

GoPro® | USER EXPERIENCE

REDLINE: Hawaii/ Backdoor Lunada

date: 10.31.2014 /// by: UX /// version: v3.3

PROJECT INFORMATION

DATE STARTED	04.01.2014
DATE COMPLETED	00.00.00
PROJECT / DESIGN LEAD	GRANT MCCAULEY
PRODUCTION DESIGNERS	ASHLEY FOLKMAN, CUYLER GEE, KRIS YALUNG
SPEC LAYOUT	MICHELLE LIPIRA/ ASHLEY FOLKMAN

DOCUMENT LOG

DATE	CAMERA / ACCESSORY	CHANGE	WHO MADE THE CHANGE
04.01.14	BACKDOOR / LUNADA	Started Redline, Filled in Coordinates + Fonts	Ashley Folkman
04.04.14	BACKDOOR / LUNADA	Filled out Table of Contents, Re-named Settings Headers	Grant McCauley
04.07.14	BACKDOOR / LUNADA	Updated Coordinates/ Background Elements	Ashley Folkman
04.07.14	BACKDOOR / LUNADA	Added Thumbnails	Ashley Folkman
04.08.14	BACKDOOR / LUNADA	Added Thumbnails Queue/ Status Drawer	Ashley Folkman
04.09.14	BACKDOOR / LUNADA	Added Video + Photo Playback	Ashley Folkman
04.10.14	BACKDOOR / LUNADA	Added Alerts and Wireless Settings	Ashley Folkman
04.11.14	BACKDOOR / LUNADA	Added new Alerts + Volume	Ashley Folkman
04.18.14	BACKDOOR / LUNADA	Added Moment Tagged to Thumbnails/ Video Playback	Ashley Folkman
04.23.14	BACKDOOR / LUNADA	Adjusted Opacity in Alert Boxes and SKRIM backgrounds on pgs. 10, 63-65, 74	Ashley Folkman
04.23.14	BACKDOOR / LUNADA	Updated ICN_Protune.png and added ICN_JelloSlayer.png	Kris Yalung
04.25.14	BACKDOOR / LUNADA	Added Jello Slayer zone/asset for Video Idle/Encode (pg. 5,6) + changed Date/Time (pg.30-32)	Ashley Folkman
05.01.14	BACKDOOR / LUNADA	Updated Thumbnails Share To/ Tag Moment Indicator Playback Screen	Ashley Folkman
05.01.14	BACKDOOR / LUNADA	Added Lock Screen/ Unlock Screen	Ashley Folkman
05.07.14	BACKDOOR/ LUNADA	Adjusted Alert/Toast Pages + cleared excess pages	Ashley Folkman
05.14.14	BACKDOOR/ LUNADA	Adjusted Alert/Toast Pages + cleared excess pages	Ashley Folkman
05.20.14	BACKDOOR/ LUNADA	Adjusted Alert/Toast Pages + cleared excess pages	Ashley Folkman
05.27.14	BACKDOOR/ LUNADA	Re-spec'd Alert/Toast Pages and added new highlight feature on ALL pages	Ashley Folkman
06.02.14	BACKDOOR/ LUNADA	Adjusted the size and graphic of the 'PullTab.png' asset on Idle/Encode screens	Kris Yalung
06.05.14	BACKDOOR/ LUNADA	Added Big Icon Layout	Kris Yalung
06.06.14	BACKDOOR/ LUNADA	Updated Thumbnails: Share To, Queue + Updated Status Drawer + Removed excess rows throughout	Grant McCauley
06.17.14	BACKDOOR/ LUNADA	Marked Broadcast/Sharing/Jelloslayer/ and moment tag playback pages with 'APPLY TO OCT. RELEASE'	Ashley Folkman
06.20.14	BACKDOOR/ LUNADA	Updated Idle/Encode Screen zones/icons - made larger. Marked Table of Contents with *** to pages changed. Added Text Strings. Changed Zone size for Big Icon, Added big icon graphics. Changed layout of Settings Toggle (pg. 26+27)	Ashley Folkman
06.23.14	BACKDOOR/LUNADA	Included JelloSlayer and Protune for the Aug release. Included Tagging icons and indicators for Aug Release. Updated TOC with a legend for Aug/Oct Releases. Took out Status Drawer and Certain Queue screens for Oct Release.	Grant McCauley
06.24.14	BACKDOOR/ LUNADA	Updated Toast with icon (left) layout and cut new assets. Added Layout page for FOV Toast.	Ashley Folkman
07.07.14	BACKDOOR/ LUNADA	Added Alert Toast - Pairing Screen (pg.99)	Ashley Folkman
07.10.14	BACKDOOR/ LUNADA	Adjusted "Unlock Screen" (pg.75,76) and added Unlock animation sprite	Ashley Folkman
07.18.14	BACKDOOR/ LUNADA	Removed Big Icon assets except for Playback + Setup (pg.14) , Added Alert 'Delete in Progress' Example on pg.83, Removed Text Strings (Separate document now provided), Added Setting Tier explanation (pg.100), Added N/A Toggle Button asset (PG.28)	Ashley Folkman

DOCUMENT LOG

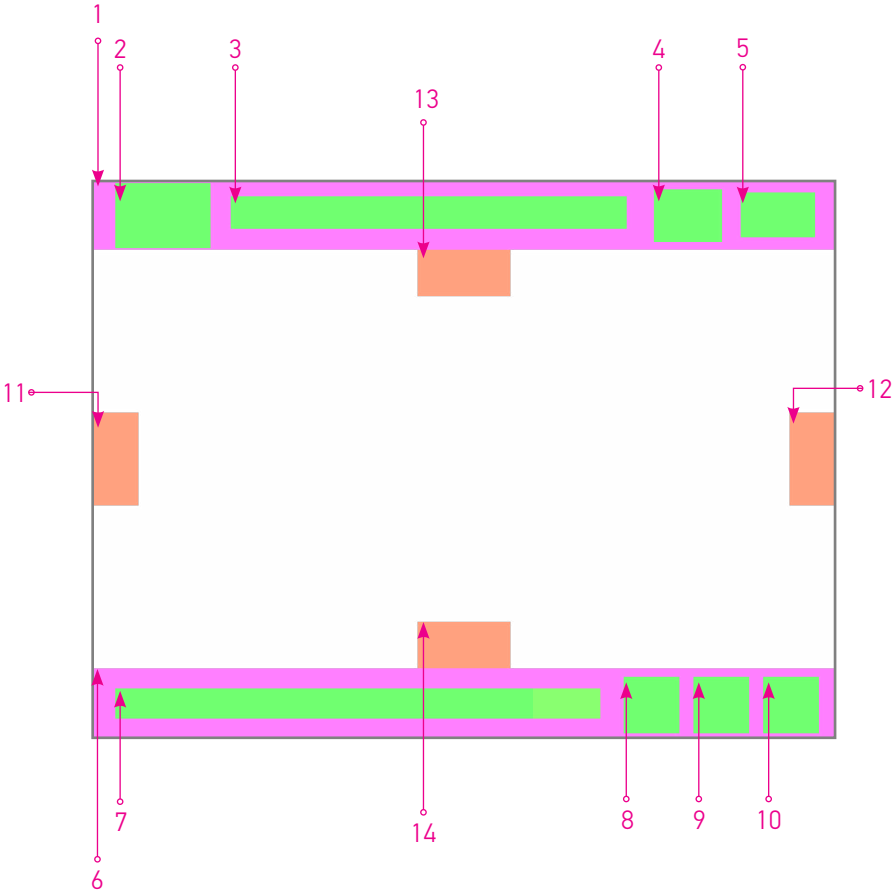
[illegible]

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Not implemented until BETA release.

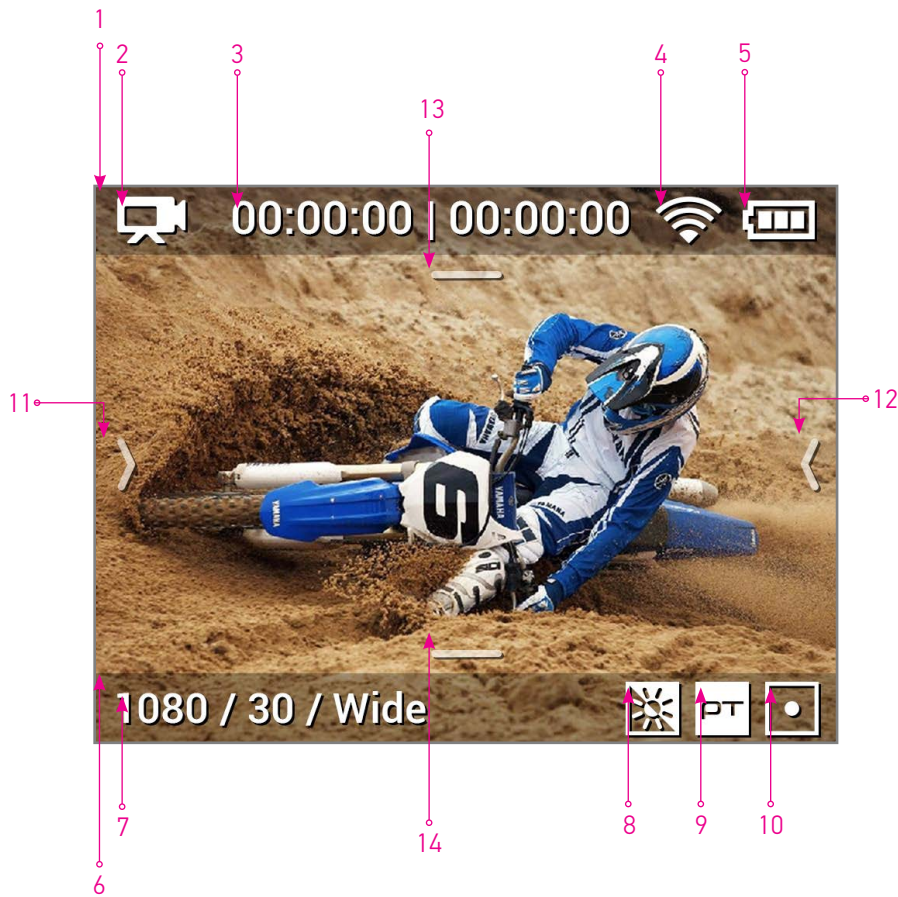
LAYOUT /// VIDEO IDLE + ENCODE



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	4	1	123	84
3	179	21	1	511	42
4	725	12	1	88	68
5	837	16	1	96	58
6	0	630	0	960	90
7	30	656	1	716	39
8	686	641	1	72	72
9	776	641	1	72	72
10	866	641	1	72	72
11	0	300	1	93	120
12	852	300	1	108	120
13	420	90	1	120	60
14	420	563	1	120	66

ASSETS /// VIDEO IDLE + ENCODE



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF
7	54px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF

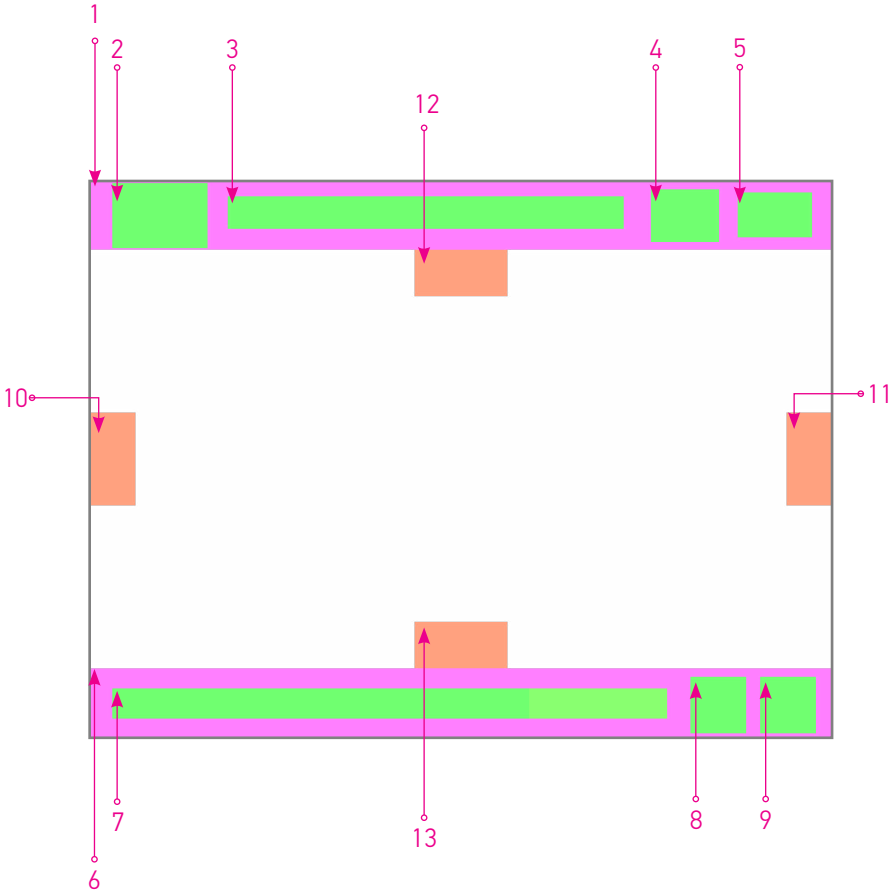
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	top bar	#000000, 30%	n/a	n/a	n/a
6	bottom bar	#000000, 30%	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	ICN_Video.png ICN_VideoPlusPhoto.png ICN_Looping.png	x	x		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
8	ICN_LowLight.png	X			
9	ICN_Protune.png	X			
10	ICN_SpotMeter.png	X			
11	Toggle_Left_Button.png Toggle_Play_Button.png	X			
12	Toggle_Right_Button.png Toggle_Video_Button.png Toggle_VideoPlusPhoto_Button.png Toggle_Video_Button.png	X			
13	Toggle_Top_Button.png Toggle_More_Button.png	X			
14	Toggle_Bottom_Button.png Toggle_Wrench_Button.png	X			

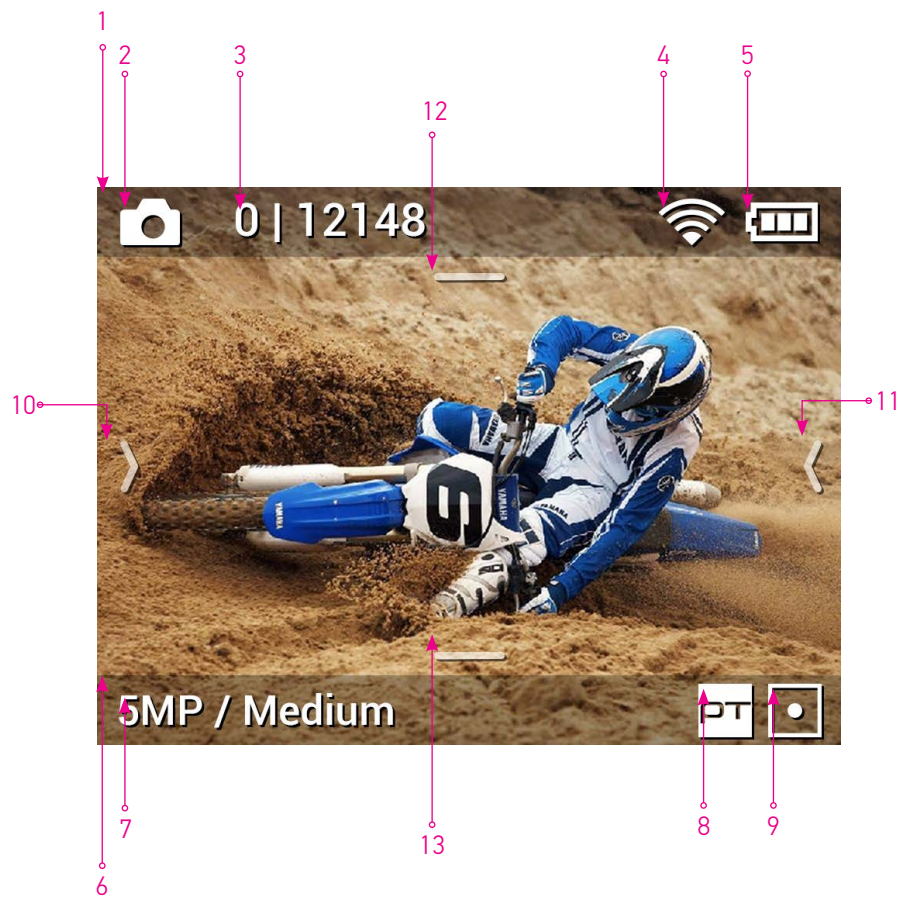
LAYOUT /// PHOTO/MULTI-SHOT IDLE + ENCODE



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	4	1	123	84
3	179	21	1	511	42
4	725	12	1	88	68
5	837	16	1	96	58
6	0	630	0	960	90
7	30	656	1	716	39
8	776	641	1	72	72
9	866	641	1	72	72
10	0	300	1	93	120
11	852	300	1	108	120
12	420	90	1	120	60
13	420	563	1	120	66

ASSETS /// PHOTO IDLE + ENCODE



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF
7	54px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF

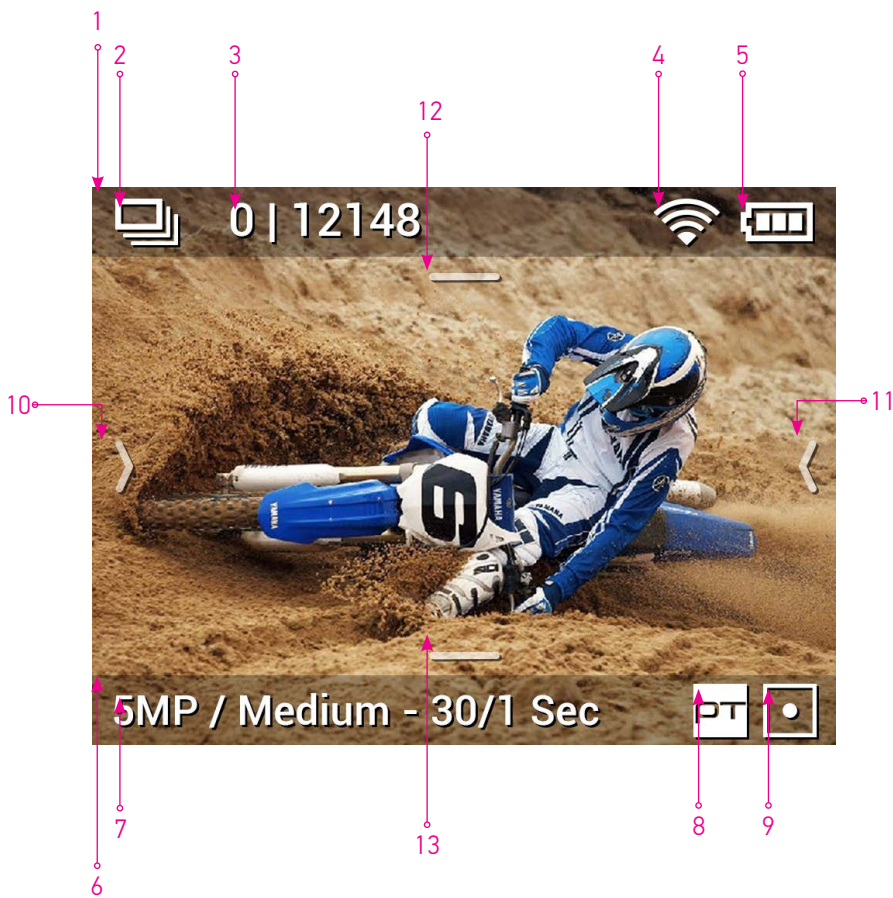
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	top bar	#000000, 30%	n/a	n/a	n/a
6	bottom bar	#000000, 30%	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	ICN_Photo.png ICN_Continuous.png ICN_Night.png	x	x		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
8	ICN_Protune.png	X			
9	ICN_SpotMeter.png	X			
10	Toggle_Left_Button.png Toggle_Play_Button.png	X			
11	Toggle_Right_Button.png Toggle_Photo_Button.png Toggle_Continuous_Button.png Toggle_Night_Button.png	X			
12	Toggle_Top_Button.png Toggle_More_Button.png	X			
13	Toggle_Bottom_Button.png Toggle_Wrench_Button.png	X			

ASSETS /// MULTI-SHOT IDLE + ENCODE



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF
7	54px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF

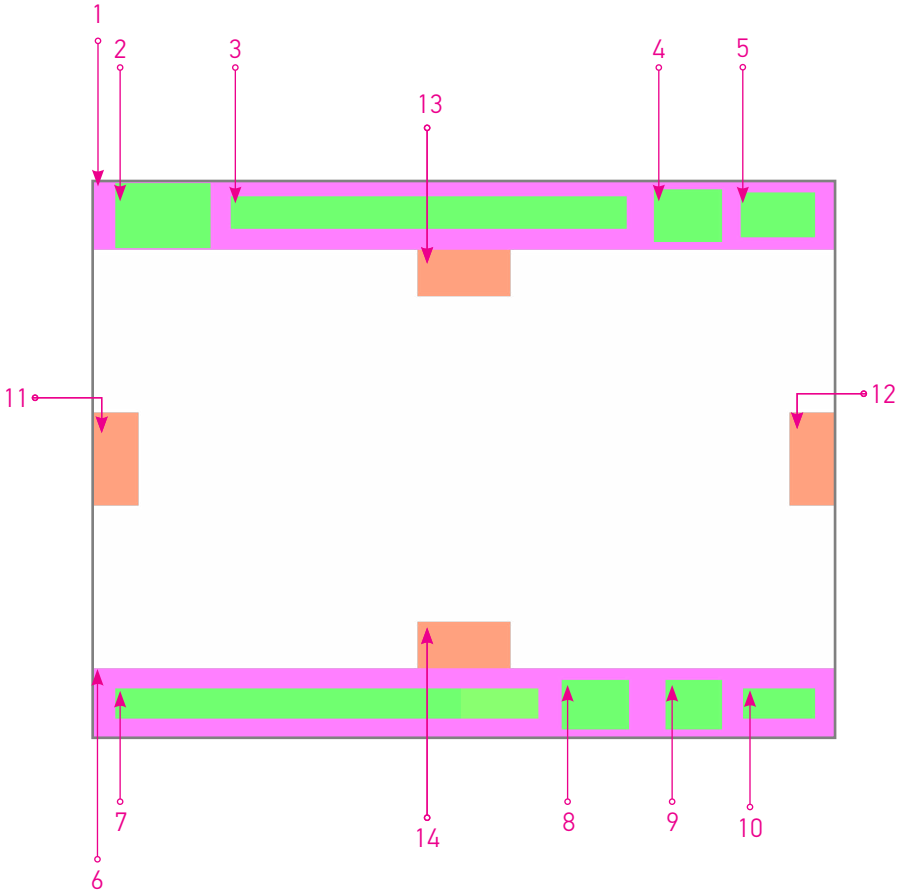
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	top bar	#000000, 30%	n/a	n/a	n/a
6	bottom bar	#000000, 30%	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	ICN_Burst.png ICN_TimeLapse.png ICN_NightLapse.png ICN_VidTimeLapse.png	x	x		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
8	ICN_Protune.png	X			
9	ICN_SpotMeter.png	X			
10	Toggle_Left_Button.png Toggle_Play_Button.png	X			
11	Toggle_Right_Button.png Toggle_Burst_Button.png Toggle_TimeLapse_Button.png Toggle_TimeLapseVid_Button.png Toggle_NightLapse_Button.png	X			
12	Toggle_Top_Button.png Toggle_More_Button.png	X			
13	Toggle_Bottom_Button.png Toggle_Wrench_Button.png	X			

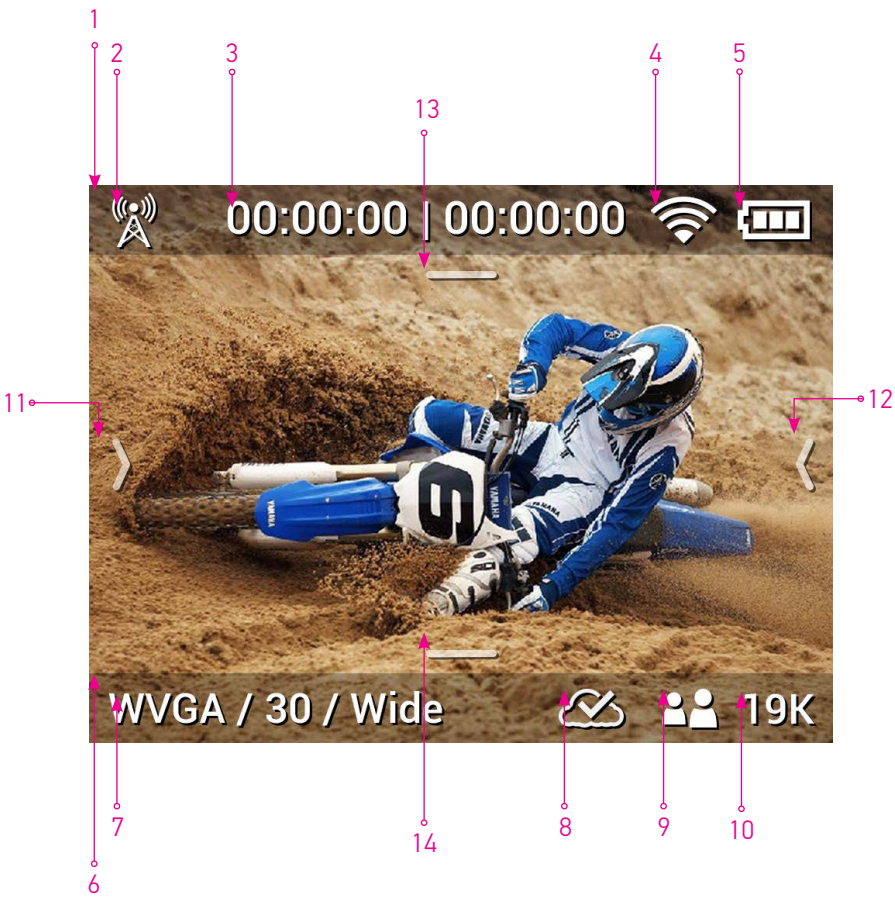
LAYOUT /// BROADCAST IDLE + ENCODE



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	4	1	123	84
3	179	21	1	511	42
4	725	12	1	88	68
5	837	16	1	96	58
6	0	630	0	960	90
7	30	656	1	447	39
8	606	645	1	87	64
9	740	645	1	73	64
10	840	656	1	93	39
11	0	300	1	93	120
12	852	300	1	108	120
13	420	90	1	120	60
14	420	563	1	120	66

ASSETS /// BROADCAST IDLE + ENCODE



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF
7	54px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF
10							

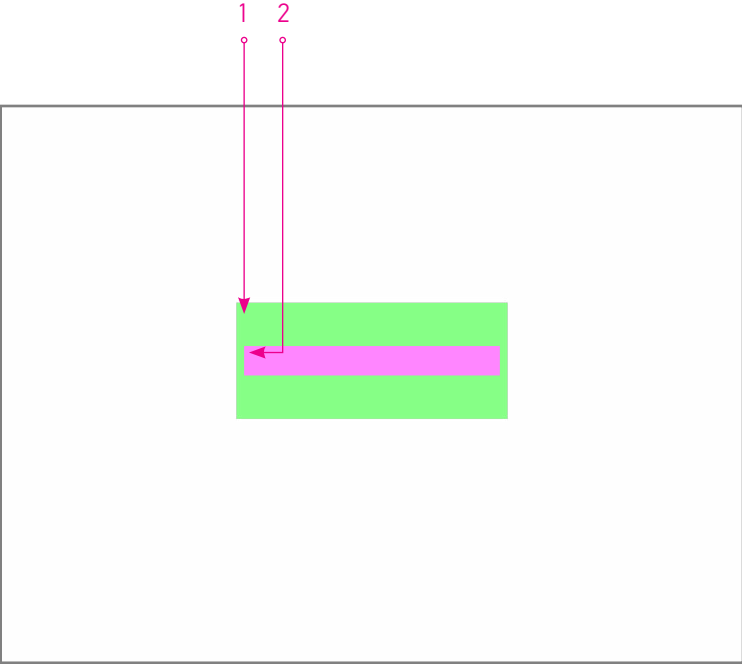
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	ICN_BroadcastOnly.png	X	X		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
8	ICN_Cloud.png	X	X		
9	ICN_Audience.png	X			
11	Toggle_Left_Button.png Toggle_Play_Button.png	X			
12	Toggle_Right_Button.png Toggle_Broadcast_Button.png	X			
13	Toggle_Top_Button.png Toggle_More_Button.png	X			
14	Toggle_Bottom_Button.png Toggle_Wrench_Button.png	X			

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	top bar	#000000, 30%	n/a	n/a	n/a
6	bottom bar	#000000, 30%	n/a	n/a	n/a

LAYOUT /// FOV TOAST



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	330	310	0	300	100
2	315	311	1	330	54

ASSETS /// FOV TOAST



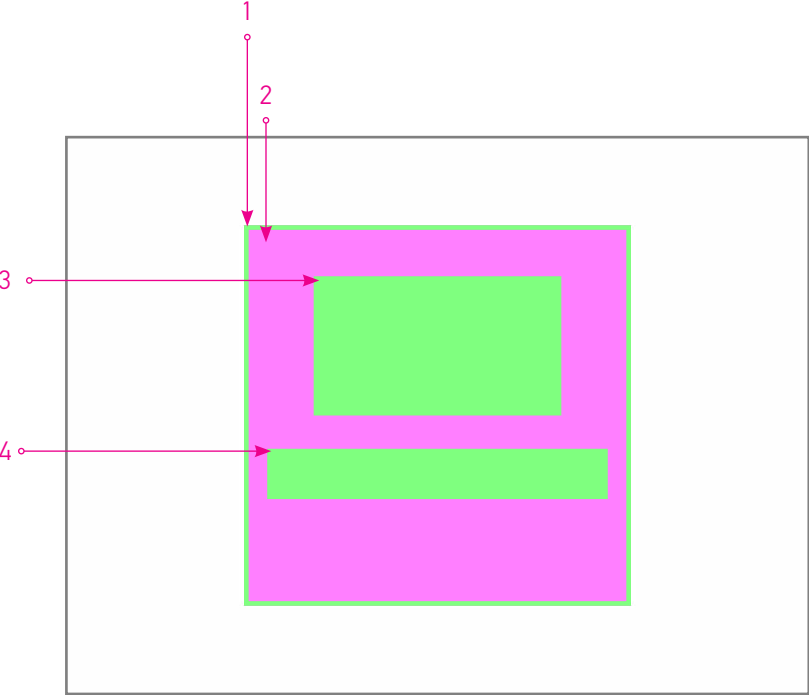
Fonts

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	54px	Roboto, Medium	center within 300x100 toast horizontal + vertical	#FFFFFF	n/a	n/a	n/a

Background Elements

#	name	size	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	FOV Toast	300x100, fixed w/ 6px stroke (#FFFFFF)	#000000, 90%	n/a	n/a	n/a

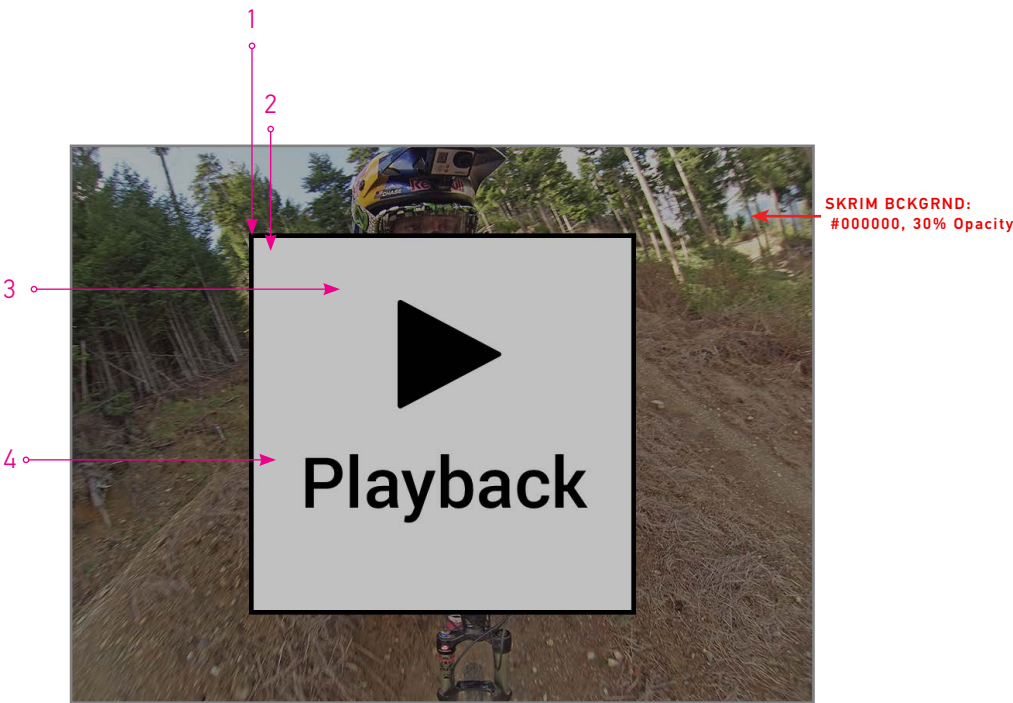
LAYOUT /// BIG ICON



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	230	114	0	500	492
2	236	120	1	488	480
3	320	180	2	320	180
4	260	403	2	440	65

ASSETS /// BIG ICON



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
4	90px	Roboto, Medium	centered	#000000	N/A	#FFFFFF	N/A

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	BigIcon_Playback.png	X		X	
3	BigIcon_SetUp.png	X		X	

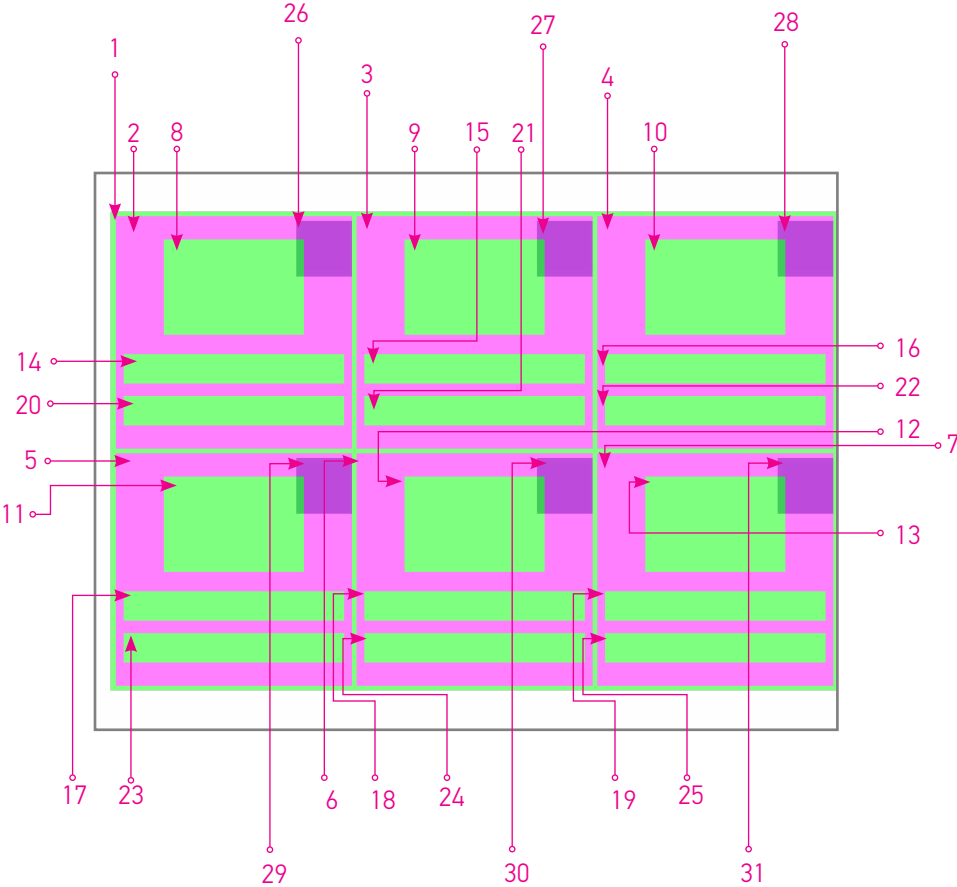
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Border	#000000		#000000	
2	Button	#C0C0C0		#FF4500	

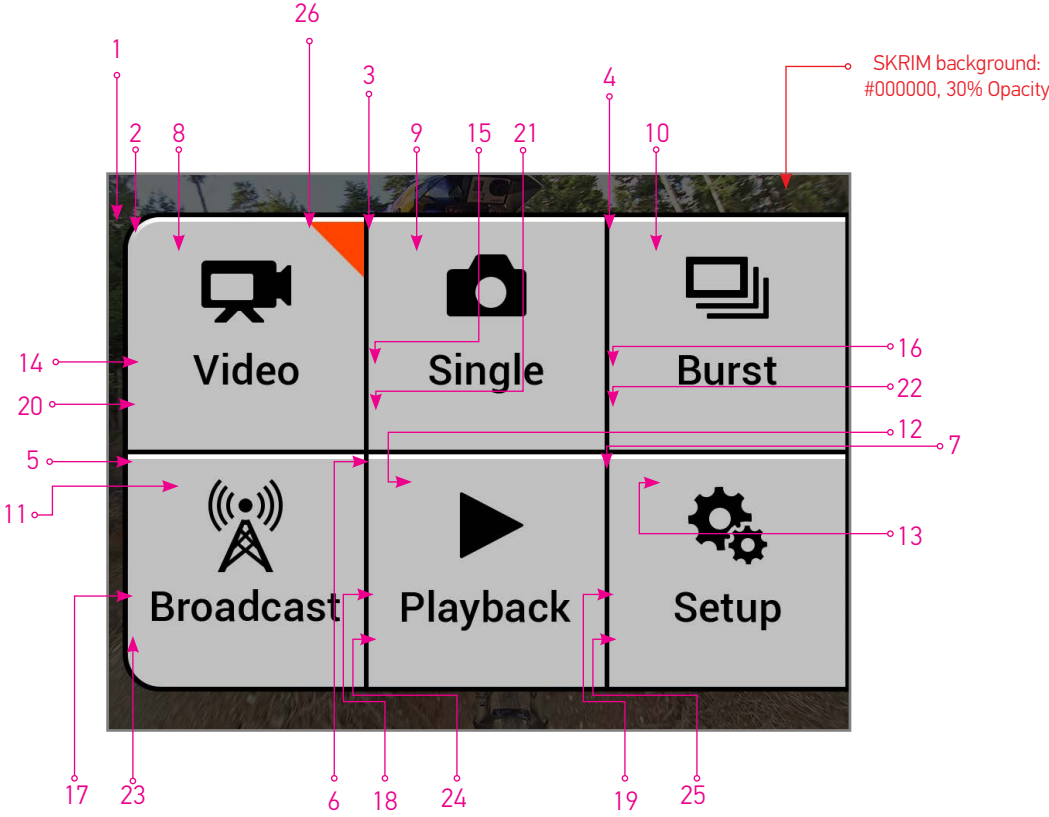
LAYOUT /// MODE MENU

ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	20	51	0	940	618
2	27	57	1	305	300
3	338	57	1	305	300
4	649	57	1	305	300
5	27	363	1	305	300
6	338	363	1	305	300
7	649	363	1	305	300
8	89	87	2	181	123
9	400	87	2	181	123
10	711	87	2	181	123
11	89	393	2	181	123
12	400	393	2	181	123
13	711	393	2	181	123
14	37	235	2	285	38
15	348	235	2	285	38
16	659	235	2	285	38
17	37	541	2	285	38
18	348	541	2	285	38
19	659	541	2	285	38
20	37	289	2	285	38
21	348	289	2	285	38
22	659	289	2	285	38
23	37	595	2	285	38
24	348	595	2	285	38
25	659	595	2	285	38
26	260	63	3	72	72
27	571	63	3	72	72
28	882	63	3	72	72
29	260	369	3	72	72
30	571	369	3	72	72
31	882	369	3	72	72



ASSETS /// MODE MENU



BETA RELEASE

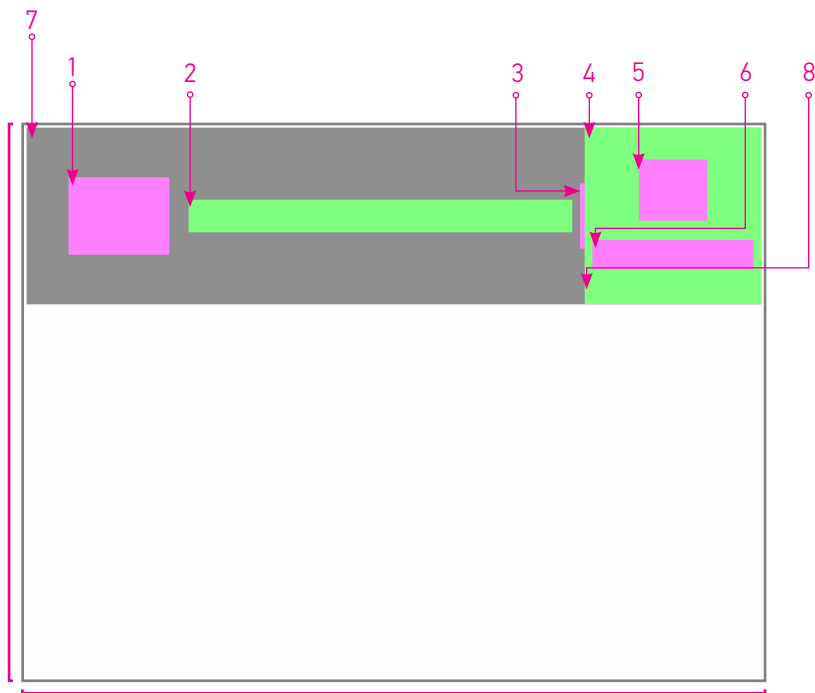
FONTS

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14	54px	Roboto, Medium	left	#000000		#FFFFFF	
15	54px	Roboto, Medium	left	#000000		#FFFFFF	
16	54px	Roboto, Medium	left	#000000		#FFFFFF	
17	54px	Roboto, Medium	left	#000000		#FFFFFF	
18	54px	Roboto, Medium	left	#000000		#FFFFFF	
19	54px	Roboto, Medium	left	#000000		#FFFFFF	
20	54px	Roboto, Medium	left	#000000		#FFFFFF	
21	54px	Roboto, Medium	left	#000000		#FFFFFF	
22	54px	Roboto, Medium	left	#000000		#FFFFFF	
23	54px	Roboto, Medium	left	#000000		#FFFFFF	
24	54px	Roboto, Medium	left	#000000		#FFFFFF	
25	54px	Roboto, Medium	left	#000000		#FFFFFF	

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	ModeMenu_ButtonBackground.png	X			
2	ModeMenu_TopLeft_Button.png	X		X	
5	ModeMenu_BotLeft_Button.png	X		X	
3,4,6,7	ModeMenu_Button.png	X		X	
8	ModeMenu_Video.png ModeMenu_VidTimeLapse.png ModeMenu_VideoPlusPhoto.png ModeMenu_Looping.png	X		X	
9	ModeMenu_Photo.png ModeMenu_Continuous.png ModeMenu_Night.png	X		X	
10	ModeMenu_Burst.png ModeMenu_TimeLapse.png ModeMenu_NightLapse.png	X		X	
11	ModeMenu_BroadcastOnly.png	X		X	
12	ModeMenu_Playback.png	X		X	
13	ModeMenu_SetUp.png	X		X	
26	ModeMenu_Triangle.png	X			

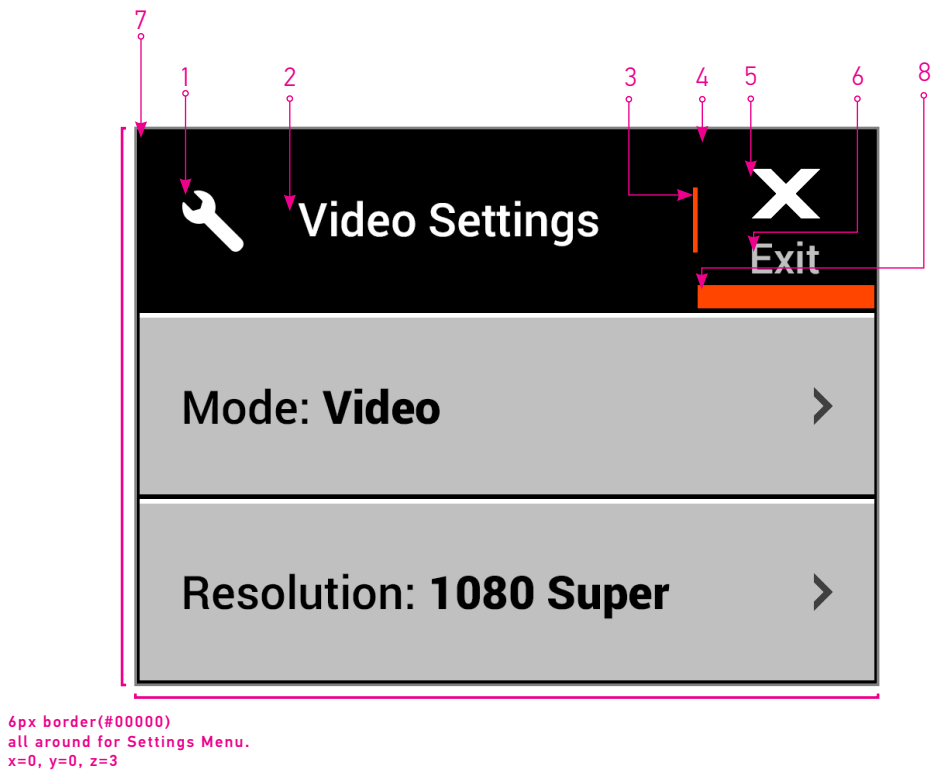
LAYOUT /// SETTINGS 1 LINE HEADER



6px border(#000000)
all around for Settings Menu.
x=0, y=0, z=3

ANNOTATIONS					
#	x - axis	y - axis	z - axis	width	height
1	60	70	1	131	100
2	215	99	1	495	42
3	720	78	1	6	84
4	726	6	1	228	228
5	797	47	2	88	79
6	736	151	2	208	38
7	7	7	0	948	234
8	726	204	2	228	30

ASSETS /// SETTINGS 1 LINE HEADER (pg1)



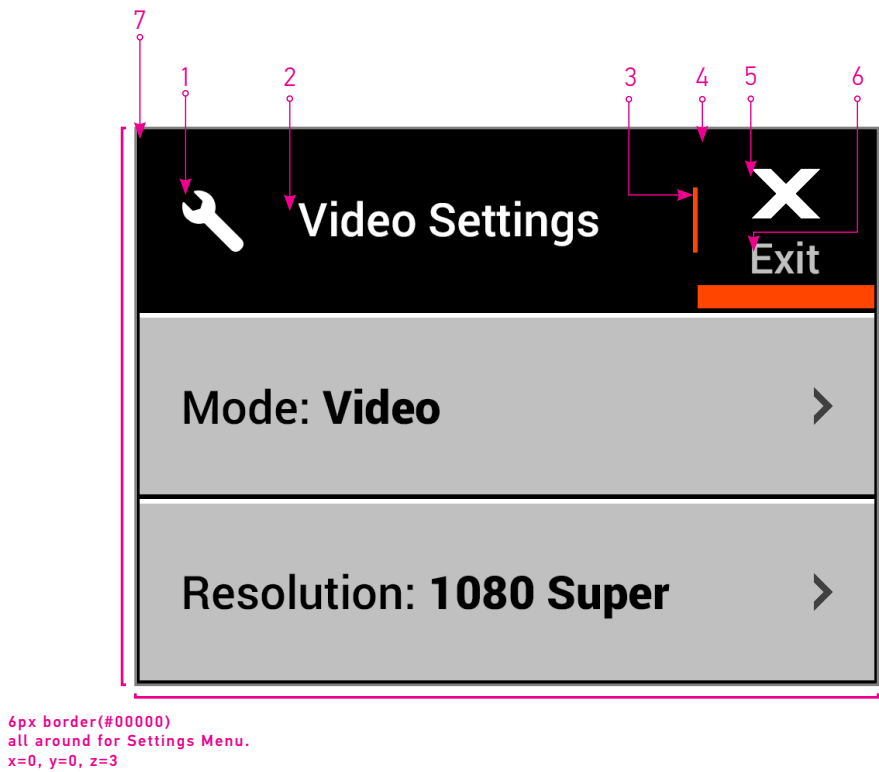
FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a
6	54px	Roboto, Medium	left	#C0C0C0	n/a	#FFFFFF	n/a

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	header divider	#FF4500	#FF4500	#000000	#FF4500
4	header back/exit button	#000000	n/a	#FF4500	n/a
7	header background	fill: #000000	fill: #000000	fill: #000000	fill: #000000
8	selection (highlight)	n/a	#FF4500	n/a	n/a

ASSETS /// SETTINGS 1 LINE HEADER (pg. 2)

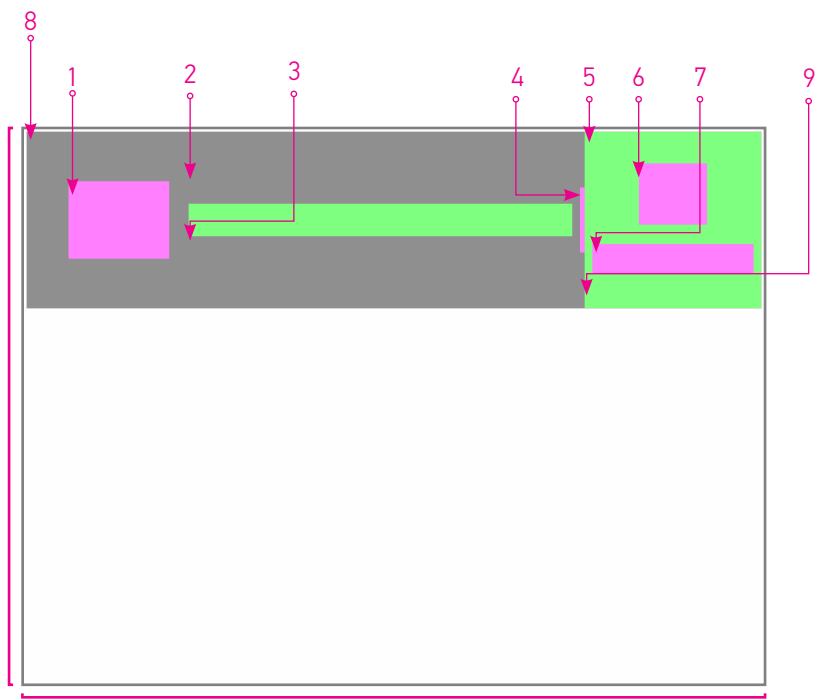


BETA RELEASE

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Settings_AutoOffIcon.png Settings_BeepsIcon.png Settings_BrightIcon.png Settings_BroadcastOnlyIcon.png Settings_BurstIcon.png Settings_CalendarIcon.png Settings_ColorIcon.png Settings_ContinuousIcon.png Settings_DefaultMode.png Settings_DeleteIcon.png Settings_ExposureIcon.png Settings_FOVIcon.png Settings_FPSIcon.png Settings_IntervalIcon.png Settings_IOSLimitIcon.png Settings_LCDIcon.png Settings_LEDIcon.png Settings_LoopingIcon.png Settings_LowLightIcon.png Settings_MPIcon.png Settings_NightIcon.png Settings_NightLapseIcon.png Settings_OrientationIcon.png Settings_PhotoIcon.png Settings_PrivacyIcon.png Settings_QuickCaptureIcon.png Settings_RateIcon.png Settings_ResIcon.png Settings_SettingsIcon.png Settings_SetUpIcon.png Settings_SharpIcon.png Settings_TimeLapseIcon.png Settings_VideoIcon.png Settings_VidFormatIcon.png Settings_VidPhotoIcon.png Settings_VidTimeLapseIcon.png Settings_VollIcon.png Settings_WhiteBalanceIcon.png Settings_WiFiIcon.png Settings_ShutterIcon.png Settings_TouchDisplayIcon.png Settings_DisplaySleepIcon.png Settings_DisplayLockIcon.png Settings_DisplayBrightnessIcon.png Settings_BroadcastSaveIcon.png	X			
5	Settings_ExitIcon.png Settings_BackIcon.png	X			

LAYOUT /// SETTINGS 2 LINE HEADER

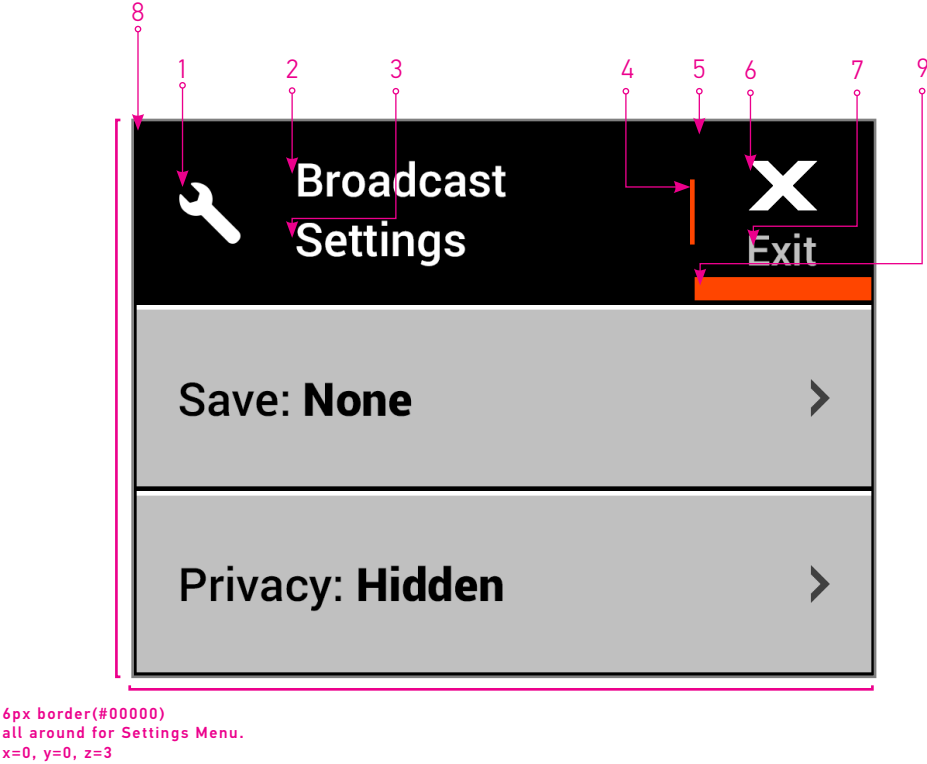


6px border(#000000)
all around for Settings Menu.
x=0, y=0, z=3

ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	60	70	1	131	100
2	215	60	1	495	42
3	215	135	1	495	42
4	720	78	1	6	84
5	726	6	1	228	228
6	797	47	2	88	79
7	736	151	2	208	38
8	7	7	0	948	234
9	726	204	2	228	30

ASSETS /// SETTINGS 2 LINE HEADER (pg.1)



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a
7	54px	Roboto, Medium	left	#C0C0C0	n/a	#FFFFFF	n/a

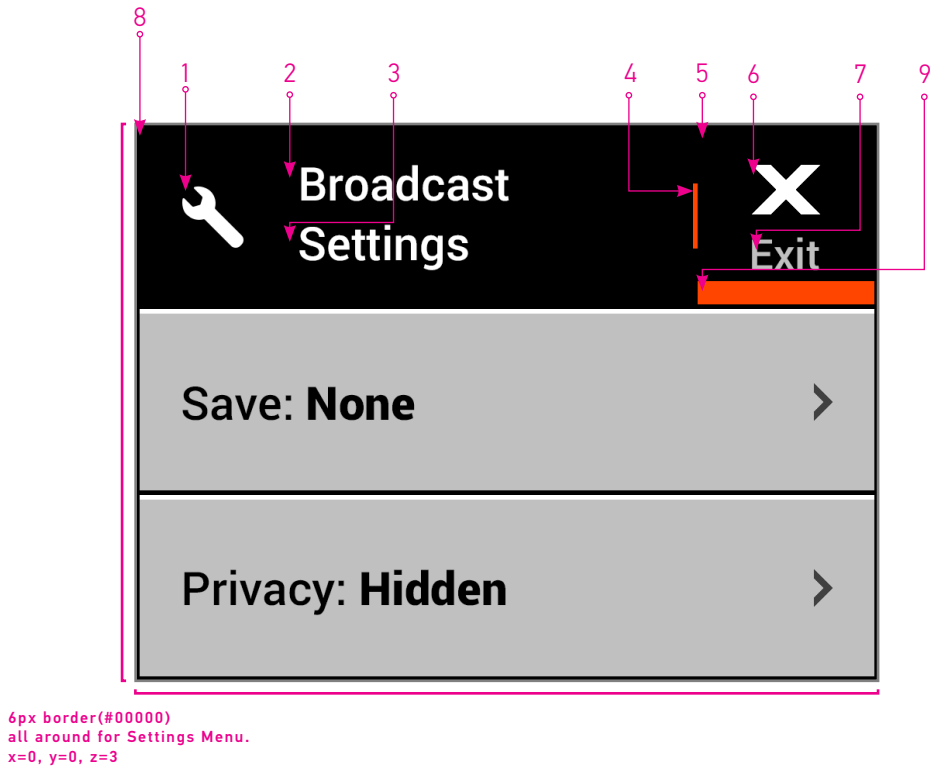
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
4	header button divider	#FF4500	#FF4500	#202020	#FF4500
5	back/exit button area	#000000	n/a	#FF4500	n/a
8	header background	fill: #202020	fill: #202020	fill: #202020	fill: #202020
9	selection	n/a	#FF4500	n/a	n/a

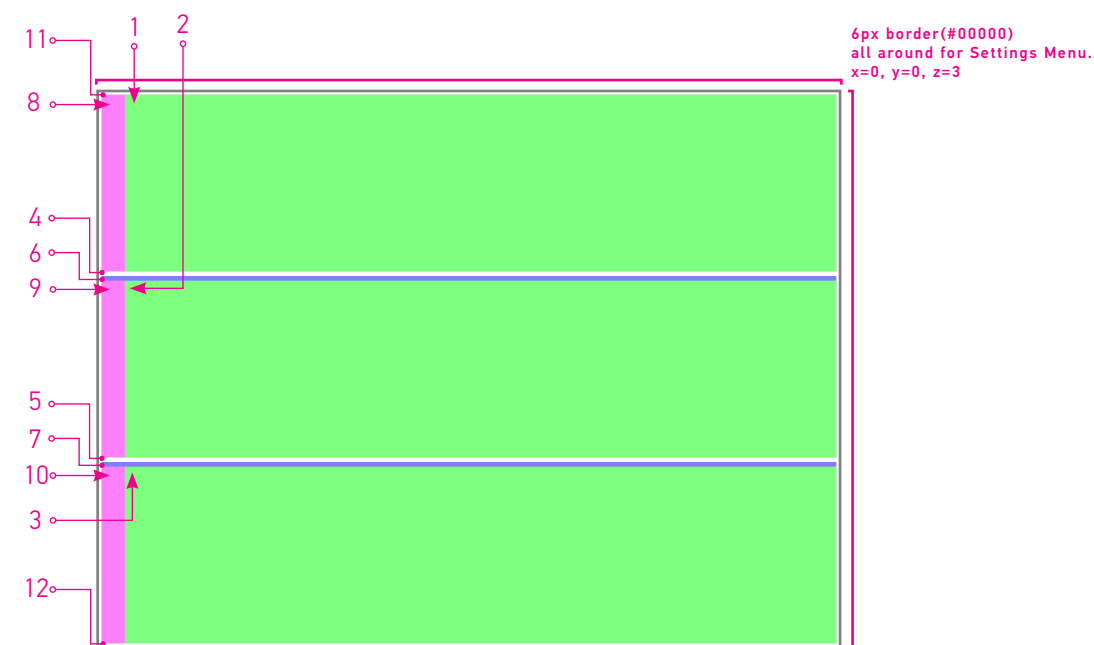
ASSETS /// SETTINGS 2 LINE HEADER (pg.2)

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Settings_AutoOffIcon.png Settings_BeepsIcon.png Settings_BrightIcon.png Settings_BroadcastOnlyIcon.png Settings_BurstIcon.png Settings_CalendarIcon.png Settings_ColorIcon.png Settings_ContinuousIcon.png Settings_DefaultMode.png Settings_DeleteIcon.png Settings_ExposureIcon.png Settings_FOVIcon.png Settings_FPSIcon.png Settings_IntervallIcon.png Settings_IOSLimitIcon.png Settings_LCDIcon.png Settings_LEDIcon.png Settings_LoopingIcon.png Settings_LowLightIcon.png Settings_MPLIcon.png Settings_NightIcon.png Settings_NightLapselIcon.png Settings_OrientationIcon.png Settings_PhotoIcon.png Settings_PrivacyIcon.png Settings_QuickCaptureIcon.png Settings_RateIcon.png Settings_ResIcon.png Settings_SettingsIcon.png Settings_SetUpIcon.png Settings_SharpIcon.png Settings_TimeLapselIcon.png Settings_VideoIcon.png Settings_VidFormatIcon.png Settings_VidPhotoIcon.png Settings_VidTimeLapselIcon.png Settings_VolIcon.png Settings_WhiteBalanceIcon.png Settings_WiFiIcon.png Settings_ShutterIcon.png Settings_TouchDisplayIcon.png Settings_DisplaySleepIcon.png Settings_DisplayLockIcon.png Settings_DisplayPowerIcon.png Settings_DisplayBrightnessIcon.png Settings_BroadcastSaveIcon.png	X			
6	Settings_ExitIcon.png Settings_BackIcon.png	X			



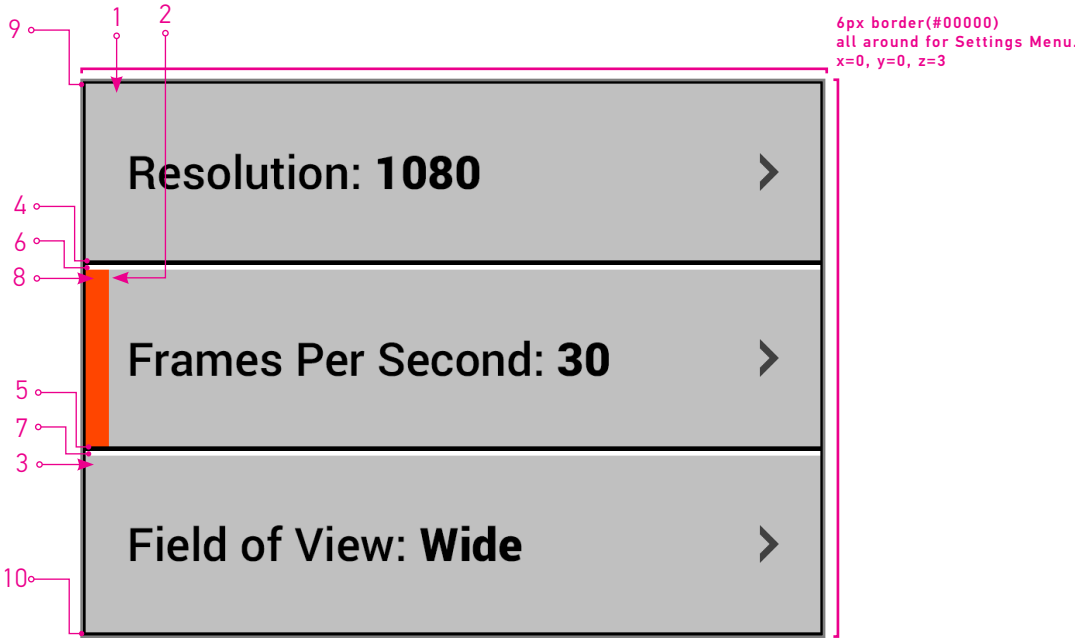
LAYOUT /// SETTINGS PLAIN



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	6	6	0	948	228
2	6	246	0	948	228
3	6	486	0	948	228
4	6	234	0	948	6
5	6	474	0	948	6
6	6	240	0	948	6
7	6	480	0	948	6
8	6	6	1	30	228
9	6	246	1	30	228
10	6	486	1	30	228
11	6	0	0	948	6
12	6	714	0	948	6

ASSETS /// SETTINGS PLAIN

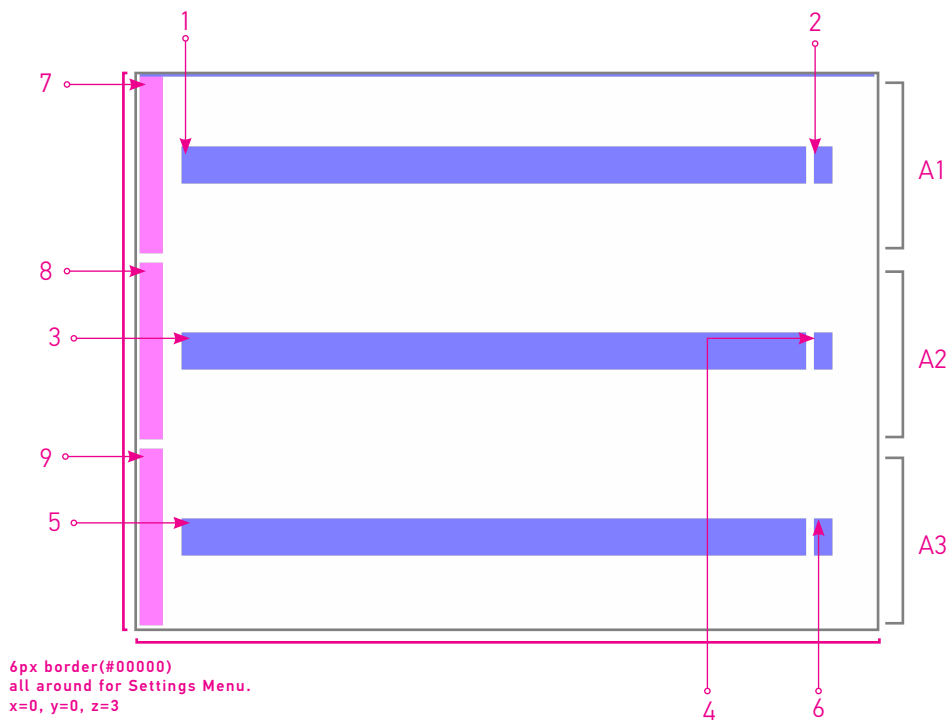


BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	button 1	#C0C0C0	n/a	#FF4500	n/a
2	button 2	#C0C0C0	n/a	#FF4500	n/a
3	button 3	#C0C0C0	n/a	#FF4500	n/a
4	bottom divider	#000000	n/a	#000000	n/a
5	bottom divider	#000000	n/a	#000000	n/a
6	top divider	#FFFFFF	n/a	#000000	n/a
7	top divider	#FFFFFF	n/a	#000000	#FFFFFF
8	selection	n/a	#FF4500	n/a	n/a
9	top divider (beneath border)	#FFFFFF	n/a	#000000	n/a
10	bottom divider (beneath border)	#000000	n/a	#000000	n/a

LAYOUT /// SETTINGS ARROW

ARROW LAYOUT (A1, A2, A3)

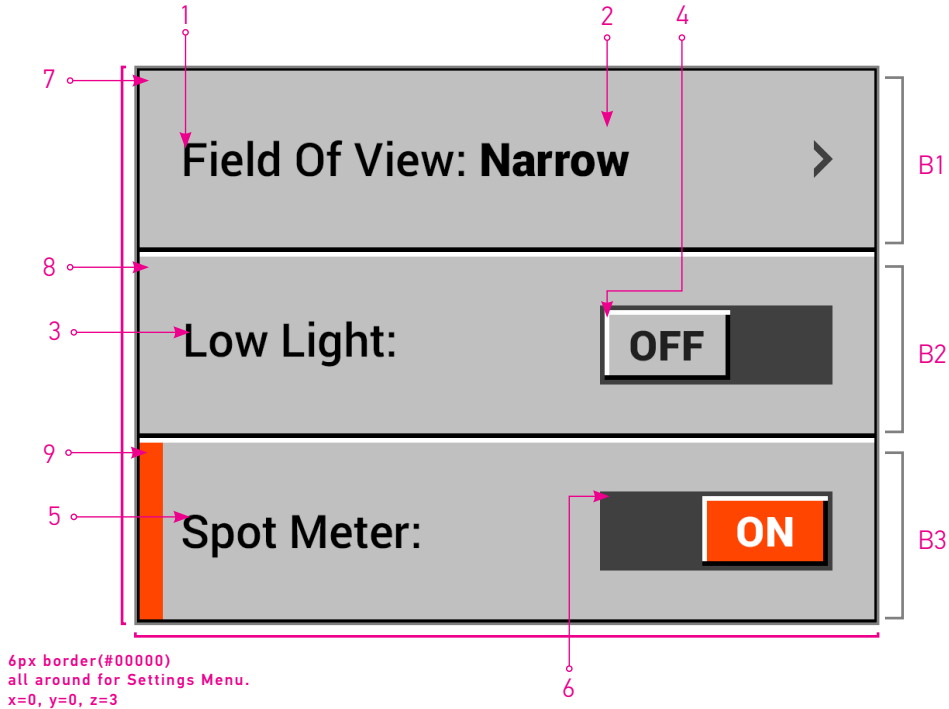


ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	60	96	1	806	48
2	876	96	1	24	48
3	60	336	1	806	48
4	876	336	1	24	48
5	60	576	1	806	48
6	876	576	1	24	48
7	6	6	1	30	228
8	6	246	1	30	228
9	6	486	1	30	228

LAYOUT /// SETTINGS TOGGLE

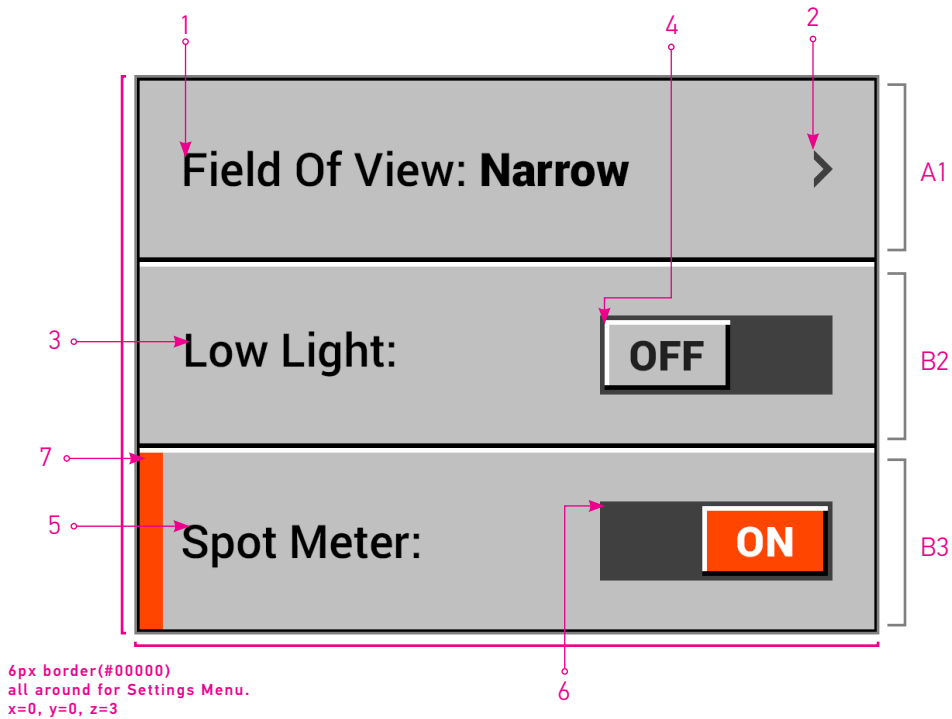
BUTTON LAYOUT (B1, B2, B3)



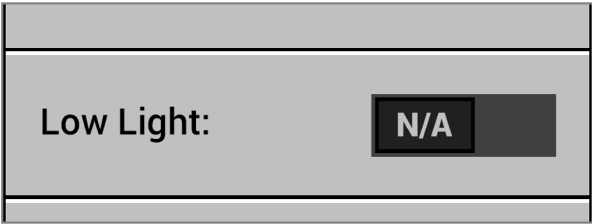
ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	60	96	1	530	48
2	600	69	1	300	102
3	60	336	1	530	48
4	600	309	1	300	102
5	60	576	1	530	48
6	600	549	1	300	102
7	6	6	3	30	228
8	6	246	3	30	228
9	6	486	3	30	228

ASSETS /// SETTINGS TOGGLE/ARROW



EXAMPLE OF N/A TOGGLE:



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	60px	Roboto, Medium/Black	left	#000000	n/a	#FFFFFF	#404040
3	60px	Roboto, Medium/Black	left	#000000	n/a	#FFFFFF	#404040
5	60px	Roboto, Medium/Black	left	#000000	n/a	#FFFFFF	#404040
7	65px	Roboto, Medium	left	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF

GRAPHIC ASSETS

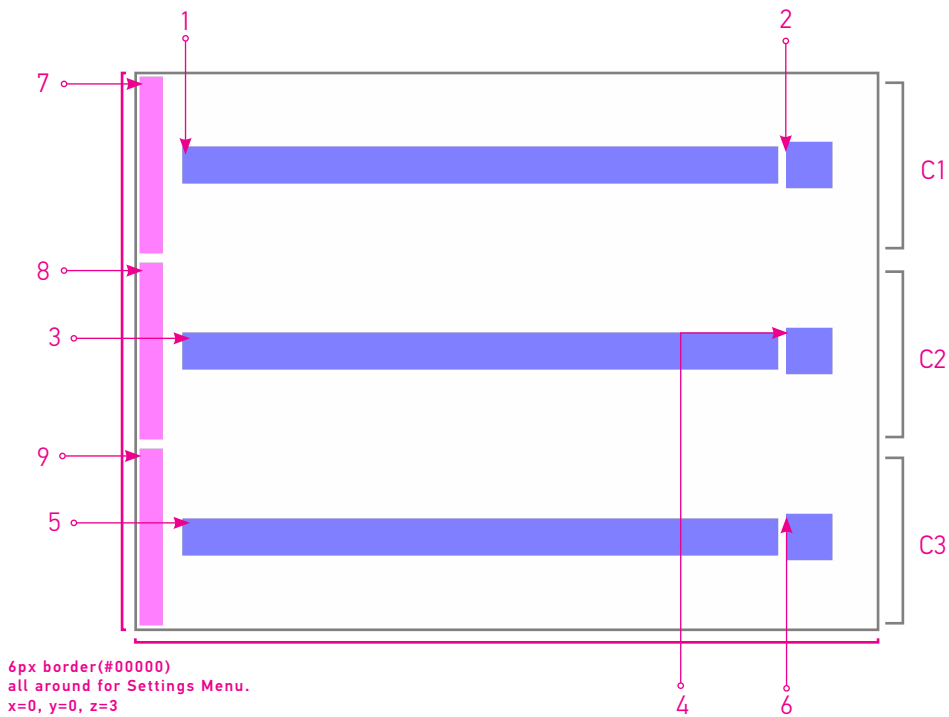
#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	Settings_Arrow.png	X		X	
4,6	Setting_OffOnToggleIcon.png	X		X	

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
7	selection	n/a	#FF4500	n/a	n/a

LAYOUT /// SETTINGS CIRCLE

CIRCLE LAYOUT (C1, C2, C3)

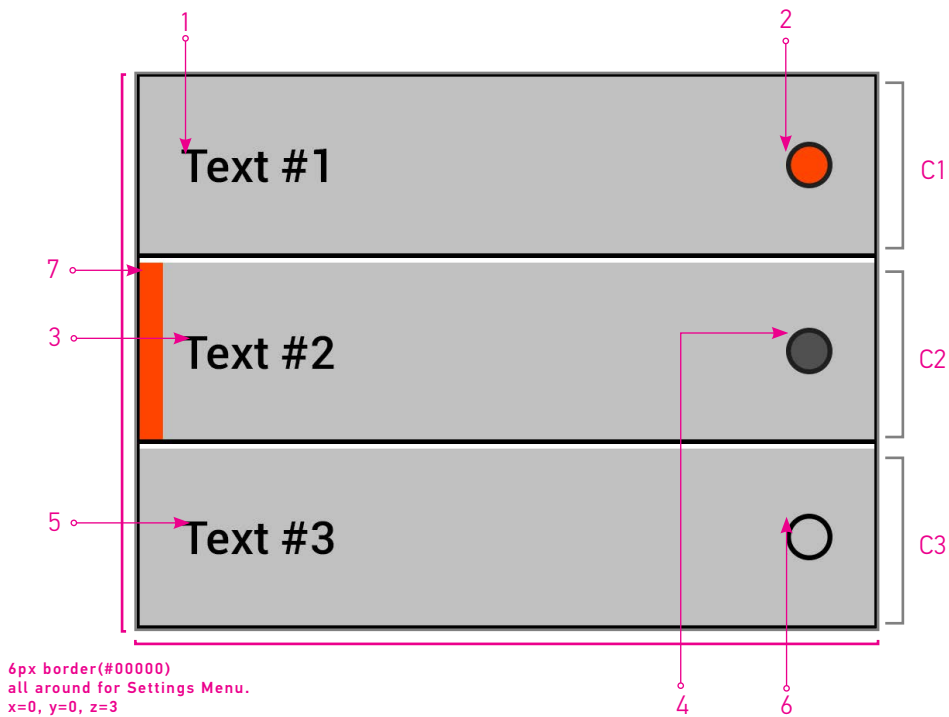


ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	61	96	1	769	48
2	840	90	1	60	60
3	61	336	1	769	48
4	840	330	1	60	60
5	61	576	1	769	48
6	840	570	1	60	60
7	6	6	1	30	228
8	6	246	1	30	228
9	6	486	1	30	228

ASSETS /// SETTINGS CIRCLE

CIRCLE LAYOUT (C1, C2, C3)



Fonts

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	60px	Roboto, Medium/Black	left	#000000	n/a	#FFFFFF	#404040
3	60px	Roboto, Medium/Black	left	#000000	n/a	#FFFFFF	#404040
5	60px	Roboto, Medium/Black	left	#000000	n/a	#FFFFFF	#404040

Graphic Assets

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2, 4, 6	Settings_BulletIdleIcon.png Settings_BulletPreviousIcon.png Settings_BulletSelectedIcon.png	X		X	

Background Elements

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
7	selection	n/a	#FF4500	n/a	n/a

LAYOUT /// SLIDER

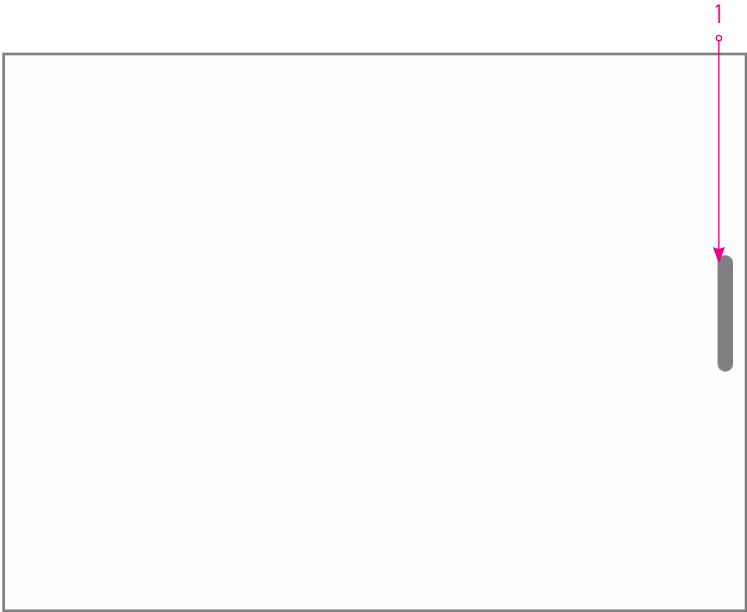


*size will change dynamically
depending on page number*

ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	922	261	0	20	150

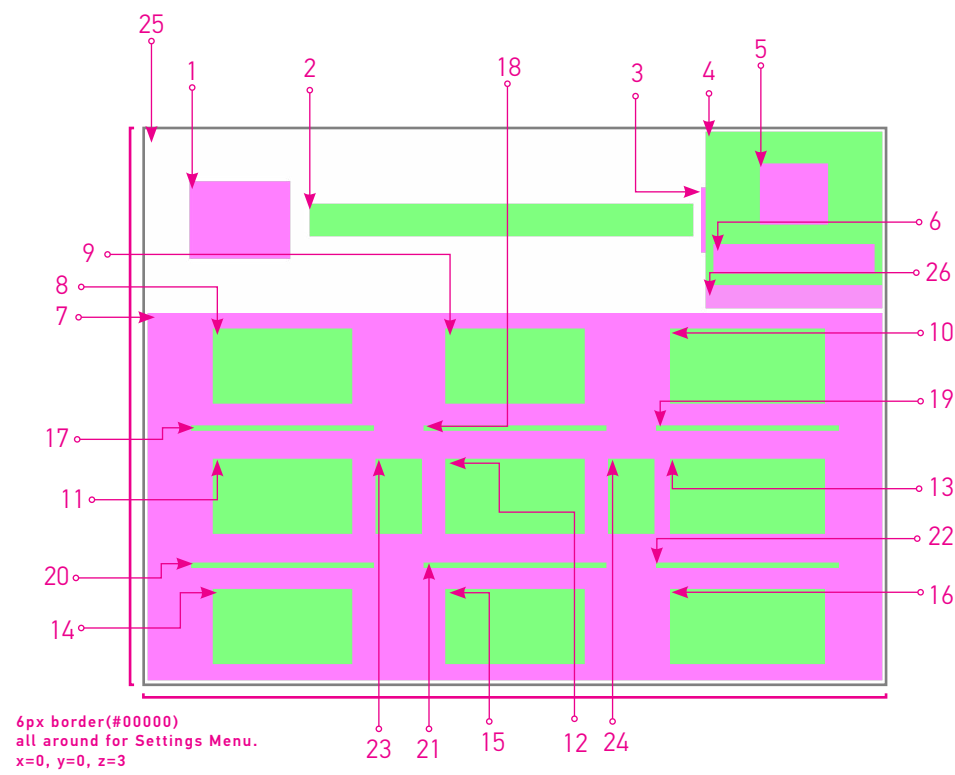
ASSETS /// SLIDER



GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Settings_Slider.png	X			

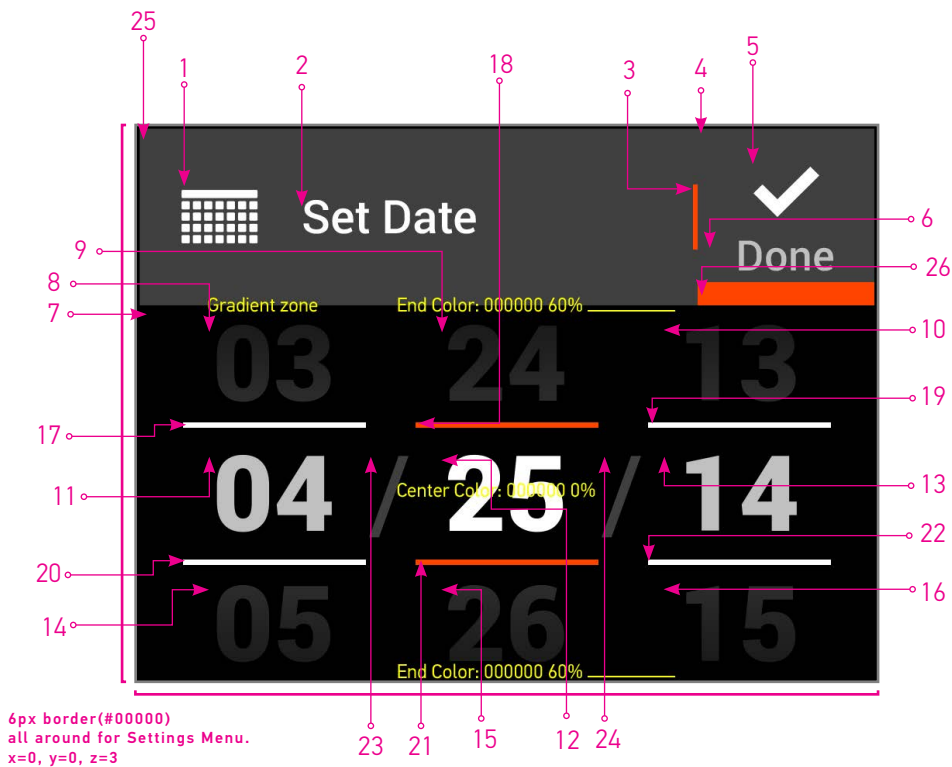
LAYOUT /// DATE/TIME



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	60	70	1	130	100
2	215	99	1	495	42
3	720	78	1	6	84
4	726	6	1	228	228
5	796	47	2	88	79
6	736	151	2	208	38
7	6	240	0	948	474
8	90	260	1	180	97
9	390	260	1	180	97
10	680	260	1	200	97
11	90	286	1	180	97
12	390	286	1	180	97
13	680	526	1	200	97
14	90	526	1	180	97
15	390	398	1	180	97
16	680	398	1	200	97
17	62	385	1	236	7
18	362	385	1	236	7
19	662	385	1	236	7
20	62	562	1	236	7
21	362	562	1	236	7
22	662	562	1	236	7
23	300	428	1	60	97
24	600	428	1	60	97
25	6	6	0	948	228
26	726	204	2	228	30

ASSETS /// DATE



***Gradient (7) is behind center elements (dividers and center numbers)

FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a
6	54px	Roboto, Medium	left	#C0C0C0	n/a	#FFFFFF	n/a
8-16	136px	Roboto, Black	center	#C0C0C0	n/a	n/a	n/a
23-24	136px	Roboto, Black	center	#404040	n/a	n/a	n/a

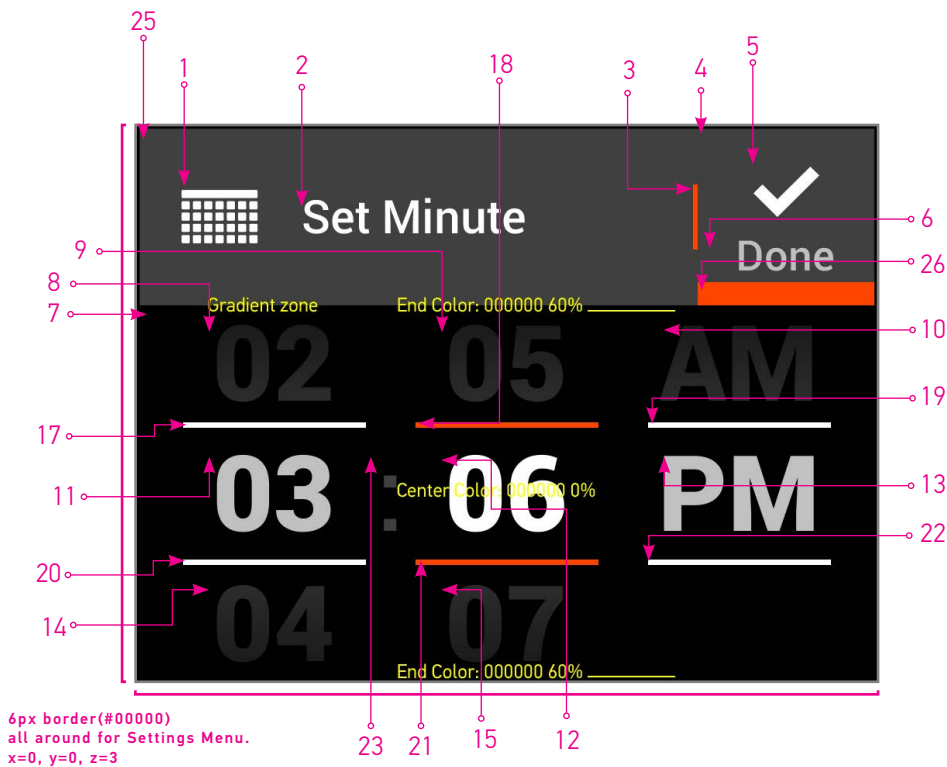
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Settings_CalendarIcon.png	X			
5	Thumb_BigCheckIcon.png	X	X	X	

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	header divider	#FF4500	#FF4500	#404040	n/a
4	header exit/back button	fill: #404040	fill: #404040	fill: #FF4500	fill: #404040
7	Gradient Zone	Fill: #000000 Top/Btm Color: #000000,60% Center Color: #000000,0%	Fill: #000000	Fill: #000000	Fill: #000000
17-22	date/time separating lines	fill: #FFFFFF	fill: #FF4500	fill: #FF4500	n/a
25	header background	fill: #404040	fill: #404040	fill: #404040	fill: #404040
26	button highlight	n/a	#FF4500	n/a	n/a

ASSETS /// TIME



***Gradient (7) is behind center elements (dividers and center numbers)

FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a
6	54px	Roboto, Medium	left	#C0C0C0	n/a	#FFFFFF	n/a
8-15	136px	Roboto, Black	center	#C0C0C0	n/a	n/a	n/a
23	136px	Roboto, Black	center	#404040	n/a	n/a	n/a

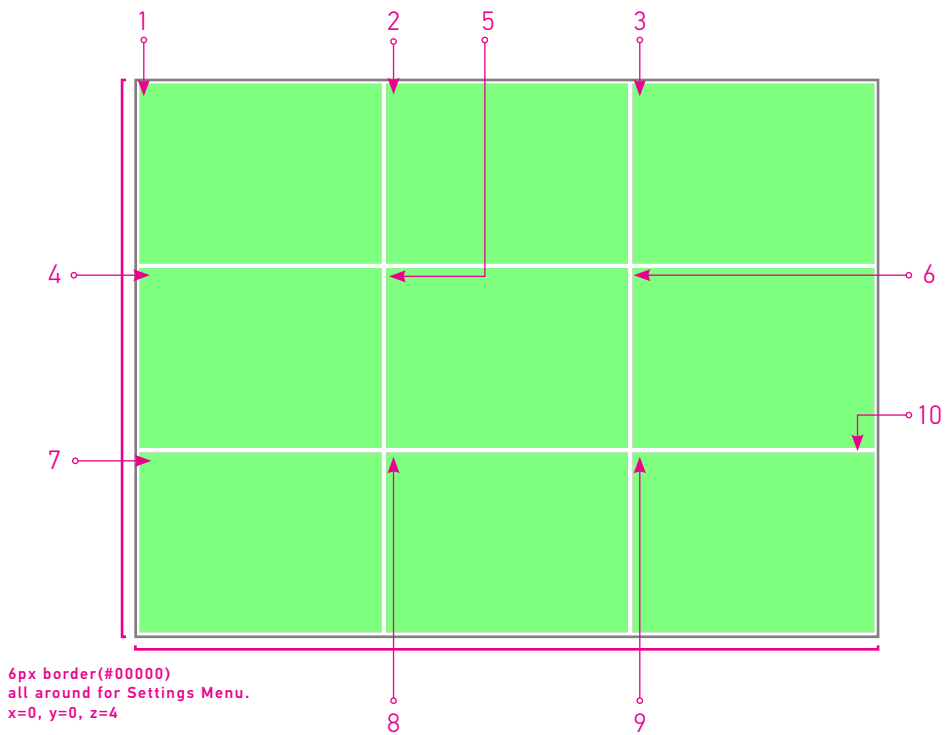
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Settings_CalendarIcon.png	X			
5	Thumb_BigCheckIcon.png	X			

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	header divider	#FF4500	#FF4500	#404040	n/a
4	header exit/back button	fill: #404040	fill: #404040	fill: #FF4500	fill: #404040
7	Gradient Zone	Fill: #000000 Top/Btm Color: #000000,60% Center Color: #000000,0%	Fill: #000000	Fill: #000000	Fill: #000000
17-22	date/time separating lines	fill: #FF4500	fill: #FFFFFF	fill: #FF4500	fill: #FF4500
25	header background	fill: #404040	fill: #404040	fill: #404040	fill: #404040
26	button highlight	n/a	#FF4500	n/a	n/a

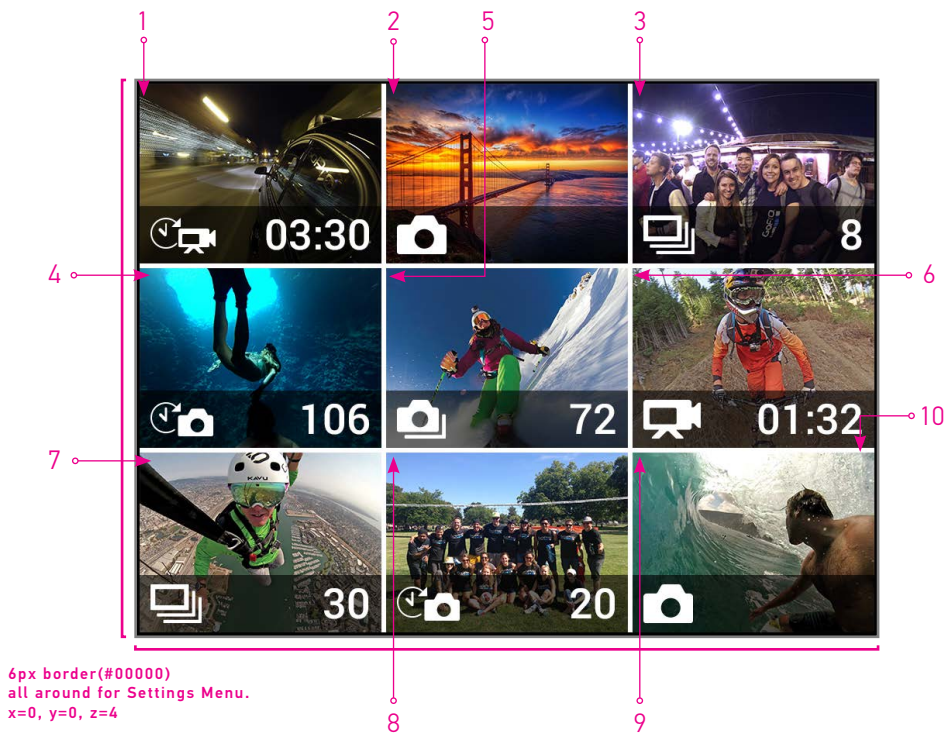
LAYOUT /// THUMBNAILS (pg.1)



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	6	6	1	312	232
2	324	6	1	312	232
3	642	6	1	312	232
4	6	244	1	312	232
5	324	244	1	312	232
6	642	244	1	312	232
7	6	482	1	312	232
8	324	482	1	312	232
9	642	482	1	312	232
10	0	0	0	960	720

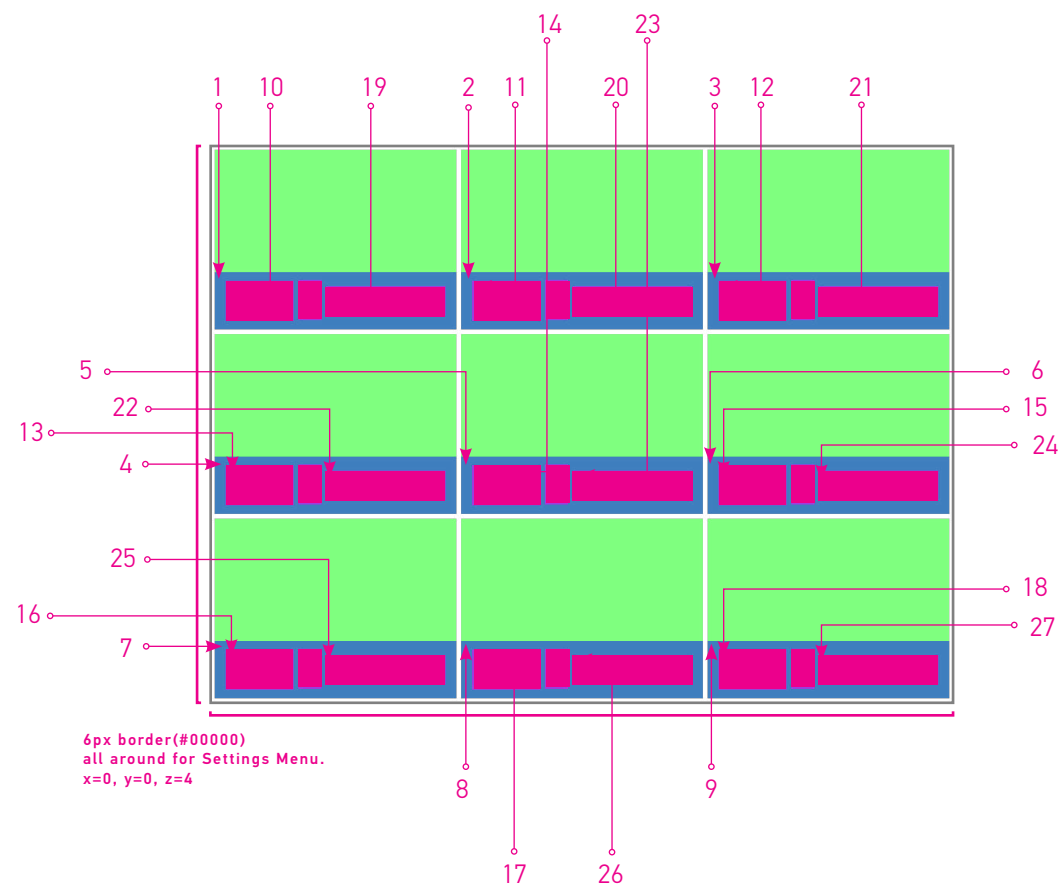
ASSETS /// THUMBNAILS (pg.1)



BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1-9	image thumbnails	n/a	n/a	n/a	#000000
1-9	Selected Scrim	n/a	n/a	#FF4500, 60%	n/a
10	background/ grid	#FFFFFF	#FFFFFF	#FFFFFF	#FFFFFF

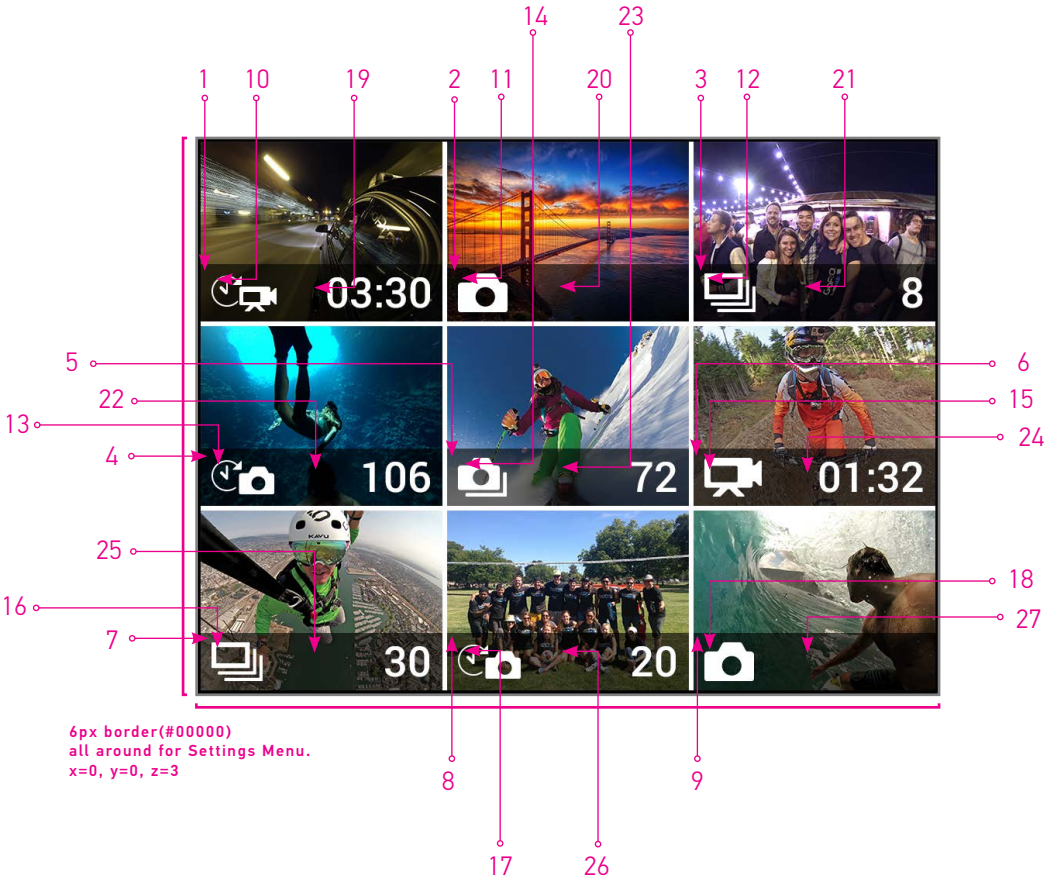
LAYOUT /// THUMBNAILS (pg.2)



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	6	164	2	312	74
2	324	164	2	312	74
3	642	164	2	312	74
4	6	402	2	312	74
5	324	402	2	312	74
6	642	402	2	312	74
7	6	640	2	312	74
8	324	640	2	312	74
9	642	640	2	312	74
10	20	175	3	88	52
11	338	175	3	88	52
12	656	175	3	88	52
13	20	413	3	88	52
14	338	413	3	88	52
15	656	413	3	88	52
16	20	651	3	88	52
17	338	651	3	88	52
18	656	651	3	88	52
19	150	182	3	154	38
20	468	182	3	154	38
21	786	182	3	154	38
22	150	420	3	154	38
23	468	420	3	154	38
24	786	420	3	154	38
25	150	658	3	154	38
26	468	658	3	154	38
27	786	658	3	154	38

ASSETS /// THUMBNAILS (pg.2)



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
19-27	54px	Roboto, Medium	right	#FFFFFF	n/a	#FFFFFF	n/a

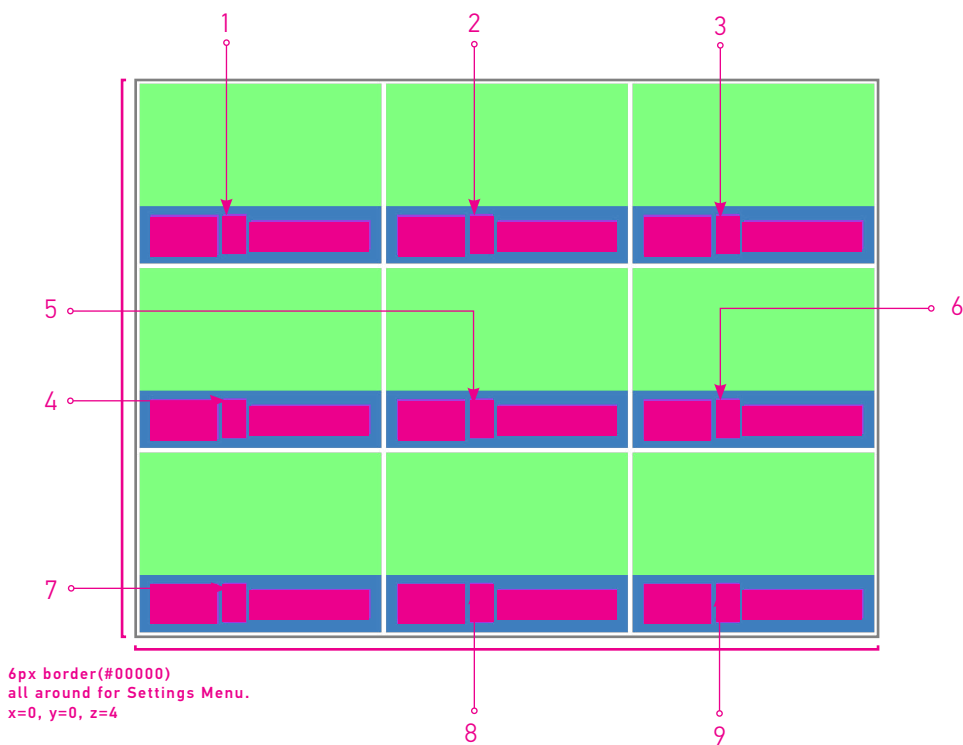
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
10-18	Thumb_BurstIcon.png Thumb_NightIcon.png Thumb_NightLapselcon.png Thumb_PhotoIcon.png Thumb_TimeLapselcon.png Thumb_VideoIcon.png Thumb_VidTimeLapselcon.png	X		X	

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1-9	Info Bar/Ribbon	#000000, 60%	#FF4500, 60%	#FF4500, 60%	n/a

LAYOUT /// THUMBNAILS (pg.3) - HiLight Tag



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	114	174	3	30	52
2	432	174	3	30	52
3	750	174	3	30	52
4	114	412	3	30	52
5	432	412	3	30	52
6	750	412	3	30	52
7	114	640	3	30	52
8	432	640	3	30	52
9	750	640	3	30	52

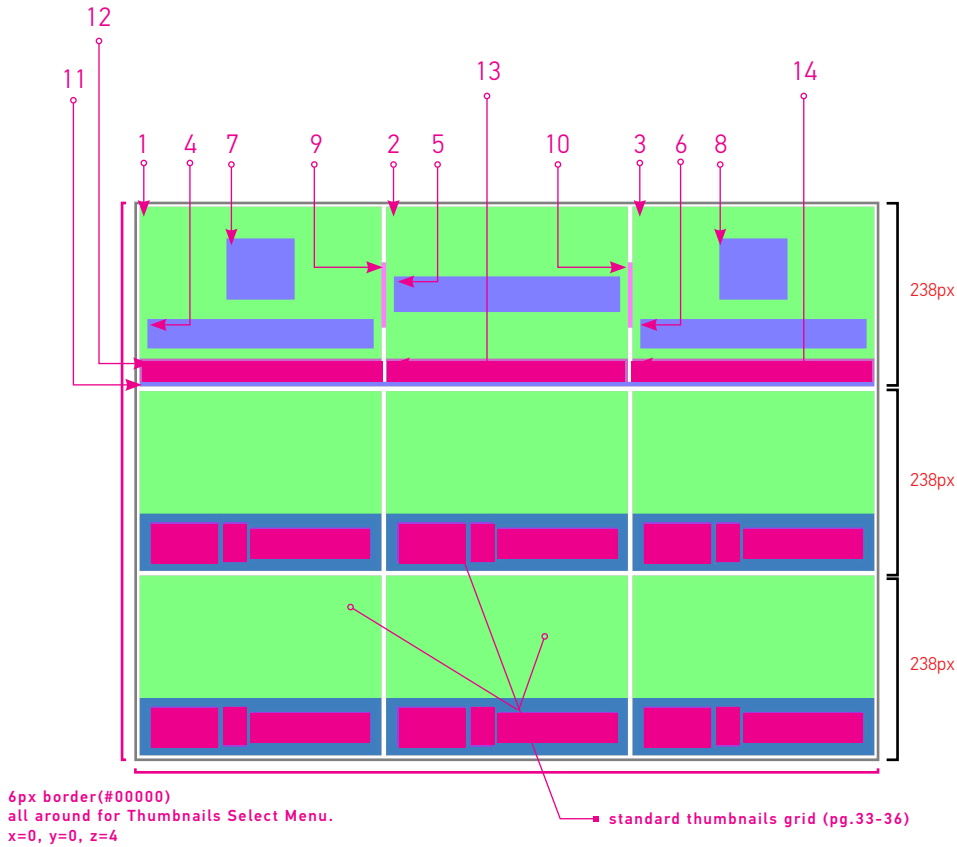
LAYOUT /// THUMBNAILS (pg.3) - HiLight Tag



GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
1-9	Thumb_MomentTag.png	X				

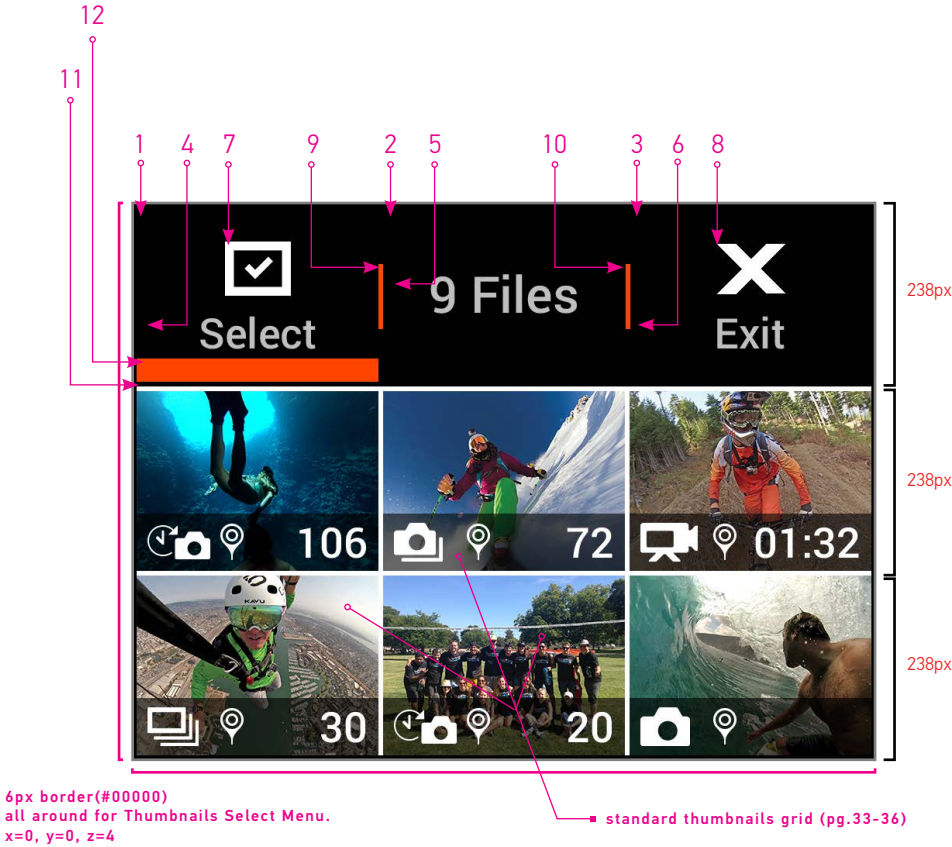
LAYOUT /// THUMBNAILS - SELECT HEADER



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	6	6	0	312	226
2	324	6	0	312	226
3	642	6	0	312	226
4	16	151	1	292	38
5	334	96	1	292	46
6	652	151	1	292	38
7	118	47	1	88	79
8	754	47	1	88	79
9	318	78	1	6	84
10	636	78	1	6	84
11	6	232	0	948	6
12	6	202	1	312	30
13	324	202	1	312	30
14	642	202	1	312	30

ASSETS /// THUMBNAILS - SELECT HEADER



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
4	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#FFFFFF	n/a
5	65px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#C0C0C0	n/a
6	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#FFFFFF	n/a

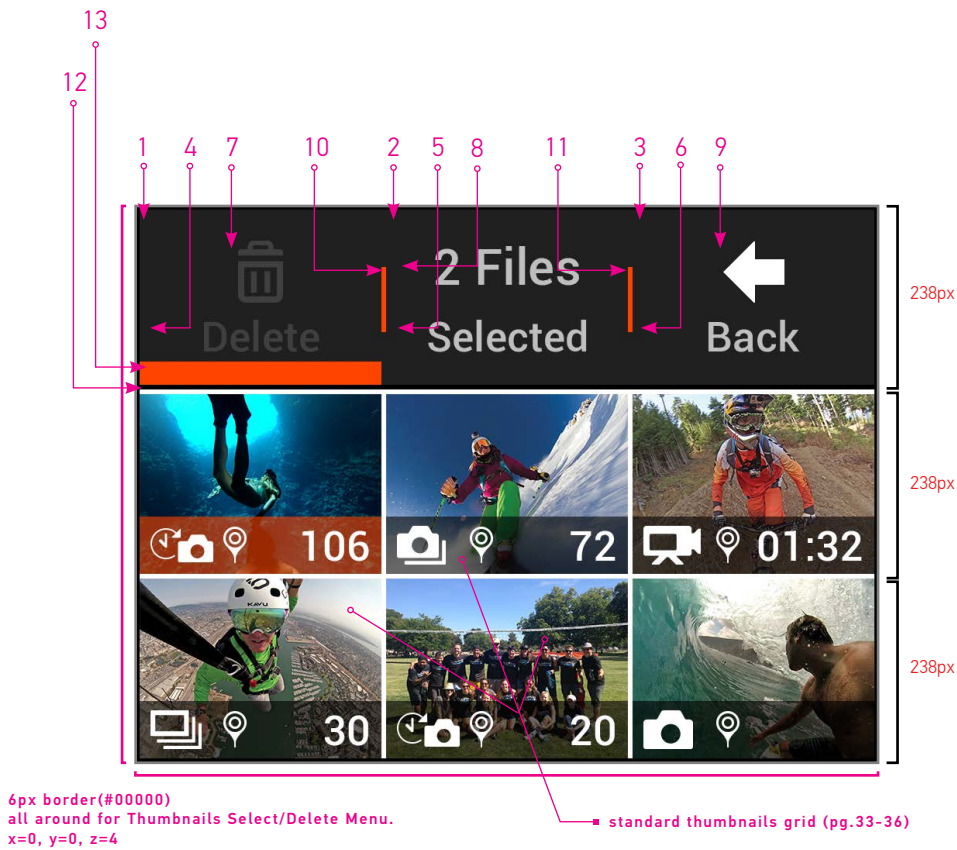
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
7	Thumb_SelectIcon.png	X			
8	Settings_ExitIcon.png	X			

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header button	#202020	n/a	#FF4500	n/a
2	header info bar	#202020	#202020	#202020	n/a
3	header button	#202020	n/a	#FF4500	n/a
9	header divider 1	#FF4500	#FF4500	#202020	#FF4500
10	header divider 2	#FF4500	#FF4500	#202020	#FF4500
11	header bottom divider	#000000	#FFFFFF	#000000	#000000
12	selection	n/a	#FF4500	n/a	n/a

ASSETS /// THUMBNAILS - SELECT/DELETE HEADER



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
4	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#FFFFFF	#404040
5	54px	Roboto, Medium	center	#C0C0C0	n/a	#FFFFFF	#404040
6	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#FFFFFF	#404040
8	65px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#C0C0C0	n/a

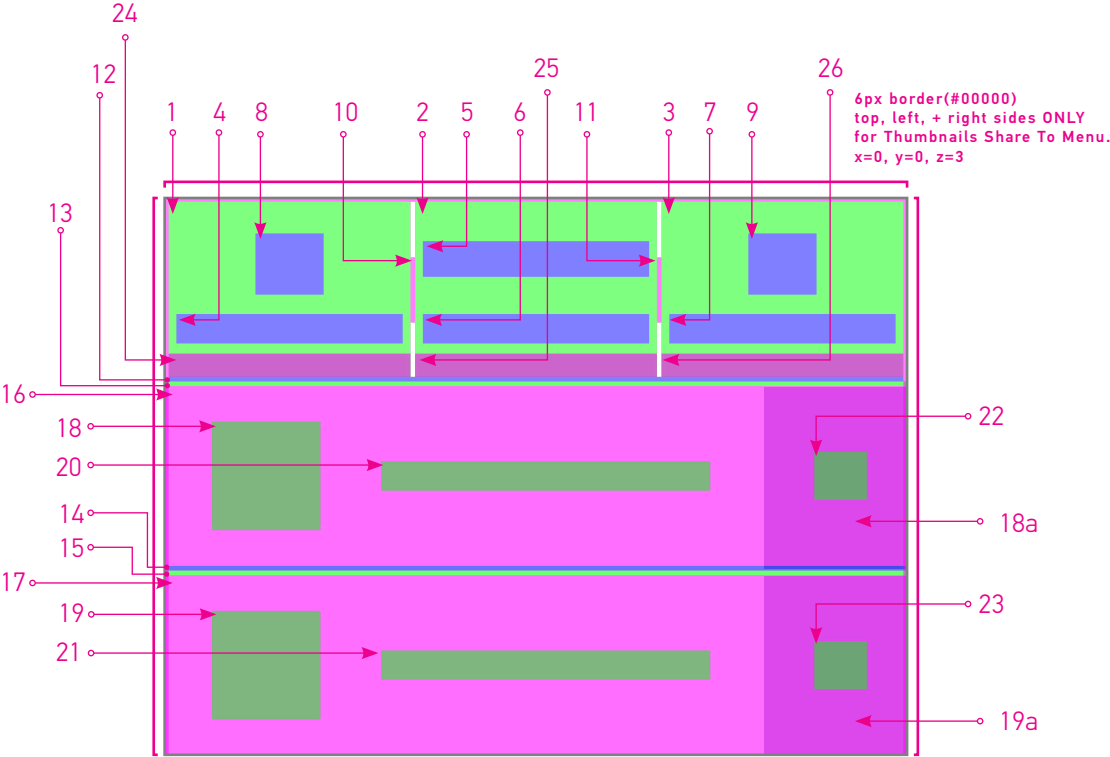
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
7	Thumb_DeleteIcon.png	X			X
9	Settings_BackIcon.png	X			

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header button 1	#202020	n/a	#FF4500	#202020
2	header button 2	#202020	n/a	#FF4500	#202020
3	header button 3	#202020	n/a	#FF4500	#202020
10	header divider 1	#FF4500	#FF4500	#202020	#FF4500
11	header divider 2	#FF4500	#FF4500	#202020	#FF4500
12	bottom divider	#000000	#FFFFFF	#000000	#000000
13	selection	n/a	#FF4500	n/a	n/a

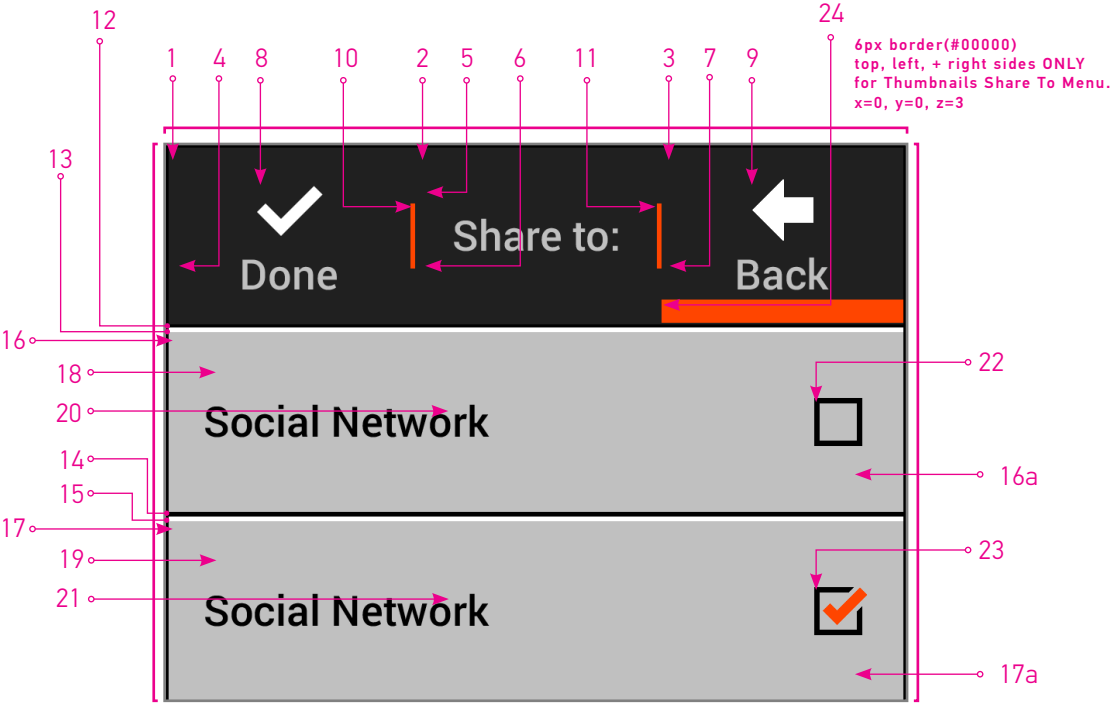
LAYOUT /// THUMBNAILS - SHARE TO



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	6	6	0	312	226
2	324	6	0	312	226
3	642	6	0	312	226
4	16	151	1	292	38
5	334	57	1	292	46
6	334	151	1	292	38
7	652	151	1	292	38
8	118	47	1	88	79
9	754	47	1	88	79
10	318	78	0	6	84
11	636	78	0	6	84
12	6	232	0	948	6
13	0	238	0	960	6
14	0	476	0	960	6
15	0	482	0	960	6
16	0	244	0	960	232
17	0	488	0	960	232
18a	783	244	1	171	232
19a	783	488	1	171	232
18	62	290	1	140	140
19	62	534	1	140	140
20	280	341	1	424	38
21	280	585	1	424	38
22	839	329	2	68	62
23	8397	573	2	68	62
24	6	202	1	312	30
25	324	202	1	312	30
26	642	202	1	312	30

ASSETS /// THUMBNAILS - SHARE TO



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
4	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	FFFFFF	#404040
5	65px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#C0C0C0	n/a
6	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#C0C0C0	n/a
7	54px	Roboto,Medium	center	#C0C0C0	#C0C0C0	FFFFFF	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
8	Thumb_BigCheckIcon.png	X			X
9	Settings_BackIcon.png	X			
18	Thumb_SocialNetwork.png (TBD)	X			
19	Thumb_SocialNetwork.png (TBD)	X			
22 - 23	Thumb_CheckBoxIcon.png Thumb_CheckBoxWhitelcon.png	X		X	

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header button	#202020	#202020	#FF4500	#202020
2	header text/ info	#202020	#202020	#202020	#202020
3	header button	#202020	#202020	#FF4500	n/a
10	header divider 1	#FF4500	#FF4500	#202020	#FF4500
11	header divider 2	#FF4500	#FF4500	#202020	#FF4500
12+14	bottom btn divider	#000000	FFFFFF	#000000	#000000
13+15	top btn divider	FFFFFF	FFFFFF	#000000	FFFFFF
16	button	#C0C0C0	#C0C0C0	#FF4500	n/a
16a	button	#C0C0C0	#C0C0C0	#FF4500	n/a
17	button	#C0C0C0	#C0C0C0	#FF4500	n/a
17a	button	#C0C0C0	#C0C0C0	#FF4500	n/a
24	selection	n/a	#FF4500	n/a	n/a

LAYOUT /// UNABLE TO VIEW

60% Scrim, #000000

Roboto, Medium - #FFFFFF, 54px

6px border(#000000)
top, left, + right sides ONLY
for Thumbnails Share To Menu.
x=0, y=0, z=3

Unable to view
03:30





8



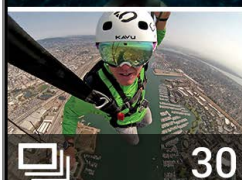
106



72



01:32



30



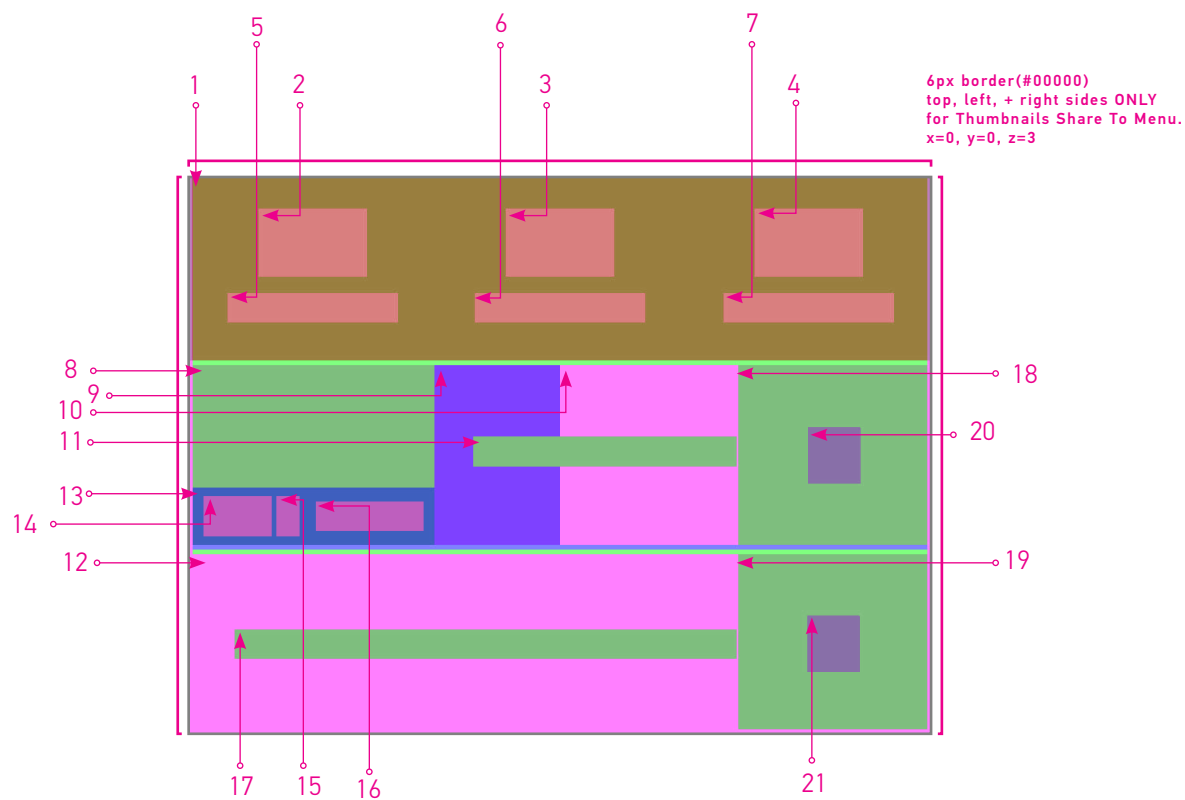
20



GOPRO CONFIDENTIAL

48

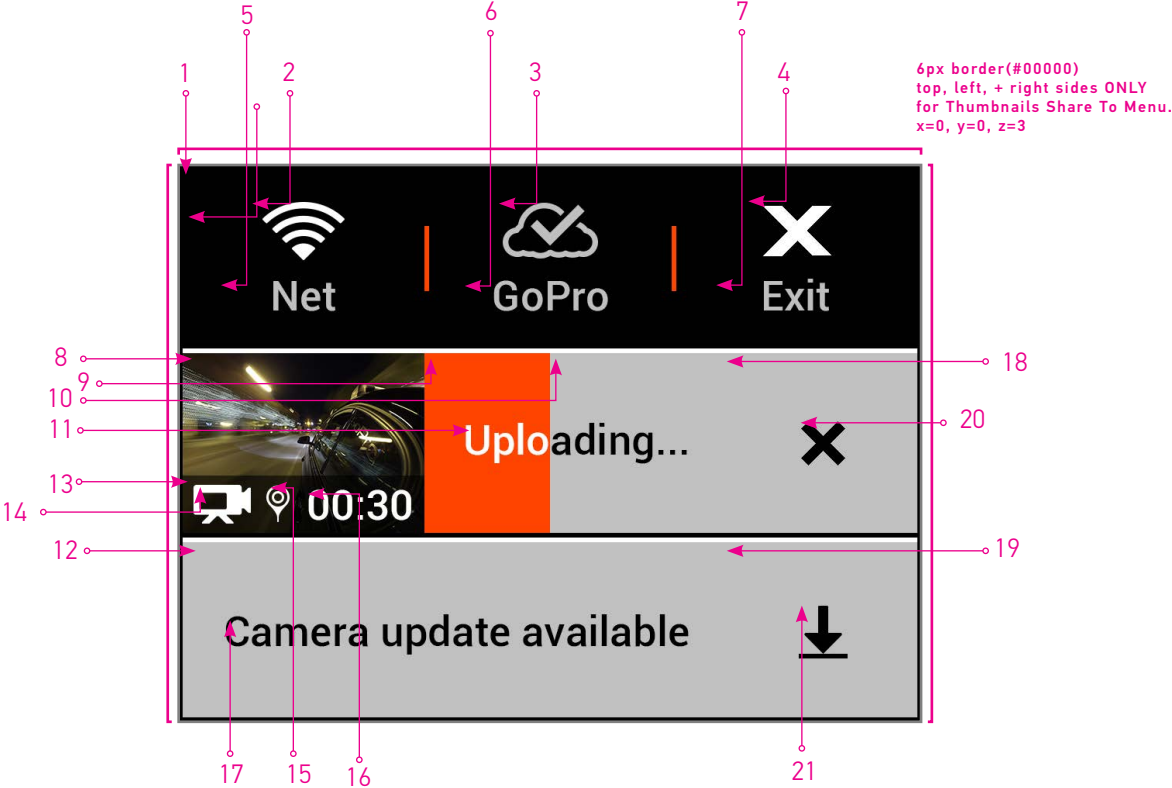
LAYOUT /// STATUS DRAWER



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	238
2	91	42	1	140	88
3	410	42	1	140	88
4	731	42	1	140	88
5	51	151	1	220	38
6	370	151	1	220	38
7	691	151	1	220	38
8	6	244	1	312	232
9	318	244	1	162	232
10	6	244	0	948	232
11	368	336	2	340	39
12	6	488	0	948	232
13	6	402	2	312	74
14	20	413	3	88	52
15	114	413	3	30	52
16	165	420	3	139	38
17	60	585	1	648	38
18	710	244	0	244	232
19	710	488	0	244	226
20	800	324	1	68	73
21	799	567	1	68	73

ASSETS /// STATUS DRAWER



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	65px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#C0C0C0	n/a
5-7	54px	Roboto, Medium	center	#C0C0C0	#C0C0C0	#C0C0C0	n/a
11	54px	Roboto, Medium	left	#000000	#FFFFFF	n/a	n/a
17	54px	Roboto, Medium	left	#000000	n/a	n/a	n/a
16	54px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	StatusDrawer_WiFilcon.png	X	X		
3	StatusDrawer_BroadcastIcon.png	X	X		
4	Settings_ExitIcon.png	X	X		
14	Thumb_BurstIcon.png Thumb_NightIcon.png Thumb_NightLapseIcon.png Thumb_PhotoIcon.png Thumb_TimeLapseIcon.png Thumb_VideoIcon.png Thumb_VidTimeLapseIcon.png	X			
15	Thumb_MomentTag.png	X			
20	StatusDrawer_CheckIcon.png StatusDrawer_X_Icon.png	X	X		
21	StatusDrawer_DownloadIcon.png	X	X		

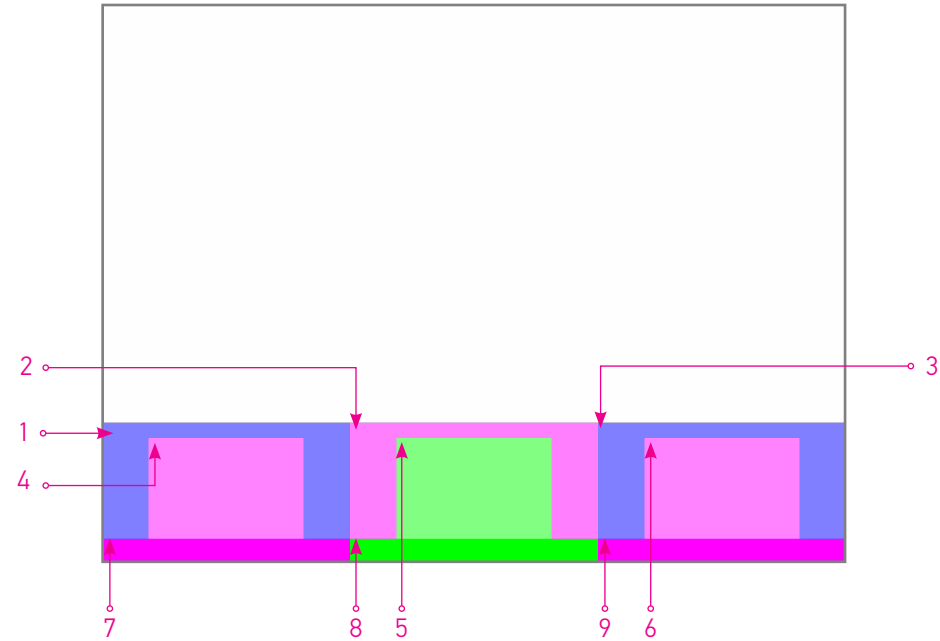
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000	#000000	#000000	#000000
10, 12	Button	#C0C0C0	#C0C0C0	#FF4500	n/a
9	progress	#FF4500	#FF4500	#FF4500	n/a

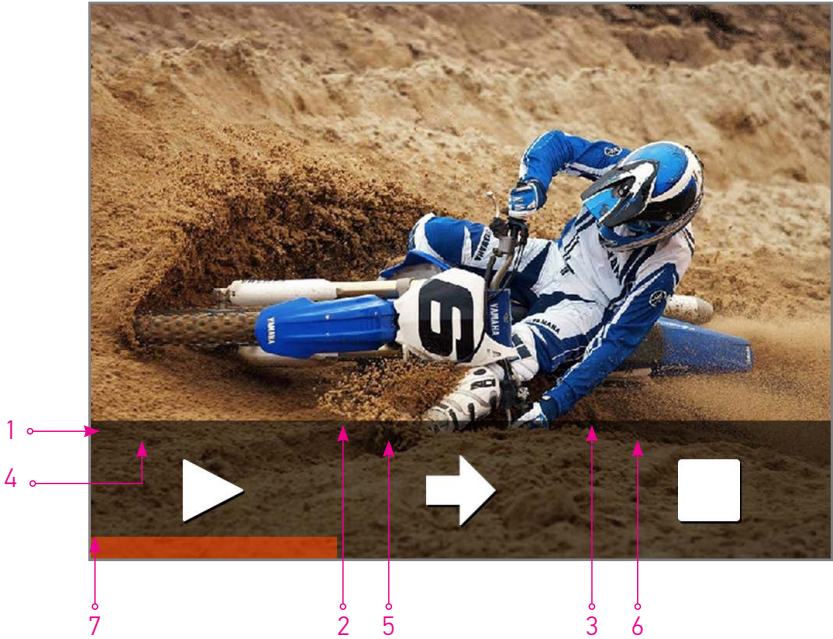
LAYOUT /// SLIDESHOW IDLE

ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	540	0	320	180
2	320	540	0	320	180
3	640	540	0	320	180
4	60	560	1	200	140
5	380	560	1	200	140
6	700	560	1	200	140
7	0	690	2	320	30
8	320	690	2	320	30
9	640	690	2	320	30



ASSETS /// SLIDESHOW IDLE



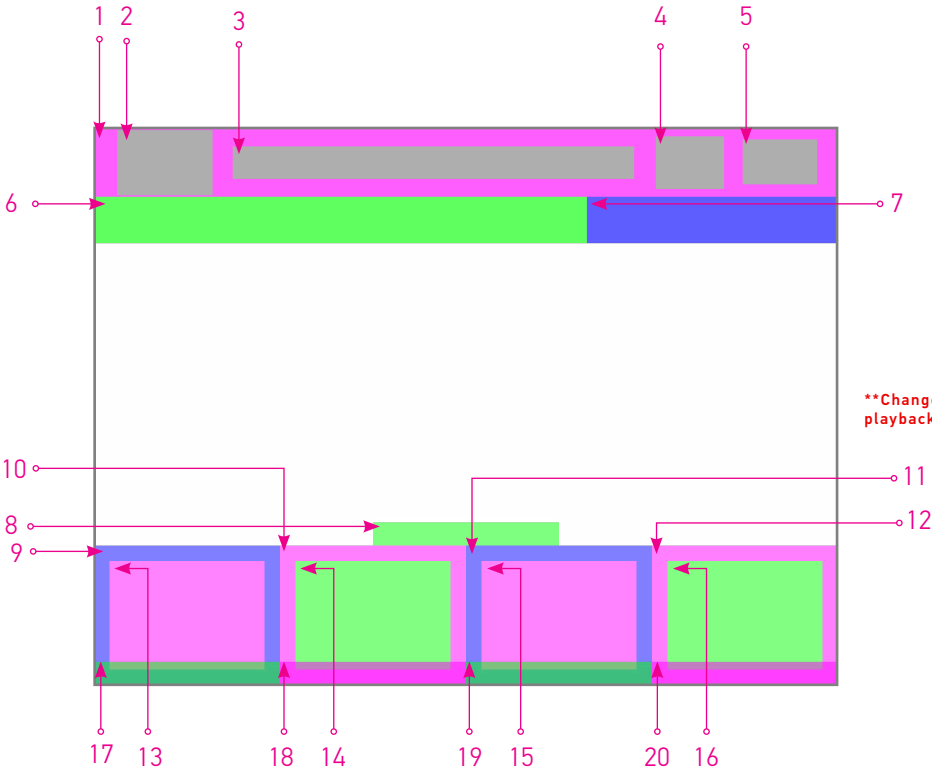
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
4	Playback_Play_Button.png	X			
5	Playback_NextArrow_Button.png	X			
6	Playback_Stop_Button.png	X			

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	button 1 - play	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
2	button 2 - next	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
3	button 3 - stop	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
7	selection	n/a	#FF4500, 60%	n/a	n/a

LAYOUT /// PLAYBACK (4 BTNS)



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	4	1	123	84
3	179	24	1	518	42
4	725	12	1	88	68
5	837	16	1	96	58
6	0	90	0	636	60
7	636	90	0	324	60
8	360	510	0	240	30
9	0	540	0	240	180
10	240	540	0	240	180
11	480	540	0	240	180
12	720	540	0	240	180
13	20	560	1	200	140
14	260	560	1	200	140
15	500	560	1	200	140
16	740	560	1	200	140
17	0	690	2	240	30
18	240	690	2	240	30
19	480	690	2	240	30
20	720	690	2	240	30

ASSETS /// VIDEO PLAYBACK IDLE (4 BTNS)

FONTS

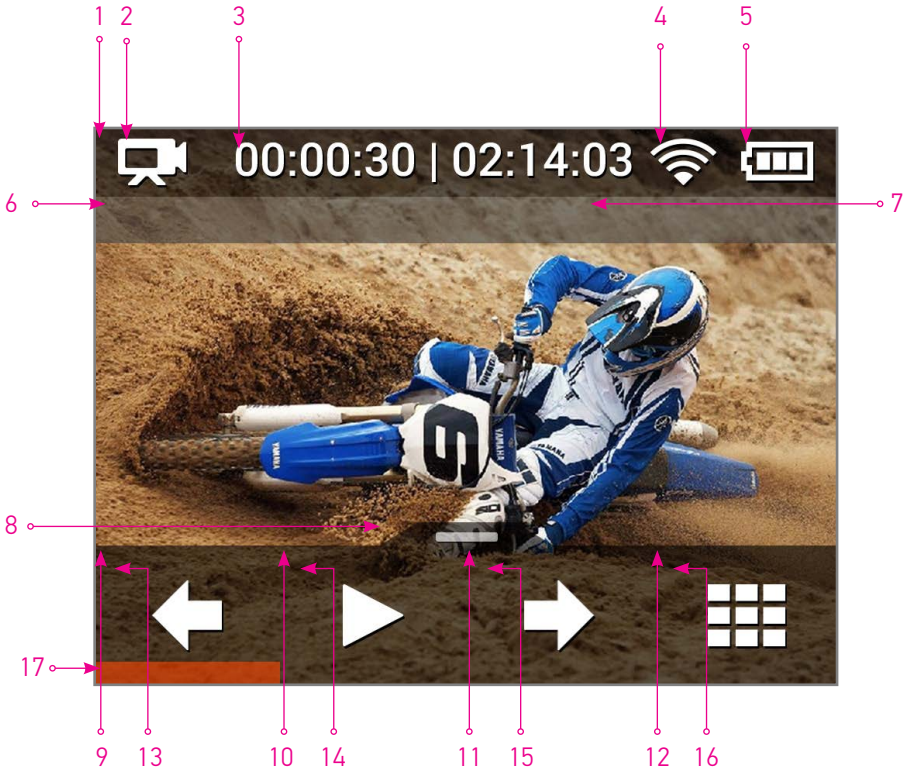
#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	ICN_Video.png ICN_VidTimeLapse.png ICN_VideoPlusPhoto.png ICN_Looping.png	X	X		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
8	Playback_PullTab_Button.png	X			
13	Playback_PreviousArrow_Button.png	X			
14	Playback_Play_Button.png	X			
15	Playback_NextArrow_Button.png	X			
16	Playback_GridIcon_Button.png	X			

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
6	progress	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
7	progress bar	#404040, 60%	#404040, 60%	#404040, 60%	n/a
9-12	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a
17	selection	n/a	#FF4500, 60%	n/a	n/a



**Changes dynamically while playback is in progress.

ASSETS /// VIDEO PLAYBACK PLAY (4 BTNS)

FONTS

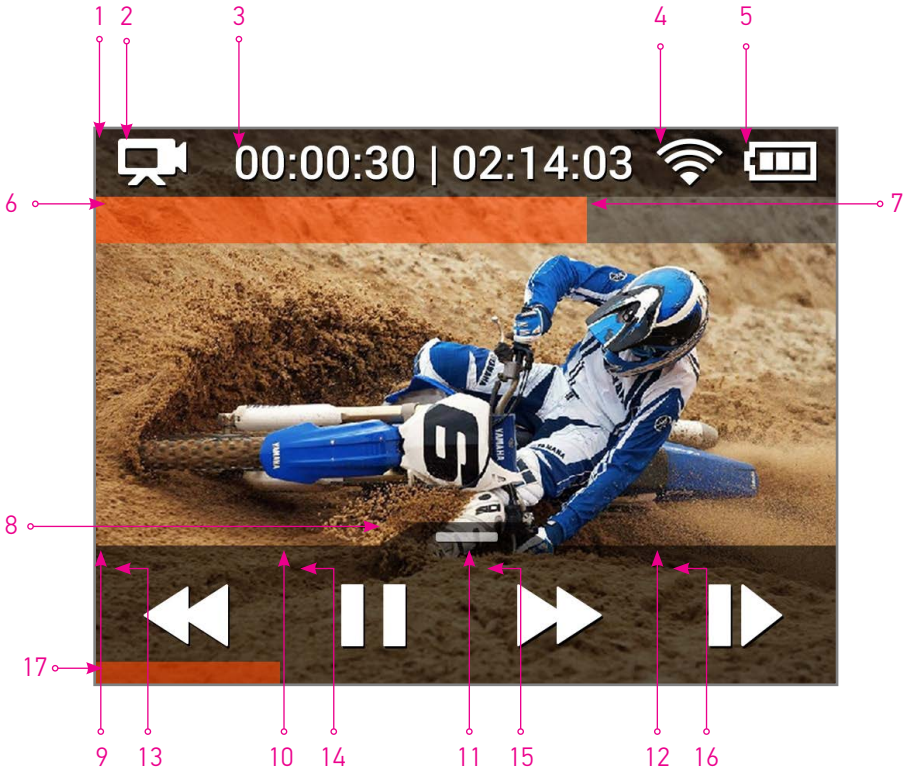
#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame D disabled
2	ICN_Video.png ICN_VidTimeLapse.png ICN_VideoPlusPhoto.png ICN_Looping.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
13	Playback_Rewind_Button.png (5 frame sprite)	X	1x	2x	4x	8x
14	Playback_Pause_Button.png	X				
15	Playback_FastForward_Button.png (4 frame sprite)	X	2x	4x	8x	
16	Playback_SlowMo_Button.png (4 frame sprite)	X	1/2x	1/4x	1/8x	

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
6	progress	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
7	progress bar	#404040, 60%	#404040, 60%	#404040, 60%	n/a
9-12	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a
17	selection	n/a	#FF4500, 60%	n/a	n/a



**Changes dynamically while playback is in progress.

ASSETS /// PHOTO PLAYBACK PLAY (4 BTNS)



GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame D disabled
2	ICN_Photo.png ICN_Continuous.png ICN_Night.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
13	Playback_PreviousArrow_Button.png	X				
14	Playback_NextArrow_Button.png	X				
15	Playback_GridIcon_Button.png	X				

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
9-12	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a
17	selection	n/a	#FF4500, 60%	n/a	n/a

ASSETS /// MULTI-SHOT PLAYBACK PLAY (4 BTNS)



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

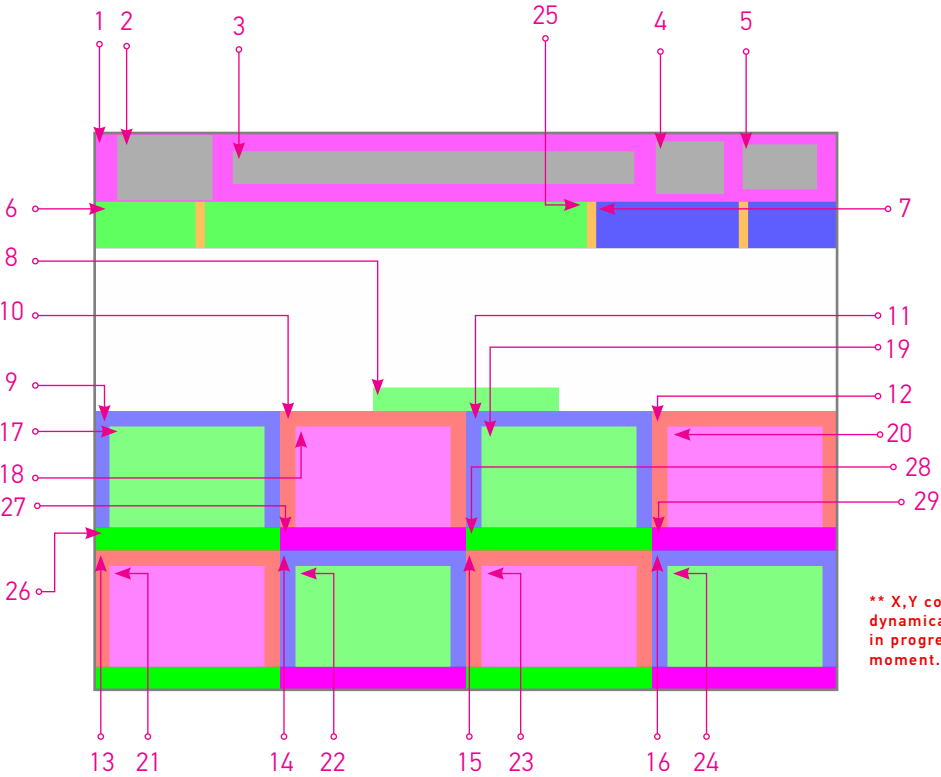
#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame D disabled
2	ICN_Burst.png ICN_TimeLapse.png ICN_NightLapse.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
13	Playback_PreviousArrow_Button.png	X				
14	Playback_View_Button.png Playback_Pause_Button.png	X				
15	Playback_NextArrow_Button.png	X				
16	Playback_GridIcon_Button.png Playback_Back_Button.png	X				

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
9-12	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a
17	selection	n/a	#FF4500, 60%	n/a	n/a

LAYOUT /// PLAYBACK (8 BTNS)

ANNOTATIONS



** X,Y coordinates change dynamically while playback is in progress/ where user tags moment.

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	4	1	123	84
3	179	24	1	518	42
4	725	12	1	88	68
5	837	16	1	96	58
6	0	90	0	636	60
7	636	90	0	324	60
8	360	330	0	240	30
9	0	360	0	240	180
10	240	360	0	240	180
11	480	360	0	240	180
12	720	360	0	240	180
13	0	540	0	240	180
14	240	540	0	240	180
15	480	540	0	240	180
16	720	540	0	240	180
17	20	380	1	200	140
18	260	380	1	200	140
19	500	380	1	200	140
20	740	380	1	200	140
21	20	560	1	200	140
22	260	560	1	200	140
23	500	560	1	200	140
24	740	560	1	200	140
25	627	90	2	12	60
26	0	510	2	240	30
27	240	510	2	240	30
28	480	510	2	240	30
29	720	510	2	240	30

BETA RELEASE

ASSETS /// VIDEO PLAYBACK IDLE (8 BTNS)

FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	CN_Video.png ICN_VidTimeLapse.png ICN_VideoPlusPhoto.png ICN_Looping.png	X	X		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
8	Playback_PullTab_Button.png	X			
17	Playback_PreviousArrow_Button.png	X			
18	Playback_Play_Button.png	X			
19	Playback_NextArrow_Button.png	X			
20	Playback_GridIcon_Button.png	X			
21	Playback_Trash_Button.png	X			
22	Playback_Share_Button.png	X			
23	Playback_SlideShow_Button.png	X			
24	Playback_Exit_Button.png	X			

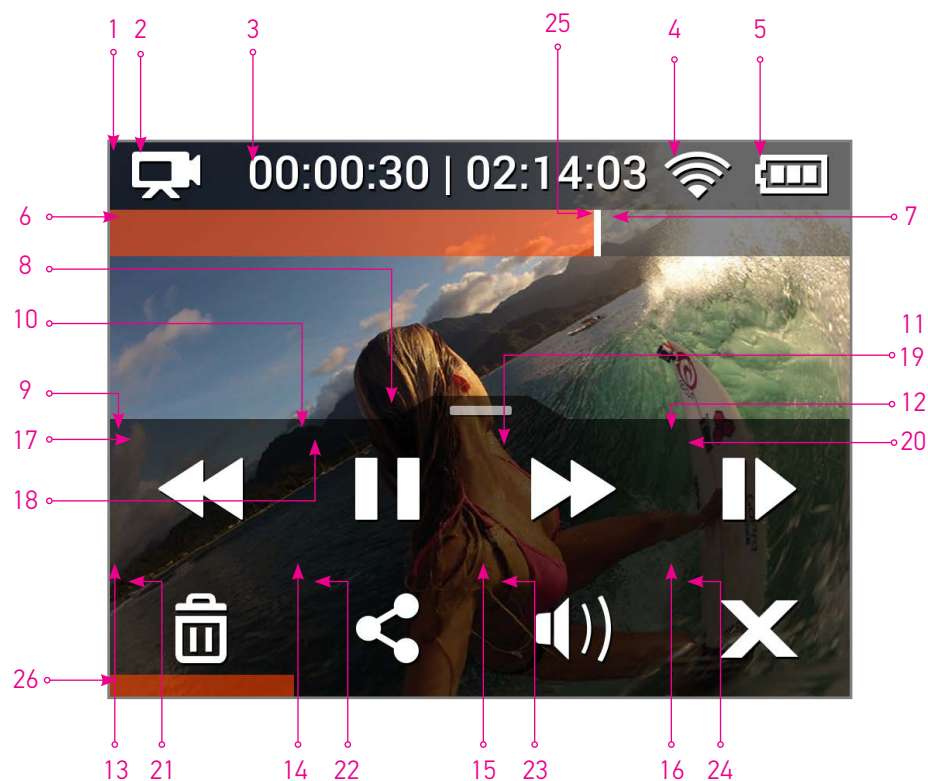
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
6	progress	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
7	progress bar	#404040, 60%	#404040, 60%	#404040, 60%	n/a
9-12	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
13-16	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
25	selection	n/a	#FF4500, 60%	n/a	n/a



**Changes dynamically while playback is in progress.

ASSETS /// VIDEO PLAYBACK PLAY (8 BTNS)



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
2	CN_Video.png ICN_VidTimeLapse.png ICN_VideoPlusPhoto.png ICN_Looping.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
17	Playback_Rewind_Button.png (5 frame sprite)	X	1x	2x	4x	8x
18	Playback_Pause_Button.png	X				
19	Playback_FastForward_Button.png (4 frame sprite)	X	2x	4x	8x	
20	Playback_SlowMo_Button.png (4 frame sprite)	X	1/2x	1/4x	1/8x	
21	Playback_Trash_Button.png	X				
22	Playback_Share_Button.png	X				
23	Playback_Volume_Button.png	X				
24	Playback_Exit_Button.png	X				

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
6	progress	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
7	progress bar	#404040, 60%	#404040, 60%	#404040, 60%	n/a
9-12	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
13-16	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
25	Moment Tag Indicator	#C0C0C0, 60%	#FFFFFF	n/a	n/a
26	selection	n/a	#FF4500, 60%	n/a	n/a

BETA RELEASE

**Changes dynamically while playback is in progress.

ASSETS /// PHOTO PLAYBACK PLAY (8 BTNS)



BETA RELEASE

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
2	ICN_Photo.png ICN_Continuous.png ICN_Night.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
17	Playback_PreviousArrow_Button.png	X				
19	Playback_NextArrow_Button.png	X				
20	Playback_GridIcon_Button.png	X				
21	Playback_Trash_Button.png	X				
22	Playback_Share_Button.png	X				
23	Playback_SlideShow_Button.png	X				
24	Playback_Exit_Button.png	X				

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
9-12	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
13-16	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
25	selection	n/a	#FF4500, 60%	n/a	n/a

ASSETS /// MULTI-SHOT PLAYBACK PLAY (8 BTNS)



BETA RELEASE

FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
2	ICN_Burst.png ICN_TimeLapse.png ICN_NightLapse.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
17	Playback_PreviousArrow_Button.png	X				
18	Playback_Play_Button.png Playback_Pause_Button.png	X				
19	Playback_NextArrow_Button.png	X				
20	Playback_Back_Button.png	X				
21	Playback_Trash_Button.png	X				
22	Playback_Share_Button.png	X				
23	Playback_SlideShow_Button.png	X				
24	Playback_Exit_Button.png	X				

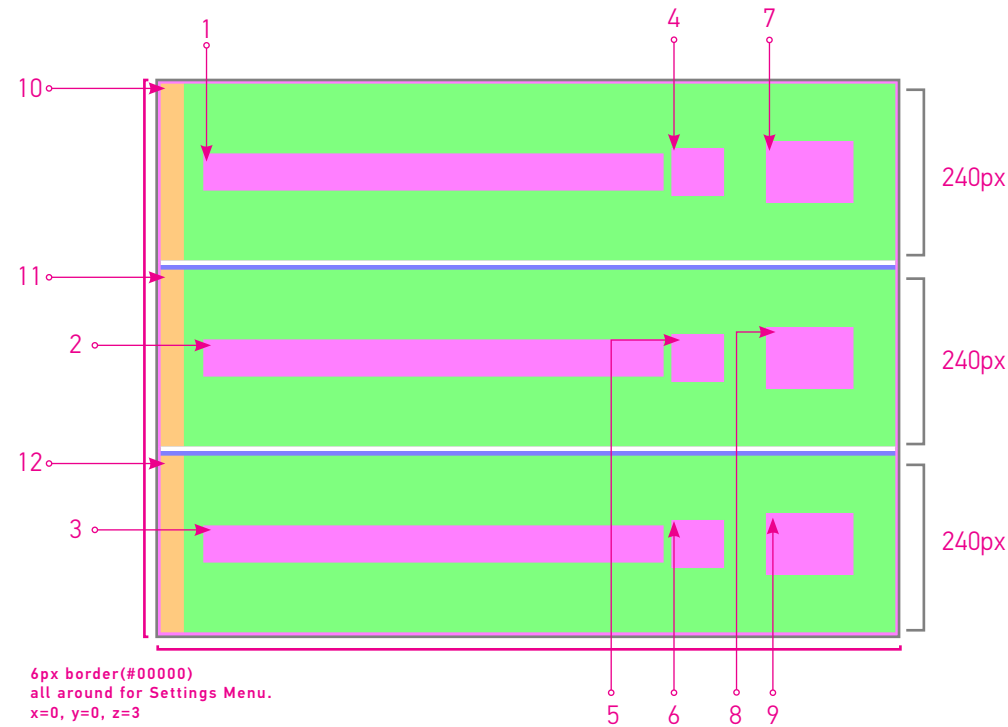
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
9-12	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
13-16	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
25	selection	n/a	#FF4500, 60%	n/a	n/a

LAYOUT /// WIRELESS SETTINGS - SSID

List Items

****Button and Header layouts
same as Settings (pg.13+19)**



ANNOTATIONS

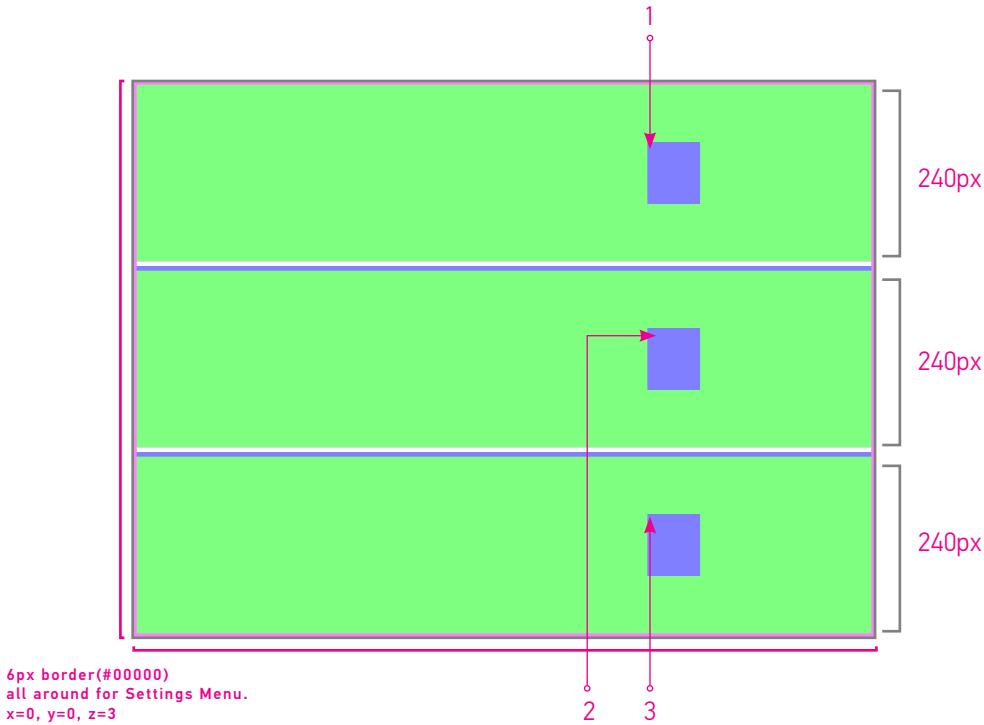
#	x - axis	y - axis	z - axis	width	height
1	61	96	1	594	48
2	61	336	1	594	48
3	61	576	1	594	48
4	665	89	1	68	62
5	665	329	1	68	62
6	665	569	1	68	62
7	787	80	1	113	80
8	787	320	1	113	80
9	787	560	1	113	80
10	6	6	1	30	228
11	6	246	1	30	228
12	6	486	1	30	228

LAYOUT

//// WIRELESS SETTINGS - SSID

Privacy/Lock Zones

****Button and Header layouts
same as Settings (pg.13+19)**

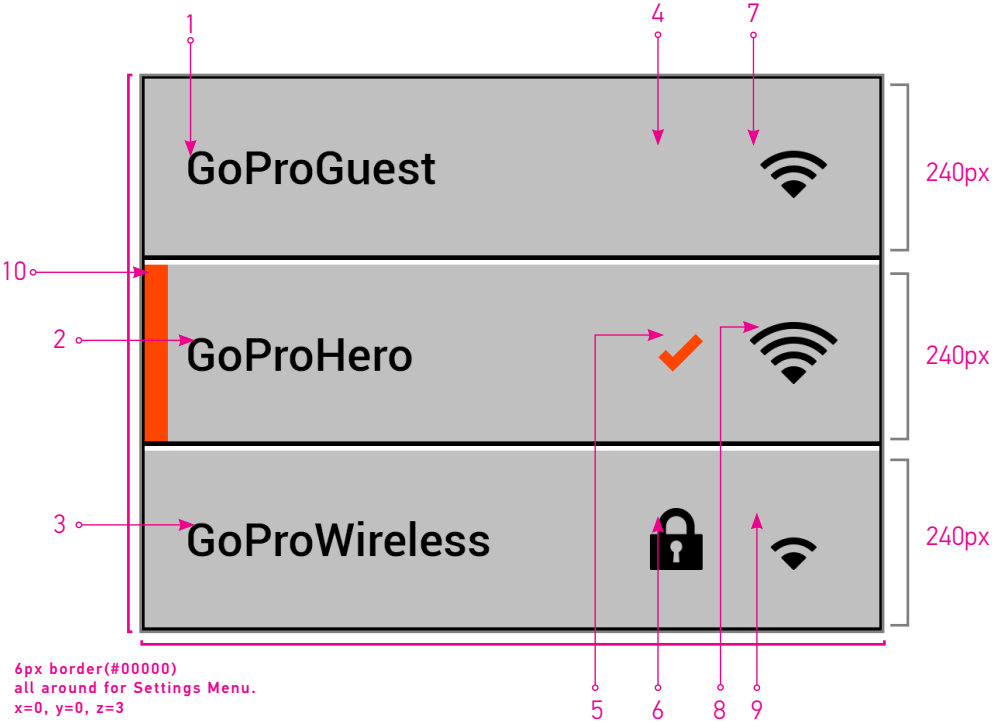


ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	665	80	1	68	80
2	665	320	1	68	80
3	665	560	1	68	80

LAYOUT /// WIRELESS SETTINGS - SSID

**Button and Header layouts same as Settings (pg.13+19)



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	60px	Roboto, Medium	left	#000000	n/a	n/a	n/a
2	60px	Roboto, Medium	left	#000000	n/a	n/a	n/a
3	60px	Roboto, Medium	left	#000000	n/a	n/a	n/a

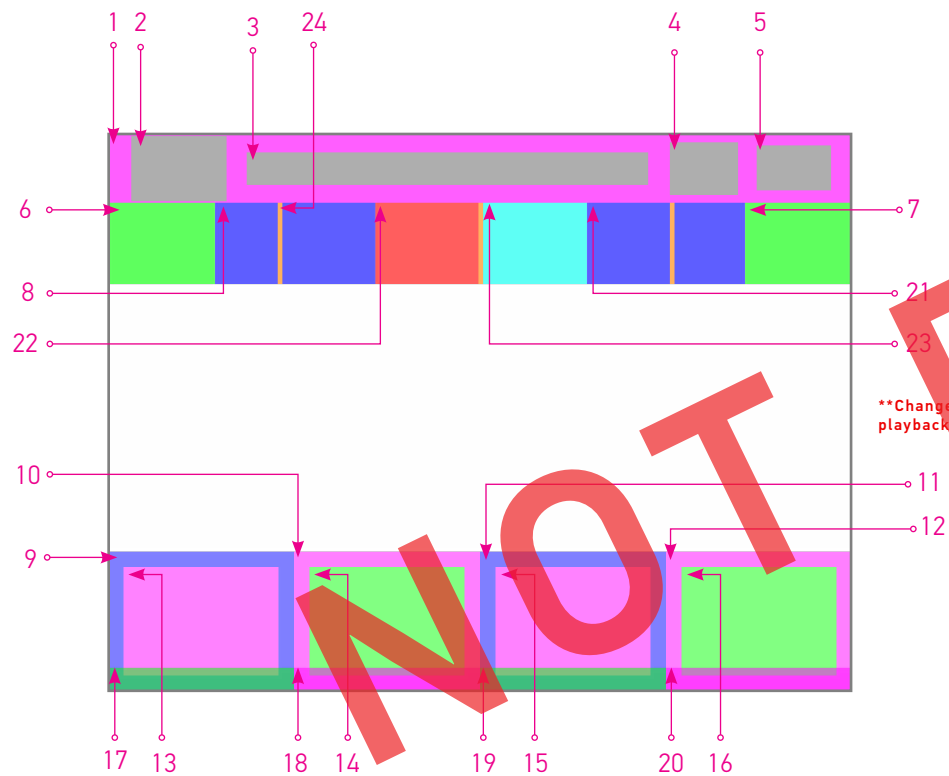
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
4-6	Thumb_CheckIcon.png	X	X		
4-6	Thumb_SmallXIcon.png	X	X	X	
4-6	Wireless_LockIcon.png	X			
7-9	Wireless_WiFiIcon.png	X	X	X	X
7-9	Wireless_WiFiIcon_pressed.png	X	X	X	X

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
10	selection	n/a	#FF4500	n/a	n/a

LAYOUT /// CLIP + SHARE



**Changes dynamically while playback is in progress.

**Changes x,y depending on where user tags.

ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	4	1	123	84
3	179	24	1	518	42
4	725	12	1	88	68
5	837	16	1	96	58
6	0	90	0	138	105
7	822	90	0	138	105
8	138	90	0	207	105
9	0	540	0	240	180
10	240	540	0	240	180
11	480	540	0	240	180
12	720	540	0	240	180
13	20	560	1	200	140
14	260	560	1	200	140
15	500	560	1	200	140
16	740	560	1	200	140
17	0	690	2	240	30
18	240	690	2	240	30
19	480	690	2	240	30
20	720	690	2	240	30
21	618	90	0	204	105
22	345	90	0	135	105
23	480	90	0	138	105
24	219	90	1	6	105

ASSETS /// CLIP + SHARE

FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	ICN_Video.png ICN_VidTimeLapse.png ICN_VideoPlusPhoto.png ICN_Looping.png	X	X		
4	ICN_Wifi.png	X	X	X	X
5	ICN_AcCharge.png	X			
5	ICN_Battery.png	X	X	X	X
13	Playback_Back_Button.png	X			
14	Playback_Stop_Button.png	X			
15	Playback_Timer_Button.png	X	X	X	X
16	Playback_Next_Button.png	X			

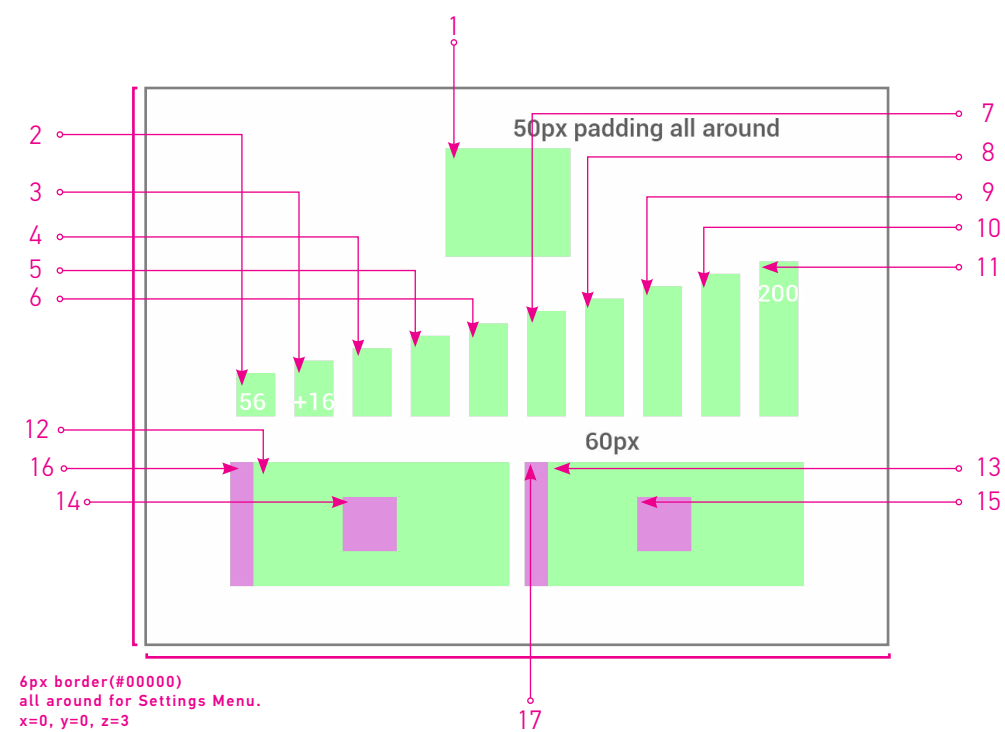
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
6,7	playback bumpers	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
8, 21	clip area	#202020, 60%	#202020, 60%	#202020, 60%	n/a
22	time elapsed	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
23	time remaining	#c0c0c0, 60%	#c0c0c0, 60%	#c0c0c0, 60%	n/a
9-12	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a
17	selection	n/a	#FF4500, 60%	n/a	n/a
24	tag	#FFFFFF	#FF4500	n/a	n/a



**Changes dynamically while playback is in progress.

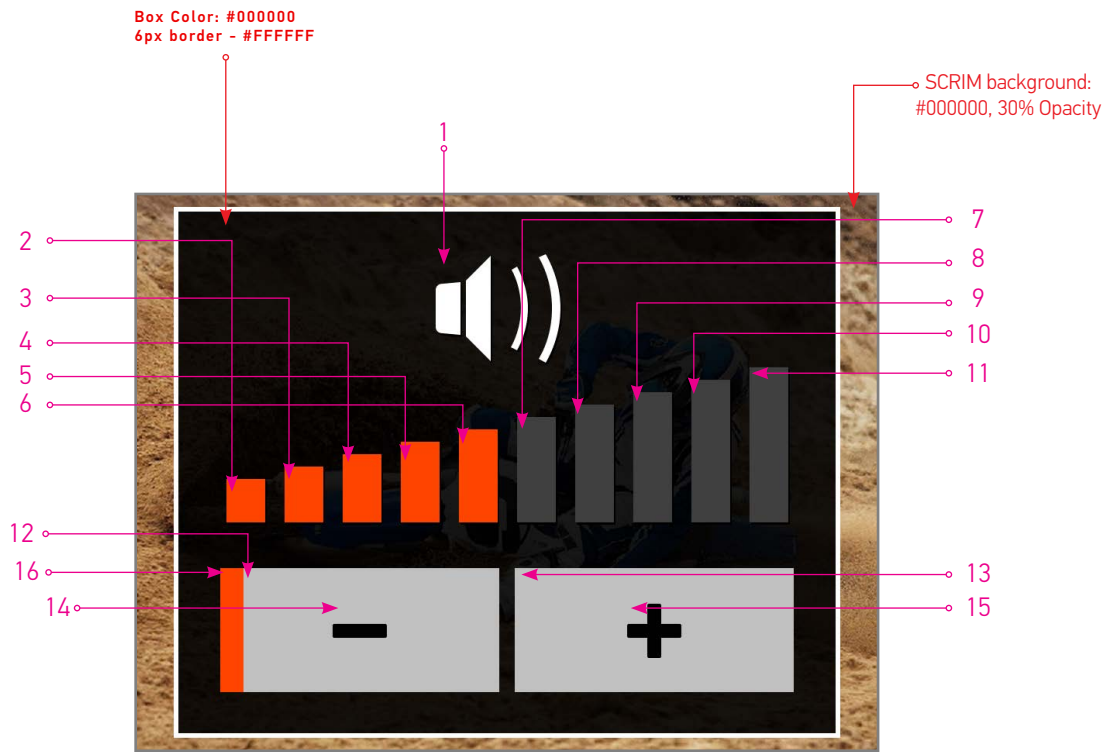
LAYOUT /// VOLUME



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	388	79	0	161	140
2	118	369	0	50	56
3	193	353	0	50	72
4	268	337	0	50	88
5	343	321	0	50	104
6	418	305	0	50	128
7	493	289	0	50	136
8	568	273	0	50	152
9	643	257	0	50	168
10	718	241	0	50	184
11	793	225	0	50	200
12	110	485	0	360	160
13	490	485	0	360	160
14	255	530	1	70	70
15	635	530	1	70	70
16	110	484	1	30	160
17	490	484	1	30	160

ASSETS /// VOLUME



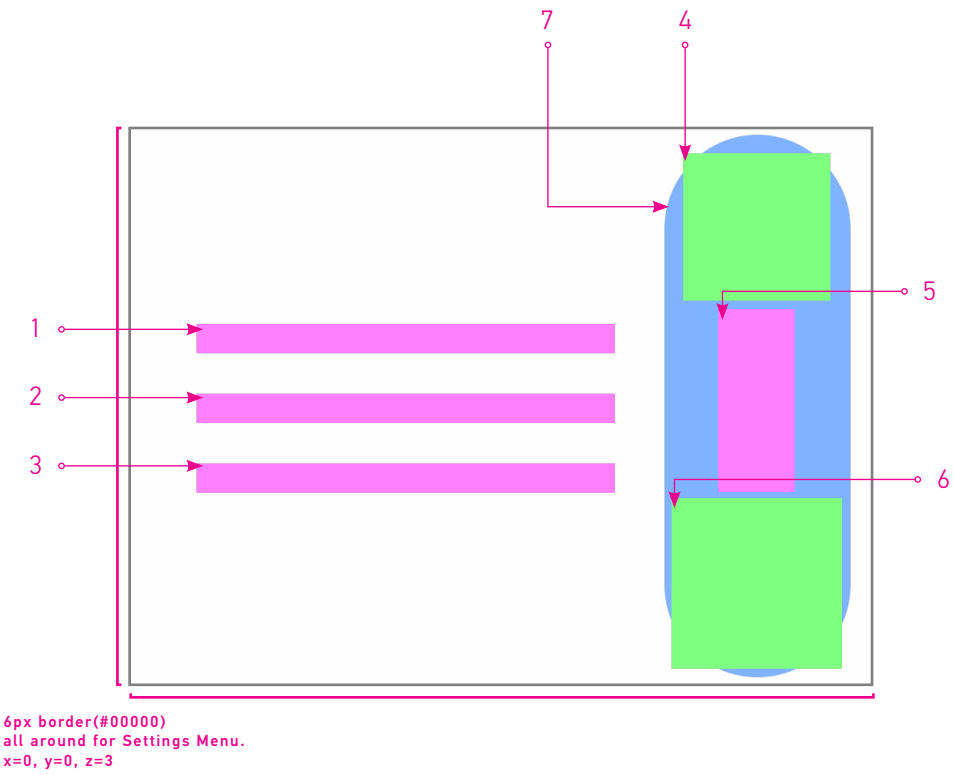
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
1	Volume_VolIcon.png	X				
14	Volume_MinusIcon.png	X		X		
15	Volume_PlusIcon.png	X		X		

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2-11	volume bars	volume levels: #FF4500 volume bars: #404040	n/a	n/a	n/a
12	button minus	#C0C0C0	n/a	#FF4500	n/a
13	button plus	#C0C0C0	n/a	#FF4500	n/a
16	button highlight	n/a	#FF4500	#FFFFFF	n/a

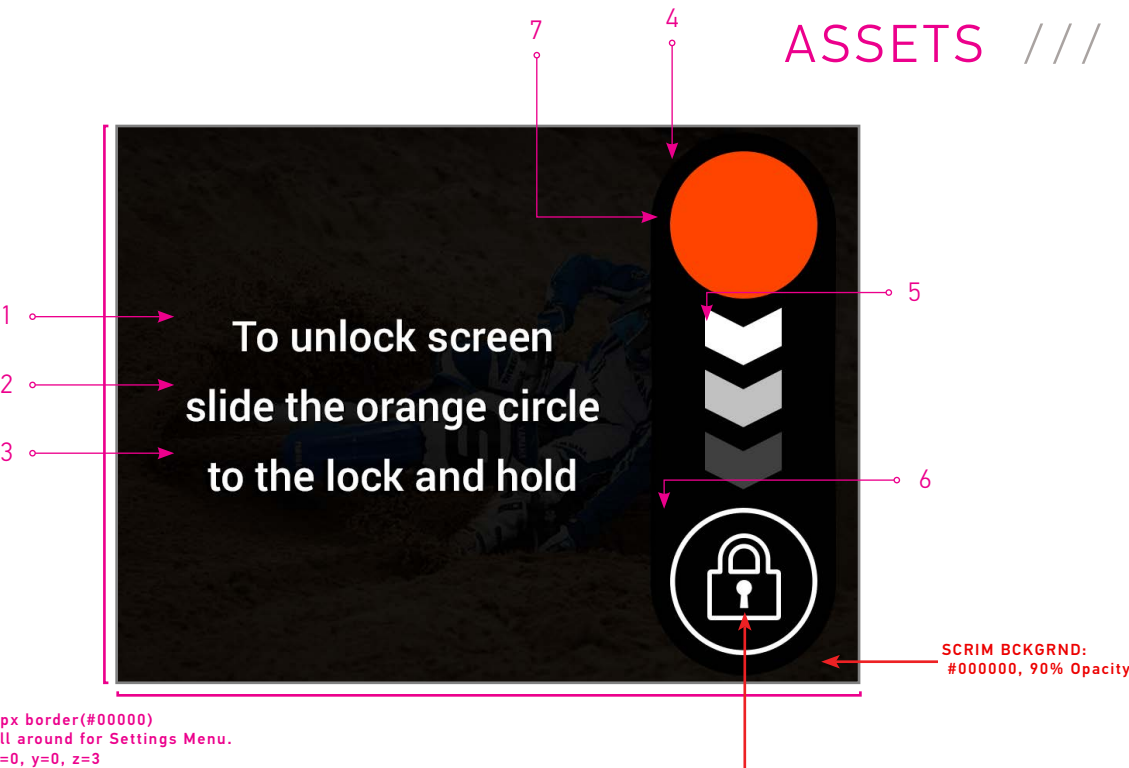
LAYOUT /// UNLOCK SCREEN



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	87	254	0	540	38
2	87	344	0	540	38
3	87	434	0	540	38
4	715	34	1	190	190
5	760	235	1	99	236
6	700	479	1	220	220
7	690	8	0	240	700

ASSETS /// UNLOCK SCREEN



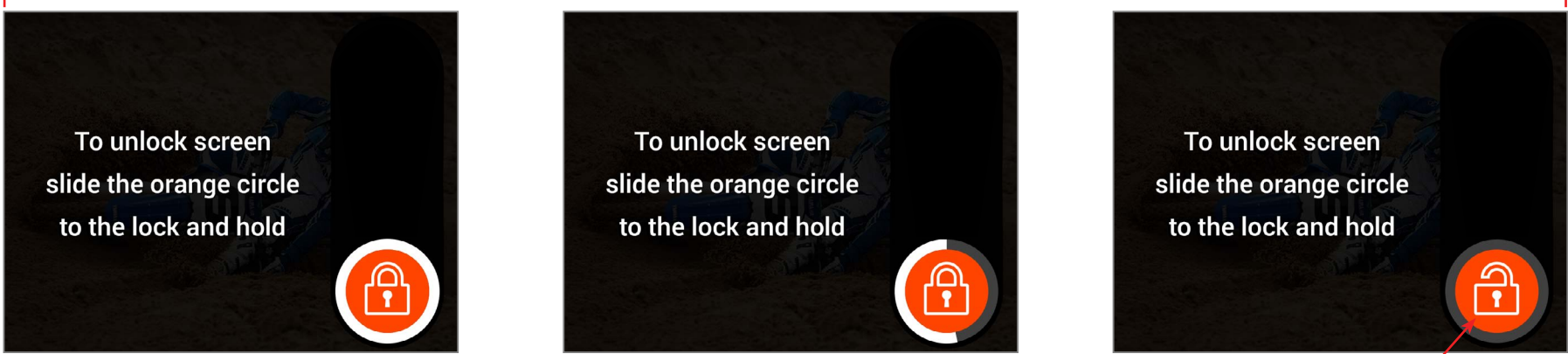
FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
1-3	54px	Roboto, Medium	center	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

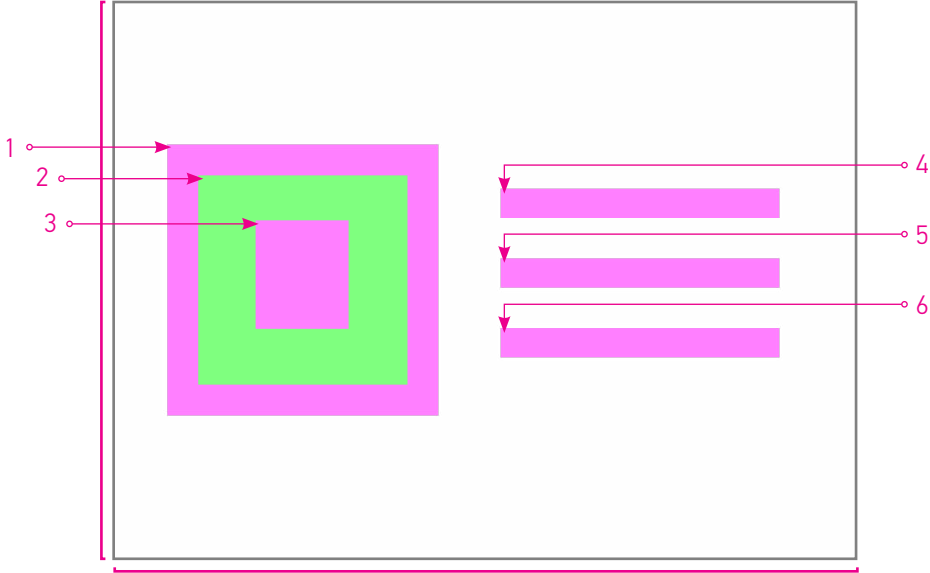
#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
4	Unlock_orange_circle_Icon.png	X				
5	Unlock_Chevron_Icon.png	X				
6	Lock_Circle_Icon.png Unlock_Animation_Sprite.png (31 frame sprite)	X				
7	Unlock_SliderBackground_Icon.png	X				

SAMPLE OF UNLOCK ANIMATION:



***NOTE: Animation should last one second long and "lock" icon should 'unlock' at the end.

LAYOUT /// LOCK SCREEN

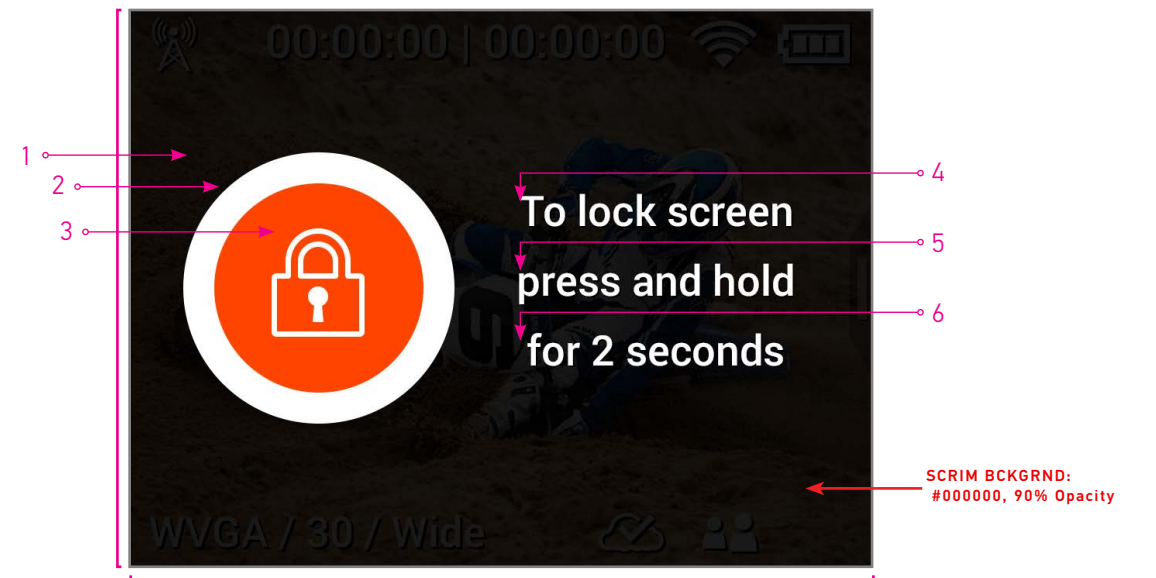


6px border(#000000)
all around for Settings Menu.
x=0, y=0, z=3

ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	70	185	0	350	350
2	110	225	1	270	270
3	184	283	2	120	140
4	500	242	0	360	38
5	500	332	0	360	38
6	500	422	0	360	38

ASSETS /// LOCK SCREEN



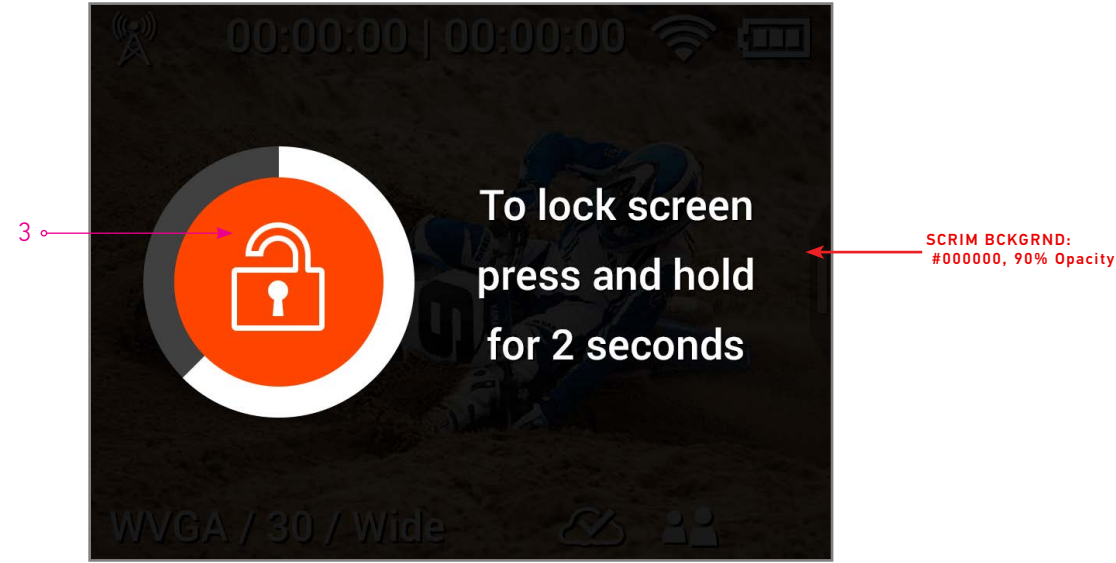
6px border(#000000)
all around for Settings Menu.
x=0, y=0, z=3

FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
4-6	54px	Roboto, Medium	center	#FFFFFF	n/a	n/a	n/a

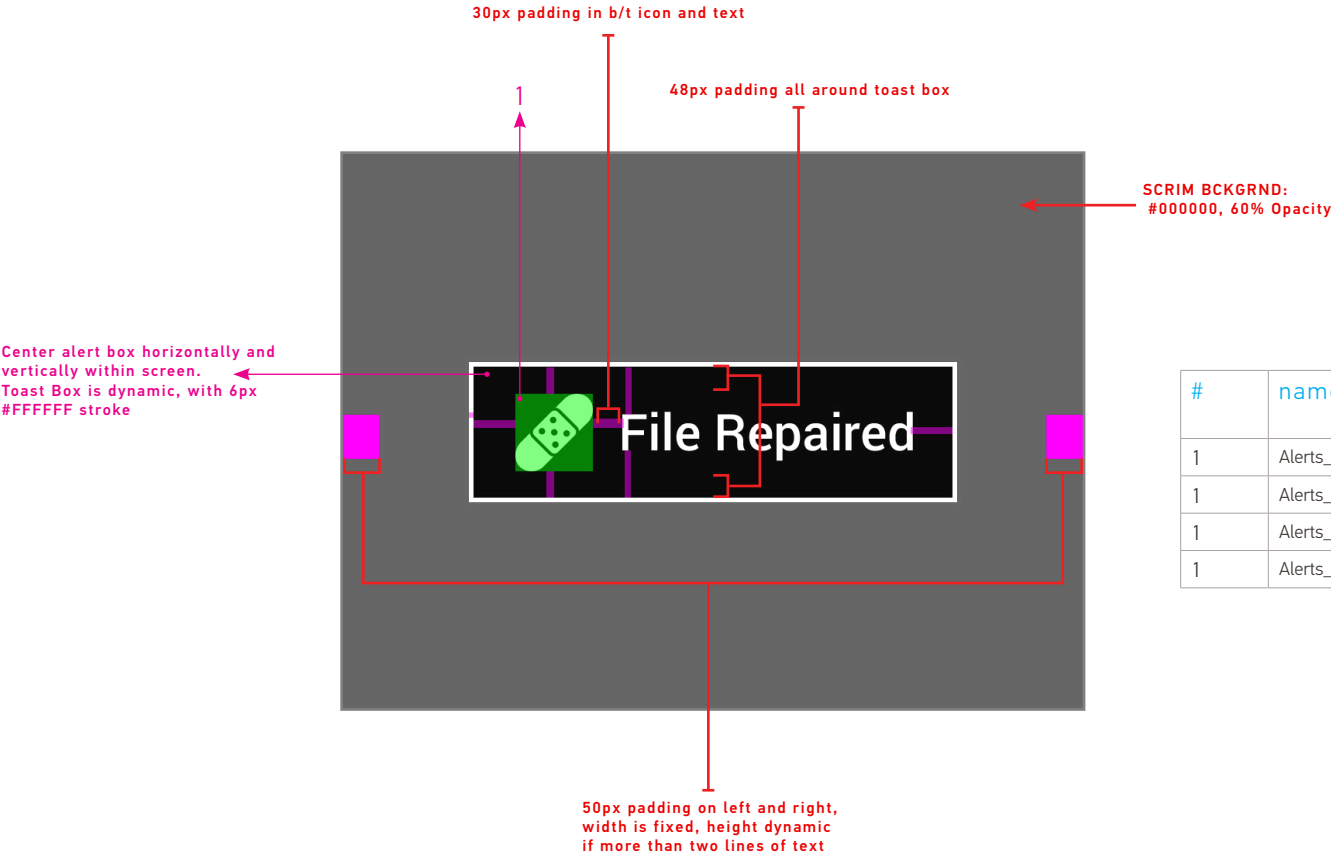
GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
1	Lock_Animation_Sprite.png	X				
2	Lock_orange_circle_icon.png	X				
3	LockUnlock_Icon.png	X		X		



LAYOUT /// ALERT- TOAST

w/ Icon (Left)

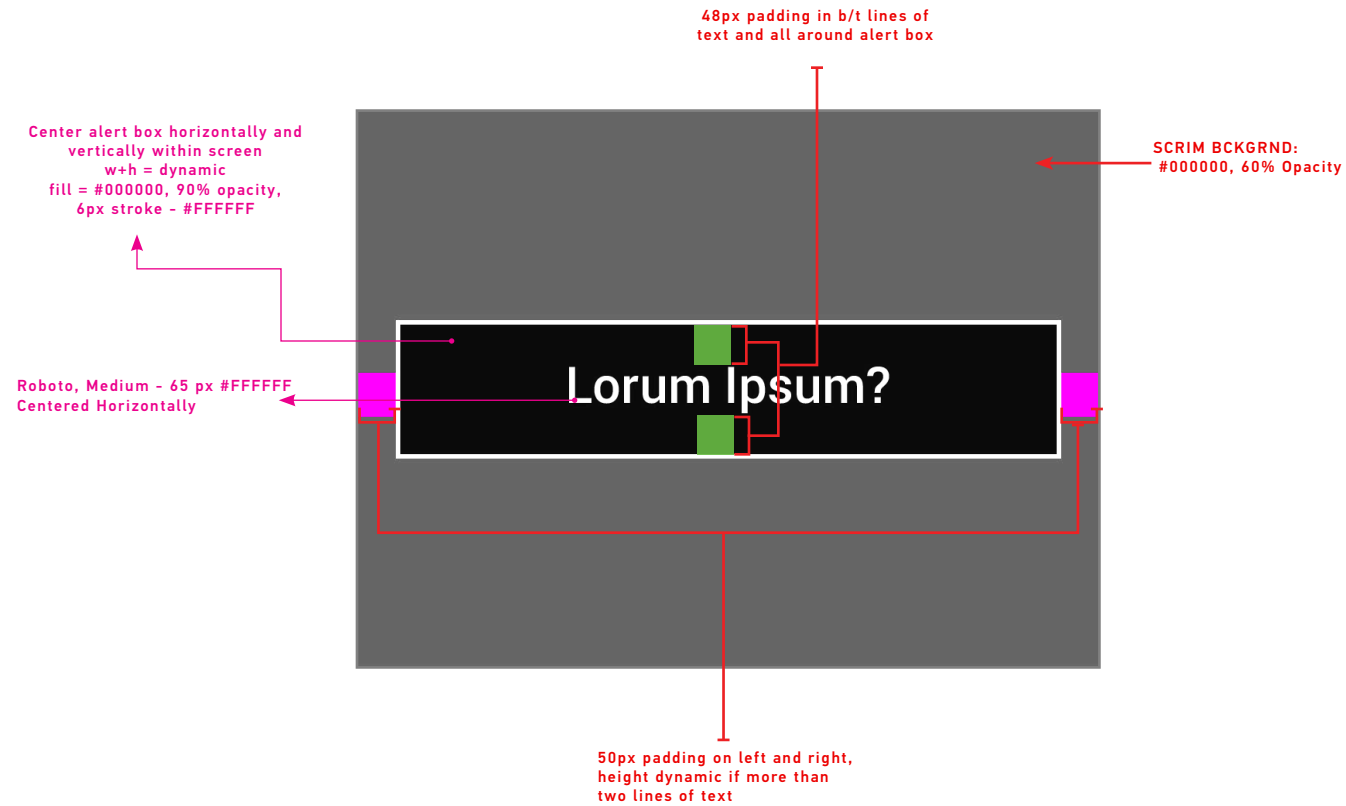


GRAPHIC ASSETS

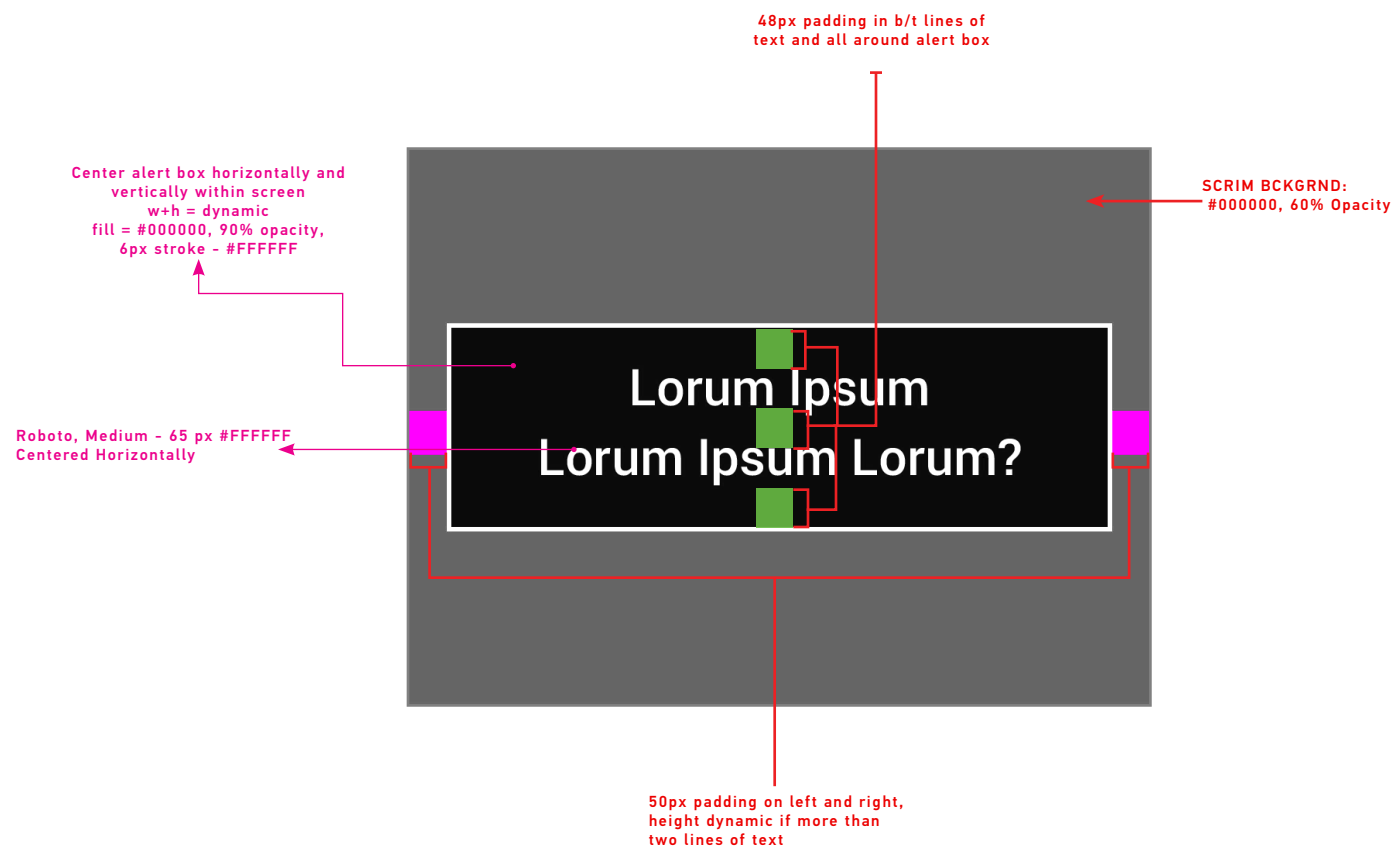
#	name	Dimensions	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Alerts_HourGlassIcon.png	100 x 100	X			
1	Alerts_MomentTagIcon.png	100 x 100	X			
1	Alerts_RepairIcon.png	100 x 100	X			
1	Alerts_SDCardIcon.png	100 x 100	X			

LAYOUT /// ALERT- TOAST

One Line

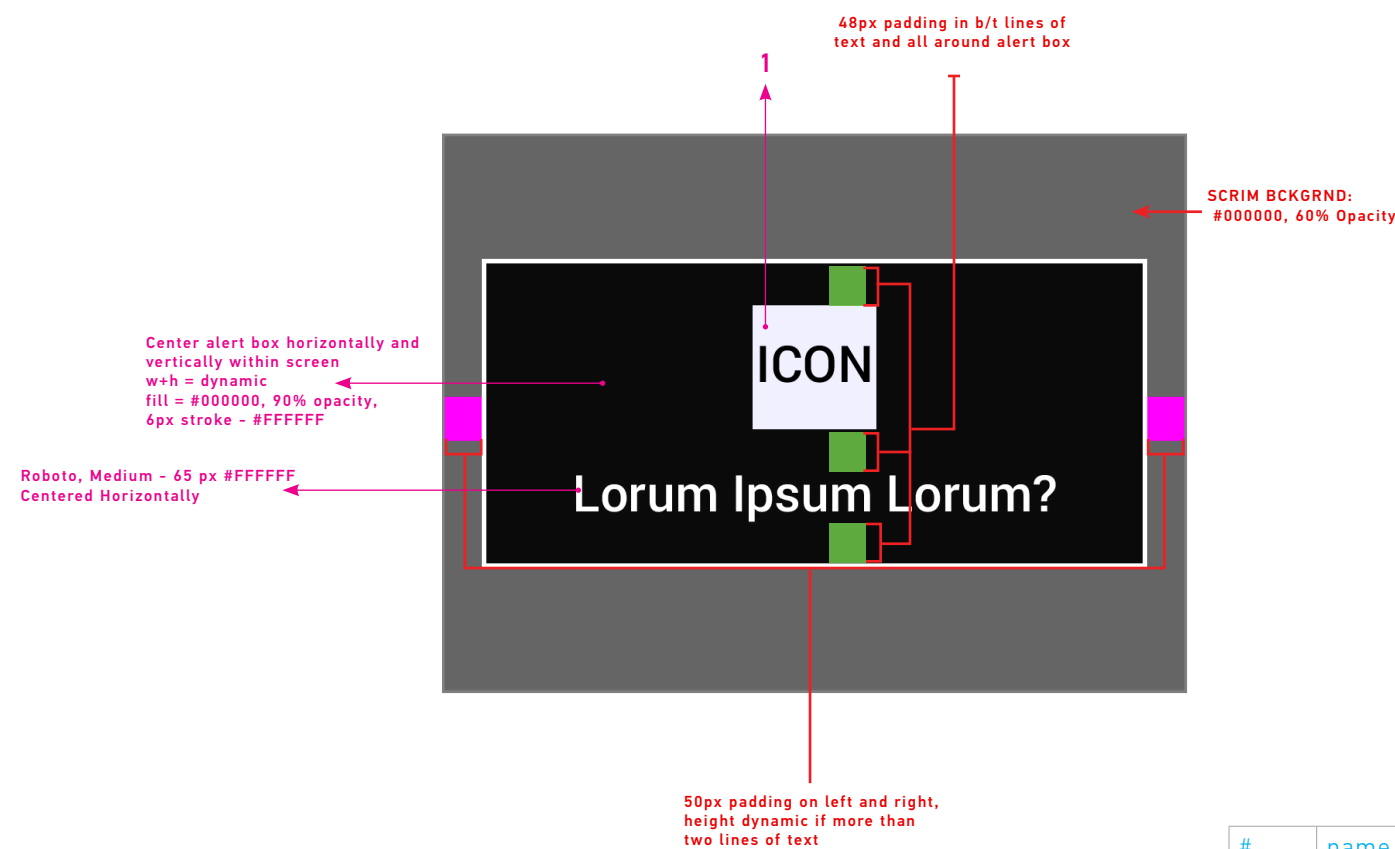


LAYOUT /// ALERT- TOAST
Two Lines

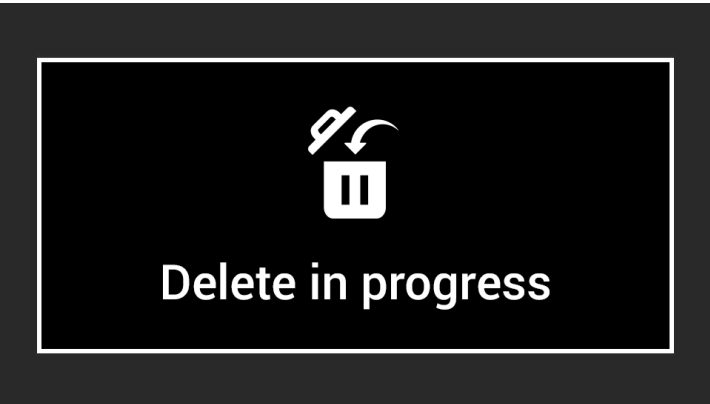


LAYOUT /// ALERT- TOAST

One Line w/Icon



Example of Alert:

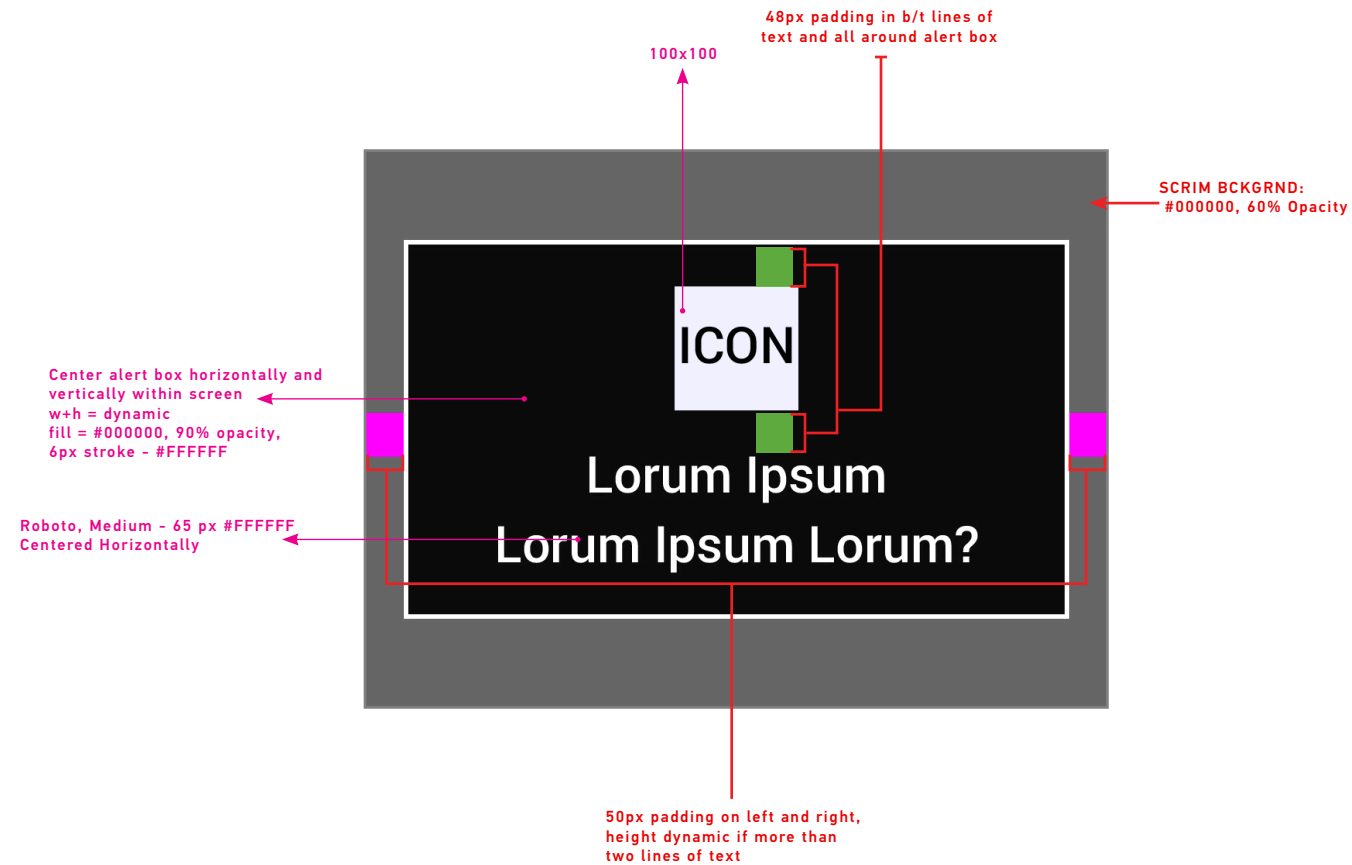


GRAPHIC ASSETS

#	name	Dimensions	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Alerts_TrashIcon.png (2 frame sprite)	100 x 100	X			

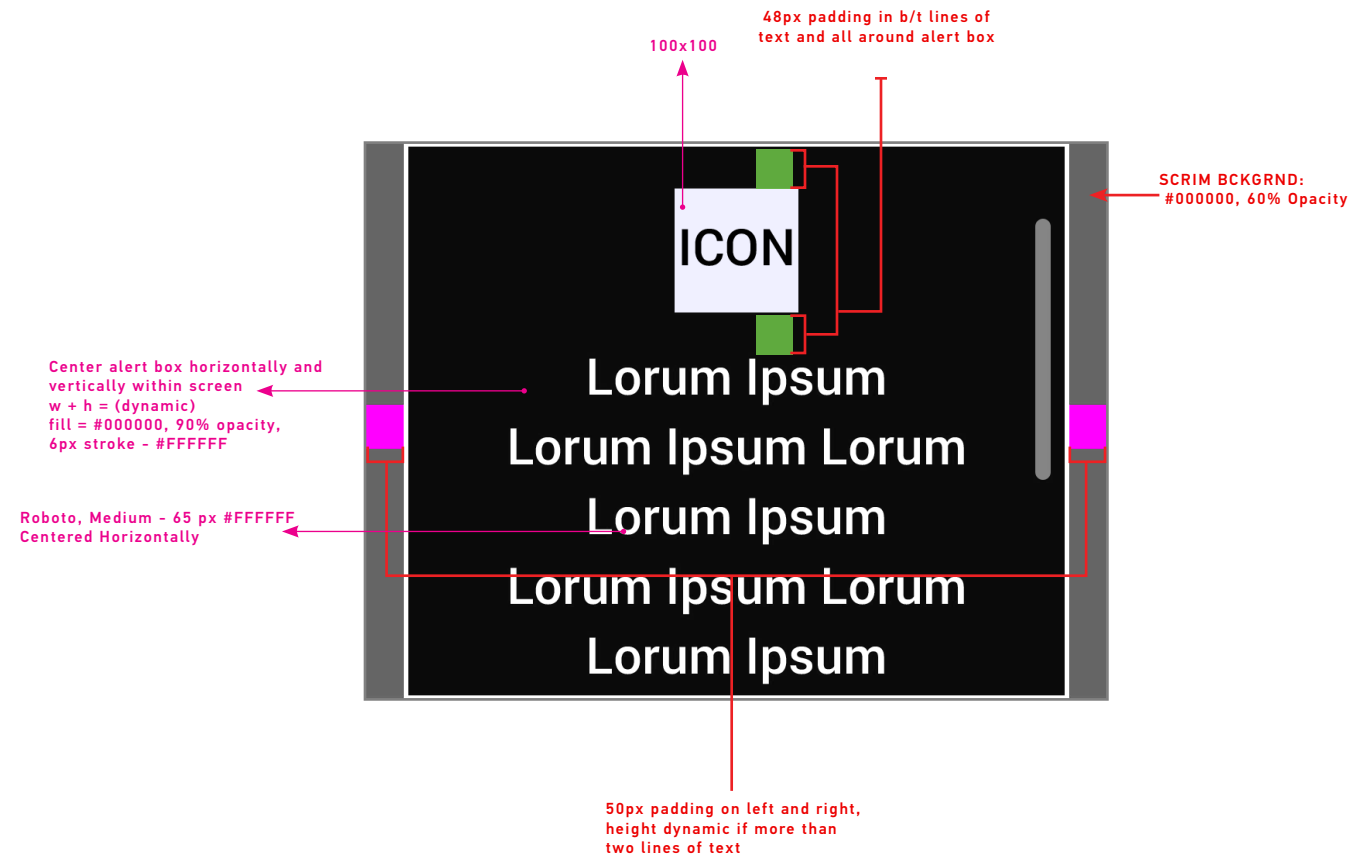
LAYOUT /// ALERT- TOAST

Two Lines w/Icon



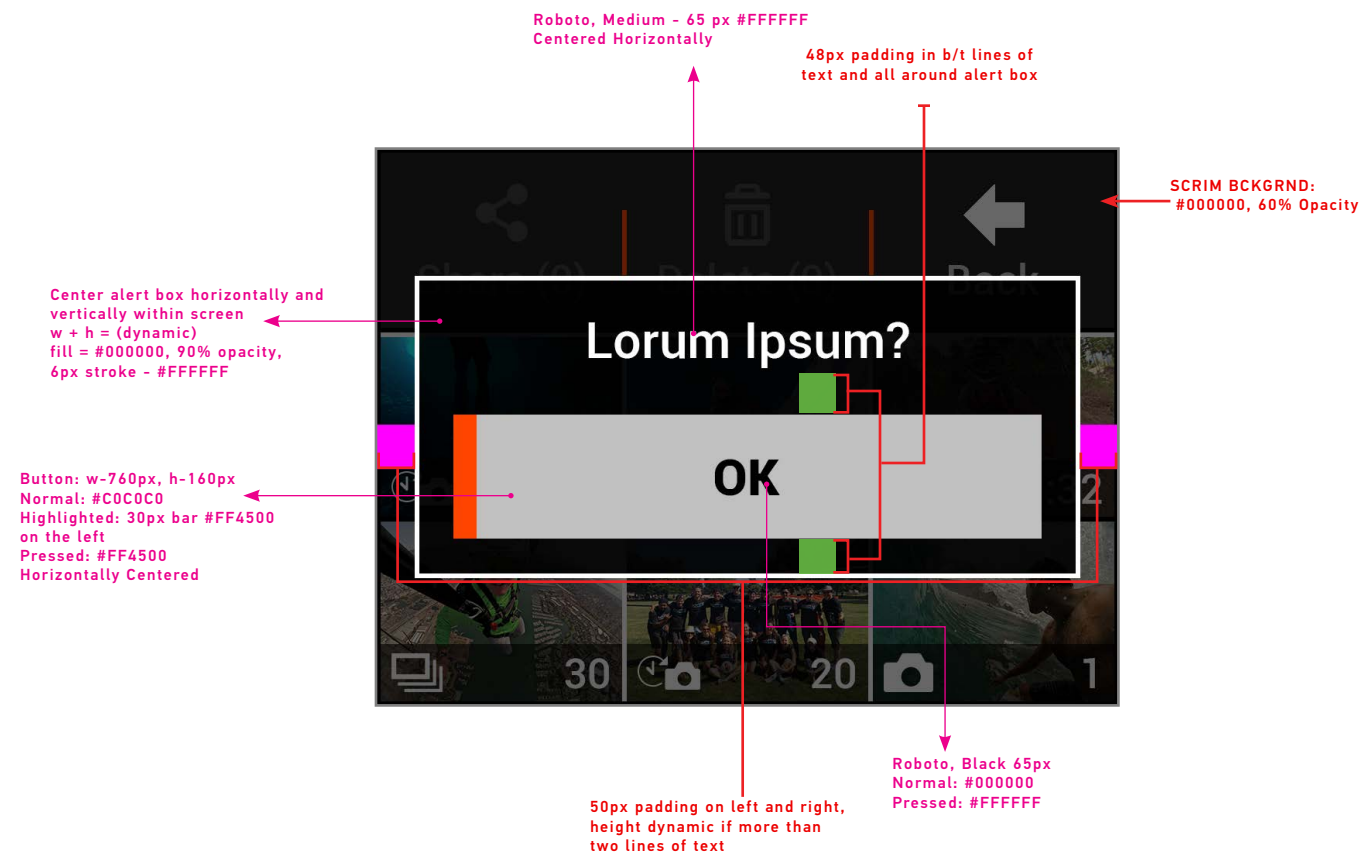
LAYOUT /// ALERT- TOAST

Infinite Lines w/Icon



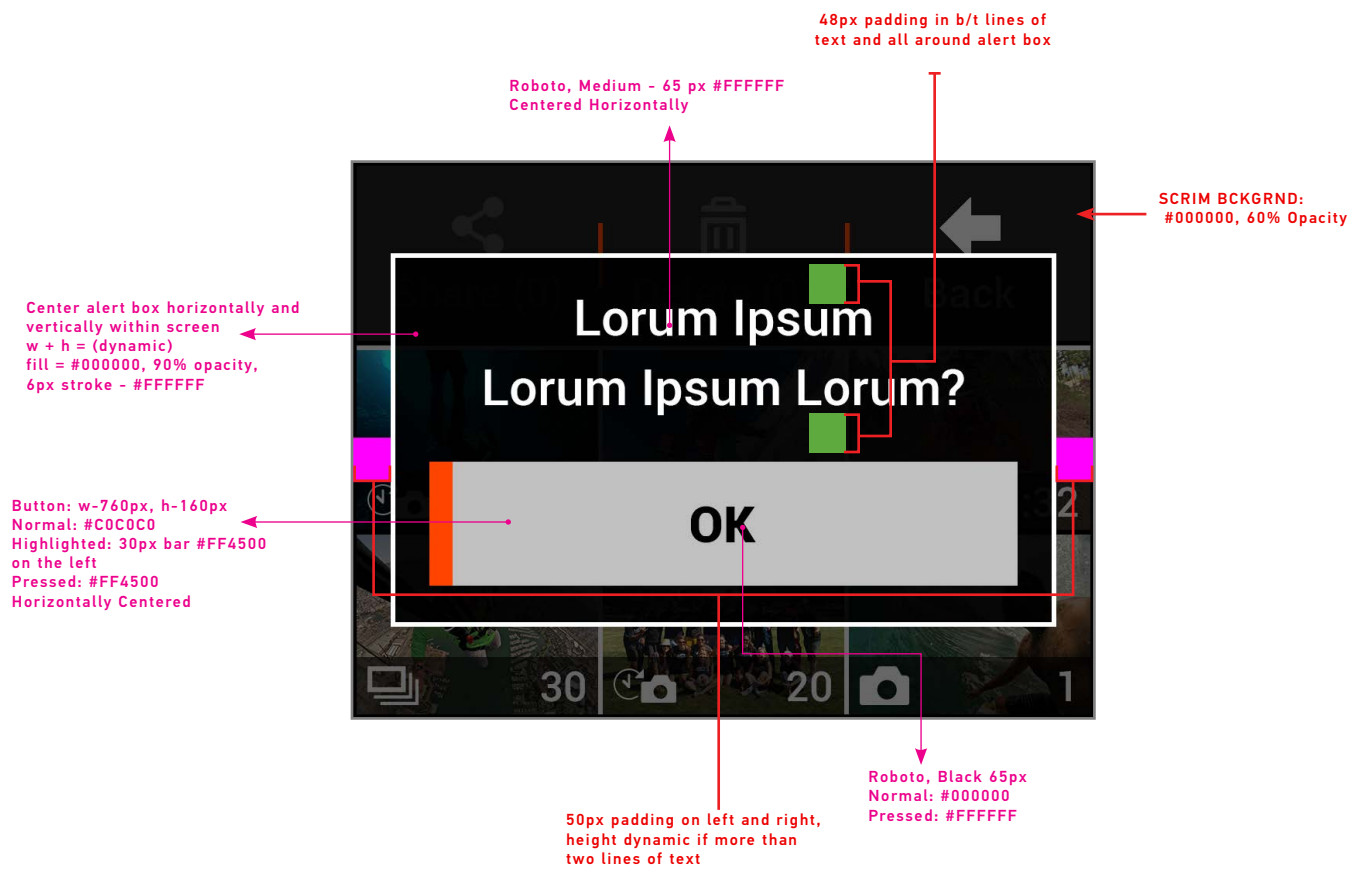
LAYOUT /// ALERT- TOAST

Confirmation Dialog - One Line



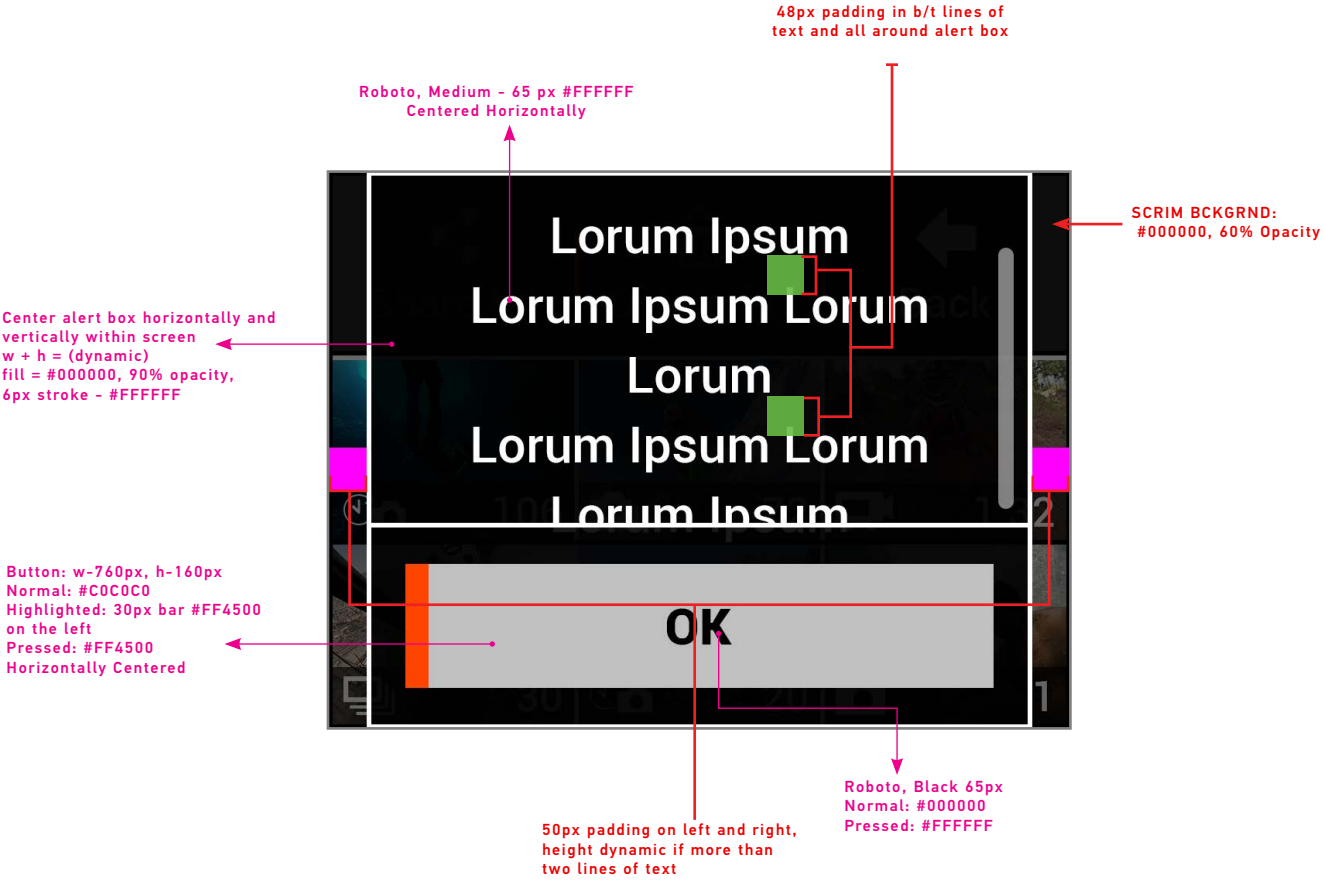
LAYOUT /// ALERT- TOAST

Confirmation Dialog - Two Lines



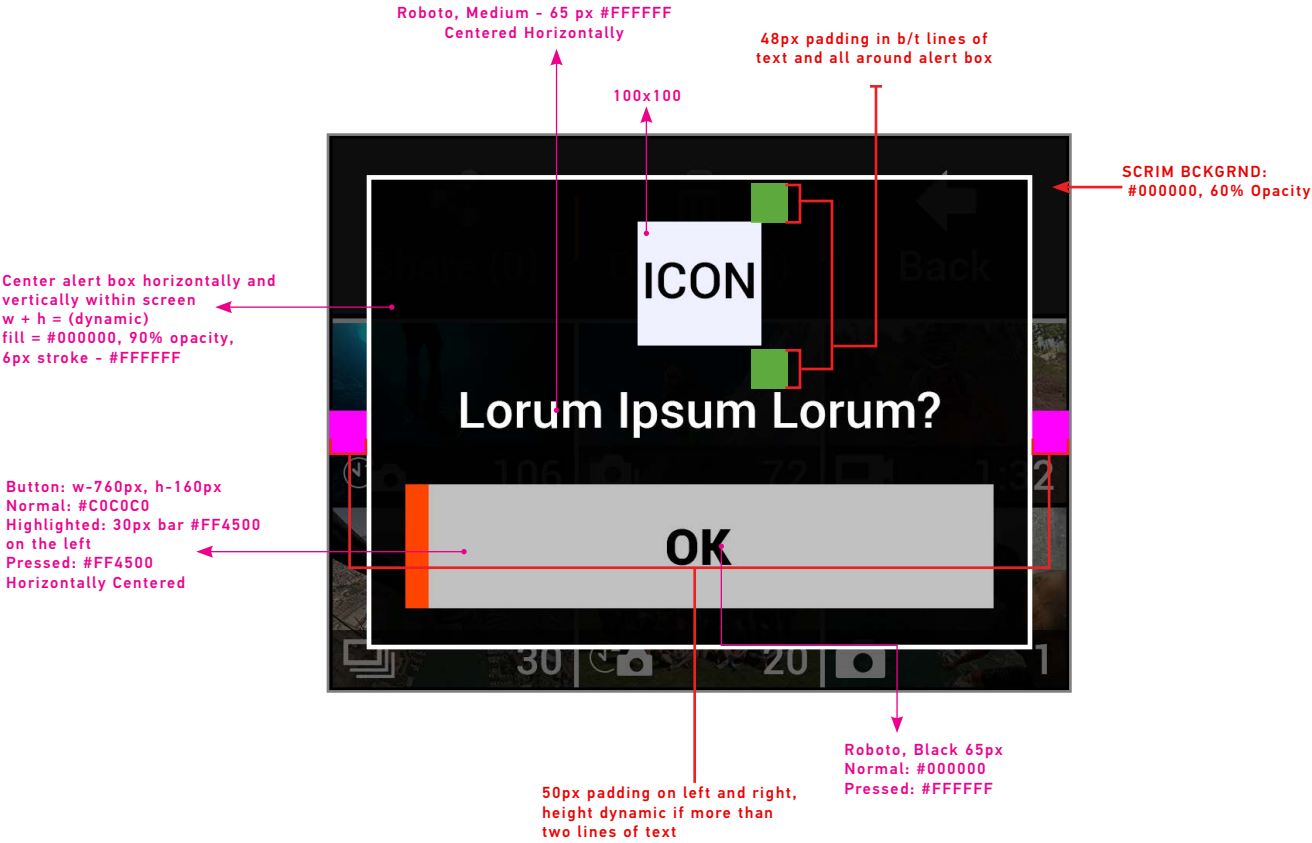
LAYOUT /// ALERT- TOAST

Confirmation Dialog- Infinite Lines



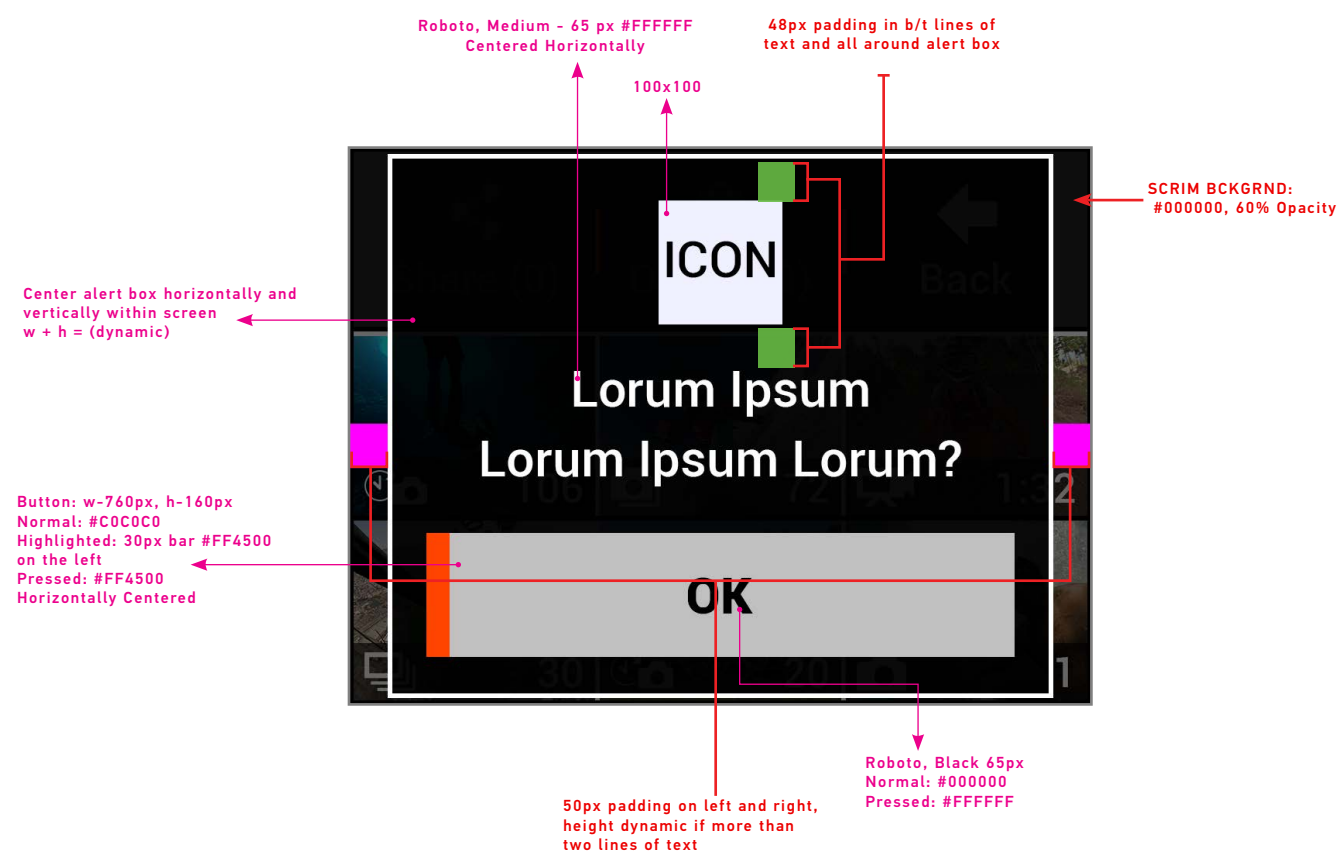
LAYOUT /// ALERT- TOAST

Confirmation Dialog w/Icon - One Line



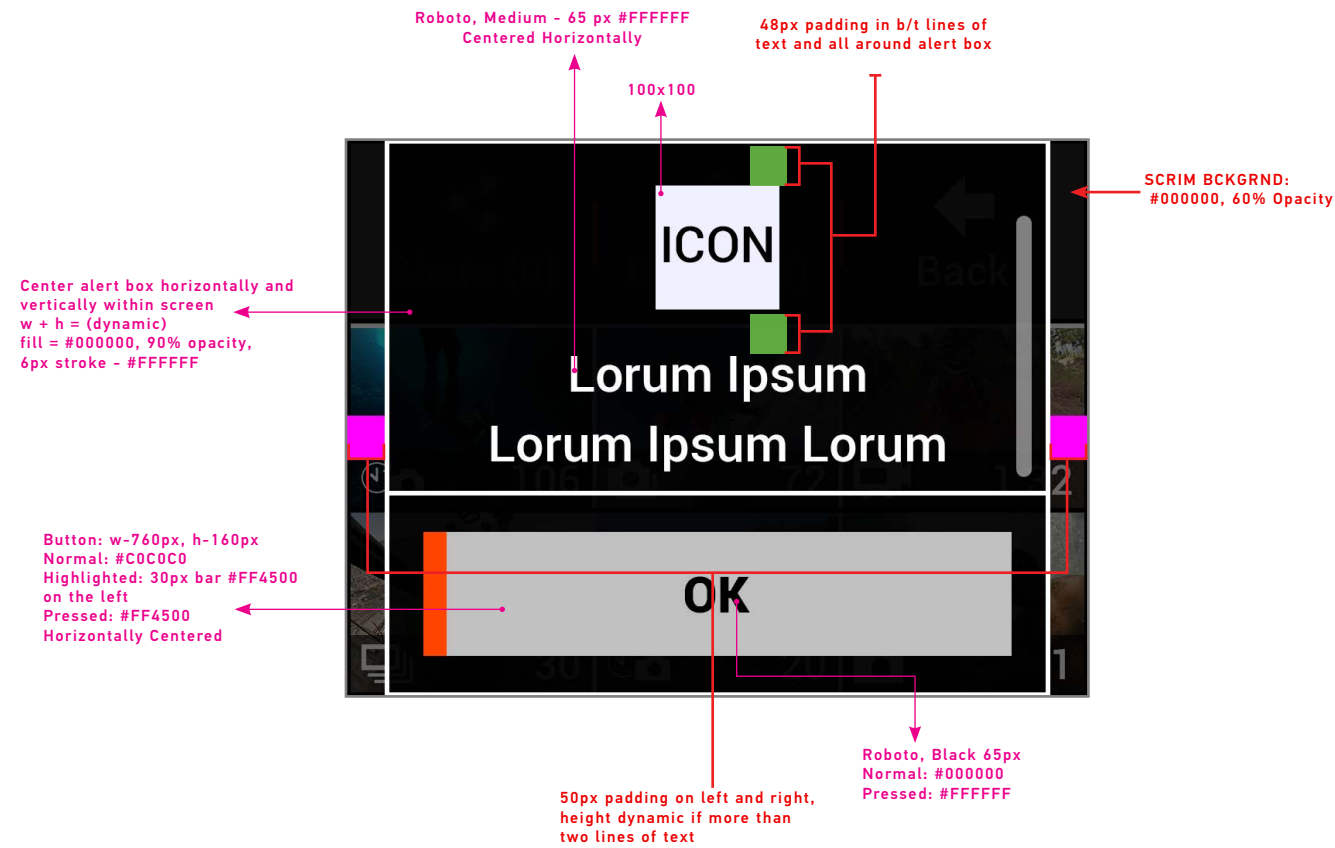
LAYOUT /// ALERT- TOAST

Confirmation Dialog w/Icon - Two Lines



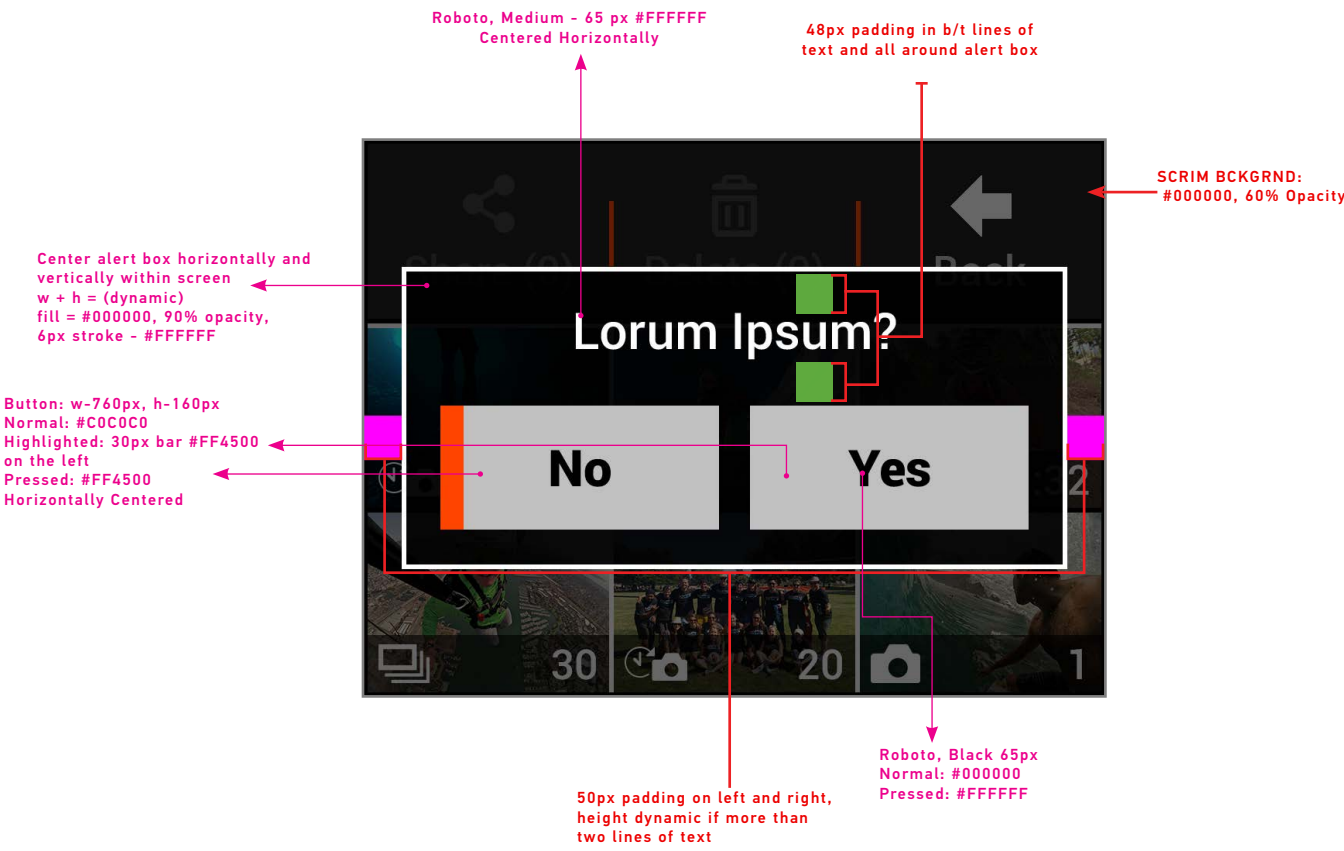
LAYOUT /// ALERT- TOAST

Confirmation Dialog w/Icon - Infinite Lines



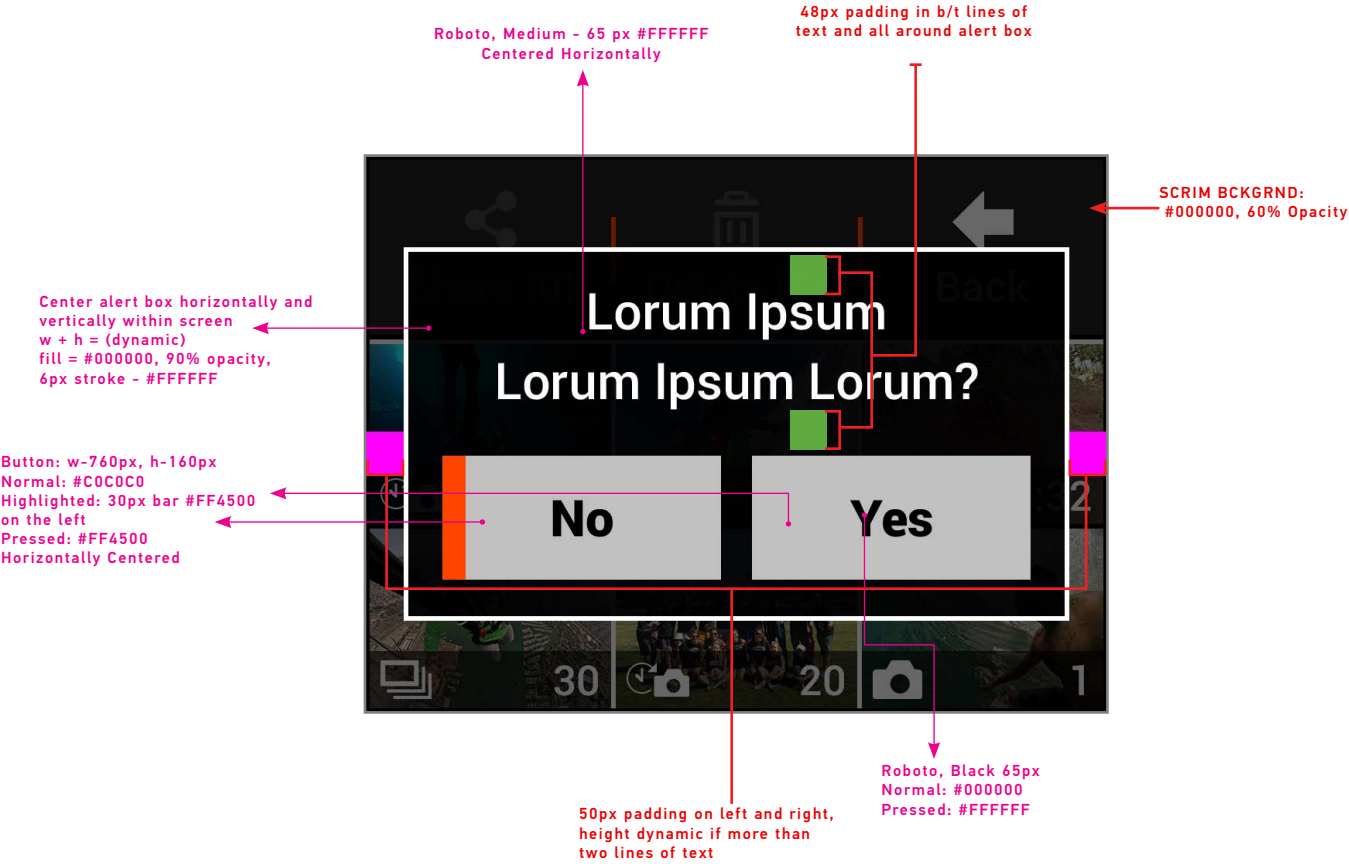
LAYOUT /// ALERT- TOAST

Choice Dialog - One Line



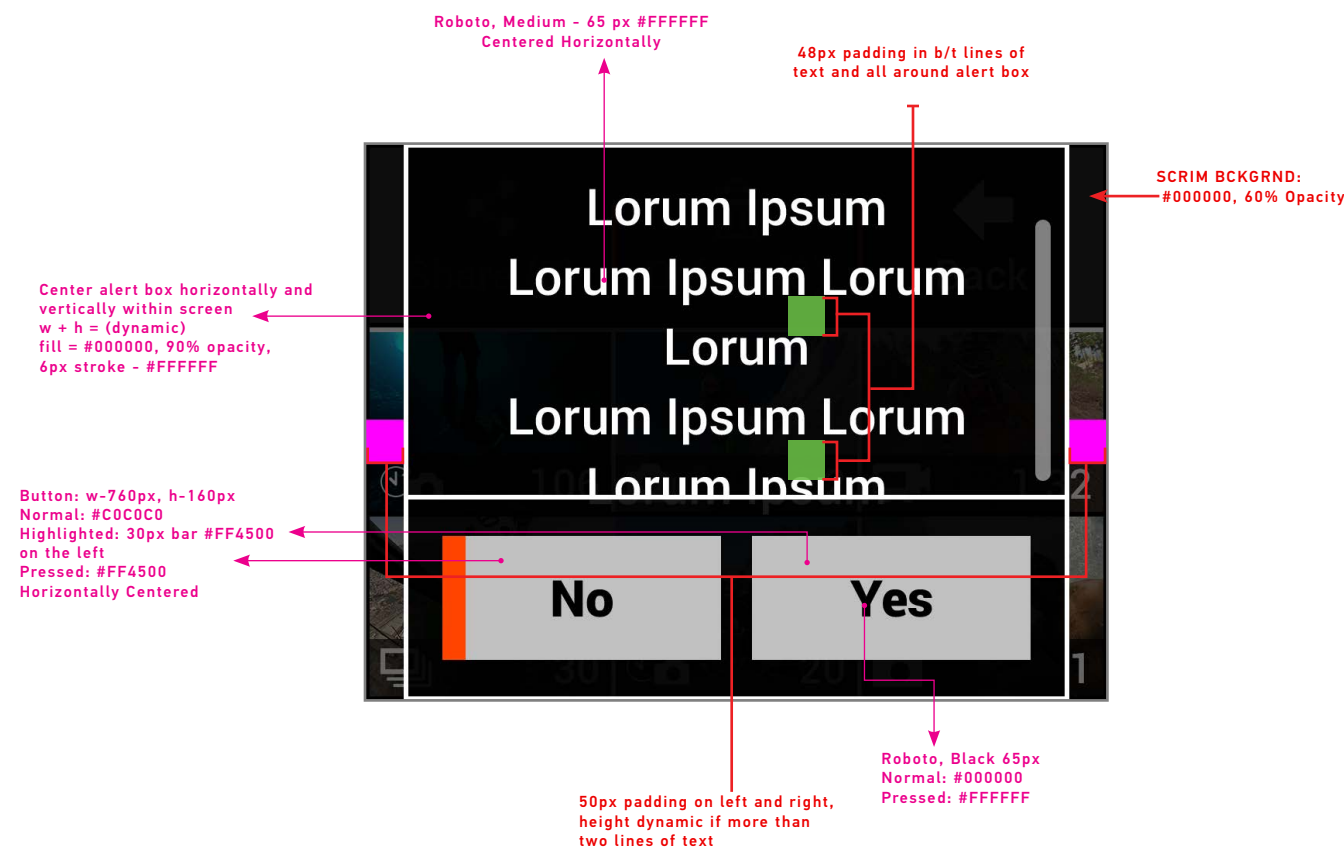
LAYOUT /// ALERT- TOAST

Choice Dialog - Two Lines



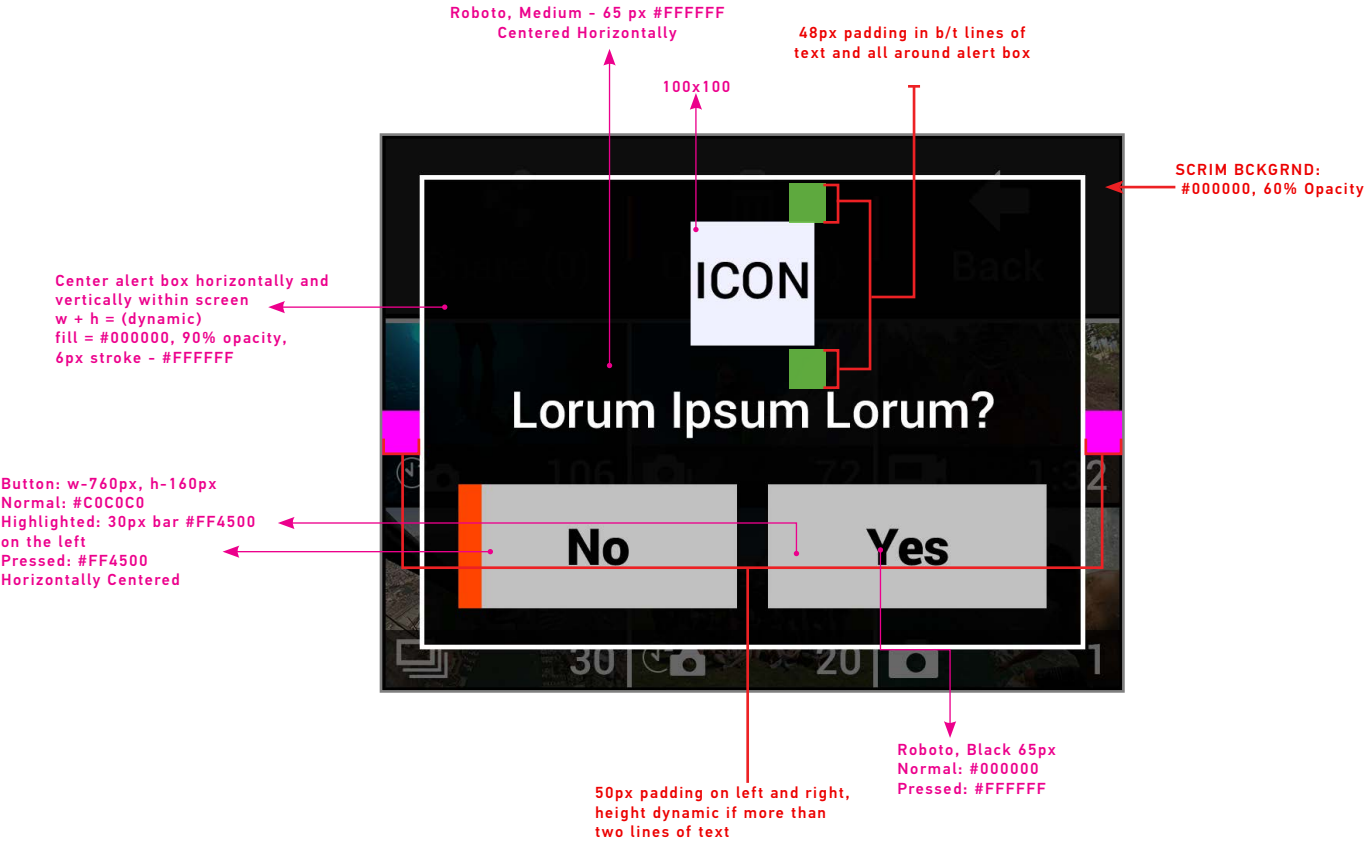
LAYOUT /// ALERT- TOAST

Choice Dialog - Infinite Lines



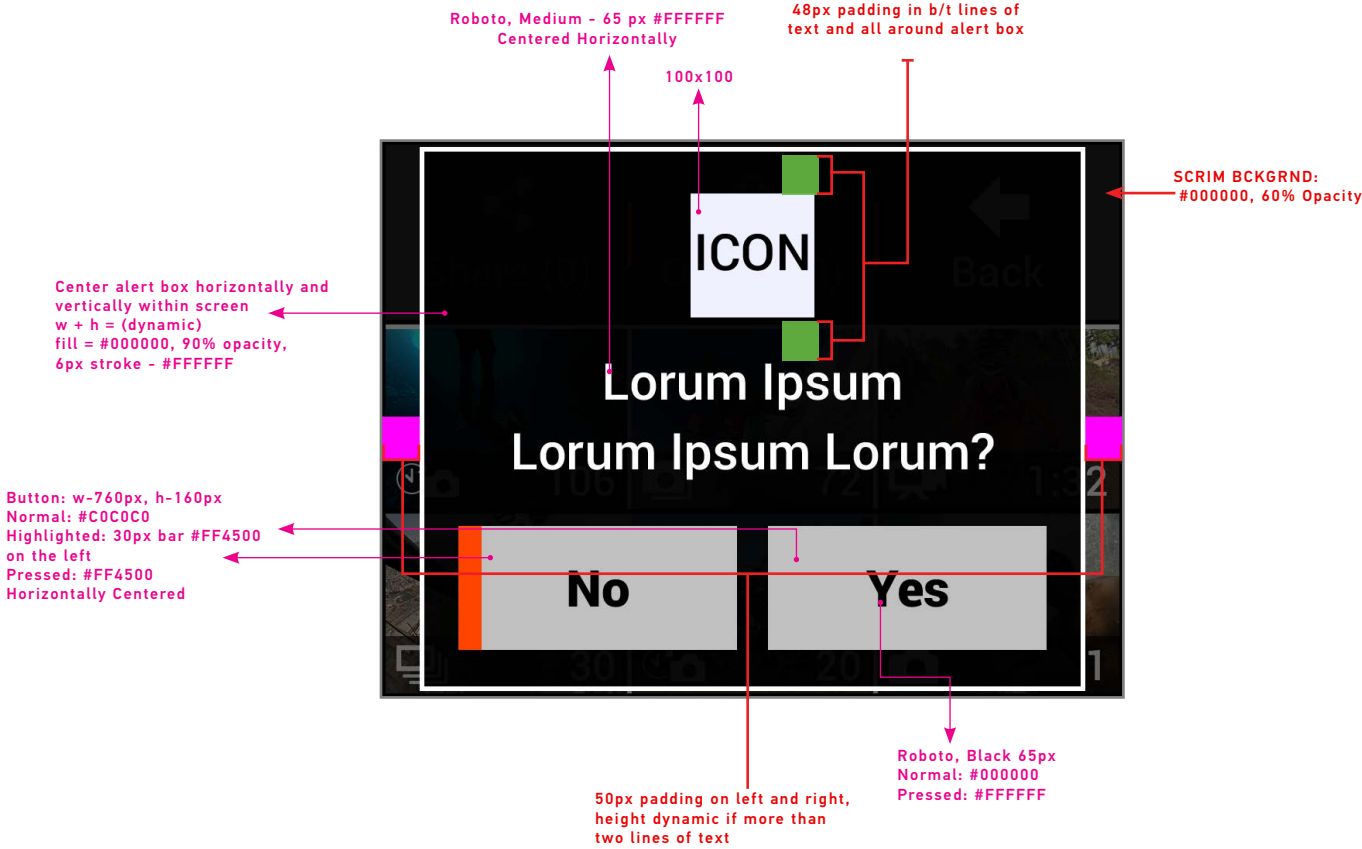
LAYOUT /// ALERT- TOAST

Choice Dialog w/Icon - One Line



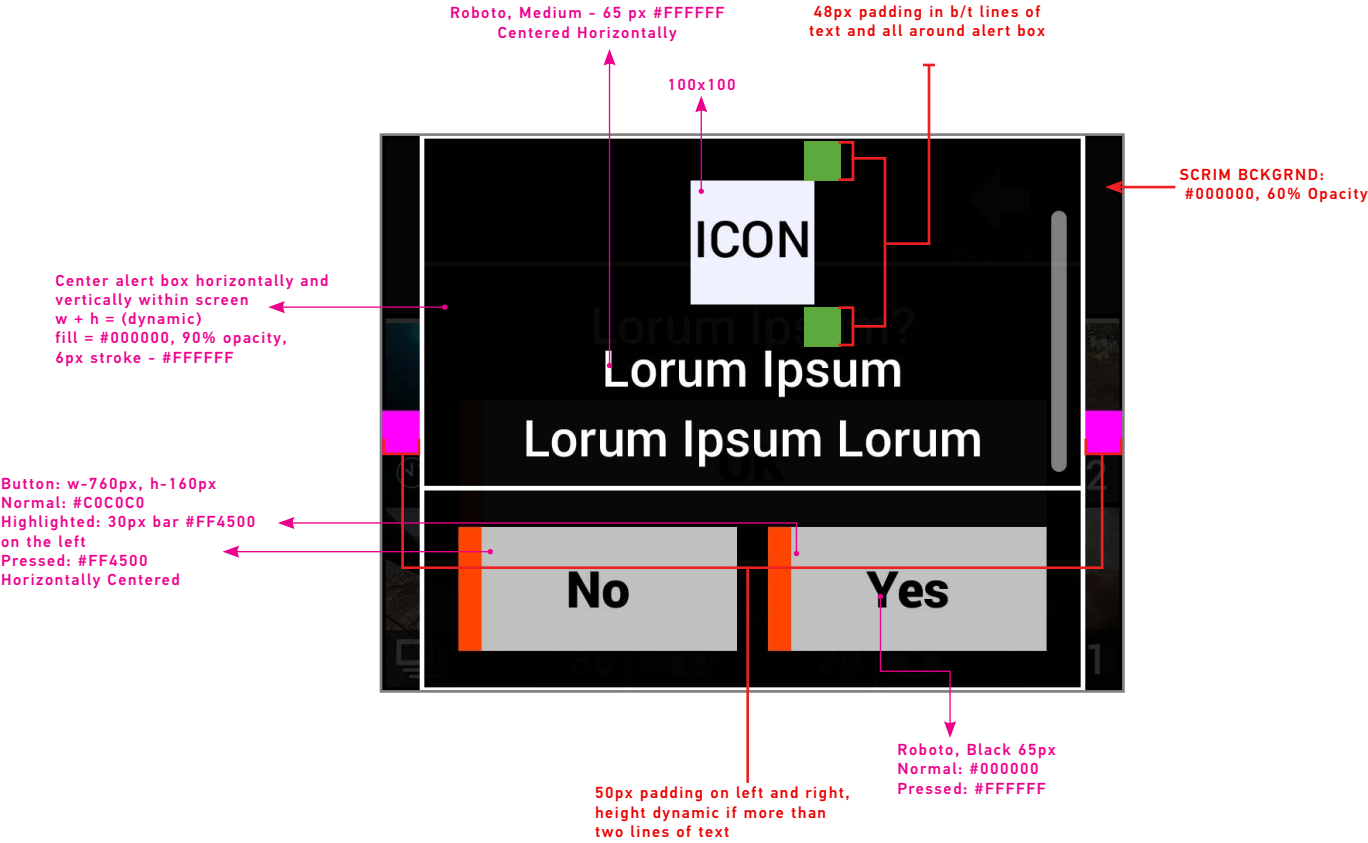
LAYOUT /// ALERT- TOAST

Choice Dialog w/Icon - Two Lines



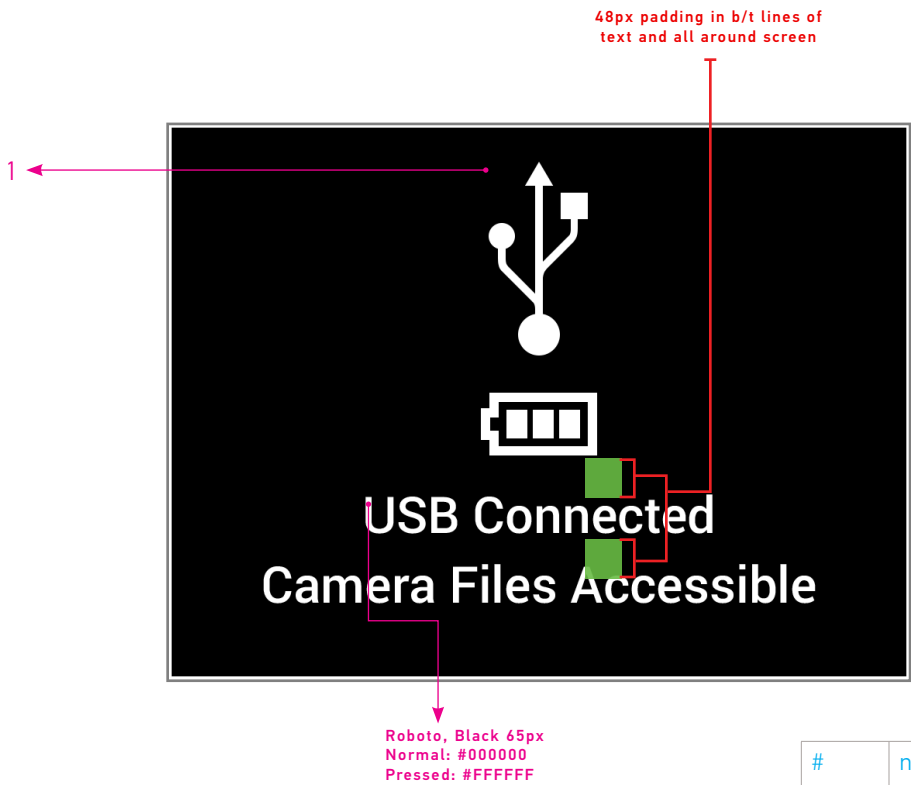
LAYOUT /// ALERT- TOAST

Choice Dialog w/Icon - Infinite Lines



LAYOUT /// ALERT- TOAST

Full Screen



GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
1	Alerts_USBBatteryIcon.png (4 frame sprite)	X	X	X	X	
1	Alerts_USBPlugIcon.png	X				
1	Alerts_USBPairingIcon.png	X				

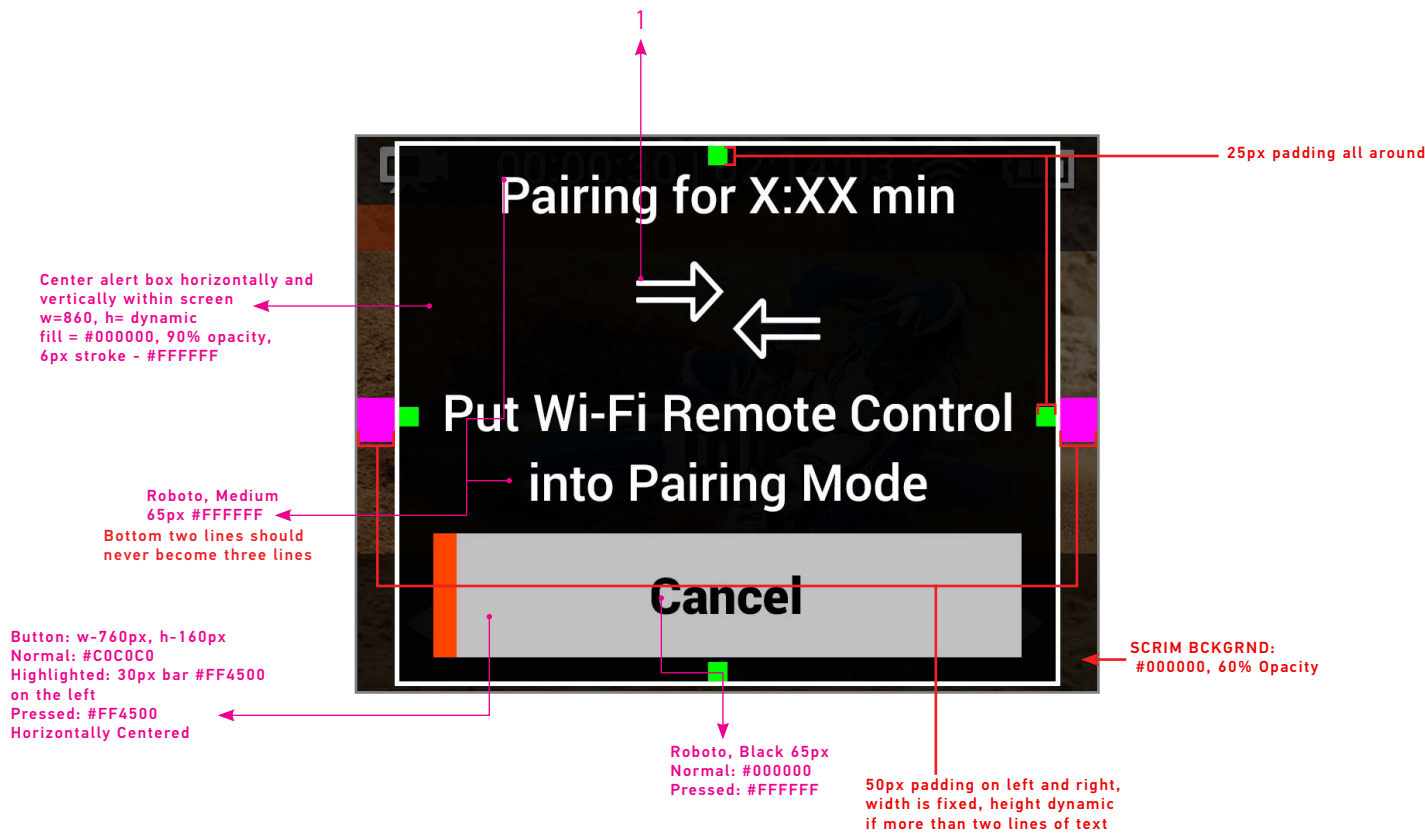
LAYOUT /// ALERT- TOAST

GoPro APP Pairing Screen



LAYOUT /// ALERT- TOAST

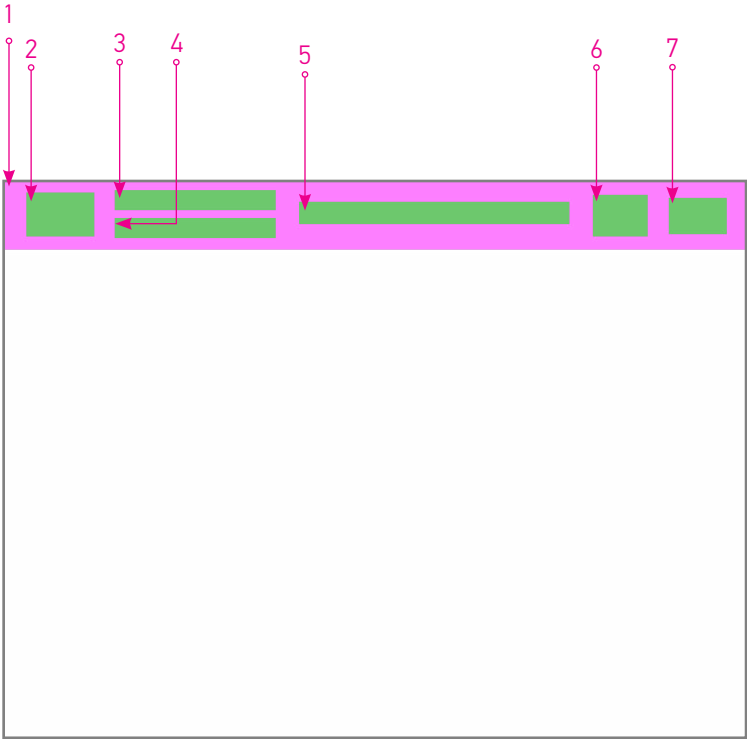
Remote Control Pairing Screen



GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	Alerts_USBPairingIcon.png	X			

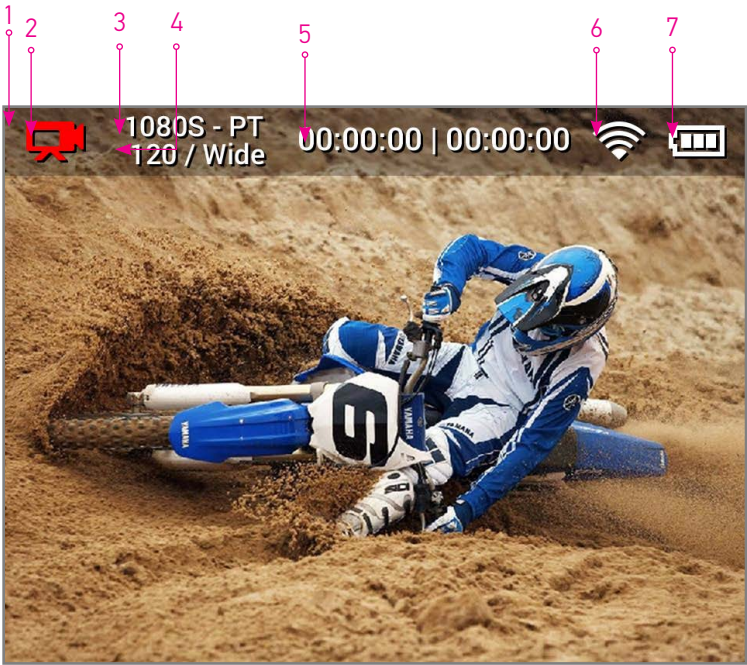
LAYOUT /// HDMI ENCODE



ANNOTATIONS

#	x - axis	y - axis	z - axis	width	height
1	0	0	0	960	90
2	30	16	1	88	57
3	144	13	1	208	26
4	144	49	1	208	26
5	382	28	1	349	29
6	761	19	1	71	54
7	859	23	1	75	47

ASSETS /// HDMI ENCODE



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	36px	Roboto, Medium	center	#####	#####	#####	#####
4	36px	Roboto, Medium	center	#####	#####	#####	#####
5	41px	Roboto, Medium	left	#####	#####	#####	#####

BACKGROUND ELEMENTS

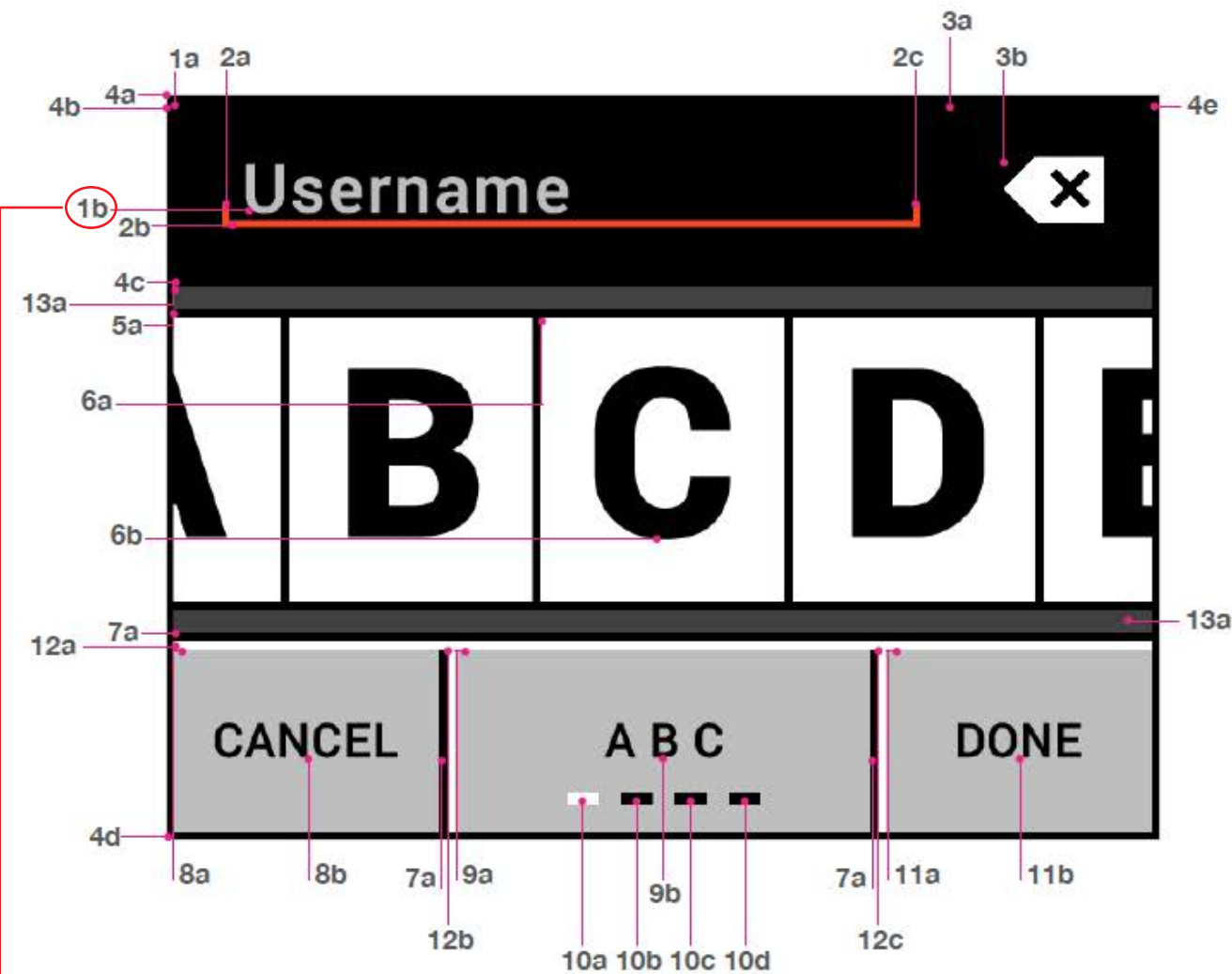
#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	top bar	#000000, 30%	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
2	HDMI_ICN_Video.png HDMI_ICN_VidTimeLapse.png HDMI_ICN_VideoPlusPhoto.png HDMI_ICN_Looping.png	x	x		
6	HDMI_ICN_Wifi.png	X	X	X	X
7	HDMI_ICN_AcCharge.png	X			
7	HDMI_ICN_Battery.png	X	X	X	X

KEYBOARD

FOR MORE DETAILS, PLEASE REFERENCE “SWIPE_KEYBOARD_REDLINESPECIFICATION_V1.4.PDF”

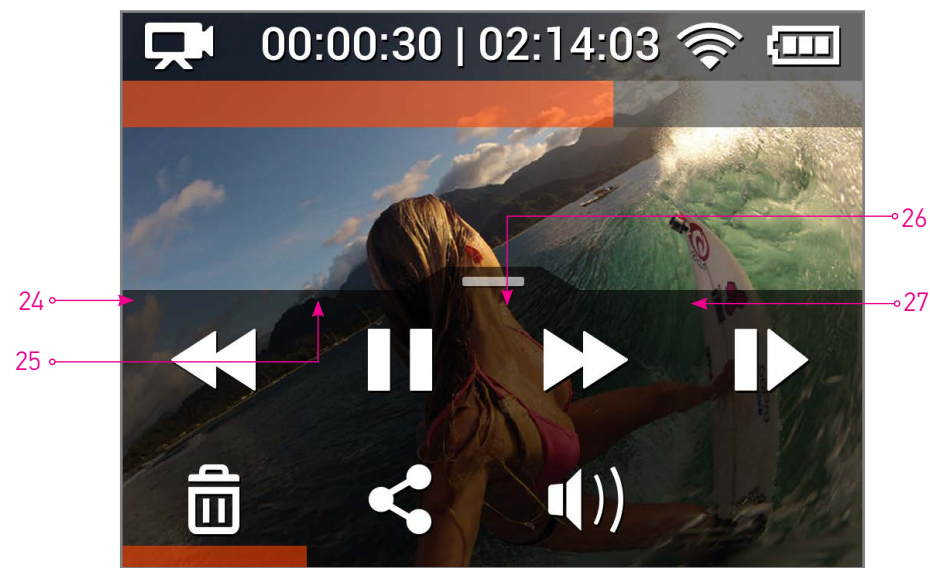


ANNOTATIONS

#	FILE NAME	COORDINATES	SIZE	SPECIFICATIONS
1	a) Header	x = 0px y = 0px	720 x 134	Color: 000000
	b) Text Input	x = 52px (Left of Div) y = 47px (Bottom of Div)	36px Tail	Font: Roboto, Medium / Size: 48px / Left Justified Color: 000000
2	a) Text Input Line 1	x = 42px y = 79px	6 x 18	Color: FF4500
	b) Text Input Line 2	x = 47px y = 92px	484 x 6	Color: FF4500
	c) Text Input Line 3	x = 641px y = 79px	6 x 18	Color: FF4500
3	a) Backspace Bkg	x = 666px y = 6px	148 x 128	Color: 000000 (norm) - FF4500 (selected)
	b) Backspace Btn	x = 607px y = 46px	72 x 48	Color: FFFFFFF / Center Justified
4	a) Top Divider Line 1	x = 0px y = 0px	720 x 6	Color: 000000
	b) Top Divider Line 2	x = 0px y = 6px	6 x 628	Color: 000000
	c) Top Divider Line 3	x = 0px y = 134px	708 x 6	Color: 000000
	d) Top Divider Line 4	x = 0px y = 634px	720 x 6	Color: 000000
	e) Top Divider Line 5	x = 714px y = 6px	6 x 628	Color: 000000
5	a) Mid Background	x = 6px y = 166px	708 x 218	Color: 000000
6	a) Char Button Box	x = 272px y = 402px	176 x 206	Color: FFFFFFF (norm) - FF4500 (selected)
	b) Character	x = 39px (Left of Box) y = 74px (Bottom of Box)	122px Tail	Font: Roboto, Black / Size: 170px / Center Justified Color: 000000 (norm) - FFFFFFF (selected)
7	a) Bot Background	x = 6px y = 390px	708 x 144	Color: 000000
8	a) Cancel Button Box	x = 6px y = 402px	182 x 132	Color: C0C0C0 (norm) - FF4500 (selected)
	b) Cancel Type	x = 30px (Left of Box) y = 64px (Bottom of Box)	26px Tail	Font: Roboto, Medium / Size: 34px / Center Justified Color: 000000 (norm) - FFFFFFF (selected)

→ 1b is #C0C0C0 (grey) until letters are entered... then turns to #FFFFFF (white)

LAST CAPTURED /// VIDEO



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

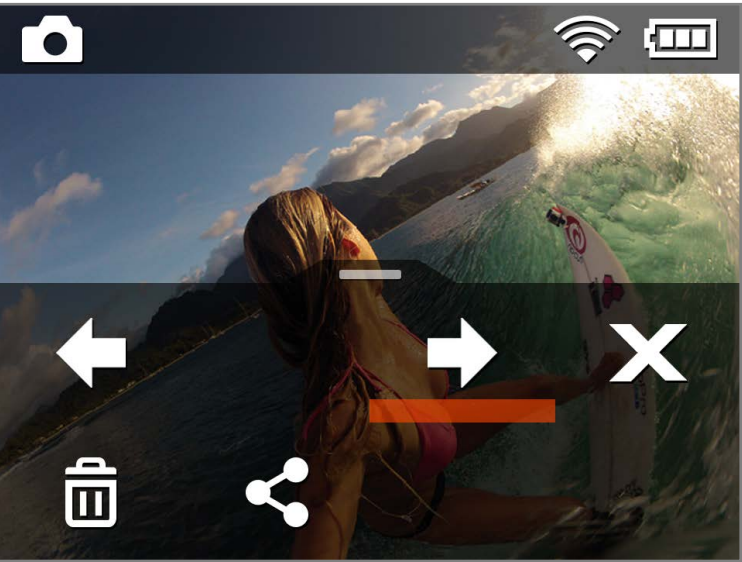
#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame E
2	CN_Video.png ICN_VidTimeLapse.png ICN_VideoPlusPhoto.png ICN_Looping.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
17	Playback_PreviousArrow_Button.png	X				
24	Playback_Rewind_Button.png (5 frame sprite)	X	1x	2x	4x	8x
18	Playback_Play_Button.png	X				
25	Playback_Pause_Button.png	X				
19	Playback_NextArrow_Button.png	X				
26	Playback_FastForward_Button.png (4 frame sprite)	X	2x	4x	8x	
20	Playback_Exit_Button.png	X				
27	Playback_SlowMo_Button.png (4 frame sprite)	X	1/2x	1/4x	1/8x	
21	Playback_Trash_Button.png	X				
22	Playback_Share_Button.png	X				
23	Playback_Volume_Button.png	X				

BETA RELEASE

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
6	progress	#FF4500, 60%	#FF4500, 60%	#FF4500, 60%	n/a
7	progress bar	#404040, 60%	#404040, 60%	#404040, 60%	n/a
9-12	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
13-16	buttons	#000000, 60%	#000000, 60%	#FF4500, 60%	n/a
28	selection	n/a	#FF4500, 60%	n/a	n/a

LAST CAPTURED /// PHOTO



GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame D disabled
2	ICN_Photo.png ICN_Continuous.png ICN_Night.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
13	Playback_PreviousArrow_Button.png	X				
14	Playback_NextArrow_Button.png	X				
15	Playback_Exit_Button.png	X				

BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
9-12	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a
17	selection	n/a	#FF4500, 60%	n/a	n/a

LAST CAPTURED /// MULTI-SHOT



FONTS

#	size	font	alignment	frame A normal	frame B highlight	frame C pressed	frame D disabled
3	60px	Roboto, Medium	left	#FFFFFF	n/a	n/a	n/a

GRAPHIC ASSETS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled	frame D disabled
2	ICN_Burst.png ICN_TimeLapse.png ICN_NightLapse.png	X	X			
4	ICN_Wifi.png	X	X	X	X	
5	ICN_AcCharge.png	X				
5	ICN_Battery.png	X	X	X	X	
8	Playback_PullTab_Button.png	X				
17	Playback_PreviousArrow_Button.png	X				
18	Playback_View_Button.png	X				
19	Playback_NextArrow_Button.png	X				
20	Playback_Exit_Button.png	X				
21	Playback_Trash_Button.png	X				
22	Playback_Share_Button.png	X				
24	Playback_PreviousArrow_Button.png	X				
25	Playback_Pause_Button.png Playback_Play_Button.png	X				
26	Playback_NextArrow_Button.png	X				
27	Playback_Back_Button.png	X				

BETA RELEASE

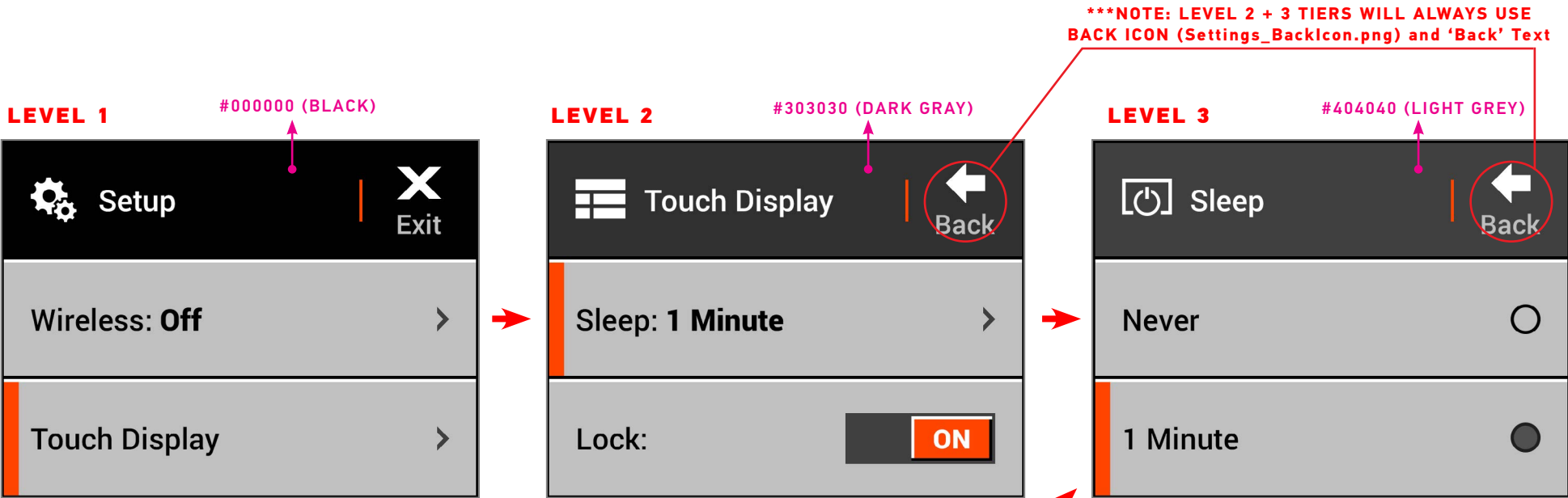
BACKGROUND ELEMENTS

#	name	frame A normal	frame B highlight	frame C pressed	frame D disabled
1	header	#000000, 60%	#000000, 60%	#000000, 60%	n/a
9-16	buttons	#000000, 60%	n/a	#FF4500, 60%	n/a

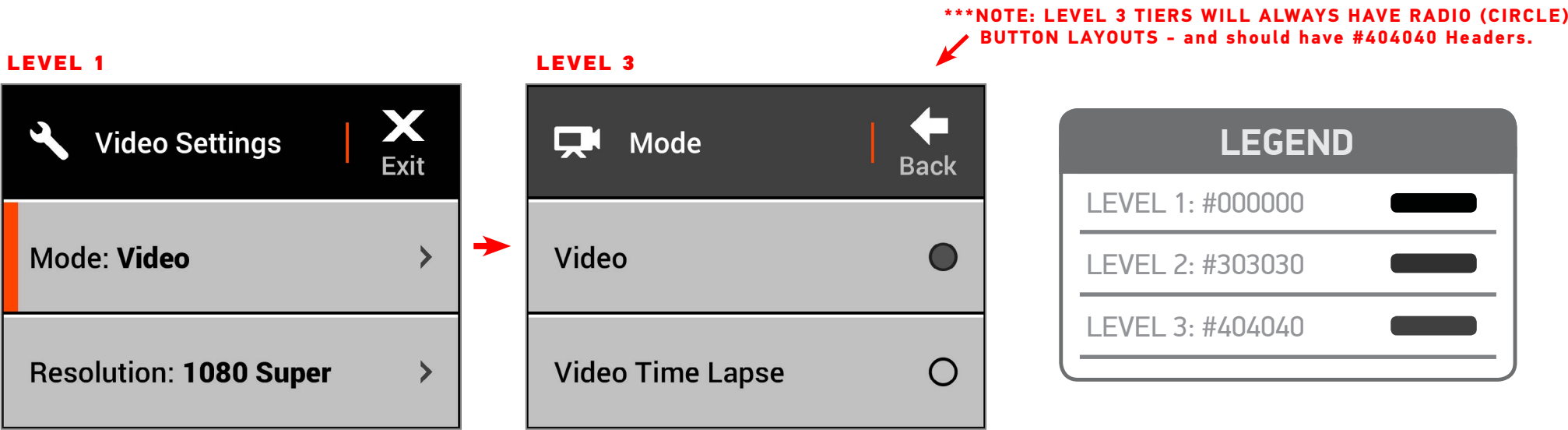
STYLE GUIDE /// SETTINGS TIERS

Examples of Level 1, 2, + 3

SETUP
SETTINGS
EXAMPLE



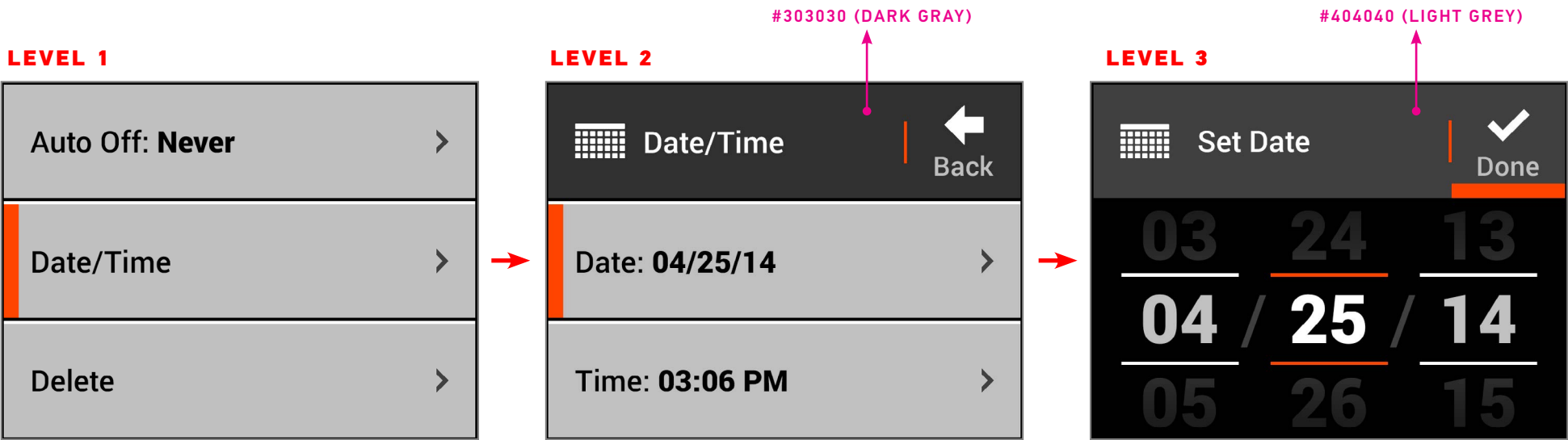
VIDEO
SETTINGS
EXAMPLE



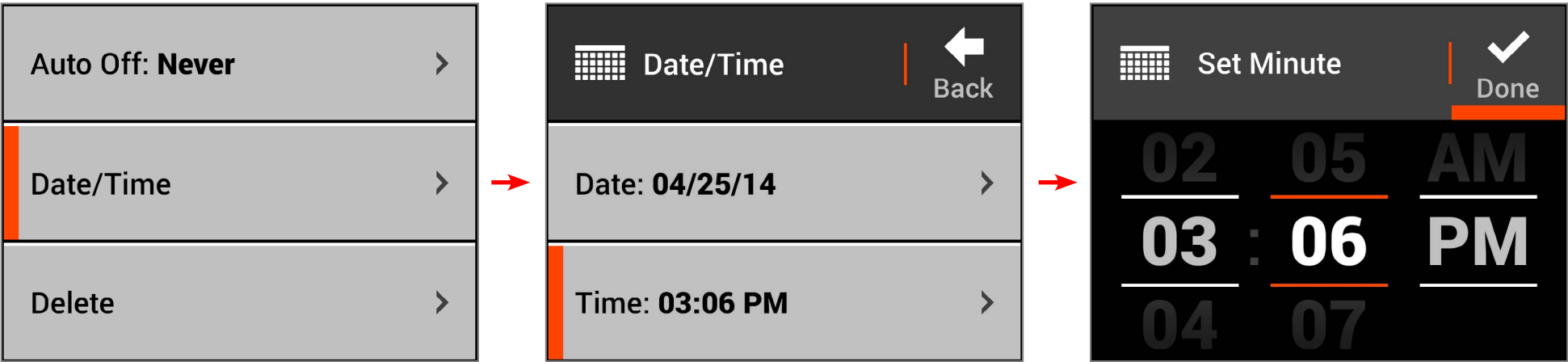
SCREEN FLOW /// DATE/TIME

Examples of Level 1, 2, + 3

DATE
EXAMPLE:



TIME
EXAMPLE:



Lunada Swipe 1.0 Design Stencil

Arctic Orange

A crisp arctic clarity, flat landscape, with a high energy punch.



COLOR



OPACITIES



TYPOGRAPHY

Roboto - Medium - 6.6mm (Alerts, Lists, OSD)

Roboto - Black - 6.6, 7.2mm (List Values, Alert Buttons)

Roboto - Medium - 7.2mm (ON/OFF)

ICONOGRAPHY and TYPE TREATMENTS



SAMPLE TEXT

Stand alone or on >60% Opacity:
Fill: #FFFFFF with #000000 2px down & right offset



SAMPLE TEXT

Icons on solid background: Solid Color

SETTINGS BUTTON STATES

Font styles "Medium" & "Black" 6.6mm

Idle		Button Fill: #C0C0C0 Top Highlight: #FFFFFF Bottom Highlight: #000000 Triangle Icon: #404040 Text 6.6mm: #000000
Highlight		Button Fill: #C0C0C0 Highlight: #FF4500 Top Highlight: #FFFFFF Bottom Highlight: #000000 Triangle Icon: #404040 Text 6.6mm: #000000
Pressed		Button Fill: #FF4500 Top Highlight: #000000 Bottom Highlight: #000000 Triangle Icon: #FFFFFF Text 6.6mm: #FFFFFF
Disabled		Button Fill: #202020 Top Highlight: #000000 Bottom Highlight: #000000 Triangle Icon: #404040 Text 6.6mm: #404040

SETTINGS TOGGLE ON/OFF STATES

Font styles "Bold" 6mm Button Track Fill #404040

ON Toggle		Button Fill: #FF4500 Top Highlight 6px: #FFFFFF Bottom Highlight 6px: #000000 Text: #FFFFFF
N/A Toggle		Button Fill: #202020 Top Highlight 6px: #000000 Bottom Highlight 6px: #000000 Text: #C0C0C0
OFF Toggle		Button Fill: #C0C0C0 Top Highlight 6px: #FFFFFF Bottom Highlight 6px: #000000 Text: #000000

SETTINGS HEADER STATES

Font styles "Medium" 6.6 & 6.0mm

Level 1		Background Fill: #000000 Icon Fill: #FFFFFF Text 1: 6.6mm #FFFFFF Divide Line: #FF4500 Text 2: 6.0mm #C0C0C0
Level 2		Background Fill: #303030 Icon Fill: #FFFFFF Text 1: 6.6mm #FFFFFF Divide Line: #FF4500 Text 2: 6.0mm: #C0C0C0
Level 3		Background Fill: #404040 Icon Fill: #FFFFFF Text 1: #FFFFFF Divide Line: #FF4500 Text 2: 6.0mm: #C0C0C0

For Below: Please refer to button/Header states for color & type reference*



State 1 - Idle First Level	State 2 - Idle 2nd Level
Bkg: #000000 Fill: #FFFFFF Text: #C0C0C0	Bkg: #303030 Fill: #FFFFFF Text: #C0C0C0

State 3 - Highlighted	State 4 - Disabled	State 5 - Pressed 2
Bkg: #FF4500 Fill: #FFFFFF Text: #FFFFFF	Bkg: #202020 Fill: #404040 Text: #404040	Bkg: #FFFFFF Fill: #FF4500 Text: #FF4500

SETTINGS BUTTON CIRCLE STATES

Width 60px Height 60px

Circle States	1 2 3	Circle 1: Stroke: 6px #000000 Circle 2: Fill: #404040 Circle 2: Stroke: 6px #000000 Circle 3: Fill: #FF4500 Circle 3: Stroke: 6px #FFFFFF
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THUMBNAIL STATES

All colors at 60% opacity except (*) is opaque

Idle		Info Ribbon: #000000 Icons:(*) #FFFFFF Text:(*) 6mm #FFFFFF
Highlighted		Info Ribbon: #FF4500 Icons:(*) #FFFFFF Text:(*) 6mm #FFFFFF
Pressed		Fill: #FF4500 Icons:(*) #FFFFFF Text:(*) 6mm #FFFFFF
Highlighted + Pressed		Fill: #FF4500 Info Ribbon: #FF4500 Icons:(*) #FFFFFF Text:(*) 6mm #FFFFFF

DATE/TIME STATES

Button States same as Settings

Idle		Top Text: 15mm #404040 Hilight Mid Text: 15mm #FFFFFF Idle Mid Text: 15mm #C0C0C0 Highlight Bar: 6px #FF4500 Idle Bar: 6px #FFFFFF
------	--	--

ALERT LAYOUT STATES

Button States same as Settings (Layout Varies)

Alerts		Text: 7.2mm #FFFFFF Icon: #FFFFFF Button Text: 7.2 #000000 Alert Background: 90% #000000 Alert Stroke: 6px #FFFFFF Background: 60% #000000
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PLAYBACK BUTTON STATES

All colors at 60% opacity except icons

Idle		Button Fill: #000000 Icon: #FFFFFF Icon Shadow: #000000
Highlight		Button Fill: #000000 Highlight Fill: #FF4500 Icon: #FFFFFF Icon Shadow: #000000
Pressed		Button Fill: #FF4500 Icon: #FFFFFF Icon Shadow: #000000
Highlighted + Pressed		Button Fill: #FF4500 Highlight Fill: #FF4500 Icon: #FFFFFF Icon Shadow: #000000

PLAYBACK TIMEBAR STATES

All colors at 60% opacity except (*) is opaque

Timebar		Elapsed Fill: #FF4500 Remaining Fill: #404040 Moment Tag Fill: #FFFFFF (*) Moment Tag Lead Fill: #FF4500(*)
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CLIP & SHARE

All colors at 60% opacity except (*) is opaque

Clip Bar		Clip Walls: #000000 Elapsed Fill: #FF4500 Remaining Fill: #C0C0C0 Video Bar: #404040 HiLight Tag Fill: #FFFFFF(*) HiLight Tag Lead Fill: #FF4500 (*)
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MODE MENU BUTTON STATES

Idle		Background Fill: #C0C0C0 Icon Fill: #000000 Highlight : 6mm #000000 Text: 6mm #000000
Pressed		Background Fill: #FF4500 Icon Fill: #FFFFFF Text: 6mm #FFFFFF

MODE MENU BACKGROUND

30% background opacity

	Button Background: #000000 Scrim Background #000000
--	--

SETUP/PLAYBACK IDLE

Same states as above Mode Menu with a 6px #000000 Stroke

		Stroke: 6px #000000 Stroke: 6px #FFFFFF
--	--	--

IDLE/ENCODE LAYOUT STATES

All Icons have a #000000 2px Dropshadow

Idle		Icons: #FFFFFF & FF0000 Tab Icons: #FFFFFF 60% Opacity
------	--	---

ICONOGRAPHY and TYPE TREATMENTS



SAMPLE TEXT

Stand alone or on >60% Opacity:

Fill: #FFFFFFF with #000000 1px down & right offset



SAMPLE TEXT

Icons on solid background: Solid Color