Administriva

- **James will run a hands on tutorial in WEB 130 today at 3:30 and again at 2:00 and 3:30 on Thursday.**

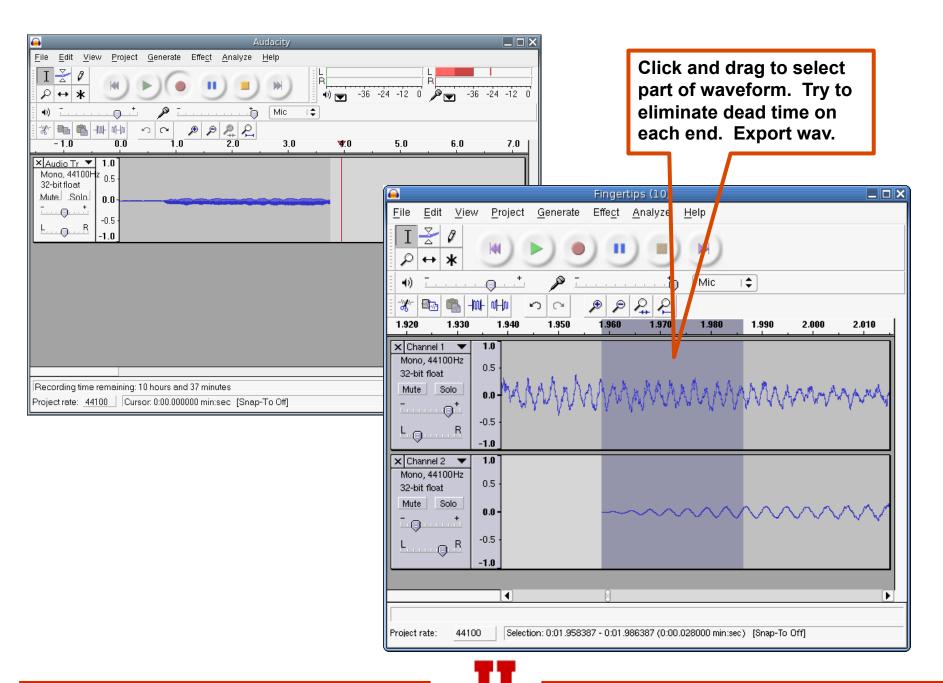- **Can everyone that wants to attend, make one of these times?**

- **Questions?**

Process

- **Plan scene**
- **Write your dialog**
- **Choose voice actors**
- **Record dialog**
- **Add phonemes to dialog files**
- **Build and save scene file (.vcd)**
  - **Dialog, facial expressions, gestures, animation**
- **Don't forget to rebuild the scene.image file**
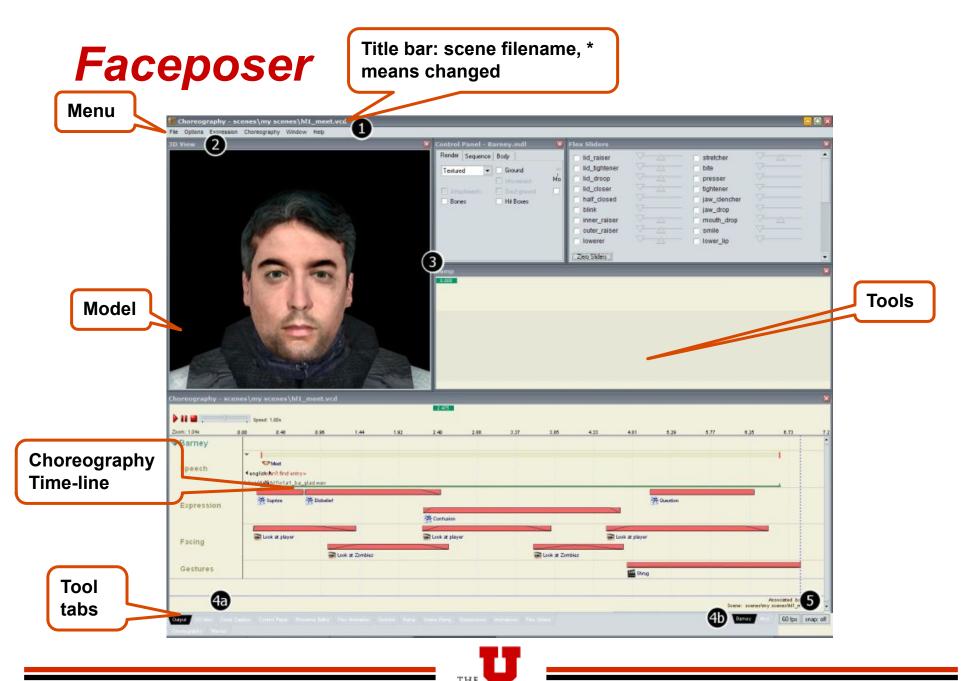- **Insert into HL2 and test**

Record and Save the Dialog

- **Get Audacity (or your favorite sound editor) and a microphone**
  - I have a nice one that you can borrow (but keep it short so others can use it)
- **Record the dialog**
  - One speaker at a time
    - » Although having multiple actors reading the lines works well because you can get them to work together
    - » You can just keep recording and extract the dialog lines after you are done
  - Use Audacity or your favorite sound editor to record lines
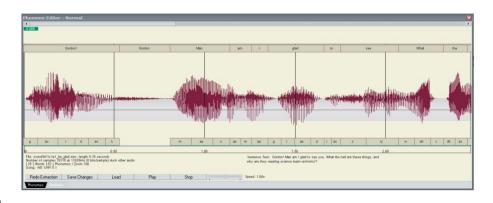 - Default recording options in Audacity seem to work just fine

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Record and Save the Dialog - 2

- Examine the amplitude of the wav files and increase if too low – re-record if too high
- Extract into wav file each line (or break into parts of lines if long) – Note, select and extract selection (removing junk before and after)
- Warning – do not get too close to microphone
● **Copy files into sound directory (such as Half-Life 2 Episode 2/ep2/sound/<yourname>)**

Click and drag to select part of waveform. Try to eliminate dead time on each end. Export wav.

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Faceposer

Title bar: scene filename, * means changed

Menu

Model

Tools

Choreography Time-line

Tool tabs

Lipsync

- **Load character model**
- **Fire up phoneme editor (double click tab) in faceposer**
  - **Don't forget that you need the MS Speech SDK version 5.1**
- **Load wav file (load button)**
- **Click and drag the green box to play the file**
  - **If you click in the green box bar you can play to that point (even backward!)**

Lipsync - 2

- **Choose re-extract or right click and redo extraction**
- **Will ask you to type in the sentence**
- **Fires up the speech SDK and tries to get your phonemes from the sentence**
- **Left click to select a word, right click to edit and other options**
  - Edit phonemes or add your own
  - Control-Drag on edge to extend
  - Shift-Drag to move
- **Save wav file which now has text and phonemes included inside**
- **Note – if you can't get a clean extraction, what it does may be good enough, or you should try re-recording**

Use Sound Directly or Edit Sound Files

- **Just reference the file directly in the add wav option (foo/bar.wav)**
  - **You know it worked if it has width in the timeline**
- **Find scripts/game_sounds_manifest.txt**
  - **Add a new precaching line that gets a file FROM A SUBDIRECTORY – such as**

  "precache_file"   "scripts/Welcome/game_sounds.txt"
- **Add entries for each wav file to your game_sounds.txt file:**

  "welcome.01BobLate"

  {

  "channel" "CHAN_VOICE"
  "volume"   "VOL NORM"
  "pitch"   "PITCH_NORM"
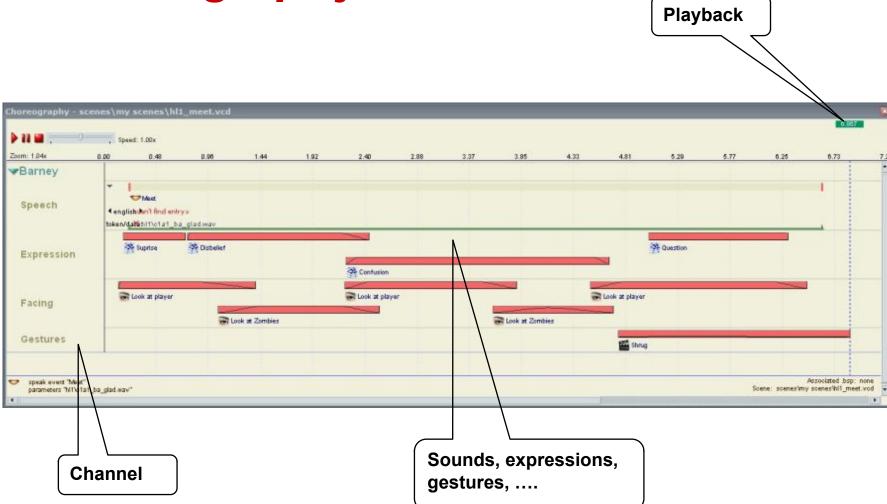 **"soundlevel" "SNDLVL_NORM"**

  "wave"   "welcome\Bob01ReallyLate.wav"
  }
- **See online docs for ways to change this file.**

Choreography

- **Make sure that the choreography window is up**
- **Choose Choreography->New from the menu bar, then give your file a name**
  - Default is to store it in the scenes directory (but use a subdirectory!!)
  - Next give your actor a name
  - Associate actor with model!
- **Now you need to create a channel**
  - Name (anything, but should be meaningful)
  - Can have multiple channels
  - Can put wav's, expressions, … in a channel

Choreography Timeline

Playback

Channel

Sounds, expressions, gestures, ….

Add Your Dialogue

- **Right click the channel and select WAV file**
- **Provide a name**
- **Your wav file should be in the list indexed by the name you gave it in the game_sounds.txt file**
  - **Notice, consider using AAA's in the front of the name to make it easy to fine ☺**
  - **Or if you just reference, then you need to type in the name**
- **Position using drag left or right as you need**
- **If you just use the wav, then reference directly by typing in dir/file.wav name**

Flex Animation

- **Right click a channel and choose Flex Animation**
  - Give it a name
  - Right click and edit your expression in expression tool
  - Double click on the flex animation tab
- **Click on all of the sliders that you want to use in this animation**
- **Go to the start**
- **Do copy to sliders**
- **Set them the way you want to start**

Flex Animation

- **Find the first key frame**
- **Move the sliders to what you want at that point**
- **Do copy from sliders**
- **Move to next key frame**
- **Move sliders**
- **Do copy from sliders**
- **Repeat!!**

Investigate Other Things To Add To the Scene

- **Such as look at: player or name of npc or whatever**

- **Trigger an output**

- **Move to actor**

- **Add a gesture**

- **…**

- **Save file (menu item)**

- **Rebuild scenes.image menu command**

- **Go into HL2 and Trigger it (such as with a trigger ☺)**

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Activate Scene in the Map

- **Trigger it**
  - **Such as with a trigger** ☺
- **Logic_choreographed_scene**
- **Logic_scene_list_manager**

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