Bitmoji Classroom Annotation Guide

# Color Palette

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Annotation Category** | **Hex Color Code** | **Color** |
| Lime | For | #00ff00 |  |
| Orange | Kaytee | #ffa500 |  |
| Blue | and Nicole | #0000ff |  |
| Pink | to figure | #ff1493 |  |
| Turquoise | out | #008b8b |  |

# Rules of thumb when annotating

1. **Only use rectangles when annotating. No circles or round corners.**

**Graphical user interface, website

Description automatically generated**

1. **Use a medium thickness for the bounding box border. If border is too thin the program may have trouble finding/extracting the edge; too thick and you may have trouble keeping the boxes distinct.**

**Graphical user interface

Description automatically generated**

1. **Use the hex color codes above to make sure you are using the exact color.**
   1. **Hex codes are numbers (in base 16) that correspond to colors. If you are using Preview on a Mac, click “show colors” and there will be a text box for you to input the hex code.**

**A screenshot of a video game

Description automatically generated**

1. **Try to retain one border width between boxes. If they are too close together the program may accidently merge the boxes when parsing the image.**

**Text

Description automatically generated**