detail Flip Panel'
Press and hold on Album opens Album 'Detail Flip Panel'
Hold length is controlled by the underlying OS
Refer to the 'Menus' section for more information on the
'Detail Flip Panel' menu.



Gestures

Gestures - Single Finger Swipe

Swipe up/down scroll Picture/Albums

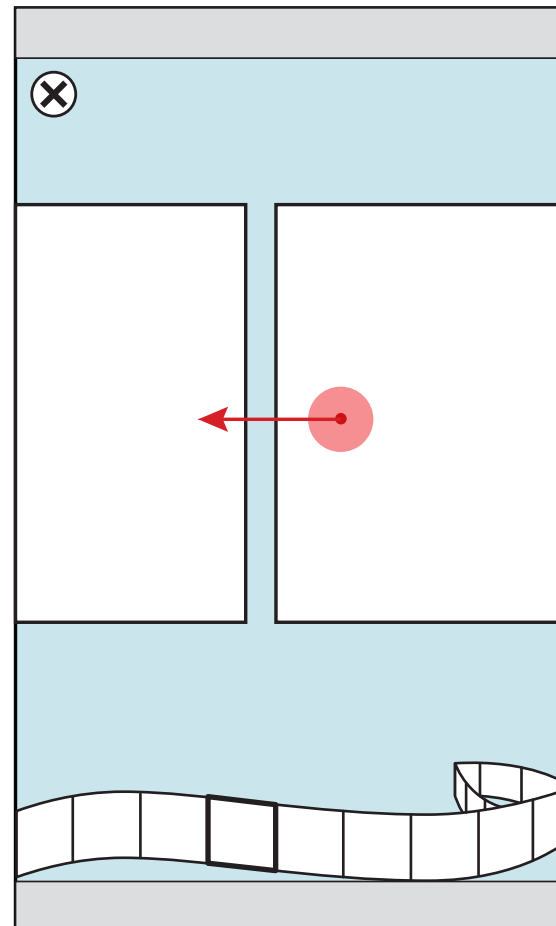
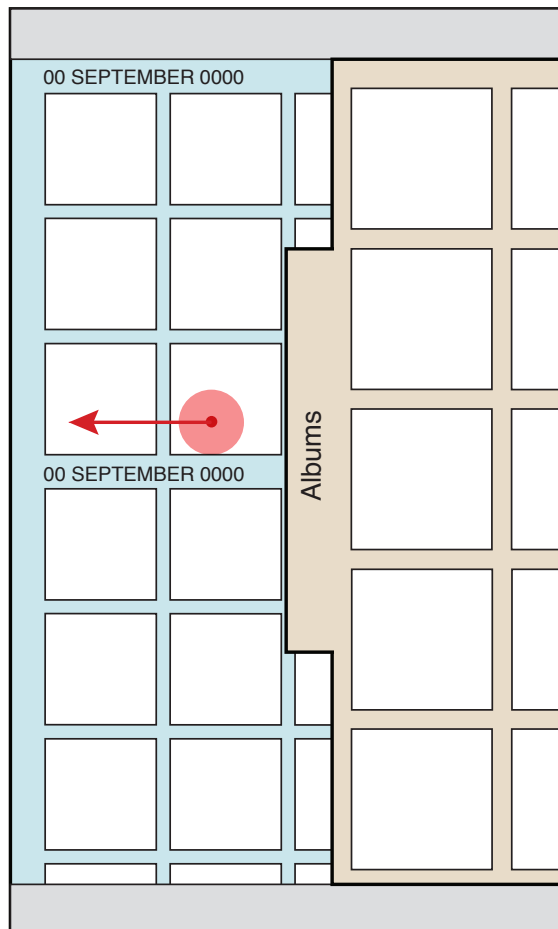
Swipe left/Right on full screen picture to scroll through pictures in Library/Album

Swipe left/Right on thumbnail strip to scroll through thumbnails

Swipe left/Right to swap between Picture/Album views (Picture Album Timeline Tag SNS)

Swipe Up from bottom of screen invokes Task Bar

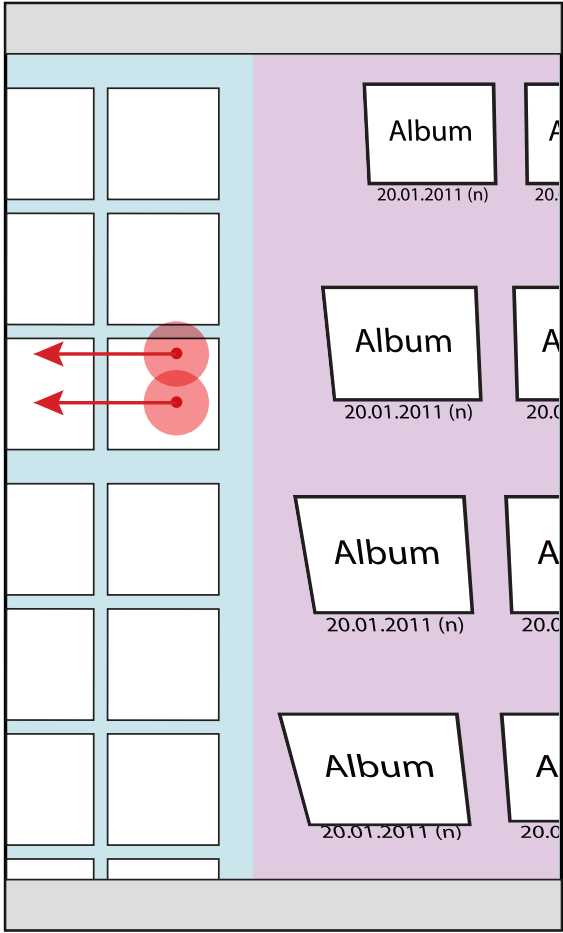
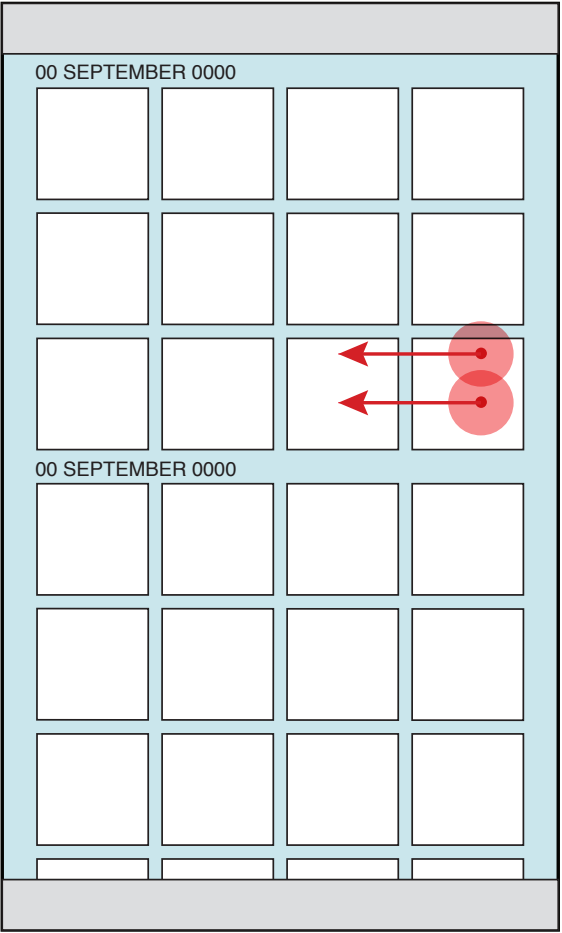
Swipe left/Right to turn pages in open Themed Album



Gestures

Gestures - Double Finger Swipe

Swipe Left/Right swap between Layout Views (Grid, 3D Spiral, Timeline Roladex and Z depth zoom)



Gestures

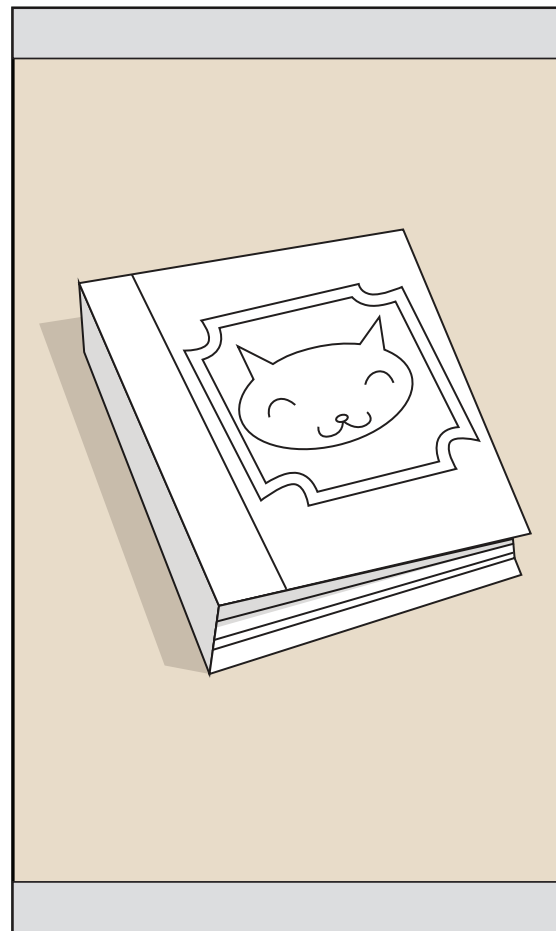
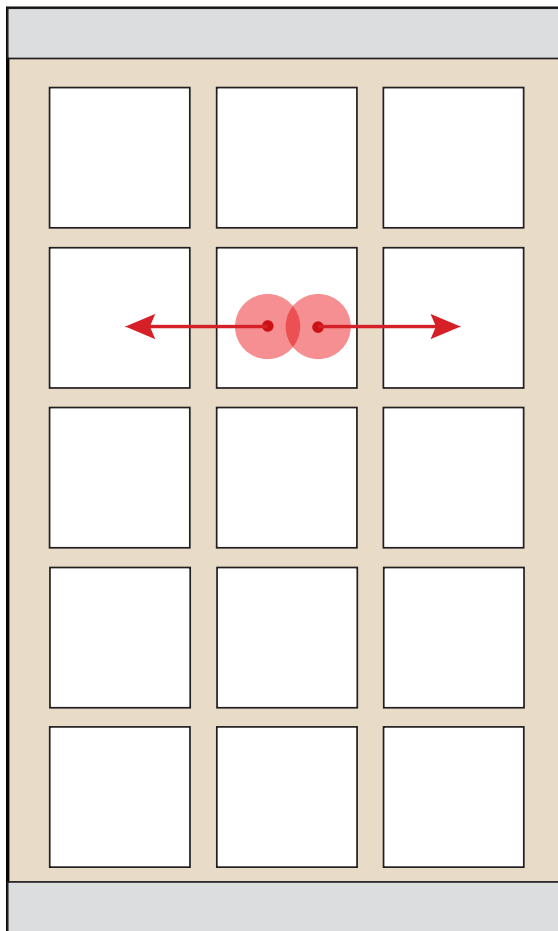
Gestures - Pinch

Pinch Out on Album to view Themed Albums

Pinch Out to open Themed Album

Pinch In to close Themed Album

Pinch In to return to Album grid view



Layouts

Layouts

Picture Grid View (portrait)

When Gallery is launched for the first time, the user is presented with their complete picture library in thumbnail form.

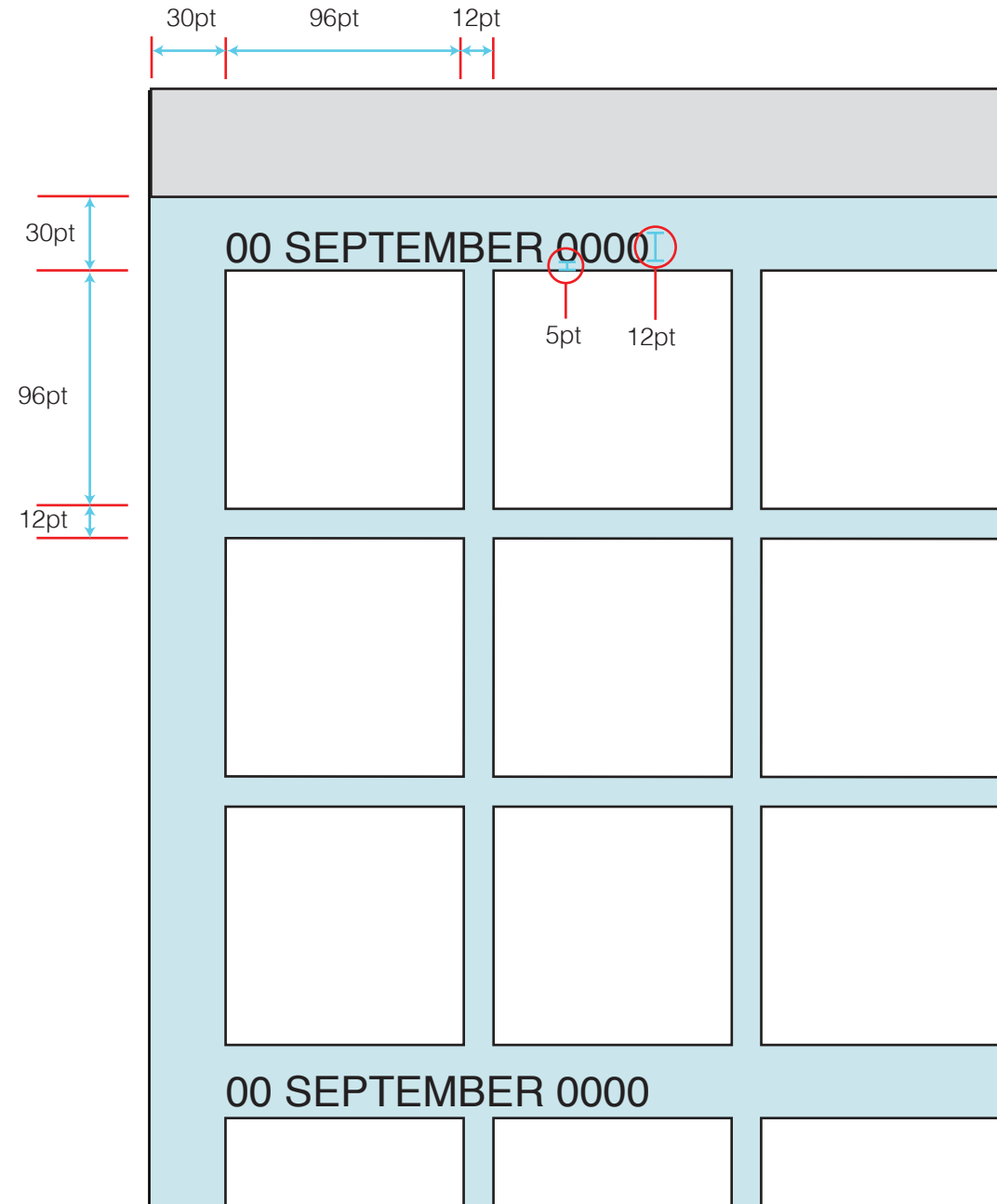
Thumbnails are arranged in a 4 column grid, in date order, running left to right, top to bottom.

Thumbnails are further grouped by the day on which the picture were taken.

This is shown by extra horizontal space inserted between the thumbnails and text aligned the top left stating the capture date of the group of photographs.

96pt Thumbs Square
12pt Between Thumbs
12pt Type Height
5pt Between type & pictures below
30pt Between Date Groups

These sizes are for the maximum density of thumbnails. If the library only has a few Pictures, the thumbnails would automatically increase in size and the number of columns and rows would reduce.



Layouts

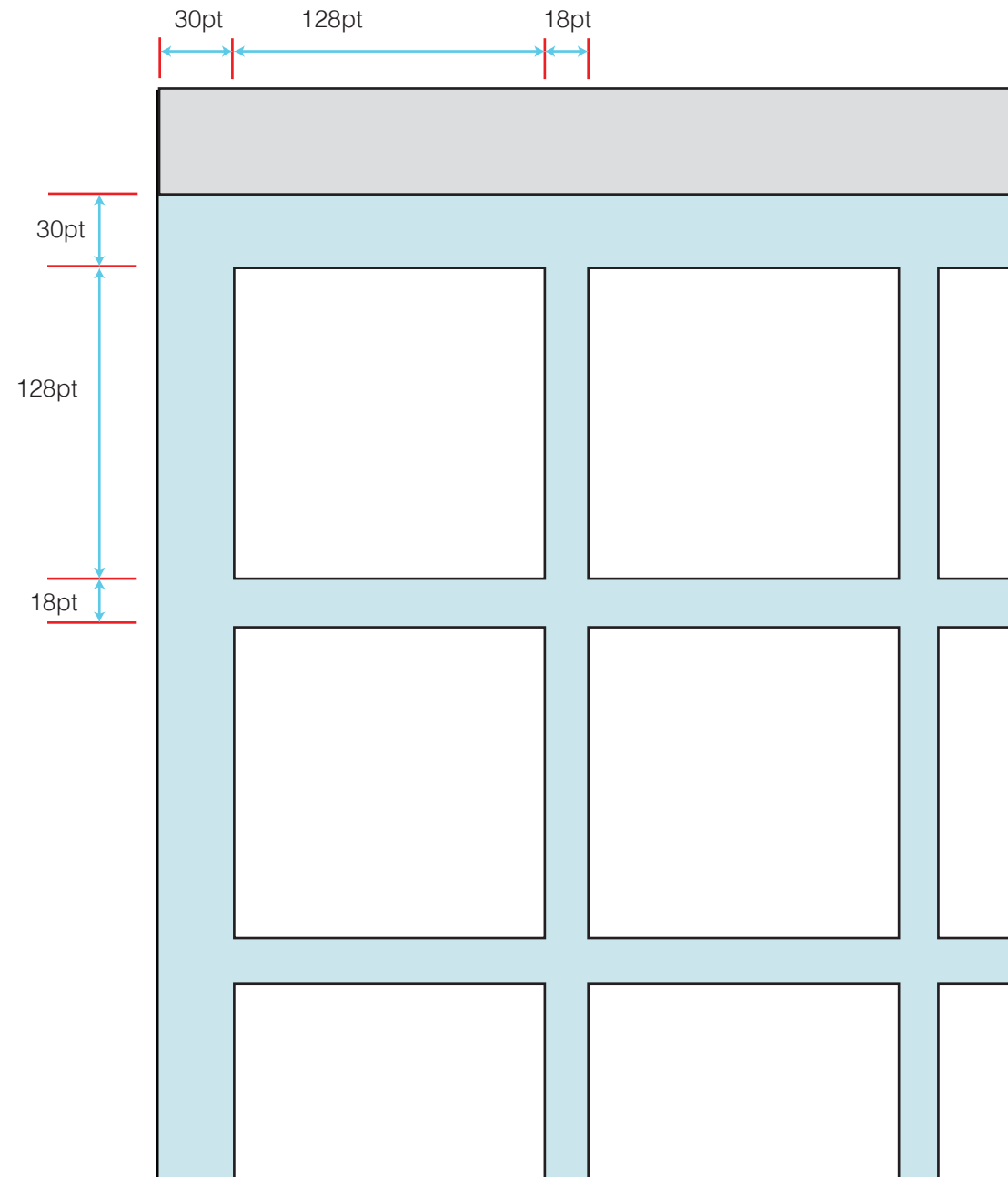
Album Grid View (portrait)

Album Grid View is accessed by a Horizontal Swipe of a single finger from right to left (Picture Grid View can be re-accessed by a swipe in the opposite direction). If album view was selected when the app was closed then album view will become the default view.

Album view lays out all the albums on the device in a 3 column grid in alphabetical order, Left to right top to bottom. Album icons in default view appear as a stylized 3D model of a real world photo album with name displayed below.

128pt Album Previews Square (Bounding box)
18pt Between Album Preview Columns
18pt Between Album Preview Rows
12pt Type Height Album Names
5pt Between type & pictures below

These sizes are for the maximum density of thumbnails.
If the library only has a few Galleries, the icons would automatically increase in size and the number of columns and rows would reduce.



Layouts

Full screen Picture View (portrait)

Tapping on an individual picture zooms the picture to full screen. The image can then be enlarged and reduced on screen by using the pinch gesture. Swiping horizontally with a single finger scrolls through the other images in the enclosing Album. Thumbnails of the Library/Album contents appear at the bottom of the screen as the images are scrolled. The current picture is highlighted in the thumbnail strip. The thumbnail strip can be scrolled with a horizontal swipe and pictures selected with a tap. Tapping the thumbnail strip button returns the user to the previous Picture/Album view.

See example flash movie: Launch to Pic View.swf

Close/Exit button returns user current Gallery

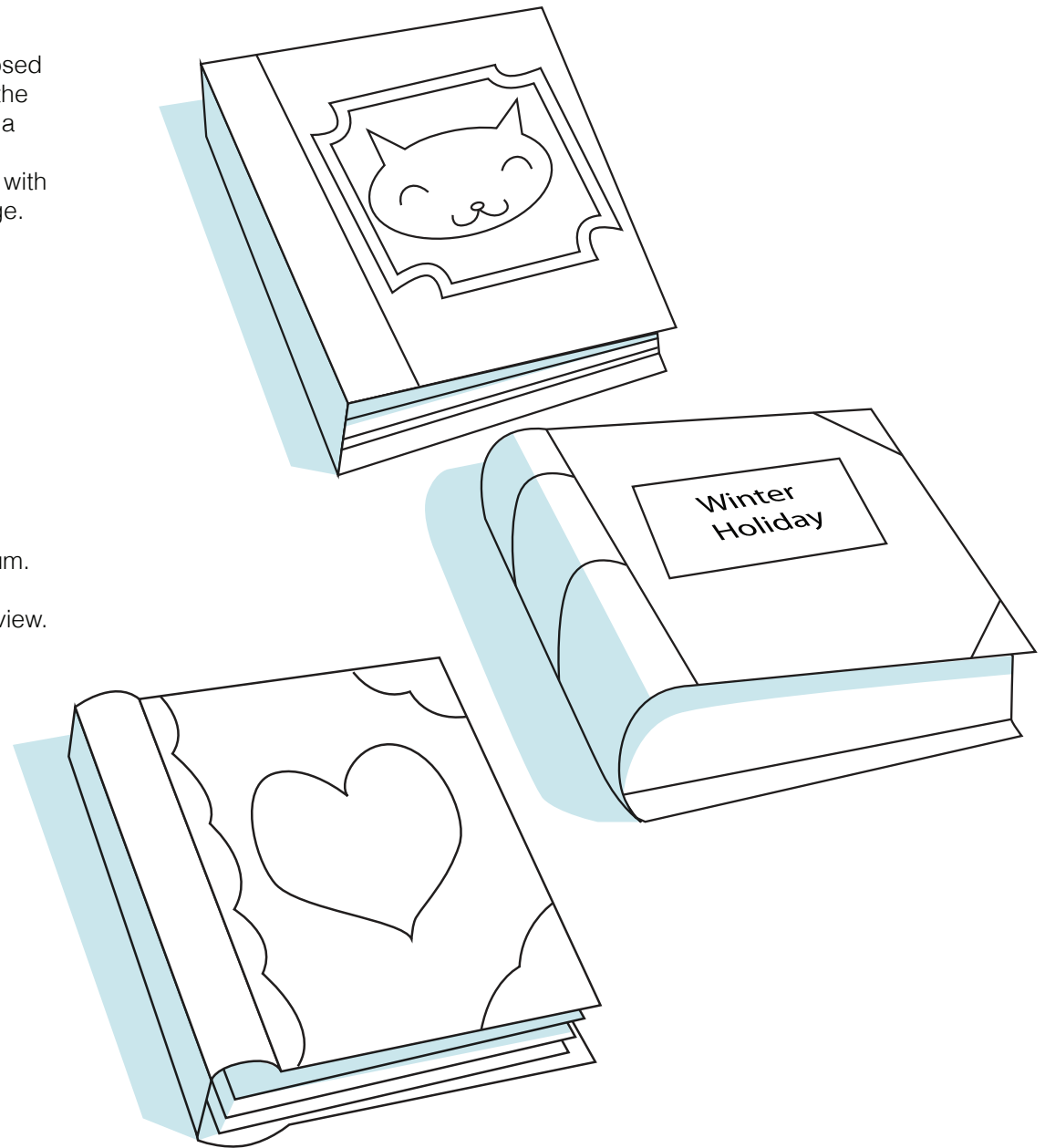


Layouts

Themed Album View (portrait)

In addition to desktop/grid/3D Album views, it is proposed that attractive themes could be applied to Albums by the user. These themes would include a 3D Jacket/binder with matching frame styles for the enclosed pictures. Pinching Out on the Jacket the would open the Album with a cover opening animation, zooming in on the first page. Pages could be 'turned' with a horizontal swipe and a page curling animation shown. Albums could be emailed to friend as eBooks. Extra themes could be downloaded as they become available or purchased in-app.

Pinching out on an Album would zoom to the Themed Album View.
Swiping left and right would swap between Themed Albums.
Pinching out again would open the current Album.
Swiping left and right would turn the pages of the Album.
Pinching in would return to the Themed Album view.
Pinching in again would return to the standard album view.



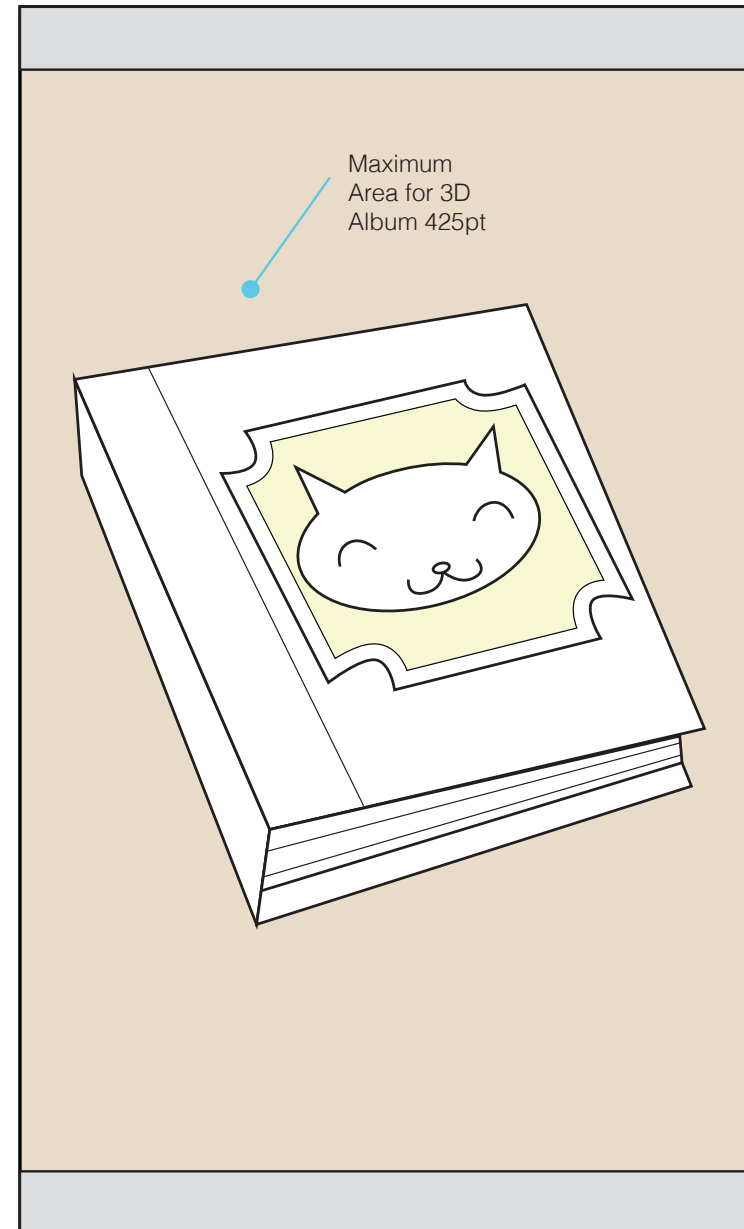
Layouts

Themed Album View (portrait)

Unthemed Albums will have a default plain theme.
An Albums title will be shown on the front cover.
Albums will need to work in landscape and portrait views

The albums cover picture always defaults to the latest picture in the album

Press and hold on a Themed Album opens Themed Album 'Detail Flip Panel'. The album theme can be previewed and chosen/changed. The albums cover picture can be selected here.



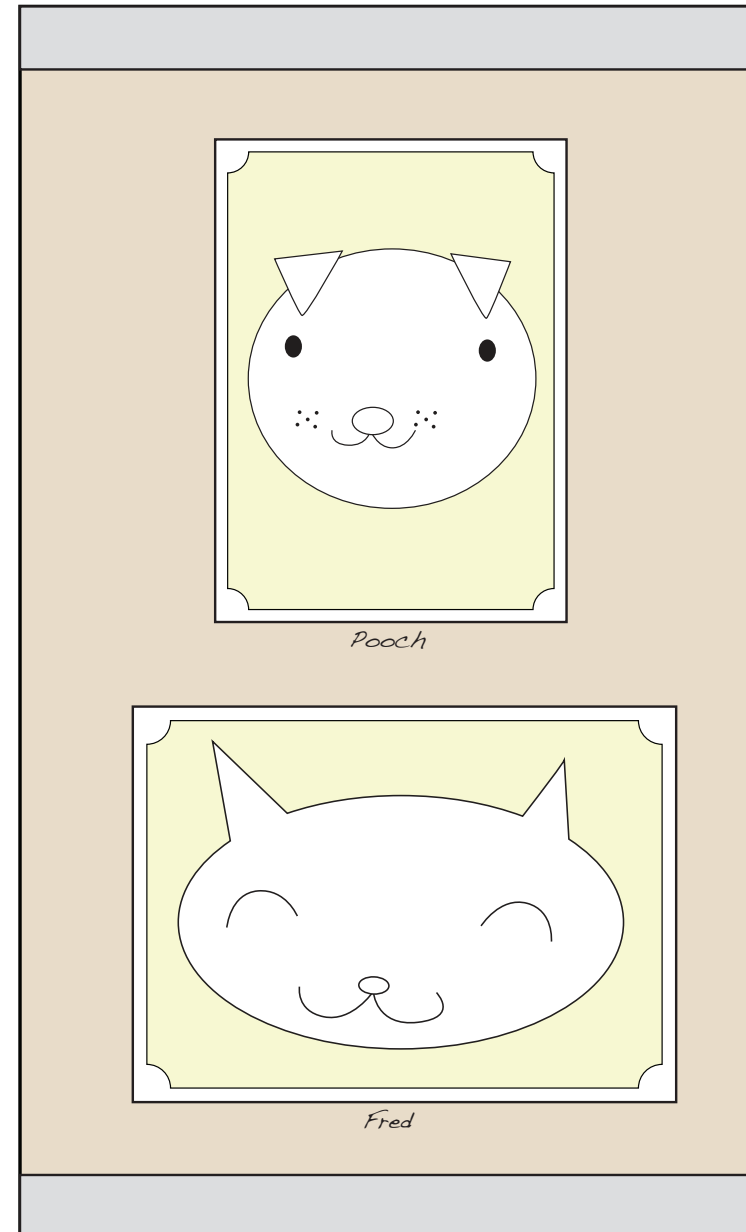
Layouts

Themed Album - Pages View (portrait)

Multiple images could be framed and laid up in several predefined templates of 1,2 or 3 images per page. Each page would need a landscape and portrait template version.

The eBook version of an Album would set a square format.

Press and hold on a Themed Album page opens Themed Album Page 'Detail Flip Panel'. Alternative layouts and picture titles can be edited here.



3D Views

3D Views

A New Dimension

The new rendering and compositing engine has great support for 3D.

This allows users to view their pictures and albums in new and engaging ways.

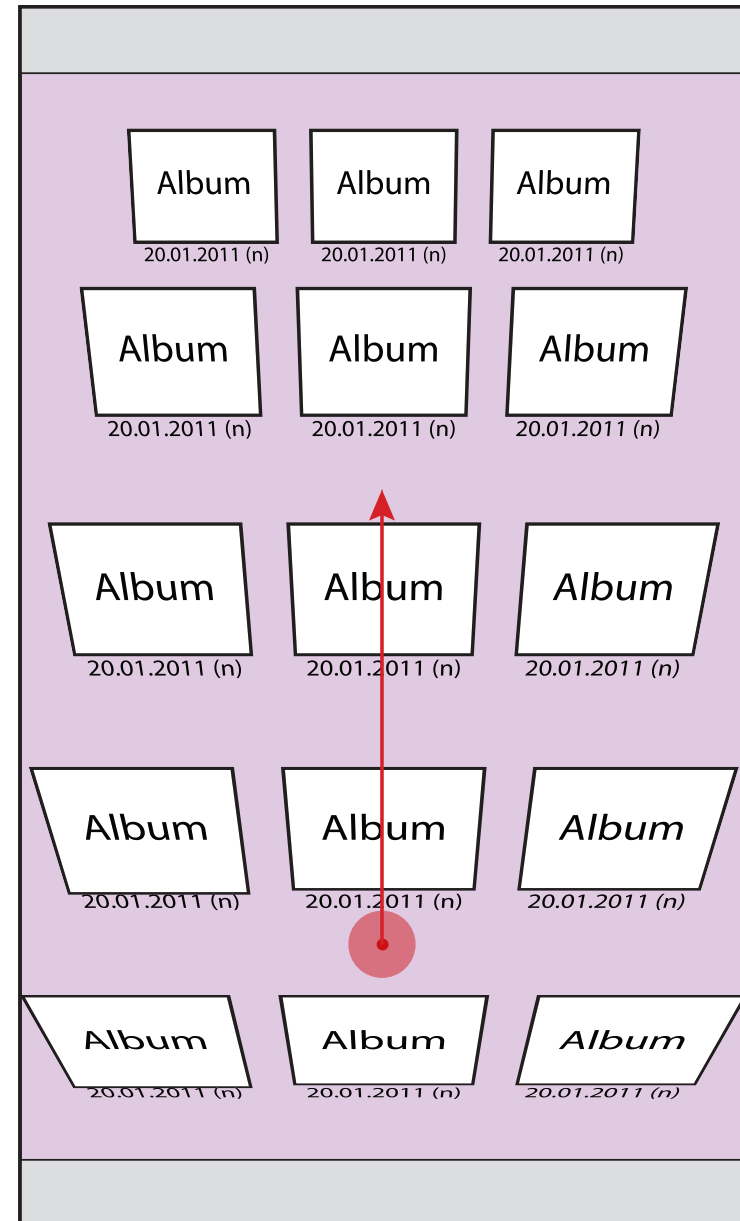
3 views are currently included: Timeline, Z -Depth Scroll and Spiral.

A single finger vertical swipe scrolls through the pictures/albums in all 3D views

2 finger horizontal swipe swaps through each view type.

Timeline

A single finger up swipe causes the users Pictures/Albums move up the screen, as they do this they fold out and recede into the 'distance'. A down swipe reverses the flow of images. Pictures/Albums can be sorted by date, tag, location, SNS etc



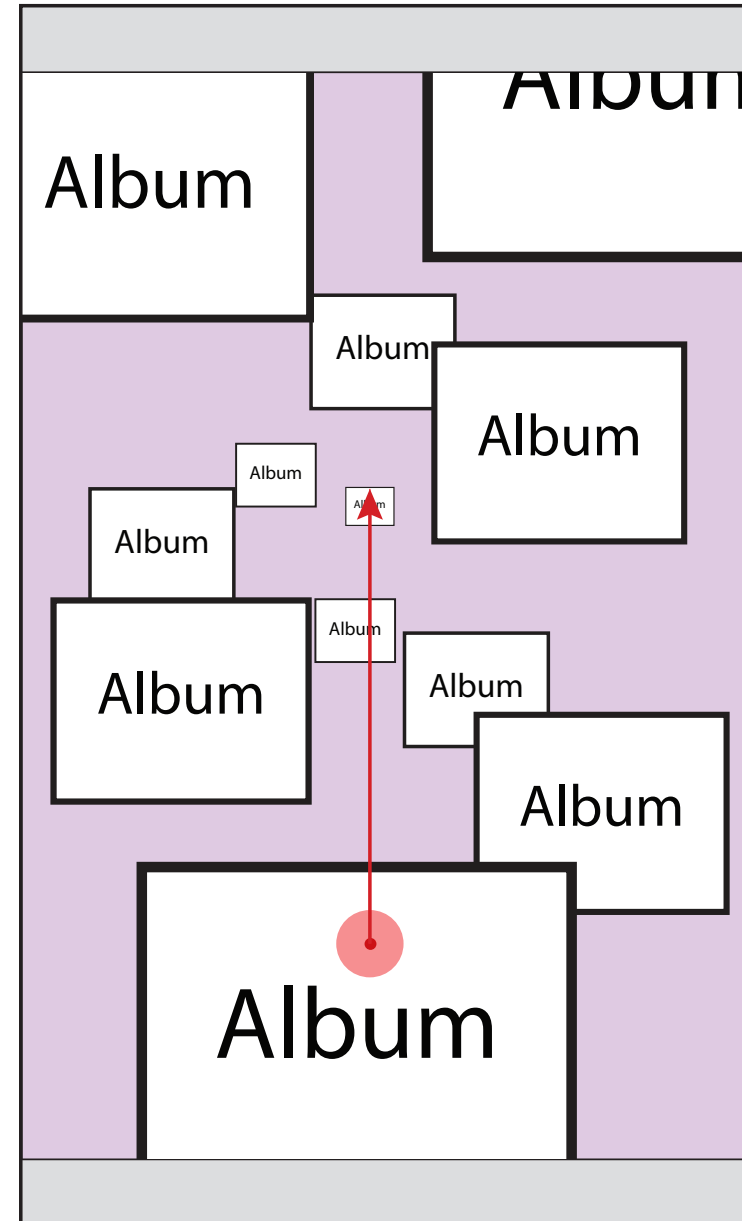
3D Views

Z Scroll

A single finger up swipe causes the users Pictures/Albums move into the screen, shrinking away from the foreground.

A down swipe reverses the flow of images.

Pictures/Albums can be sorted by date, tag, location, SNS etc



3D Views

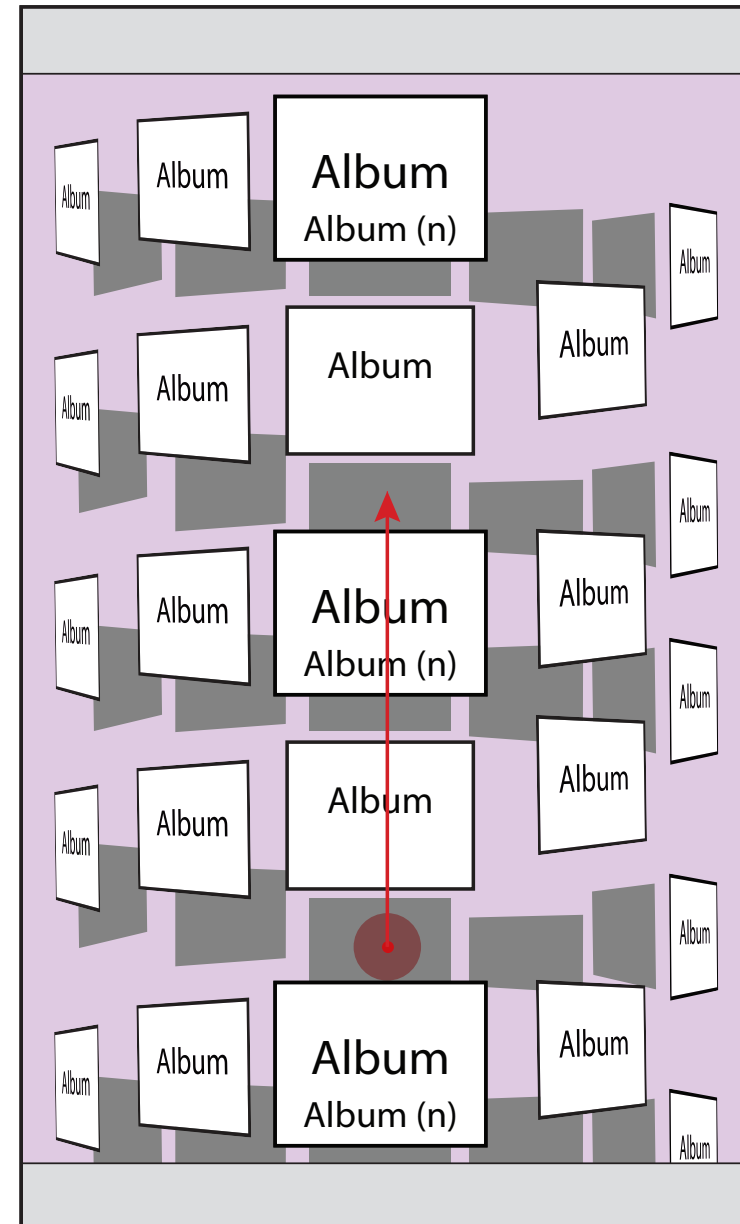
Spiral

A single finger up swipe causes the users Pictures/Albums move up the screen, in a spiral motion, moving from the foreground to the background .

A down swipe reverses the flow of images.

Pictures/Albums can be sorted by date, tag, location, SNS etc

Only foreground items may be selected



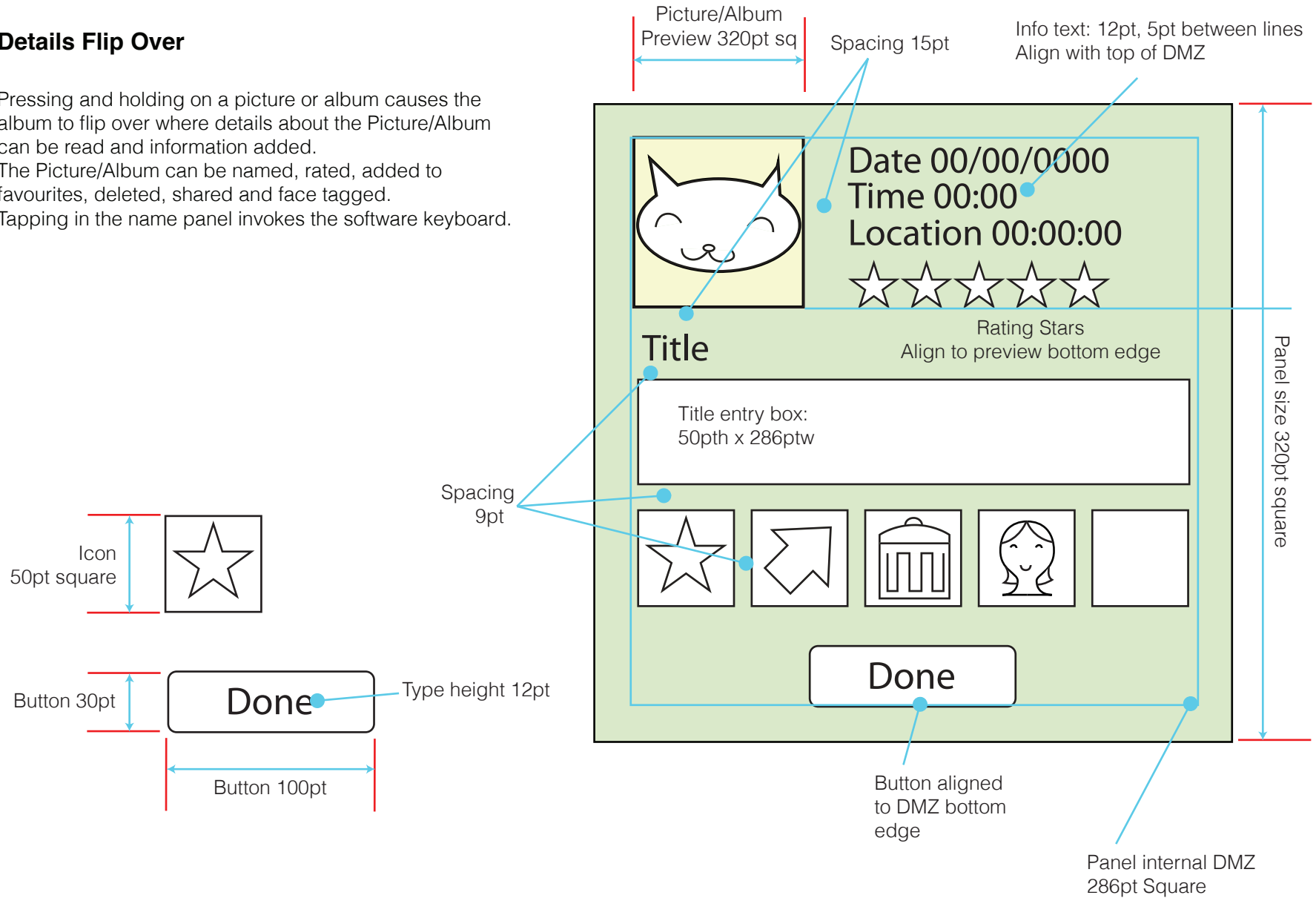
SAMSUNG

Menus

Menus

Details Flip Over

Pressing and holding on a picture or album causes the album to flip over where details about the Picture/Album can be read and information added.
The Picture/Album can be named, rated, added to favourites, deleted, shared and face tagged.
Tapping in the name panel invokes the software keyboard.



Menus

Task Bar

A vertical swipe from the bottom of the screen pulls out the Task Bar.

This turns on multi-select indicated by the selection ticks on the Pictures or Albums on the main screen.

Tasks are shown as 3D icons.

A single finger horizontal swipe moves the Task Bar left and right revealing other tasks.

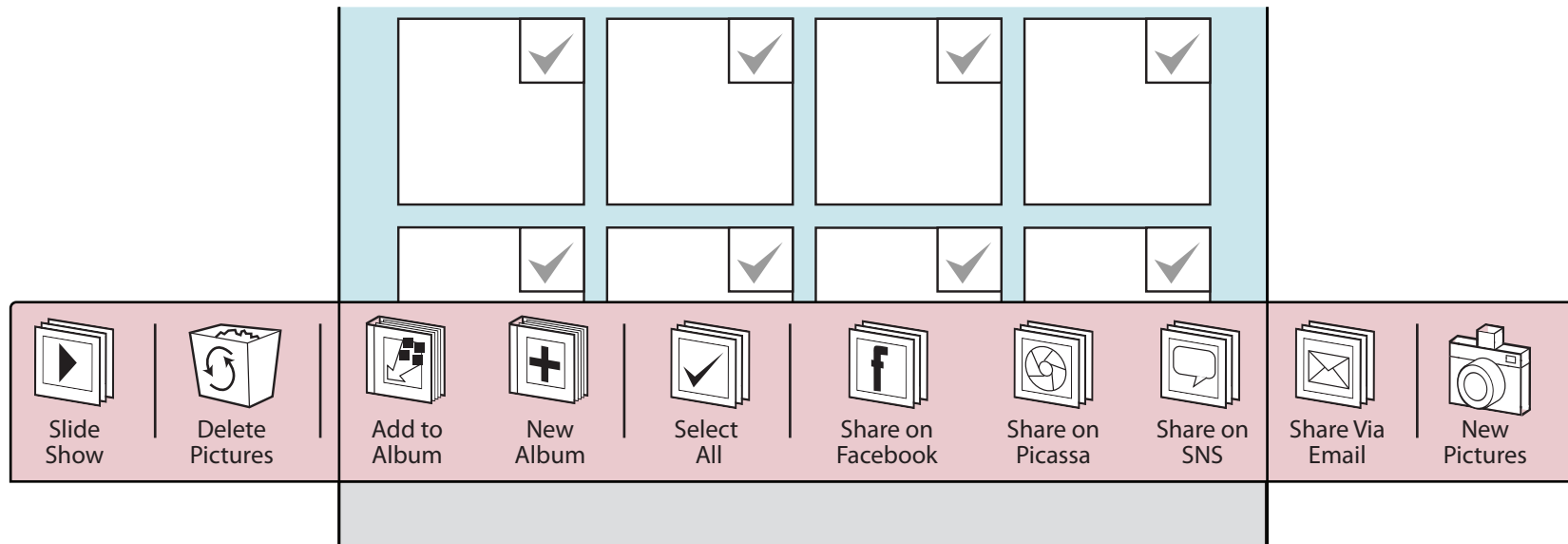
Initially, only the Select All icon can be tapped.

Once a selection has been made the user can choose a task.

Items on Task Bar will alter depending on what part of the gallery app the Task Bar is used in.

Task Bar is dismissed with a downward swipe (multi-select ticks disappear at this point).

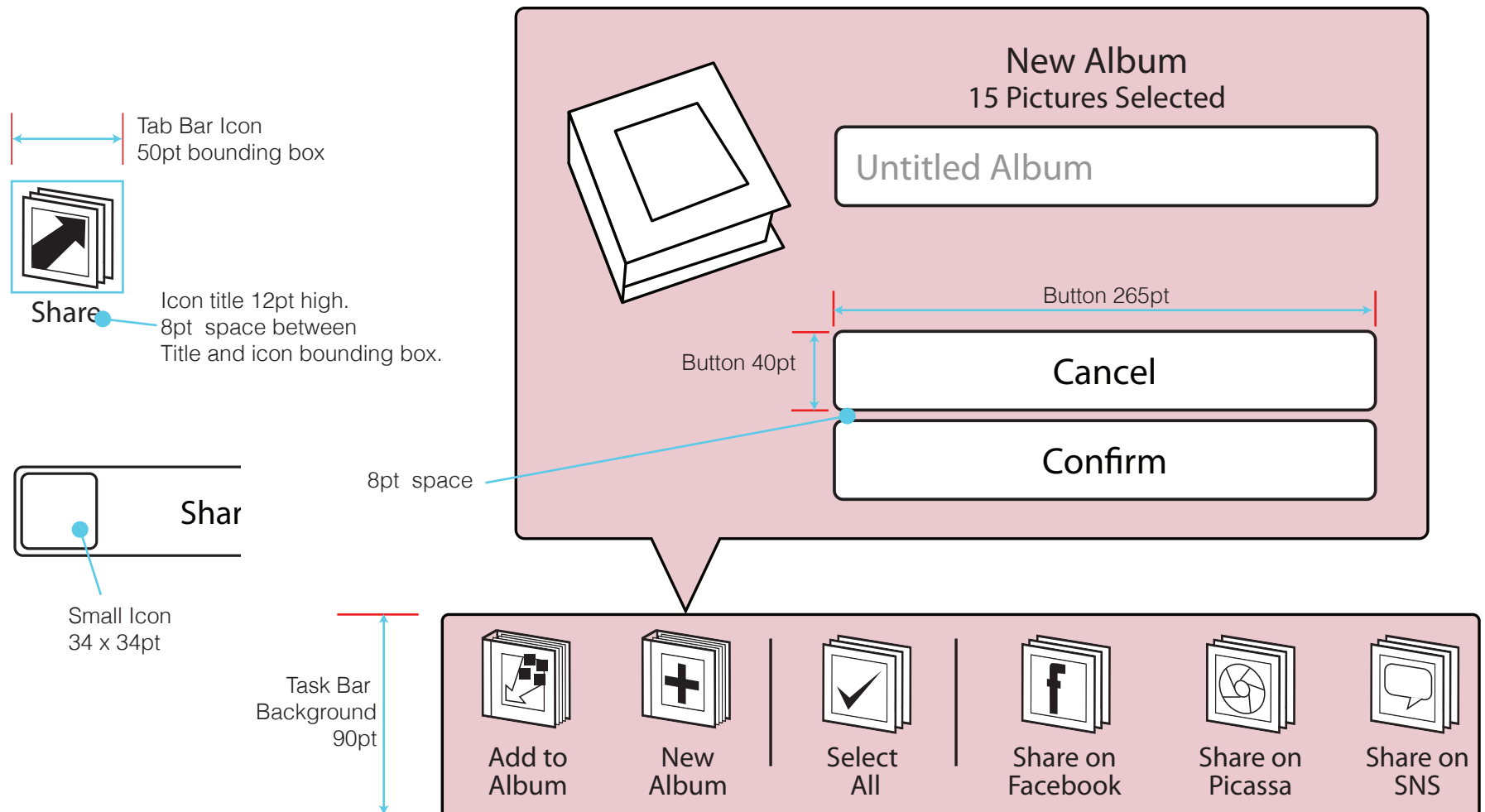
See example flash movie: TaskBarPictureView.swf



Menus

Task Bar

The Task Bar and slide up menu fill the width of the screen. The slide up menu section is variable in height to accommodate different numbers of buttons. The Menu should never force the Task Bar off the top of the screen and should scroll if more menu items are required than space allows.



Games

Games

Snap

A simple reaction time based game.

Face tagged photos are show until a match is found.

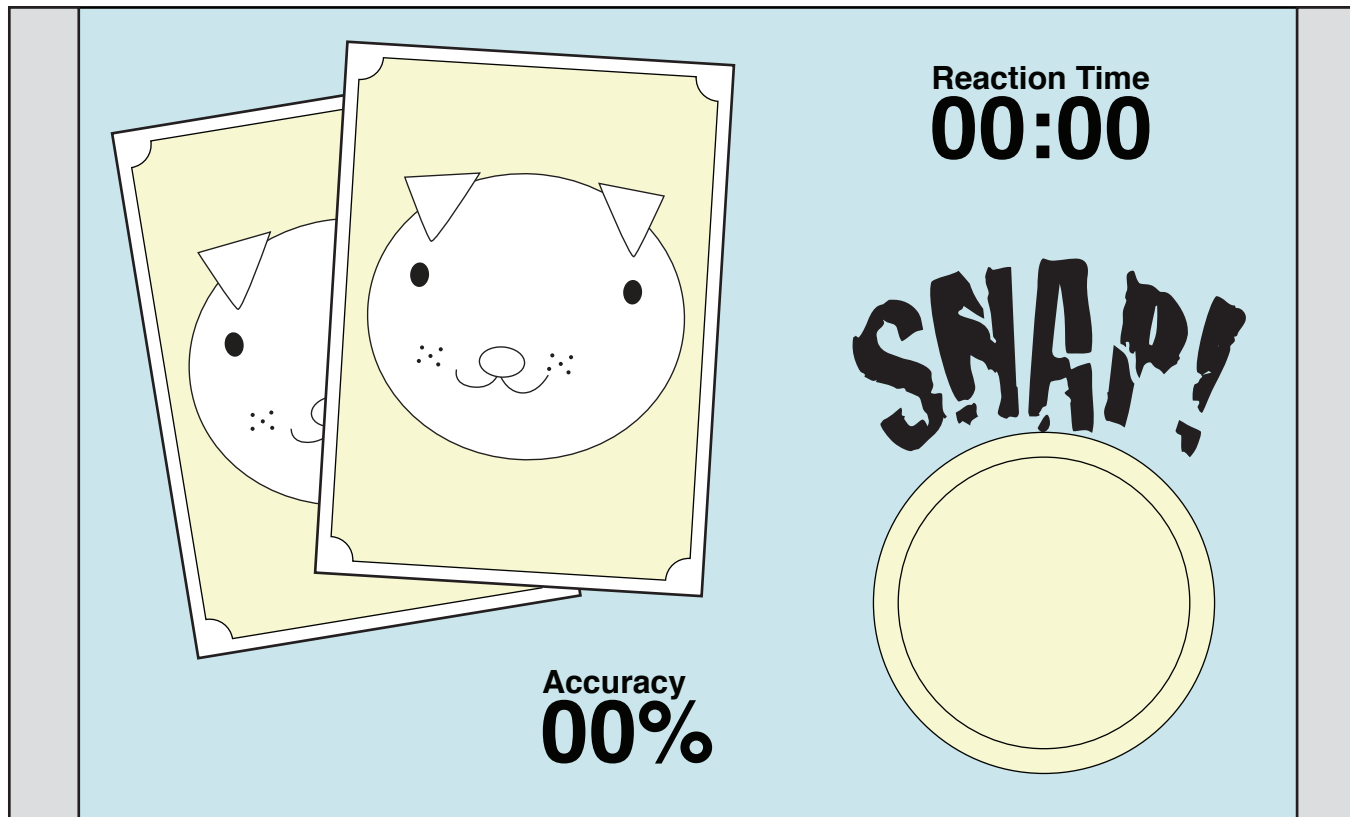
The player presses the SNAP button and the reaction time is recorded.

Incorrect snaps are marked as fail.

The game is over after 10 snaps.

A league table is produced with reaction times and accuracy registered.

Records can be named



Games

Head Popper

A bubble wrap popping game using face tagged heads as the bubbles.

Heads might 'eek!' or 'ow!' when popped

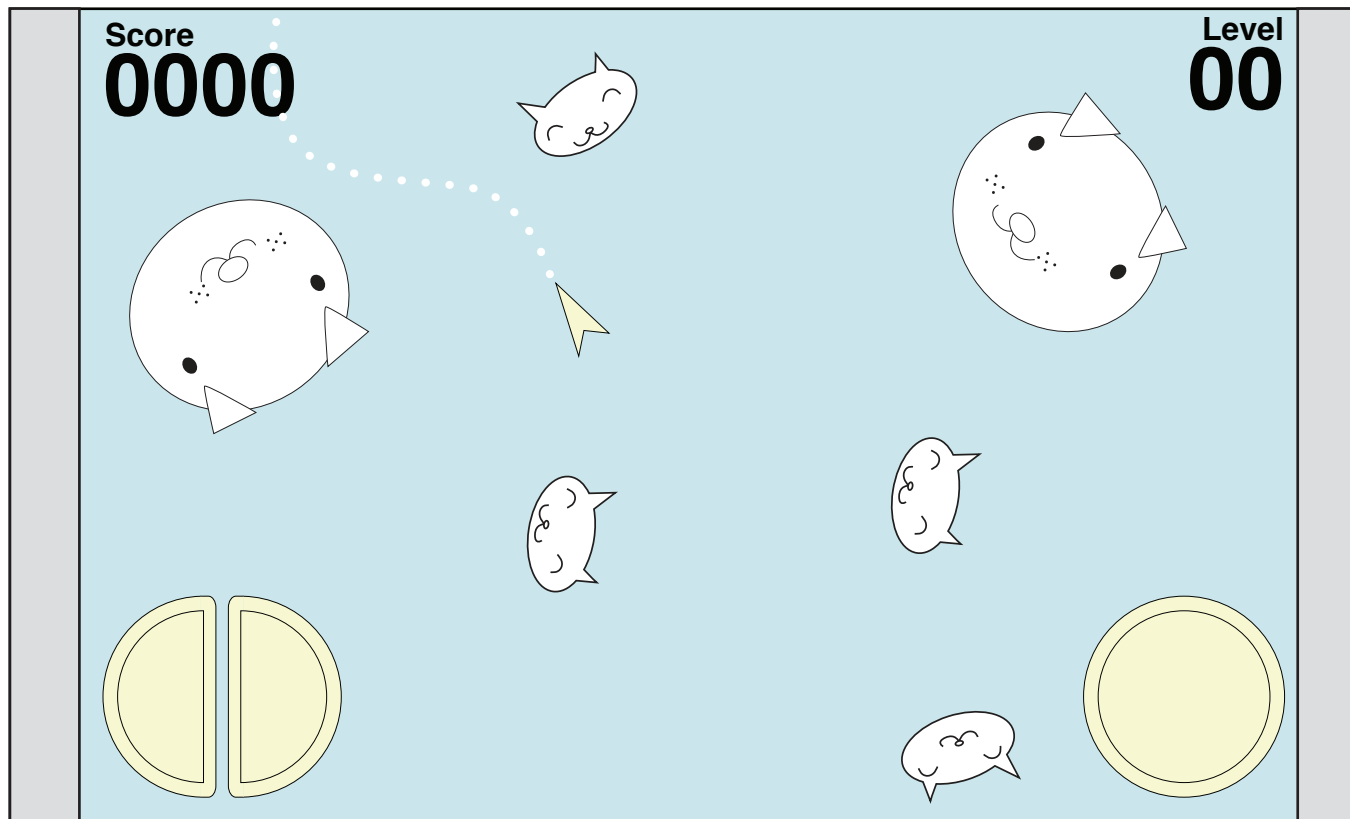
The game might message Facebook friends saying 'X popped your head 16 times today.'

[illegible]

Games

Head Asteroids

Based on the classic arcade game of Asteroids.
The asteroids are replaced by tagged faces.
The little space ship flies around blowing up the faces.



Notes

Delivered Functionality

The scope of this specification is to demonstrate a fun, dynamic photo gallery app. Much of the functionality the Task Bar offers the Gallery is not developed in this revision. Album creation and editing, face tagging, search, delivery to social networks and Picture editing will be added in later versions.