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ScriptVOX Studio Documentation

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These documents represent the details on how to use ScriptVOX Studio. These include a basic introduction to the ScriptVOX Studio product, overview of the functionality of the application and detailed documentation of each feature.

Contents

What is ScriptVOX Studio

ScriptVOX Studio is a software tool designed to bring stories and scripts to life. From movie scripts to documentaries to children's stories, ScriptVOX will provide a convenient way for a writer to dress-up text and quickly see and hear how their story unfolds with a multimedia presentation.

After importing or adding just plain text to the program, a storywriter can then associate additional media content with elements of the story.   In this way, the storywriter can quickly "prototype" the story. By assigning unique voices to the text, the writer can hear how the various characters and narration sound. The writers can also conveniently story-board a script by associating various graphics with the characters and narration.

ScriptVOX Studio has the ability to assign Text-To-Speech (TTS) elements to text. ScriptVOX includes high quality voice-morphing; users now have the ability to digitally modify any of the built-in TTS. ScriptVOX also allows a user to add various effects to a voice such as radio, phone, echo, robot and more. The big gain with these capabilities is that a user can create many different character variations from a single TTS voice.

With the Voice Over feature, a writer can add voice recordings to the story. This greatly extends the audio capabilities of ScriptVOX by allowing a writer to add a live or pre-recorded voice to the script. Direct integration with MorphVOX Pro voice changer, provides the writer with the capability to record using dozens of different target voices using only a single source voice.

Writers can storyboard with ScriptVOX. Each textual element can now be associated with a graphic image. In a short amount of time, a writer can create a full storyboard of a script by adding pictures to a timeline. In this way, the writer can easily visualize the sequence of the story.

ScriptVOX allows the writer to preview the story. The different characters will speak in the voices which were assigned to them. This allows the writer to listen to the flow of the dialogue and make changes if needed. At the same time, the images in the storyboard will change to allow graphic visualization of the story.

In addition to previewing the story, a writer can render the story to audio and video formats. Currently ScriptVOX can produce Microsoft Wave (WAV), Ogg Vorbis (OGG) and Windows Media Format (WMA and WMV) content.

Setting Up ScriptVOX for the First Time

System Requirements

- Window 2000/XP/XP64/Vista
- Pentium 4 1.0 GHz CPU
- 1.0 GB RAM
- 30 MB hard-disk space for program installation
- DirectX 8.0
- Microsoft .NET Framework 2.0
- 16-bit Sound Card
- Speakers
- VGA Display
- Internet Connection
- Microsoft and Cepstral SAPI 5.0 Text-To-Speech Voices

Installation

1. Download the latest ScriptVOX Studio installer program from our Website: http://www.screamingbee.com.
2. Double-click on the ScriptVOXStudio_Install.exe icon to start the installation.
3. The ScriptVOX Studio Setup Wizard will appear. Follow the wizard's instructions.

User-Interface Overview

ScriptVOX Studio user interface consists of four main areas: the Text View, Media View, Actor View and Preview Window.

Text View

The Text View (#1) provides a textual representation of the entire story or script. In this view you can do a number of tasks such as: Assigning actors to text.   You can easily associate an actor with a specific phrase by simply selecting a block of text.

This view also provides extensive text editing and formatting capabilities. You have full control over font choice, style, text alignment and margin sizes. The view also supports cut, copy and paste to clipboard as well.

Graphic images can be added from the Text View by selecting the text and then assigning an image resource to that text.   This makes it a snap to line up images with a specific line of text.

Each word in the text view can be customized with regards to pronunciation. The built-in pronunciation editor provides you with a high degree of control over how a word is spoken by the text-to-speech engine.

The lower portion of the Text View contains button controls that let you play the story text through the text-to-speech engine. It also contains controls for navigating forward and backward through the script.

Media View

The Media View (#2) provides you with a graphical line-up of the images that are associated with the text. This storyboard functionality is helpful in seeing how the story or script unfolds visually.

The Media View also contains voice overs that can be recorded live or pre-recorded. This provides a way of synchronizing the audio with the text.

You can add or remove images and voice overs to the line-up or modify the size and location of these resources with regards to text alignment. Images that are placed in this view will be displayed in the proper sequence in the Preview Window as the story is played. Voice overs in this view will also be played back in the proper sequence.

Actor View

The Actor View (#3) contains a list of actors that are associated with the story. In this view you can add or remove actors. You can also assign Text-To-Speech voices to a specific actor. ScriptVOX Studio supports Microsoft and Cepstral SAPI 5.0 capable text-to-speech voices.

In addition you can further customize each TTS voice using a highly-configurable voice-changing engine. Each TTS voice can be modified with regards to pitch, timbre, speed, volume and special effects. This allows you to create many combinations of voices from a single TTS voice.

This view also allows you to assign a specific image to an actor, making it convenient to populate the Media View graphical line-up
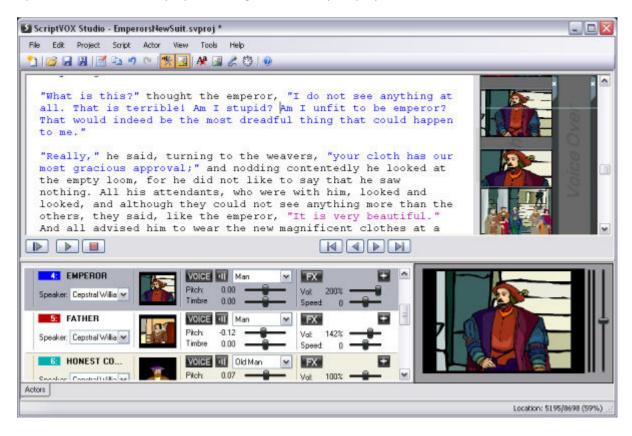
Preview Window

The Preview Window (#4) displays graphical output of the story. The images that are placed in the Media View line-up will be displayed in the proper sequence when the story is played. The Preview Window also provides a volume meter to monitor sound output from the spoken text. You can also adjust the global volume from the slider control.

Quick Start Tutorial

This guide will provide a brief introduction to ScriptVOX Studio. It will provide an overview of the essential controls and functionality of the program.

Loading the project

When you first start ScriptVOX Studio, a sample project will load into view. You should now see the text of the script in the top panel and a list of actors in the bottom panel. To the right of the text panel is Media Track which allows you to add graphics to the script. To the right of the actor panel is the Graphical Viewer which displays the images as the script is played.

Text View

The top text panel (#1) is called the Text View. It provides a textual overview of the story or script. The Text View also provides an interface for editing the story in a controlled manner by adding, removing or modifying each element. It allows you to navigate through the story or search for specific lines of text.

Actor View

The bottom tabbed panel (#3) is the Actor View. The Actor View has a list of actors or characters in the script. These actors are associated with one or more lines of text in the Text View. This panel provides an easy way to modify speech and voice characteristics of an actor. You can modify the pitch, timbre, volume and speed of each actor as well as add special effects to the voice.

Playing the Script and Navigation

To play the script, click on the "Play All" button on the far left, below the Text View. This will start the playback of the script. You should hear the text in the story being spoken and see the images appear in the Graphic Viewer. The Text View will also highlight in yellow and scroll to keep the spoken text in view.

You can stop the playback by clicking on the "Pause" or "Stop" buttons. To continue at the same location in the text you can click on the "Play from selection" button.

To navigate forward and backward in the script, use the "Navigate Forward" and "Navigate Backward" buttons which are located to the right of the Play and Stop buttons. You can also use the "Go to Beginning" and "Go to End" buttons to quickly go to the beginning or end of the script.

Creating a Media File

ScriptVOX Studio can render to WAV, OGG, WMA, WMV formats. To render the sample project to one of these media types, click on the "File>Create Multimedia File…" menu. This will bring up a "Save Project to Media File" dialog. You can choose the type of file to save to from the "Save as type" list.

Working with Projects

ScriptVOX Studio provides a way of saving all the changes that you have made to your story or script. It saves all that information into a "Project" represented by a .SVPROJ file. The project file includes information such as textual changes, the list of actors and their assignments to dialogue, voice assignments, media such as images, and metadata such as title, author and creation date.

The project file can be loaded into the ScriptVOX Studio at a later time for full recovery of the saved story. You can also share the project file with another person with ScriptVOX Studio for collaboration.

Creating a New Project

To create a new project, choose the "File>New Project" menu item. This will launch the Import Wizard which will walk you through the process of importing a story or script. ScriptVOX Studio can read TXT, RTF, and DOC files. Please see documentation on Importing for further details.

Once the story is imported, the textual content will be loaded into the Text View. Any actors which were discovered by the Import Wizard will appear in the Actor View as a list of names.

If you want to start with a completely blank project (no text and a single Narrator actor), simply click on the "Cancel" button when the Import Wizard appears.

Saving a Project

You can save the project using the "File>Save" menu item when it is available. This item is only available when you have made modifications to an existing project or have not yet saved a new project.

You can also save a project at anytime using the "File>Save As..." menu item. This will bring up the Save As dialog which allows you to choose a file name for the project.

Loading a Project

You can load a project into ScriptVOX using the "File>Open Project..." menu item. This will launch the Open File dialog where you can choose a project file to load.

You can also open a project that has been saved using the "File>Recent Projects" menu. This will contain a list of previously saved projects for convenient loading.

ScriptVOX Studio also has an option to automatically load the last used project when you start the program. To set or unset this option select the "File>Preferences..." menu item. The general preferences panel will have a "Load last project on start up" option. Check this on if you want the last project to load on start up.
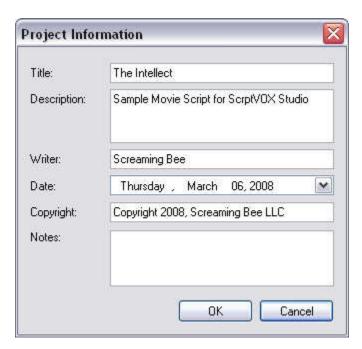
Project Setting

One handy playback option is the "Speak Narration Parts." When this option is activated, all parts, including the narration will be spoken during playback. When this option is not activated, then only the non-narrator parts will be spoken during playback.

You can access this feature from the "Project>Speak Narration Parts" menu or from the Speak Narration Parts toolbar button.

Project Information

To save relevant information about your project such as Title, Description, Writer, Date and Notes, click on the "Project>Project Information..."

Title: Title of the story or script

Description: Text field containing information about the story

Writer: The person who wrote the story or script

Date: Date of the project creation. This defaults to the current date.

Copyright: Copyright notice for this project.

Notes: Text field for any additional information about the project.

Importing

Loading a Script from File

You can import text from a movie script, story or interview into ScriptVOX Studio using the Import Wizard.

The Import Wizard can recognize a number of movie scripts. In many cases it can also automatically detect actors found in a script, assign lines to those actors and pick a voice appropriate to the spoken line of text. This makes it convenient to prototype a movie script using various voices for the actors.

ScriptVOX Studio can also import any generic text such as short stories or poems. After importing the text, you can easily assign actors or characters to text in the Text View.

To get started, simply click on the "File>New Project/Import Script..." menu item. This will open the Import Wizard dialog. Click on the Next button to continue the Import Wizard.
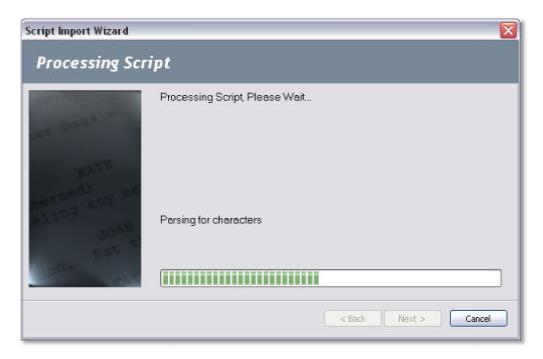
File Picker: Choose a text file to import. The Import Wizard can read TXT, RTF, DOC and PDF files. Click on the Browse... button choose the file. Click on the Next button to continue

Import Options: By selecting the "Auto-Detect Format" option, the import wizard will spend time parsing the text for actors and story structure. Many but not all movie scripts can be imported this way. If the auto-detect importation doesn't work correctly with your script or if you want to import without auto-detection, choose the "Manual" option.   Click the Next button to continue.

Processing Script: The Import Wizard will process the script. If you choose the "Auto-Detect Format" option it may take a few minutes to finish all the tasks.
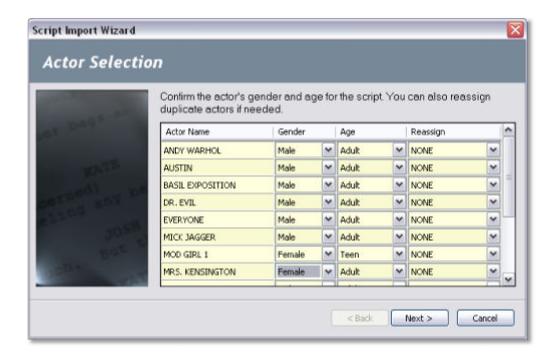

Actor Selection: Once the Import Wizard is done processing the script, you can now view any actors that it has detected. At minimum you will have a "NARRATOR" actor. In other cases you will have many actors listed here.

You can choose to set the actor's gender and age which will affect the text-to-speech voice and the voice-modification selection for that actor. To change either of these attributes, choose the appropriate gender and age from the drop down lists next to the actor.

The last column in the list is the "Reassign" options. If you notice duplicate instances of the same actor, for example: "JOHN S." and "JOHN SMITH", you can combine those instances. Just change the selection from "NONE" to the instance of the actor which you would like to use. In the case of wanting to keep the instance "JOHN SMITH", you would set the Reassign column of "JOHN S." to "JOHN SMITH".

If you find that the Import Wizard has mistakenly identified a non-actor element as an actor, you can change the Reassign column for that instance to "NOT AN ACTOR".

Click the Next button to continue.

Script Import Finished: The script import process should be complete. Click on the Finish button to complete the loading of the script into the program.

Playback and Navigation

One of the most powerful features in ScriptVOX Studio is the ability to play a story using audio and video. Playback provides you with textual feedback of the script through highlighted text. It further adds auditory output of the actors' spoken words through the text-to-speech engine. In addition, it adds graphical output represented by the Media View. All these elements are all synchronized producing a multimedia presentation of the story.

The playback controls are simple to use and accessible from the main window. In addition to the playback controls, the navigation controls provide an easy way of scanning through the story section by section.

Playback Controls

Play All

Plays the entire script from start to finish. You can also access this feature from the "Tools>Play All" menu.

Play from Selection

If no text is selected, the script will be played starting at the cursor position on the Text View and continue until the end of the script. If text is selected in the Text View, then the script will start playing at the beginning of the selection and stop playing at the end of the selection.

In either case, when the script is done playing, the Text View will scroll back to the start location.

You can also access this feature from the "Tools>Play from Selection" menu.

Stop Playing

This button stops playing of the script. You can also access this feature from the "Tools>Stop Playing" menu.

Navigation Controls

Go To Start / Beginning

Navigates the Text View to the beginning of the script and highlights the first section. This feature can also be accessed from the "View>Go to Beginning" menu.

Back / Navigate Backward

Navigates the Text View to the previous section in the script and highlights that section. This feature can also be accessed from the "View>Navigate Backward" menu.

Next / Navigate Forward

Navigates the Text View to the next section in the script and highlights that section. This feature can also be accessed from the "View>Navigate Forward" menu.

Go To End

Navigates the Text View to the end of the script and highlights the last section. This feature can also be accessed from the "View>Go to End" menu.

Editing Text

Script Actor Assignment

ScriptVOX Studio provides tools for assigning an actor to a specific selection of text in a story. This allows you to easily format the spoken dialogue within a script where each actor can be assigned any number of lines. The playback of the story will automatically change the voices as the text is spoken, providing you with an excellent overview of the dialogue flow.
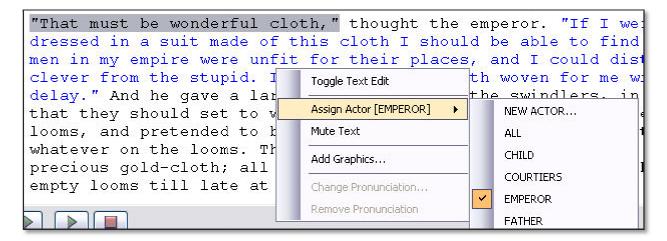
ScriptVOX has a fully-functional text editor that allows you to modify the story with regards to text content, font, style, and formatting. It supports clipboard functionality such as cut, copy and paste. The editor also supports multi-step undo and redo.

In addition, ScriptVOX Studio has a robust pronunciation tool, allowing you do modify how any word or phrase is spoken. You can sculpt the sound of the spoken text with basic word substitution and detailed phoneme modification.

Actor Assignment

Assigning Actors to Text

You can conveniently assign actors to text by selecting the text in the Text View by left-clicking with your mouse. The highlighted text can now be assigned to a specific actor by right-clicking the selection and choosing the "Assign Actor" menu item.
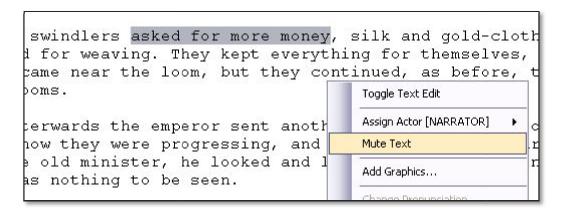

Choosing an actor, in this case the "Emperor", should turn the selected text to the actor's color indicating that that text is now associated with the "Emperor" actor.

Within the "Assign Actor" menu, you have a choice of creating an actor (choose "NEW ACTOR…" menu) which then will automatically create and assign a new actor to the selected text. Or you can choose an existing actor and make that assignment to the selected text.

After you have assigned an actor to a piece of text, ScriptVOX will automatically change the voice of the spoken text to the actor which you have specified.

Muting or Unmuting Text

You can tell ScriptVOX to not speak a selection of text during playback or rendering. Simply select the text in the Text View and right-click the highlighted text. Choose "Mute Selection" from the context menu.

This will change the background color of the text to red. From now on, ScriptVOX will skip that text during playback or rendering of the script. You can unmute the text by right-clicking on the text and choosing the "Unmute" menu item from the context menu.

Adding Pauses

You can add pauses to the text to control pacing of the speech. This gives you control over the timing down to 1 millisecond. To add a pause, choose a place in the Text View by left-clicking your mouse once and click on the "Script>Add Pause…" menu item.

This will add a "Break" text element with a specific delay time. You can manually change time as needed to control the delay by using the basic editing functionality of the Text View. The time value can vary between 0.1 to 60 seconds.

```
and nobody understands his office better

<break time="5000ms" />

The good old minister went into the room
```
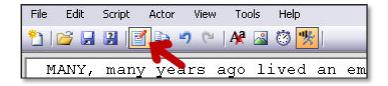
Changing Pronunciation

At times, the Text-To-Speech engine may need suggestions for better pronunciation of words. If you would like to change pronunciation, first select a word and then choose the "Script>Change Pronunciation…" menu item.

This will give you the option of controlling the audio output of the word with regards to phonetics or word substitution. You can also set general rules for changing pronunciation. See the separate section on Pronunciation Tools.

In-line Text Editing

To edit the text, simply click on the "Toggle Text Edit" menu item or click on the "Toggle Text Edit" toolbar button. This will put the Text View into edit mode, allowing you to freely change the text within the Text View.

```
File    Edit    Script    Actor    View    Tools    Help

    MANY, many years ago lived an em
```

Text Editor Toolbar

After you have toggled the text edit mode on. The user interface will contain an additional text editor toolbar. See details below.

Font Selector

Choose the font you would like to use in your story. Changes in this control affect all of the text.

Font Size Selector

Choose the font size for your story. Changes in this control affect all of the text.

Font Style Buttons

Change the font style of selected text to Bold, Italics or Underline style attributes. Or you can click on the "Clear Formatting" button to remove any style attributes from the selected text.

Text Alignment Buttons

Choose the text alignment of the selected text. Selected text can be Left-Justified, Centered or Right-Justified.

Margin Size Controls

Adjust the size of the left and right margins of the selected text.

Rich Text Control

The Text View can act like a full text editor. You choose where to type by clicking on the control with the mouse. You can select text by holding down the left mouse button as you drag over text. Typing on the keyboard lets you add or remove characters. You can also use standard select, cut, copy, and paste commands to edit text.

Font Family and Size

The Set Font drop down list allows you to select the font family such as "Times New Roman" or "Courier New".   Click on the control and select a font name from the list. Once you have selected the font name in the list with your mouse, the font in the Text View will change immediately.

The Set Font Size drop down list provides the ability to change the font size of the Text View. Click on the control and select a font size and it will immediately change the size of the font within the Text View. You can also choose to type in a custom size in the control.

Font Style

To change the font style, select a portion of text in the Text View with the mouse. Click on the "B", "I" and "U" buttons to add Bold, Italics and Underline to the selected text. You can click on the Clear Formatting button to remove any style formatting from selected text.

Text Alignment

To change alignment of selected text, click on the Left-Justified, Center, and Right-Justified buttons. This will change the alignment of the selection only, not the entire text.

Text Margins

To change the left margin of selected text, click on the Increase Indent or Decrease Indent buttons. You can also change the left margin by typing in a specific value (in inches) into the left margin text box. You can change the right margin by typing in the specific value (in inches) into the right margin text box.

Cut, Copy and Paste

You have full control over cut, copy and paste. Cut allows you to remove large segments of text out of the Text View and stores that text on the system clipboard. Copy leaves text alone and copies the selected text into the clipboard. Paste lets you insert text from the clipboard into the Text View.

The Media View

The Media View provides a way of adding media content such as graphics and voice-overs to the project. For example, you can easily add images associated with specific selections of text. This provides a powerful tool for storyboarding a script.

Combined with the audio output from the text-to-speech engine, the graphics can add a new dimension to the presentation. One advantage is the ability to visually represent a story, reinforcing the action in the text and providing better cues for transitions. Also, voice overs can be easily aligned with the text, providing good synchronization of the audio with the graphics.

The Media View is found directly to the right of the Text View. Its proximity provides an effective way of lining up text with graphics. It can contain two separate tracks: the Graphics Track and the Voice Over Track.

Adding Graphics to the Media View

You can add graphics to the project a number of ways. The first way to add an image is by selecting text in the Text View, right-clicking on the selected text and then choosing "Add Graphics..." That will add a text-aligned image to the Media View with the same size as the selected text.

Another way is to right-click on the Media View and select "Add Graphics..." from the context menu. This will add an image at the location which was specified by the mouse position.

You can also add multiple images at the same time by choosing to change the image of an actor. Please refer to the page on Managing Actors for further information. Once you add an actor-associated image, it will appear in the Media View where ever the actor's lines are located.

One additional way of adding graphics is to drag and drop an image file from any Windows folder or desktop onto the Media View. This will add that image at the location which you dropped the file.

Manipulating the Image

Once you have added an image into the Media View, you can move the image up or down to adjust its place in the story. To move the image, left-click-hold on the center of the image and slide the mouse up or down. As the image moves, you will notice that the text in the Text View will highlight indicating how the image is aligning with the story.

You can also adjust the size of the image by left-click-holding on the top or bottom edge of the image and sliding the mouse up or down. This will move either the top or bottom portion of the image relative to the move movement, either shrinking or stretching the image up or down.

Note: for finer granularity of movement, you can hold the SHIFT key down as you move the image. This provides sub-line resolution allowing more accurate alignment of the image with the text.

Removing Images

To remove an image, right click the Media View directly on an image and choose "Remove Graphics" from the context menu.

Adding Voice Overs to the Media View

You can add voice overs to the project by selecting text in the Text View, right-clicking on the selected text and then choosing "Add Voice Over..." This will allow you to either record your voice from the microphone or import an existing audio file to be used as the voice over. Please see the section below "Adding Voice Overs" for more information.

Manipulating Voice Overs

Just like you can manipulate graphics in the Media View, you can also move and stretch the voice overs with regards to the script text. As the voice over moves, you will notice that the text in the Text View will highlight indicating how the audio is aligning with the story.

Removing Voice Overs

To remove a voice over, right click the Media View directly on an voice over and choose "Remove Voice Over" from the context menu.

Pronunciation Tools

Changing Pronunciation in the Script

ScriptVOX Studio has a set of tools to control pronunciation of text-to-speech spoken words. At times the text-to-speech engine will miss-pronounce words. The pronunciation tools are helpful for those cases. In addition, you can add your own stylistic pronunciations to any of the TTS voices. From basic word substitutions to detailed phoneme choices, you can affect the way an actor pronounces each word.

Pronunciation can be affected at the local word level by selecting a single word in the Text View and applying a pronunciation rule. This will only affect that single instance of that word. You can also affect the general pronunciation of words using the Pronunciation Manager to set up rules for a list of words. This tool will provide a way for you to affect the pronunciation of any instance of a given word in the whole script.
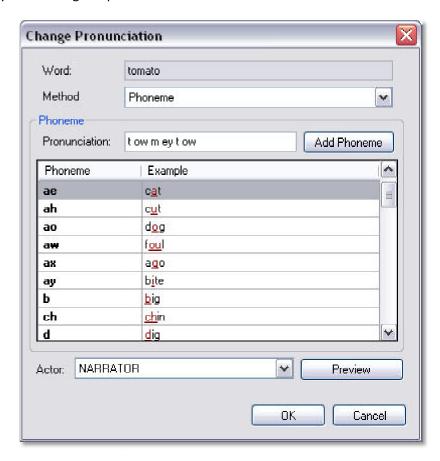
Changing Pronunciation of a Word

You can conveniently modify pronunciations for a single word by selecting that word in the Text View and then choosing the "Script>Change Pronunciation…" menu item. This feature will only affect the single instance of the selected word in the Text View.

Choosing this option will bring up the "Change Pronunciation" dialog. This allows you to choose the rule for changing the pronunciation: Phoneme, Word Substitution, or Say-As. You can also listen to the pronunciation change using the Preview button.

Phoneme Rule

The phoneme rule provides you with detailed control over the selected word pronunciation. The option gives you control over the smallest sound units of speech called phonemes. For example, you can change the way the TTS engine speaks "Tomato".
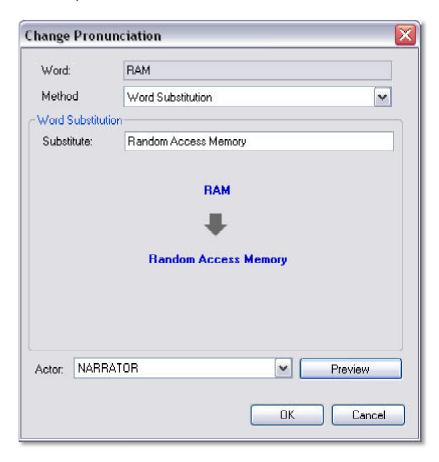

To say tomato in one dialect, you can set the pronunciation to "t ow m ey t ow". To say tomato in another dialect, you can set the pronunciation to "t ow m aa t ow".

You can edit or modify the pronunciation by typing phonemes directly into the Pronunciation text box. In addition, you can browse the list of phonemes in the Phoneme List, click on a phoneme and then click "Add Phoneme".

Word Substitution Rule

The word substitution rule lets you substitute a different word to use in place of the selected word. This is a simple way of changing pronunciation by having the TTS engine use an alternative word. For example, you may want to substitute detailed set of words for an acronym: "RAM" can be now spoken as "Random Access Memory".

To use this option simply type the spoken word or phrase into the "Substitute" text box.

Say-As Rule

The say-as option allows you to suggest the TTS engine speak a word in specific way: spell-out, or Net format.

Spell-Out

Spell-Out will take a word like "Smith" and speak it as "es em eye tee aych".

Net: E-mail or URL Address

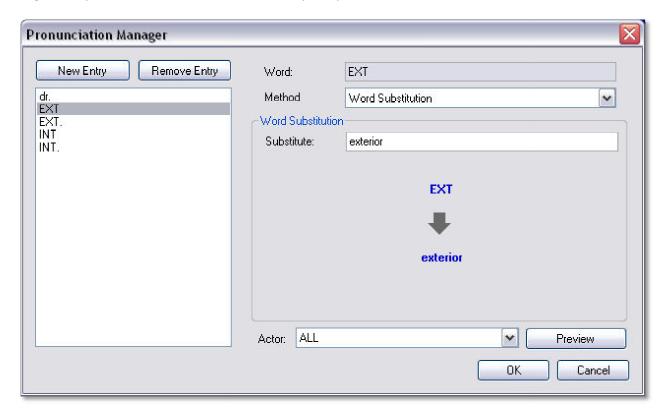Net will take a word like somebody@screamingbee.com and speak it as "somebody at screamingbee dot com".

Previewing your Changes

Click on the "Preview" button to hear how the TTS engine in a given actor's voice speaks the pronunciation. Click on the button again to stop the playback.

The Pronunciation Manager: General Pronunciation Rules

You can set global rules for changing pronunciation on a given word by clicking on the "Tools>Pronunciation Manager…" menu item.

This will bring up the Pronunciation Manager dialog, which allows you to add or remove words from a global list of words. Here you are provided with the ability to modify the pronunciation of a word with regards to phoneme, word substitution, and say-as options.

The words which are added to this dialog will affect all spoken words of that type in the entire script. It is a useful tool if you have many instances of a given word which need to have the pronunciation modified.

For example, if you have many instances of "EXT" in your script and need to have that word spoken as "exterior", you can use this tool to accomplish that task.

Managing Actors

ScriptVOX Studio allows you to add, remove or modify actors in the Actor View. The Actor View is a list of Actor Items containing the details of each actor. Each actor can be associated with one or more dialogue lines. Each actor also can have a specific text-to-speech voice associated with it and can also be customized with the voice modification feature (detailed below).

Actors

To add an actor, choose the "Actor>Add Actor…" menu item. You can then type in a name and select the actor's age and gender, and choose an image to associate with the actor.

This "Add Actor..." action will add a new actor to the Actor View, appearing in the list like this:

Details of the Actor View Item

Actor Color and Name

Displays the color of the text which represents the actor in the Text View and the name of the actor. You can change the color of the text at anytime by clicking on the colored box containing the number.

Speaker Selector

Selects which text-to-speech voice will be assigned to the actor. The list of TTS voices is generated from the valid text-to-speech voices detected by your operating system.   ScriptVOX Studio supports Microsoft and Cepstral SAPI 5.0 voices.

Actor Image

Displays the image which is associated with the actor. You can change the image at any time by clicking on the image control.

Voice-Mod Manager Button

Clicking on this button will bring up the Voice-Mod Manager. This dialog allows you to organize and select the voice-mods you would like to use with this actor. You can also preview how the specific voice-mod will sounds with a given TTS voice.

Preview Voice Button

This provides a convenient way of listening to how a voice sounds as you tweak the Pitch and Timbre. To start the preview, click the button once. To stop the preview click the button again.

Voice-Mod Selector

Contains a quick list of voice-mods which you can assign to a given actor.

Pitch Slider

Adjust the pitch of a voice up or down by +1 octave or -1 octave.

Timbre Slider

Adjusts the relative size of an actor's throat. Move to the right to constrict the size of the throat and move to the left to increase the size of the throat. Increasing the Timbre makes the actor sound larger.

Effects Manager Button

Launches the Effects Manager. You can add special effects to each voice such as radio, phone, echo, or robot. Each of these effects can be used individually or combined to create new combinations of voices.

Reset Sliders Button

Resets the Pitch, Timbre, Volume, and Speed Sliders to neutral values

Volume Slider

Adjusts the relative loudness of an actor's speech. The default is 100% volume. Move it to right to amplify the volume and move to the left to attenuate the volume

Speed Slider

Adjusts the relative speed of the actor's speech. Positive values will make the actor speak faster and negative values will make the actor speak slower.

Editing Actors

To edit an existing actor's name or details, choose the "Actor>Edit Actor…" menu item. To remove an actor, select the actor you would like to remove and choose the "Actor>Delete Actor" menu item.

Note: if the actor has any lines of dialogue, you will not be able to delete that actor. You must first reassign dialogue to another actor then try deleting again. Also you cannot delete the "NARRATOR" actor item.

Finding Actor Lines

To find lines associated with an actor, choose "Script—Find Lines…". This will bring up a search dialog that lets you find all the lines that have been associated with the specific actor.

Reassigning Actor Lines

To reassign the lines of an actor to another actor, select an actor then, choose the "Script>Reassign Actor Lines…" menu item. You will be presented with a dialog containing the lines that are associated with the actor. You can choose which lines you would like to transfer. You can also choose which actor will receive the reassigned lines.

Text-To-Speech Voice Modification

ScriptVOX Studio has advanced control over TTS voice manipulation. Each actor's voice can be individually customized to sound different from the original Text-To-Speech output. As a result, you can produce many alternate voices from a single TTS voice. Not only can this improve your creativity with the voices, but it can also save you money by allowing you use numerous variations of the same voice.

Vocal Manipulation: Pitch and Timbre

ScriptVOX Studio incorporates a voice changing engine that can apply advanced digital processing to text-to-speech. Not only can you modify a TTS voice with regards to pitch, but you can also modify the timbre of the voice. This results in a dramatic number of variations possible for a single voice.

The pitch slider can control how high or low the voice sounds. It can change the relative pitch of a voice to one octave up or one octave down. For example, a child voice could be represented by changing a man's voice +1.0 octaves. A woman's voice can be changed to man's voice by sliding the pitch to -0.8.

The timbre slider controls the formant shift of a voice. This controls the throat size of an actor. Move it to the right to sound tiny or younger and move it to the left to sound big or older.

Used in combination the pitch and timbre can produced a large variety of alternate voices for a single voice.

Voice-Mods

ScriptVOX Studio also comes with a number of voice-mods such as Man, Woman, Child, Old Man, etc. These act as convenient presets where the pitch, timbre, and effects to a voice are all applied in one step. This frees you from having to adjust each control separately for a voice.

Voice-mods can be managed using the Voice-Mod Manager which can be accessed by clicking on the "VOICE" button on any of the Actor View Items in the Actor View list.

Voice-Mod Manager

The Voice-Mod Manager organizes the voice-mods, allowing you to browse all of the installed packages, organize voices into favorites and preview how the voices sound.

Show Radio Buttons: All or Favorites

Controls what is displayed in the Voice-Mod list. If you choose "All", then all voice-mods will be displayed in the list. If you choose "Favorites", then only the voice-mods which are marked as favorites (red star on the far-right column of the list) will show up in the list.

Voice-Mod List

Displays the voice-mods depending on what is set on the show radio buttons. The visibility of the items is also affected by the "Search:" text box depending on what terms are used to search.

There are four columns in this list which represent: Selection (checkmark image), Name, Mod Package, and Favorites (star image).

You can control which voice-mod is selected to be used with an actor by clicking on the first column next to the voice-mod name. This should put a blue checkmark next to the name. You can also select the voice-mod by simply clicking on a row in the list and then clicking the "Select Voice" button.

You can add or remove a voice-mod from your Favorites by clicking on the far right column next to the voice-mod you would like to affect. Click once to make the voice-mod a favorite. This will change the empty gray star into a bright red star indicating that this voice-mod is now a favorite. Click on the red star again to remove this item as a favorite.

Preview Button

Click on this button to listen to the voice-mod that is highlighted in the Voice-Mod List. The voice message will be output through your speakers and will continue to repeat. Click the button again to stop the preview.

Select Button

This will select a voice-mod to be used with the actor. Choose a voice-mod by left clicking on a row in the Voice-Mod List. Click on this button to select it.   Only one voice-mod can be selected at a time.

Search

Actively searches any terms that you type in the text box to match voice-mod names. The Voice-Mod List will then display any matching voice-mods to the terms you have provided.

Premium Voice-Mods

Premium voice-mods provide additional voice manipulation, tapping into the voice-changing engine's advanced algorithms. This includes additional voice texturing and effects not available with the basic settings.

The premium voice-mods can be downloaded or purchased from the Screaming Bee web site. You can navigate to the page containing the voices by choosing the "Help>Get More Voices..." menu item.

If you would like to activate the premium voice-mods, you can access that feature by choosing the "Tools>Activate Plug-ins..." menu item.
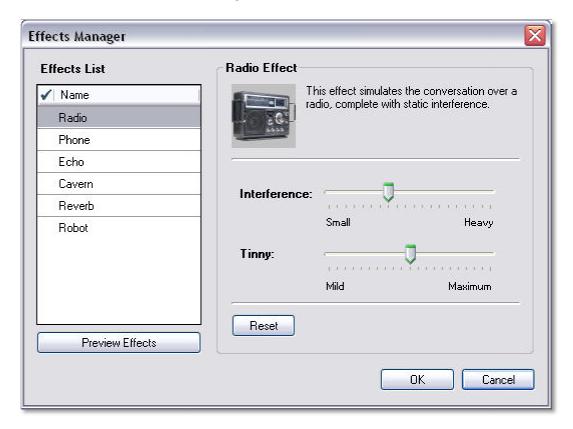
Special Effects for Voice

ScriptVOX Studio provides an advance tool for adding special digital effects to a TTS voice. You can make your actor sound as if they were talking on a radio, telephone, cavern or sound like a robot.

Each of these effects is fully adjustable and any of them can be stacked in combination. This allows you to have full control over each effect and dramatically increased the possible types of voices you can include in your story.

To access the Effects Manager, click on the "FX" button on any of the Actor View Items:

This will open the Effects Manager dialog. The Effects manager has two main areas: the Effects List on the left and the tweak effects box on the right.

Effects List

Displays the list of special effects. You can toggle an effect to be on by clicking on the first column under the Green Checkmark. If an effect has a green checkmark next to it, then that effect is active.

To select which effect will be displayed on the tweak effect box (on the right), simply left click on the desired effect. The label on the top of the box will change to reflect the selection.

Preview Effects Button

Click on this button to hear how the effect sounds like with the actor's voice. To turn off the preview, click the button again. Only effects with a green checkmark (active) will be used in the preview.

Tweak Effect Box

This displays controls specific to the selected effect. For example, the Radio Effect will have two sliders: Interference and Tinny. Each of the controls can be adjusted to change the quality and intensity of the effect.

Reset Button

The bottom of the tweak effect box has a reset button. Click on this to return the controls for the given effect back to a neutral position.

Special Effect Types

Radio

This effect simulates the conversation over a radio, complete with static interference.

Adjust the Interference slider to control the level of static and white noise in the audio output.   Adjust the Tinny slider to control to give the audio a more or less hollow/tinny quality.

Phone

This effect simulates the sound of a voice conversation over a phone.

Adjust the Phone Effect slider to increase or decrease the intensity of the effect from small to heavy.

Echo

This effect produces a simple echo.

Adjust the Delay slider to control the amount of time between echoes. Adjust the Balance slider to control the relative volumes between the original sound and the echo.

Cavern

This effect simulates the echo sound in a cavern or cave.

Adjust the Cavern Size slider to control the relative size of the virtual cavern from small to large. Adjust the Reflection slider to control the reflective quality of the virtual cavern from muffled to bright.

Reverb

This effect simulates the reverberation in a variety of buildings.

Adjust the Room Size slider to control the size of the virtual room from small to large. Adjust the Intensity slider to control the amount of reverberation from small to large.
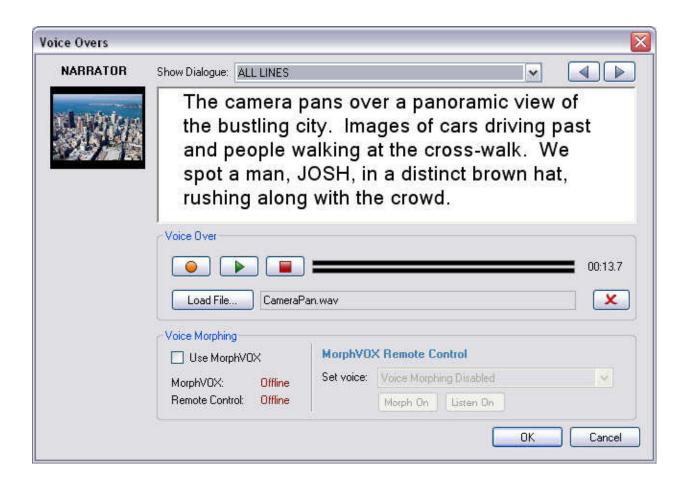
Robot

This effect turns the actor into a robot.

Adjust the Robot Effect slider to control the intensity of the effect when applied to the actor's voice.

Adding Voice Overs

You can add live voices to your stories using the Voice Over tools. ScriptVOX provides a way of recording your voice or import existing audio voice files to be used in place of the TTS voice.   This provides an excellent method for going beyond the limitations of TTS with regards to pronunciation and expression. ScriptVOX also can maintain the close relationship of the voice over with the story, synchronizing the voice audio with the specific lines of text.

In addition, the voice over tools now have direct integration with MorphVOX Pro voice changing software, allowing you to modify your voice into dozens of new characters and record your voice directly into ScriptVOX Studio. This convenient feature can save you time and money in creating the right voice-over for your script. MorphVOX Pro is an easy-to-use voice changing tool that can be purchased separately.

To access the voice over tools, select an area of text and click the "Script>Add Voice Over…" menu item. This will open the Voice Overs dialog:

Filtering and Navigation

The top of the Voice Overs dialog has the "Show Dialogue" filter and the Navigation buttons.

The Show Dialogue filter allows you to show text associated with a specific actor or narrative part. This is a good way of limiting the text to a specific character, making it convenient to record or add voice parts for that particular actor. By default it will show all the dialogue lines regardless of actor or narration.

The navigation buttons let you navigate forward or backward through the dialogue based on what is selected in the Show Dialogue filter.

Voice Over Text

The large area in the middle of the Voice Overs dialog contains the text in the story that has been selected to be associated with voice over audio. The voice over will start playing at the first word of the text and finish playing just after the last word of the text.

An image of the actor or scene is displayed to the left of the voice over text. This is the image that is shown when the voice over starts playing in the story.

Recording and Playing Back

The "Voice Over" box contains controls which allow you to record a voice over from your microphone. You can also click on the "Load File…" button to load an existing voice audio file to be used as the voice over.

Record Button: Click on this button to begin recording a voice-over to a file.

Playback Button: Click on this button to start playing a voice over file.

Stop Button: Click this button to stop recording or playback.

Volume Meter: Provides visual feedback of the volume levels from the audio file.

Time Indicator: Provides visual feedback of the elapsed time of an audio file.

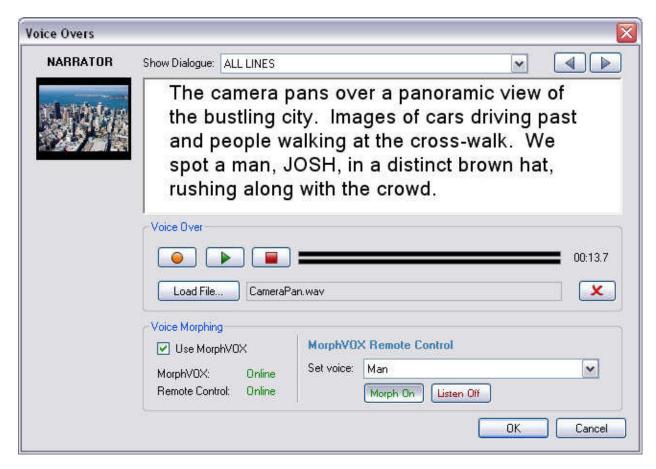**Load File Button**: Allows you to load an audio file to be used a voice over. Currently ScriptVOX can read the following files: WAV, MP3, WMA, WMV, AVI.

Remove Voice Over Button: Removes the voice over.

Voice Morphing

The "Voice Morphing" box contains the controls which allow you to use MorphVOX Pro voice changing software to do your voice overs. It also allows you to remotely control MorphVOX, giving you the ability to pick the specific target voice without having to leave the ScriptVOX user interface.

If do not have MorphVOX Pro installed, then this box will be gray. To enable voice morphing in ScriptVOX, you will need to install a fully functional copy of MorphVOX Pro. To activate this feature after MorphVOX Pro has been installed, click on the "Use MorphVOX" checkbox.

Use MorphVOX: Click on this checkbox to activate voice morphing using MorphVOX Pro.

MorphVOX Status: A status of "Online" indicates if MorphVOX Pro is running on your computer. A status of "Offline" indicates that MorphVOX Pro is not running on your computer.

Remote Control Status: A status of "Online" indicates that you can control MorphVOX Pro from within ScriptVOX. A status of "Offline" indicates that you cannot control MorphVOX Pro from within ScriptVOX. To activate this feature, you will need to have MorphVOX Pro 3.4.25 or higher running on your machine with "ScriptVOX Integration" on.   Please see MorphVOX documentation for further information.

Set Voice selector: Allows you to select the voice to be used in MorphVOX Pro remotely.

Morph Button: Toggles the Morphing button in MorphVOX Pro remotely. If the Morph button is on, you will record with voice morphing. If the Morph button is off, then morphing will be bypassed and you will record with your normal voice.

Listen Button: Toggles the listen button on MorphVOX Pro. This allows you to hear how the voice morphing sounds through your speakers.   You voice will be recorded regardless of the status if this button.
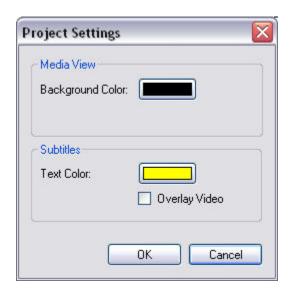
Subtitles

ScriptVOX Studio provides a way to add subtitles to your stories. This can be helpful for adding captions for the hearing impaired. It can be useful for providing educational feedback to early readers or for a foreign language audience.

The subtitle feature provides synchronized, bite-sized, easy-to-read sections of text in the graphic viewer and in the rendered output of the audio and video file. In addition, you can choose the background and text color for the subtitles.

To toggle subtitles, click on the "Project>Show Subtitle" menu item.

To customize the subtitles, click on the "Project>Project Settings…" menu item. This will open the "Project Settings" dialog:

Background Color: Choose the background color of the graphics display and video output.

Text Color: Choose the color of the subtitles.

Overlay Video: Check this if you want the subtitle text to overlay the video. This is unchecked by default which shrinks the video to accommodate the subtitles without any text overlap.
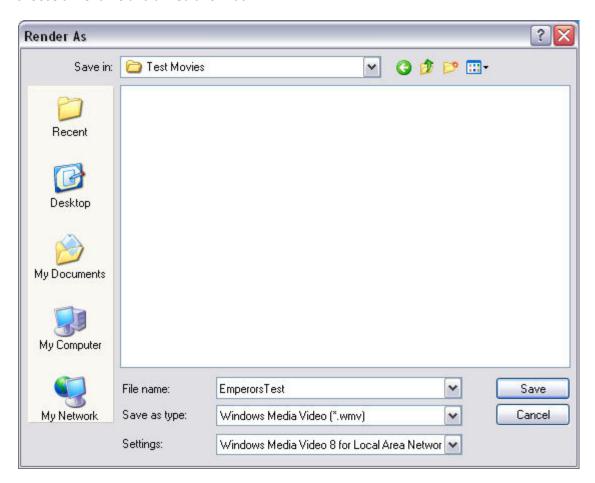
Creating Audio and Video Files

You can render your story to audio or video format in ScriptVOX Studio. This provides an effective tool for reviewing your story as a finished product and for creating multimedia content in other projects.

Note: the media content that is rendered from ScriptVOX Studio can be used for personal projects. Depending on what license you have with the Text-To-Speech vendor, it may or not be possible to use the media in publicly distributed projects.   This may or may not require a purchase of a distribution license from the TTS vendor.

Please review your license agreements with the Text-To-Speech vendors beforehand to see what is legal for distribution of the voice output.

Creating a Media File

After adding content to the Text View, assigning Actors to the text and adding media graphics to the project, you can render the project to audio and video files. To start rendering, choose the "File>Create Multimedia File..." menu item. This will open the Save Project to Media dialog which allows you to choose a filename and a media format.

ScriptVOX Studio can create to the following file formats:

Audio: Wave Files (WAV), Ogg Vorbis (OGG), and Windows Media Audio (WMA)
Video: Window Media Video (WMV)

Choose a name in the "File name:" text field; choose media format in the "Save as type:" list; choose the media options list to select the quality setting.

Click the "Save" button to begin rendering the file.

The progress dialog should next appear, showing the text which is currently being rendered. Once the dialog completes, your media file should be fully rendered.
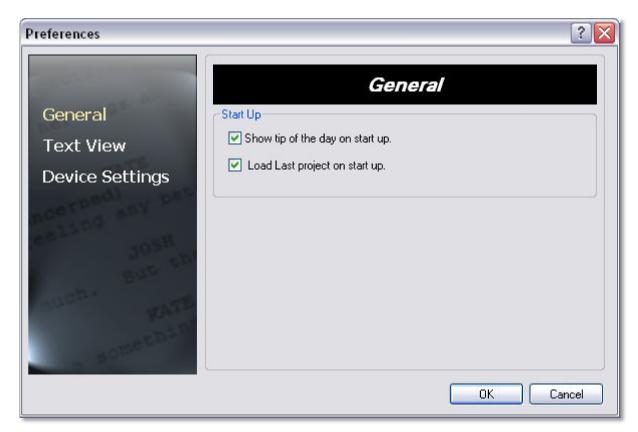
Customizing ScriptVOX Studio

ScriptVOX can be configured in many ways. This guide will give you a better understanding of how to customize your application.

Preferences

You can access preferences by selecting the menu item: "File> Preferences..."

General

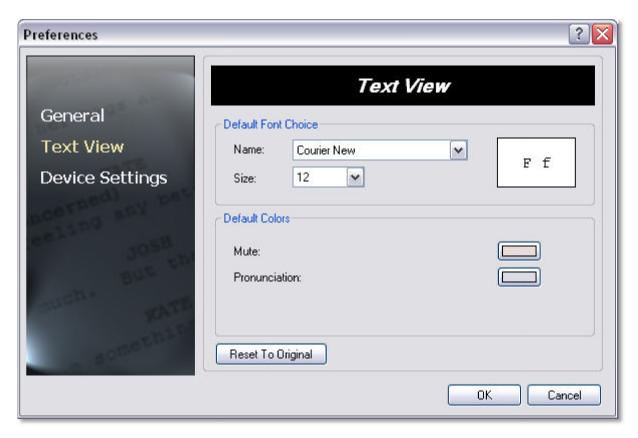These preferences control startup and graphic options.

Show tip of the day on start up: click on this checkbox to turn on and off tips. These appear on start up and provide useful hints on using ScriptVOX better.

Load last project on start up: When ScriptVOX is opened it will load the last project that you opened or saved.

Text View Settings

These preferences control the default font and colors to use in the Text View when you create a new project.

Default Font Name: Choose the default Text View font for newly created projects.

Default Font Size: Choose the default Text View font size for newly created projects.

Default Mute Color: Choose the default mute highlight color in the Text View to be used when creating a new project.

Default Pronunciation Color: Choose the default pronunciation highlight color in the Text View to be used when creating a new project.

Reset to Original Button: Resets all settings on this page to the original installed values.

Device Settings

This page allows you to manually set the microphone used by ScriptVOX.

Playback: This is a list of devices used to play audio. Choose the one you would like ScriptVOX to use for listening to audio in the story. Usually this should be left as "Primary Sound Driver".

Microphone: This is a list of the devices used to record audio.   Choose the one you would like to use for recording audio in the voice overs of the story.

Playback Volume: Allows you to access the Windows playback volume control.

Menu Functionality

File Menu

New Project/Import Script: Creates a new ScriptVOX Studio project and provides a wizard for importing a script from a file.

Open Project: Opens a ScriptVOX Studio project file.

Save Project: Saves the current modified existing ScriptVOX Studio project.

Save Project As: Saves a new ScriptVOX Studio project or allows you to save an existing ScriptVOX Studio project to a different file name.

Create Multimedia File: Produces a media file of the script.

Save Text File: Saves the text in the script as a plain text (TXT), Microsoft Word (DOC), or Rich Text Format (RTF) file.

Preferences: Provides users specified preferences for ScriptVOX Studio.

Recent Projects: Shows the most recently used ScriptVOX Studio project files for convenient loading.

Exit: Exits ScriptVOX Studio.

Edit Menu

Toggle Text Edit: Turns off or on the text editing capabilities of the Text View. If this is on you can freely change any of the text in the Text View.

Undo/Redo: Allows undo or redo of an editing action in the project.

Cut: Removes selected text from the Text View. This is only available when you Toggle Text Edit on.

Copy: Copies the text that is selected in the Text View.

Paste: Inserts text into the Text View. This is only available when you Toggle Text Edit on.

Select All: Selects all the text in the Text View.

Find: Finds specific text in the Text View.

Project Menu

Speak Narration Part: Speaks/plays all dialogue items including narrator parts. If this option is not checked, then only the non-narrator items will play back.

Show Subtitles: Toggles subtitle text. If this is checked then subtitle text will appear in the graphics view and video output file. If this is not checked then the subtitle text will not be displayed.

Project Information: Provides information on title, description, writers, notes and date for a ScriptVOX project.

Project Settings: Provides the ability to set the project video background color and subtitle customization.

Script Menu

Find Actor Lines: Finds actor lines within the Text View sequentially.

Reassign Actor Lines: Allows reassignment of dialogue lines from one actor to another.

Assign Actor: Assign Actors to selected text in Text View.

Mute/Unmute Text: Mark selected text as "muted" so that ScriptVOX does not speak the text during playback or rendering. Unmute will remove the mute from the selected text.

Add Graphics: Assign a graphic element to the selected text.

Add Voice Over: Adds an audio voice over to a selected area of text.

Add Pause: Inserts a time delay into the text.

Change Pronunciation: Provide a custom pronunciation of the selected word.

Remove Pronunciation: Remove the assignment of a custom pronunciation.

Graphics Menu

Assign Graphics: Assign a graphic element to the selected text.

Remove Graphics: Remove a graphic element.

Actor Menu

New Actor: Adds a new Actor item to the Actor View.

Edit Actor: Edits the details of an Actor item.

Delete Actor: Deletes an Actor item from the Actor View.

Change Actor Image: Changes the Actor Image.

Reset Actor Image: Removes an Actor image.

Change Voice: Changes the Voice Mod for a given actor.

Change Effects: Changes the special effects of a given actor.

Reset Voice Sliders: Resets the pitch, timbre, speed and volume sliders for a given actor.

View Menu

Text View: Places focus on the Text View.

Actor View: Places focus on the Actor View.

Go to Beginning: Moves the navigation focus to the beginning of the script.

Navigate forward: Moves the navigation focus forward in the script.

Navigate backward: Moves the navigation focus backward in the script.

Go to End: Moves the navigation focus to the end of the script.

Show Media Tracks: Inserts or removes the graphics and voice over media tracks.

Zoom in text: Zooms in the text in the Text View.

Zoom out text: Zooms out the text in the Text View.

Reset zoom: Resets the level of Zoom to neutral in the Text View.

Tools Menu

Play All: Plays the entire script.

Play from Selection: Plays the script starting at the selected text.

Stop Playing: Stops the script playing.

Activate Plug-ins: Manages voice add-ons. Add-ons which require purchase can be activated here.

Pronunciation Manager: Manages the global list of pronunciations for given words.

Help Menu

About: Information about ScriptVOX Studio.

Purchase: Provides link to Web page for purchasing ScriptVOX Studio. This link will be hidden once ScriptVOX Studio has been purchased.

Check for new version: Checks for available updates for ScriptVOX Studio.

Screaming Bee Home Page: Launches Web browser to Screaming Bee home page.

Get More Text-To-Speech Voices: Launches Web browser to text-to-speech vendor page.

Get More Voice-Mods: Launches Web browser to get more voice-mods.

Support: Links to customer support and FAQ.

Help: Link to online help page.