

Guess the Netflix Show from Emojis!

Netflix is now everyone's fav past time. The streaming service is so popular that the company has even inspired urban language to coin the term 'Netflix and chill'!

Are you a Netflix fan? Let's build a fun filter where you have to guess the popular Netflix series just by emojis alone!

Tools:

Spark AR Studio - Free software available for both Windows and Mac

Link to download - <https://sparkar.facebook.com/ar-studio/download/>

Basics of the filter:

There's an INTRO image which shows what the filter is all about. Then there are QUESTIONS and a TIMER, which after countdown shows you the ANSWER.

It's very important that you understand the logic because using the same logic you can create numerous filters as per your imagination.

Before we start building our filter, we need to keep a few things ready. A folder containing

1. Intro Image
2. Questions (Numbered and ordered)
3. Answers (Numbered and ordered to corresponding question)
4. Timer (Number them in reverse order)

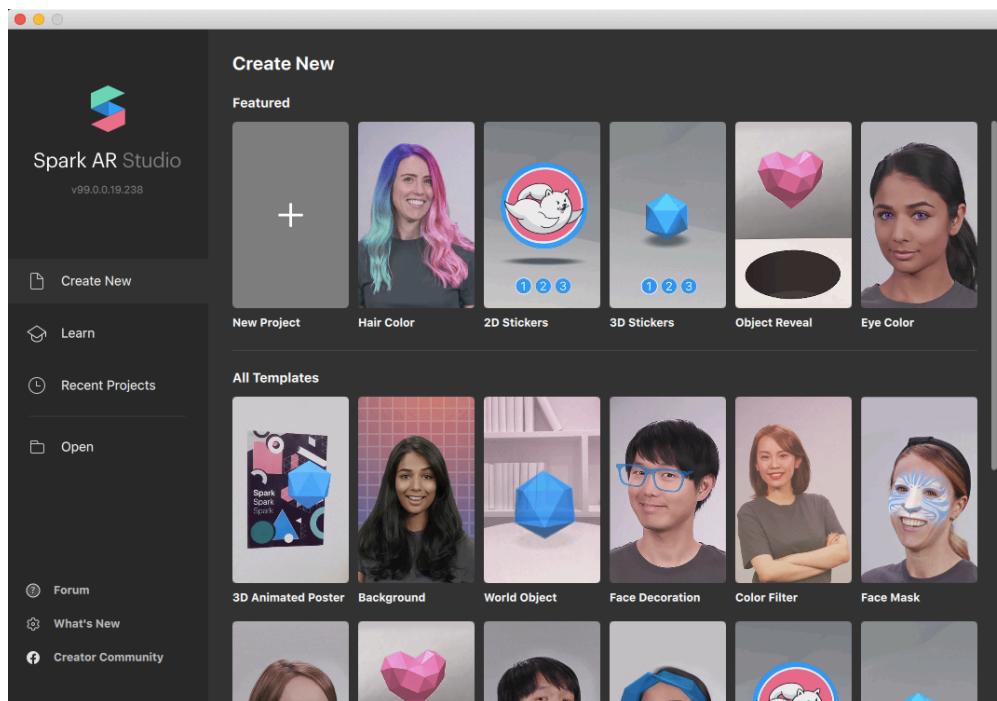
You can create these using any drawing tool on your computer.

Important things to keep in mind here is:

The size of all of this must be less than 5MB

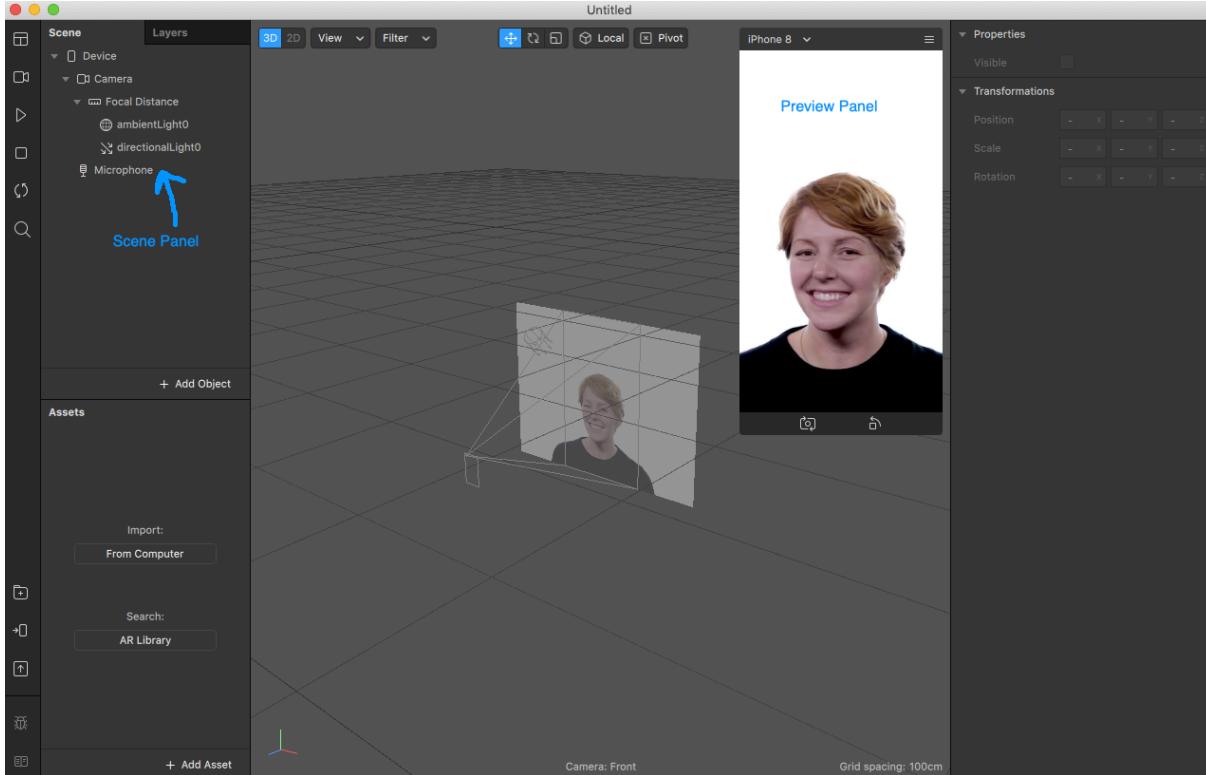
Let's jump right into SPARK AR!

When you open Spark AR Studio, you have plenty of templates that you can explore, but now let's start with a blank project.



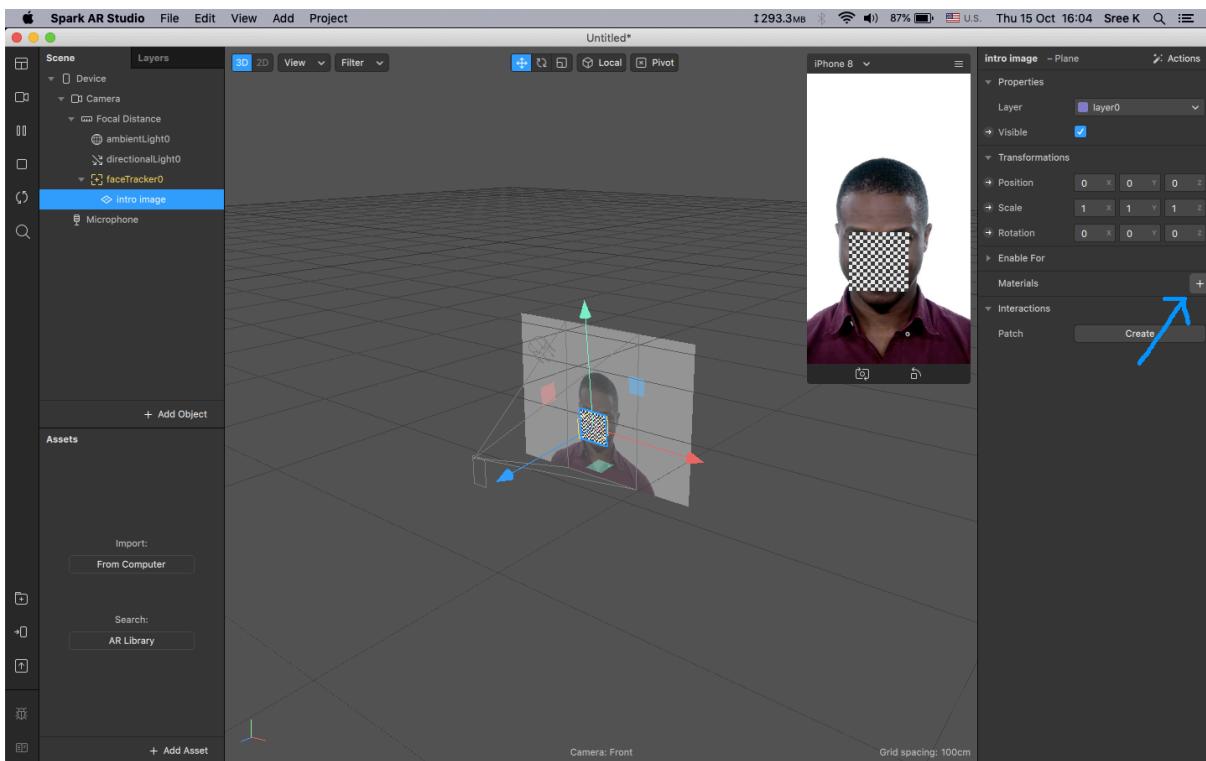
The interface can be a bit daunting at first but its pretty easy to get around.

In the Scene Panel, right click anywhere and select “Face Tracker”
Right click on facetracker and add “Plane”. Name this “Intro Image”

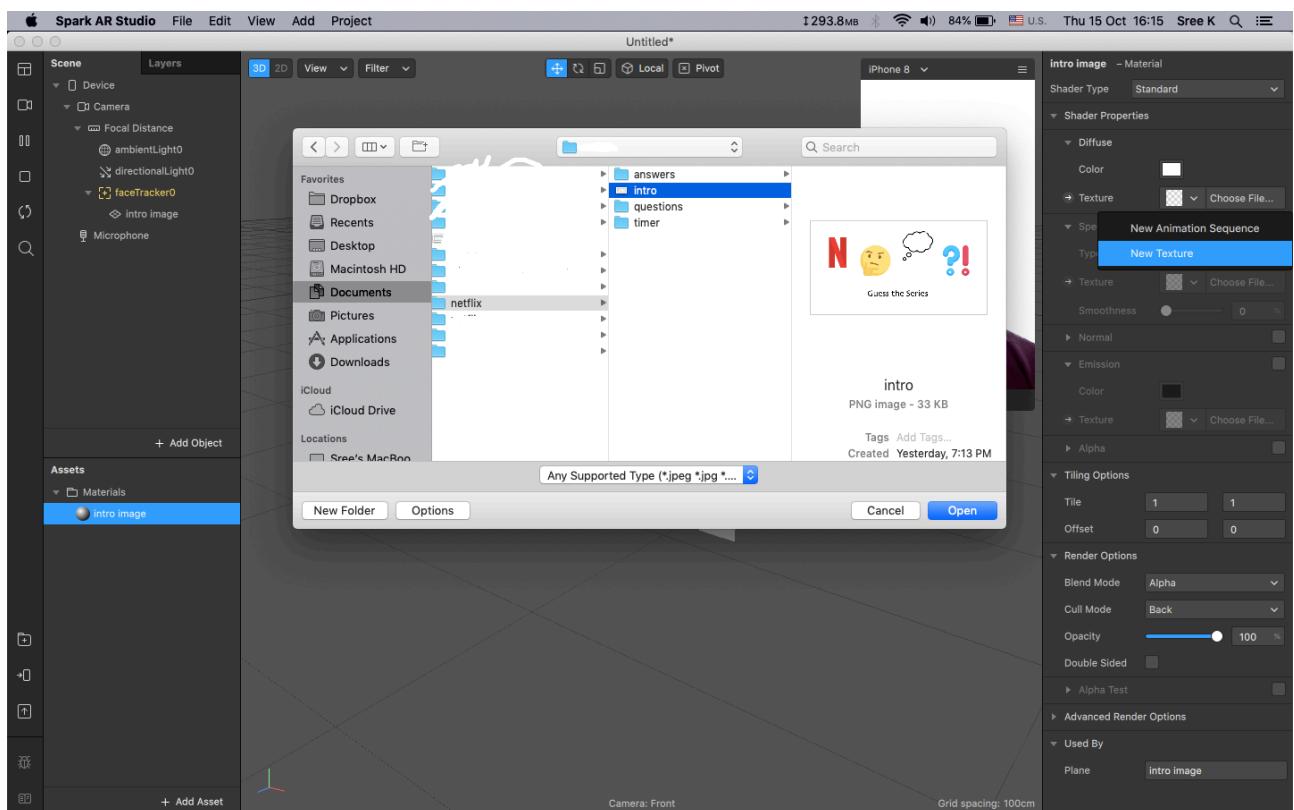
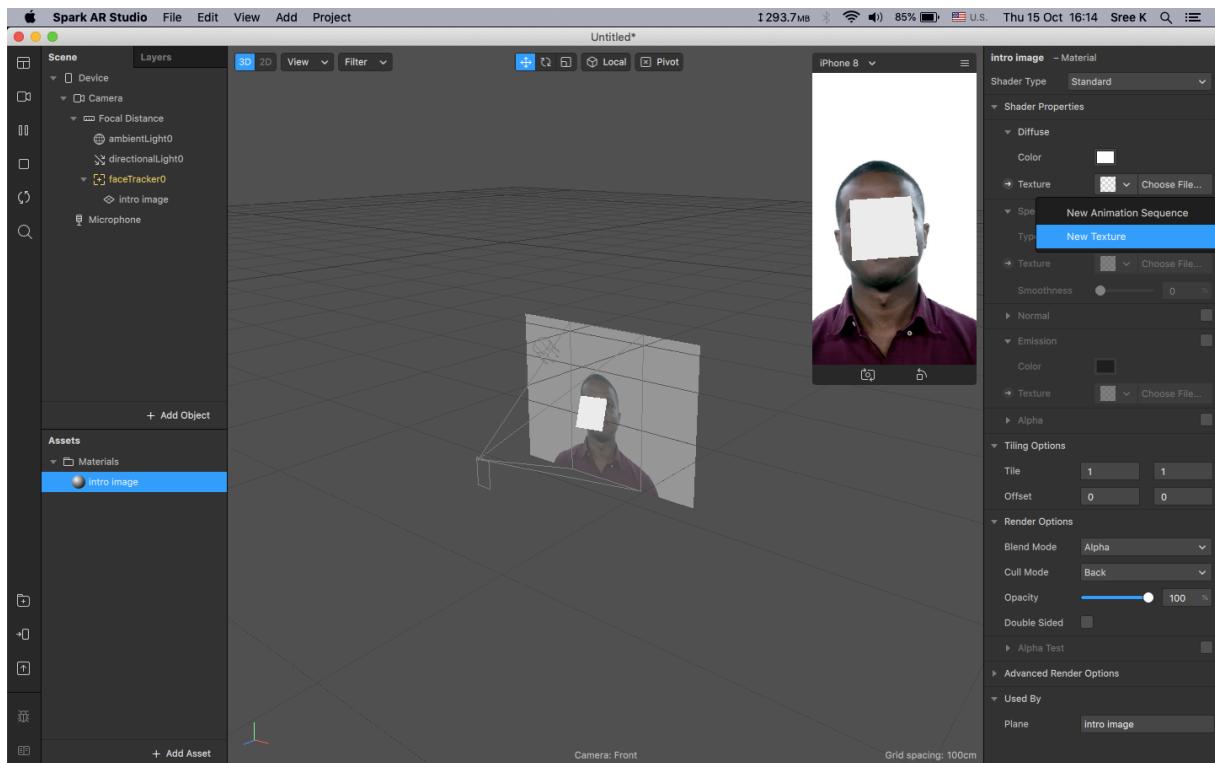


We need to create a material for this image. Click on “+” icon at “Materials” in the right hand side region and name material also “intro image”.

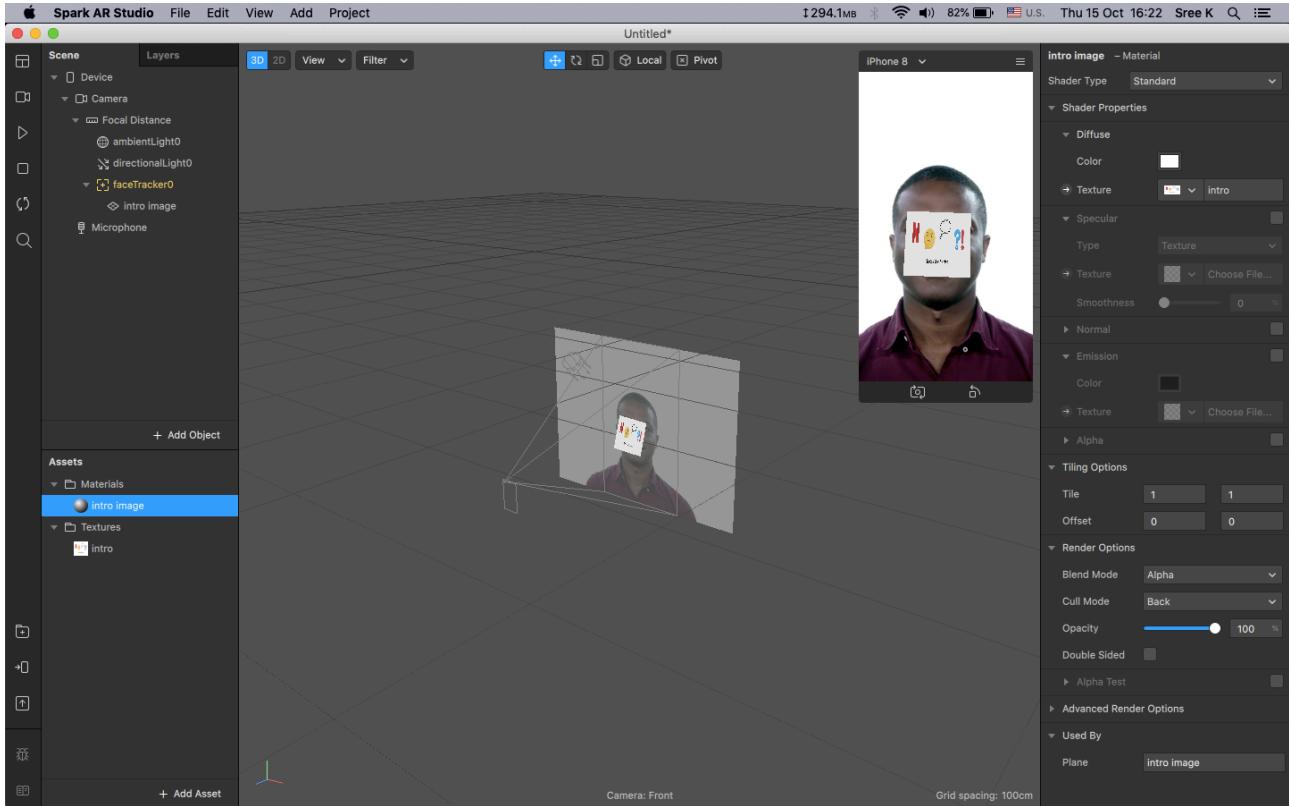
It's a good practice to name your materials for clearer understanding in your project.



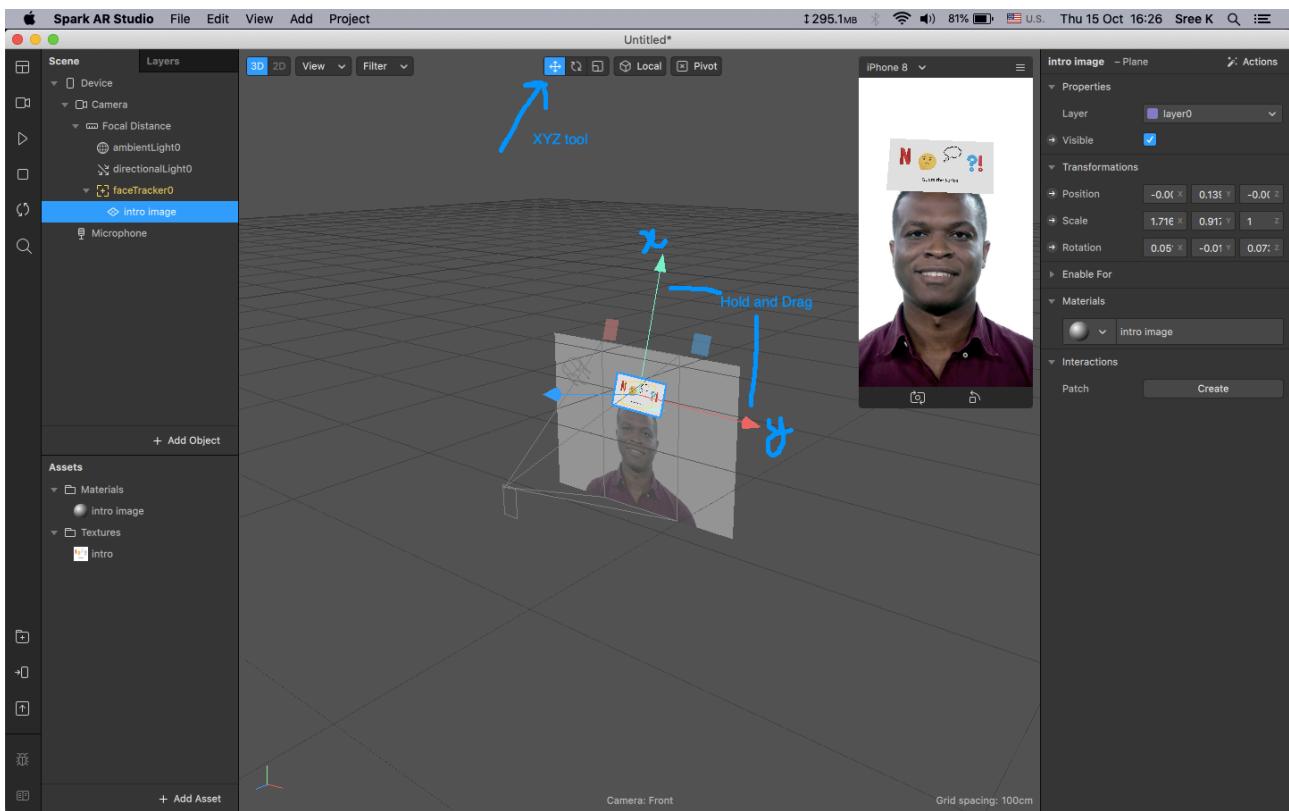
Now Click on “Textures” and select “New texture”. Choose your intro image file from the folder earlier and click “Open”

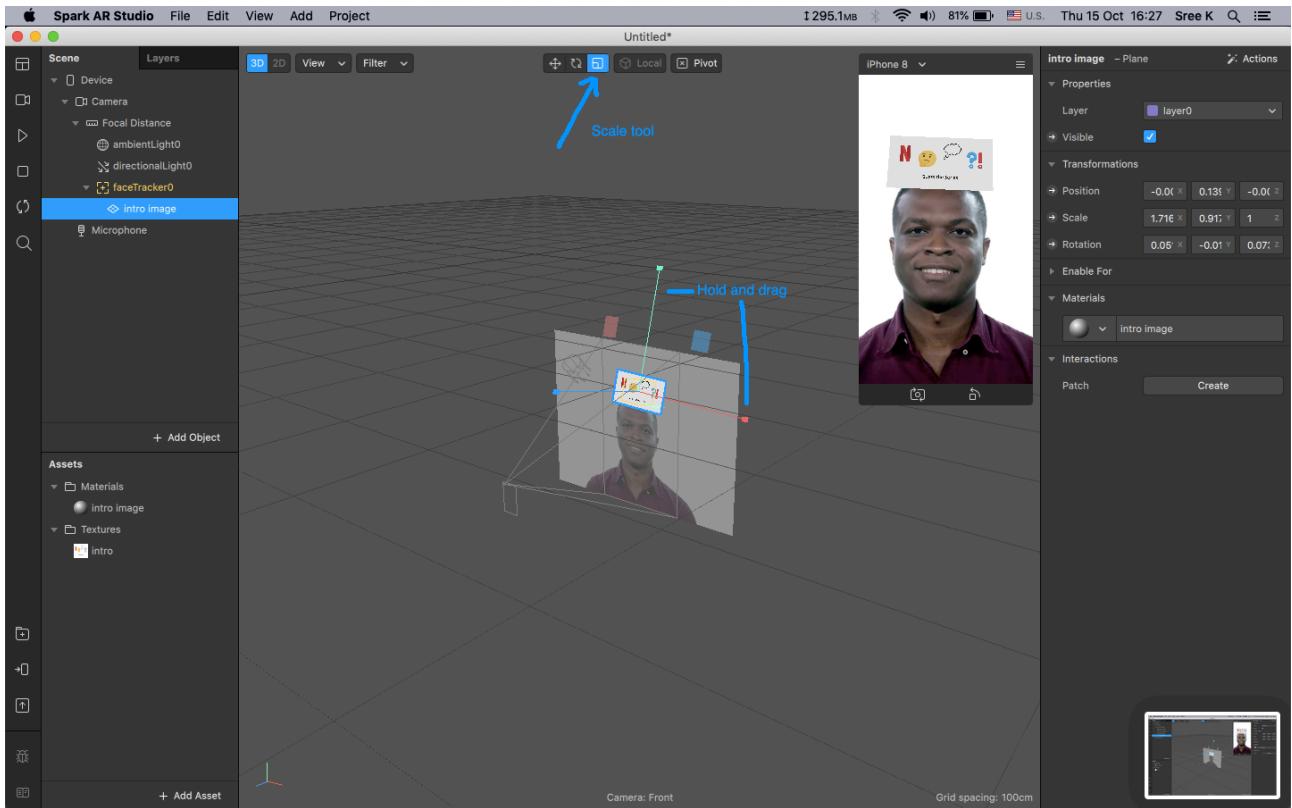


Your image now shows up in the plane



Using the XYZ tool, you can place the image as per you need. You can also adjust size using the “scale” tool.

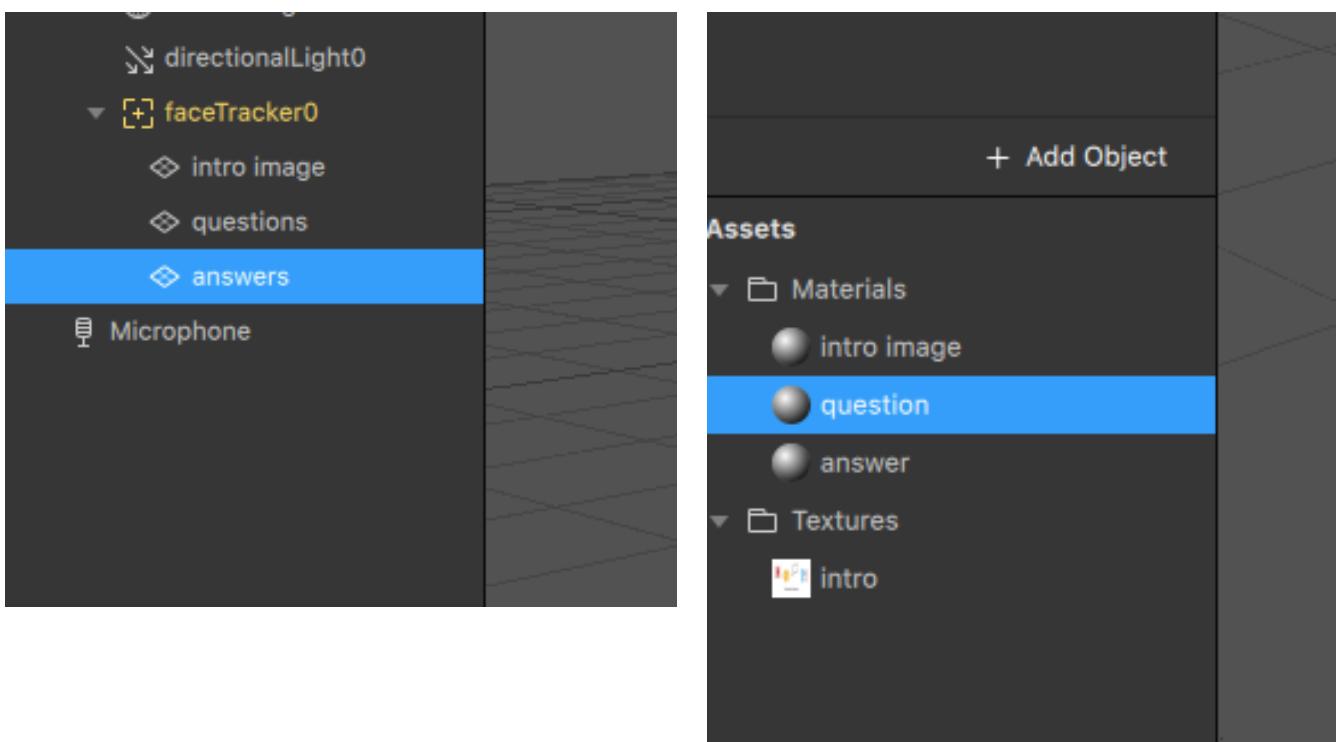




Select the “question” plane and create a new material for questions. Rename the material as “question”. Similarly do the same for answers.

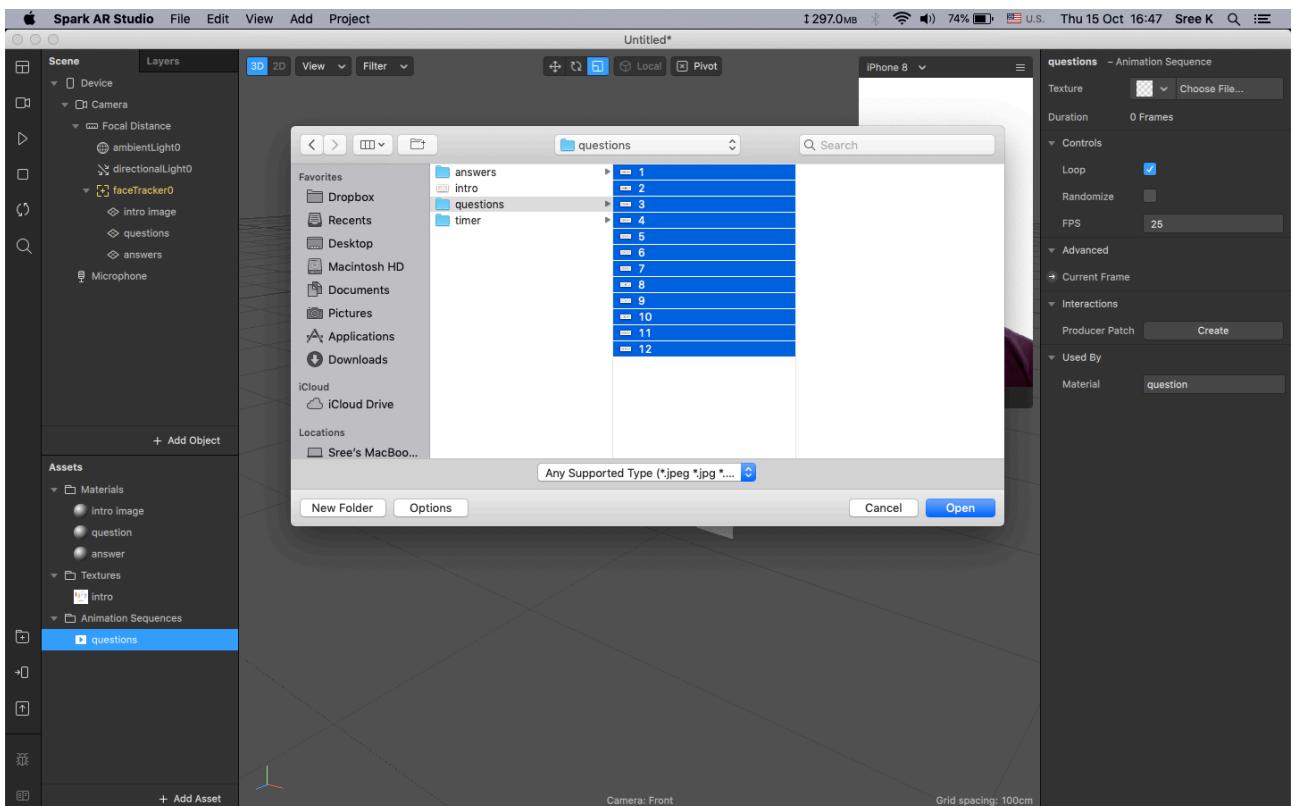
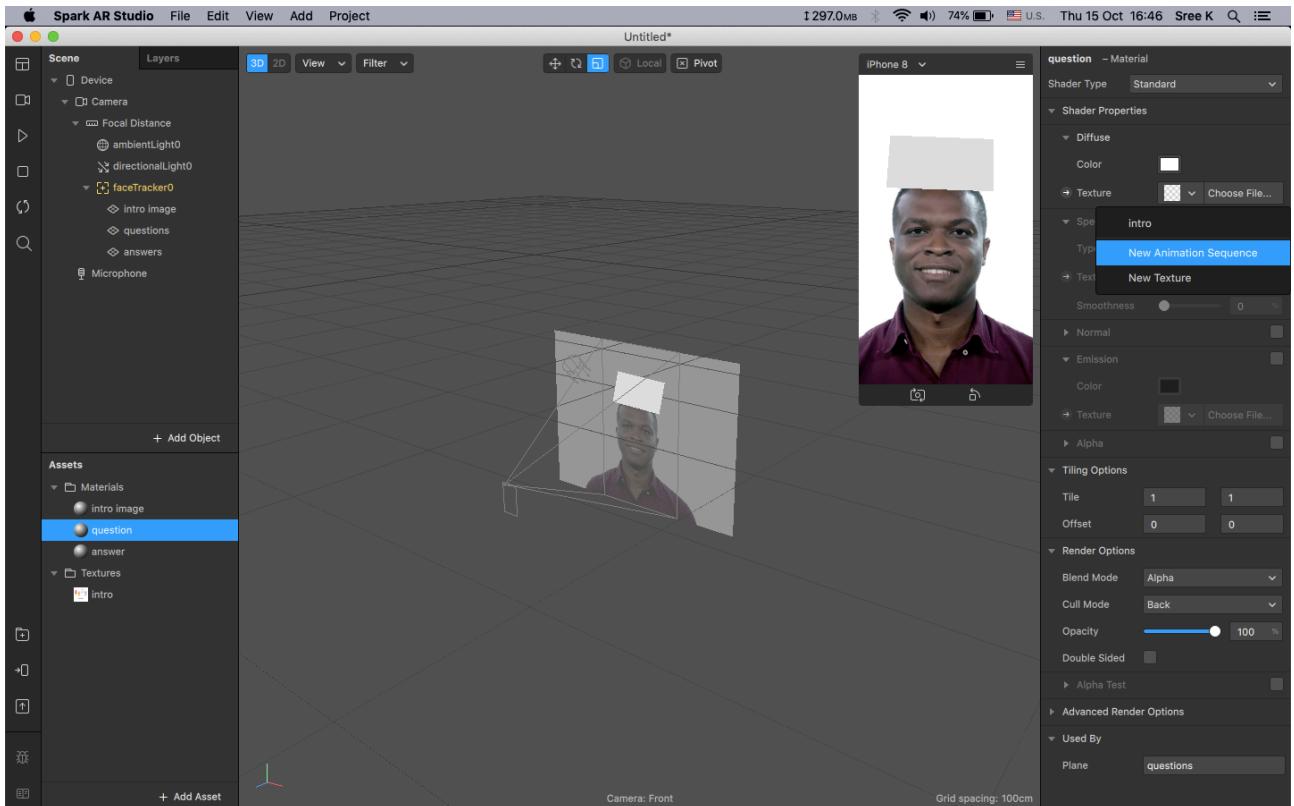
We have to duplicate the intro image plane twice for questions ans answers.

Rename them as “questions” and “answers”



Now in Questions plane, we need to create new Animation sequence of questions and answers.

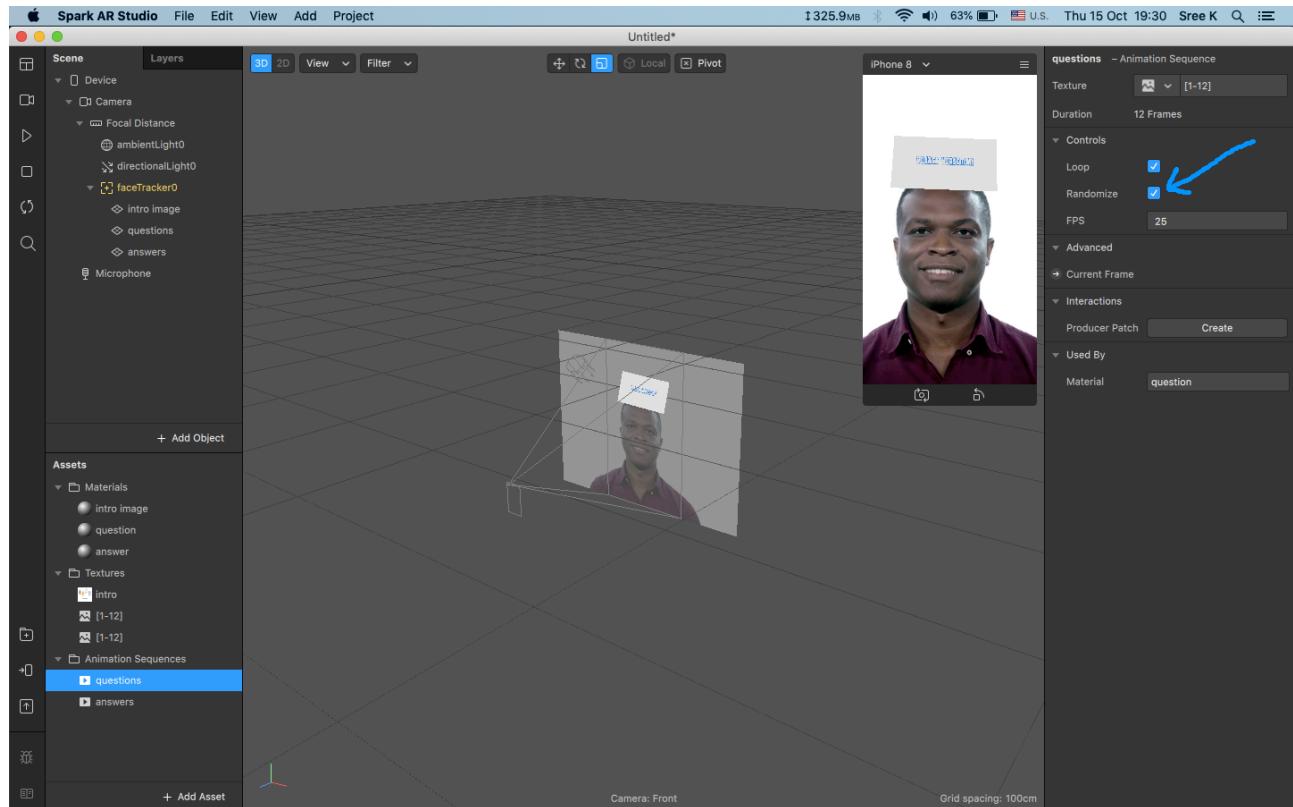
To do this - Click “Texture” -> “New Animation Sequence” and rename this as questions. Then select all the question images from your folder and open.



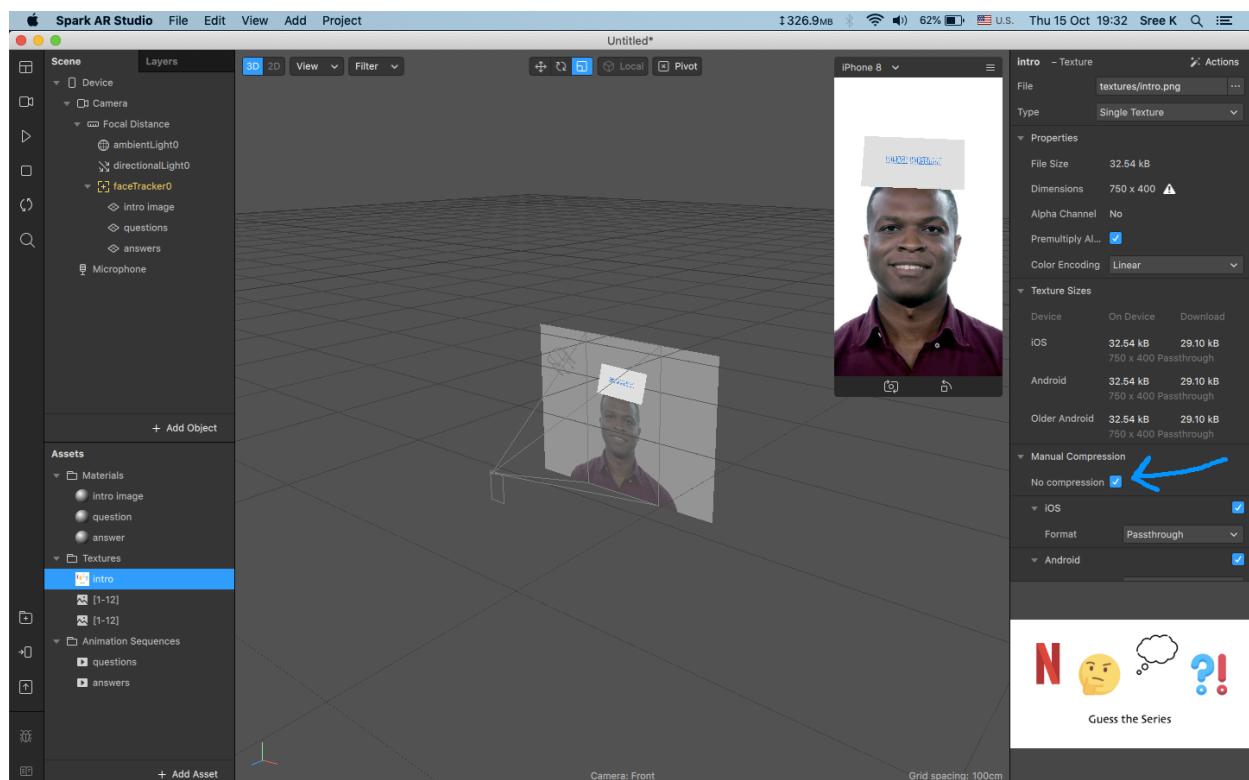
Similarly create a sequence for answers.

Now Select the Questions animation sequence and select the “Randomize” check box.

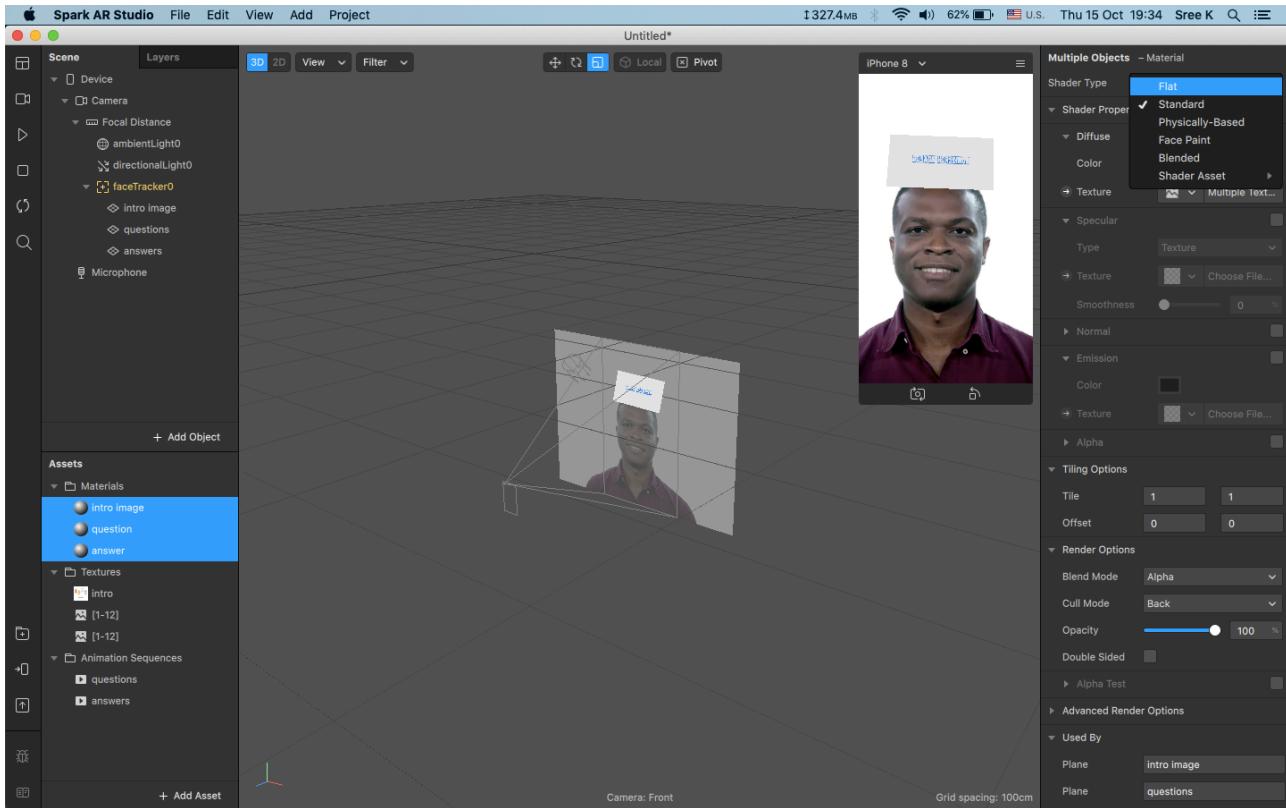
Note: This is only for the Questions animation sequence.



Next, make sure you enable “No Compression” for all of your textures. This is an important step.



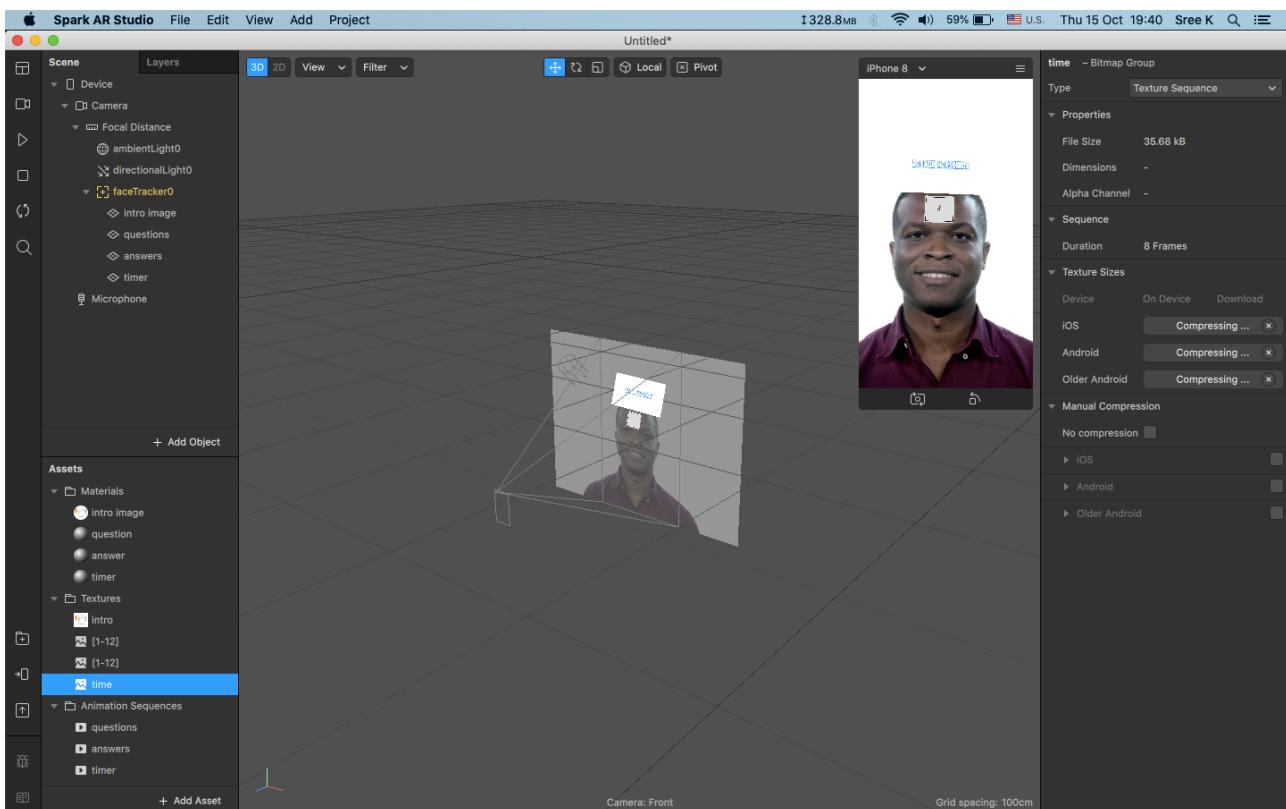
Now select all the materials and change the shader type to “Flat”



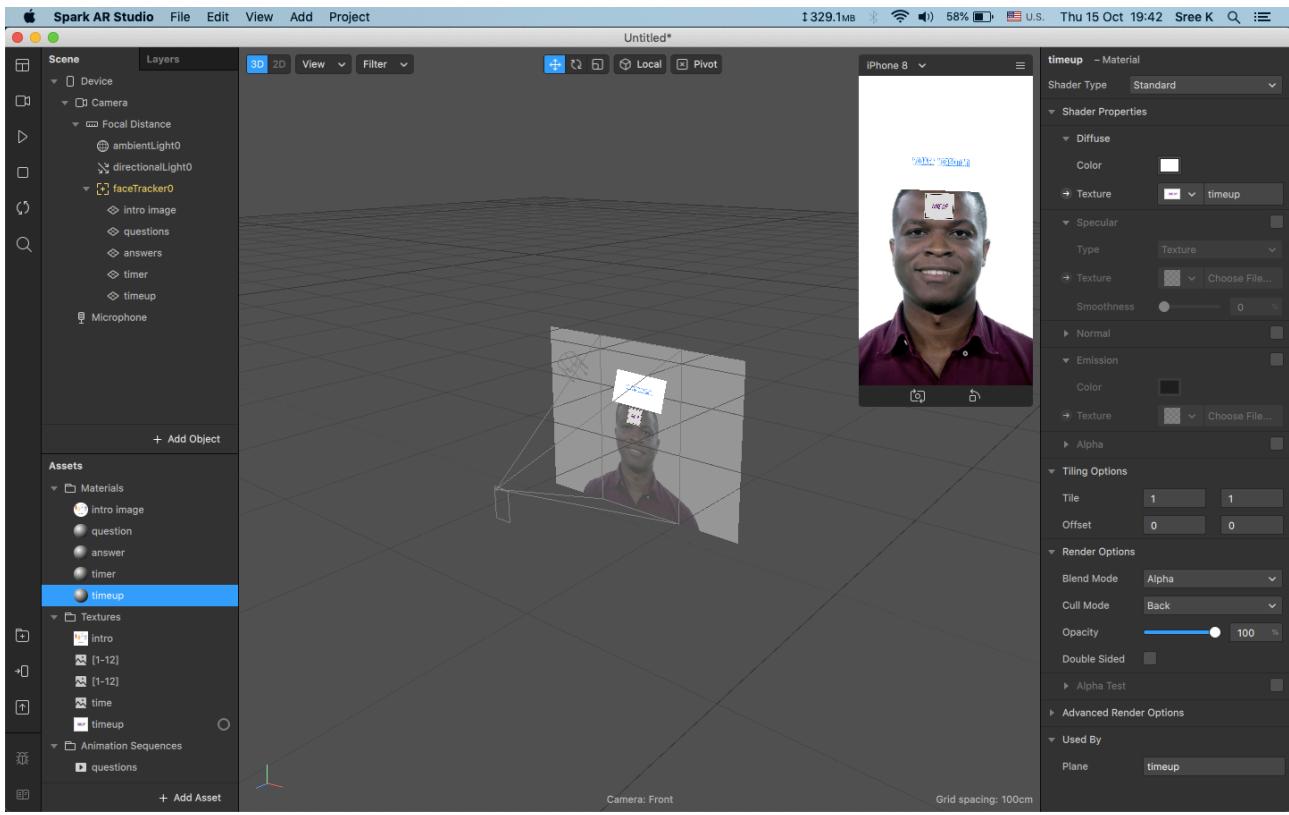
Next, we need to create a plane for the Timer

Create the Timer plane, resize it and adjust its placement according to your requirement.
Add a new material to it - “timer”.

Create a new animation sequence for it named “time” and select your timer files from the folder.

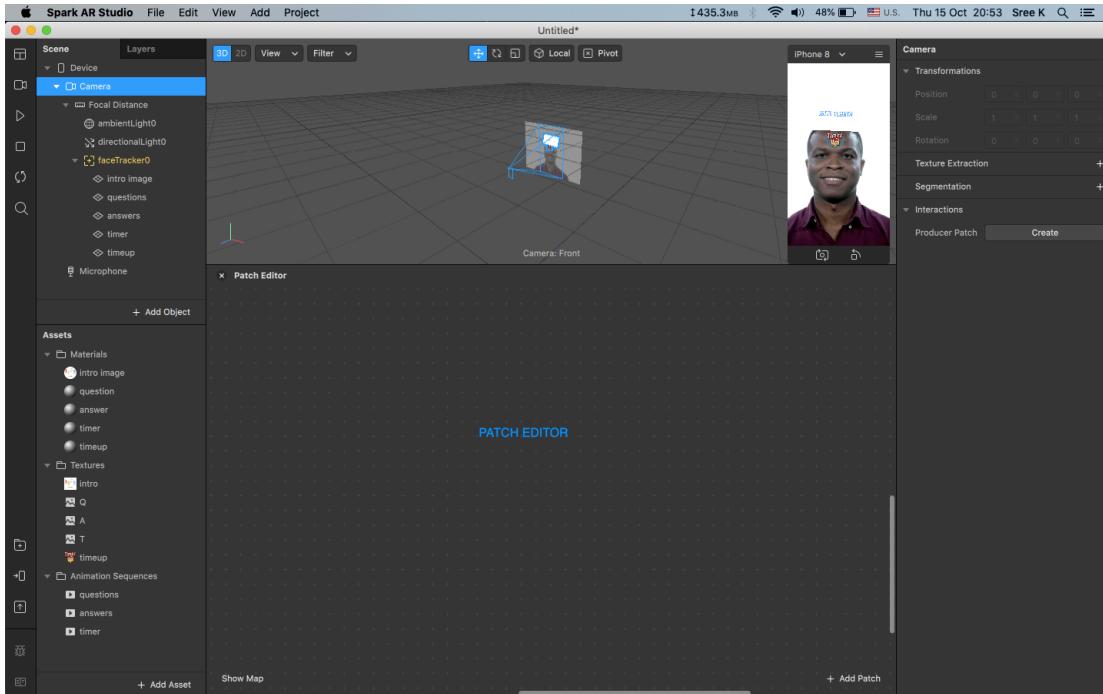


Next, duplicate the timer plane and rename it as “Time up”. Create a new material for it and select new texture as the time up image fro your folder.

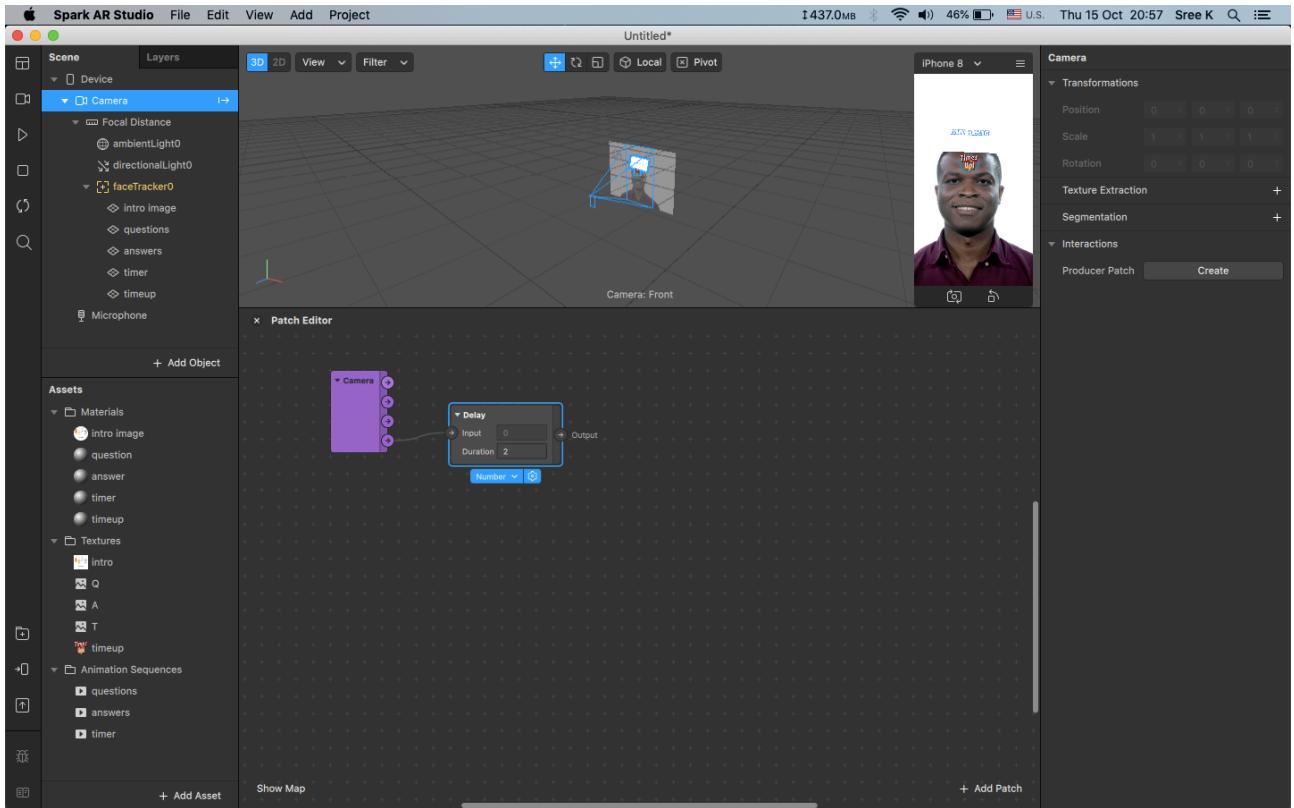


We are half way through!

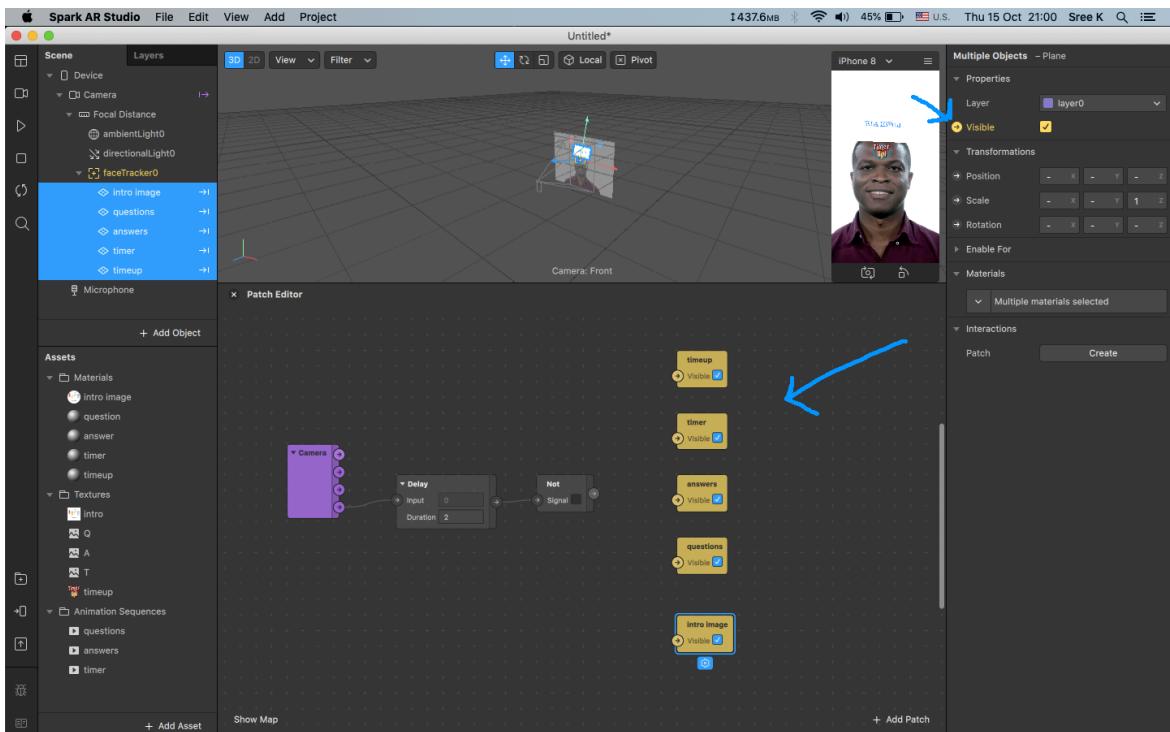
Now comes the tricky part - “Patch Editor”
In “View” menu select “Show/Hide Patch Editor”



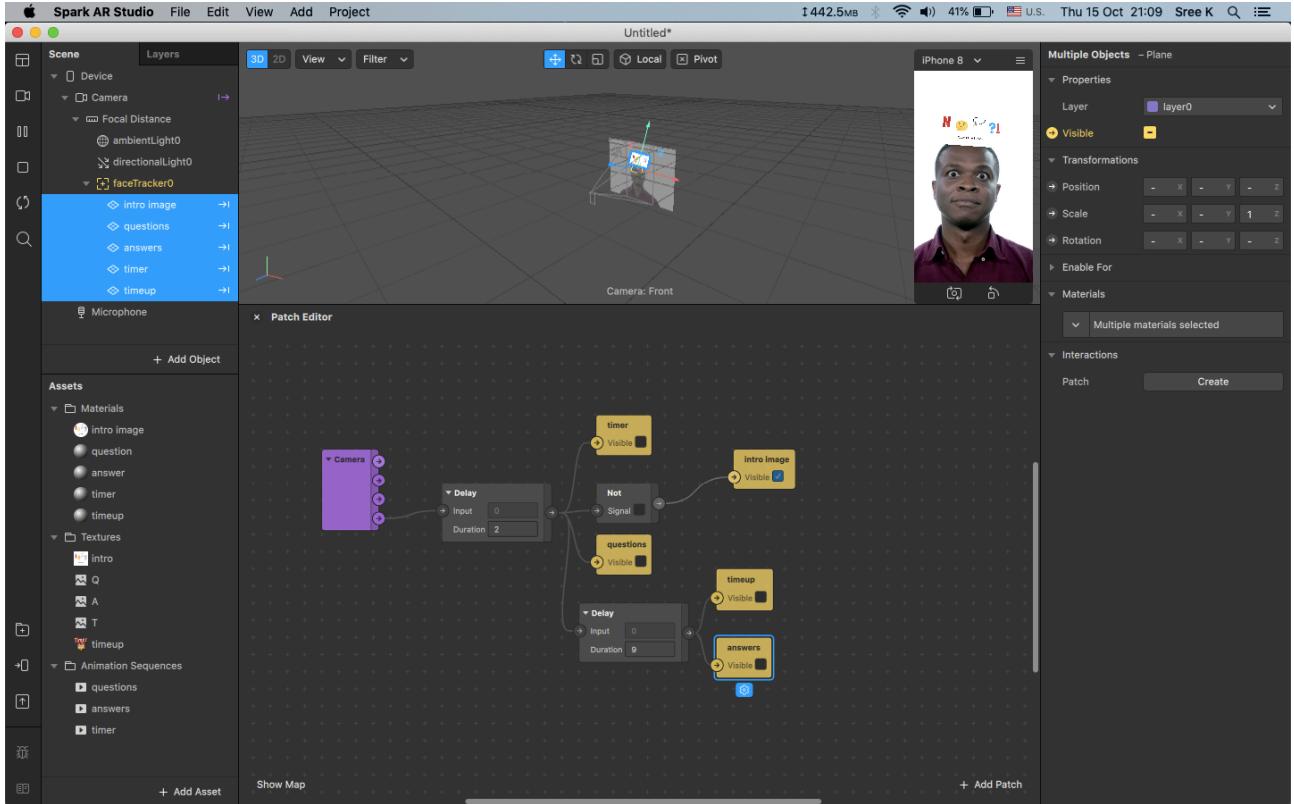
Drag the Camera into the patch editor and drag the “Video Recording” node of the camera and leave it. You’ll get an option to search for different patches. Search Delay and set the duration to 2sec



Drag the outfit node of delay and type “not”. Next we need to add the patches of all our planes. Select all the planes and click on the yellow “Visible” arrow on the right hand side. This adds all the patches.

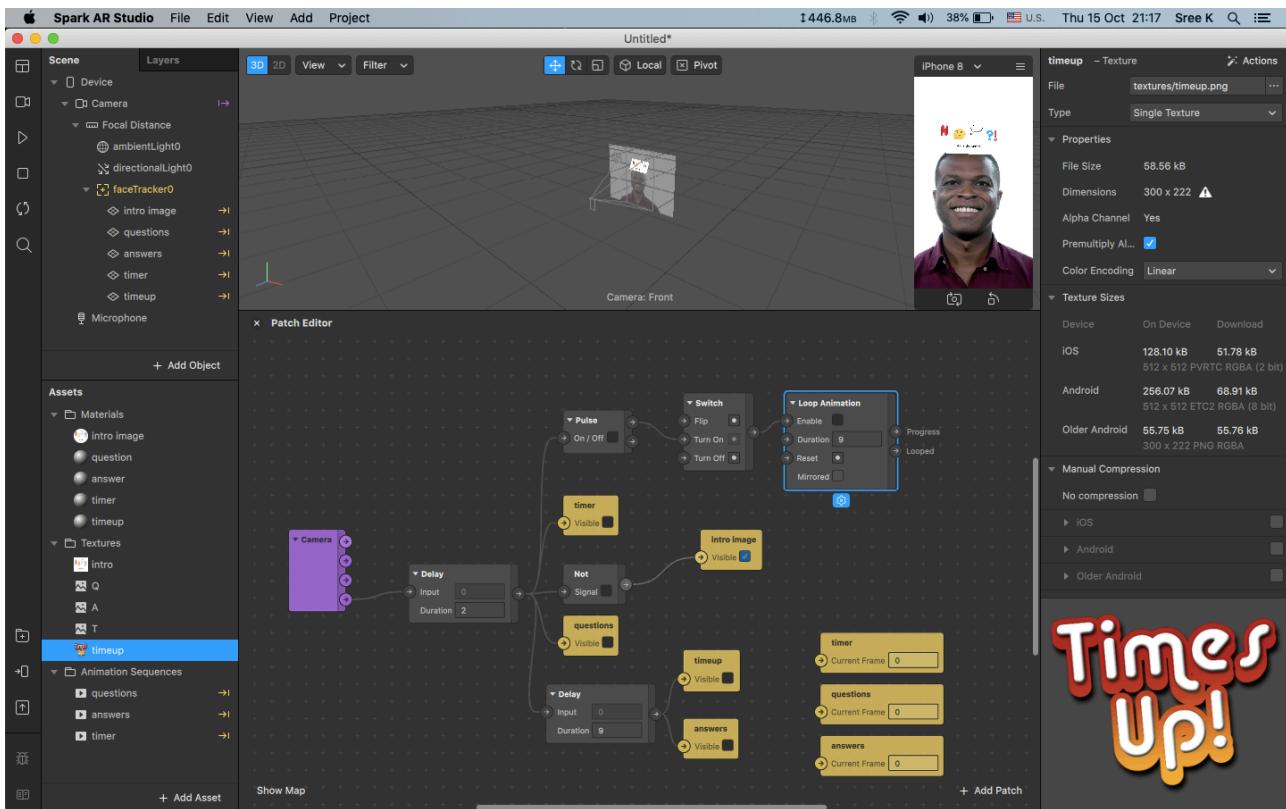


First drag the output node of not to the input node of intro image. Next connect the timer and the question to the output node of delay. Now, we need another delay. Double click anywhere in the patch editor and add a new delay patch. Set the duration to 9sec(the timer duration). Connect the output node of this to time and answer patch. As we need then to be displayed after the timer duration is done i.e 9sec. Now connect he output node of first delay to input node of second delay.



Next we need to create patches for the animation sequences that we created earlier. To do this, select all the animation sequences and click on the yellow arrow at “current frame”

Next drag the output node of first delay and create “pulse” patch. Drag output node of pulse and create “Switch” patch. Drag the output node of switch and create “loop animation” patch. Make sure that your pulse “turn on” output is at “turn on” in switch. Set the duration in loop animation to 9 sec because we have 9 sec timer which has 9 frames.



Drag the progress node of loop animation and create “Frame Transition”. We will connect this to the input of timer sequence.

Next double click and create “Runtime” patch. Drag the output node of runtime and create “offset”. Drag the “reset” port of offset to the “video recording node of camera. This will create a new “pulse” patch between them. Drag the output node of offset and create “less than” patch.

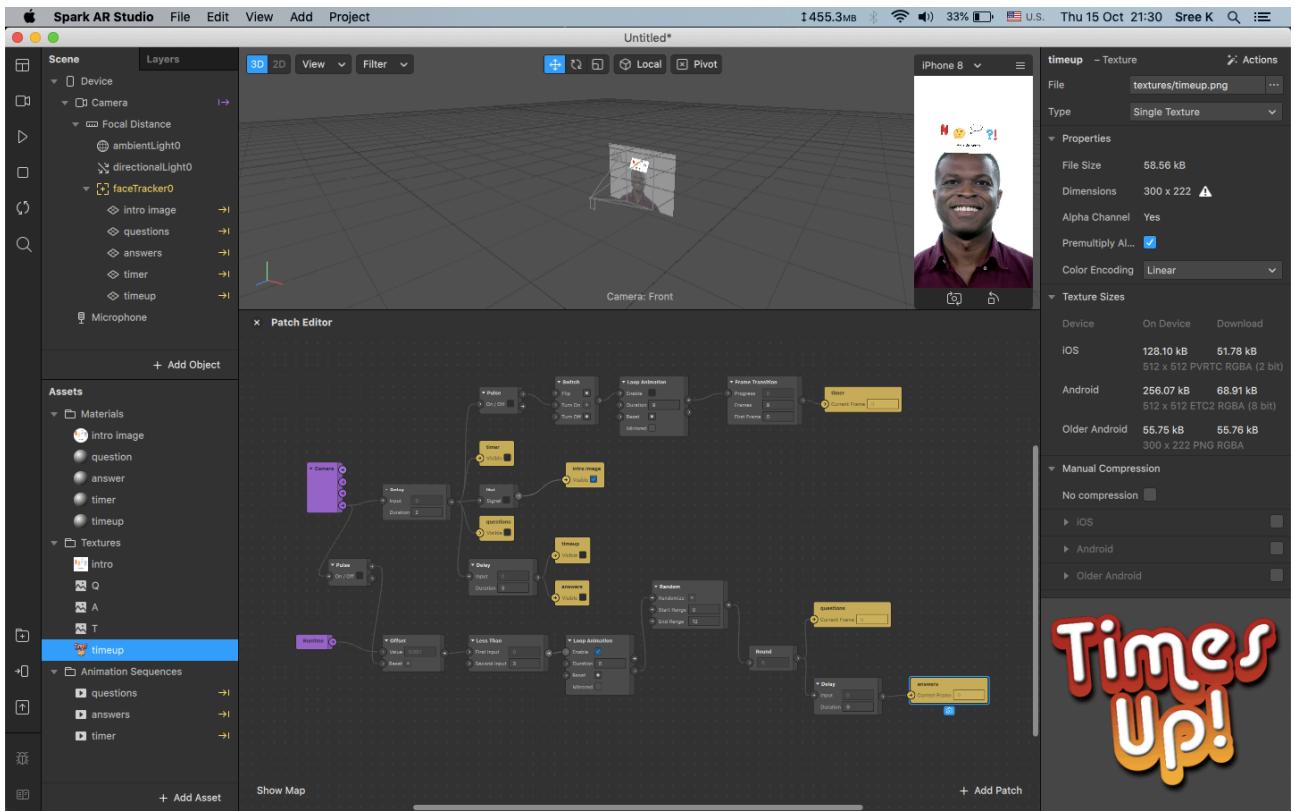
Drag the output node of less than and create “loop animation”. Set the less the value to “3”. In loop animation change the duration to 0. Drag the looped port and create “random”. In this set the start value as 0 and end value as 12 (number of questions). Drag the output port of random and create “round”. Drag the output port of round and create “delay”. Set the duration to 9 sec.

Now connect the output port of delay to input port of answers animation sequence. Finally connect the question animation sequence to the input of round. That’s it!

You’re done.

This looks a bit complicated but it’s quite easy. Just take it one step at a time.

Times Up!



Recheck for any error you may have made and now you are ready to test it on your phone or Spark AR Player.

