

# Exhibit 56

# Relative Evaluation Report on S1, iPhone

March 2, 2010

Product Engineering Team  
SW Verification Group

**PLAINTIFF'S EXHIBIT NO. 44**

United States District Court  
Northern District of California  
No. 11-CV-01846-LHK (PSG)

Apple Inc. v. Samsung Elecs.

Date Admitted: \_\_\_\_\_ By: \_\_\_\_\_


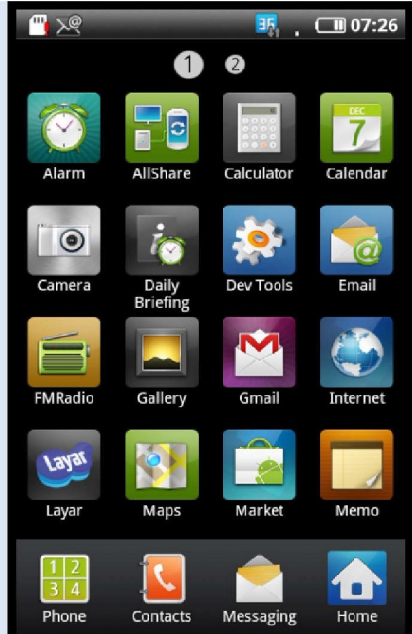
**Translation**

**Confidential**

# 126. Visual Interaction Effect \_ Icon

## □ Graphical UI of the menu icons are monotonous.

- i-Phone : It maximizes a 3 dimensional effect utilizing light and the curve of icon frames is smooth
- S1 : There is no feeling of receiving light, and deficient feeling of softness in the curvature of icon corners.

i-Phone	GT-i9000
 <p data-bbox="609 756 1018 1050"> <b>Light used for a three dimensionality; gives a luxurious feel.</b>   <b>Curves are fluid to give a soft and comfortable feel.</b> </p>	 <p data-bbox="1522 756 1953 1201"> <b>Menu icons lacking in three dimensional effect using light.</b>   <b>Icon edge curvature not fluid.</b>   <b>Strong impression that iPhone's icon concept was copied.</b> </p>

**Directions for Improvement**

- Insert effects of light for a softer, more luxurious icon implementation.**
- Make the edge curve more smooth to erase the hard feel.**
- Remove a feeling that iPhone's menu icons are copied by differentiating design.**