Kiwa Digital

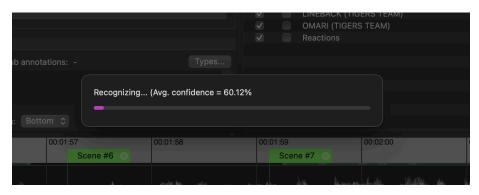
VoiceQ Al

This guide provides information to help you get started with VoiceQ Al.

| Detailed VoiceQ Al Workflow | 3 |
|--|---|
| I. On-Device Al Transcription (Confidential & Fast) | 3 |
| II. On-Device Al Video Analysis (For Lip-Sync Dubbing) | 4 |
| A. Initial Setup and Analysis | 4 |
| B. Adjust Options (Facial Detection Fine-Tuning) | 6 |
| III. Third-Party Services (Translation and Text-to-Speech) | 8 |
| IV. Al Sync Conversation (Syncing a Recorded Line to Text) | 8 |

Detailed VoiceQ AI Workflow

I. On-Device Al Transcription (Confidential & Fast)



VoiceQ - AI Transcription

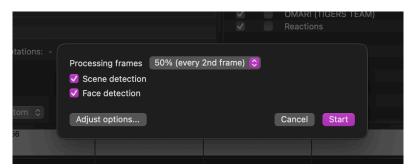
This feature is designed for speed and **high security**, as the entire process uses Apple's native silicon (Siri/Dictation) and occurs **without sending any data to the internet**.

| Step | Action | Details |
|------------------|----------------------------------|--|
| 1. Setup | Create Project & Import Audio | Open VoiceQ Pro or VoiceQ Writer . Create a new project, and import the primary audio file you wish to transcribe. |
| 2. Initiate Al | Select Transcribe Option | Navigate to Script > Al Options and choose "Transcribe using on device Al." |
| 3. Processing | On-Device Analysis | The application uses the device's native AI to create the transcription. The quality depends on the clarity and definition of the words in the original audio. |
| 4. Review | Edit and Finalize | Once the transcription is complete, you can view the script, go through the lines, and modify/edit |

| | | any necessary changes. You can then allocate characters to the lines. |
|-------------------|----------------------|---|
| Character Note | Character Support | No on-device character-supported transcription is available. For a script differentiated by character, the speaker recommends using third-party options like XL8. |

II. On-Device Al Video Analysis (For Lip-Sync Dubbing)

This tool is essential for **Automated Dialogue Replacement (ADR)** and dubbing, as it utilizes computer vision to precisely mark areas where lip-sync accuracy is critical.

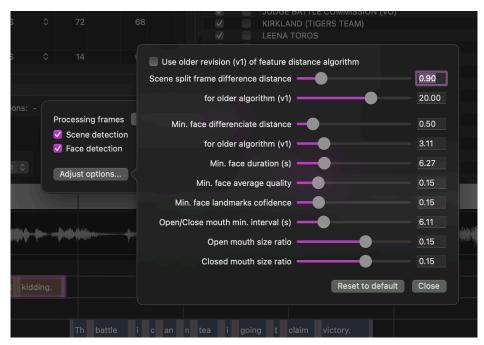


VoiceQ - Video Analysis

A. Initial Setup and Analysis

- Select Analysis: Go to Script > Al Options and choose "Video Analysis using on-device Al for the full video" (or for a current scene/selected range).
- 2. Processing Frame Settings (Quality/Speed Balance):
 - 100% (Every Frame): Highest accuracy; recommended for latest devices (M4, M5, etc.).
 - o 50% (Every Second Frame): Good balance; recommended for M1 devices.
 - o 33% / 25% (Every Third/Fourth Frame): Faster but less precise.
- 3. Check Box Options (What to Mark):
 - Scene Detections: Identifies and marks cuts in the video footage on the timeline.
 - Facial Detection: Crucial for dubbing. Finds human faces and marks:
 - When a character **comes on-screen**.
 - When a character leaves the screen.
 - The purpose is to show directors when they can be more flexible (off-screen narration) and when lip-sync matching is non-negotiable (on-screen face).

B. Adjust Options (Facial Detection Fine-Tuning)



VoiceQ - Adjust options

This menu enables precise tuning of the Al's detection sensitivity.

| Setting | Purpose | Recommendation from Text |
|--|--|--|
| Scene Split Frame Difference Distance | The minimum difference between scene split frames to mark a cut. | N/A (Mentioned as the primary one to modify, alongside an old algorithm marker). |
| Minimum Face Difference Distance | Sets the minimum time interval for marking a face difference. | Set low for "real pinpoint accuracy" and more frequent markers. |

| Minimum Face Durations | How long a face must stay on screen for the AI to mark it. | N/A (A parameter to consider for detection consistency). |
|-----------------------------------|---|--|
| Facial Landmarks Confidence | The required confidence level for the AI to confirm a face. | Set to a very high level to ensure reliable character identification. |
| Open Mouth Size Ratio | The ratio for the size of an open mouth to be detected. | Set low (is suggested) to capture more markers. |
| Close Mouth Size Ratio | The ratio for the size of a closed mouth to be detected. | Set low (is suggested). |

4. Start and Review: Hit Start. Once complete, use Marker Navigation (Command+5) to jump directly to the precise timecode and type of marker (e.g., "Open Mouth"). Use F9 to open the media playback window and review the marked moment.

III. Third-Party Services (Translation and Text-to-Speech)

This option uses external online services, which is excellent for advanced functions like **character-differentiated transcription** and multi-language support.

- 1. Configure Services: Go to Window > External Service Configuration (Command+6).
 - Select services for Translation (e.g., XL8, Google Cloud Translation, DeepOwl) and Text-to-Speech (e.g., Veritone).
 - Paste the API key for your chosen service (obtained from their website, following VoiceQ's guides).
- 2. Add Target Language: Go to New Project Settings and press Plus (+) on the Project Languages to add a new language (e.g., French).
- 3. **Display New Language:** Right-click on the script column and select **Secondary Language** to view the French lines.
- 4. Translate: Select the line(s) and either right-click > Translate or go to Script > Al Options > Translate.

IV. Al Sync Conversation (Syncing a Recorded Line to Text)

This feature is used *after* an actor has recorded a line in the new language to **automatically** align the audio with the translated script's timing.

- Record the Line: Open the Recording Window. Select the translated line (e.g., the French line). Press Record, speak the line, and press Stop. The audio file appears under "Takes."
- 2. **Initiate Sync:** Find the **Actions** button (a small **"A"** with dots underneath) for that recorded take.
- Automatic Alignment: Press the button. The Al will analyze the tonal descriptions of the recorded voice and attempt to automatically synchronize the audio file with the translated script's text.
- 4. **Benefit:** This eliminates the need for the adaptor to manually move and align each word on the timeline for the new language.