## Exhibit 8 (Submitted Under Seal)

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Page 1
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                UNITED STATES DISTRICT COURT
               NORTHERN DISTRICT OF CALIFORNIA
3
                      SAN JOSE DIVISION
4
    APPLE INC., a California
    corporation,
6
                 Plaintiff,
7
                                  CASE NO. 11-cv-01846-LHK
    VS.
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    SAMSUNG ELECTRONICS CO.,
    LTD., a Korean business
    entity; SAMSUNG ELECTRONICS
10
    AMERICA, INC., a New York
    corporation; SAMSUNG
11
    TELECOMMUNICATIONS AMERICA,
    LLC, a Delaware limited
    liability company,
12
13
                 Defendants.
14
15
16
            HIGHLY CONFIDENTIAL
17
             OUTSIDE COUNSEL ONLY
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19
            VIDEOTAPED DEPOSITION OF JONATHAN IVE
20
                 SAN FRANCISCO, CALIFORNIA
21
                 THURSDAY, DECEMBER 1, 2011
22
23
    BY: ANDREA M. IGNACIO HOWARD, CSR, RPR, CCRR, CLR
24
    CSR LICENSE NO. 9830
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    JOB NO. 43920
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Page 5
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                        Patrick Zhang, Morrison &
             MR. ZHANG:
2
    Foerster, for Apple.
3
             THE VIDEOGRAPHER: Will the court reporter
    please swear in the witness.
                          JONATHAN IVE,
7
                 having been sworn as a witness
              by the Certified Shorthand Reporter,
                     testified as follows:
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11
             THE VIDEOGRAPHER: You may proceed.
12
13
                   EXAMINATION BY MR. ZELLER
14
             MR. ZELLER: Q.
                             Good morning.
15
         Α
             Good morning.
16
             I understand you've had the pleasure of being
17
    deposed at least a couple of times before, but one, if
18
    I understand correctly, and tell me if -- if you
    recall this, was a case called Apple versus Future
20
    Power?
21
         Α
             Yes, I do recall.
22
             All right.
         Q
23
             And generally speaking, that was about the
24
    iMac?
25
         Α
             Yes.
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- insofar as it's describing the iPhone?
- $^2$  A I do agree with that statement.
- Q And is there anything about the external
- outward appearance of the hardware of the iPhone that,
- in your view, makes it more accessible, easier to use
- 6 and -- and much less technically intimidating than --
- <sup>7</sup> than previously available devices?
- MR. JACOBS: External -- objection; vague.
- $^{9}$  THE WITNESS: Could you just repeat that.
- MR. ZELLER: Sure.
- If we can read it back, please.
- 12 (Whereupon, record read by the Reporter as
- 13 follows:
- "Q. And is there anything about the external
- outward appearance of the hardware of the
- iPhone that, in your view, makes it more
- accessible, easier to use and -- and much
- less technically intimidating than -- than
- previously available devices?")
- THE WITNESS: Yes, I believe there are
- 21 aspects of its appearance that consequently, it has
- that effect and that result.
- MR. ZELLER: Q. And please tell me what, in
- your view, about the outward appearance, the external
- hardware of the -- the iPhone, makes it more

- accessible, easier to use and -- and less technically
- <sup>2</sup> intimidating.
- A I think something that is beautiful, that is
- simple, that's calm, that has clarity, from my
- <sup>5</sup> experience, people are not intimidated by products
- that have that appearance. They don't perceive them
- to be complex and difficult to use because of the
- appearance of simplicity, of order, of calm. And I
- think products that are beautiful, people like to use.
- Q And you used the word "clarity." What do you
- mean by clarity in the context that we're talking
- about here; specifically, the -- this external
- appearance of the iPhone?
- A I think clarity comes with some -- some order
- and is consequent to -- to simplicity.
- Q And what do you mean by "simplicity" in this
- context as a -- as a designer?
- A That you are trying to communicate a
- hierarchy of what's important, and that you work to
- get rid of distractions.
- 21 Q In the context of the -- the iPhone design,
- what would you consider to be distractions?
- MR. JACOBS: Objection; form.
- THE WITNESS: I -- I don't really
- understand the question. I just said in the iPhone

- $^{
  m l}$  design, we -- we try to make it simple.
- MR. ZELLER: Right. I understand.
- THE WITNESS: So --
- MR. ZELLER: And so --
- 5 THE WITNESS: -- are you talking generally?
- 6 MR. ZELLER: Yeah.
- <sup>7</sup> Q And, of course, any time that I ask an
- unclear question, which will certainly happen today,
- <sup>9</sup> just speak up, and I'm happy to rephrase it.
- $^{10}$  A Yes.
- 11 Q You mentioned that, yes, affirmatively what
- you were trying to do and -- and wanted to do as part
- of the iPhone design was to work to get rid of
- distractions, as you said.
- And -- and what I'm really trying to find out
- is, is that were there -- were there design components
- or elements that were at one point potentially part of
- $^{18}$  the iPhone design that you considered to be a
- distraction and, therefore, eliminated it?
- A An example of a potential distraction could
- be fasteners that hold case parts together. The most
- typical fastener used in products of the iPhone scale
- would be a screw. So in many products you'll see
- multiple screw heads and holes.
- It is often believed that there is a

- <sup>1</sup> functional imperative to have screws. It certainly
- makes the product easier to design, easier to
- manufacture, normally cheaper.
- And so, for example -- this is just one -- we
- work very hard to try and develop architectures to
- 6 develop a process and a method of assembly, a
- structural story, so that we don't have visible
- fasteners on the outside of the product.
- <sup>9</sup> Q During the -- the course of the design and
- development of the iPhone itself, the first iPhone,
- were there any aspects of the design that you
- personally looked at and -- and said that was a
- distraction and, therefore, got rid of it?
- MR. JACOBS: Objection; form.
- THE WITNESS: I specifically recall working
- on the design and detailing of -- of screws. The
- process is so fluid and is a constant series of
- conversations that I know that I cannot specifically
- recall the many instances when we're talking about how
- $^{20}$  to best create a -- a beautiful hierarchy for the
- 21 product.
- MR. ZELLER: Q. Do you recall any iteration
- of the first iPhone design that Steve Jobs looked at
- and considered to be a distraction and told people he
- thought it was a distraction?

- design that you wanted to come up with, the -- for
- the -- the first iPhone could be undermined by certain
- 3 features.
- $^{4}$  A Yes.
- <sup>5</sup> Q And you had mentioned among them putting,
- say, for example, the FCC regulatory artwork or
- barcodes or other matter on that front flat surface as
- 8 examples of something that could undermine the design
- <sup>9</sup> that you were going for.
- $^{10}$  A Yes.
- 11 Q And so my question is: Would you put in that
- same category as other kinds of writing or other kind
- of matter on the front flat surface that would
- undermine that design to include a company name or
- 15 logo?
- <sup>16</sup> A I understand.
- No. I would see the -- I think a logo -- a
- company logo, I think, is in a very different category
- 19 from barcodes and regulatory icons.
- Q And why do you say that?
- A Because it's your brand. We use our logo in
- many different contexts. I think it's a beautiful
- $^{23}$  logo.
- So the decision not to include the logo or
- the word "Apple" wasn't because we were concerned that

- <sup>1</sup> that would undermine our design story and intent and
- goal. It's just that we were confident that the phone
- we were developing was going to be distinct and
- beautiful, would be -- be new, would be recognizable,
- and like the iPod, would become synonymous with the
- 6 brand.
- $^{7}$  Q Why is it that the various versions of the
- iPhones only have a -- a single button on the front
- 9 surface?
- A We were very clear at the early stages, as I
- described previously, that for -- for this idea of
- this infinity edge pool, this -- this oily pond, to --
- to actually work, there couldn't be multiple buttons
- $^{14}$  or features that would distract and make -- and
- undermine that design goal.
- And I do remember from some of the earliest
- stages of working on the program that we -- that we
- drew a simple circular button, and we tried to balance
- that with a centered display, and then the rectangular
- receiver slot with radio sensor at either end. Sc
- we -- from the -- the earliest sketches, we -- we had
- details like that, and that they did not seem to -- to
- undermine the design intent.
- I actually think the round -- the circular
- button is really quite beautiful. It's concave. It

- has a gentle -- a gentle, very large radius, concave
- <sup>2</sup> section.
- Q From your perspective, is that design of
- 4 the -- the single home button that we're talking about
- bere on the front surface of the iPhone design, an
- important part of -- of the overall aesthetic of it?
- A It's a part of the aesthetic. I think
- it's -- it's not as important as, you know, this flat
- 9 infinity edge pool. It's not as important, in my
- mind, as, you know, this thin, constant-sectioned
- bezel that just delicately wraps around the perimeter,
- remaining constant. But it's an element that is -- I
- think is beautiful and I think -- I think doesn't
- undermine the design intent at all.
- 15 Q In your view, if the original iPhone looked
- exactly the same as it went to market, but it didn't
- have any button on the front flat surface, do you
- think that would make it a different design, in your
- <sup>19</sup> view?
- MR. JACOBS: Objection; form.
- THE WITNESS: Can you -- could you repeat
- that, please.
- MR. ZELLER: Sure.
- $^{24}$  Q If -- if the iPhone design --
- A Yes.

- design that --
- <sup>2</sup> A Yes.
- Q -- you did see previously?
- A Yes.
- 5 Q And do you generally recognize what's
- 6 depicted here as a printout of a -- a CAD design that
- <sup>7</sup> was -- was generated in connection with the first
- 8 iPhone?
- <sup>9</sup> A Yes, I recognize this as the design -- one
- of -- one of many, but the design that I drew the
- section for you.
- Q And for the record, you're referring to
- the -- the drawing that you made that we marked as
- <sup>14</sup> Exhibit 1176?
- $^{15}$  A So, for example, you can see that on the --
- the second page.
- Q And when you say "the second page," you're
- referring to the second page of images that's part of
- Exhibit 1 that we're talking about?
- A That's right.
- 21 Q And, generally speaking, do you recognize
- this design that's shown here in the CAD printout
- that's Exhibit 1 to Mr. Stringer's declaration as
- being one of the designs that was -- was considered
- but ultimately rejected for the original iPhone?

- $^{
  m 1}$  A Yes, I do.
- 2 Q And what were the reasons why the design
- that's shown here in -- in Exhibit 1 was rejected?
- A I remember -- I don't have complete
- 5 recollection of discussions with Steve and the team.
- I have a recollection that Steve thought it was ugly.
- It was refined, and we had spent -- we had
- 8 some fairly detailed models that were made. So the
- 9 discussions were around models, not the -- the CAD.
- And I think that we collectively felt that we could
- make something more beautiful than this.
- Q Focusing on the design that's shown here as
- part of Exhibit 1 to Mr. Stringer's declaration, do
- you believe that this -- this design here distracts in
- any way from the display?
- A No. I think this design -- no.
- Q Was the fact that it had these edges on the
- 18 front surface around the -- the display, in other
- words, part of the metal surface, actually was on the
- front surface, one of the reasons it was rejected?
- <sup>21</sup> A No.
- 0 Was that --
- A Not that I recall.
- Q Was there ever any discussions there within
- 25 Apple about the -- the fact that this design that's

- shown here in Exhibit 1 had a rim or -- or metal on
- the front surface that distracted from the display?
- A No. My recollection of the -- the discussion
- relating to this was just that it -- it wasn't truly
- 5 beautiful.
- You see, the -- the clear material was
- oplanar with -- with the shell, with the body. What
- 8 I mean by that, it was a continued -- continuous
- <sup>9</sup> surface.
- And so this design, I think, very
- successfully -- very successfully featured the
- display. It has equal borders on the forehead and the
- $^{13}$  chin. It has equal -- that the distance is -- is the
- same on both the right- and left-hand side. The clear
- material was -- I actually remember quite specifically
- just the detail of the junction between the clear
- material and the other aluminum.
- And so I think this design was really --
- really quite successful in -- in establishing a
- hierarchy where the display was visually distinct and
- special, but I remember that we just didn't think that
- it was -- was beautiful. We thought we could do
- better.
- Q Any other reasons you can recall this -- this
- design being rejected?

- A No. What I recall was, I recall the word
- "ugly," and I recall the sentiment that we could do
- better, that we could make a more beautiful, a more
- 4 distinctive phone.
- Q Any other reasons you can remember?
- $^6$  A That's my recollection.
- $^{7}$  Q If you can please take a look at the page 3
- in Mr. Stringer's declaration, which is Exhibit 1161.
- 9 You'll see in paragraph 10 he's talking here
- about the development of the -- the first iPhone, and
- 11 he says:
- "In fact, as late as March 2006, the
- industrial design team was working on a detailed
- proposal for a very different iPhone design."
- Do you see that language?
- A Yes, in paragraph 10.
- 17 Q Right.
- And then it continues on in paragraph 11
- where he's discussing the exhibits, including the
- exhibit that we just talked about, and he says:
- "Attached as Exhibits 1 through 6 are CAD
- renderings of some of the alternate iPhone designs we
- pursued and considered during the development process
- for the iPhone."
- Do you see that part?

Highly Confidential - Outside Counsels' Eyes Only Page 227 1 That's right. Α 2 0 Got it. MR. JACOBS: Can we take a couple of minutes? MR. ZELLER: Sure. THE VIDEOGRAPHER: One moment, please. We're off the record at 8:26 p.m. THE REPORTER: 6:28. (Recess taken.) THE VIDEOGRAPHER: We are back on the record 10 at 6:36 p.m. 11 You may proceed. 12 MR. ZELLER: Q. Sequentially, was the idea 13 for having an oily pond or infinity edge pool as the design done first for the tablet, or the phone, or the 15 iPod Touch?

A Well, as an idea, that -- that is a -- as a thought, as a story, the first explorations of that, I think, occurred with the -- the first explorations associated with the iPad.

I can't remember when. I wouldn't begin to
know when I could put a date on that, but I think
that's something that we found significant and
beautiful and had a particular relevance to handheld
products that featured a display and that was combined
with touch sensors and multi-touch technology.

- So I think we -- we started exploring designs
- $^2$  around that story really fairly early on.
- $^3$  Q All right.
- And sequentially that was first with the
- 5 tablet design?
- A Yes; I think that -- my recollection was
- <sup>7</sup> that's the first time that we were working on a
- 8 handheld design that had this multi-touch capability
- 9 that allowed you to touch it with your finger, so I
- think that was really the first time we explored
- designs as part of that story.
- 12 Q And then sequentially, as part of the -- the
- story that we're talking about, the oily pond or the
- infinity --
- <sup>15</sup> A Yes.
- Q -- pool, was next the iPod Touch or the
- iPhone?
- 18 A It would have been whatever product came --
- 19 came next.
- Q Do you remember which one that was?
- A I'm afraid I don't.
- 22 Q And, in your view, was this design story or
- design goal of an oily pond or infinity edge pool met
- with the iPad and iPad 2 designs?
- A I think they are examples that reflect that

- <sup>1</sup> thinking.
- 2 Q Did it -- in your view, did those designs
- fall short of that goal in any way of this -- this
- oily pond or this infinity edge pool story?
- A I don't know if I would say they -- they fell
- 6 short. I think they are reflections of the goals that
- we set ourselves and the interests that we -- we had
- in trying to create a beautiful product that -- that
- <sup>9</sup> featured this clear material that extended to the
- edge, extended to the perimeter of the product.
- So I think they were reflections of that
- thinking that we were happy with.
- Q And -- and focusing just on this, this fact
- of the oily pond or the infinity edge pool, one aspect
- of the design that you mentioned achieving that goal
- is the fact that the front surface of these electronic
- devices that we're talking about has a flat,
- continuous surface on the front.
- A Yes, that was an aspect of that exploration,
- that discussion, that story.
- Q What else, in your view, achieves that
- effect, specifically of the oily pond or the infinity
- edge pool effect, beyond, as we just talked about,
- the -- the continuous flat surface?
- A So what we were interested in was that flat

- <sup>1</sup> A Right. I see.
- Q -- do you have any -- any knowledge or
- information as to whether or not there are any use
- 4 advantages in having a symmetrical presentation of a
- 5 display with a mobile device?
- A No. Based on my experience, based on what I
- know today, I would only continue to be aware of the
- functional -- the manufacturing, the engineering, the
- 9 multiple aspects of the engineering challenges as a
- result of -- of having the -- the display centered.
- Q Can you -- can you think of any engineering
- advantages or utilitarian advantages at all to having
- the symmetrical presentation?
- MR. JACOBS: Objection; asked and answered.
- THE WITNESS: The -- the advantage that I can
- think of, I -- I can answer that generally. The
- advantage I could -- you know, I thought of during the
- development was that it was beautiful. That was the
- advantage I remember. That's the advantage I'm aware
- of now.
- MR. ZELLER: Q. Any others?
- 22 A That it was beautiful and I think enabled
- $^{23}$  the -- the story that we were so interested in in
- terms of this, this infinity edge pool, this black
- $^{25}$  oily pond.

Page 256 1 CERTIFICATE OF REPORTER 2 I, ANDREA M. IGNACIO HOWARD, hereby certify 5 that the witness in the foregoing deposition was by me duly sworn to tell the truth, the whole truth, and 7 nothing but the truth in the within-entitled cause; That said deposition was taken in shorthand 10 by me, a Certified Shorthand Reporter of the State of California, and was thereafter transcribed into 12 typewriting, and that the foregoing transcript 13 constitutes a full, true and correct report of said deposition and of the proceedings which took place; 15 16 That I am a disinterested person to the said 17 action. 18 19 IN WITNESS WHEREOF, I have hereunto set my 20 hand this 2nd day of December, 2011. 21 22 23 ANDREA M. IGNACIO HOWARD, RPR, CCRR, CLR, CSR No. 9830 24

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