

VoiceQ



AutoSync Assistant User's Guide

VoiceQ version 3.0.0

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What is VoiceQ 3.0

We've been working on something that is disruptive and transformational to meet the challenges of this fast-changing industry.

"Autosyncing of the text to audio within VoiceQ 3.0 is a workflow game changer for the ADR/Dubbing World."

- **Greg Junovich, Owner Native Audio**

This major upgrade sets new global benchmarks in workflow speed and accuracy.

Speed

- Factor of 10 reduction in transcription speed.
- Factor of 5 reduction in script synch process.
- Factor of 4 to develop competency.
- Factor of 8 to develop mastery.

Workflows

- Automates the synchronisation of the dialogue.
- Script with the picture reducing the standard script synchronisation process by up to 50%.
- Improves workflows with faster import of script and timeline layout, and more translation options.
- Allows translators and adaptors can start their work much earlier and not have to wait for a synchronised script.

Accuracy

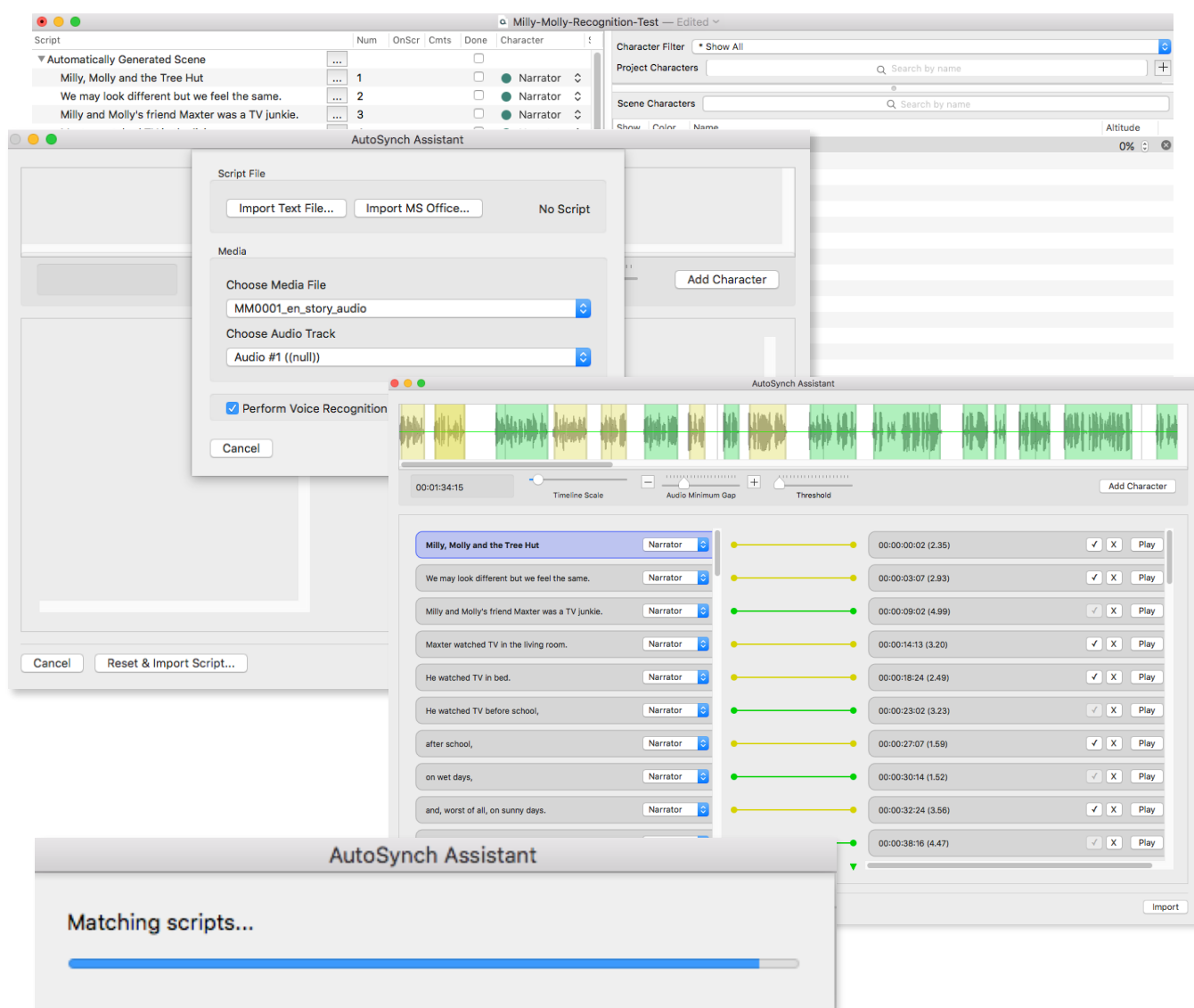
- 100% accuracy on optimal script setup (+5% standard deviation).
- *Using English language scripts.*

Other innovations

- Teleprompter for narrators who don't require word-by-word synch.
- Trigger Recording from VoiceQ for faster and accurate line by line recording with ProTools.
- Red light notification for 'Recording In Progress' on-screen display when in record mode.
- 'Actor Progress Display' so voice talent can now see their lines well before they're due to perform them
- Recording visuals for more accurate and faster integration with ProTools.

What is AutoSync Assistant

'The AutoSync Assistant' is a built in script processor designed to minimise the time it takes for users to import text along the VoiceQ timeline. The AutoSync Assistant has a built in voice recognition engine that can match your imported script text to a supported media file. The recognition engine finds appropriate audio segments and matches the imported text using an advanced system; Once done users can use a simple structure to check that segments match up and make changes to the text. *(Users can also opt out of using recognition and match segments manually).*



Setting up Scripts

'The AutoSync Assistant' requires the text to be edited in a simple line by line format for audio recognition to work correctly.

The script feature import feature will only accept the following file types:

- Microsoft Excel or OpenOffice Calc. CSV "*comma-separated values*" (**.csv**) files.
- Microsoft Word XML Format DOC "*Document file*" (**.docx**, **.doc**) files.
- Default text editor TXT "*text files and binary file*" (**.txt**) files.

Note: The AutoSync Assistant does not support .xls, .xml import

Examples of script formatting

Tab delimited format file example - Includes notes (.csv, .txt, .doc, .docx)

Mother	Go outside and exercise. (Angry tone)
Maxter	Exercise how? (Young boy voice tone)
Mother	Exercise anyhow you like. (angrily)
Mother	The TV's going off and I don't want to see you until it is almost dark. (angrily)

'Character [TAB] Script'

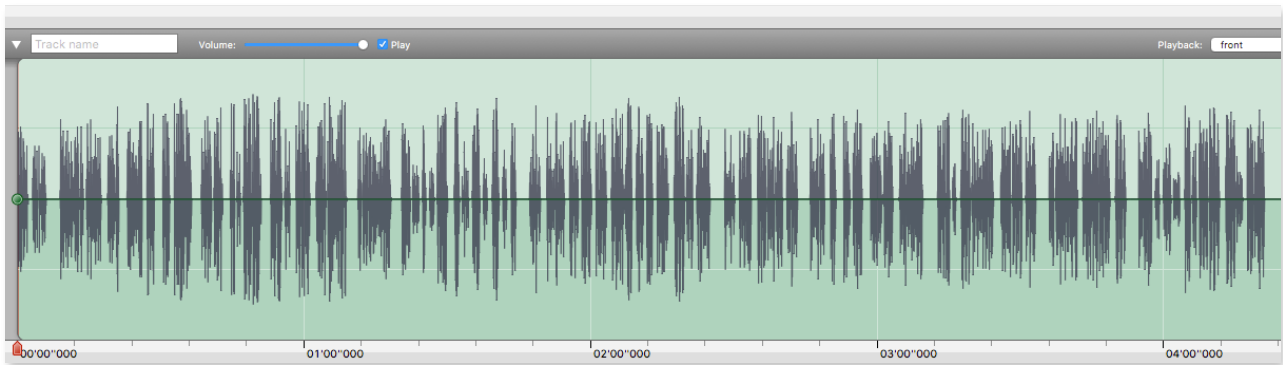
Singular line format file example - Includes notes (.csv, .txt, .doc, .docx)

Go outside and exercise. (Angry tone)
Exercise how? (Young boy voice tone)
Exercise anyhow you like. (angrily)
The TV's going off and I don't want to see you until it is almost dark. (angrily)

'Script'

Supported media files

For the best results with our built-in auto-recognition please supply the narration/voice track without background noise or SFX added to the track. This will allow the auto-recognition engine to find each line and segment the audio file more accurately than a track that includes background audio. If this is not possible we recommend turning off auto-recognition and manually selecting each segment for a better line by line sync.



(Above) Example of an appropriate media file, notice the visible gaps between lines signalling clean audio without background noise or abnormalities.

Supported media file types

Apple supported codecs: QuickTime Movie (.mov), MPEG-4 (.mp4, .m4v), MPEG-2 (OSX 10.0-10.6 are exclusive), MPEG-1, 3GPP, 3GPP2, AVCHD (OSX 10.0-10.7 are exclusive), AVI (Motion JPEG only), DV;

Mac supported video codecs: MPEG-2, MPEG-4, H.264, H.263 H.261, Apple ProRes, Apple Pixlet, Animation, Cinepak, Component Video, DV, DVC Pro 50, Graphics, Motion JPEG, Photo JPEG, Sorenson Video 2, Sorenson Video 3, H.263, H.261, Apple ProRes, Apple Pixlet, Animation, Cinepak, Component Video, DV, DVC Pro 50, Graphics, Motion JPEG, Photo JPEG, Sorenson Video 2, Sorenson Video 3

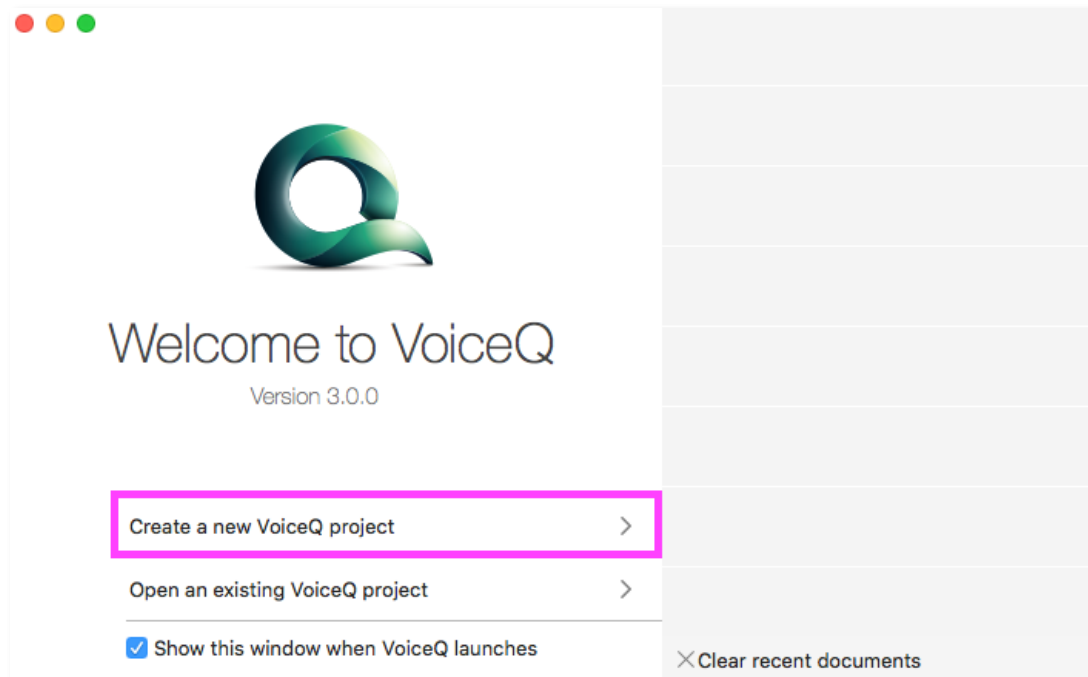
Mac supported audio file formats: M4A, m4b, .m4p (all are iTunes audio), MP3, Core Audio (.caf), AIFF, AU, SD2, WAV, SND, AMR

Mac supported audio codecs: AAC, HE-AAC, Apple Lossless, MP3, AMR Narrowband, MS ADPCM, QDesign Music 2, Qualcomm PureVoice (QCELP), IMA 4:1, MACE 3:1 (Mac OS X 10.6.x only), MACE 6:1 (Mac OS X 10.6.x only), ALaw 2:1, ULaw 2:1, Integer (24-bit, 32-bit), Floating Point (32-Bit, 64-Bit)

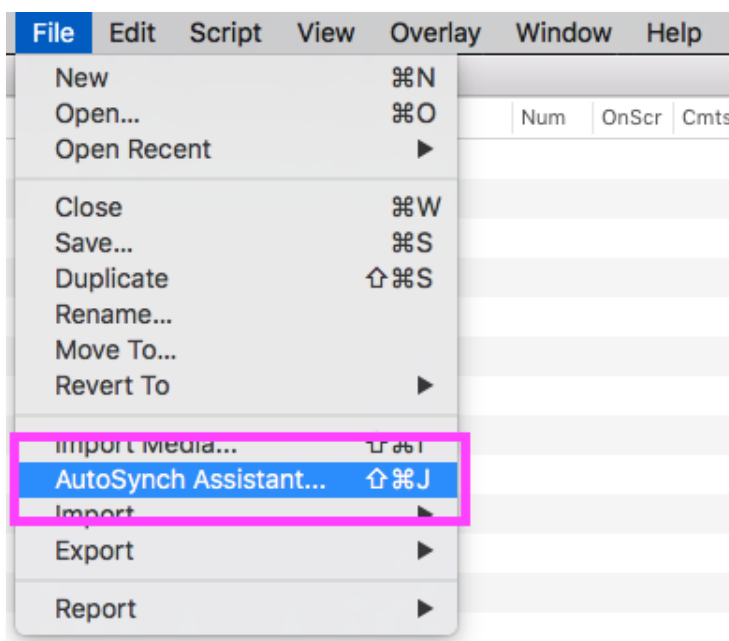
Set up AutoSync Assistant

Step 1. Open the VoiceQ 3.0.x application.

Step 2. In the welcome window select 'Create a new VoiceQ project'

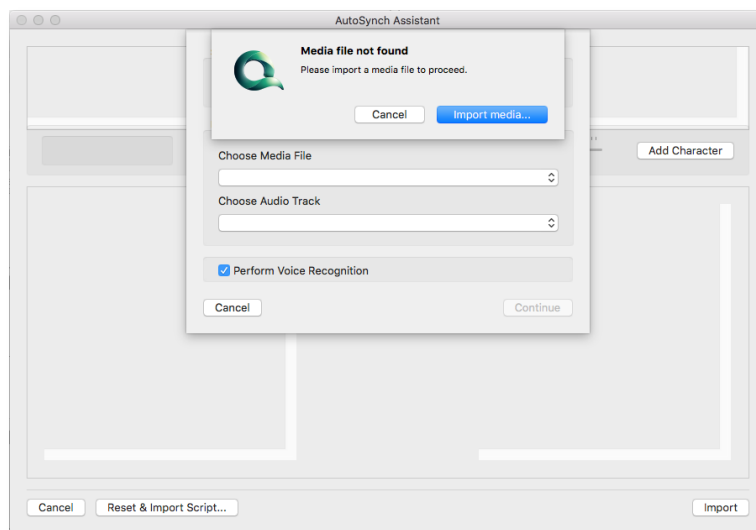


Step 3. Navigate to **File > AutoSync Assistant...**

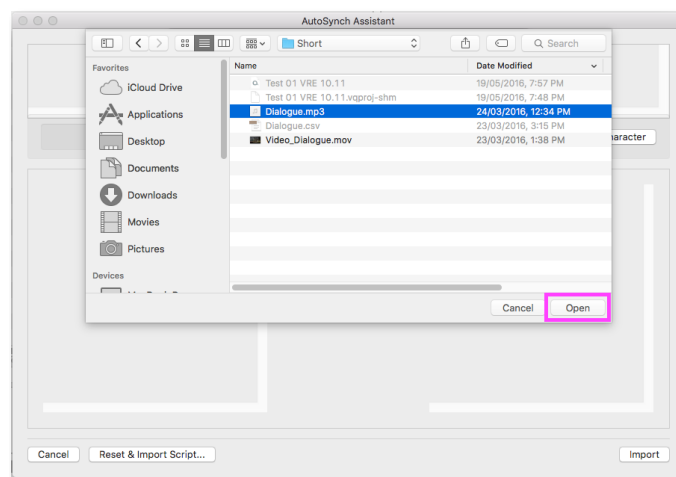


Import a media file

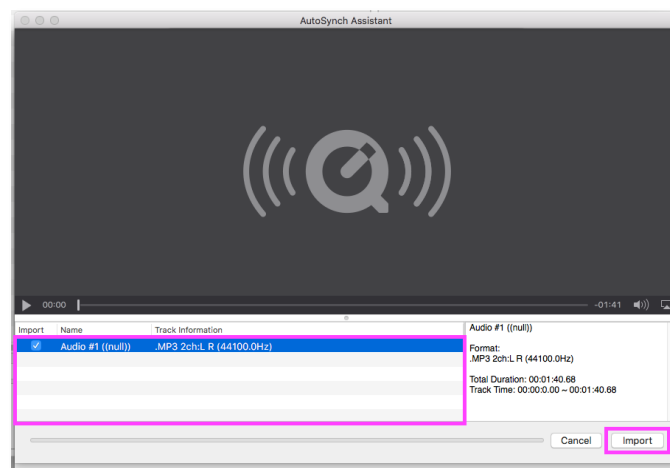
Step 1. With the **AutoSync Assistant...** window open the user will then be prompted to select a media file. click '**Import media...**' to continue.



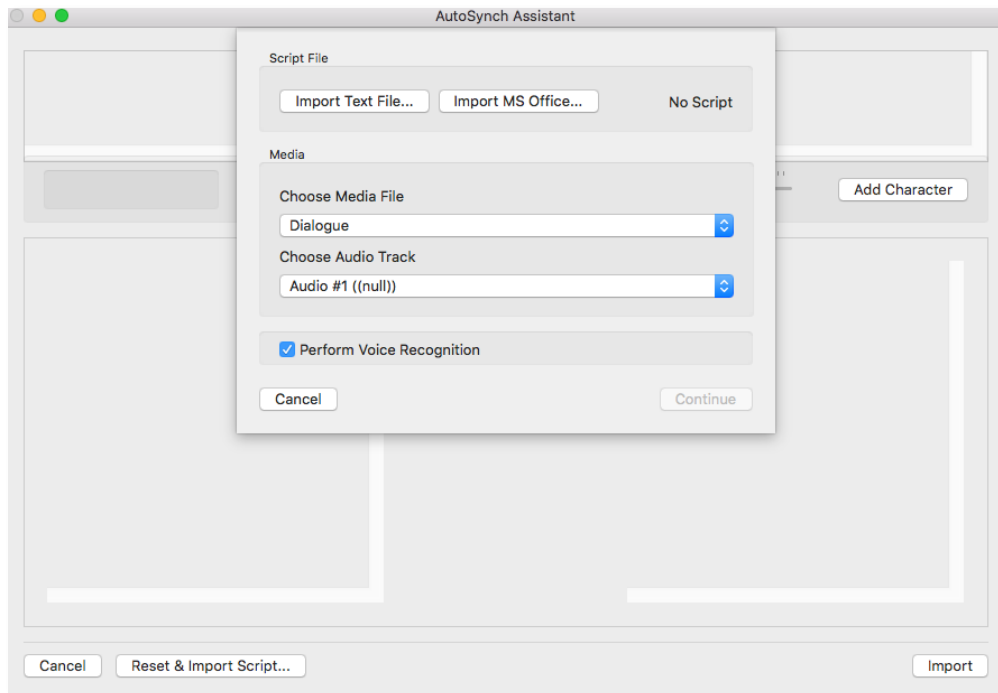
Step 2. Select a supported media file (*See supported media files list on Page 07*) and click '**Open**'.



Step 3. Review the media file and select the appropriate audio track (*if applicable*) Then click '**Import**'.

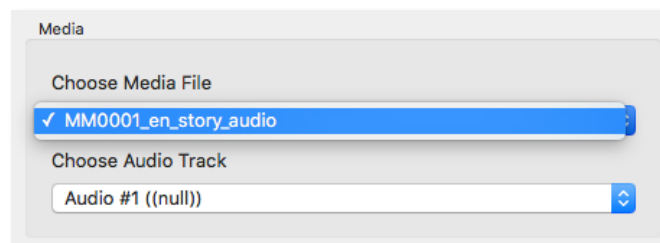


Step 4. You will then return to the AutoSync Assistant main window view. Users will notice both drop-down menus are now populated with their imported data.

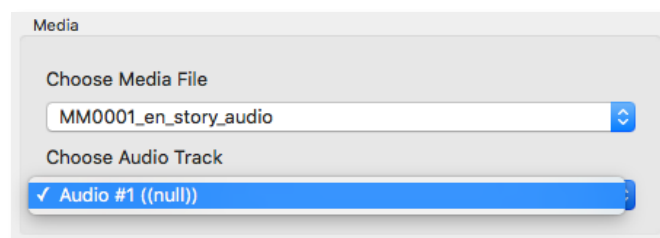


Optional. Users can use the drop down menus to change their media file and audio track to suit their import preference. *Note: For use with multi-track media files only.*

- a. Select drop down to select the correct '**Media File**'.



- b. Select drop down to select the correct '**Audio Track**'.

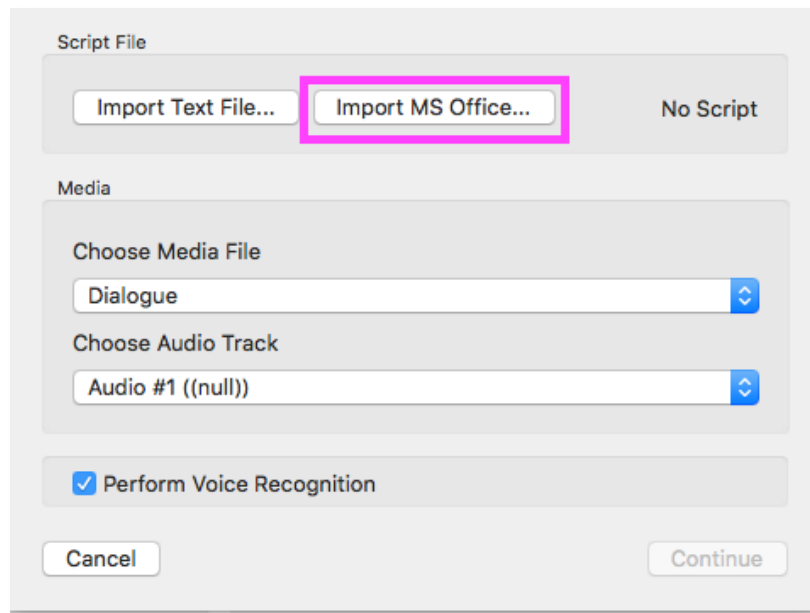


Importing a script

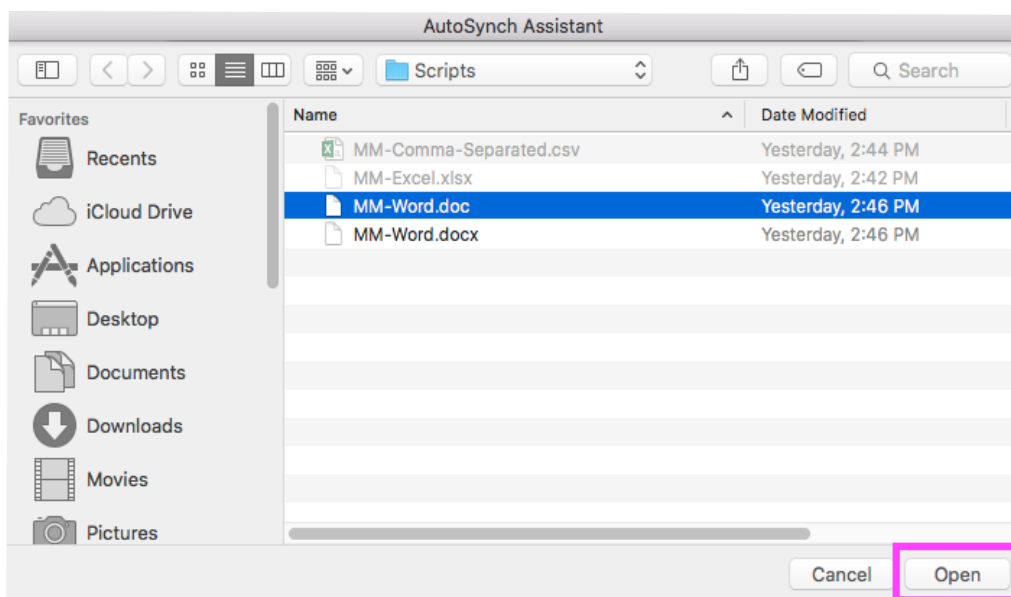
Next we will Import a script file, users can import any of the supported script formats (*see section 1a*) This part of the process is the most important part to get correct as all sync will be based on how the script is set-up in the .

*Note: For this import demonstration we will be importing a **Word Document File (.docx, .doc)***

Step 1. To Import a file click '**Import MS Office...**'

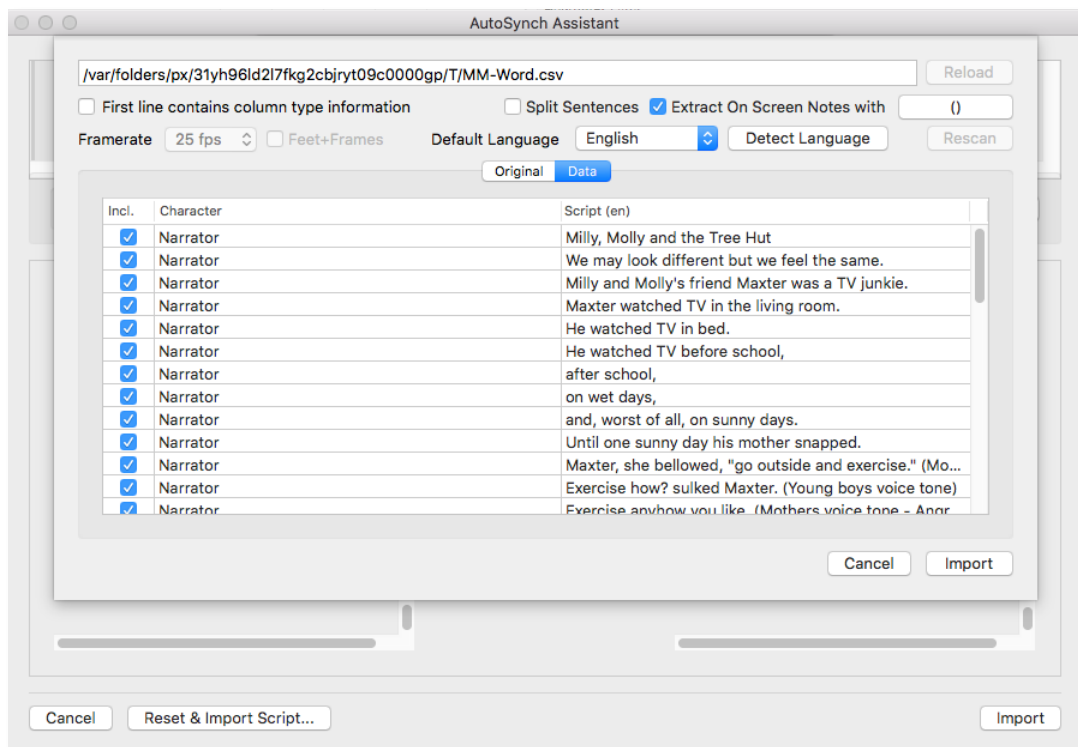


Step 2. Select a script file and click '**Open**'.



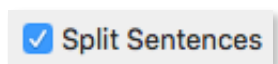
Using the Script Editor

Step 1. Review the text file and make selections in the text import window shown. The text import window has a range of functions for users to edit their scripts before import. *(Shown below)*



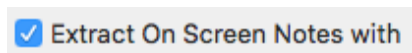
a. Users can select '**Split Sentences**' to shorten longer lines.

- Select the '**Split Sentences**' check box to enable or disable this function.



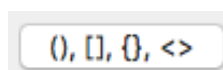
b. Users can select '**Extract On Screen notes**' to easily create comments.

- Select '**Extract On Screen notes**' via the check box to enable or disable this function.



c. Users can edit '**On Screen notes**' they wish to include via a pop-over window.

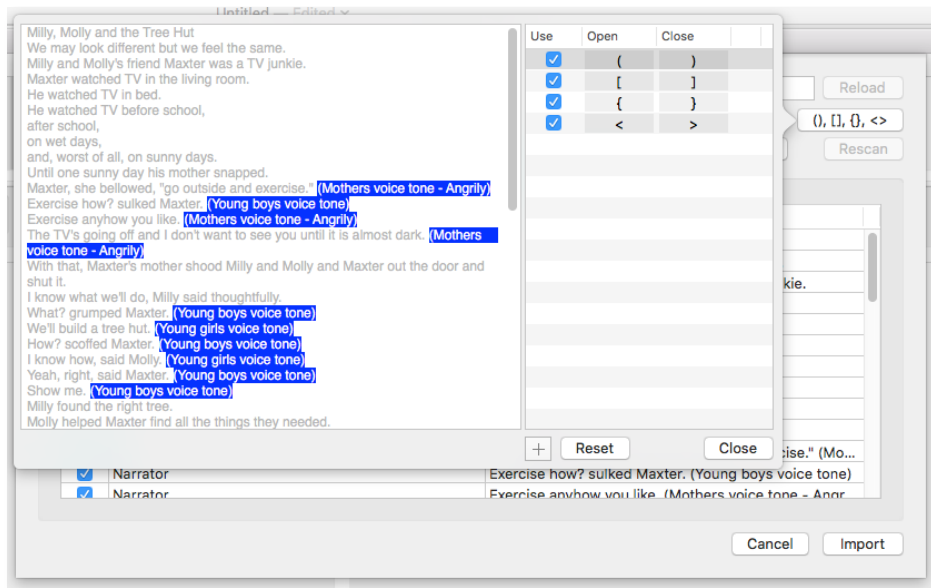
- Select the '**Bracket button**' next to the '**Extract On Screen notes**' check box to access the '**Extract On Screen notes editor**'



Note: The button changes visual look depending on brackets selected for omission.

d. Users can use the **'Extract On Screen notes editor'** to set the bracket type.

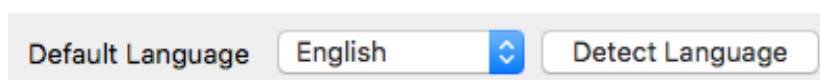
- Select then click the box next to the item to select which bracket type they wish to remove from script.



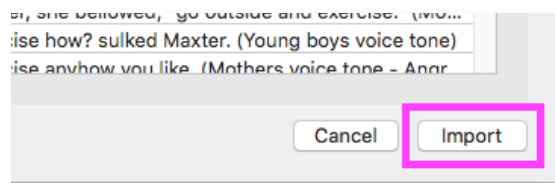
All extracted comments are shown in the comments section in the timeline view once import is completed.

f. Choose the ‘Default Language’

- Select the dropdown menu next to the title (*below*) to edit/change the language selection. You can also select 'Detect Language' to let the editor determine the text in the script editor.



Step 2. To complete the script import click **'Import'**

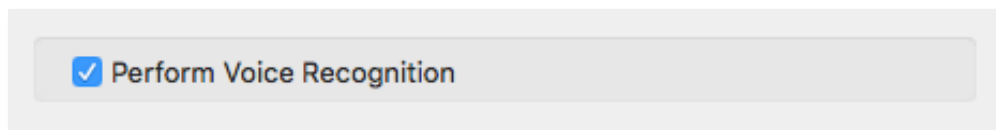


Running AutoSync Voice Recognition

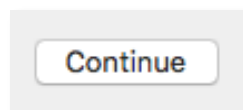
Next we will perform the Voice Recognition. Currently the voice recognition engine only works on english scripts & media files. For use with other languages, users are advised to uncheck the '**Perform Voice Recognition check box**' to skip automatic recognition, and use the engine manually for better results. By doing so the user can manually assign their chosen text to the appropriate audio block after import.

For this example we will be using the automatic recognition function:

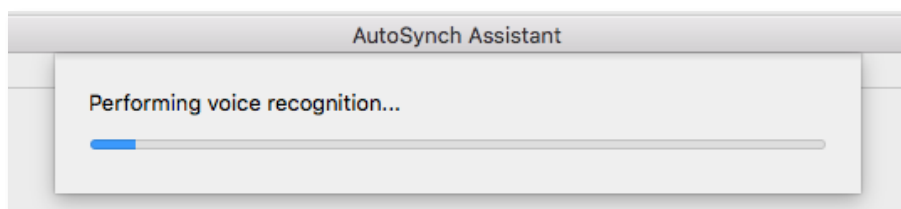
Step 1. Be sure the '**Perform Voice Recognition check box**' is selected



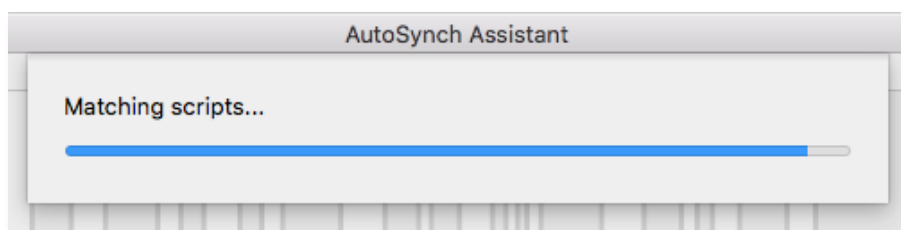
Step 2. Select 'Continue'



Step 3. Wait for voice recognition to complete. Depending on the length of the media file and text will decide the length of time it will take to sync the project.



Examples shown: 'Voice recognition running' (above) & 'Matching scripts...' (below)



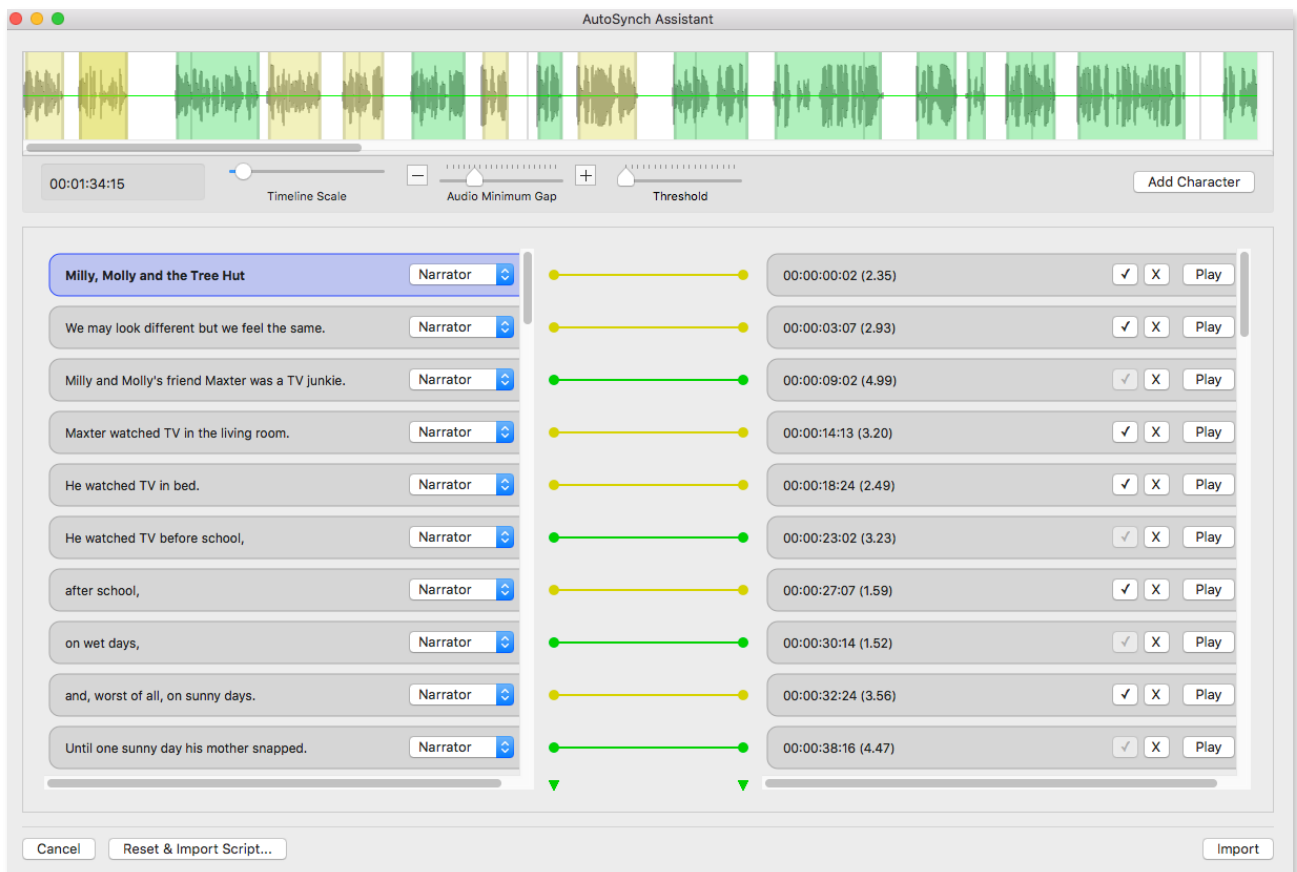
Note: larger text files can sometimes take longer than usual to show visually, please be patient.

Step 4. Once recognition is completed a new window view will appear. ***Move onto next section.***

AutoSync Assistant window

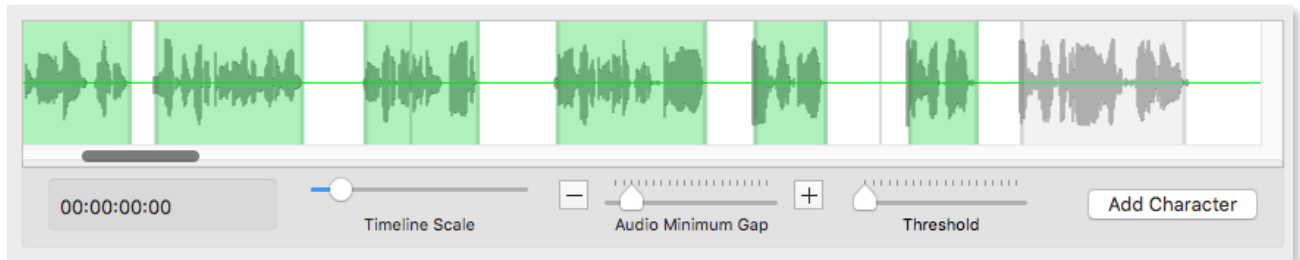
The AutoSync Assistant window allows the user to assign text from the script to audio segments created from your media file. We will start by explaining the timeline view and the options included in this section.

Note: All progress made while using the AutoSync Assistant is automatically saved



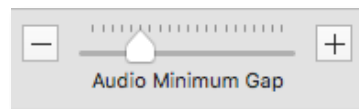
Timeline view

The timeline view shows the audio segments created during the automation process. The following options will help users edit and fine tune the audio to better match their script.

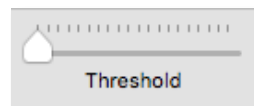


(Above) Timeline view

Step 1. Once sync has completed adjust the '**Audio Minimum Gap**' slider to get the best automatic match. *(Details below in sync view)*



Step 2. Then adjust the '**Threshold**' slider to edit out background noise.



Step 3. The above options are the only two options you should need to use if automation ran successfully. Once you are satisfied with the synchronisation outcome move onto the next section. *(See 'Sync view')*

*For more information on the Timeline view options see detailed descriptions in section:
a) Timeline view descriptions.*

a) Timeline view descriptions

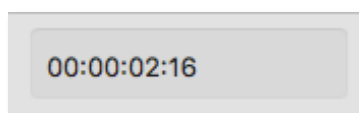
Visual Timeline

The visual timeline is designed for users to visually see the waveform of their imported media file. The following options will allow users to accurately sync their media with their imported script.



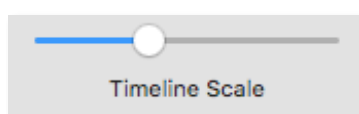
Timecode

The Time code shows your progress reference below the timeline view.



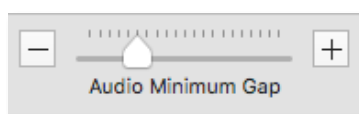
The Timeline scale

This option adjusts the zoom level of the timeline view. Move the slider '**right**' to increase the zoom level and '**left**' to decrease the zoom level.



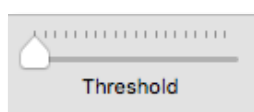
Audio Minimum Gap

This option adjusts how the automation process finds each audio segment by setting the gap width. User can click the '+' to increase the minimum gap size, click the '-' to decrease the gap size and/or drag the slider to perform each function.



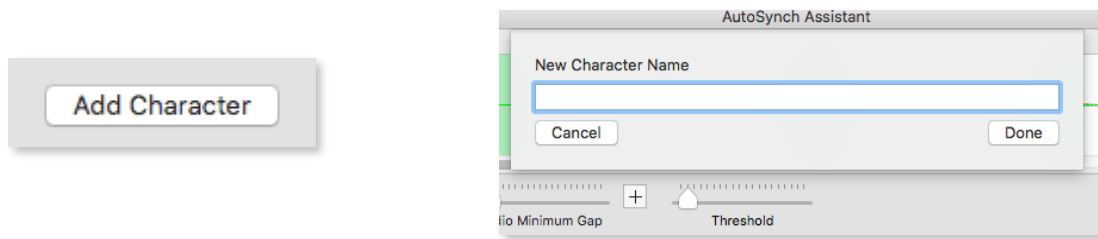
Threshold

The Threshold allows users to choose the audio level that the automation process reads or skips. Moving the slider left will allow more audio to be included in the synch process. Moving the slider right will remove audio based on 'Db'. *Example: If background noise is 0.5db set then set threshold slider to tier 2 to disallow audio in synch.*



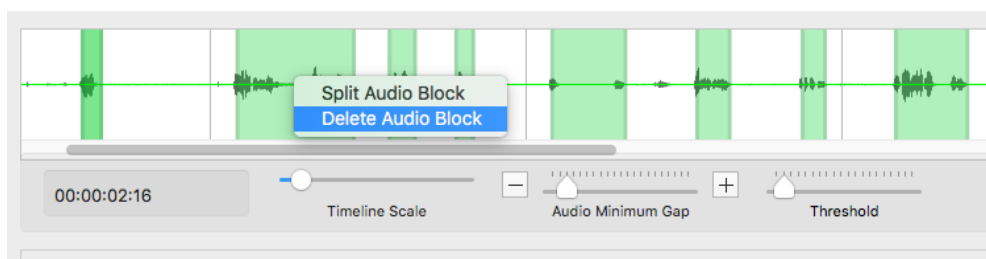
Add Character

To add a character click the **'Add Character'** button, which allows users to add characters to assign with their text segments. Fill in the Character name and click **'Done'** or **'Cancel'** if you do not wish to add.



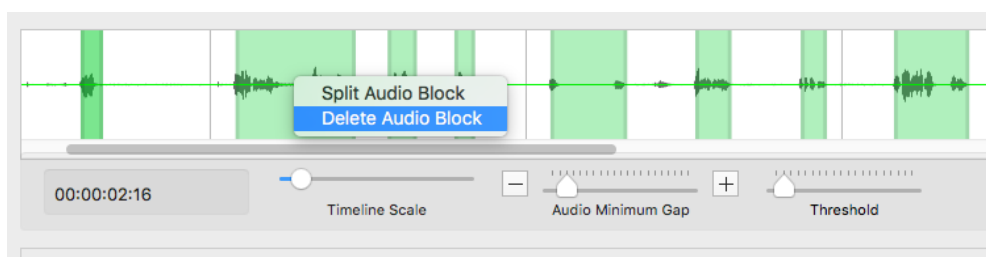
Split Audio Block

Right click on an **'Audio Segment'** to split the audio at the point that your cursor is located. If user chooses to split the segment it will create a new audio block shown below in the sync view.



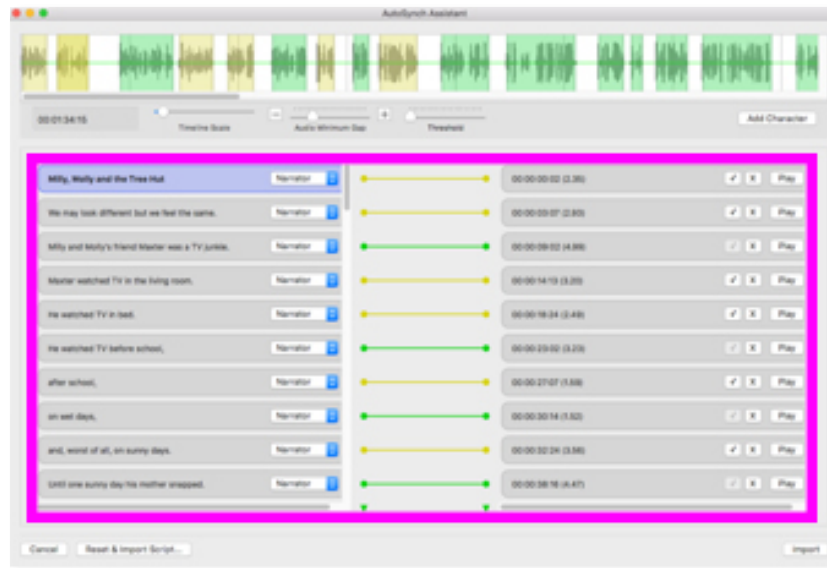
Delete Audio Block

Right click on an **'Audio Segment'** to delete the audio. Note: If user changes the 'Audio Minimum Gap' in anyway the segment will reappear as the auto-recognition creates a new segment.



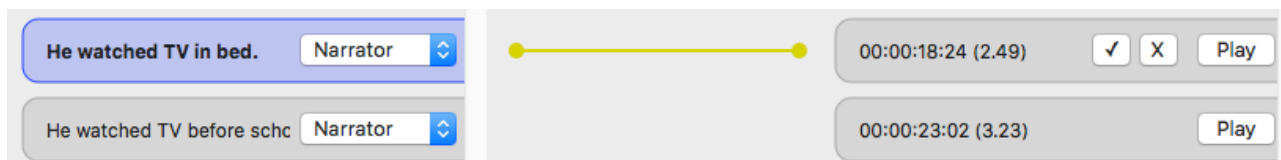
Sync view

Once you have adjusted the 'Timeline view' options you can begin to associate your script blocks with the correct audio. The sync view allows the user to assign text to audio using a simple '✓' and '✗' format. The VoiceQ development team have included many editing tools to use to help get the best synchronisation possible with the users script to audio.

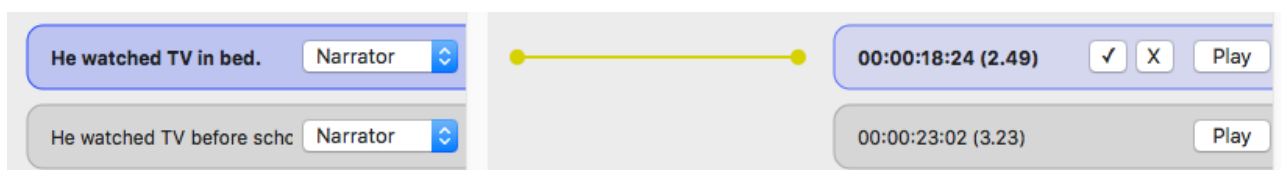


(Above) Sync view region highlighted.

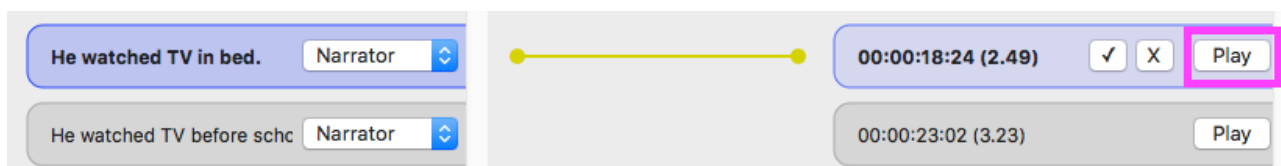
Step 1. Select a 'Script block'



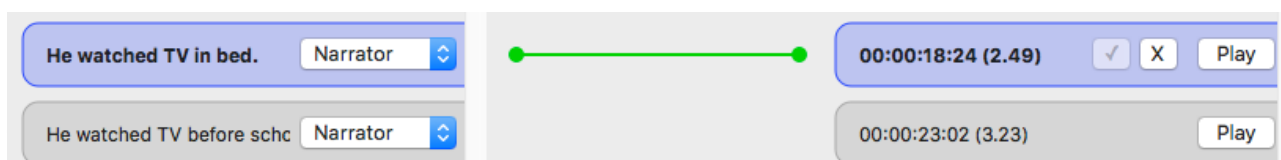
Step 2. Select a 'Audio block'



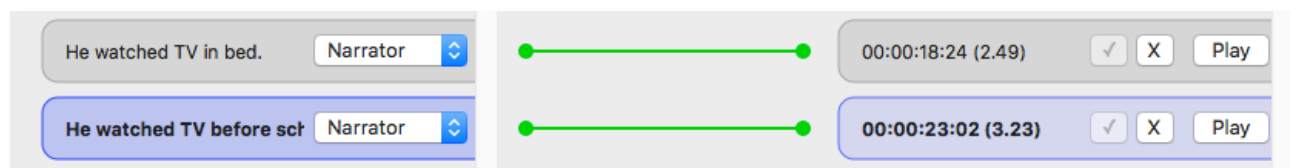
Step 3. Select 'Play' to playback audio block



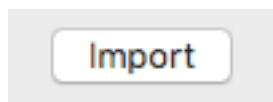
Step 4. If selection matches select '✓' to confirm



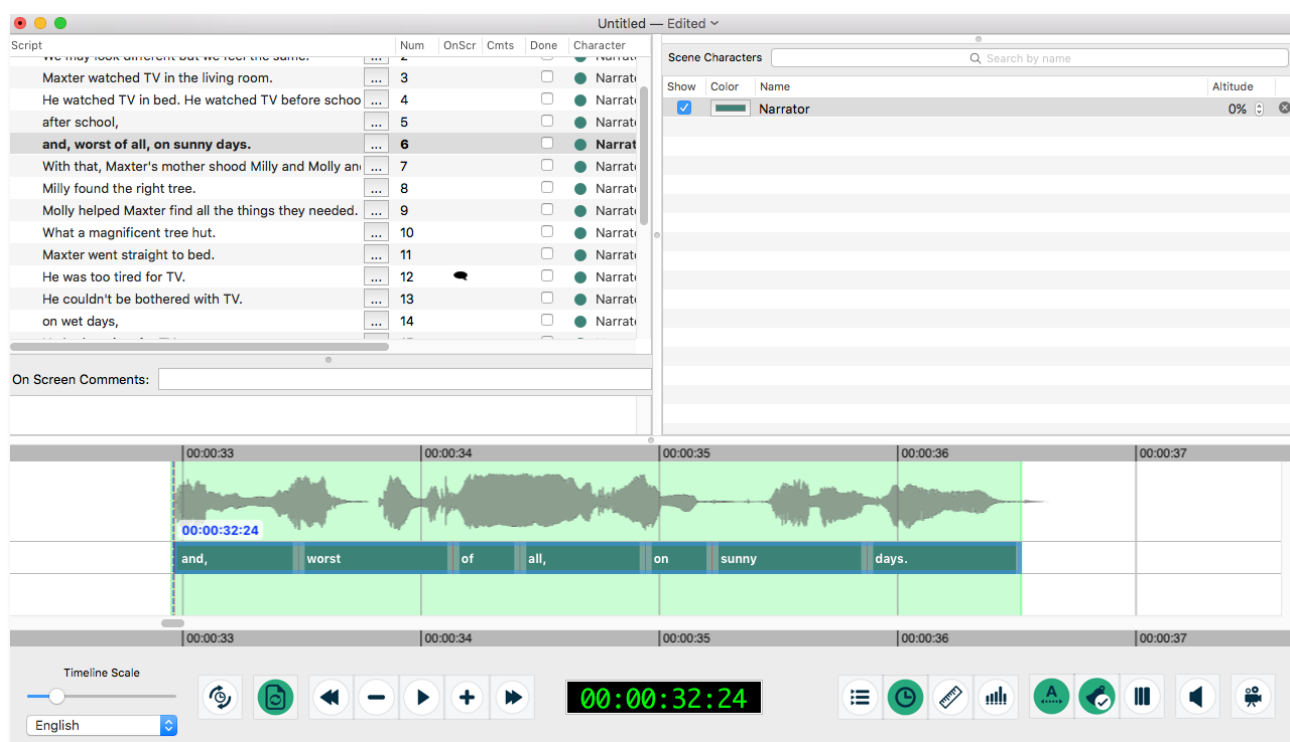
Step 5. Repeat for all lines until sync is complete and all lines are checked and associated correctly.



Step 6. Click 'Import' once sync is completed.



Step 7. You will then see all data imported into VoiceQ's main window view timeline.



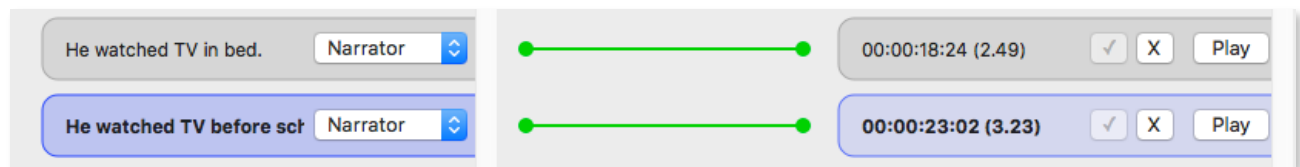
*If you wish to make additional changes or you missed a line you can select '**File> AutoSync Assistant...**' to re-open the AutoSync Assistant window.*

*For more advanced option details for the Sync view. See detailed descriptions in section:
b) Advanced Sync view descriptions.*

b) Sync view descriptions

Automatic recognition

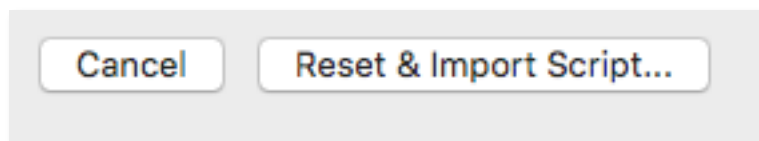
If automatic recognition was used, the tool will associate the script and audio block with a visual yellow line. Users can leave the lines as is as it will import into your project as shown. It is however advised that users select the '✓' to confirm the link as configuring the Timeline options can disassociate lines. (*discussed further under 'Associating blocks'*).



In some cases if the automatic recognition does not recognise the script matching with the audio it will not link it. Users will need to configure '**Timeline options**' to set the appropriate minimum audio gaps and threshold.

Reset & Import a new script

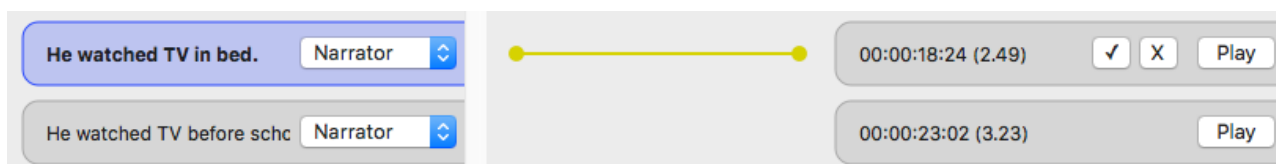
To reset and import a new script click 'Reset & Import Script...'. You will then return to the import selection screen. (See section 'Importing a script')



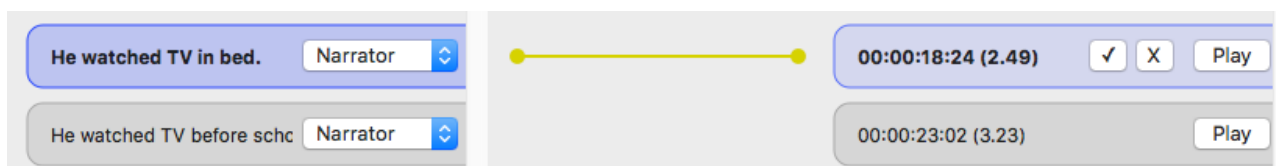
Associating blocks

To assign text to audio, select the text block on the left, then select the audio block to match on the right.

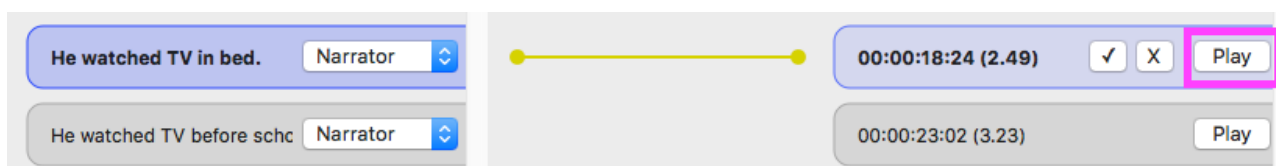
Select a **'Script block'**



Select a **'Audio block'**

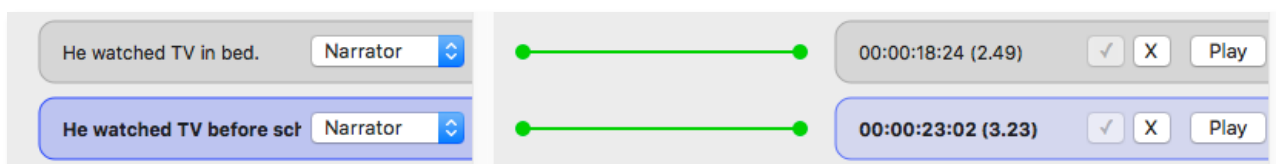


Select **'Play'** to playback audio block



If selection matches select '✓' to confirm

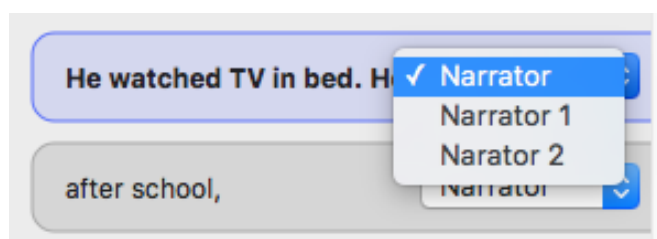
Once you have connected a text block to a audio block it will appear green (*Shown below*)



Assign Character

To assign a character case the drop down located on each text block. The user can select the drop down then select their chosen character.

Note: Character choices reflect in main timeline after import.

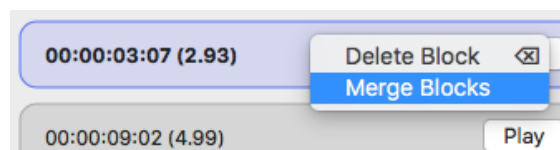


Audio options

Right-clicking a text block will bring up a range of options for users to use to edit their script correctly to best match audio.

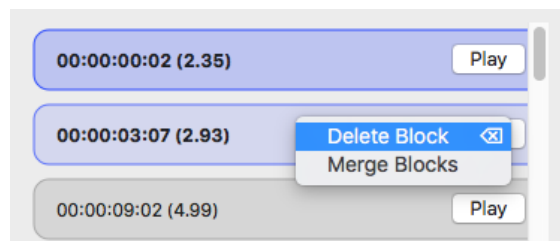
Merging audio blocks

In some cases audio maybe split incorrectly. Users have the option to merge audio blocks. Select multiple audio blocks (Command+Selection), right-click one of the chosen audio blocks and select '**Merge Scripts**' to merge multiple blocks together. There is a minimum of two blocks that must be selected.



Delete audio blocks

Right-click a text block and select '**Delete Block**' to delete a text block.

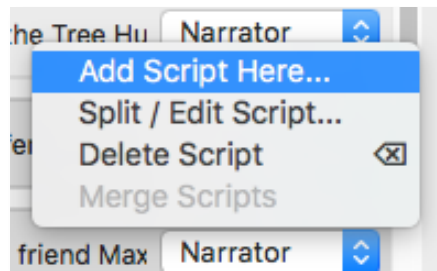


Text options

Right-clicking a text block will bring up a range of options for users to use to edit their script correctly to best match audio.

Add Script

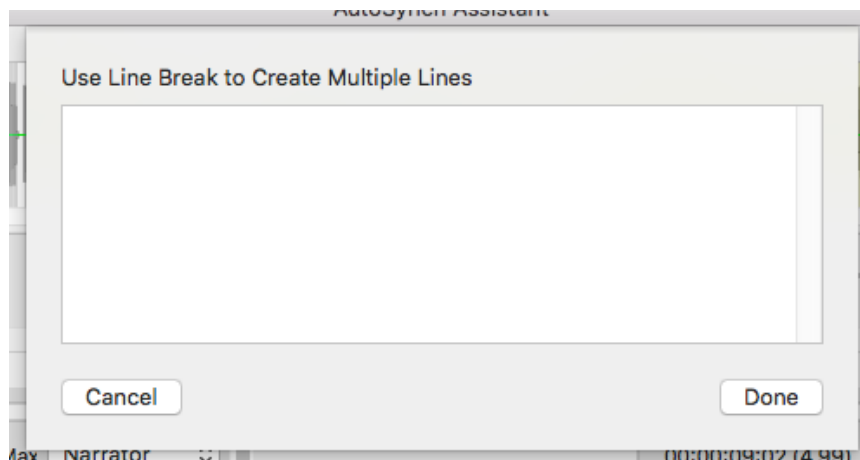
Right-click a text block and select 'Add Script Here...'



Add Text: Using text editor

A text edit view will appear where users can add their line/s.

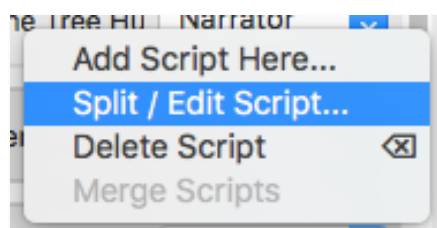
- Users can add Line Breaks to create multiple lines.
- Click '**Done**' to confirm input.
- Click '**Cancel**' to exit without saving.



Note: New lines appear after selected script block.

Split/Edit Script text

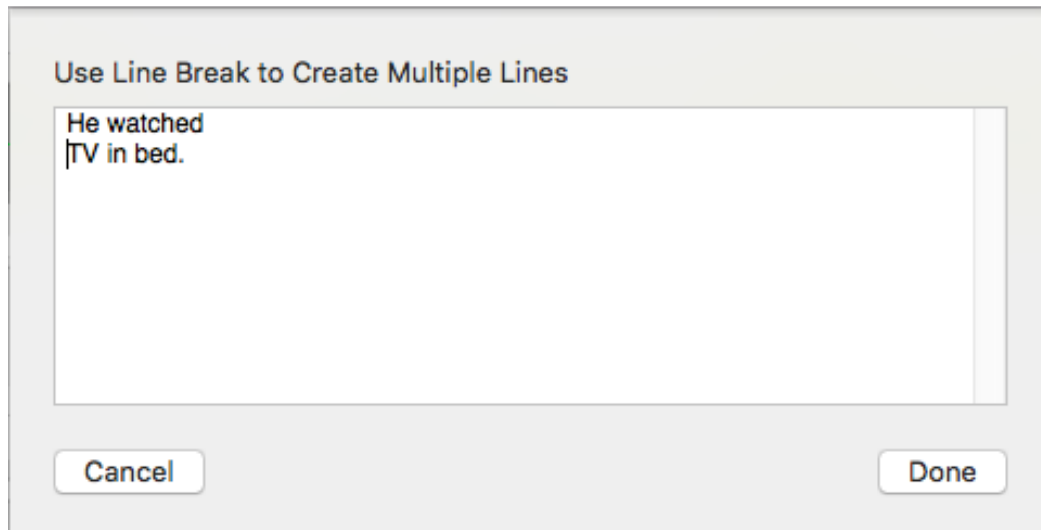
Right-click a text block and select '**Split/Edit Script...**' to edit.



Split/Edit Script text: Using text editor

A text edit view will appear where users can edit their line/s.

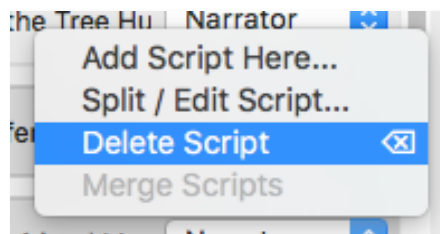
- Users add Line Breaks where they want the script to split.
- Click '**Done**' to confirm input.
- Click '**Cancel**' to exit without saving.



Note: New lines appear after selected script block.

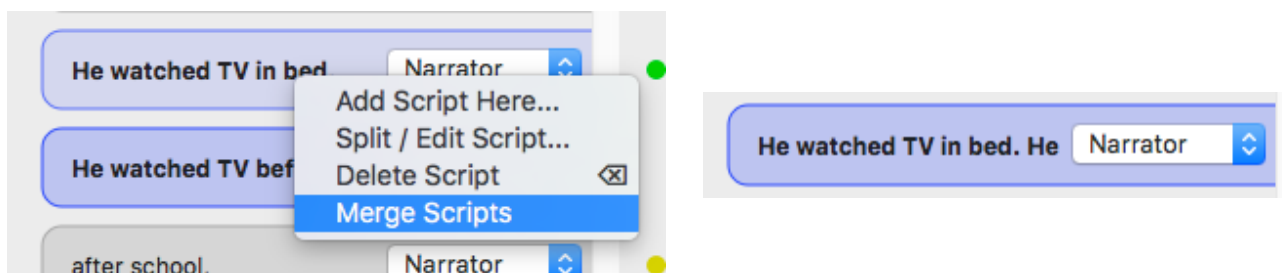
Delete Script

Right-click a text block and select '**Delete Script**' to delete a text block.



Merge Scripts

Select multiple text blocks (Command+Selection), right-click one of the chosen text blocks and select '**Merge Scripts**' to merge multiple blocks together. There is a minimum of two blocks that must be selected.



Example of merged script. (Image right)

Please contact [VoiceQ Support](#) if you require further information on how to implement any of these configurations.

Thank you

Your VoiceQ Support Team