

PS&L Ireland Games Audio Localisation

Jason Shirley – Lead Audio Producer

Agenda

- Introduction
- MGS Localisation Team
- Product Releases
- What is Audio Localisation?
- A typical Project Spec
- The Audio Producer Role
- Pre Production
- Production
- Post production
- Software we use
- Our Recommendations

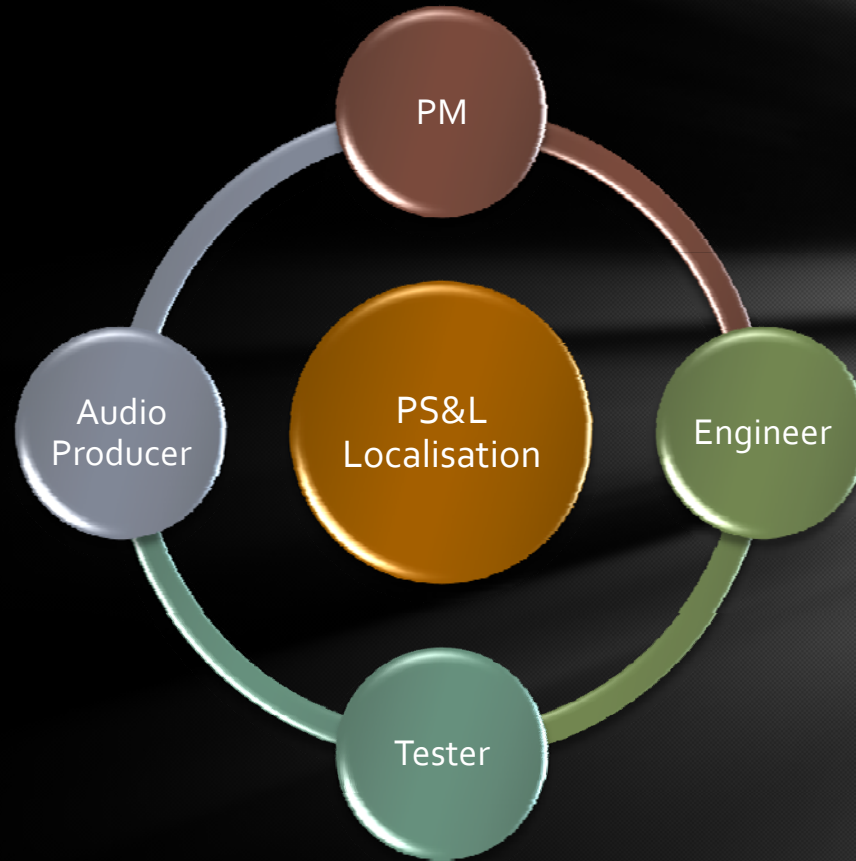
Introduction

Who am I?

Who are you and what do you want to get out of this session?

Don't be shy please ask questions! 😊

PS&L Localisation Team



Product Releases



What is Audio localization?

- Voice Over / Dialogue 20 languages
- FIGS + MX are the core languages
- In-country VO production
- Pre-production, Production and Post-production
- Close collaboration with MGS, developers and IP-holders
- Collaboration with EMEA Subs
- Exposed to multiple tools and processes
- Video Post-production

A typical project Spec

- 20,000 lines of dialogue
- 70,000 words
- 1,000 lines need to match US VO in length
- 40 actors
- 85 characters
- 15 different effects processes
- 10 cinematic mixes
- 48kHz, mono, 16 bit, wavs
- 11 days recording, 36 days post production

Pre-production

Pre-production is the planning and preparation part of the process, time well spent at this stage will ensure a cost effective and high quality result - includes the following tasks / processes:

- A/V specs – gathering the Audio/Video information for the project.
- Schedule and assign resources for translation, production and post-production.
- Casting – choose the actors that will be recorded for the project.
- Handoff preparation for translation & production vendors
- Translation of scripts and translation QA.
- Delivery of scripts and reference media assets to production vendor.
- Confirmation of voice talent and studio bookings for production.

Production

Production is (a) the voice recording stage which takes place in country by one of our audio production vendors and (b) some projects require the re-creation of visual material which can be assigned to various internal / external resources - includes the following processes:

- Voice recording as specified in pre-production.
- Lip-sync dubbing to picture if required.
- Creation of localised Video / Animation files if required.
- [Studio spec](#)

Post-Production

Post-production is the creation of final media for the project which can be assigned to (a) the MGS Ireland in-house audio facility (b) the production vendor (c) other external resources, or any mix of the above - includes the following processes:

- Editing of voice recordings.
- 1st stage of audio processing – cleaning, levelling, file-naming etc.
- 2nd stage of audio processing – sound effects / mixing if required.
- 3rd stage of audio processing – Mastering.
- Video / animations – editing, synchronisation, adding subtitles etc.
- Conversion / compression to final asset formats.
- Final localized media QA, testing and bug fixing.

Audio Producer Role



Software we use...

- Pro Tools HD 9 *
- Sound Forge 10
- Peak Pro 6
- Waves Gold
- Altiverb
- Sound Toys
- Vegas Pro 10
- Pro Tools LE 8
- Audition 3
- Barba Batch 4
- Waves Renaissance
- Speakerphone
- WaveArts
- Final Cut

Our challenges...

- Large VO Productions across multiple languages
- Actor availability
- Post-production across multiple languages
- Quality Assurance
- Managing script updates and pickups
- In-game Testing
- Sim Ship Schedule
- Global team (working across multiple time-zones and geographic regions)
- VO leveling/balancing
- Source-control
- Build updates and availability
- Network connectivity/speed (time to copy files)

Our Recommendations...

- Use a database for audio scripts and source control for audio assets.
- Allow for flexibility in timing of non cinematic VO, translated strings will vary in length for each language. Short strings can be very problematic to match in length.
- Avoid where possible the use of concatenated sentences where individual sentences are broken in two or more units. What may work in English may not in a localised language due to altered grammar structure.
- For pre-rendered movies use multilingual cinematics. This enables the use of one file for all languages.
- Do not include pre-rendered text or subtitles in cinematics as this will conflict with a multilingual cinematic solution.
- Use real time DSP produced effects for VO to reduce post production.
- Where real time DSP is not implemented for VO effects consider batch processes that can be efficient and shared with localisation.

Questions?