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## Shopping list app iphone and android

iPhone camera apps often receive recognition. With a well-defined number of cameras and devices, the iOS platform attracts developers who strive to create custom camera applications for a variety of specific needs. Unfortunately for people using Android, many camera applications are iOS only, including Camera+ 2, Halide, Obscura 2, and ProCam 6. However, some developers seek to build a camera app that works not only on iOS but also on Android devices. When you choose one of these apps as your primary camera app, you don't need to learn different sets of camera controls when you change the platform. The following apps represent some of the best and most widely used camera and video applications available on both Android and iOS. Think of this as a cross-platform guide to camera apps. When you need to suggest a camera app, but it's uncertain whether people are using an iPhone or Android phone, any of these apps are safe to recommend. What We Like: Cleanly complimented control interface. The ability to customize the image aspect ratio. What We Don't Like: Your phone's hardware may be its limitations. (For example, an app supports 4K video capture, but your device may not.) ProShot (\$3.99) from RiseUpGames.com, gives you control over file formats (JPEG, RAW, or RAW + JPEG), exposure, aspect ratio (16:9, 4:3, 1:1, or custom ratio you choose), and blurring speed. It also offers brackets, which take several shots at different levels of exposure. The light drawing mode allows you to create images as the lens gradually captures the light. The app also supports video and timelapse modes. What We Like: Free images capture and edit options. Things We Don't Like: You'll need to sign in with Facebook, Google or Adobe Account. The Adobe app combines custom camera controls with a wide selection of image editing in one app. You can take images and create basic edits with a free version of the app. The \$4.99 per month increases access to more selection and editing tools, automatic tagging and storage. (Adobe Creative Cloud Members receive this benefit after they sign in, too.) What We Like: Before Expiring It. Catch. hold on. Capture. hold on. Capture. hold on. Repeat.With Expiration It: Configures automatic capture. Go do something else. What We Don't Like: You still have to be careful not to meet or move your phone during a catch. While most camera apps capture either one image or video, developer Lapse It plans it to capture images at intervals. That makes it an excellent tool for expiration time or stop motion photography. It includes multiple controls so you can customize the and time interval resolution, as well as exposure, speed, and white balance. The free version limits catches to a resolution of 360p or 480p, while a \$3.99 increase one time improves the quality of image capture to 720p or 1080p. What We Like: An amazing way to make a 360-degree view with just your smartphone. What We Don't Like: If you're transferring your phone from a middle standpoint, apps can sew images together The Google Street View (free) app not only allows you to view images of buildings taken from the road, but also help you capture the 360-degree display (also known as photosphere) around you. Tap the camera to start, then rotate the camera to capture the world around you while twisting the camera around the middle point. You can import and view 360-degree photos in the app. What We Like: An excellent app for installing for people who accidentally catch the sunset while holding the camera in a portrait orientation. The app seamlessly adjusts and targets the image frame if you rotate your phone. What We Don't Like: A limited number of camera control options. With the free Horizon Camera app, you won't end up with vertical videos or photos anymore. The motion sensor in the app detects your phone's orientation and automatically creates landscape-oriented frames for your photos. Rotate your device? no problem. This app adjusts the frame as you move to make sure that you're always capturing horror images. What We Like: Strong editing control sets. Social networks without a follower count, likes, or comments. What We Don't Like: Many filters are available to members only. The camera parts of VCSO are quite simple. Open, point, tap to focus, adjust the flash, capture the image. VSCO excels at editing, with exposure, contrast, crops, sharp, and saturation adjustments, along with a long list of filter options. The app also offers social networks. The preferred membership upgrade (\$19.99 per year) gives you access to additional editing tools. What We Like: Captures the classic, square (1:1) Instagram image format. Shoot, edit, share all in one app. What We Don't Like: You might not think of Instagram as a camera app, but it's probably the most widely used free image-sharing platform. The Android app includes both camera options and video capture. Take a picture, then choose from one of the few filters and adjust the brightness, add captions and tags, then share them. What We Like: Available filters add a cinematic style to the clip. It's easy to customize the focus, brightness and zoom. What We Don't Like: A limited number of filters, without the ability to create your own filters. Vue uses your camera to capture and create some basic edits for video. Some simple settings allow you to select frames (vertical, cropped, square, round, etc.) and filters, as well as adjust the speed or set a specific capture time frame (for example, 3-second clips, 4-second clips, etc.). It's an app that aims to help you create arty-looking videos for social sharing. What We Like: Apps very good when you need to create a video from a set of images and/or videos. When recording, default to vertical orientation (portrait). What We Don't Like: In the app, some controls are available during video shooting. Filmmakers are all about capturing and sorting video clips for social sharing. Select multiple photos and/or videos, place them in the order you want, adjust the duration (or unfinish videos to a specific segment), specific, add music, text, or filters. You can also add some basic transitions between clips. Upgrade to remove watermarks, and get access to all tools, transitions, filters, and more (\$1.99 per month, \$19.99 per year, or purchase \$79.99 once). What We Like: The app gives you the ability to customize the various settings, so you can capture videos by power. What We Don't Like: If you just want to capture and edit fast videos for friends, this app may be more than you need. If your device supports features and you understand all the controls, FiLMiC Pro is often recognized as the best video camera app available for Android devices (and iOS). The app includes support for variable speed zoom, high-frame rate recordings, support for image stabilization, slider controls to customize focus and exposure, timelapse options, along with the ability to adjust saturated, color and color temperature. If you're looking for professional video capturing the Android app, this is it, although it may not work on all devices. Try the FiLMiC Pro Evaluator app to find out what features work on your phone before you spend \$14.99 on FiLMiC Pro. What We Like: Show, tap, then learn more or act. The lens gives you a glimpse of how smart cameras can be. What We Don't Like: You need an internet connection, because smart features rely on access to Google's systems. On iOS, Google Lens is a feature found in the Google Photos app. But on Android, Google Lens is a complete and installable app. Although Lens isn't a conventional camera app, it's probably the smartest camera app you're using: not only can it identify many plants, animals and landmarks, but it can also recognize phone numbers, event dates and addresses in text. Thanks for telling us! Tell us why! A milestone has been hit today on the market for smartphone apps. There may be a million of them out there. If all mobile apps ever created for talented Android and iOS operating systems, they exceed that magic number, according to the app counter at Appsfire. Not surprisingly, only about 800,000, or 80 percent, of those apps are still active. Appsfire estimated. However, predicting that the combined amount for active applications will break a million sometime in December. Appsfire also states that iOS apps hold a slight advantage over android apps, 52 percent to 48 percent. That gap will squeex as the app actively approaches a million marks, with splits becoming closer to 50-50. However, other app counter website surveys do not produce numbers Appsfire. This may be because Appsfire includes apps available outside of the Android market and global application numbers in its tally. The 148Apps.biz site, for example, waived the number of apps ever seen in Apple's U.S. App Store to 593,492, while AppBrain pinned the current amount of Android apps on the market at 282,830. Apps on the Android market could fluctuate, especially by the end of the quarter, explained AppBrain. That's the time Google Google is Prunes of the dubious application market at the time, he said. While raw application numbers can be impressive-and increase the credibility of the capture phrase there is an app to it-the fact is that the number of bakery applications and butter in an app store is in a ballpark of about two dozen. For example, Nielsen pollsters found that Android users spend 43 percent of their time with the top 10 apps on that market. Furthermore, they spend 61 per cent of their time with the top 50 apps, Nielsen noted. So, if only a few apps are actually used by users, why are all posturing about my store having more apps than your store? From a marketing standpoint, it's more almost as exciting as new to tech-users-even more of the same. For example, PCWorld app expert, Armando Rodriguez, says that more than 900 Solitaire game apps have been written for iPhones and 1200 for Android. [Read: Why The Number of Apps in the App Store Doesn't Matter] If you remove all copy applications, you'll probably end up with around the same number of apps currently available on Windows Phone 7 (30,000), which is a big difference in terms of app diversity, Rodriguez observes. That's not to say that the WP7 platform doesn't suffer from a twist. It's not just on the same scale as Android and iOS. Although a million applications are somewhat acquake, it may reveal more about the idea of re-packing than innovation in the app market. Follow independent technology writer John P. Mello Jr. and Today@PCWorld on Twitter. Note: When you buy something after clicking the link in our article, we may get a small commission. Read our affiliate link policies for more information. Details.