



SDK

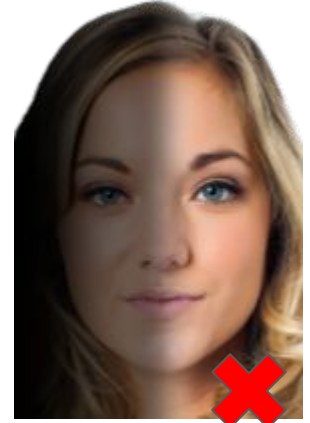
Best Practices

Best practices - For a better Bobblehead output:

1. Face picture input
 - a. A better face picture is characterized by
 - i. Full face - no part of the face is clipped at the edges of the picture
 - ii. Front face - side poses are relatively difficult to detect and process
 - iii. Bright light on face
 - iv. Even light on face - avoid pictures with uneven lighting on face
 - b. If your end-user is being asked to input a picture using camera or from any other photo collection, it is highly recommended to educate the user about what kind of pictures to choose. This could be done using an alert pop up, or an educative overlay over the camera/photo collection



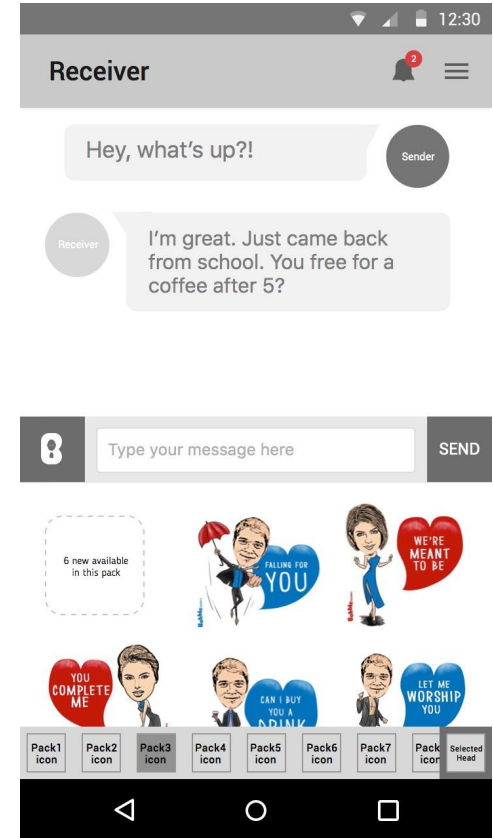
Face is cut



Uneven light

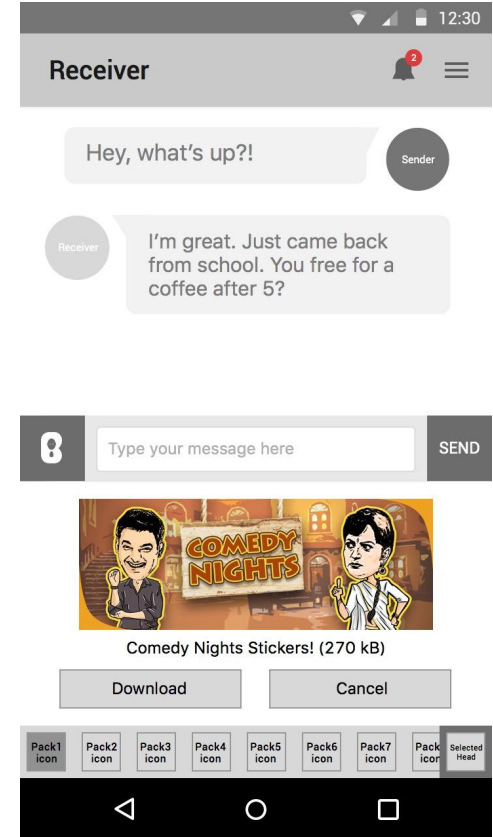
Best practices - For sticker packs' display & usage

1. All the Bobble stickers are classified into various sticker packs. Each sticker pack has a total of 10-20 stickers for both male & female. The Bobble server will always transact in the smallest unit - a sticker pack. No individual sticker can be accessed separately from the server.
2. The number of sticker packs on the Bobble server is going to be ever-increasing. The parent app will either have to choose which packs to display to the end-user or it can display all the packs to the end-user, who can decide which packs to add to the parent app's sticker palette.
3. The end user may be provided with a single button to access his/her Bobble stickers, adjacent to the messaging text field for enhancement of conversation. On accessing Bobble stickers, they may be laid out as displayed in the adjoining sticker palette screenshot:
 - a. For effective use of space and readability of the stickers, it is recommended to have 3 stickers in a row in a view.
 - b. There may be more stickers available in the same sticker pack, which may be displayed at the position of the first sticker.
 - c. All the sticker packs chosen to be displayed for the end-user can be best arranged as a horizontal scrollable list (similar to layout of standard emojis, for easier understanding and usability).
 - d. If creation of multiple bobble heads is allowed by the parent app, the user should be able to switch amongst them while viewing his/her stickers. A pop-out window/dialog/list can list all the created bobble heads - which can be accessed from the heads button at the end of all the sticker packs' icons.

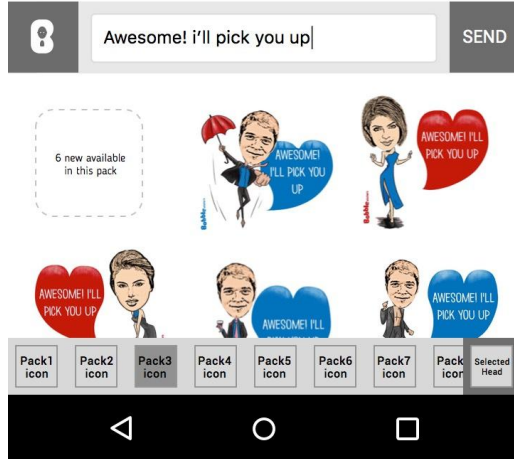
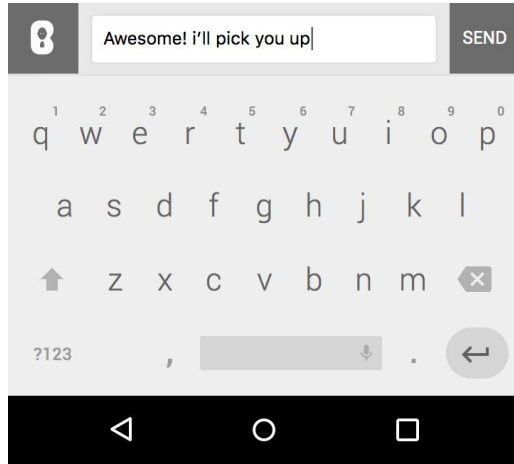


Best practices - For sticker packs' display & usage (cont.)

4. If the parent app controls which sticker packs are displayed to its end-users, newer sticker packs may EITHER be forcefully added in the sticker packs' list with all stickers downloaded OR the user may be given an option to download that particular sticker pack or cancel it. This option can be supported by displaying a banner picture, name & download size of that sticker pack along with actions to download or cancel.



Best practices - For sticker packs' display & usage (cont.)



5. Creation of Bobble stickers (called, OTF: on-the-fly stickers) from text input:

- User text-created Bobble stickers can be obtained with the best user experience when the user can directly type the text input in the messaging text field and press the Bobble stickers access button.
- All the stickers will be converted into OTF stickers which can be displayed at the same position as the original stickers for ease of finding them and usability.

6. Sharing Bobble stickers:

- The end-user shall be able to share any sticker (original or OTF) in each pack with a single tap, on the parent app's platform (like smileys/emojis).
- The sticker, when shared on the parent app, to be displayed in the conversation thread preferably with transparent background & not as a square image. This is to give the impression of a sticker being shared and not an image.
- On sharing an OTF sticker, since the desired message is already conveyed, the user inputted text in the messaging text field may be automatically cleared.

