

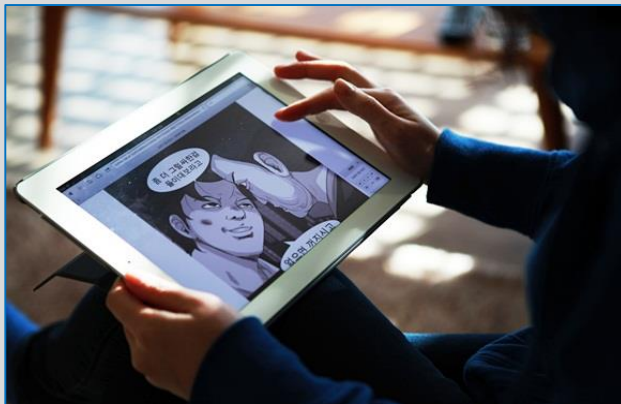
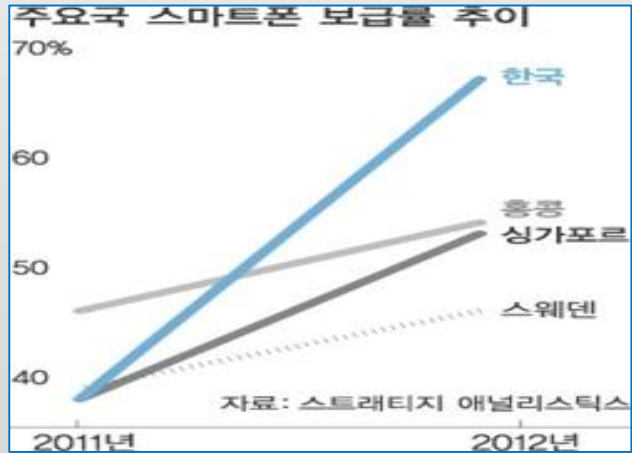
Toonvas

Spem의 기적
허기훈
김선호
안지훈

Contents

- Motivation
- Introduce
- System Architecture
- Detailed implementation
- Future Plans
- Q&A

Motivation



Introduce

Periods

- 2014. 6 ~ 2014. 9 (3 Months)

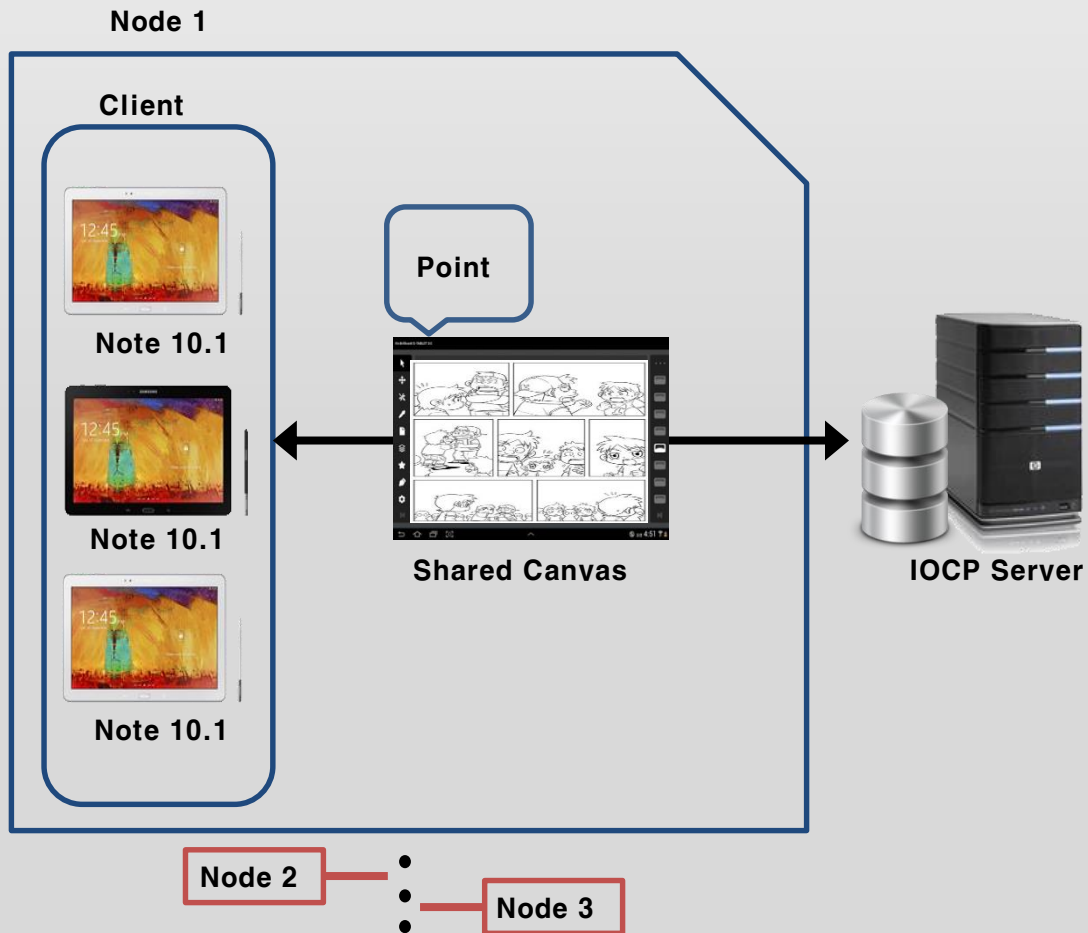
Goal

- S Pen용 Canvas를 서버와 연동하여 그림 그리기 좋아 하는 사람들에게 편리한 인터페이스를 제공한다.

Development Environment

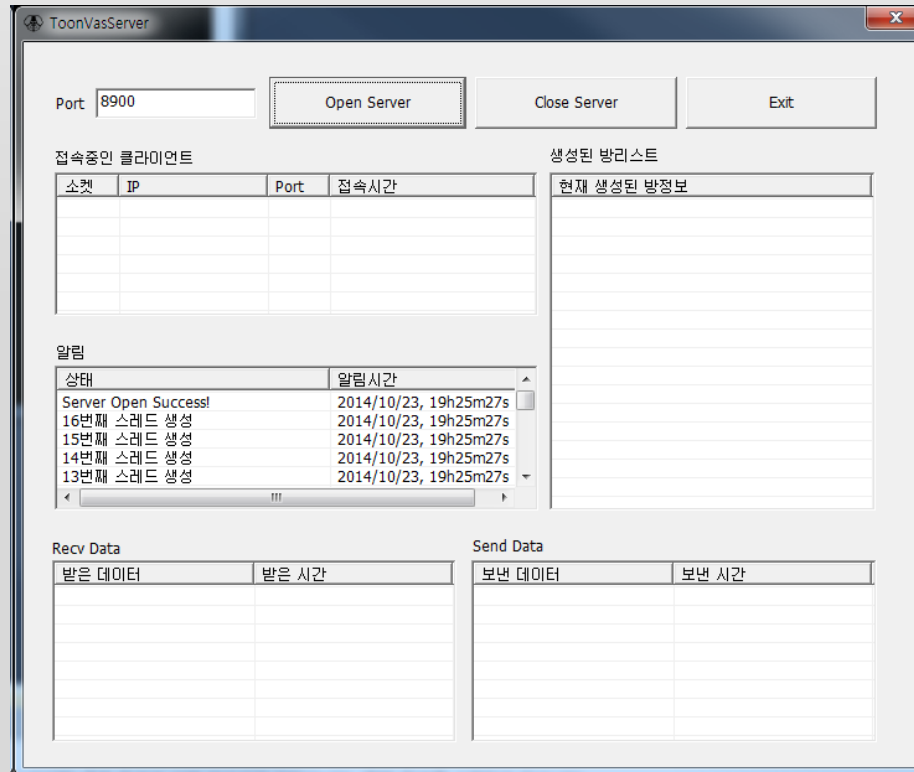
- OS : Windows 7
- Tool : Eclipse Juno
- Library : Android SDK
- Language : JAVA

System Architecture



Detailed Implementation

- Server Manage Tool



Detailed Implementation

- SK One Login



Detailed Implementation

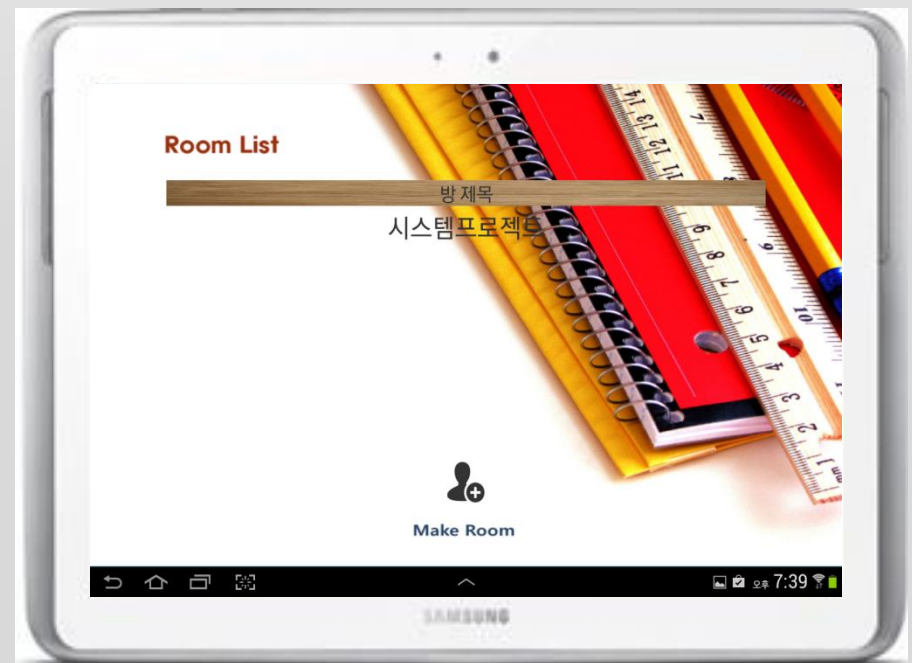
- SK One Login

Client 1



ID : KimSunHo

Client 2



ID : HeoKiHoon

Detailed Implementation

- Wait Room

Client 1



ID : KimSunHo

Client 2

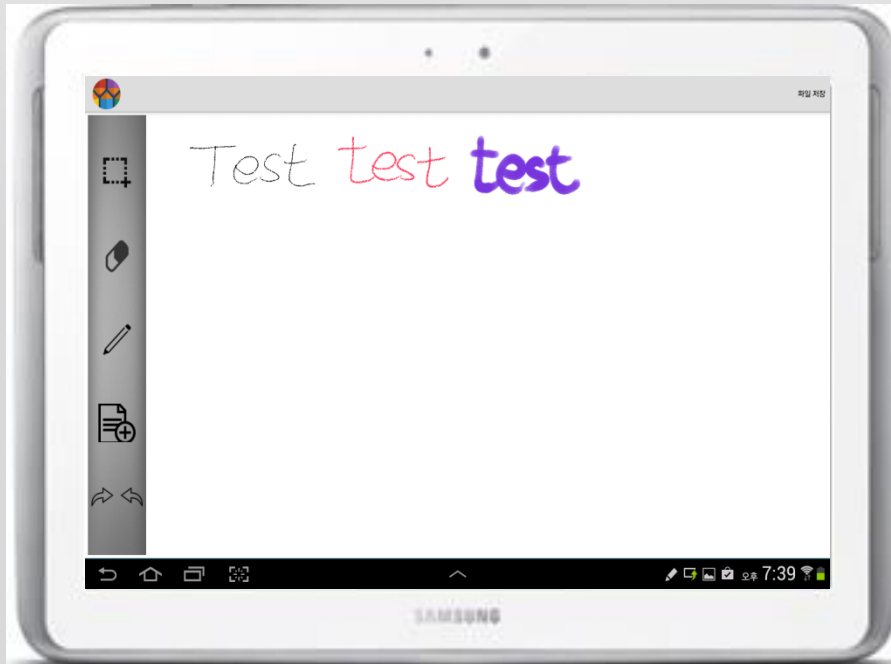


ID : HeoKiHoon

Detailed Implementation

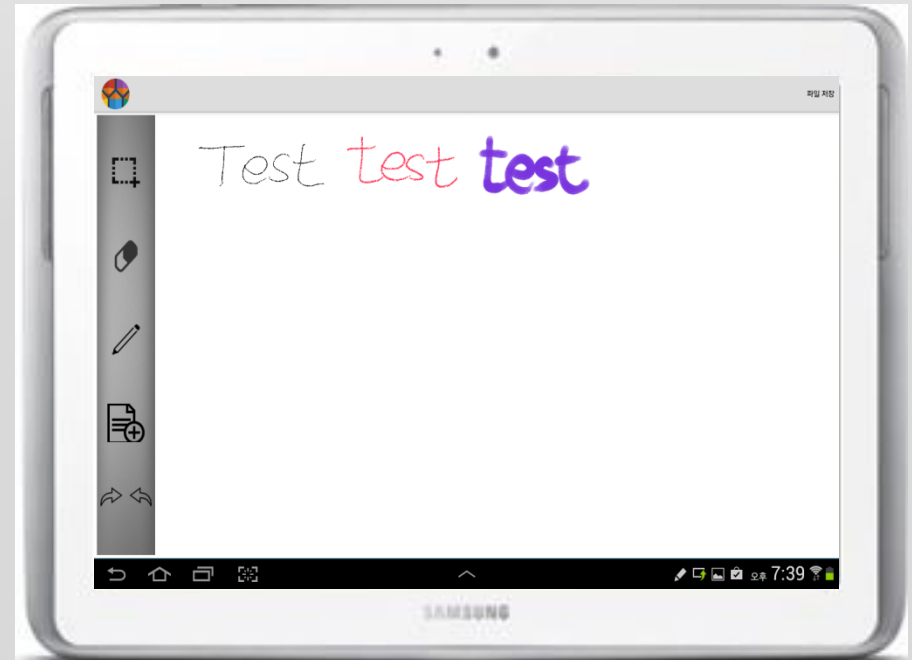
- Draw Picture

Client 1



ID : KimSunHo

Client 2

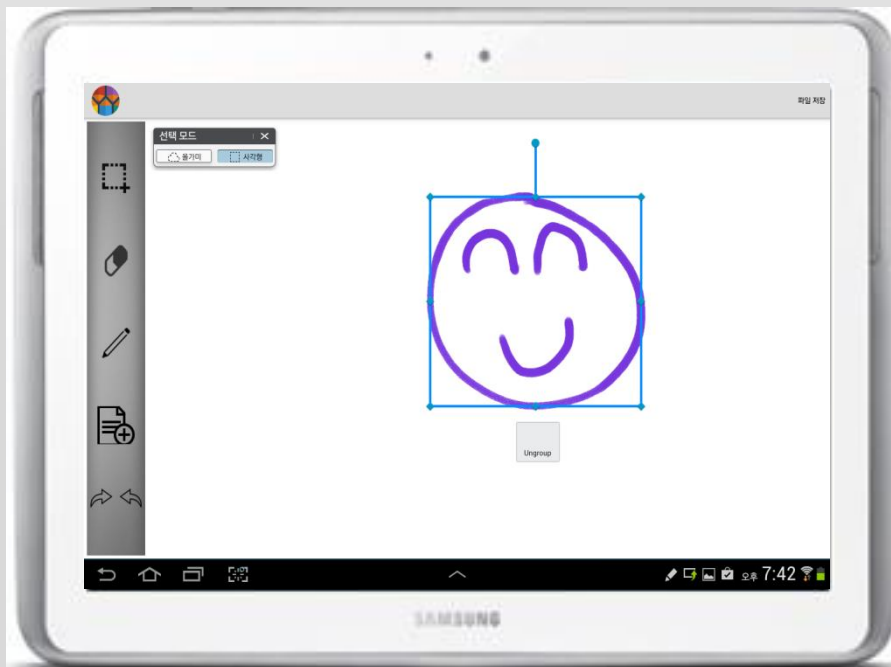


ID : HeoKiHoon

Detailed Implementation

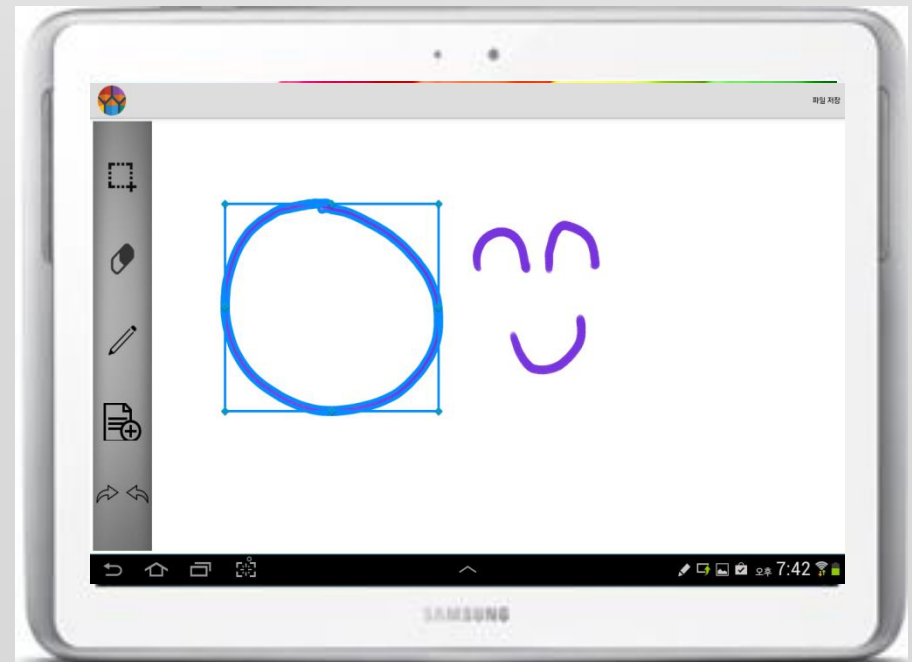
- Group, Redo, Undo

Client 1



ID : KimSunHo

Client 2



ID : HeoKiHoon

Detailed Implementation

- Future Plans



PhotoShop



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• **THANK YOU** •