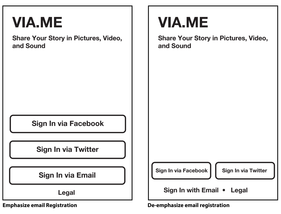
1a. Sign Up

1st time registering user with no account



Emphasize email Registration **De-emphasize email registration**

link to web view for pw recovery on sign in email screen only

One Time Only Registration - 1 screen

web version contains profile building in 3rd screen of onboarding

Error handling: if Facebook must be same email

Only 6 characters?

1. Why do we need this info? We need only need it one time - OPTIONS:

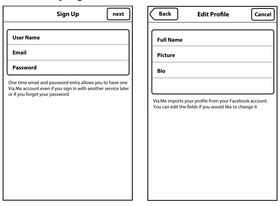
Option1: One time email and password entry allows you to have one Via.Me account even if you sign in with another service later or if you forget your password

Option2: When signing in with Facebook or Twitter you only need to provide this information one time so we can recover your account if you forget your password

Option3: When signing in with Facebook or Twitter we only need an email, username, or password one time. This way you can always find all of you posts in one place

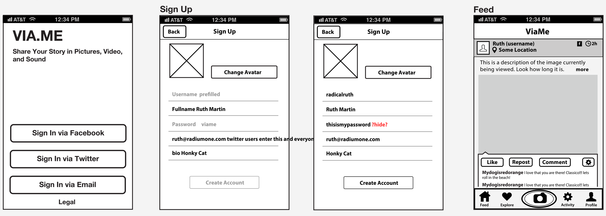
Option 4: If you forget your password at anytime we want you to be able to access your account.

One Time Only Registration - 2 screens



1. Sign Up Integrated Profile Setup

1st time registering user with no account



error handling email must be valid format and mandatory and unique
if fraud support link for dup emails

3. Sign In Mandatory Email

Returning Twitter or Facebook user with mandatory email and password submission

Scenarios:
1. iPhone/Android native app User HAS NOT updated app since required email and password creation has beeen implemented for ALL users
2. iPhone/Android native app User HAS updated app since this update

Account Verification Option1

Account Verification Option2

Account Verification Option3

On Submit Error - Empty Fields

Verified - Dismiss to Feed

If mandatory: Send an email blast to existing users:

Option 1. Dear Ruth,

We value your use of Via.Me. As we improve privacy and your ability to manage multiple accounts we have made changes to our sign in process.

What this means for you:
Next time you sign into Via.Me we will request you verify your existing account by providing us with a username, email and password.

After this one time account verification you will be able to access your account any way you like at any time, wether through Facebook, Twitter or email.

Option 2. Dear Ruth,

Now you can sign into the same Via.Me account with any service! This will ensure all of your content is in one place and it will verify your account with us to further protect your privacy.

Next time you visit Via.Me you will be asked to enter an email and password one time only. This enables you to log in with any method you like in the future, wether it be Facebook, Twitter, or email. When signing in with Facebook or Twitter in the future you will not have to enter an email or password with viame again.

4. Sign In Opt Out Email with Incentive

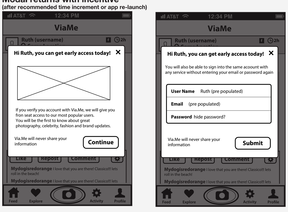
Returning Twitter or Facebook user with OPT OUT email and password submission

Account Verification

Feed (on modal dismiss)

Modal returns with incentive

(after recommended time increment or app re-launch)



5. Sign In Mandatory Password

Returning Twitter or Facebook user with mandatory password submission and optional email entry

Twitter or Facebook Sign In - Password Verification

Feed with Persistant Email Verification Alert

This implementation is only viable if we are removing facebook actions from the application

Email Verification Entry OR Feed with NON Persistant Email Verification Alert. This would appear at a set interval until user excepts.

5a. Sign In Mandatory Password - non modal

Returning Twitter or Facebook user with mandatory password submission and optional email entry

Twitter or Facebook Sign In - Password Verification

Feed with confirmation

3a. Sign In Mandatory Email

Returning Facebook User - Email Verification

Returning Twitter User - Email Submission

8. Sign In No Facebook

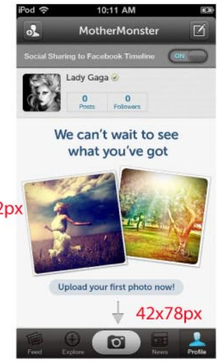
returning user is logged out with no Facebook option

Feed

Profile and Feed Empty State Spec and Animation

568h

Slice sizes - at actual @2x size



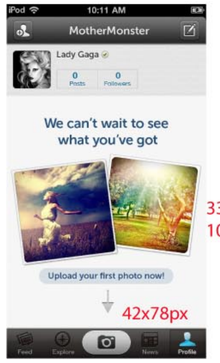
332x332px
100%

header Font for 568h is 22pt

subheading stays the same

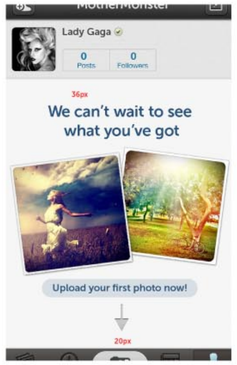
styles stay the same but drop shadow faces down, not up

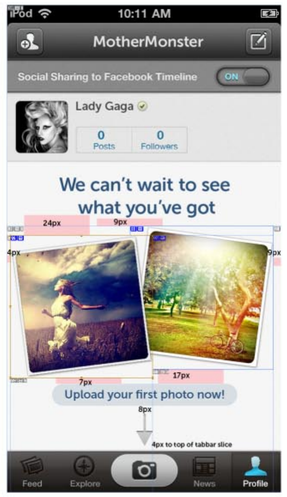
for both versions of 568h



334x334px
100%

Margin/Padding sizes are @1x



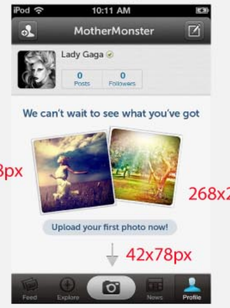


All right sides of left photo1 slices are 10px right of the center (320px) point

All left sides of right photo2 slices are -15px right of the center (320px) point

480h

Slice sizes at actual @2x size - size hasn't change for 480h



278x278px

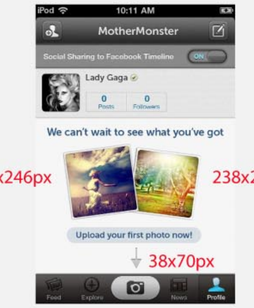
268x268px

Heading sizes stay the same

styles stay the same but drop shadow faces down, not up

for both versions of 480h

Slice sizes @2x



246x246px

238x238px

Margin/Padding sizes

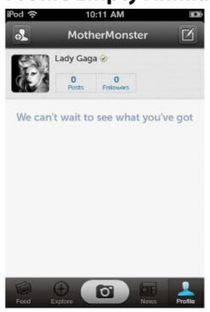
Margin/Padding sizes

Same layout and padding on both 4 inch layouts only vertically centered without Social sharing header

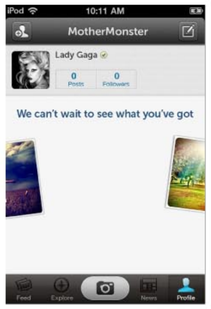
General spec for feed slices/margin. Center same layout within 568h and when no FB Social header exists.

Same images and fonts for all layouts on feed empty state

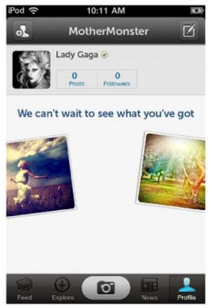
Profile Empty Animation

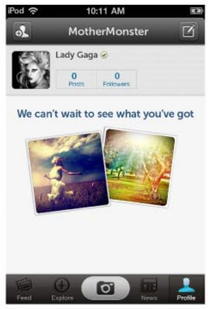


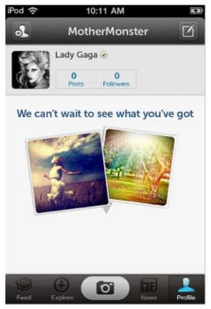
Fade in headline first



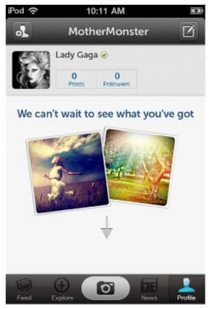
Photos simulateously slide in from left and right into place

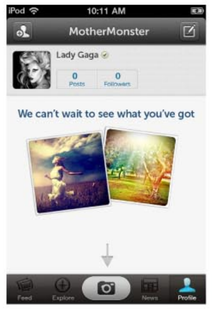


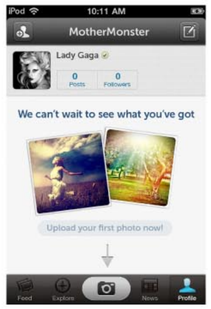




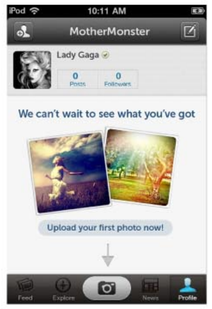
After photos slide in arrow slides down





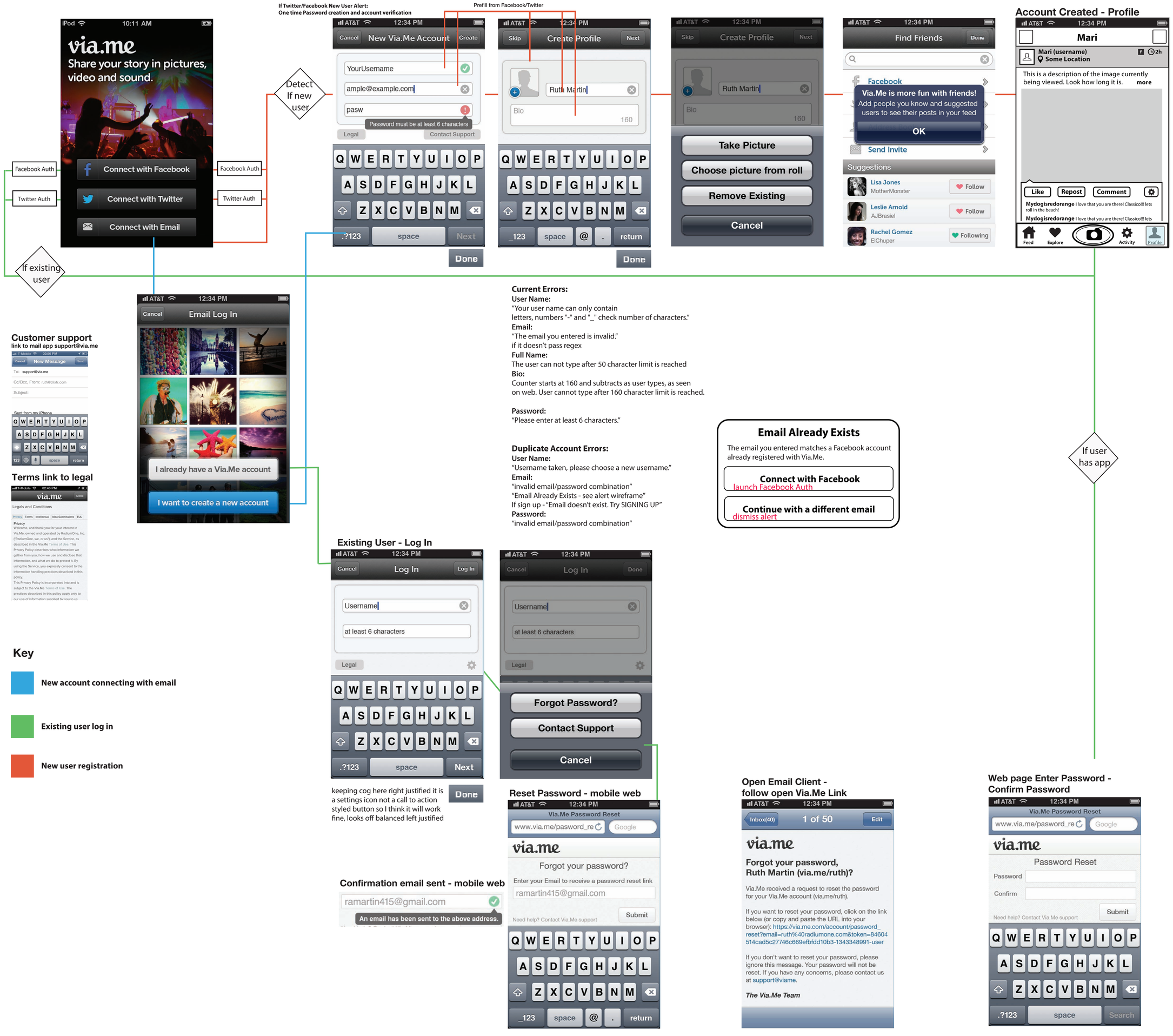


Subheading fades in last

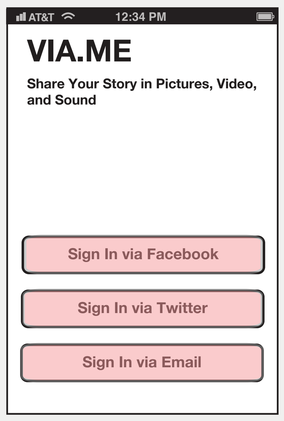


Feed Empty Animation

iPhone New User Registration (Sign Up) with Existing User Log In Option



2. New User Registration (Sign Up) 2 Screen Layout

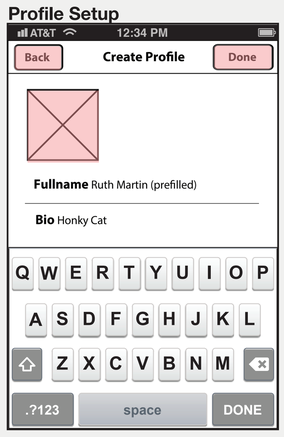


Account Setup - Email

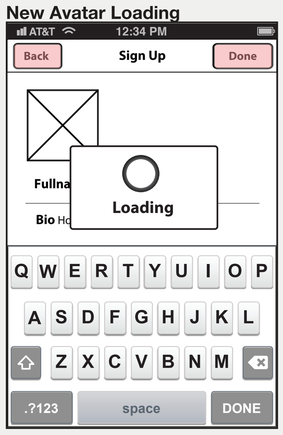
error handling: email is required, must be valid format, and unique. support link if user questions dup email errors, etc.

will provide detail on error states

Profile Setup

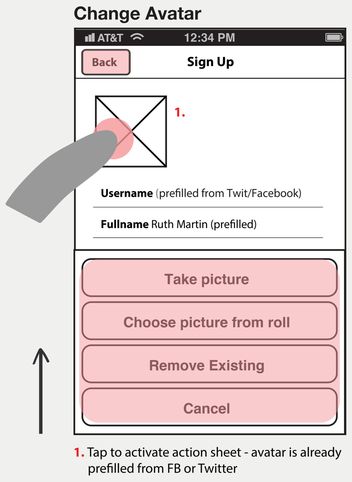


New Avatar Loading



2. Load and fade In Avatar in place of empty state or existing avatar

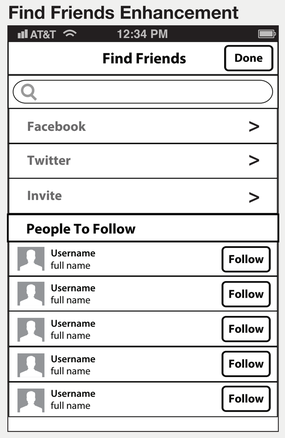
Change Avatar



1. Tap to activate action sheet - avatar is already prefilled from FB or Twitter

Find Friends (Your Interests on web)

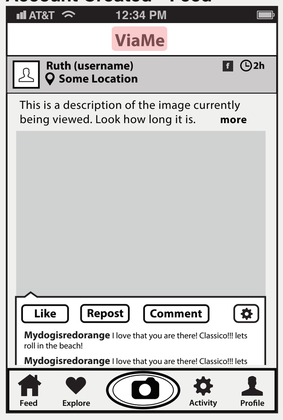
Find Friends Enhancement

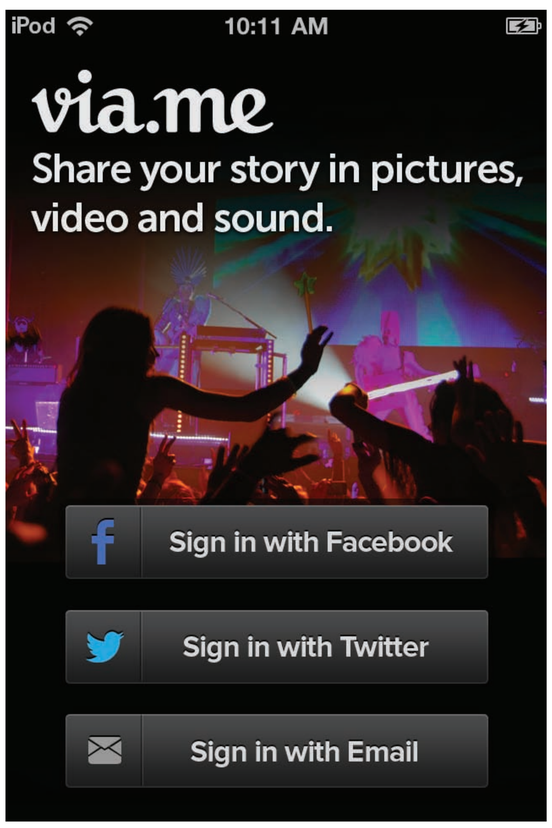


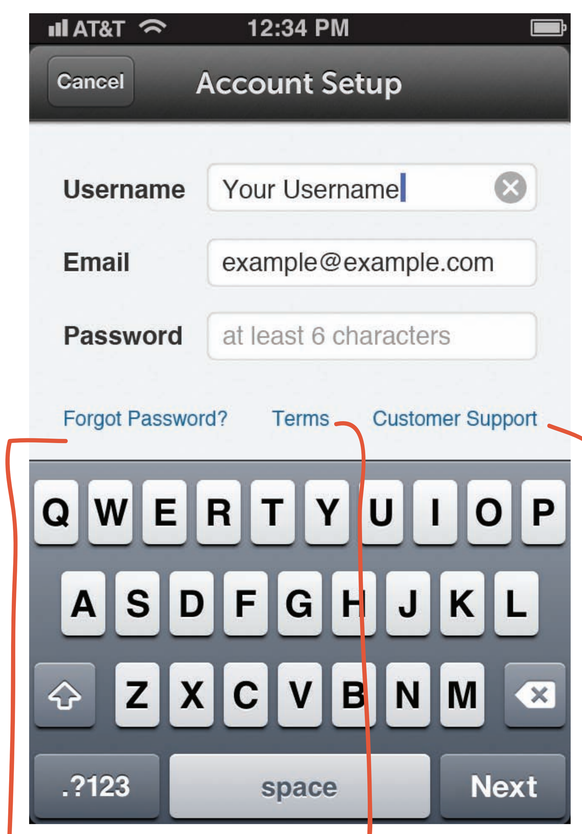
Future: Modal tour with tool tips

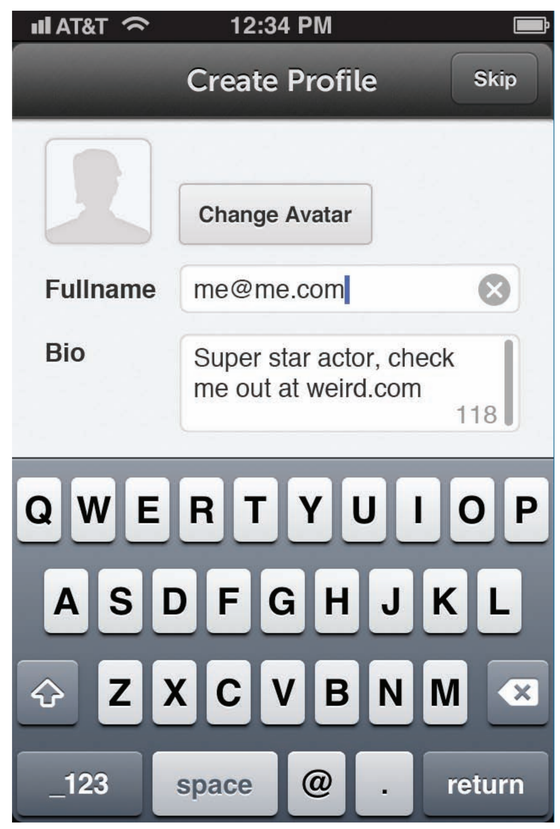
Search for your friends on viame

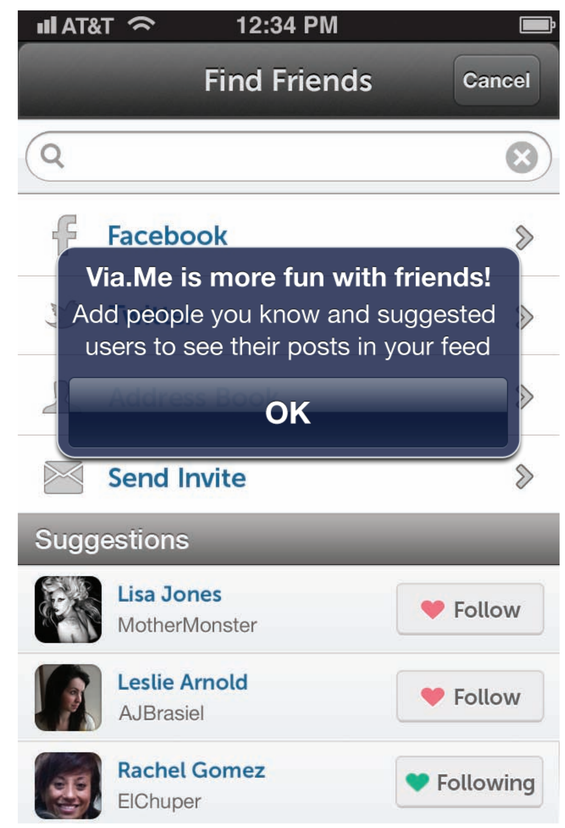
Account Created - Feed



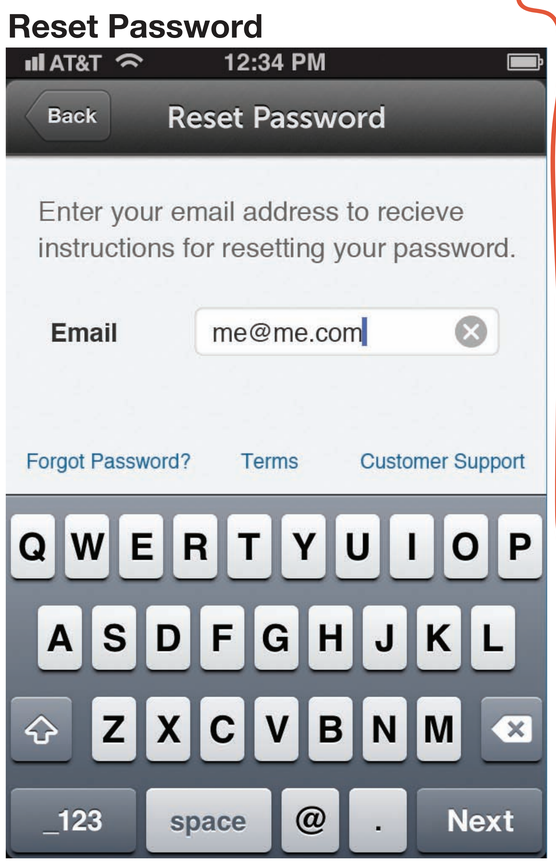






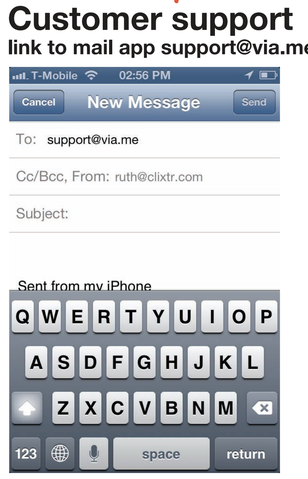


Reset Password

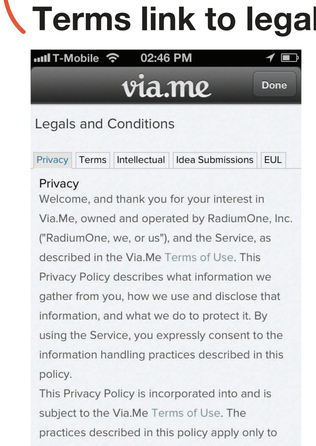


Customer support

link to mail app support@via.me



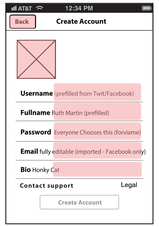
Terms link to legal



1. New User Registration (Sign Up) Integrated Profile Setup

1st time registering user with no account

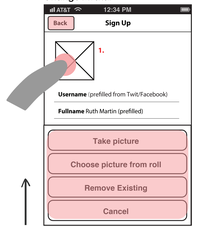
Account Creation



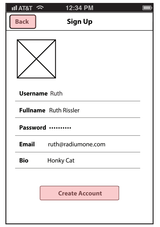
error handling: email is required, must be valid format, and unique
support link for questions, especially around dup emails

will provide detail on error states

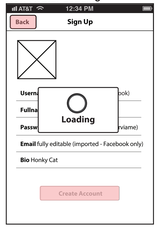
Change Avatar



1. Tap to activate action sheet - avatar is already prefilled from FB or Twitter - also having keyboard with this interaction may be awkward



New Avatar Loading



2. Load and fade In Avatar in place of empty state or existing avatar

Find Friends (Your Interests on web)

Find Friends Enhancement

Tool tips can act as tour

Search for your
friends on viame

Account Created - Feed

2. New User Registration (Sign Up) 2 Screen Layout

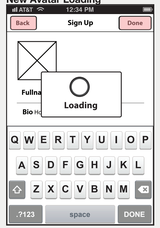
Account Setup - Email

error handling: email is required, must be valid format, and unique.
support link if user questions dup email errors, etc.

will provide detail on error states

Profile Setup

New Avatar Loading



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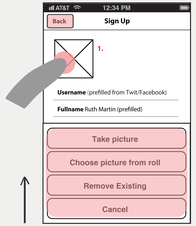


1. Tap to activate action sheet - avatar is already prefilled from FB or Twitter

Find Friends (Your Interests on web)

Find Friends Enhancement

Future: Modal tour with tool tips

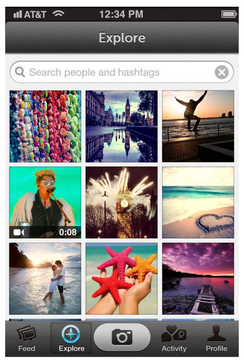
Search for your
friends on viame

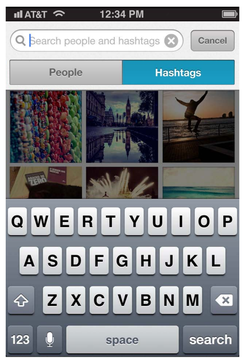
Account Created - Feed

via.me iPhone Search Feature

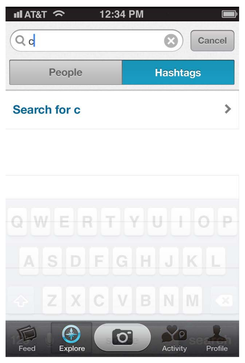
Hashtag and People Search in Explore

Changes -
1.add results to list for hashtags based on auto update while typing
3.change names on buttons to directly correlate with search results - no sub filtering
3.Show interactivity of auto complete on lists - improve on this from current loader - add empty states



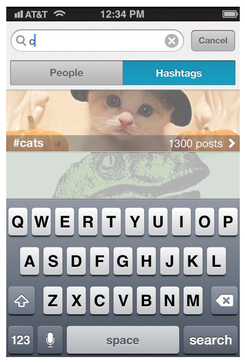


User types "c"

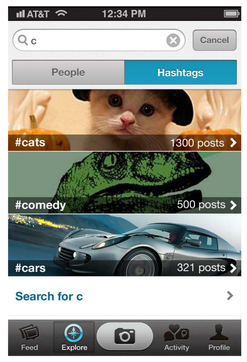


First result is option to search on one letter as seen in Find Friends view. This acts as empty state as results fade in above this row into table view.

Results fade in above search item row

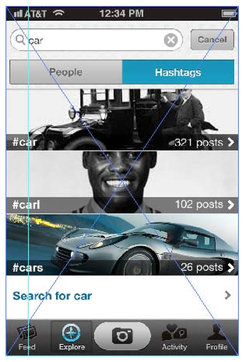


Result thumbnail is post center cropped vertical and 1/3 down on Y axis

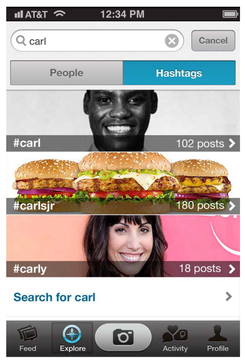


Auto complete on hashtag search ordered by number of posts with hashtag. Iterations may include word stemming to increase relvance of results.

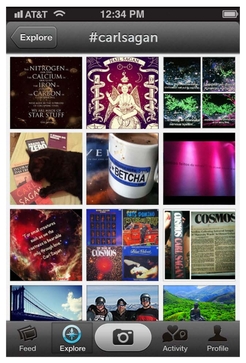
User types additional "ar"



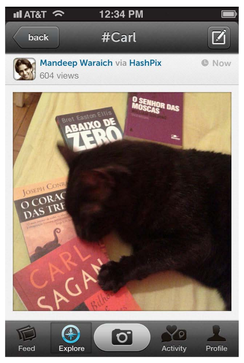
User types additional "l"



Results thumbnails

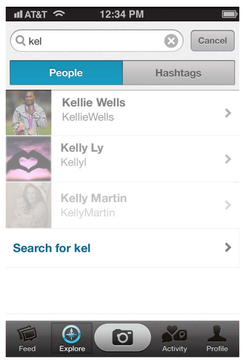


Media page

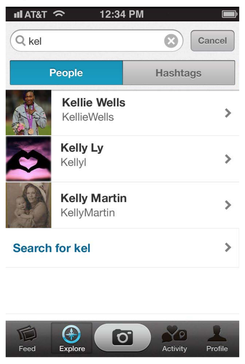


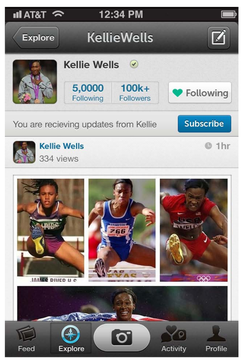
tag results can be returned in this list style for first iteration

People Results auto complete list



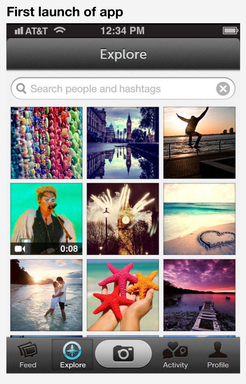
User stops typing or taps search on keyboard or bottom of list





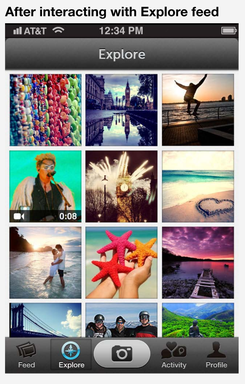
Interactivity Improvements

First launch of app



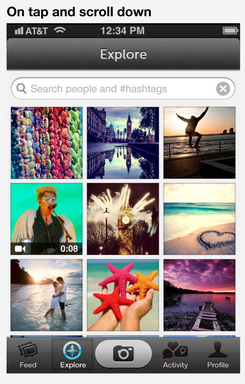
First visit of Explore tab user is shown search field

After interacting with Explore feed

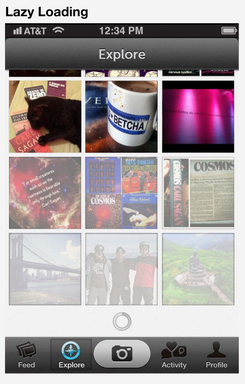


After user scrolls and moves back and forth through views search field is hidden

On tap and scroll down

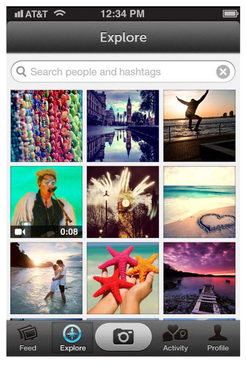


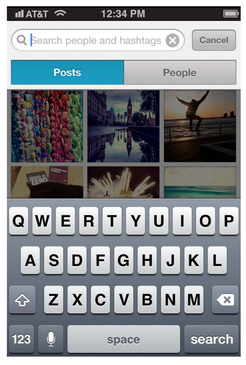
Lazy Loading



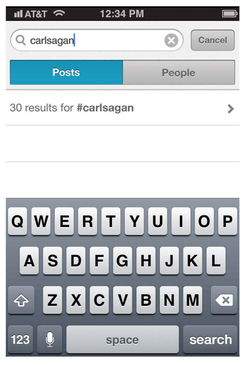
As user scrolls down new post thumbs fade in after loaded. When there are not enough available thumbs loader is queued until more are available to fade in.

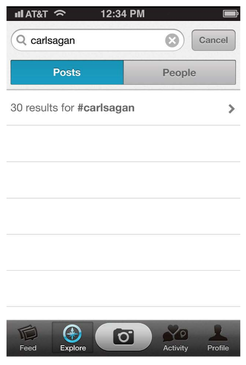
1. OLD Search in Explore

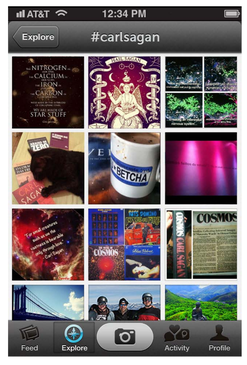




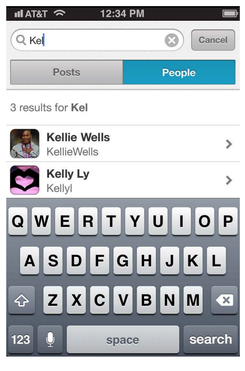
or buttons read hashtag and username

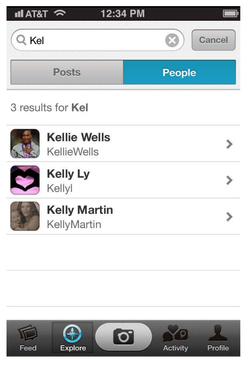


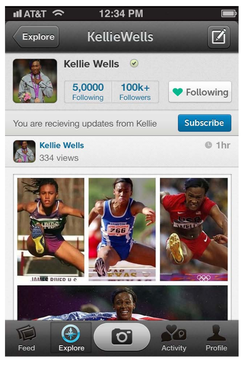




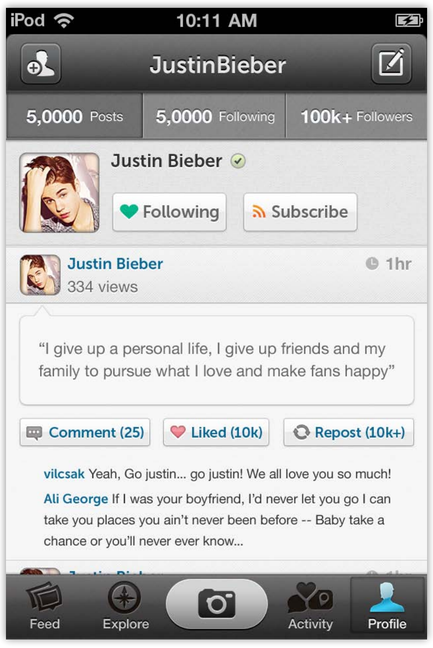
or image results load in?



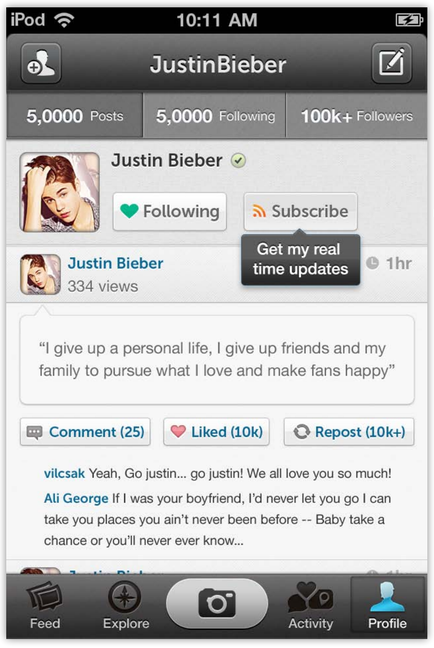




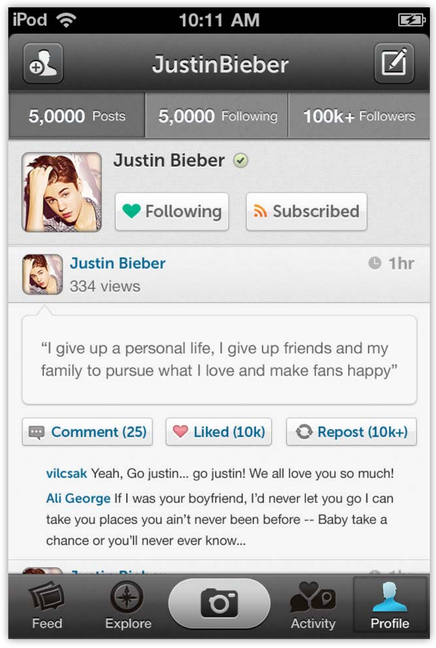
Via.Me iPhone Subscribe Media Variations



1. Subscribe button moved to profile header and following and followers turned into more obvious navigation

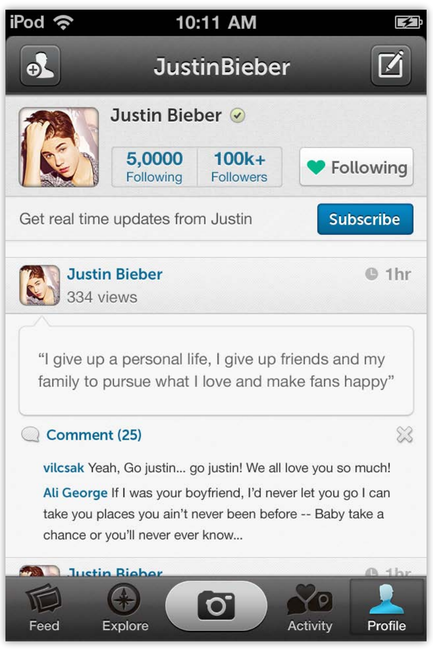


1a.Selected state describes more about what happens from pressing subscribe.

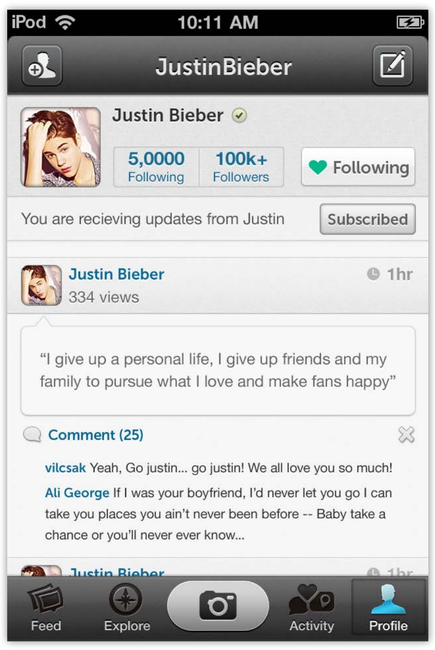


1b. Subcribed state of button. Now this user ranks higher in your feed and you will get notifications on all of their activity. Pressing subscribed changes state back to subscribe pressing again changes button back to subscribe

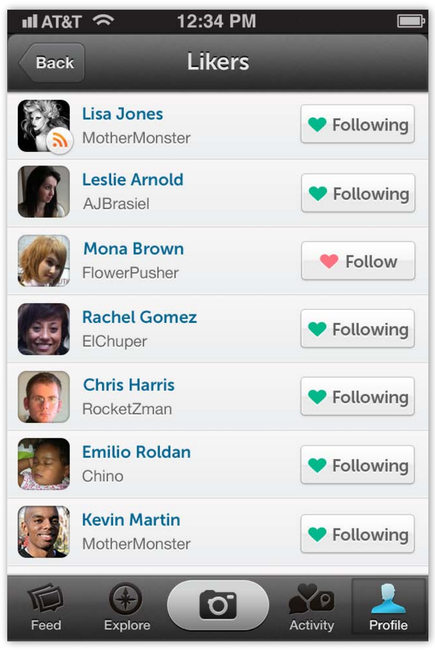
Example of push notification from a user you subscribed to



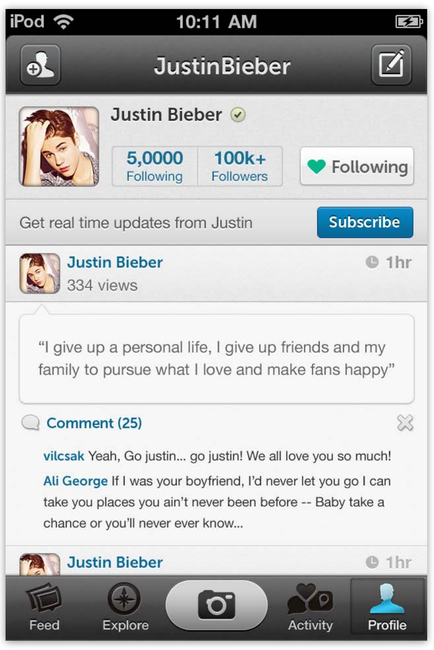
2. Same as #1 only with smaller button



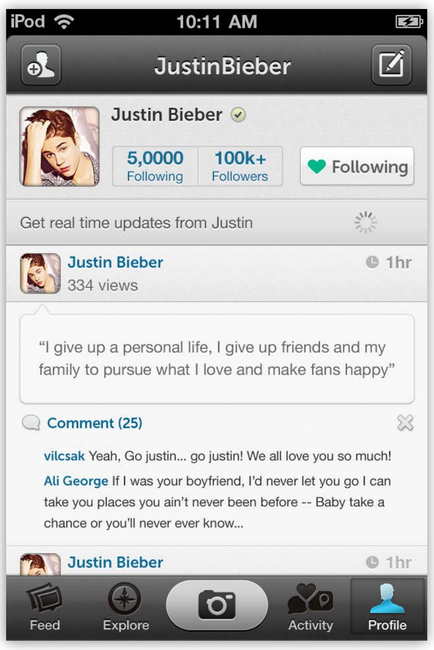
2a. Same as 1a but with different button style



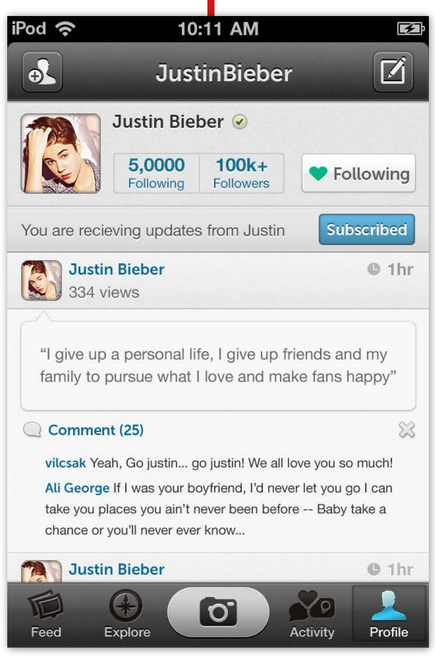
Example of a list view where where a user you are following is badged as one of the users you have subscribed to



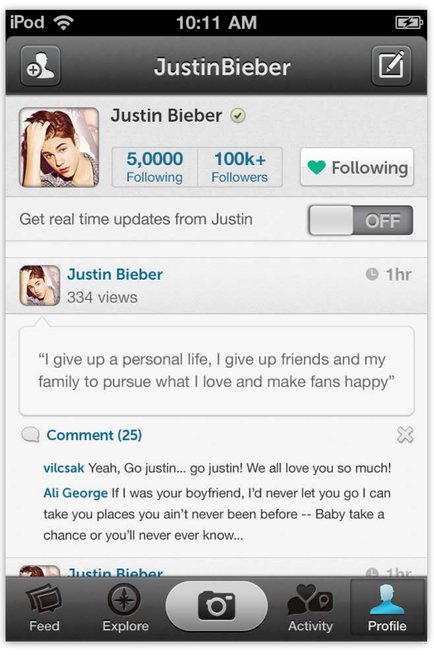
3. After following subscribe section slides down under profile header. This is user's first name of their full name is shown here - truncated to fit.



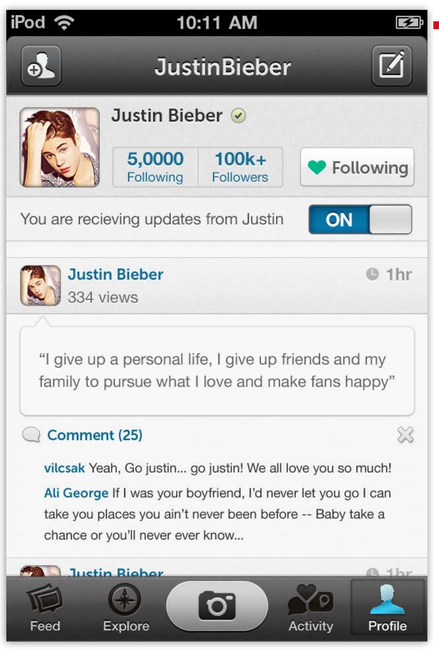
3a. Loading state after pressing subscribe



3b. Subscribed button after subscribed. Tag line changes to reflect user action.



4. Example of Off toggle for subscribe

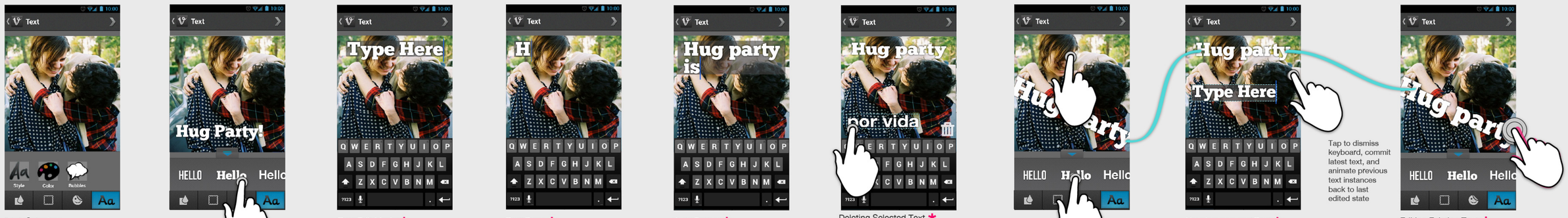


4a. Example of On toggle for subscribe

Mobile Text effects v0.1 Style, Color, and Bubble Packs

* = Functionality common to both versions

Choosing Font and Editing Text



Active effects nav
tap a thumbnail to switch border. Swipe through packs (seperate categories) of sticker elements (transparent pngs)

Pack Selection
In this version text style variants - Style (font), Color (text color), and Bubbles (word bubble stickers) are all presented in pack form

Trash button = tap on a commited instance of text to select, then tap trash icon to delete *

Font "Style" Pack
A user taps to select a pack. Tapping activates the drawer interface exposing various font choices.
For Beta testing the font list includes:
- Bebas,
- Chunk Five
- Helvetica

No text fields are present until user picks a choice from within the drawer *

Text Edit Mode *
(keyboard done btn if no return as discussed)
Tapping to select a style activates the system keyboard and a centered text field with a black 80% screened background appears 12px from the top of the captured image with the selected font and prefill Type here text at 30pts.

Text Entry *
On first character entry the text field animates left to accomadate only that character and expands right as the user types.

Auto Return *
The text field is always constrained to the size of the image thumbnail minus 10px margin on the left and right (20px total) with word wrap if max width is reached while user is typying

Deleting Selected Text *
User taps to select a pre-existing text area Currently trash Icon is always present when clicked into an effect that uses it. It would be nice to have, especially in text effects, to have it fade in and out upon selection and deselection of any instance of text.

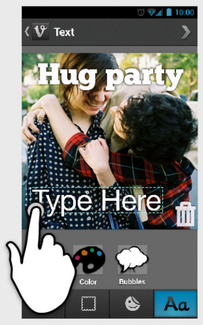
Adding New Instances of Text
Tapping a selection within pack drawer or simply tapping on the image will activate keyboard with new text field. Tapping on photo default is Helvetica White 30pt with specified drop shadow

New Instances of Text *
Keyboard slides up along with text fields resized and centered to fit within viewport between keyboard and nav. If user has re-sized and rotated text it will return to its user's last edit upon tapping on photo to dismiss keyboard

Tap to dismiss keyboard, commit latest text, and animate previous text instances back to last edited state

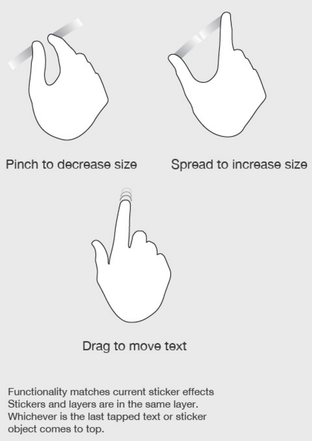
Editing Existing Text *
Double tap to edit existing text

Repositioning and Resizing Text



Resizing *
Tap to select. Resizing also constrains text to image bounds and auto returns characters.

Scaling and Repositioning Text *



Pinch to decrease size

Spread to increase size

Drag to move text

Functionality matches current sticker effects Stickers and layers are in the same layer. Whichever is the last tapped text or sticker object comes to top.

Text v0.2 Pre-Styled Text Packs

One step to choose font and font styles

Pack Selection
In this version Style (font), Color (text color), and Bubbles (word bubble stickers) are all presented in pack form
Current style packs *SUBJECT (more than likely) TO CHANGE based off of ios system fonts - Must find fonts that have a decent array of accented Unicode characters for better style:
•Meme -
Helvetica Neue Condensed Black, white, 4px black stroke
•Industrial -
Bebas Neue - white, drop shadow
•Matrix -
Courier, #00C838, 2px stroke #4efb80
•Bubble -
Futura, black
• Cute -
Lobster, #fbe3f0, drop shadow
•Hand -
Marker Felt-Thin, white, drop shadow
• Thin -
Heiti SC (simplified Chinese), white, drop shadow

Adding new instance of text
User should be able to add multiple instances of text by tapping on a new pack.

Meme Keyboard Up
One text field appears prefilled with Type Here text. User can tap again anywhere off of thumb nail with keybord up or down to add a new focused text field

Meme Keyboard Tap Off
Text stays top center until user uses gesteres to manipulate. This example shows user has added a second instance of text.

Hand Keyboard Up
One instance of text condensed to fit within view with prefill text. Header is selected by default (cursor blinking). Tapping on another existing text field changes focus to make cursor appear.

Hand Keyboard Tap Off
(maybe on keyboard done btn if no return as discussed)
Text stays top center until user uses gesteres to manipulate

Matrix Keyboard Down

Text Bubble Interaction

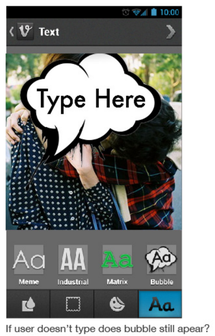
Bubble pack
User adds bubble pack by tapping bubble button. Text field without bubble appears top center and keyboard slides up. Again, multiple text instances are allowed.

Dismissing the keyboard
When user taps current done button, or taps off of the keyboard onto the surrounding viewport area the keyboard is dismissed and the word bubble "pops" (quick ease in with bounce) into view.

Editing text in bubble pack
User may type as usual with return key if available (nice to have). Current UI word wraps with in width defined above if there is no return key or if user does not press return.
Text size is predetermined at 30pt.

(spec from above on width of text field)
The text field is always constrained to the size of the image thumbnail minus 10px margin on the left and right (20px total) with word wrap if max width is reached while user is typying

Scaling and Rotating bubble
To the user, Text size increases like stickers, all the while staying in the same proprtions as originally applied, with 5px padding within the bubbles outline area.



If user doesn't type does bubble still apear?