

ABSTRACT

The present invention relates to a system of sending a personalized emotional artifact that can be used in-line with text to propagate personal emotional state through textual communication. The emotional artifacts include umoticons and emotional strip. Umoticons are modified self-images, animation of self-images or self-video of a user representing an emotion that can be added along with text communication. Emotional strip is used to finalize text input using multiple "send" buttons. Each button is defined by a colour representing an emotion. The user can send the created textual information with or without the umoticons, encapsulated in the colour of the particular "send" button to the receiver/s.

WE CLAIM:

1. A system for integrating personalized emotional artifacts into text communications, said artifacts are used to communicate the emotional state of the sender to the receiver without having to go through a lot of steps.
2. The system according to claim 1, wherein said emotional artifacts are stored in two main libraries.
3. The system according to claim 2, wherein said libraries include (i) umoticons and (ii) emotion strip.
4. The system according to claim 3, wherein said libraries are provided to user on request when creating the message.
5. The system according to claim 3, wherein said umoticons are created by using the picture of self-images of user.
6. The system according to claim 3, wherein said emotion strip comprises multiple "send" buttons to propagate textual information created by the user with umoticons.
7. The system according to claim 6, wherein said emotion strip comprises multiple "send" buttons to propagate textual information created by the user without umoticons.
8. The system according to claim 6, wherein said buttons are defined by a color representing an emotion.
9. A method of creating umoticons according to the system comprising: providing copyrighted image references for each emotion; capturing self-image of the user by an imaging device with emotions similar to said references; editing and refining said self-image of said user on a viewing device; adjusting said self-image by zooming and panning to fit the umoticon outline as favourable to said user; adjusting brightness, contrast and sharpness of said self-image using image controls, said control provides

said user with slider to change the setting; storing created umoticons to library; and sending stored umoticons along with the text communication.

10. A system for integrating personalized emotional artifacts into textual communications by the user comprising; inculcating the users emotional state into textual communications by using two main libraries of artifacts which are completely independent of each other, where the two libraries are:

- (a) umoticons, and
- (b) emotion strip

wherein the user will have complete control over the umoticons and the emotion strip used,

wherein the umoticons either combined with or without the emotion strip help to convey the user's expression along with the text,

wherein the presence or absence of the umoticon and the text encapsulated with the emotion strip helps others/receivers to read and understand the emotion behind the text.

11. A system for integrating personalized emotional artifacts into textual communications by the user comprising, forming a library of umoticons as claimed in claim 10, where;

- (a) the umoticons are cropped self-images, animation or videos of the user that can be used along with or without textual content to convey the users emotion and thereby provide a personal medium to convey emotion,
- (b) the umoticons are self-images captured or recorded by the user with emotions similar to the reference provided or using the users own reference, where these references can be accompanied by other media such as text, emoticons, audio and video to assist users to replicate the emoticon as close to the reference possible,
- (c) the captured umoticon image, images of the animation or video can be adjusted by the user by zooming and panning the umoticon outline to fit the area required, where the umoticon outline shape can be customised as per the requirement of the user by either selecting pre-defined shapes or by manually drawing them,

- (d) the umoticon can be further enhanced by adding pre-defined artifacts such as artwork or sound clips to the umoticon or by manually drawing or recording the artifacts, and
 - (e) other image characteristics such as brightness, contrast, sharpness and image filters can be changed using image controls,
- wherein the umoticons with different expressions is then stored in a library which can be accessed later on request.
12. A system for integrating personalized emotional artifacts into textual communications by the user comprising umoticons as claimed in claim 11, where the umoticons are;
- (a) static umoticons done or captured using an imaging device or by uploading a previously taken static image,
 - (b) animated umoticons done by capturing and creation of animation done by allowing the user to take a set of similar images, and
 - (c) video umoticons done by capturing a short video using the imaging device.
13. A system for integrating personalized emotional artifacts into textual communications by the user comprising an emotion strip as claimed in claim 10, where the emotion strip is used to;
- (a) finalize the text input using multiple "send" buttons, where each button is defined by a colour representing an emotion and is same across all the devices,
 - (b) choose a particular "send" button, such that the media that the user/sender would like to propagate is encapsulated in the same colour, and
 - (c) enable the receiver/s to identify the emotion that the sender wanted to propagate with the media.

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Figure 1 shows a users' self-image and its transition to umoticon.

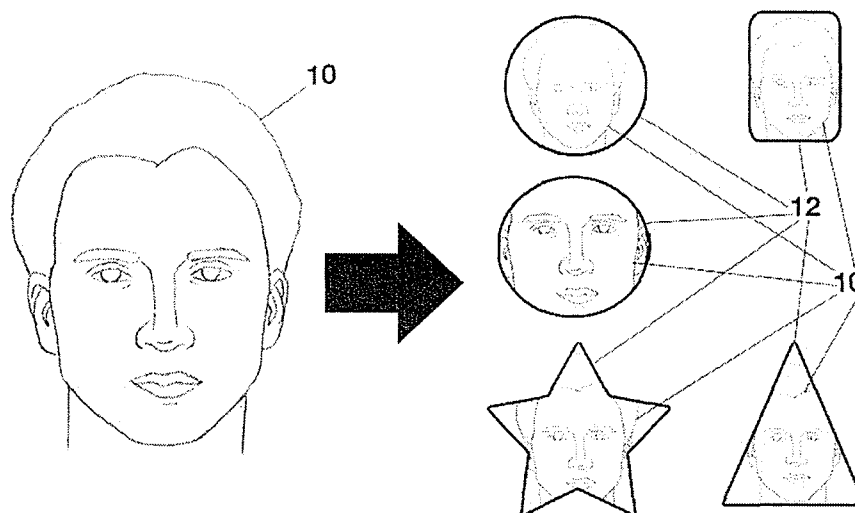
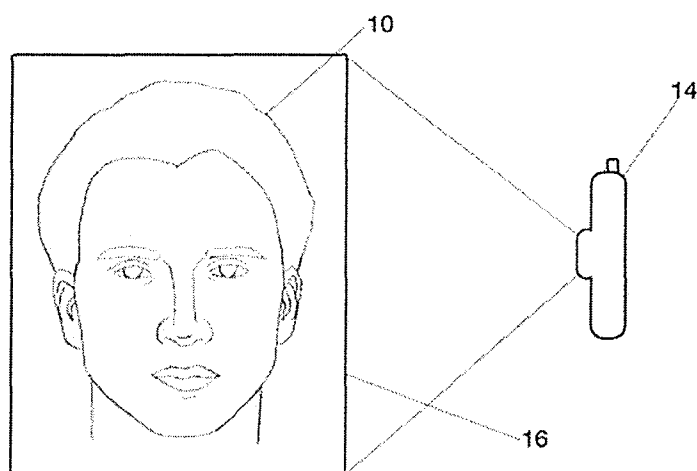


Figure 2 shows a picture being taken of a user that is shown in Figure 1.



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Figure 3 shows the edit screen where the users' self-image from Figure 1 is being edited to convert into an umoticon shown in figure 1.

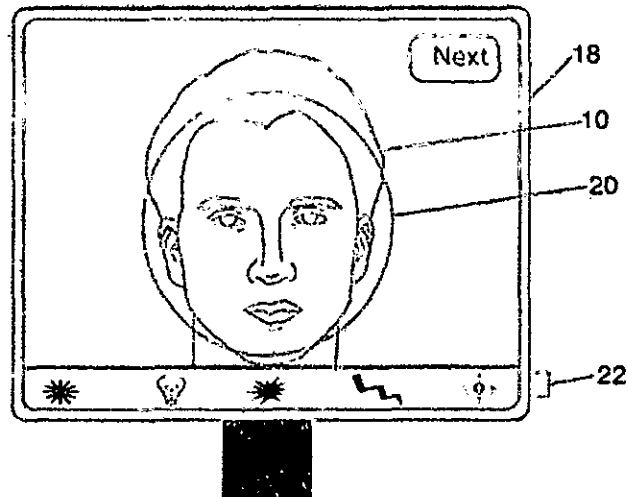


Figure 4 shows the umoticon being used in a sentence

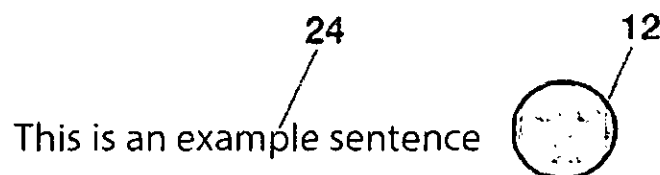
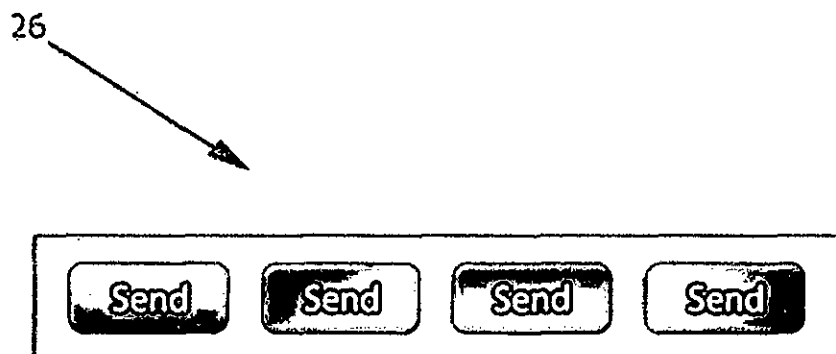
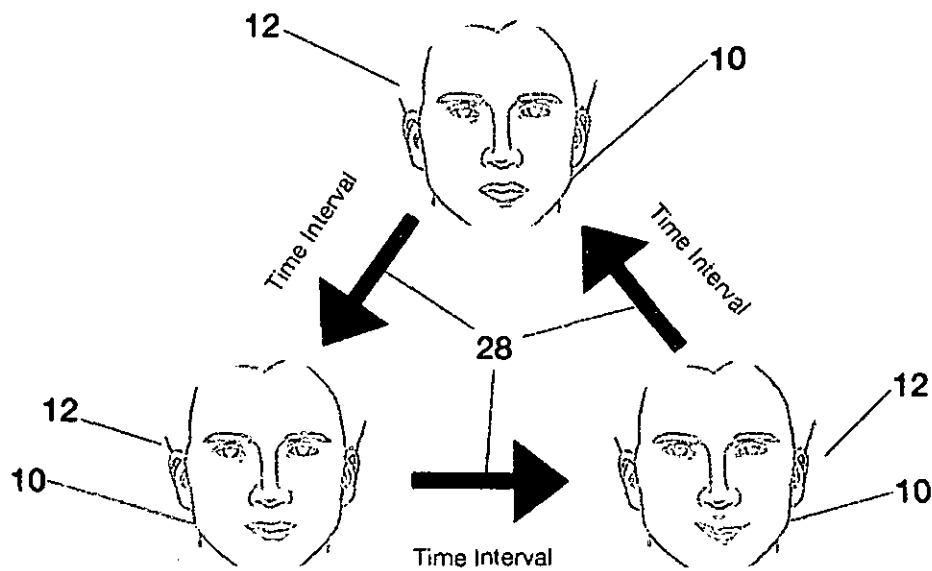


Figure 5 shows the emotion strip which has the multiple send buttons



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Figure 6 shows the transition of animated umoticons.



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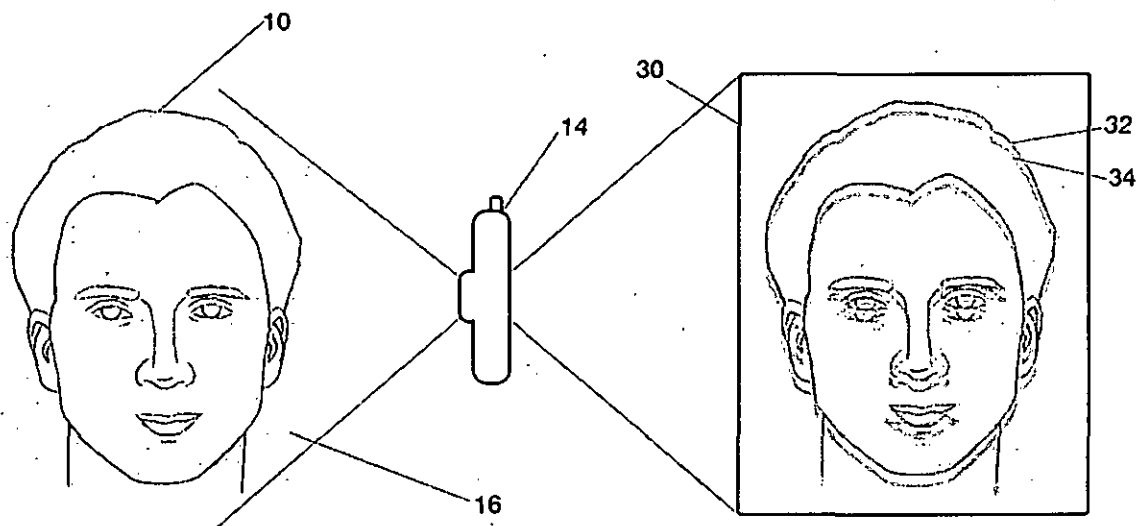


Figure 7 shows the process of capturing the second image onwards when capturing photos for the animated emoticons shown in figure 6.

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Figure 8 shows the edit screen where the users' self-images as shown in figure 7 is being edited to convert into an animated umoticon shown in figure 6.

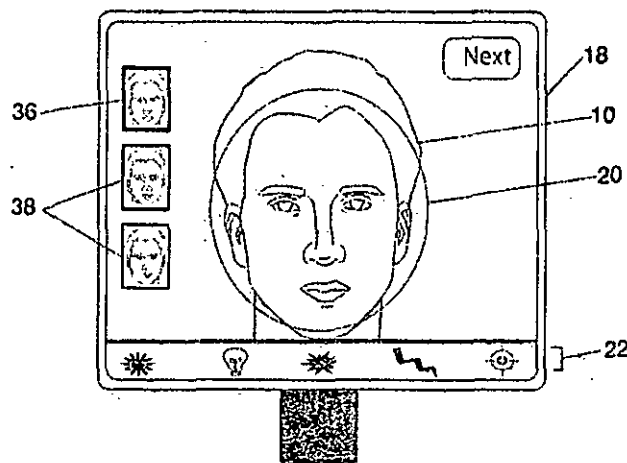
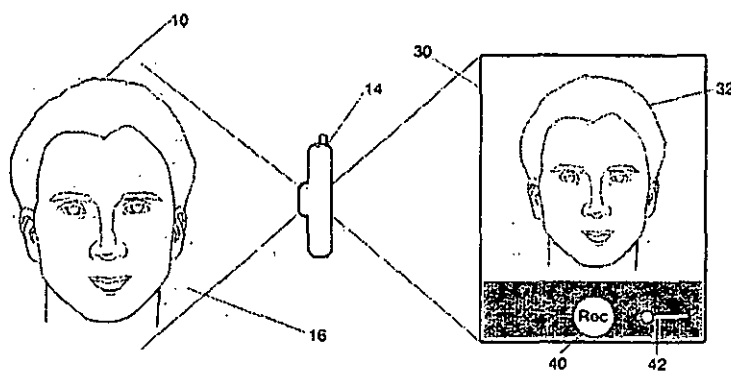


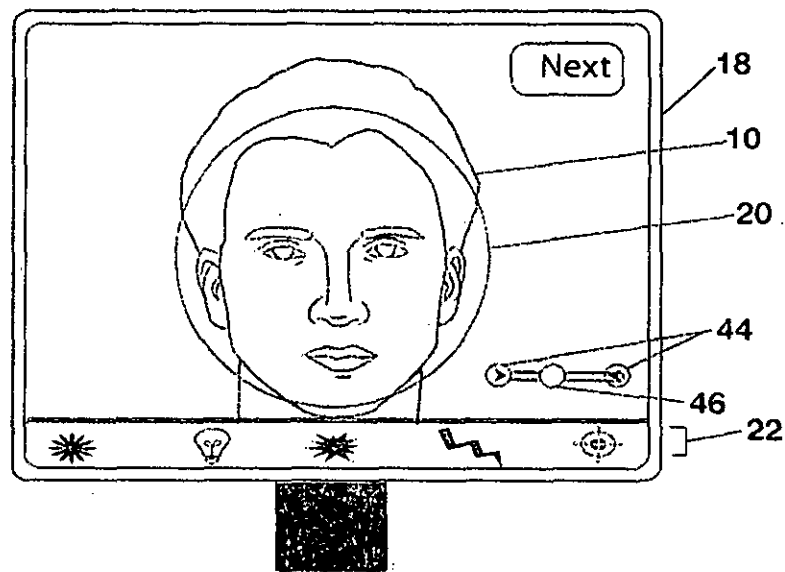
Figure 9 shows the capturing of a video umoticon.



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Figure 10 shows the edit screen where the users self-video captures as per figure 9 is being converted to a video umoticon.




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Total No. of Sheet: 8

Sheet No: 7

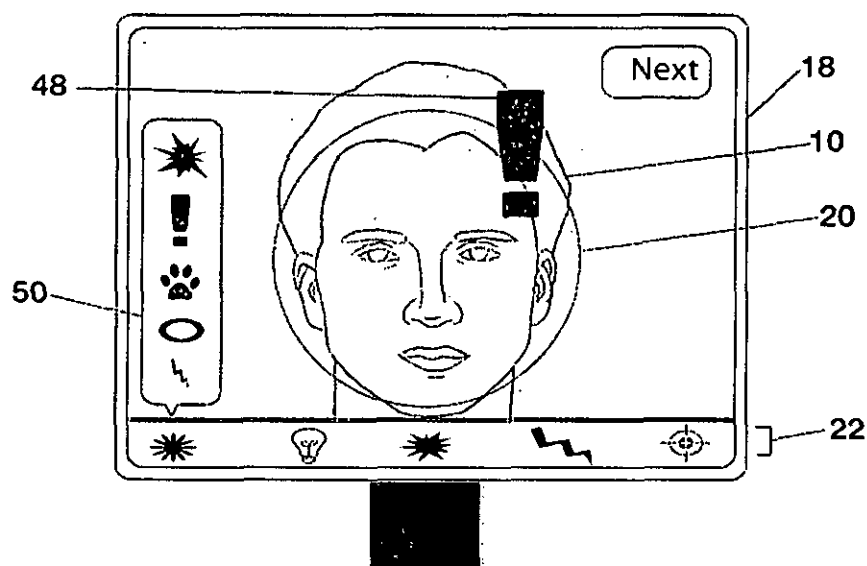


Figure 11 shows the edit screen where visual artifacts are added to the umoticon.

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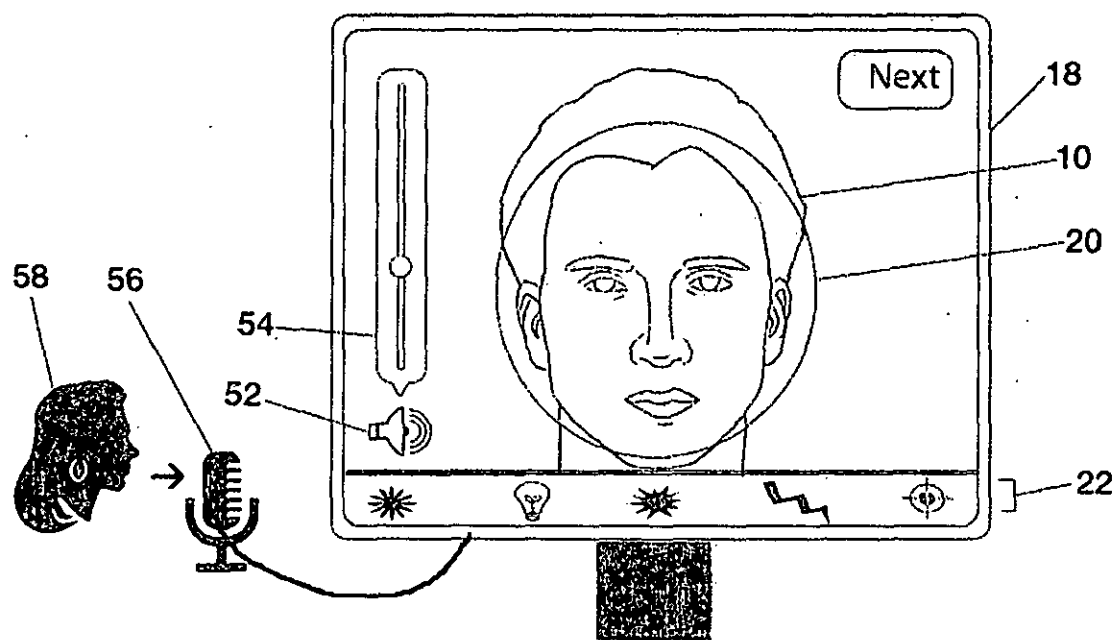


Figure 12 shows the edit screen where audible artifacts are added to the umoticon.


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40 **FIELD OF THE INVENTION:**

The present invention relates to a system for integrating personalized emotional artifacts into textual messages.

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BACKGROUND OF THE INVENTION:

Textual information is propagated as a set of words that make a sensible sentence. A sentence can be arranged in different ways to propagate the same information and when a person's machine is exchanging information via textual methods, a certain emoticons can be attached to this text.

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Nowadays, emoticons play a major role in communication technology. Emoticons are usually a pictorial representation of facial expression. They are small images where people can express their feeling using short combinations of punctuation marks that indicate emotions in a message. MMS facility helps to send / receive images from a mobile device.

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Various systems have been developed for sending images from mobile devices. For example, United States Patent Application 20130147933 to Kulas, Charles J. et al entitled "User image insertion into a text message" describes a system of inserting image in a text message where the user can capture his/her face so that an emoticon is derived from the image taken and that can be sent to the receiver.

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PCT publication 2009056921 to Olsson, Stefan et al. entitled "System and method for facial expression control of a user interface" describes an automated system for facial expression in text message where the user can take a picture of the person during the time of typing the message. An Emotional Categorization Module is used to choose one for the predetermined emotional categories and selects appropriate emotion to send.

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United States Patent 8443290 to Bill, David S et al. entitled "Mood-based organization and display of instant messenger buddy lists" describes a system where the user can capture his/her present mood using camera to define the actual mood of the user through text message.

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United States Patent 8160549 to Bychkov et al. entitled "Mood-based messaging" describes a portable messaging device where the user can send his/her updated mood via SMS.

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However, in the existing art, emotional information may be lost during the exchange of text. On the receiving end, the human mind has the ability to interpret textual information in many different ways. In this field, the use of Emoticons (small smileys with different emotions) has contributed to add the sender's intended emotional state to the text. However, they are very formal and impersonal. Hence, there is a need for an efficient system for integrating personalized emotional artifacts into textual information.

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SUMMARY OF THE INVENTION:

90 The present invention relates to a system for adding personalized emotional artifacts to text messages. The user can inculcate their intended emotional state into text messages by using two main libraries of artifacts which are completely independent of each other. The two libraries are (i) Umoticons and (ii) Emotion strip.

95 According to the invention, the cropped self-images of users, also known as Umoticons, are added to text messages. The user can send their own self image along with or without textual content to convey their emotion along with the text. Umoticons provide a personal medium to convey emotion. The images can be adjusted by the user by zooming and panning to fit the umoticon outline. Other image characteristics such as brightness, contrast and sharpness can be changed using image controls. The Umoticons with different facial expressions is stored in a library and it can be used later.

100 The system further includes an emotion strip comprising multiple "send" buttons to propagate the different emotions of the user. Each button is defined by a color representing an emotion. The user can manually choose any buttons based on their requirement. Also, the user can use Umoticons and emotion strip stored in the library together or the user can
105 create a complex or simple message and send it to the receiver.

BRIEF DESCRIPTION OF THE DRAWINGS:

110 The objective of the present invention will now be described in more detail with reference to the accompanying drawing, in which:

FIG. 1 illustrates users' self-image and its transition to a Umoticon;

115 FIG. 2 illustrates picture being taken of a user that is shown in Figure 1;

FIG. 3 illustrates the edit screen where the users' self-image from Figure 1 is being edited to convert into an Umoticon shown in Figure 1;

120 FIG. 4 illustrates the Umoticon being used in a sentence; and

FIG. 5 illustrates the emotion strip having multiple send buttons.

Reference Numerals:

125 10-Self image

12- Umoticon

14- Imaging device

16- Image view

18- Viewing device

130 20- Umoticon outline

22- Image Controls

24-Sentence

26- Emotion strip

135 **DETAILED DESCRIPTION OF THE INVENTION:**

The present invention relates to a system for adding personalized emotional artifacts to text messages. The user can inculcate their intended emotional state into text messages by using two main libraries of artifacts which are completely independent of each other. The two
140 libraries are (i) Umoticons and (ii) Emotion strip. The user can communicate his emotional state to the receiver without having to go through a lot of steps.

According to the invention, the cropped self-images of users, also known as umoticons, are added to text messages. The user can send their own self image along with or without
145 textual content to convey their emotion along with the text. Umoticons provide a personal medium to convey emotion than currently existing technologies..

The Umoticon is created by the user using the step by step guide provided by the invention. The user is given copyrighted image references for each emotion. The user will capture a
150 self image with emotions similar to the reference provided. The user can also capture a self-image using their own reference if required. The user can then adjust the images by zooming and panning to fit the Umoticon outline. Other image characteristics such as brightness, contrast and sharpness can be changed using image controls. The Umoticons with different facial expressions is stored in a library and it can be used later.

155 During the use of Umoticon, the user will have complete control over which Umoticon is sent to the receiver. The library is provided to the user on request when creating the message and the user can manually choose which Umoticon they will need to send.

160 The system further includes an emotion strip which is used to finalize text input using multiple "send" buttons. As the Umoticons, the user will have complete control over the send button used to finalize the text. Each button is defined by a colour representing an emotion. The Umoticons combine with the emotion strip to convey the user's expression along with the text message. It helps others/receivers to read and understand the emotion behind the
165 message.

Referring now to the invention in more detail, FIG. 1 shows the users self-image (10) and the Umoticon (12). The Umoticon (12) is a circular crop of a users' self-image that can be used
170 in-line with a sentence (24) as shown in FIG.4 when communicating in a textual medium.

The Umoticon (12) is created by using the picture of the users' self-image (10). This picture can be taken using an imaging device (14) as shown in FIG. 2 or an existing image can be used. It is important that the picture has the information of the entire image (10) as depicted
by the image view (16) in FIG. 2.

175 The next step is to edit and refine the image of the users' self-image (10) on a viewing device (18) as illustrated in FIG. 3. The Umoticon outline (20) depicts the crop area for the Umoticon (12) and the self-image (10) is adjusted by the user by zooming and panning to fit the Umoticon outline (20) as favourable to the user.

180 Other image characteristics such as brightness, contrast and sharpness can be changed using the image controls (22). Each control provides the user with slider that will help them to change the setting.

185 Once the user is happy they will save the Umoticon to their library which will be made
available to use in-line when exchanging textual information. Many Umoticons can be
created with different facial expressions and can be stored in the library.

190 FIG. 5 shows the emotion strip 26 which comprises of different coloured send buttons, each
of which represents a different emotion. These send buttons can be used to propagate the
textual information that has been created by the user with or without the use of the
Umoticons (12) to the receiver.

195 The textual information will be encapsulated in the colour of the send button used, thus
propagating the emotion that the sender wanted to display to the receiver.

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