

Aqueous. OpenGL iPhone Application

Customer

A company that provides various Internet services

Business sphere: Multimedia.

Aim

The main aim of the application is customization and a realistic water movement. The application should have prime graphics. Water imitation should be first-rate and have neither pixelization nor an unrealistic look. Music and background sounds should be relaxing, calming, as well as of high quality (similar to Koi Pond 2.0 application). The special appeal of the application is in enabling a user to create and adjust various functions in the menu, such as water/ stones colour, kinds of pebbles (river bottom), as well as diverse variants of music. A user should also be able to buy and download for free music from iTunes, save in iPod and use in applications (SDK 3.0 option). Having set all items of the menu a user can save these settings as a certain profile, name it and play it at any time. Due to the accelerator usage there is also a possibility to set water in motion, so to say, “play” with it, and to incline an iPhone vertically to get WaterWall effect that reminds a waterfall. Moreover one can change the speed of the water flow depending on the incline angle (the water flows infinitely). And surely a user can generate waves on the display surface, creating circles and free designs with a finger.

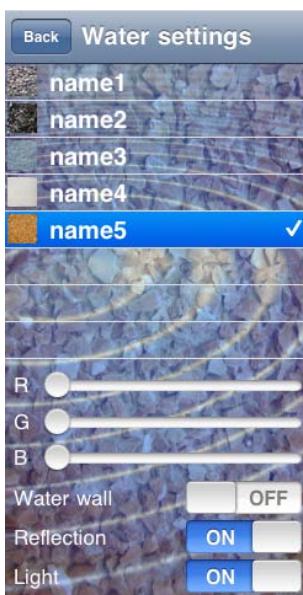
Solution

All these water effects have been realized with the help of a mathematical algorithm, created by our company, coupled with OpenGL technologies. All music manipulations are done by the audio mixer that we have developed. The application can play simultaneously up to 10 musical layers without the quality loss when water manipulations are performed (30 FPS).

Basic Functions

- Settings profile management.
- River bottom effects management.
- Music and background sounds management.

Screenshots



Technologies

Max OS 10.5.4, xCode, iPhone SDK, OpenGL, objective C

Product Title

AQUEOUS

Project Capacity

3.5 man-weeks