

Administrivia

- **Questions?**
- **Next Thursday**
 - **Cinematography from Lonny**
 - **Critiques of hw1 films**

Process

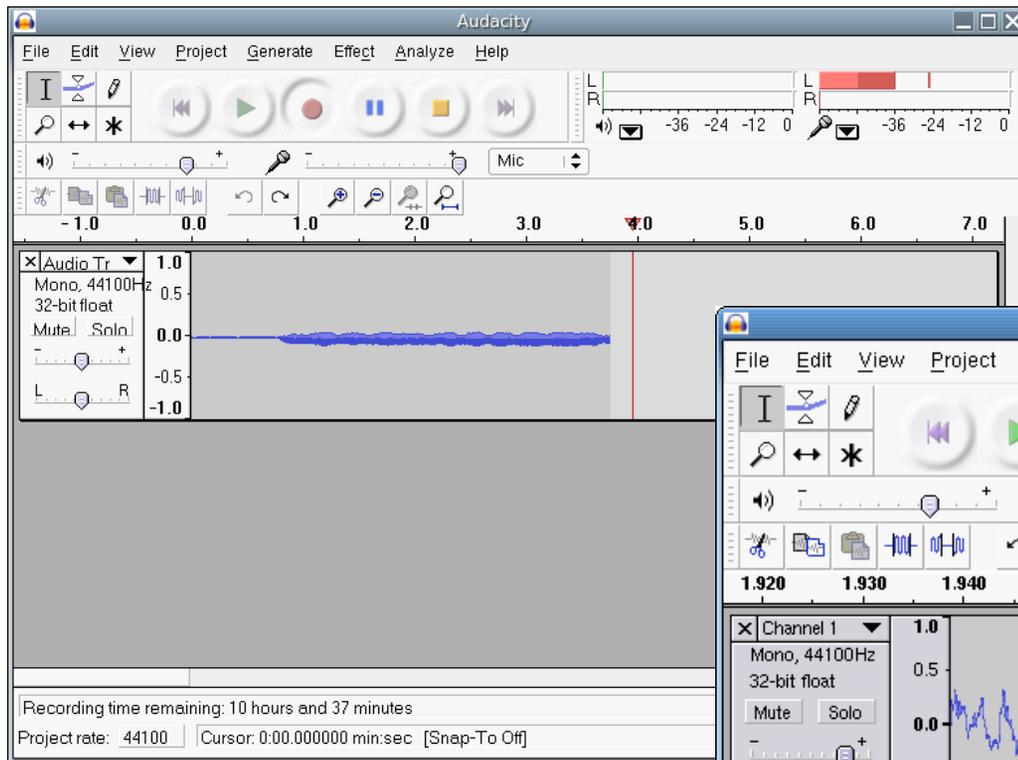
- Plan scene
- Write your dialog
- Choose voice actors
- Record dialog
- Add phonemes to dialog files
- Build and save scene file (.vcd)
 - Dialog, facial expressions, gestures, animation
- Don't forget to rebuild the scene.image file
- Insert into HL2 and test

Record and Save the Dialog

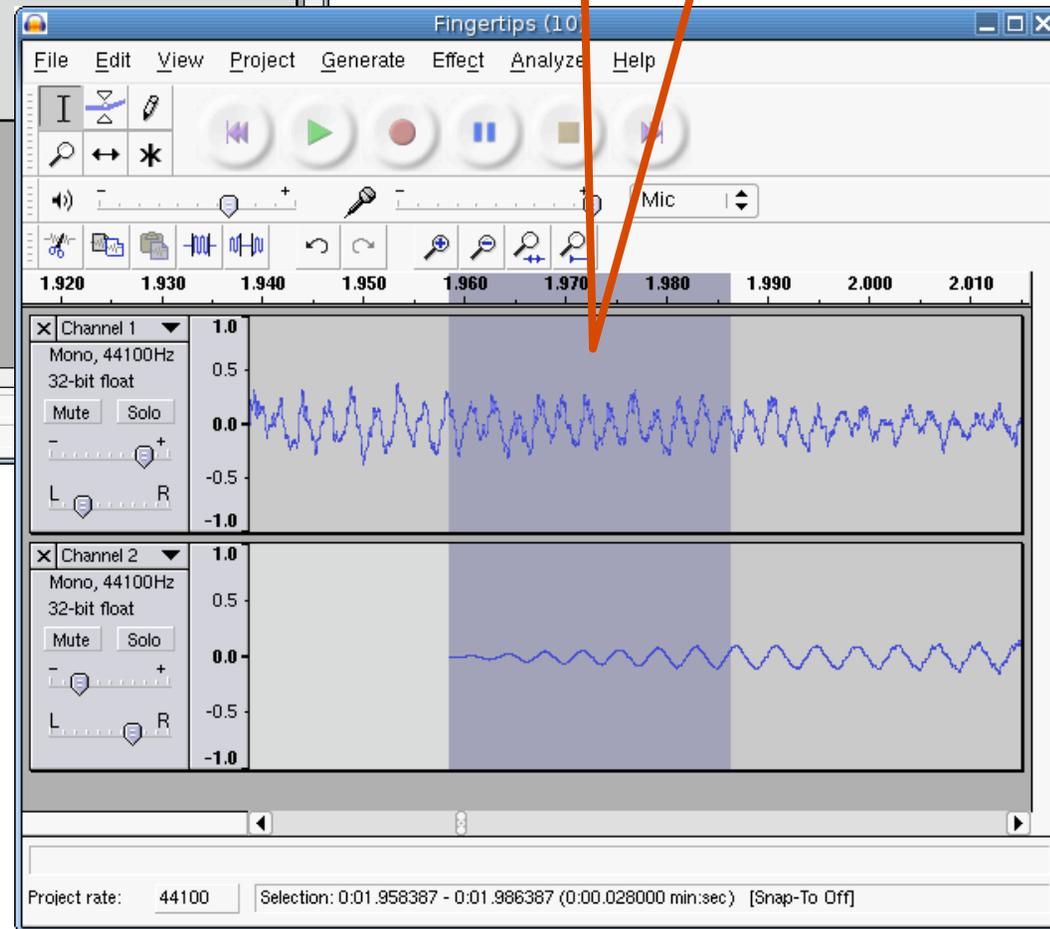
- **Get Audacity (or your favorite sound editor) and a microphone**
 - I have a nice one that you can borrow (but keep it short so others can use it)
- **Record the dialog**
 - **One speaker at a time**
 - » **Although having multiple actors reading the lines works well because you can get them to work 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**

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>)**



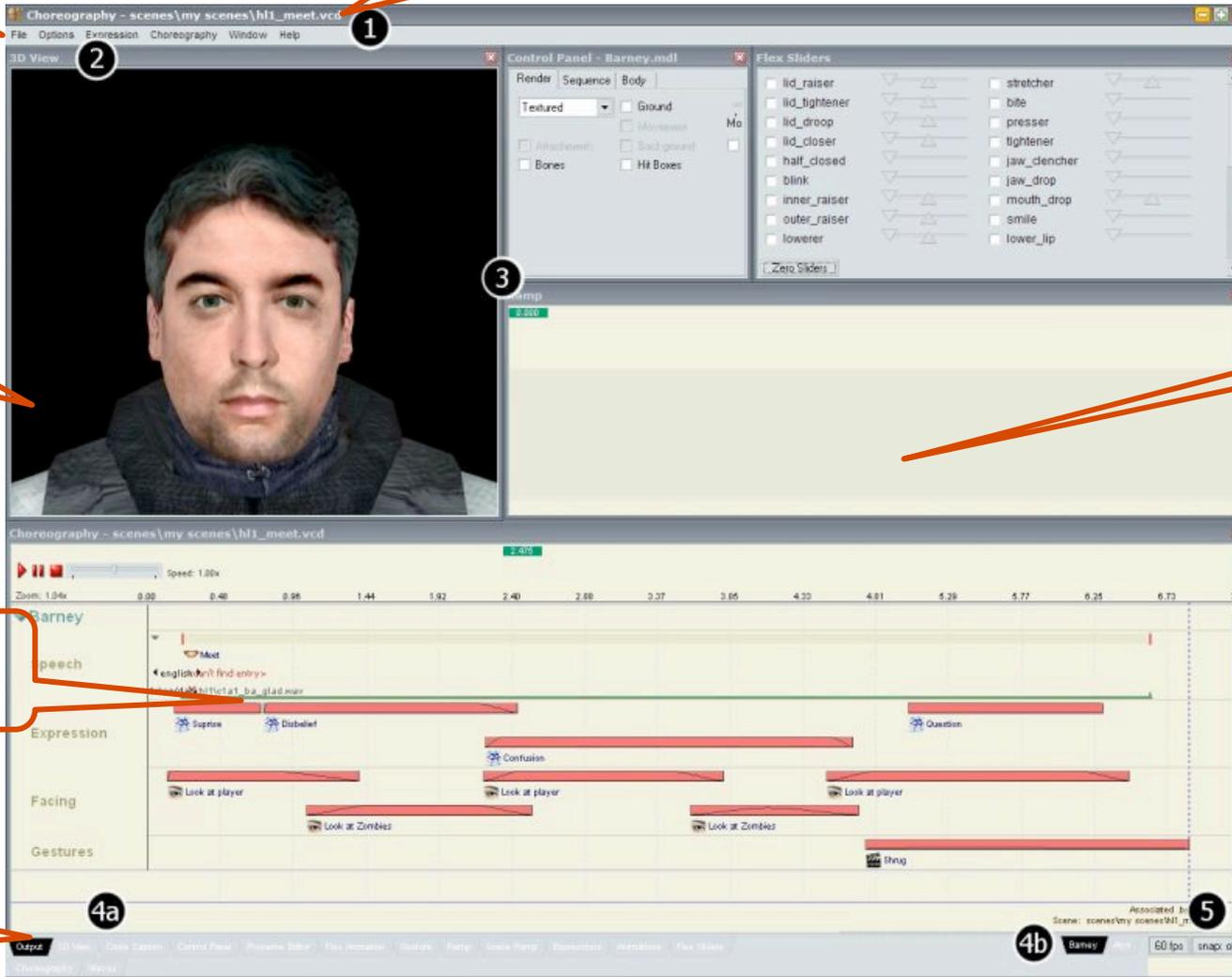
Click and drag to select part of waveform. Try to eliminate dead time on each end. Export wav.



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
 - Also, this will NOT work in Vista (maybe)
- **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:

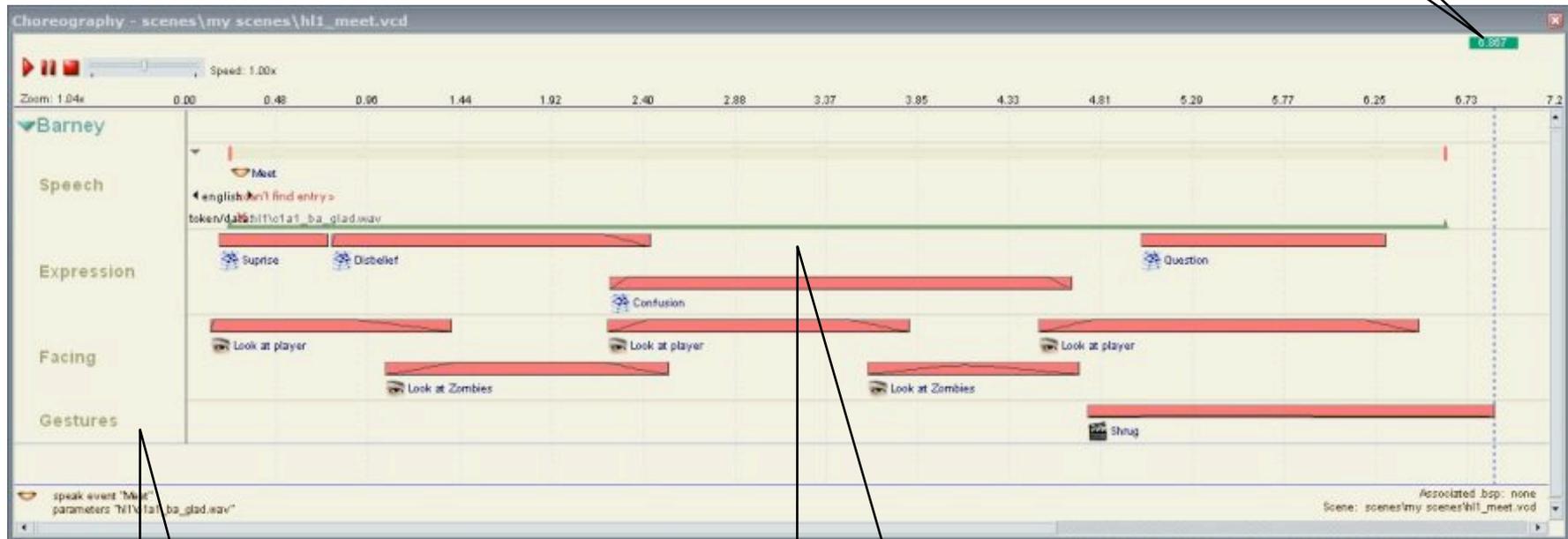
```
"welcome.01BobLate"  
{  
  "channel" "CHAN_VOICE"  
  "volume" "VOL_NORM"  
  "pitch" "PITCH_NORM"  
  "soundlevel" "SNDLVL_NORM"  
  
  "wave" "welcome\Bob01ReallyLate.wav"  
}
```
- See online docs for ways to change this file.

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 find 😊**
 - **Or if you just reference, then you need to type in the name**
- **Position using drag left or right as you need**

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 😊)**

Activate Scene in the Map

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

HW2

- **Use your hw1**
 - If you didn't get it, borrow from someone
 - Or whatever set you want
- **Record some kind of interactive joke or political statement**
 - Don't use some comedian's work
- **Make teller use some expressions and gestures**
- **Make listener react to punch line**
- **Bonus for best scene**
- **Record movie**