KROTOS

EHUMANISER VOICES

1 Dehumaniser Voices

This version of Dehumaniser takes a new design approach to the software. It may be familiar to some, but is now tailored especially for middleware. We've created a new and unique system for interacting with complex layers of DSP and settings for audio parameters. This interpolates between multiple parameters behind-the-scenes so sound designers can focus on designing dynamic characters for their games.

1.1 Getting Started

- Create a new Unity project, or start with an existing one.
- Download the desired Dehumaniser voice
- Install voice by dragging the package into the project or through the Unity menu
    - Assets > Import Package > Custom Package > select voice .unitypackage

1.2 Setting up a Voice

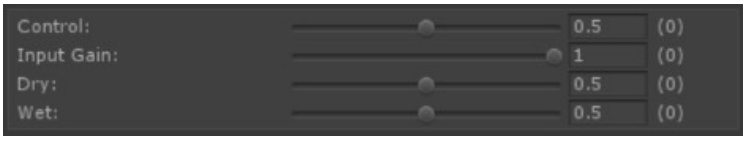
For a quick Fabric Player setup follow these instructions:

- Create a Fabric Manager game object (Menu > Fabric > FabricManager)
    - Select the Manager in the object hierarchy.
    - Open the Event Editor (Window > Fabric > Event Editor) and add a new Event, for example 'Test'.
    - Select the newly installed Dehumaniser voice (Dehumaniser > Voice Name > AudioComponent
    - Drag and drop the Voice game object in the "Component" field in the Event Editor "Test" event

- Create a separate empty gameobject in the top-level scene hierarchy.
    - Select the new gameobject.
    - Add a Trigger (Add Component > Fabric > Events > Trigger).
    - Set the Trigger's Event Name to 'Test'.

- Press play in Unity.

1.3 Properties



Each Dehumaniser voice effect offers a 'core' character design with four properties that allow to make small adjustement to the audio effect. The properties available are: 'Control', 'Input Gain', 'Dry', 'Wet'.

- Control: This property affects the central pitch of the processing, as well as other elements of the mulit-layered processing (including filter behaviour) in real-time. To design a smaller character, reduce the control value. To design a larger character, increase it.
- Input Gain: This property control the input gain amount
- Dry: This property controls the dry signal output
- Wet: This property controls the wet output signal

1.4 Runtime Parameters

All of the advanced effect properties are available for use with RTP window and can be controlled by the game or other Fabric built-in parameters.