

Snapchat Lens Recipe

What are we making?

We are making a Snapchat Lens similar to these:

Try out dream state by Under 25 NIE

Try out dream state lens by Under 25 NIE

 <https://www.snapchat.com/unlock/?type=SNAPCODE&uuid=1b6c2a981fa948e096b53a5ebdf12371&metadata=01>



Try out dreamstate2 by Under 25 NIE

Try out dreamstate2 lens by Under 25 NIE

 <https://www.snapchat.com/unlock/?type=SNAPCODE&uuid=ef4ae68567f343e896a87e8e60b0edb7&metadata=01>



What will we be using?

Lens Studio

This site requires JavaScript to be enabled for proper functionality. Lens Studio is a powerful application designed for artists and developers to build augmented reality experiences

 <https://lensstudio.snapchat.com/>



Also, you will need a few resources which you can find at:

Lens Studio Workshop - Google Drive

 <https://drive.google.com/drive/folders/1ldDbIX-JmzoME40dY9I2zk8RLYJrhc8o?usp=sharing>

PDF

Download and Install Lens Studio on your system. Once you have installed it, you are now ready to build your first lens.

Color Grading a LUT (Optional)

This was not covered in the workshop as color grading is an art of its own and can't be taught in a 1 hour workshop, however, this section should help you get started if you are interested to learn!

LUT stands for Look Up Tables, and a LUT (pronounced loot) is basically a conversion profile that takes a colour value in your original file, looks it up in a table and returns a new colour value

To get started with the LUT we need for our filter, follow the given steps.

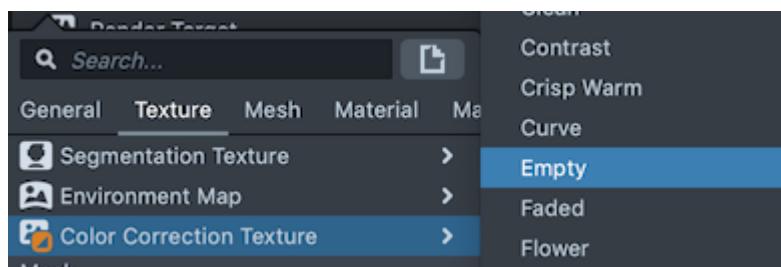
Download the Color Correction Lookup Table

To make your own custom Color Correction Post Effect, download the below base lookup table. You'll be making your modifications to this image.

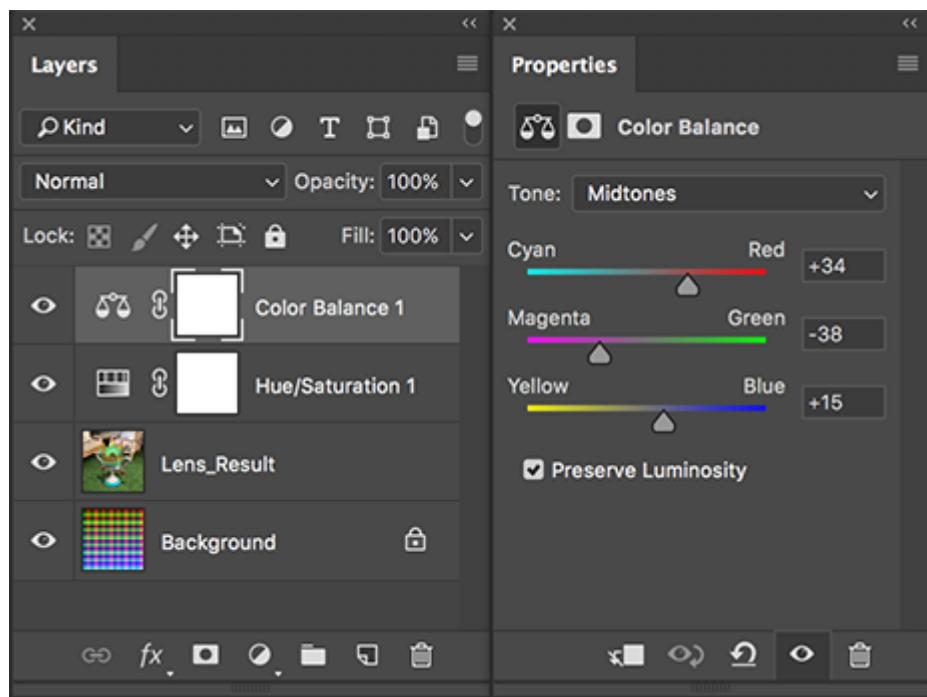
Download the Base Lookup Table



You can also get this texture by going to the [Resources Panel -> + -> Color Correction](#)
[Texture -> Empty](#).



Open the base lookup table image in Photoshop or a similar image editing tool. You'll be making your adjustments to this lookup image. Add a reference photo as a layer above the lookup layer. Then, add adjustment layers above both the reference and the lookup. In the example below, we've added simple [Hue/Saturation](#) and [Color Balance](#) adjustment layers to give the Lenses a pink tone.



For your reference:

Lens Studio

Post effects are visual effects that you can apply to the whole screen. Lens Studio has a number of such built in effects that you can easily add and modify. Because Color Correction is by

 <https://lensstudio.snapchat.com/guides/2d/post-effect/>

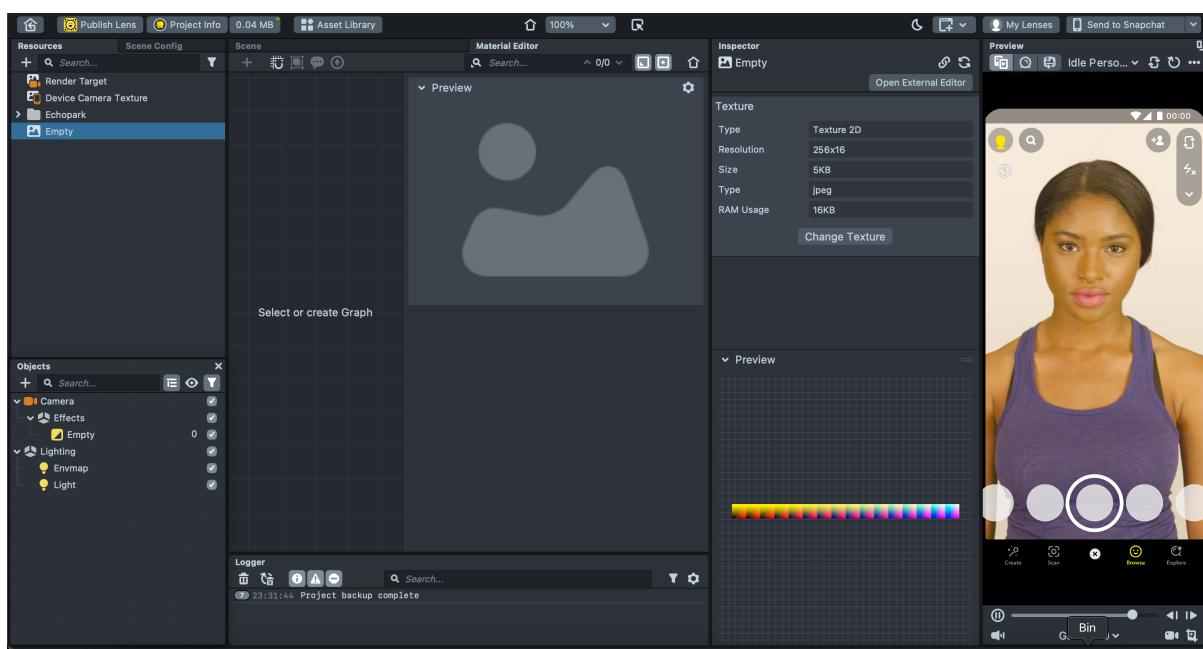


Applying the LUT:

Irrespective of whether you have created your own LUT or used the one from what was provided in the resources drive link, the following steps will be the same.

In the Objects panel, click on Post Effects and then select "Empty".

Now, you can notice "Empty" has appeared under resources too.



Select the Empty under Resources, rename it as whatever you want and under the Inspector, press change texture and select the color graded Look up Table(LUT)

Select Empty under Objects and use the alpha slider to increase or decrease the intensity to suit your needs.

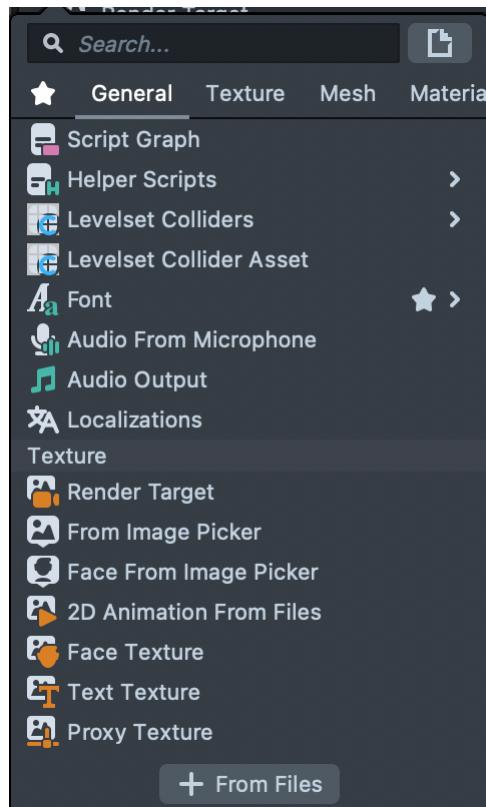
You have now successfully applied the LUT in your filter!

Creating a 2D Animation

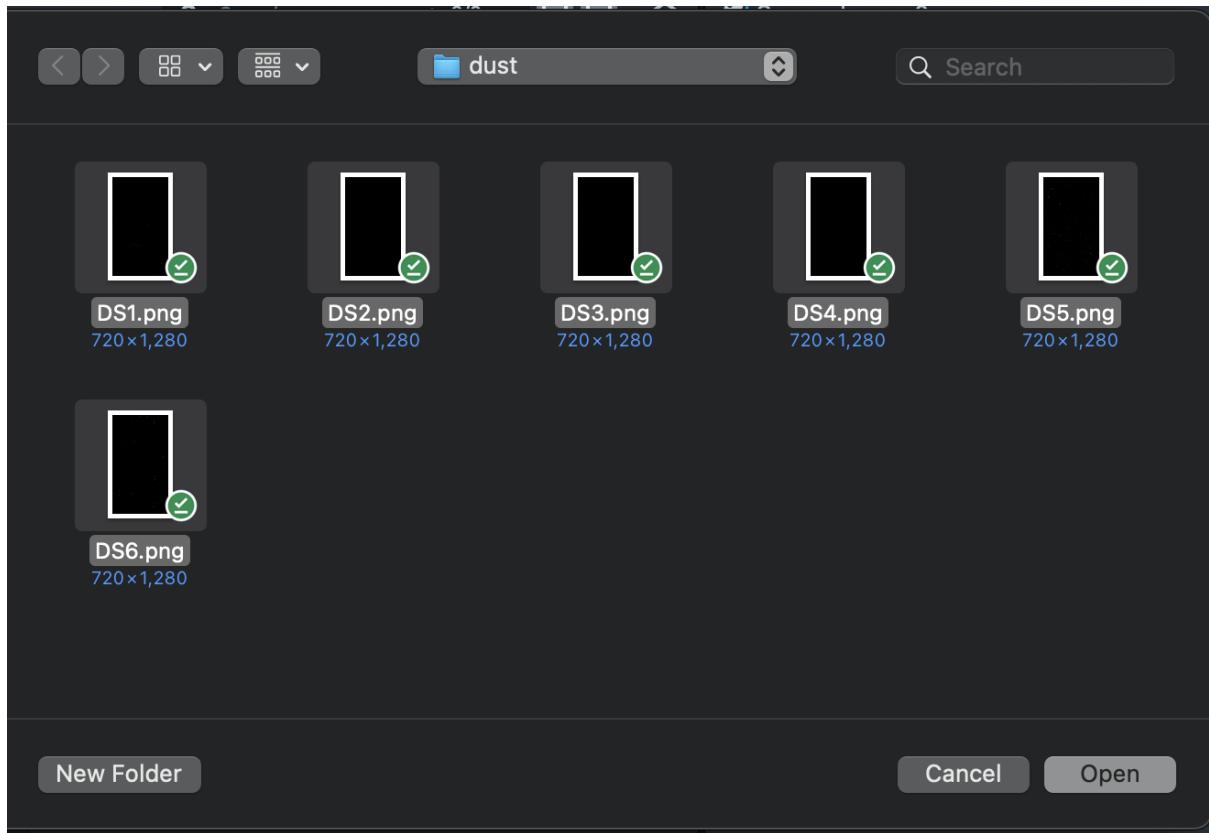
Now, we need to set up and create Grains or Dust Animation and add them to our filter.

For this, we will use the ones provided in the resources drive.

Select 2D From Animation under the Resources panel.



Now, select all the files to create an animation with them.



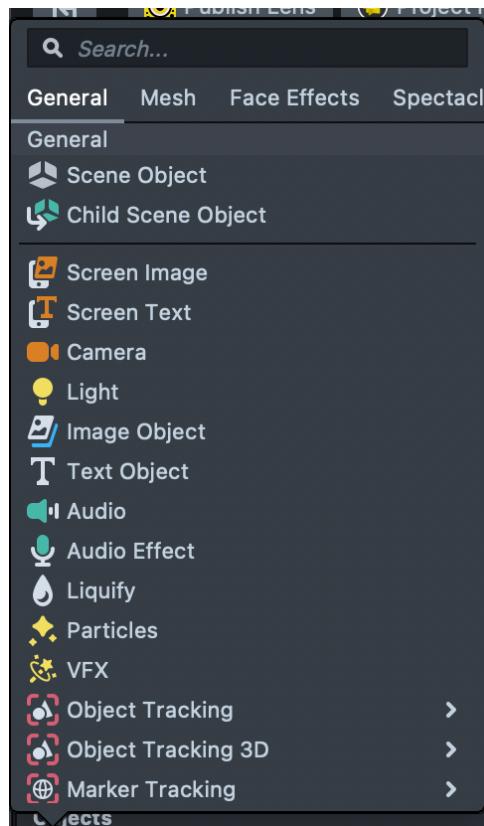
Provide the suitable settings as per your liking for FPS and click on open. This will now create an Animation. Rename it to whatever you would like.

Now, we have created a Dust Animation and added it to lens studio.

Adding the 2D Animation

Let us now add the 2D Animation to our Filter.

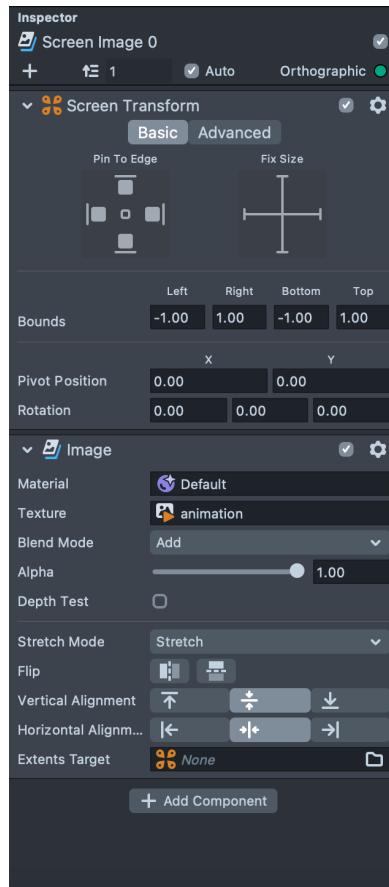
Select Screen Image from Objects Panel.



This will create a Screen Image layer over our Filter.

Select the Screen Image 0, and set the Stretch Mode to Stretch.

Select the Animation we previously created as the Texture and set the Blend Mode to add.



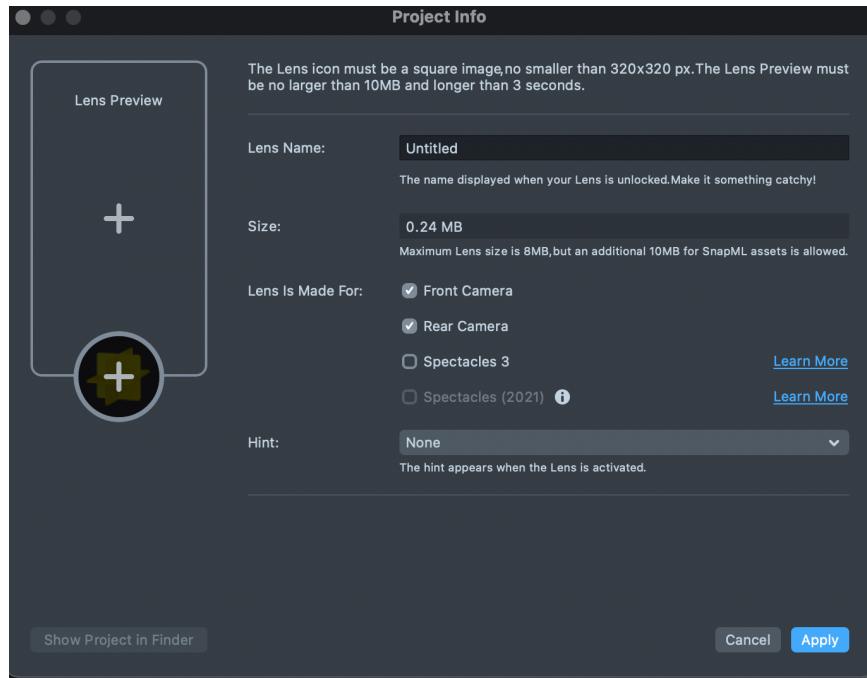
Now, you can see in the preview section that the Animation has been applied and is working.

The Final Steps

Using the Menu Bar you can Preview your lens on your mobile phone, set your lens details and publish your lens.



Click on Project Info.



Name your lens, add a preview video and icon and check the boxes for what cameras the lens is suitable for and if any hints should appear when the lens is activated.

Now click on Apply and then click on Publish Lens.

Login to your Snapchat Account and now, you'll find a section like this. If you have updated your Project Info, it would also reflect here.

Lens Details

Add information to help Snapchatters find your Lens.

Lens Icon
Add Lens Preview

Lens Name
Untitled

Lens Tags ⓘ
Add up to eight tags [Add tag](#)

Scan Triggers ⓘ
Search and add up to three Scan triggers

Visibility
Public
All Snapchatters can find and share this Lens

[Back](#) [Submit Lens](#)

Submit your Lens and it will be approved by Snapchat soon!

YOUR FIRST SNAPCHAT LENS IS NOW READY! SHARE IT WITH THE WORLD

I'd love to see what you build, please share the link to your lenses with me.

Reach me on Instagram: [@ppradyoth](https://www.instagram.com/@ppradyoth)