Live Sticker & Filter Creation Guide

Mobile & AI Leader

1. Live Sticker Creation Overview

1) Texture Resource

The Live Sticker texture resource is a basic OpenGL ES texture and so the content is upside down.

In order for the Live Sticker's texture to print properly, you must revert top and bottom of the created image.

2) Concerning the Extension

For the images, only png images are used, but if you use the image extension as it is for the Android system, the images will be displayed in the gallery when scanning the media, one has to remove the extension before using them.

3) Resource Usage Method

There are two ways to use the texture image resource, namely to using them locally as an asset, or to put a resource on the network for use.

Use of a network resource is not mandatory for this SDK. Refer to the sample project for details.

(Use of a local resource)

- - iOS:

Import resources into the main bundle. See sample project for details

- Android:

Store the texture image resource in the Android project assets directory

2. Live Sticker Registration Under JSON

live_sticker.json is a json file that stores the resource information of the Live Sticker.

item [name] is the representative name of the Sticker resource.

In iOS, itemDelegate.m is the name corresponding to texture in the data structure of the initStickerDatas function.

For more information, see the sample source for itemDelegate.

As for the corresponding detailed resources for the Live Sticker, the usable detailed resources available as accessory are ear, earring, nose, hat, mustache, and glasses

```
{"item":[
  {
      "name":"d2_ear","thumb":"s_thumb0","update":false,
      "accesory": {
        "ear": {
                "name": "d2_ear","bound": 5,"w_ratio": 1.45, "h_ratio":0.65
        },
        "earring": {
                "name": "none","bound": 1,"w_ratio": 1.0, "h_ratio":1.0
        },
        "nose": {
           "name": "d2_nose","bound": 3,"w_ratio": 0.5,"h_ratio": 1.0
        },
        "glass":{
           "name": "n_g10","bound": 1,"w_ratio": 1.0,"h_ratio": 1.0
        },
        "hat": {
           "name": "none","bound": 1,"w_ratio": 1.0,"h_ratio": 1.0,"rule":0
        },
        "mustache": {
           "name": "none","bound": 1,"w_ratio": 1.0,"h_ratio": 1.0
        }

    }
  },
```

1) Common Accessory Elements

-   name: As mentioned in the file name extension of the texture image, if the png file name is "none", all other attributes are ignored.

    (Note)

    In the case of an animation resource and if an image is composed of six images:

    d2_ear0, d2_ear1, d2_ear2, d2_ear3, d2_ear4, d2_ear5

    As in the example above, you should use the sequential file name, starting with the index 0, at the end of the file name in frame order, and as "name" should be omitted except for the 0 index.

accesor y [ear] [name] = d2_ear

- bound: In the case of the above example, you can use the number of the animation file for the animation resource and 1 for the other case.
- w_ratio, h_ratio are discussed in detail in the next chapter

2) How to Arrange the Corresponding Resource (w_ratio)

- In case of an ear: An element that registers the animal's ear resource state

- In case of glasses: An element that registers the glasses resource state

Outputs a percentage based on the width between 0 and 32 of the face tracking points below
As for the w_ratio, this is used to increase this width. However, in regards to the h_ratio, even if one changes the value, there it is not applied.
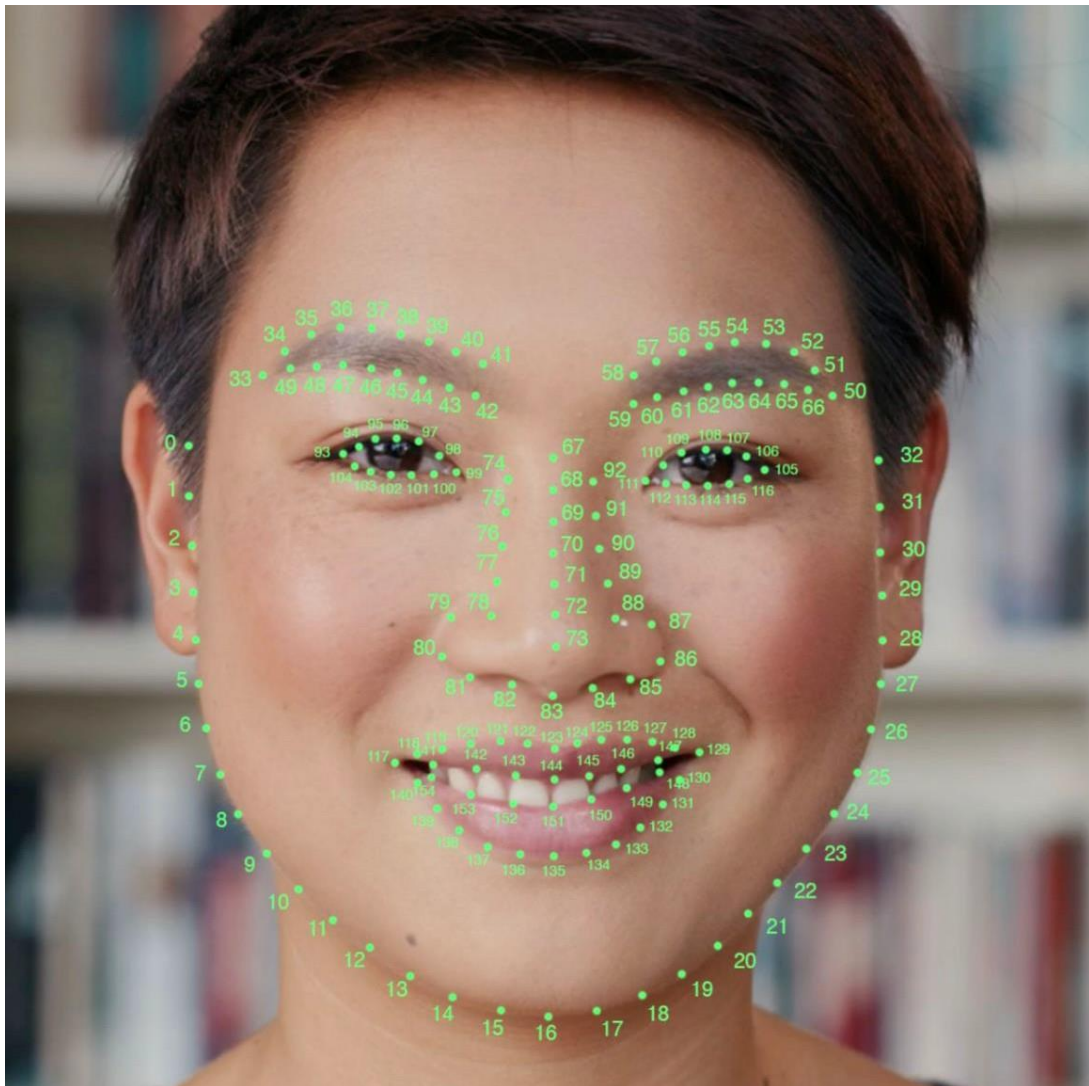
-       As for an earring: An element that registers the earring form. It outputs the same resource to 4, 28

Only the w_ratio value is applied

- As for the nose: An element that registers the nose form. It is output as a ratio between width 80 to 86. 73 is output as a base.

Only the w_ratio value is applied

- As for a mustache: An element registering the mustache form. It is output as a ratio between width 117 and width 129. 73 is output as a base.

Only the w_ratio value is applied

3) How to Arrange the Corresponding Resource (h_ratio, rule)

- In the case of hat (ear): The element w_ratio that is output between the eyebrows and the head is the same as the ear and glasses specification

In the case of the h_ratio, it is the ratio of the height value between 67 and 16, and is output above the height ratio value with 67 as a base.

Set the position of the desired content while adjusting the value of the h_ratio

The rule value is applied only to a hat, and set to 1 to represent a slight perspective, and otherwise set to 0.

```
"hat": {
    "name": "wonder_t",
    "bound": 1,
    "w_ratio": 1.0,
    "h_ratio": 0.25,
    "rule":1
},
```

3. Filter Creation Overview

1) Lookup filter creation method

- In Photoshop, a designer sets up a series of actions to adjust any image for color.

- Run the applicable action after opening the provided lookup.png file in Photoshop.

- Save the filtered lookup.png under a new name.

- After removing the png extension, you can use filters according to your service scenario.