

Mood of the Day

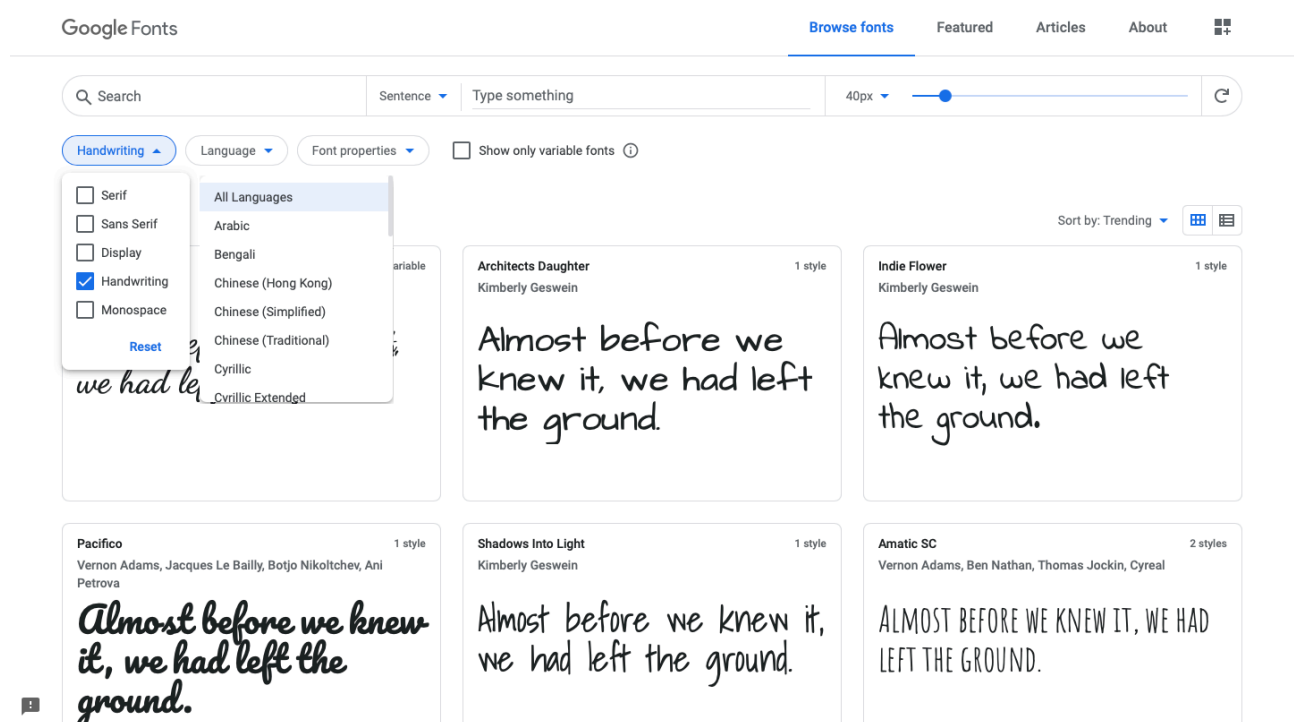
To get started, we need to keep all our resources ready.

So, first let's find and choose some fonts you like.

Go to “[Google Fonts](#)”

You can filter by category

I like “Handwriting” in the categories drop down. And also select “All languages” in the languages drop down (to make sure we select fonts that support all languages)



Enter days of the week in the text to see which ones you like. Select 7 fonts and download them to your local computer.



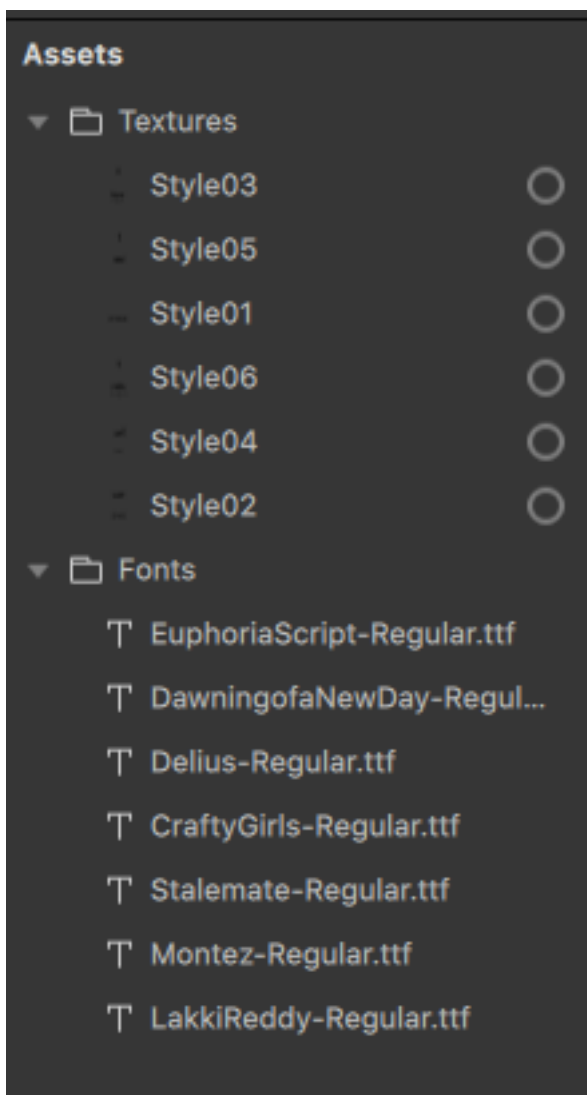
Next comes the text styling, i have added a few prebuilt designs which can be edited to your liking. There are many elements available which can be used by drag and drop in photoshop. Make sure they have transparent background. Export your designs as png files after you are done designing.

— — — ADD GITHUB LINK — — — — —

Building in Spark AR finally.

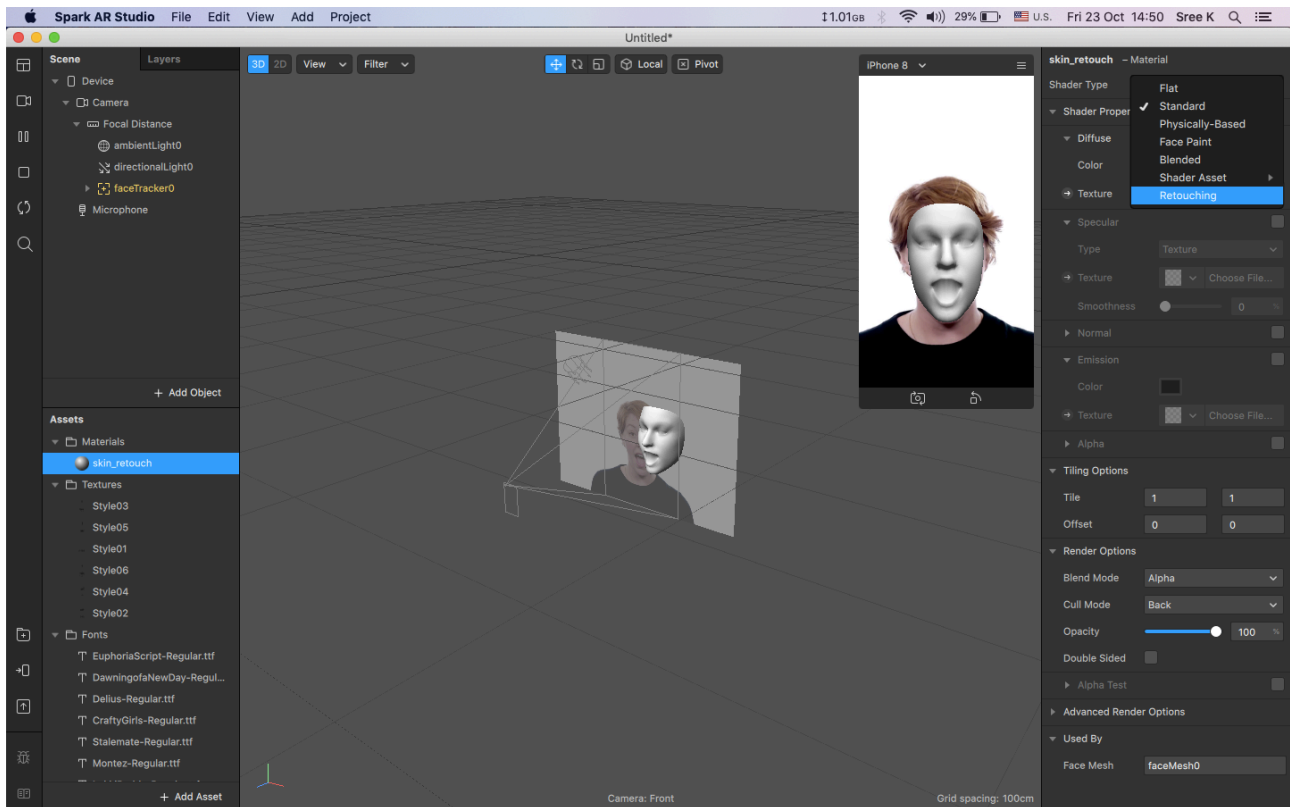
Create a new Blank project.

Import all your fonts and styles. Just drag and drop them in “Assets” tab.



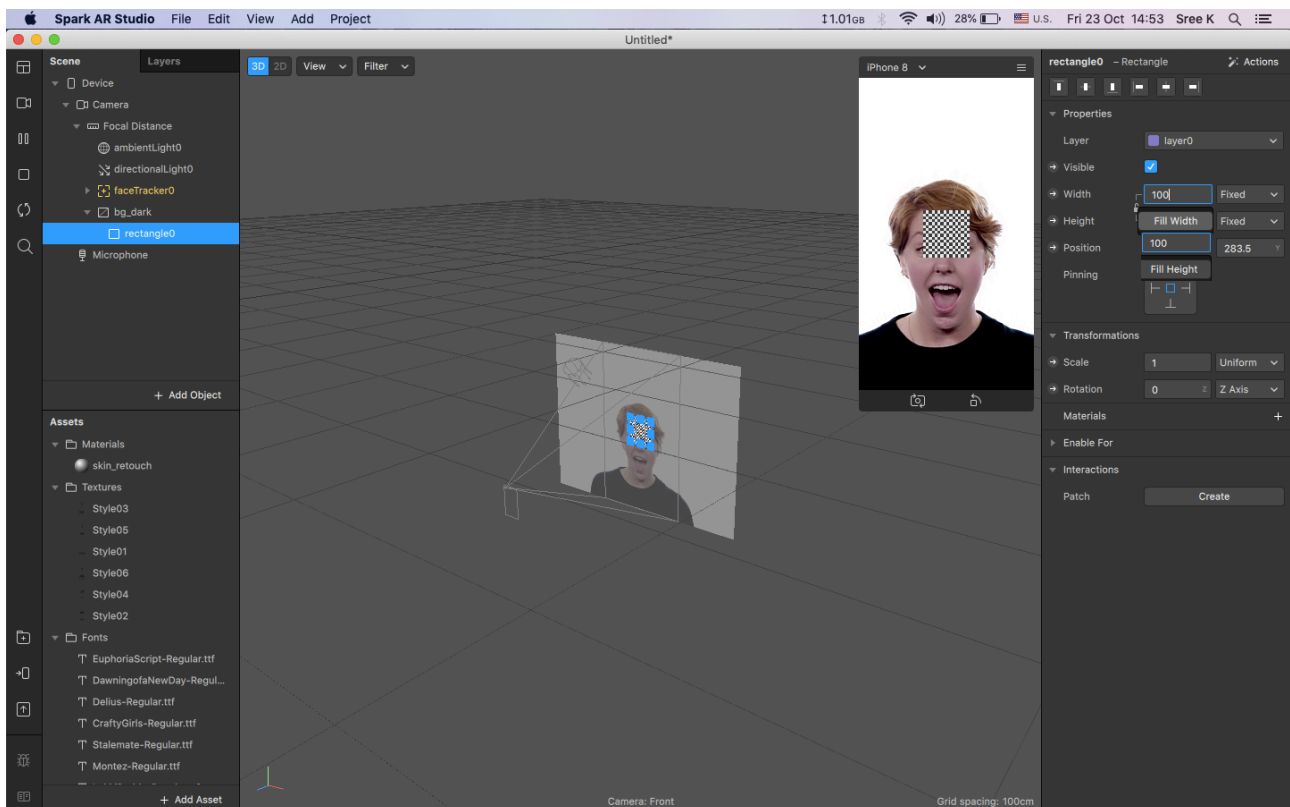
Make sure to select “No compression” for all textures.

Next add “Face Mesh” to add face retouch. Add a new material and name it as “skin_retouch” And select shader type “Retouching”

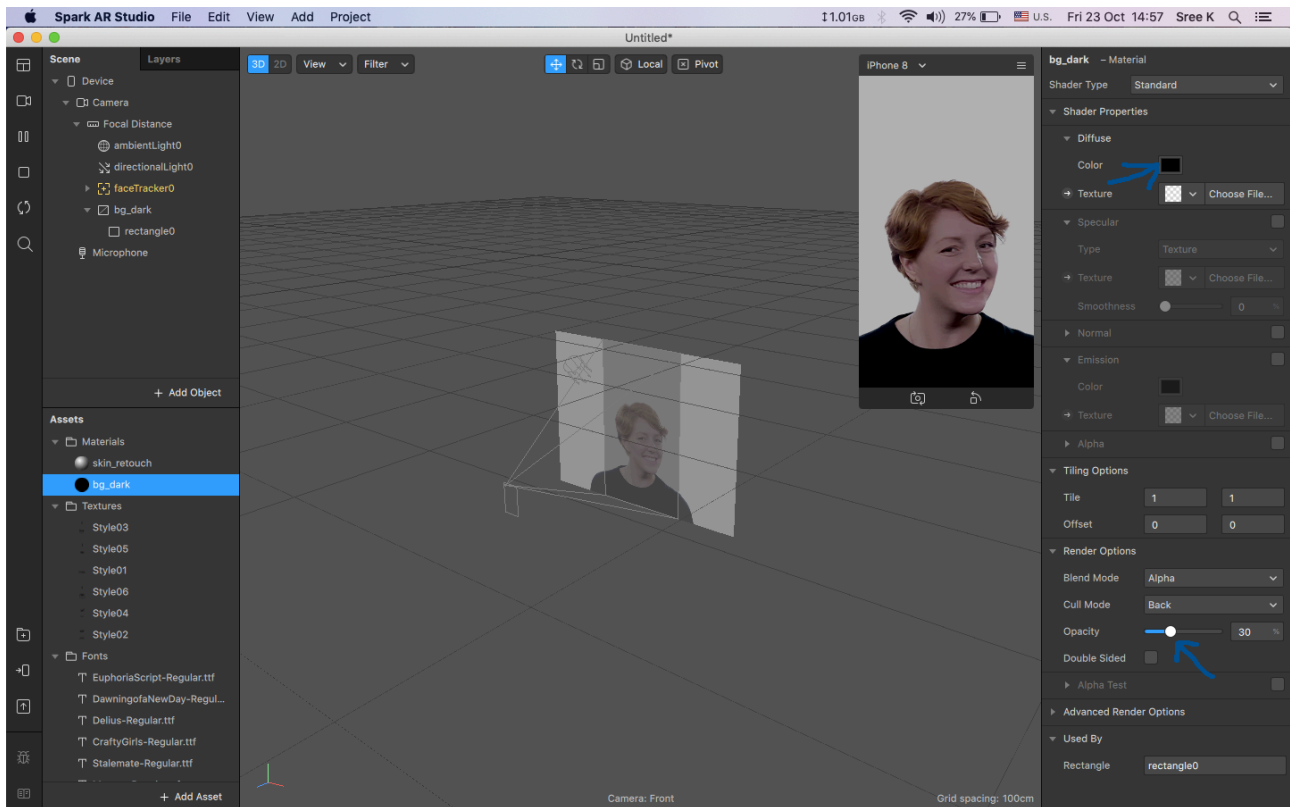


Now, let's make the background a bit darker.

Add "Rectangle" and name the canvas "bg_dark". Do "Fill Width" and "Fill Height"



Then add new Material for it and name it “bg_dark”. Select “Color” - Black and change the opacity to “30” or as per your liking.

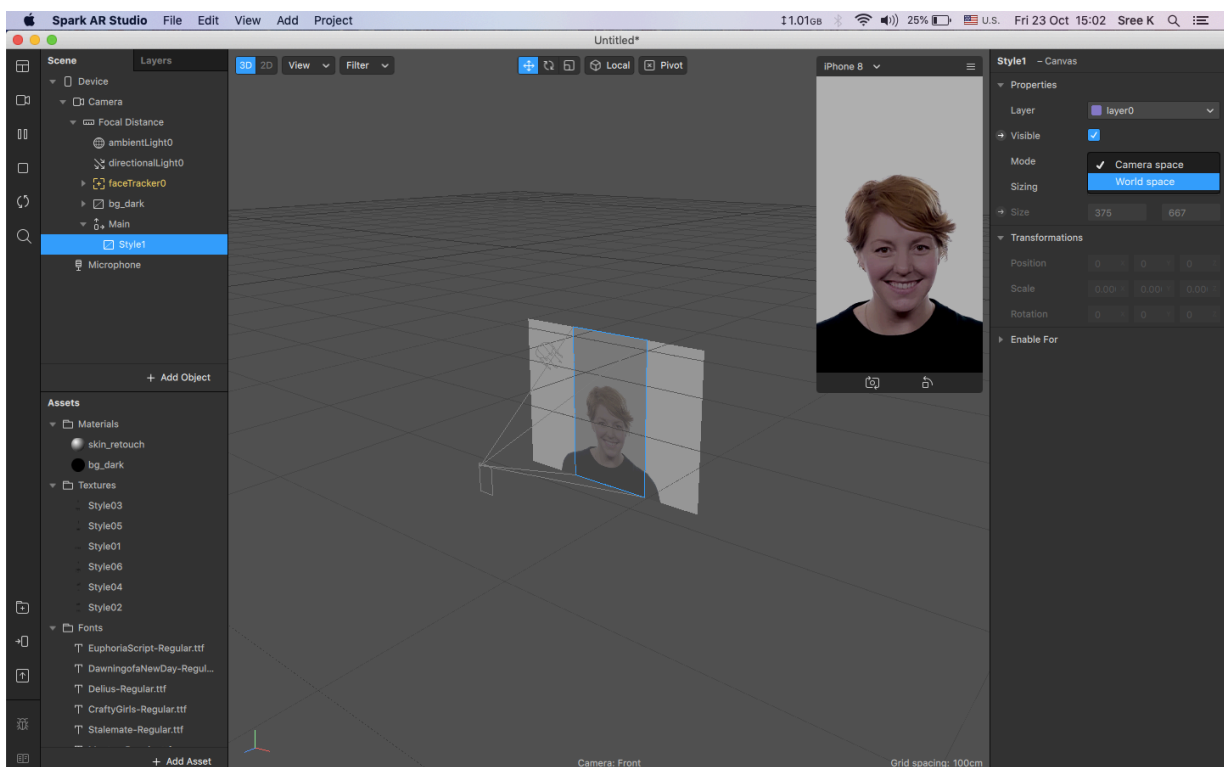


You can also test it with you laptop camera.

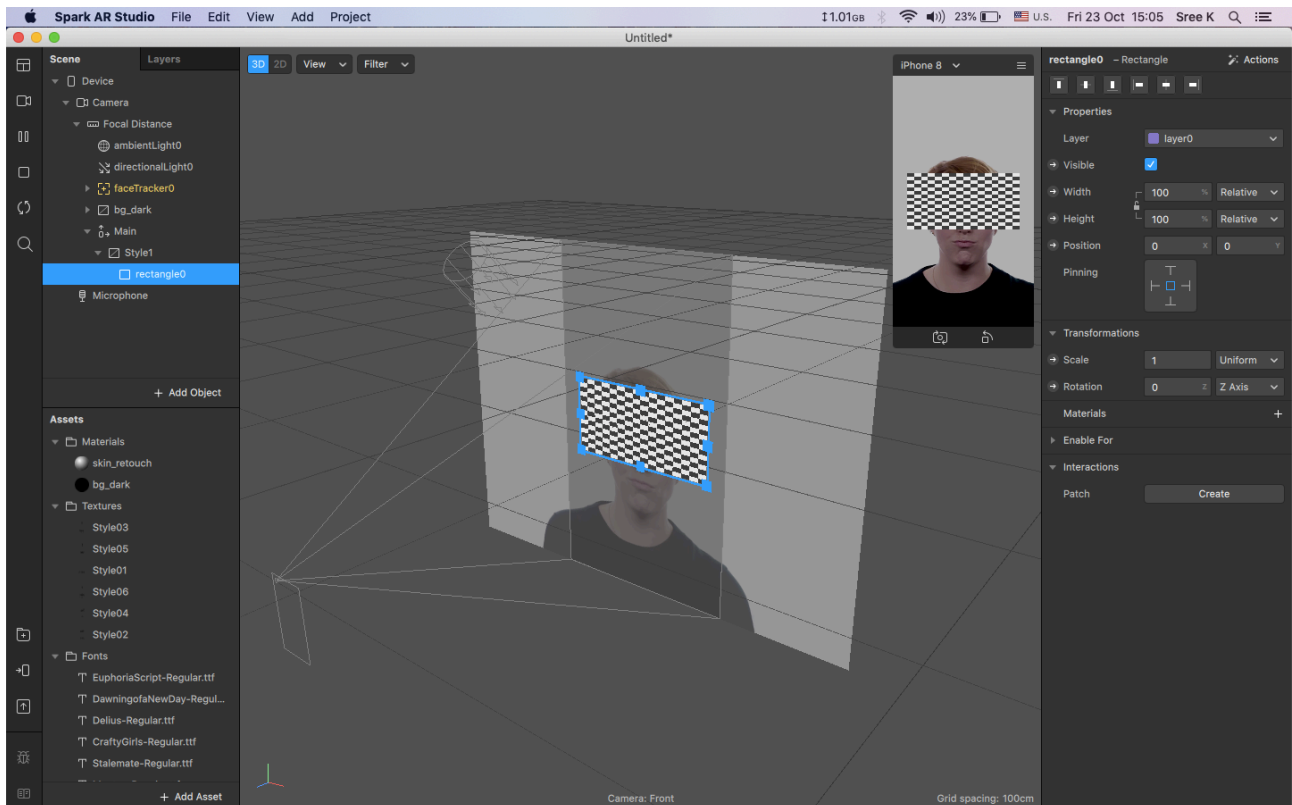
Now, create a “Null Object” - which will be needed later.

Next we need to setup image and text visible.

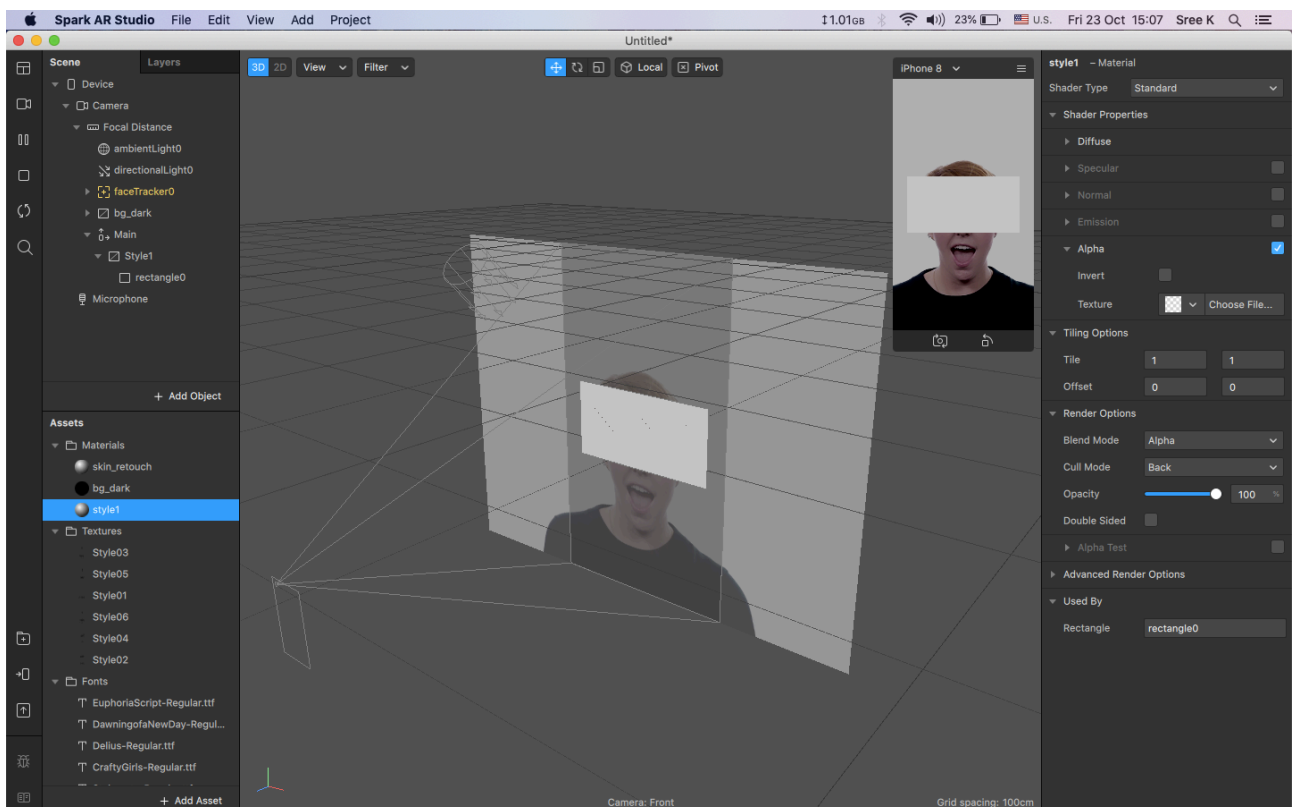
Add a canvas to the null object. Rename it “Style 1”. Select Mode as “World Space”



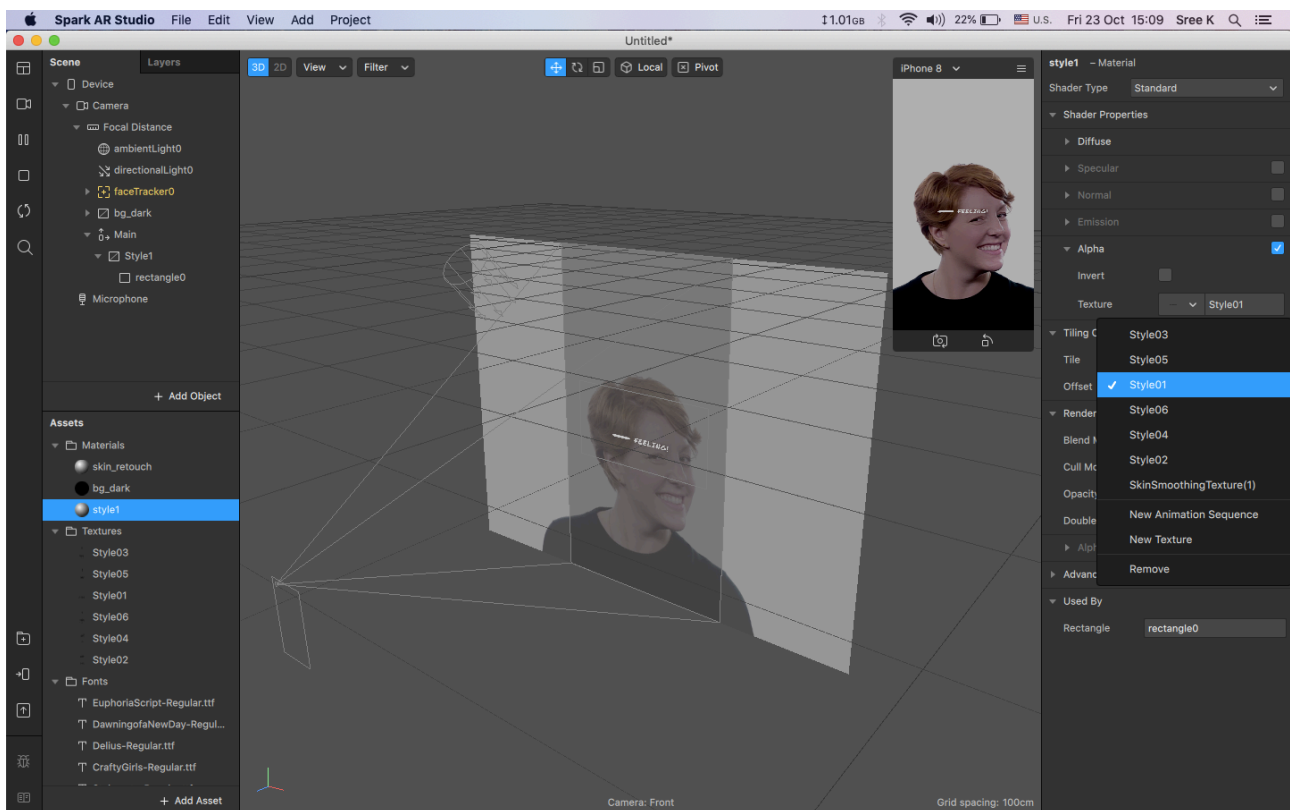
Change Size to 300, 150. Add a “rectangle” and do “Fill width” and “Fill Height”



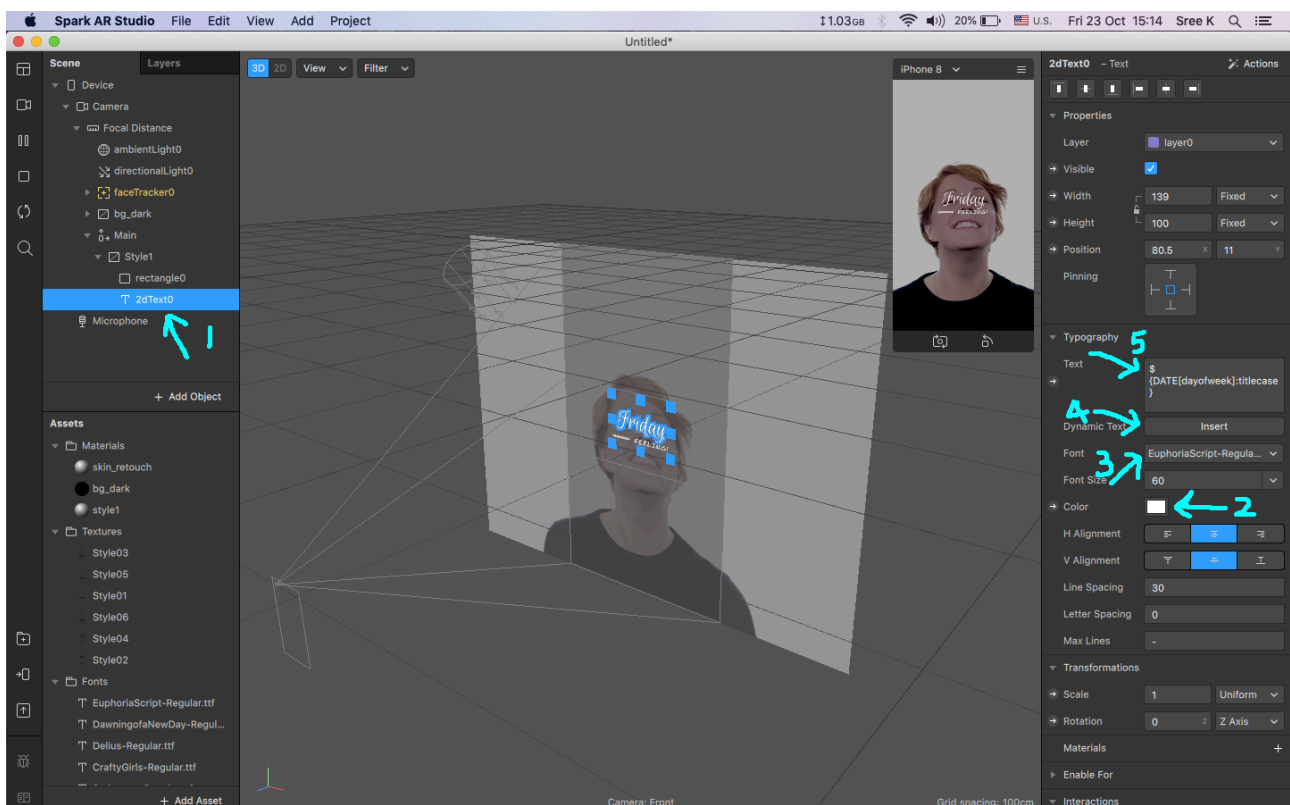
Next create a new material for it and name it “Style 1”. And Select the checkbox “Alpha” channel. This is because we want to change the colour of the image later.



Under “Texture”, select “style1” to see your style applied automatically.



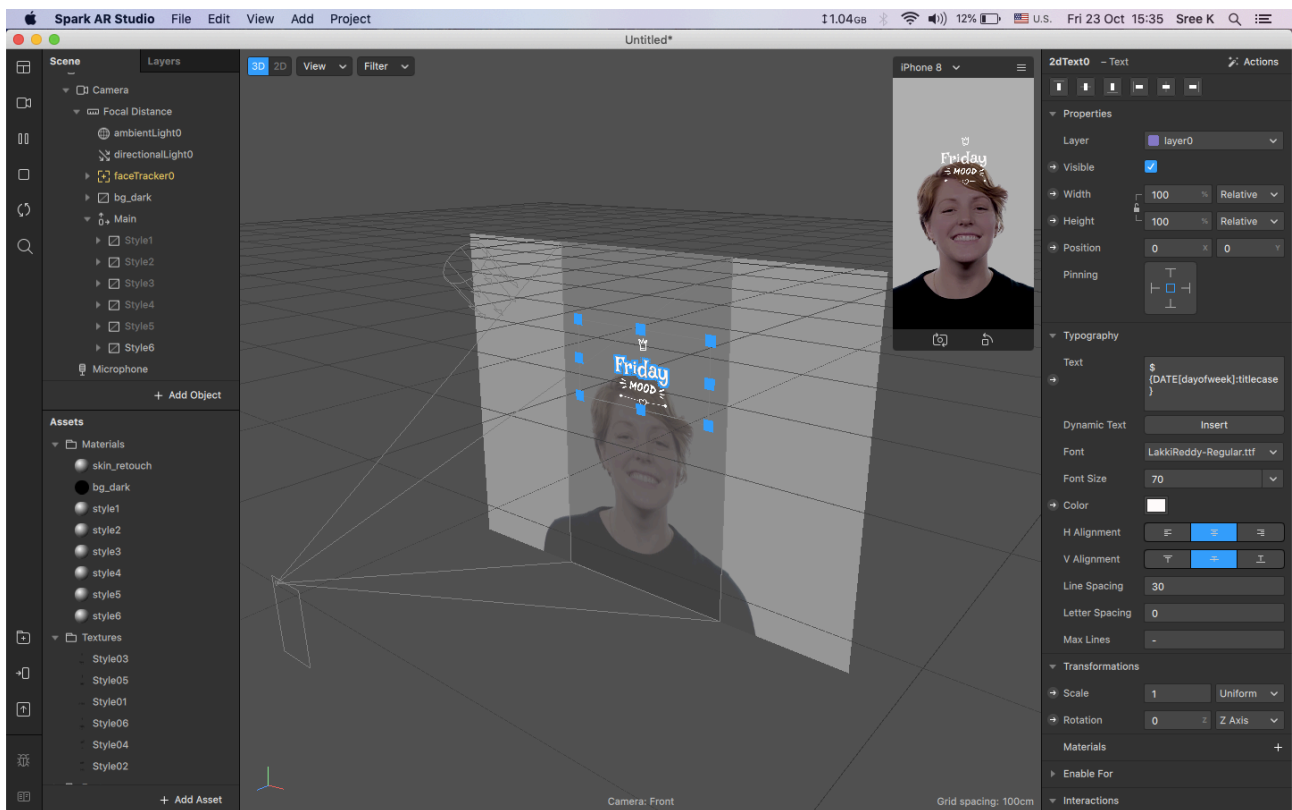
Now add “2D Text” object to style1. Change the colour to “White”. Next select your font to any of the fonts you imported earlier. Use “Dynamic Text” - Insert and select “Day of the Week” option. In the textbox that appears above edit it to remove “text” before the \$ sign. Select “Fill width” and “Fill height”. Also change text size if needed.



Change the position of this style by dragging and placing it as you like.

Now we need to do the same to add different styles that we imported earlier. All we need to do for this is duplicate the style1 and follow the same procedure for adding the rest of them. Don't forget to change the materials and textures accordingly. You can also edit "Shader Type" to "Flat" for the textures for a change.

Also toggle visibility for the styles to be able to edit easily.



Now, the fun part - Add "Screen tap" to change the Text Style

Open "Patch Editor" from View menu - Show Patch Editor

Add a "Screen tap" node. Add "Counter" node from output of screen tap and change the maximum count to 7. From this add "Less than Equal" node and change second input to 4. Add another node from counter - "greater than" and change the second input to 4.

From "less than equal" node add an "if then else" node. Now double click anywhere in the patch editor and add "Option Sender" node and change its type to "Boolean". Duplicate this. We have more than 5 styles, so here comes the tricky part.

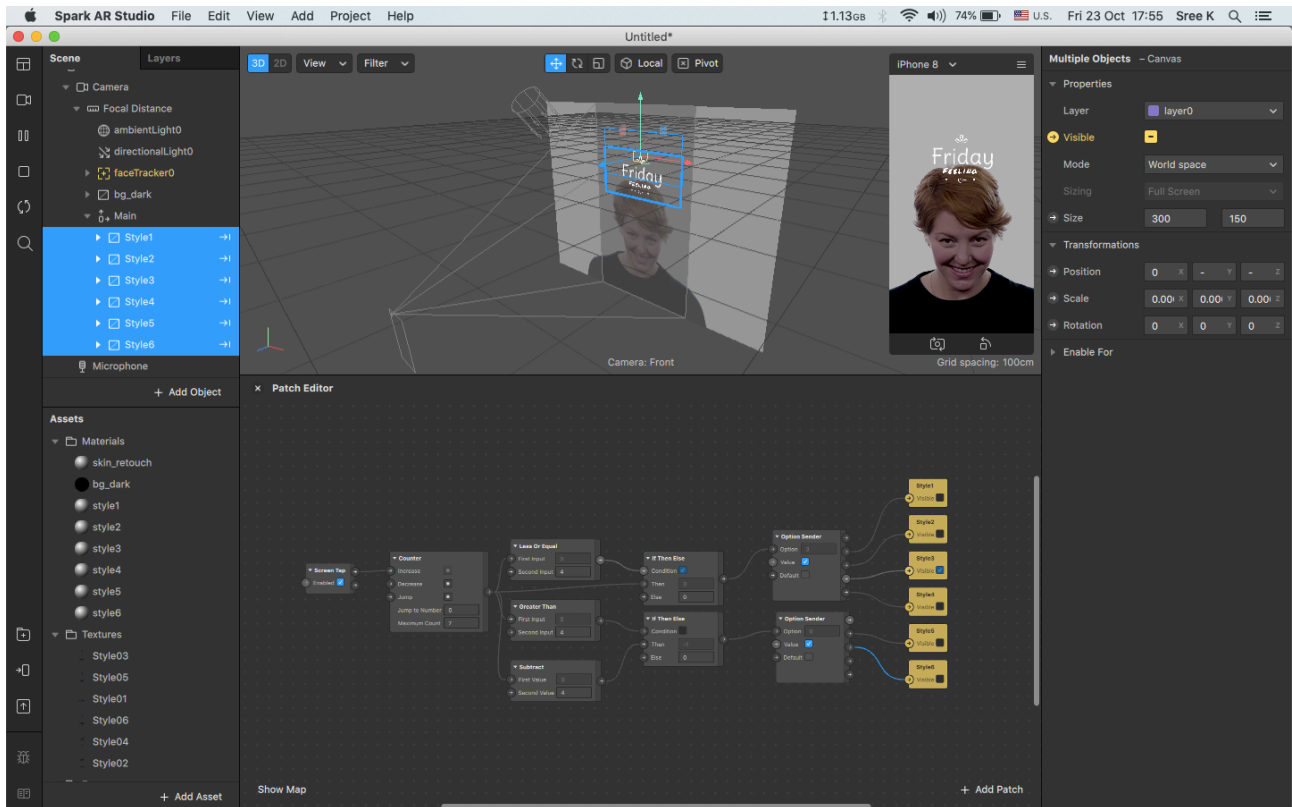
Check the "Value" box in both option senders. Connect Counter to "Then" of if then else node. Output if "if then else" to "option" in first option sender.

Duplicate "if then else" node. Connect greater than output to "condition" of new if then else node. Remove the "counter to then" connection of new if then else node.

Add "Subtract" node from counter output. Change second value to 4 in subtract node.

Connect subtract output to “then” of second “if then else” node. Output of this to second “Option sender”.

Now select all styles in the scene tab and click on the arrow near “Visible”. This creates patches for all of them in the patch editor. Connect the line from option sender 1 - option 1 to style 1 (skip 0), output 2 to style 2, output 3 to style 3, output 4 to style 4. Option sender 2 - output 1 to style 5, output 2 to style 6. Done with this.

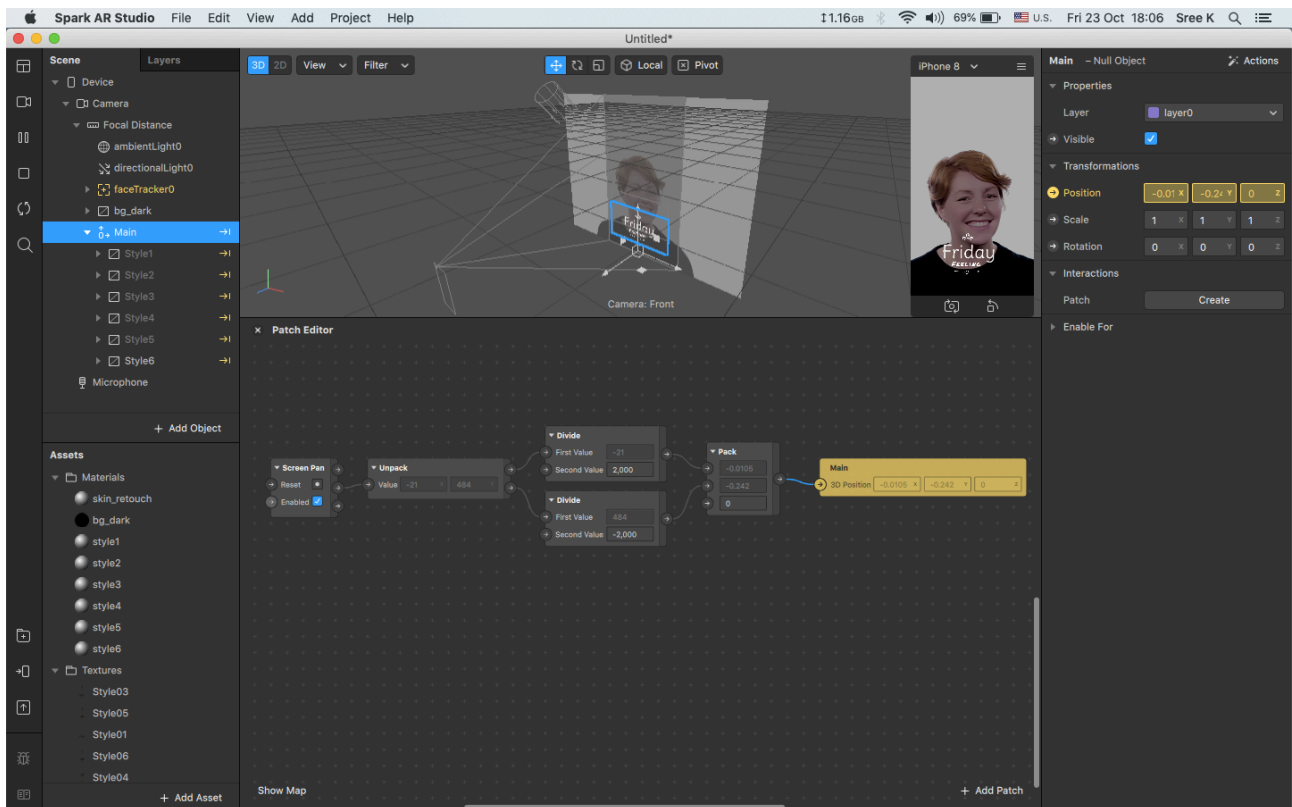


Next, for the user to be able to customise the size of the style and rotation part.

Add “Screen Pan” node in patch editor. Connect “2D Offset” to new “Unpack” node. Change its type to “Vector 2”. Connect “x” to new “Divide” node and “y” to another “Divide” node. Change “second value” in first divide to 2000 and -2000 in second divide.

Add a “Pack” node and connect outputs of both “divide” nodes to this. Select “Main” canvas in scene tab and click on the arrow beside “Position” which create a patch for it. Connect output of “Pack” to this “position” node.

Now user can click and drag the style and place it anywhere on the screen.



Now create a “Screen Pinch” node. Connect “scale” output of this node to all three inputs of “Pack” node. Keeping “Main” selected in scene tab, click on the yellow arrow beside “scale” which create a node in the patch editor. Connect “pack” to this scale node. Now the user can scale the size of the style as required.

Next let’s add rotation. Create a “Screen Rotate” node. Connect “Rotation” output of it to a new “Multiply” node. Change “Second value” to -1 in multiply node. Connect output of this to third input of new “Pack” node. Create a node for “rotation” of main object by selecting the yellow arrow beside “rotation”. Connect output of pack to “rotation” node.

That’s it. Now you can test it on device by using the Spark AR Player or Sending to App (FB Camera or Instagram Camera)

