

Cartoonizeme iPhone Application

Customer

The company engaged in development of graphic design

Business sphere: multimedia

Aim

The primary aim of the application is to create an image on the basis of the photo chosen by a user and a set of standard cliparts (moustaches, ears, noses, glasses, eyes, etc.) which the user can choose any way and lay them upon the image.

Solution

When creating the application standard components of graphic interface construction were used in the first place. If their functionality did not suffice, their own components with demanded possibilities were created.

To solve the primary aim of the program (laying cliparts upon the chosen background) a component in which each element of a scene (clipart) is a layer with a set of changeable parameters (geometry, position, scale, turn corner) was created.

To change the parameters of a layer (element dragging is made with one finger, a zoom/turn - with two) MultiTouch technology was used.

Basic functions

- Choosing the image from photo roll.
- Choosing the image from favorites (its own component).
- Choosing a clipart from the library (its own component).
- Saving the result in photo roll and in favorites.
- Adding an element onto a scene.
- Selection of an element of a scene.
- Deletion of an element from a scene.
- Movement/change of the scale/turn of the chosen element of a scene.
- Movement and change of the scale of a scene.
- Changing the color of the clipart.

ScreenShots



Technologies and Products Employed

MaxOS 10.5.4. XCode, iPhone SDK, objective C

Product Title

Cartoonizeme

Project Capacity

2 man-months