

Article

Project Indigo ©2025 Joseph T Sinclair

A strange name for an iPhone app to be sure. It's Adobe's new computational photography iPhone camera app (free). It's recommended for iPhone 15 Pro or newer but works for some earlier models as well. It offers features that one is more likely to find on a DSLR than a camera phone (e.g., manual controls).



Adobe provides smartphone app versions (both IOS and Android) for its photo-processing software. (These are not as convenient to use as software on a laptop or desktop, yet some photographers find them handy.) Project Indigo, however, is strictly an app to *substitute* for your iPhone's native camera. As such, it's not available yet for Android phone cameras.

Apparently, the objective is to take more *natural* photos with a higher dynamic range. However, the processing takes more time than the native iPhone camera. Yet, you can take multiple shots (a limited number) in quick succession, and the processing will add up. Thus, after taking multiple shots quickly, you may need to pause to let the processing catch up.

This link provides an explanation of how the app works to give you more natural photos.

<https://research.adobe.com/articles/indigo/indigo.html>

Note that the app is designed to work seamlessly with Adobe's photo processing software: Lightroom and Camera Raw. It works with both raw and jpg files.

The reason this app is called a *project* is because it is an *ongoing* effort to provide an alternative camera, not just a one-time version. In other words, look for new features to come, even including new modes in addition to *natural* as well as clever presets.

There is much to learn about this app, and this is just a notification that it's here for you to try. And why not? It's free.