

Adobe launches a new 'computational photography' camera app for iPhones



Adobe has a new computational photography camera app for iPhones – and one of its creators, Marc Levoy, helped make the impressive computational photography features that made some of Google's earlier Pixel cameras shine.

The new app, called Project Indigo, was released last week by Adobe Labs. It's free and available for the iPhone 12 Pro and Pro Max, iPhone 13 Pro and Pro Max, and all iPhone 14 models and above. (Though Adobe recommends using an iPhone 15 Pro or newer.) It also doesn't require logging into an Adobe account to use.

"Instead of capturing a single photo, Indigo captures a burst of photos and combines them together to produce a high-quality photo with lower noise and higher dynamic range," according to the app's description. Indigo tries to produce a natural, "SLR-like" look for photos, and it also offers a bunch of

manual controls like focus, shutter speed, ISO, and white balance.

To really understand what's going on under the hood of Project Indigo, though, I highly recommend reading a detailed blog post from Levoy, now an Adobe Fellow who joined the company in 2020 to build a "universal camera app," and Florian Kainz, a senior scientist. The post covers things like why smartphone cameras are good, how its computational photography works, how it creates the natural look for its photos, and some details about its image processing pipeline.

It is here I must confess that I am not a camera expert by any means. But even I found the post pretty interesting and informative. The photos in the post do look great, and Adobe has an album of photos you can browse, too.

In the post, Levoy and Kainz say that Project Indigo will also be a testbed for technologies that might get added to other flagship products, like a button to remove reflections. And down the line, the team plans to build things like an Android version, a portrait mode, and even video recording.

"This is the beginning of a journey for Adobe – towards an integrated mobile camera and editing experience that takes advantage of the latest advances in computational photography and AI," according to Levoy and Kainz. "Our hope is that Indigo will appeal to casual mobile photographers who want a natural SLR-like look for their photos, including when viewed on large screens; to advanced photographers who want manual control and the highest possible image quality; and to anyone – casual or serious – who enjoys playing with new photographic experiences."

<https://www.theverge.com/news/690115/adobe-project-indigo-camera-app-marc-levoy>