S O U V E N I R S

How many times do you take a photo, throw a rapid glance at the result and then never look at it again?

This is a typical behaviour for many of us and there is nothing wrong with it. However, one could wonder if there exist some other ways to reinforce your experience when it comes to capturing moments of life and how to amplify the emotions one image can emit once developed?

To tackle these questions engineer and artist Jon Link started his reflexion with the early days of the disposable camera. A very popular 90s object which helped millions of people to capture numerous fragments of electromagnetic waves during holidays, weddings, everyday life and so one. The poor quality of the viewfinder preventing the user to stare at the scene through the device for too long kept the photographer clueless about the outcome of the final image.

Often many months elapsed before the roll was eventually developed. This undetermined period of time separating you from the shot was propitious to let you forget totally about what had been shot.

Once the developed pictures in hands, people used to get very excited. Will some pictures be blurred, badly frame, too dark? Apart from the technical issues (being parts of that excitement, though) there was a more important component: a truly connection with the past. People often rediscovered important, crazy, unexpected, weird moments of their life. As they forgot about their shots the reveal was felt with more excitement. At that unique instant, pictures provide lots of strong and intense vibes.

As you understood SOUVENIRS wants to help you retrieving those lost feelings when it comes to developing pictures.

Design of the application

A particular effort was paid toward the user experience as well as for the user interface. All along the different states and views of the application smooth and meaningful animations will guide the user.

First time the application is launched a short manual is presented to the user. It explains the core concept through short sentences and animated illustrations. Short after, the user is invited to take one picture and one movie in order to get familiarised with the *Tap and drag* interface. Those two shots will be exceptionally developed only 5 minutes later. The aim being to help the user to gain a complete understanding of the whole process.

The vast majority of the space on the main view of the application is dedicated to shooting pictures and movies. The user interface is minimalist and in dark tones to prevent the user to focus too much on the device itself but rather on the subject directly with his eyes.

Once a souvenir has been shot, a blinking message confirms that the souvenir has been saved. The total and pending counters located on the top of the view are both incremented by one right after. Simultaneously a button is revealed for a duration of 5 seconds on the bottom allowing the user to discard the last shot. Undeveloped souvenirs cannot be deleted later on.

Once a souvenir is developed a local notification is fired by the application. It can takes between 1 and 6 months before it happens. A blue label next to the *Gallery* button also indicates that one or many new souvenirs are ready to be discovered.

When an image is revealed for the very first time to the user an animation de-pixelate it.

Tap and drag

The *Tap and drag* interface tries to associate aestheticism and convenience. It is a two-steps process.

At first, the user taps any part of the viewfinder and keeps his finger pressed. This displays two buttons. One for taking a picture and another one for taking a movie.

Finally, the user can drag his finger toward the button triggering the desired action. While taking a movie the user must keep his finger pressed on the red button until he decides to stop the recording by releasing his finger.
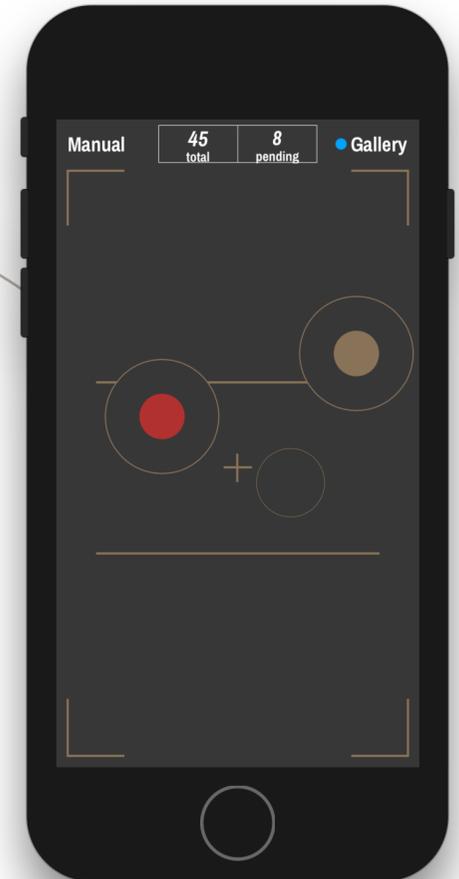
SOUVENIRS   now

Pop!
And voila! Patience paid off, a new souvenir is ready!
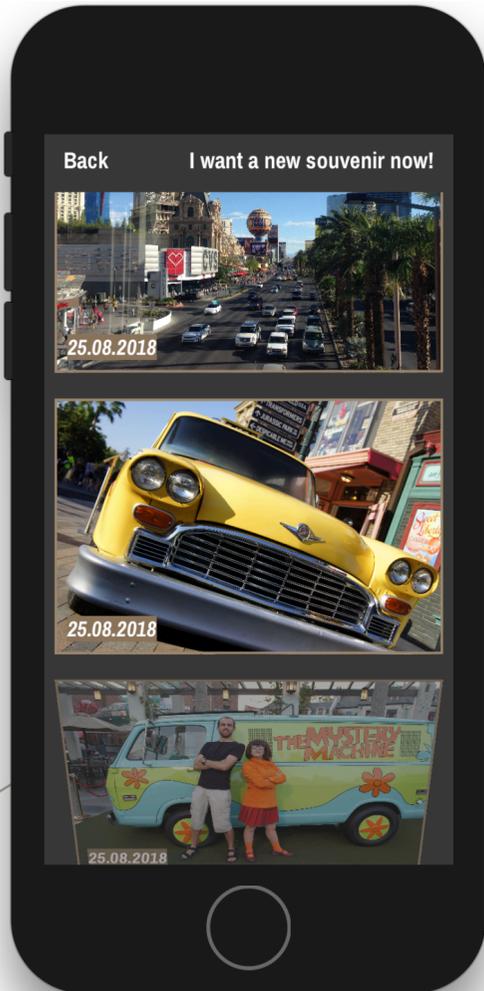
- all souvenirs (pending and developed) are stored in your iPhone (no online storage)

- all your souvenirs (pending and developed) are backed-up when you connect your iPhone to iTunes.

- video recording up to 7 sec

- The development of each souvenir can take between 2 weeks and 2 months (based on an uniform distribution)

- only back camera is used

- selfies can be taken with more ease by pressing the physical volume button of your iPhone

- portrait and landscape mode are supported

- no flash

- min. iOS version: 12.0

- android version not yet planned

- next release: support of Siri

Back   I want a new souvenir now!

25.08.2018

25.08.2018

25.08.2018

I CANNOT WAIT ANY LONGER

CHF 1.00 | Develop immediately 1 souvenir (randomly)

CHF 100.00 | Develop immediately all souvenirs (153)

Actually... I will wait
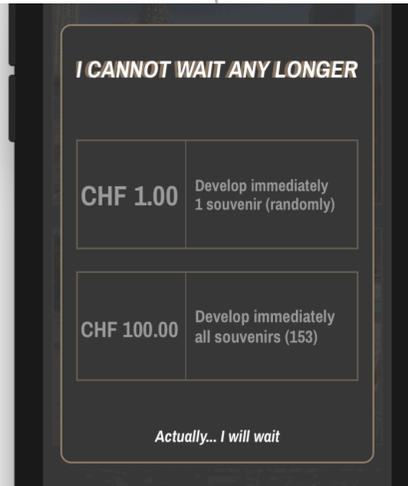
Can't wait but can pay

One of the benefits of the application is to help you to reinforce your patience. A virtue which is hard to practice but very valuable, especially nowadays where instantaneity is the norm. As all shots are developed at random time in the future and as no visible countdown is present to let you know whether or not a new souvenir is going to be developed soon, it can make you feel more and more uncomfortable. If you reach a point where you cannot wait any longer there is an "emergency" feature which might help you to calm down. By paying $1, one souvenir randomly picked from all souvenirs under development will be immediately developed. For $10 the integrality of the pending souvenirs will be developed instantly. But only pay in last resort!

Credits

The ideation and its implementation are the work of Swiss artist and engineer Jon Link. After graduating from EPFL with a Computer Science master's degree, he decided to employ part of his free time for challenging himself by experimenting with projects binding art and technology.

SOUVENIRS wouldn't have been possible without the support and precious feedbacks from his friends and family.

www.jonathanlink.ch