

Nokia Original Imaging Effect Wiki Challenge 2014Q2

Create and contribute a cool [custom filter/effect](#) or [filter recipe](#) to win [DVLUP](#) points and XP - or even a brand new [Nokia Lumia 630](#). All qualifying contributions win!



The Nokia Imaging SDK allows developers to create new effects by [combining the built-in effects and filters](#) into *filter recipes*, or by writing completely new *custom effects* in C# or C++. The community have already contributed some useful and interesting [filter recipes](#) and [custom effects](#).

In this challenge we're asking you to contribute your own new (or significantly improved) recipes and custom effects to the wiki. At the end of the challenge, all of the qualified contributed filters will be added to the [Nokia Developer Community Project on Github](#) so that the whole community can benefit.

All [qualifying contributors](#) will get [100 DVLUP Participation Points and XP](#) (XP contributes to your [DVLUP reputation](#), while points can be redeemed for [exciting DVLUP prizes](#)). There will be a [heap more](#) points/XP for the three best effects of each of three categories (filter recipes, C# custom effects, C++ custom effects).

The authors of the most popular filter of each type, as selected by Twitter, will be among the first people to receive a [Nokia Lumia 630](#)!

We can't wait to see what sort of funky and innovative filters you can come up with.

Getting Started

The Nokia Developer Wiki is already home to an unparalleled set of developer-created [Custom Effects](#) and [Filter Recipes](#). Check out the existing articles and effects before you start.

In particular:

- [Filter Recipe Article QuickStart \(Nokia Imaging SDK\)](#) shows how to create a filter recipe in less than an hour.
- [Custom Filter QuickStart for Nokia Imaging SDK](#) explains how to create a custom effect in C#.
- [Filter and Custom Filter Management Framework for the Nokia Imaging SDK](#) presents a framework which you can use to add the different types of C# filters using a consistent approach.
- [Creating and optimizing a custom effect for the Nokia Imaging SDK](#) and [Image processing optimization techniques](#) explain how to optimize custom effects written in C# and C++.
- [Test Apps for Viewing Custom Filters \(Nokia Imaging SDK\)](#) provides test apps for viewing and testing the filters you have created.
- [Template app for developing Imaging SDK Effects](#) provides a solution to create and test custom effects, filters, and recipes.

The *Nokia Imaging SDK* ([download here](#)) comes with great documentation and examples, which you can find in the [Lumia Developer's Library](#). In particular, the following documents explain how to work with custom effects and filters:

- [Custom sources and effects](#)
- [Filter Effects](#) - using different filters with camera photos and saving in the camera roll album.
- [Filter Explorer](#) - explore image editing capabilities and performance by applying filter layers to images.
- [Real-time Filter Demo](#) - Apply effects in real-time to the stream received from the camera and shown in the viewfinder.
- [API reference](#)

If you are new to the wiki, you can read [Help:Wiki Editing Quickstart](#) for help getting started.

How to participate

Create an original Nokia Imaging SDK custom effect (in C# or C++) or filter recipe.

Your filter should contain original content that enhances the existing available Nokia Imaging SDK filters documented in the Wiki and documentation libraries. It may create a new visual effect, or it may provide a significantly more efficient implementation of an existing visual effect.

To make it interesting we will be breaking the competition into three segments and awarding the prizes as we go. Filters that don't win the first segment will still be eligible for subsequent sections - so there is a benefit to contributing early and improving your filter(s) as the competition progresses.

Challenge rules

Here are the Challenge rules:

- To enter, add a link of your article in the comment section in this article.
- The article and associated [Code Example](#) are submitted under the site [Terms & Conditions](#).
- Articles must be written in English. Translations may be provided in other languages, but only the English version will be judged.
- The article should include the text: **{{Note|This is an entry in the [[Nokia Original Imaging Effect Wiki Challenge 2014Q2]]}}**.
- The article should include the category [Category:Nokia Imaging SDK Custom Effect](#).
- Developers can create one or many articles, but there is only one potential prize, and a limit of 500 DVLUP Points and XP, per developer.
- Teamwork is allowed and even endorsed, but only one prize and a maximum of 500 DVLUP Points and XP will be granted to a winning team. This will go to the person who *creates* the article initially.
- The wiki competition will be broken into three segments. Articles must be submitted by 23:59 GMT on the days which mark the competition segments listed below. Please see <http://www.worldtimeserver.com> for your local time.
 - **18th June (Wednesday)**. First segment ends (+3 weeks).
 - **30th June (Monday)**. Second segment ends (+1.5 weeks)
 - **14th July (Monday)**. Final segment ends (+2 weeks)
- We will announce segment winners within the week following the end of each segment. There will be one winner per category per segment.
- [Full terms and conditions to the Wiki Challenge can be found here](#).
- The Challenge will begin when this article is publicly published on the Wiki and closes at 23:59 GMT on 14 July 2014 (the "Challenge Period"). To be eligible for the 100 DVLUP Participation Points and XP, entries must be timestamped before that time.
- The Twitter vote will commence at 16:00 GMT 21 July 2014 and will last for 48 hours. The top popular-vote article in each category will be announced on or around 28 July 2014.

Eligibility for prizes

To be eligible for the 100 DVLUP Participation Points and XP and consideration as a prize winner, the article must conform to the following rules and regulations:

- The submitted article must contain steps for using the contributed filter.
- The submitted article must not repeat any material already published on <http://developer.nokia.com>, although it's okay to link to existing documentation as a prerequisite.
- A link to the source code that shows the task described in the wiki must be included. This source code should be usable without modification, [open-source licensed](#), logically commented, and preferably hosted on [Github](#).
- Entries must be submitted and timestamped before 23:59 GMT on 14 July 2014.

The prizes

We will be awarding [100 DVLUP Participation Points and XP](#) to all [qualifying contributors](#) in this competition.

The following three prizes will be awarded at the end of each segment:

- The creator of the best C++ custom filter for the given segment will receive an additional [400 DVLUP Points and XP](#).
- The creator of the best C# custom filter for the given segment will receive an additional [400 DVLUP Points and XP](#).
- The creator of the best filter recipe for the given segment will receive an additional [200 DVLUP Points and XP](#).

At the close of the contest, the top article in each category will be selected via popular vote over Twitter. See the [full terms and conditions to the Wiki Challenge](#) for details about how this will work. The author of the top-voted article in each category will receive a [Nokia Lumia 630](#)!

In addition, winning a Nokia Developer Challenge gives you instant fame and kudos in the community and promotion through Nokia Developer channels. It also looks really great on your CV!

Note:

- Unless prohibited by local law in the jurisdiction where you live, the device prizes are supplied under a "Device Access Services" warranty. In essence devices are covered by a "manufacturer fault" replacement warranty for 6 months from delivery of the original device.

Evaluation of entries

Entries are judged first and foremost by the usefulness, quality and presentation of their technical information. Multiple entries are encouraged but will be assessed on their individual merits - so a single great entry will win over multiple articles that are not as good. Each contributor may win a maximum of one prize and/or 500 DVLUP Points and XP per Wiki Challenge.

The entries will be judged by the [Wiki Moderation team](#) and selected Nokia technical experts after the Challenge period. The results for the Challenge are expected to be announced three weeks after the end of the Challenge.

Challenge entries

All entries are listed below.

First Segment

- [Template universal app for video recording with MediaCapture using Imaging SDK Filters](#) by leemcpherson
- [Real-time RED Filter using Nokia Imaging SDK](#) by MGTHEBOSS
- [FishEye lens filter effect](#) by Loukt

Second Segment

- [Gaussian Blur Filter Effect](#) by summeli
- [Clip Image Filter Effect](#) by venu238

Third Segment

- [Pop Art filter effect Halftoning using Imaging SDK](#) by galazzo
- [Instagram Nashville Filter Recipe](#) by Madina Technologies
- [Real-time RED Filter using Nokia Imaging SDK](#) by MGTHEBOSS
- [Pixlate Effect](#) by hlabadi
- [Wide Angle Lens Effect](#) by Loukt
- [MunchScream Filter Recipe \(Nokia Imaging SDK\)](#) by Loukt
- [Retro Game Filter Recipe \(Nokia Imaging SDK\)](#) by hlabadi
- [Retro game console custom effect using Imaging SDK](#) by r2d2rigo
- [Orton Effect Filter Recipe \(Nokia Imaging SDK\)](#) by SB Dev
- [Barack Obama "Hope" Poster Effect Filter Recipe](#) by kennethkau
- [Motion Blur Effect \(Nokia Imaging SDK\)](#) by shai.i
- [An Optimized Color-Blindness-Simulating Custom Effect](#) by PhilipT

The Winners

C# Custom Filter Winners

- [FishEye lens filter effect](#) by Loukt
- [Clip Image Filter Effect](#) by venu238
- [Retro game console custom effect using Imaging SDK](#) by r2d2rigo

C++ Custom Filter Winners

- [Template universal app for video recording with MediaCapture using Imaging SDK Filters](#) by leemcpherson
- [Pop Art filter effect Halftoning using Imaging SDK](#) by galazzo
- [An Optimized Color-Blindness-Simulating Custom Effect](#) by PhilipT

Recipe Winners

- [MunchScream Filter Recipe \(Nokia Imaging SDK\)](#) by Loukt
- [Orton Effect Filter Recipe \(Nokia Imaging SDK\)](#) by SB Dev
- [Barack Obama "Hope" Poster Effect Filter Recipe](#) by kennethkau

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