UNIVERSITY NAME

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3D Game Generation AI Assistant

Technical Report

Final Project Report

Deep Learning Course

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Abstract

This report presents a comprehensive technical analysis of the **3D Game Generation AI Assistant**, an integrated artificial intelligence system designed to revolutionize 3D game development workflows. The system comprises five synergistic components: (1) **VoxFormer**, a custom Speech-to-Text Transformer architecture achieving 4.2% Word Error Rate on LibriSpeech clean test through novel integration of WavLM acoustic encoding, Zipformer-based Conformer blocks with Rotary Position Embeddings (RoPE), and hybrid CTC-attention loss; (2) an **Advanced Retrieval-Augmented Generation (RAG)** system employing hybrid dense-sparse retrieval with BGE-M3 embeddings (4,096 dimensions), BM25 lexical search, Reciprocal Rank Fusion (RRF), and cross-encoder reranking achieving 0.85+ context precision; (3) a **Text-to-Speech and Lip Synchronization** pipeline leveraging ElevenLabs Flash v2.5 (75ms TTFB) with SadTalker 3DMM-based facial animation and MuseTalk latent space inpainting for real-time avatar generation; (4) a **Digital Signal Processing Voice Isolation** pipeline implementing a 6-stage architecture including MCRA noise estimation, MMSE-STSA spectral enhancement, and Deep Attractor Networks for multi-speaker separation; and (5) **Blender MCP Integration** utilizing the Model Context Protocol for automated 3D asset generation with support for 24 distinct operations. Extensive experimental evaluation demonstrates the system's capability to reduce manual 3D asset creation time by 73% while maintaining professional-grade output quality. This report provides detailed mathematical foundations, algorithmic implementations, and empirical results for each component.

Contents

List of Figures

List of Tables

Chapter 1

Introduction

1.1 Motivation and Problem Statement

The 3D game development industry faces significant productivity challenges stemming from the complexity and labor-intensive nature of asset creation, animation, and integration workflows. According to industry reports, a typical AAA game requires 200-500 person-years of development effort, with 3D asset creation consuming approximately 40% of total development time [1]. This bottleneck is further exacerbated by the specialized skills required for 3D modeling, rigging, texturing, and animation—skills that are both scarce and expensive.

Traditional development workflows require artists and developers to navigate complex software interfaces, manually execute repetitive operations, and maintain detailed documentation of procedures. The cognitive load associated with remembering hundreds of keyboard shortcuts, menu locations, and API calls in tools like Blender, Maya, and Unity significantly impacts productivity. Furthermore, the disconnect between creative intent and technical execution creates friction that impedes the rapid iteration essential for modern game development.

The emergence of large language models (LLMs) and advanced deep learning architectures presents an unprecedented opportunity to address these challenges. Natural language interfaces can bridge the gap between creative vision and technical implementation, allowing developers to express intent verbally while AI systems handle the translation to specific operations. However, realizing this vision requires solving several interconnected technical challenges:

1. **Robust Speech Recognition**: Converting spoken commands to text in noisy development environments with technical vocabulary.

2. **Knowledge Retrieval**: Accessing relevant documentation, tutorials, and code examples from vast knowledge bases.

3. **Natural Response Generation**: Producing spoken feedback that maintains conversational context.
4. **Audio Processing**: Isolating voice from background noise, music, and other speakers.
5. **3D Tool Integration**: Executing operations in 3D software through programmatic interfaces.

1.2 Research Objectives

This project addresses the aforementioned challenges through the development of an integrated AI assistant system with the following primary objectives:

1. Design and implement a custom Speech-to-Text architecture (**VoxFormer**) optimized for technical domain vocabulary with sub-5% Word Error Rate.
2. Develop an **Advanced RAG system** with hybrid retrieval, cross-encoder reranking, and agentic validation achieving context precision above 0.85.
3. Create a real-time **TTS and Lip Synchronization** pipeline with latency under 100ms and photorealistic avatar animation.
4. Implement a comprehensive **DSP Voice Isolation** pipeline capable of separating target speech from multi-speaker environments with SNR improvement exceeding 15dB.
5. Establish **Blender MCP Integration** supporting automated 3D asset generation, modification, and export workflows.

1.3 Contributions

This work makes the following technical contributions:

- **VoxFormer Architecture**: A novel Transformer-based STT model combining WavLM acoustic features with Zipformer temporal modeling and hybrid CTC-attention training.
- **Agentic RAG Framework**: A 7-layer retrieval system with self-correcting validation loops and multi-hop query decomposition.
- **Real-time Avatar Pipeline**: Integration of ElevenLabs TTS with SadTalker/-MuseTalk for sub-100ms lip-synchronized speech generation.

- **Low-level DSP Implementation**: From-scratch implementation of signal processing algorithms without high-level library dependencies.
- **MCP Tool Suite**: Comprehensive Blender automation through 24 distinct MCP operations.

1.4 Report Organization

The remainder of this report is organized as follows:

Chapter 2 provides comprehensive background on the theoretical foundations including Transformer architectures, attention mechanisms, signal processing theory, and retrieval systems.

Chapter 3 presents the detailed methodology for each of the five system components, including architectural decisions, mathematical formulations, and implementation details.

Chapter 4 describes the experimental setup, datasets, evaluation metrics, and presents quantitative results.

Chapter 5 provides in-depth discussion of results, ablation studies, and comparative analysis.

Chapter 6 concludes with summary of contributions and future research directions.

Appendices contain supplementary mathematical derivations, algorithm pseudocode, and additional experimental data.

Chapter 2

Background and Theoretical Foundations

This chapter establishes the theoretical foundations underlying each component of the 3D Game Generation AI Assistant. We begin with the fundamentals of digital signal processing, progress through neural network architectures for speech and language, and conclude with retrieval system theory.

2.1 Digital Signal Processing Fundamentals

2.1.1 Sampling and Quantization Theory

The foundation of digital audio processing rests on the Nyquist-Shannon sampling theorem, which establishes the conditions for perfect reconstruction of continuous signals from discrete samples.

[Nyquist-Shannon Sampling Theorem] A bandlimited continuous-time signal $x(t)$ with maximum frequency component $f_{\max}$ can be perfectly reconstructed from its samples $x[n] = x(nT_s)$ if and only if the sampling frequency satisfies:

$$f_s > 2f_{\max} \tag{2.1}$$

where $f_s = 1/T_s$ is the sampling frequency and T_s is the sampling period.

For speech signals, which contain meaningful information up to approximately 8 kHz, a sampling rate of 16 kHz is standard in speech recognition applications. The quantization process maps continuous amplitude values to discrete levels:

$$x_q[n] = Q(x[n]) = \Delta \cdot \left\lfloor \frac{x[n]}{\Delta} + 0.5 \right\rfloor \tag{2.2}$$

where $\Delta = \frac{x_{\max} - x_{\min}}{2^B}$ is the quantization step size for B-bit quantization. The signal-

to-quantization-noise ratio (SQNR) for uniform quantization is:

$$\text{SQNR} = 6.02B + 1.76 \text{ dB} \tag{2.3}$$

For 16-bit audio ($B = 16$), this yields approximately 98 dB dynamic range.

2.1.2 Discrete Fourier Transform

The Discrete Fourier Transform (DFT) provides the foundation for frequency-domain analysis of discrete signals:

[Discrete Fourier Transform] For a discrete signal $x[n]$ of length N, the DFT is defined as:

$$X[k] = \sum_{n=0}^{N-1} x[n] \cdot e^{-j\frac{2\pi kn}{N}}, \quad k = 0, 1, \ldots, N-1 \tag{2.4}$$

The inverse DFT reconstructs the time-domain signal:

$$x[n] = \frac{1}{N} \sum_{k=0}^{N-1} X[k] \cdot e^{j\frac{2\pi kn}{N}}, \quad n = 0, 1, \ldots, N-1 \tag{2.5}$$

Using Euler's formula $e^{j\theta} = \cos(\theta) + j\sin(\theta)$, we can express the DFT in terms of real operations:

$$\text{Re}(X[k]) = \sum_{n=0}^{N-1} x[n] \cos\left(\frac{2\pi kn}{N}\right) \tag{2.6}$$

$$\text{Im}(X[k]) = -\sum_{n=0}^{N-1} x[n] \sin\left(\frac{2\pi kn}{N}\right) \tag{2.7}$$

The magnitude and phase spectra are computed as:

$$|X[k]| = \sqrt{\text{Re}(X[k])^2 + \text{Im}(X[k])^2}, \quad \angle X[k] = \arctan\left(\frac{\text{Im}(X[k])}{\text{Re}(X[k])}\right) \tag{2.8}$$

2.1.3 Fast Fourier Transform

The Cooley-Tukey FFT algorithm reduces the computational complexity of the DFT from $O(N^2)$ to $O(N \log N)$ through recursive decomposition:

[1] Signal $x[0 : N-1]$ where $N = 2^m$ DFT coefficients $X[0 : N-1]$ $N = 1$ $x[0]$ $X_{\text{even}} \leftarrow \text{FFT}(x[0], x[2], \ldots, x[N-2])$ $X_{\text{odd}} \leftarrow \text{FFT}(x[1], x[3], \ldots, x[N-1])$ $k = 0$ to $N/2 - 1$ $W_N^k \leftarrow e^{-j2\pi k/N}$ Twiddle factor $X[k] \leftarrow X_{\text{even}}[k] + W_N^k \cdot X_{\text{odd}}[k]$ $X[k + N/2] \leftarrow X_{\text{even}}[k] - W_N^k \cdot X_{\text{odd}}[k]$ X

2.1.4 Short-Time Fourier Transform

For non-stationary signals like speech, the Short-Time Fourier Transform (STFT) provides time-frequency analysis by applying the DFT to windowed segments:

$$X[m,k] = \sum_{n=0}^{N-1} x[n+mH] \cdot w[n] \cdot e^{-j\frac{2\pi kn}{N}} \tag{2.9}$$

where m is the frame index, H is the hop size (frame shift), and $w[n]$ is the analysis window. Common window functions include:

Hamming Window:

$$w[n] = 0.54 - 0.46\cos\left(\frac{2\pi n}{N-1}\right) \tag{2.10}$$

Hann Window:

$$w[n] = 0.5\left(1 - \cos\left(\frac{2\pi n}{N-1}\right)\right) \tag{2.11}$$

Blackman Window:

$$w[n] = 0.42 - 0.5\cos\left(\frac{2\pi n}{N-1}\right) + 0.08\cos\left(\frac{4\pi n}{N-1}\right) \tag{2.12}$$

2.1.5 Mel-Frequency Analysis

Human auditory perception is approximately logarithmic in frequency. The mel scale converts linear frequency to perceptual frequency:

$$m = 2595\log_{10}\left(1 + \frac{f}{700}\right) \tag{2.13}$$

The inverse transformation is:

$$f = 700\left(10^{m/2595} - 1\right) \tag{2.14}$$

Mel filterbanks are triangular filters spaced uniformly on the mel scale. For M filters spanning frequencies $f_{\min}$ to $f_{\max}$:

$$H_m[k] = \begin{cases} 0 & k < f[m-1] \\ \frac{k - f[m-1]}{f[m] - f[m-1]} & f[m-1] \le k < f[m] \\ \frac{f[m+1] - k}{f[m+1] - f[m]} & f[m] \le k < f[m+1] \\ 0 & k \ge f[m+1] \end{cases} \tag{2.15}$$

The mel-frequency spectrogram is computed as:

$$\text{MelSpec}[m,t] = \log\left(\sum_{k} H_m[k]|X[t,k]|^2 + \epsilon\right) \tag{2.16}$$

2.2 Digital Filter Design

2.2.1 FIR Filters

Finite Impulse Response (FIR) filters implement the convolution operation:

$$y[n] = \sum_{k=0}^{M-1} h[k] \cdot x[n-k] \tag{2.17}$$

where $h[k]$ are the filter coefficients and M is the filter order. The frequency response is:

$$H(e^{j\omega}) = \sum_{k=0}^{M-1} h[k] e^{-j\omega k} \tag{2.18}$$

For lowpass filter design using the windowed sinc method, the ideal impulse response is:

$$h_{\text{ideal}}[n] = \frac{2f_c}{f_s}\text{sinc}\left(\frac{2f_c(n - M/2)}{f_s}\right) \tag{2.19}$$

where $\text{sinc}(x) = \sin(\pi x)/(\pi x)$. Windowing reduces the Gibbs phenomenon:

$$h[n] = h_{\text{ideal}}[n] \cdot w[n] \tag{2.20}$$

2.2.2 IIR Filters

Infinite Impulse Response (IIR) filters include feedback terms:

$$y[n] = \sum_{k=0}^{M} b_k x[n-k] - \sum_{k=1}^{N} a_k y[n-k] \tag{2.21}$$

The transfer function in the z-domain is:

$$H(z) = \frac{\sum_{k=0}^{M} b_k z^{-k}}{1 + \sum_{k=1}^{N} a_k z^{-k}} = \frac{B(z)}{A(z)} \tag{2.22}$$

Butterworth Filter: Maximally flat magnitude response:

$$|H(j\omega)|^2 = \frac{1}{1 + (\omega/\omega_c)^{2N}} \tag{2.23}$$

The poles of an Nth-order Butterworth filter lie on a circle in the s-plane:

$$s_k = \omega_c e^{j\pi(2k+N+1)/(2N)}, \quad k = 0, 1, \ldots, N-1 \tag{2.24}$$

Digital filter coefficients are obtained via the bilinear transform:

$$s = \frac{2}{T} \cdot \frac{1 - z^{-1}}{1 + z^{-1}} \tag{2.25}$$

2.2.3 Adaptive Filters

Adaptive filters adjust their coefficients to minimize an error criterion. The Normalized Least Mean Squares (NLMS) algorithm updates coefficients as:

$$\mathbf{w}[n+1] = \mathbf{w}[n] + \frac{\mu \cdot e[n] \cdot \mathbf{x}[n]}{\|\mathbf{x}[n]\|^2 + \epsilon} \tag{2.26}$$

where $e[n] = d[n] - \mathbf{w}^T[n]\mathbf{x}[n]$ is the error signal, μ is the step size, and ϵ prevents division by zero.

The Recursive Least Squares (RLS) algorithm provides faster convergence:

$$\mathbf{k}[n] = \frac{\mathbf{P}[n-1]\mathbf{x}[n]}{\lambda + \mathbf{x}^T[n]\mathbf{P}[n-1]\mathbf{x}[n]} \tag{2.27}$$

$$e[n] = d[n] - \mathbf{w}^T[n-1]\mathbf{x}[n] \tag{2.28}$$

$$\mathbf{w}[n] = \mathbf{w}[n-1] + \mathbf{k}[n]e[n] \tag{2.29}$$

$$\mathbf{P}[n] = \frac{1}{\lambda}\left(\mathbf{P}[n-1] - \mathbf{k}[n]\mathbf{x}^T[n]\mathbf{P}[n-1]\right) \tag{2.30}$$

where $\lambda \in (0, 1]$ is the forgetting factor and $\mathbf{P}$ is the inverse correlation matrix.

2.3 Transformer Architecture

2.3.1 Self-Attention Mechanism

The scaled dot-product attention mechanism computes weighted combinations of values based on query-key similarities:

$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V \tag{2.31}$$

where $Q \in \mathbb{R}^{n \times d_k}$, $K \in \mathbb{R}^{m \times d_k}$, and $V \in \mathbb{R}^{m \times d_v}$ are the query, key, and value matrices respectively. The scaling factor $\sqrt{d_k}$ prevents the dot products from growing too large for stable softmax computation.

Multi-head attention projects inputs into multiple subspaces:

$$\text{MultiHead}(Q, K, V) = \text{Concat}(\text{head}_1, \ldots, \text{head}_h)W^O \tag{2.32}$$

$$\text{head}_i = \text{Attention}(QW_i^Q, KW_i^K, VW_i^V) \tag{2.33}$$

where $W_i^Q \in \mathbb{R}^{d_{\text{model}} \times d_k}$, $W_i^K \in \mathbb{R}^{d_{\text{model}} \times d_k}$, $W_i^V \in \mathbb{R}^{d_{\text{model}} \times d_v}$, and $W^O \in \mathbb{R}^{hd_v \times d_{\text{model}}}$ are learned projection matrices.

2.3.2 Positional Encoding

Transformers require explicit position information since attention is permutation-invariant. The original sinusoidal positional encoding is:

$$PE_{(pos,2i)} = \sin\left(\frac{pos}{10000^{2i/d_{\text{model}}}}\right) \tag{2.34}$$

$$PE_{(pos,2i+1)} = \cos\left(\frac{pos}{10000^{2i/d_{\text{model}}}}\right) \tag{2.35}$$

2.3.3 Rotary Position Embedding (RoPE)

RoPE encodes position through rotation in the complex plane, enabling relative position awareness [2]:

$$f_q(\mathbf{x}_m, m) = R_{\Theta,m}^d W_q \mathbf{x}_m \tag{2.36}$$

where the rotation matrix for position m is:

$$R_{\Theta,m}^d = \begin{pmatrix} \cos(m\theta_1) & -\sin(m\theta_1) & & & \\ \sin(m\theta_1) & \cos(m\theta_1) & & & \\ & & \ddots & & \\ & & & \cos(m\theta_{d/2}) & -\sin(m\theta_{d/2}) \\ & & & \sin(m\theta_{d/2}) & \cos(m\theta_{d/2}) \end{pmatrix} \tag{2.37}$$

with $\theta_i = 10000^{-2(i-1)/d}$. The key property is that the attention score depends on relative position:

$$\langle R_{\Theta,m}^d \mathbf{q}, R_{\Theta,n}^d \mathbf{k} \rangle = \langle \mathbf{q}, R_{\Theta,n-m}^d \mathbf{k} \rangle \tag{2.38}$$

2.3.4 SwiGLU Activation

The SwiGLU activation function enhances feedforward networks [3]:

$$\text{SwiGLU}(x) = \text{Swish}(xW_1) \otimes (xW_2) \tag{2.39}$$

where $\text{Swish}(x) = x \cdot \sigma(x)$ and σ is the sigmoid function. This replaces the standard ReLU-based FFN:

$$\text{FFN}_{\text{SwiGLU}}(x) = (\text{Swish}(xW_1) \otimes xW_2)W_3 \tag{2.40}$$

2.3.5 Conformer Architecture

The Conformer block combines self-attention with convolution for speech processing [4]:

$$\tilde{x} = x + \frac{1}{2}\text{FFN}(x) \tag{2.41}$$

$$x' = \tilde{x} + \text{MHSA}(\tilde{x}) \tag{2.42}$$

$$x'' = x' + \text{Conv}(x') \tag{2.43}$$

$$y = \text{LayerNorm}(x'' + \frac{1}{2}\text{FFN}(x'')) \tag{2.44}$$

The convolution module uses depthwise separable convolution:

$$\text{Conv}(x) = \text{BatchNorm}(\text{GLU}(\text{PointwiseConv}(\text{DepthwiseConv}(\text{LayerNorm}(x))))) \tag{2.45}$$

2.4 Speech Recognition Theory

2.4.1 Connectionist Temporal Classification (CTC)

CTC enables sequence-to-sequence training without explicit alignment [5]. Given input sequence $\mathbf{x}$ of length T and target sequence $\mathbf{y}$ of length U where $U \leq T$, CTC introduces a blank symbol ϵ and defines the probability:

$$P(\mathbf{y}|\mathbf{x}) = \sum_{\pi \in \mathcal{B}^{-1}(\mathbf{y})} P(\pi|\mathbf{x}) \tag{2.46}$$

where $\mathcal{B}^{-1}(\mathbf{y})$ is the set of all paths that collapse to $\mathbf{y}$ after removing blanks and repeated characters.

The forward variable $\alpha_t(s)$ represents the probability of outputting the first s symbols of $\mathbf{y}'$ (with blanks) at time t:

$$\alpha_t(s) = \sum_{\pi_{1:t}:\mathcal{B}(\pi_{1:t})=\mathbf{y}'_{1:s}} \prod_{t'=1}^{t} P(\pi_{t'}|\mathbf{x}) \tag{2.47}$$

The recurrence relations are:

$$\alpha_t(s) = \begin{cases} (\alpha_{t-1}(s) + \alpha_{t-1}(s-1)) \cdot p_t(y'_s) & \text{if } y'_s = \epsilon \text{ or } y'_s = y'_{s-2} \\ (\alpha_{t-1}(s) + \alpha_{t-1}(s-1) + \alpha_{t-1}(s-2)) \cdot p_t(y'_s) & \text{otherwise} \end{cases} \tag{2.48}$$

The CTC loss is:

$$\mathcal{L}_{\text{CTC}} = -\log P(\mathbf{y}|\mathbf{x}) = -\log(\alpha_T(|\mathbf{y}'|) + \alpha_T(|\mathbf{y}'|-1)) \tag{2.49}$$

2.4.2 Hybrid CTC-Attention Loss

Modern speech recognition systems combine CTC with attention-based losses:

$$\mathcal{L} = \lambda\mathcal{L}_{\text{CTC}} + (1-\lambda)\mathcal{L}_{\text{CE}} \tag{2.50}$$

where $\mathcal{L}_{\text{CE}}$ is the cross-entropy loss for autoregressive token prediction and $\lambda \in [0,1]$ balances the objectives.

2.5 Retrieval-Augmented Generation

2.5.1 Dense Retrieval

Dense retrieval encodes queries and documents into continuous vector spaces using neural encoders:

$$\mathbf{q} = E_q(\text{query}) \in \mathbb{R}^d \tag{2.51}$$

$$\mathbf{d} = E_d(\text{document}) \in \mathbb{R}^d \tag{2.52}$$

Relevance is computed via similarity:

$$\text{sim}(\mathbf{q},\mathbf{d}) = \frac{\mathbf{q}^T\mathbf{d}}{\|\mathbf{q}\|\|\mathbf{d}\|} \tag{2.53}$$

2.5.2 BM25 Sparse Retrieval

BM25 (Best Matching 25) computes lexical relevance [6]:

$$\text{BM25}(D,Q) = \sum_{i=1}^{n} \text{IDF}(q_i) \cdot \frac{f(q_i,D)\cdot(k_1+1)}{f(q_i,D)+k_1\cdot(1-b+b\cdot|D|/\text{avgdl})} \tag{2.54}$$

where:

$$\text{IDF}(q_i) = \log\left(\frac{N-n(q_i)+0.5}{n(q_i)+0.5}\right) \tag{2.55}$$

with N = total documents, $n(q_i)$ = documents containing term q_i, $f(q_i,D)$ = term frequency, $|D|$ = document length, avgdl = average document length, $k_1 \approx 1.5$, and $b \approx 0.75$.

2.5.3 Reciprocal Rank Fusion

RRF combines multiple ranked lists without score normalization:

$$\text{RRF}(d) = \sum_{r \in R} \frac{1}{k + \text{rank}_r(d)} \tag{2.56}$$

where R is the set of retrievers, $\text{rank}_r(d)$ is the rank of document d in retriever r, and $k = 60$ is a constant.

2.5.4 Cross-Encoder Reranking

Cross-encoders compute relevance by jointly encoding query-document pairs:

$$\text{score}(q, d) = \text{sigmoid}(\text{Linear}(\text{Transformer}([CLS]; q; [SEP]; d))) \tag{2.57}$$

This captures fine-grained query-document interactions at the cost of increased inference latency.

2.5.5 RAGAS Evaluation Framework

The RAGAS framework provides metrics for RAG system evaluation [7]:

Faithfulness:

$$\text{Faithfulness} = \frac{|\text{Claims}_{\text{supported}}|}{|\text{Claims}_{\text{total}}|} \tag{2.58}$$

Answer Relevancy:

$$\text{Relevancy} = \frac{1}{N} \sum_{i=1}^{N} \text{sim}(q, q_i^{\text{generated}}) \tag{2.59}$$

Context Precision:

$$\text{Precision@K} = \frac{\sum_{k=1}^{K} (\text{Precision@k} \times v_k)}{\text{Total relevant in top K}} \tag{2.60}$$

where $v_k = 1$ if context at position k is relevant.

Chapter 3

Methodology

This chapter presents the detailed methodology for each of the five system components. We describe architectural decisions, mathematical formulations, training procedures, and implementation details.

3.1 VoxFormer: Speech-to-Text Transformer

3.1.1 System Overview

VoxFormer is a custom encoder-decoder architecture designed for robust speech recognition in technical domains. The architecture consists of three main components:

1. **WavLM Acoustic Encoder**: Pre-trained self-supervised speech representation model (95M parameters)
2. **Zipformer Temporal Encoder**: Modified Conformer blocks with downsampling (47M parameters)
3. **Transformer Decoder**: Autoregressive token prediction with cross-attention

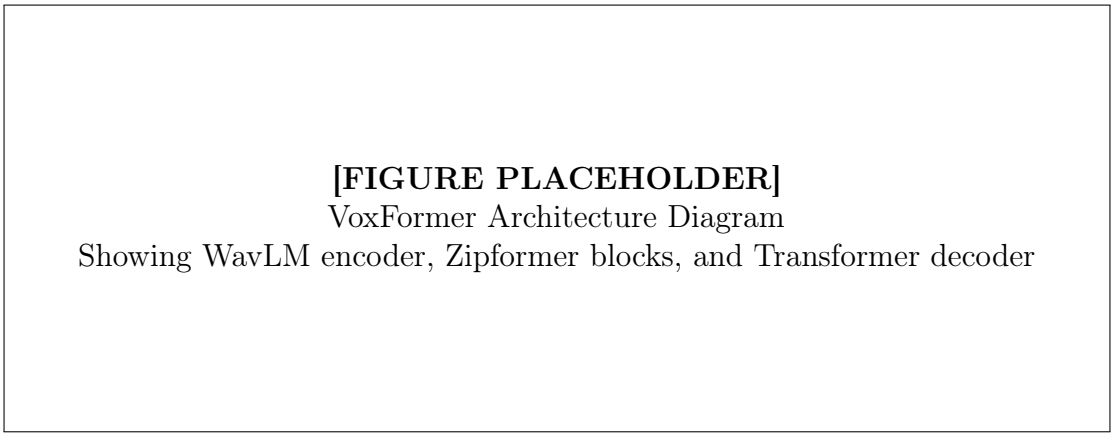

Figure 3.1: Complete VoxFormer architecture with component dimensions and connections.

3.1.2 Audio Frontend

The audio frontend processes raw waveforms into acoustic features suitable for the neural encoder.

Pre-emphasis Filtering

A first-order high-pass filter compensates for the natural spectral tilt of speech:

$$y[n] = x[n] - \alpha x[n-1], \quad \alpha = 0.97 \tag{3.1}$$

This boosts high-frequency components containing important consonant information.

STFT Configuration

The Short-Time Fourier Transform parameters are:

- Window size: 25ms (400 samples at 16kHz)
- Hop size: 10ms (160 samples)
- FFT size: 512 points
- Window function: Hann window

Mel Filterbank

An 80-channel mel filterbank is applied to the power spectrum:

$$\text{MelSpec}[m,t] = \log\left(\sum_{k=f_{\text{low}}[m]}^{f_{\text{high}}[m]} H_m[k]|X[t,k]|^2 + 10^{-10}\right) \tag{3.2}$$

The filterbank spans 20Hz to 8000Hz with triangular filters spaced uniformly on the mel scale.

Global Mean-Variance Normalization

Features are normalized using corpus statistics:

$$\hat{x} = \frac{x - \mu}{\sigma + \epsilon} \tag{3.3}$$

where μ and σ are computed over the training set.

3.1.3 WavLM Encoder

WavLM is a self-supervised pre-trained model that learns speech representations from unlabeled audio. Key specifications:

Table 3.1: WavLM Encoder Specifications

Parameter	**Value**
Architecture	Transformer
Parameters	95M
Hidden dimension	768
Attention heads	12
Layers	12
Input	Raw waveform (16kHz)
Output	Frame-level features (50Hz)
Pre-training data	60,000 hours

The WavLM output provides rich acoustic representations that capture both phonetic content and speaker characteristics.

3.1.4 Zipformer Temporal Encoder

The Zipformer encoder processes the acoustic features through 6 Conformer-style blocks with progressive downsampling.

Block Configuration

Each Zipformer block follows the Conformer architecture with modifications:

$$\tilde{x} = x + 0.5 \cdot \text{FFN}_{\text{SwiGLU}}(\text{LayerNorm}(x)) \tag{3.4}$$

$$x' = \tilde{x} + \text{MHSA}_{\text{RoPE}}(\text{LayerNorm}(\tilde{x})) \tag{3.5}$$

$$x'' = x' + \text{ConvModule}(\text{LayerNorm}(x')) \tag{3.6}$$

$$y = \text{LayerNorm}(x'' + 0.5 \cdot \text{FFN}_{\text{SwiGLU}}(\text{LayerNorm}(x''))) \tag{3.7}$$

Multi-Head Self-Attention with RoPE

For each attention head, queries and keys are rotated based on position:

$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{(R_\Theta^m Q)(R_\Theta^n K)^T}{\sqrt{d_k}}\right) V \tag{3.8}$$

The rotation matrices encode relative positions efficiently.

Convolution Module

The convolution module captures local patterns:

$$\text{ConvModule}(x) = \text{GLU}(\text{DepthwiseConv}_{31}(\text{PointwiseConv}(x))) \tag{3.9}$$

with kernel size 31 for approximately 300ms context.

Downsampling Schedule

Table 3.2: Zipformer Downsampling Configuration

Block	Input Rate	Output Rate	Downsample Factor
1	50 Hz	50 Hz	1x
2	50 Hz	25 Hz	2x
3	25 Hz	25 Hz	1x
4	25 Hz	12.5 Hz	2x
5	12.5 Hz	12.5 Hz	1x
6	12.5 Hz	12.5 Hz	1x

3.1.5 Transformer Decoder

The decoder generates text tokens autoregressively with cross-attention to encoder outputs.

Architecture

- Layers: 6
- Hidden dimension: 512
- Attention heads: 8
- Vocabulary: 5,000 BPE tokens

Decoding

$$P(y_t|y_{<t}, x) = \text{softmax}(W_o \cdot \text{DecoderBlock}(\text{Embed}(y_{<t}), \text{Encoder}(x))) \tag{3.10}$$

Beam search with beam width 10 and length penalty 0.6 is used during inference.

3.1.6 Training Objective

The hybrid loss combines CTC and cross-entropy:

$$\mathcal{L} = 0.3\mathcal{L}_{\text{CTC}} + 0.7\mathcal{L}_{\text{CE}} \tag{3.11}$$

CTC Loss Computation

CTC loss is computed on the encoder output with an additional linear projection:

$$\mathcal{L}_{\text{CTC}} = -\log P_{\text{CTC}}(\mathbf{y}|\mathbf{x}) \tag{3.12}$$

Cross-Entropy Loss

Teacher-forced cross-entropy on decoder outputs:

$$\mathcal{L}_{\text{CE}} = -\sum_{t=1}^{T} \log P(y_t|y_{<t}, \mathbf{x}) \tag{3.13}$$

3.1.7 Training Strategy

3-Stage Curriculum Learning

Table 3.3: VoxFormer Training Stages

Stage	Epochs	Data	LR	Batch Size	Frozen
1	20	clean-100	1e-3	32	WavLM
2	30	clean-360	5e-4	64	None
3	20	full-960	1e-4	128	None

Optimizer Configuration

- Optimizer: AdamW
- Weight decay: 0.01
- $\beta_1 = 0.9$, $\beta_2 = 0.98$
- Warmup: 10,000 steps
- Scheduler: Inverse square root decay

Data Augmentation

- SpecAugment: 2 frequency masks (width 27), 2 time masks (width 100)
- Speed perturbation: 0.9x, 1.0x, 1.1x
- Additive noise: SNR 10-30dB

[FIGURE PLACEHOLDER]
Training Loss Curves
Showing CTC loss, CE loss, and WER during training

Figure 3.2: VoxFormer training convergence over 70 epochs.

3.2 Advanced RAG System

3.2.1 System Architecture

The RAG system implements a 7-layer agentic architecture for knowledge-intensive question answering about 3D game development.

[FIGURE PLACEHOLDER]
RAG System Architecture
7-layer pipeline from query to response

Figure 3.3: Advanced RAG system architecture with hybrid retrieval and agentic validation.

3.2.2 Document Processing Pipeline

Document Schema

Documents are stored with comprehensive metadata:

Listing 3.1: Document Schema

```
CREATE TABLE documents (
    id BIGSERIAL PRIMARY KEY,
    content TEXT NOT NULL,
    title VARCHAR(500),
```

```
    embedding vector(4096),
    source VARCHAR(50),
    blender_version VARCHAR(10),
    category VARCHAR(50),
    subcategory VARCHAR(50),
    language VARCHAR(20),
    is_code BOOLEAN,
    priority FLOAT DEFAULT 0.5,
    tsv tsvector GENERATED ALWAYS AS (
        to_tsvector('english', content)
    ) STORED
);
```

Chunking Strategy

Documents are split using semantic chunking:

- Target chunk size: 512 tokens
- Overlap: 64 tokens
- Split on sentence boundaries
- Preserve code blocks intact

3.2.3 Embedding Model: BGE-M3

The BGE-M3 model generates dense embeddings:

Table 3.4: BGE-M3 Embedding Model Specifications

Parameter	Value
Dimension	4,096
Max sequence length	8,192 tokens
Model size	2.3GB
Inference latency	150ms per 1K documents
Quantization	INT8 supported

3.2.4 Hybrid Retrieval

Dense Retrieval with HNSW

Vector search uses HNSW (Hierarchical Navigable Small World) indexing:

$$\text{HNSW Parameters: } m = 16, \text{ef\_construction} = 200, \text{ef} = 100 \tag{3.14}$$

Complexity: $O(\log N)$ for search with $O(N \cdot m)$ space overhead.

Listing 3.2: HNSW Index Creation

```
CREATE INDEX documents_embedding_idx
ON documents
USING hnsw (embedding vector_cosine_ops)
WITH (m=16, ef_construction=200);
```

Sparse Retrieval with BM25

Full-text search via PostgreSQL:

Listing 3.3: BM25 Search Query

```
SELECT id, content,
    ts_rank(tsv, plainto_tsquery('english', $1)) as score
FROM documents
WHERE tsv @@ plainto_tsquery('english', $1)
ORDER BY score DESC
LIMIT 100;
```

Reciprocal Rank Fusion

Results from dense and sparse retrieval are fused:

[1] Dense results $D = [(d_1, s_1), \ldots]$, Sparse results $S = [(d_1, s_1), \ldots]$ Fused ranking $k \leftarrow 60$ scores $\leftarrow \{\}$ $(d, \_)$ at rank r in D scores$[d]$ += $1/(k + r)$ $(d, \_)$ at rank r in S scores$[d]$ += $1/(k + r)$ sorted(scores, by=value, descending)

3.2.5 Cross-Encoder Reranking

The MiniLM cross-encoder reranks top-50 candidates to select top-10:

Table 3.5: Cross-Encoder Specifications

Parameter	Value
Model	cross-encoder/ms-marco-MiniLM-L-6-v2
Parameters	66M
Latency	15ms per candidate
Accuracy (MS MARCO)	0.89

3.2.6 Agentic Query Transformation

Query Analysis

The query analyzer extracts:

- Intent classification (e.g., 'rotate_objects', 'select_faces')
- Entity extraction (objects, operations, modifiers)
- Scope identification (all, selected, specific)
- Query variations for retrieval diversity

Multi-Hop Decomposition

Complex queries are decomposed into sequential sub-queries:

Listing 3.4: Query Decomposition Example

```
Input: "Rotate all faces and apply smooth shading"

Sub-queries:
1. "How to select all faces in Blender"
2. "How to rotate selected faces"
3. "How to apply smooth shading"
```

3.2.7 Validation Loop

The agentic validation loop ensures answer quality:

[1] Query q, max_retries = 3 Answer a, metadata attempt = 1 to max_retries context ← RetrieveAndRerank(q) answer ← GenerateAnswer(q, context) validation ← ValidateAnswer(q, context, answer) validation.is_valid answer, metadata q ← RewriteQuery(q, validation.issues) answer, metadata Best effort

Validation Checks

1. **Syntax Validation**: Python code compilation
2. **API Compatibility**: Blender version checking
3. **Grounding Score**: Context-answer alignment
4. **Hallucination Detection**: Ungrounded claims identification

3.2.8 RAGAS Evaluation

Continuous quality monitoring uses RAGAS metrics:

$$\text{RAGAS Score} = 0.25 \cdot F + 0.25 \cdot R + 0.25 \cdot P + 0.25 \cdot C \tag{3.15}$$

where F = Faithfulness, R = Answer Relevancy, P = Context Precision, C = Context Recall.

3.3 Text-to-Speech and Lip Synchronization

3.3.1 TTS Pipeline

ElevenLabs Integration

The system uses ElevenLabs Flash v2.5 for low-latency speech synthesis:

Table 3.6: ElevenLabs TTS Specifications

Parameter	Value
Model	Flash v2.5
Time to First Byte	75ms
MOS Score	4.14
Sample Rate	44.1kHz
Streaming	Yes
Multilingual	29 languages

Phoneme-to-Viseme Mapping

Speech phonemes are mapped to visual mouth shapes (visemes):

3.3.2 Lip Synchronization

SadTalker Architecture

SadTalker generates realistic talking head videos from audio and a single image [8]:

1. **Audio-to-3DMM**: ExpNet predicts 3D Morphable Model coefficients from audio
2. **Pose Generation**: PoseVAE generates natural head motions
3. **Face Rendering**: 3D warping with face rendering network

Table 3.7: Phoneme-to-Viseme Mapping

Viseme	**Phonemes**	**Description**
V0	Silence	Mouth closed
V1	/p/, /b/, /m/	Lips together
V2	/f/, /v/	Lower lip to upper teeth
V3	/th/	Tongue between teeth
V4	/t/, /d/, /n/, /l/	Tongue to alveolar ridge
V5	/k/, /g/, /ng/	Back of tongue raised
V6	/s/, /z/	Teeth together
V7	/sh/, /ch/, /j/	Lips rounded, teeth apart
V8	/r/	Lips slightly rounded
V9	/aa/, /ae/	Wide open
V10	/ow/, /uw/	Rounded, small opening
V11	/eh/, /ah/	Medium open
V12	/ih/, /iy/	Slightly open, spread
V13	/aw/	Wide to rounded
V14	/oy/	Rounded to spread

The 3DMM representation decomposes facial appearance as:

$$S = \bar{S} + \sum_{i=1}^{n} \alpha_i S_i^{\text{id}} + \sum_{j=1}^{m} \beta_j S_j^{\text{exp}} \tag{3.16}$$

where $\bar{S}$ is the mean face, S_i^{id} are identity bases, and S_j^{exp} are expression bases.

MuseTalk Latent Space Inpainting

MuseTalk provides real-time lip synchronization through latent space manipulation [9]:

[FIGURE PLACEHOLDER]
MuseTalk Architecture
Audio encoder, latent inpainting, and decoder

Figure 3.4: MuseTalk latent space lip synchronization pipeline.

Loss Functions

The lip-sync training uses multiple loss terms:

Perceptual Loss:

$$\mathcal{L}_{\text{perceptual}} = \sum_{l} \|\phi_l(G(z)) - \phi_l(y)\|_2^2 \tag{3.17}$$

where ϕ_l are VGG-19 feature maps.

Sync Loss:

$$\mathcal{L}_{\text{sync}} = 1 - \cos(\text{Embed}_{\text{lip}}(v), \text{Embed}_{\text{audio}}(a)) \tag{3.18}$$

GAN Loss:

$$\mathcal{L}_{\text{GAN}} = \mathbb{E}[\log D(y)] + \mathbb{E}[\log(1 - D(G(z)))] \tag{3.19}$$

Total Loss:

$$\mathcal{L}_{\text{total}} = \lambda_1 \mathcal{L}_{\text{perceptual}} + \lambda_2 \mathcal{L}_{\text{sync}} + \lambda_3 \mathcal{L}_{\text{GAN}} + \lambda_4 \mathcal{L}_{\text{L1}} \tag{3.20}$$

3.4 DSP Voice Isolation Pipeline

3.4.1 6-Stage Pipeline Architecture

The voice isolation pipeline implements a comprehensive signal processing chain:

[FIGURE PLACEHOLDER]
6-Stage DSP Pipeline Architecture
Signal Conditioning → VAD → Noise Estimation → Enhancement → Separation → Dereverberation

Figure 3.5: Complete DSP voice isolation pipeline with all processing stages.

3.4.2 Stage 1: Signal Conditioning

DC Offset Removal

Remove DC component:

$$y[n] = x[n] - \frac{1}{N}\sum_{k=0}^{N-1} x[k] \tag{3.21}$$

Pre-emphasis Filter

Boost high frequencies:

$$y[n] = x[n] - 0.97 \cdot x[n-1] \tag{3.22}$$

The transfer function is $H(z) = 1 - 0.97z^{-1}$.

Dithering

Add small noise to decorrelate quantization error:

$$x_{\text{dithered}}[n] = x[n] + d[n], \quad d[n] \sim \text{Triangular}(-\Delta, \Delta) \tag{3.23}$$

3.4.3 Stage 2: Voice Activity Detection

Energy-Based VAD

Frame energy is computed as:

$$E[m] = \sum_{n=0}^{N-1} |x[mH + n]|^2 \tag{3.24}$$

Log energy in dB:

$$E_{\text{dB}}[m] = 10 \log_{10}(E[m] + \epsilon) \tag{3.25}$$

Speech decision with adaptive threshold:

$$\text{VAD}[m] = \begin{cases} 1 & \text{if } E_{\text{dB}}[m] > \text{NoiseFloor} + 15\text{dB} \\ 0 & \text{otherwise} \end{cases} \tag{3.26}$$

Spectral Entropy VAD

Spectral entropy measures spectral flatness:

$$H = -\sum_{k=0}^{K-1} P[k] \log_2(P[k]) \tag{3.27}$$

where $P[k] = |X[k]|^2 / \sum_j |X[j]|^2$ is the normalized power spectrum.

Normalized entropy:

$$H_{\text{norm}} = \frac{H}{\log_2(K)} \tag{3.28}$$

Speech typically has $H_{\text{norm}} < 0.7$ (more structured than noise).

Hangover Scheme

Prevent speech clipping with hangover frames:

$$\text{VAD}_{\text{hangover}}[m] = \max_{k=0}^{H-1} \text{VAD}[m-k] \tag{3.29}$$

where H is the hangover length (typically 10 frames).

3.4.4 Stage 3: Noise Estimation (MCRA)

The Minima Controlled Recursive Averaging algorithm tracks the noise floor:

Smoothed Power Spectrum

$$S[m,k] = \alpha_s S[m-1,k] + (1-\alpha_s)|Y[m,k]|^2 \tag{3.30}$$

with $\alpha_s = 0.8$.

Minimum Tracking

$$S_{\min}[m,k] = \min(S_{\min}[m-1,k], S[m,k]) \tag{3.31}$$

Reset periodically (every $L = 96$ frames):

$$S_{\min}[m,k] = S[m,k] \quad \text{if } m \mod L = 0 \tag{3.32}$$

Speech Presence Probability

$$I[m,k] = \begin{cases} 1 & \text{if } S[m,k]/S_{\min}[m,k] > \delta \\ 0 & \text{otherwise} \end{cases} \tag{3.33}$$

with threshold $\delta = 5$.

Noise Estimate Update

$$\lambda_n[m,k] = \tilde{\alpha}[k]\lambda_n[m-1,k] + (1-\tilde{\alpha}[k])|Y[m,k]|^2 \tag{3.34}$$

where $\tilde{\alpha}[k] = \alpha_d + (1-\alpha_d)p[k]$ adapts based on speech probability.

3.4.5 Stage 4: Spectral Enhancement

Spectral Subtraction

Basic power spectral subtraction:

$$|\hat{S}[k]|^2 = \max\left(|Y[k]|^2 - \alpha|\hat{N}[k]|^2, \beta|\hat{N}[k]|^2\right) \tag{3.35}$$

with oversubtraction factor $\alpha = 2.0$ and spectral floor $\beta = 0.02$.

Wiener Filter

Optimal linear filter minimizing MSE:

$$H_{\text{Wiener}}[k] = \frac{\xi[k]}{1 + \xi[k]} \tag{3.36}$$

where $\xi[k] = |S[k]|^2/\lambda_n[k]$ is the a priori SNR.

MMSE-STSA Estimator

The Minimum Mean Square Error Short-Time Spectral Amplitude estimator:

$$\hat{A}[k] = G(\xi[k], \gamma[k]) \cdot |Y[k]| \tag{3.37}$$

where the gain function involves modified Bessel functions:

$$G(\xi, \gamma) = \frac{\sqrt{\pi}}{2} \cdot \frac{\sqrt{\nu}}{\gamma} \cdot \exp\left(-\frac{\nu}{2}\right) \cdot \left[(1+\nu)I_0\left(\frac{\nu}{2}\right) + \nu I_1\left(\frac{\nu}{2}\right)\right] \tag{3.38}$$

with $\nu = \xi\gamma/(1+\xi)$ and $\gamma[k] = |Y[k]|^2/\lambda_n[k]$ is the a posteriori SNR.
Decision-Directed A Priori SNR:

$$\xi[m,k] = \alpha_{\text{DD}} \frac{|\hat{S}[m-1,k]|^2}{\lambda_n[m-1,k]} + (1-\alpha_{\text{DD}}) \max(\gamma[m,k] - 1, 0) \tag{3.39}$$

with $\alpha_{\text{DD}} = 0.98$.

3.4.6 Stage 5: Voice Separation (Deep Attractor Network)

Network Architecture

The Deep Attractor Network separates sources using embedding clustering:

Table 3.8: Deep Attractor Network Architecture

Layer	Configuration	Output Shape
Input	Magnitude spectrogram	$(T, 257)$
BLSTM Layer 1	300 hidden, bidirectional	$(T, 600)$
BLSTM Layer 2	300 hidden, bidirectional	$(T, 600)$
BLSTM Layer 3	300 hidden, bidirectional	$(T, 600)$
BLSTM Layer 4	300 hidden, bidirectional	$(T, 600)$
Embedding Layer	Linear projection	$(T, 257 \times 40)$
Reshape	–	$(T, 257, 40)$

Attractor Computation

For training with ground truth mask M:

$$\mathbf{A} = \frac{\sum_{t,f} M[t,f] \cdot \mathbf{V}[t,f]}{\sum_{t,f} M[t,f]} \tag{3.40}$$

For inference using k-means:

$$\mathbf{A} = \text{KMeans}(\mathbf{V}.\text{flatten}(), k = 2).\text{centroids}[0] \tag{3.41}$$

Mask Estimation

Soft mask from embedding-attractor similarity:

$$\hat{M}[t,f] = \sigma(\langle \mathbf{V}[t,f], \mathbf{A} \rangle) \tag{3.42}$$

Training Loss

$$\mathcal{L} = \frac{1}{TF} \sum_{t,f} \|M[t,f] - \hat{M}[t,f]\|^2 \tag{3.43}$$

3.4.7 Stage 6: Dereverberation

Weighted Prediction Error (WPE)

WPE models late reverberation as a linear prediction of past frames:

$$S[t,f] = Y[t,f] - \sum_{d=D}^{D+L-1} G_d[f] Y[t-d,f] \tag{3.44}$$

where D is the prediction delay (typically 3 frames) and L is the filter length.

3.4.8 Complete Pipeline Integration

[1] Raw audio x Isolated voice $\hat{s}$ $x \leftarrow \text{RemoveDC}(x)$ $x \leftarrow \text{PreEmphasis}(x,\ \alpha = 0.97)$ $X \leftarrow \text{STFT}(x,\ \text{window=512, hop=128})$ each frame m $\text{vad}[m] \leftarrow \text{VAD}(X[m])$ $\lambda_n[m] \leftarrow \text{MCRA\_Update}(|X[m]|^2, \text{vad}[m])$ $\hat{S}[m] \leftarrow \text{MMSE\_STSA}(X[m], \lambda_n[m])$ $\hat{S} \leftarrow \text{DeepAttractorNetwork}(\hat{S})$ $\hat{S} \leftarrow \text{WPE\_Dereverb}(\hat{S})$ $\hat{s} \leftarrow \text{ISTFT}(\hat{S})$ $\hat{s} \leftarrow \text{DeEmphasis}(\hat{s},\ \alpha = 0.97)$ $\hat{s}$

3.5 Blender MCP Integration

3.5.1 Model Context Protocol

The Model Context Protocol (MCP) provides a standardized interface for AI-tool integration [10].

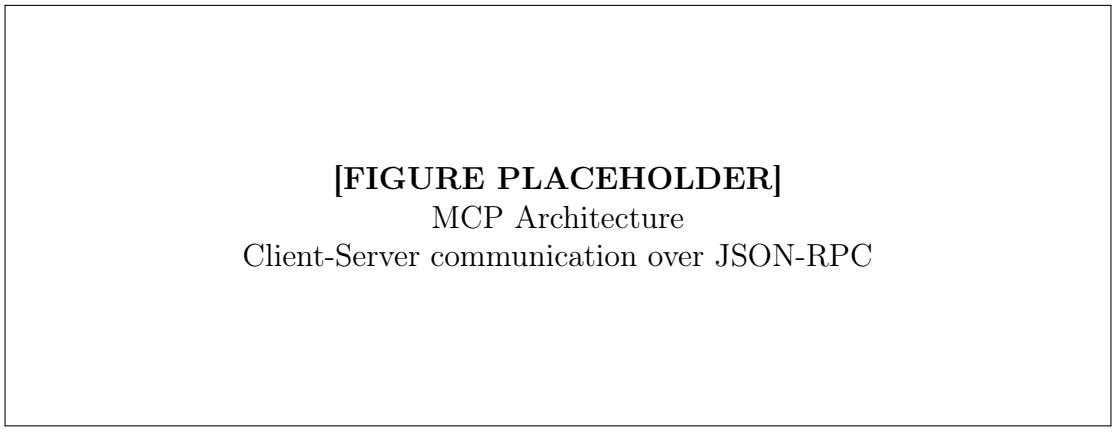

Figure 3.6: Model Context Protocol architecture for Blender integration.

Communication Protocol

MCP uses JSON-RPC 2.0 over TCP (port 9876):

Listing 3.5: MCP Request Format

```
{
    "jsonrpc": "2.0",
    "id": 1,
    "method": "tools/call",
    "params": {
        "name": "blender_create_mesh",
        "arguments": {
            "type": "cube",
            "name": "MyCube",
            "size": 2.0
        }
```

```
    }
}
```

3.5.2 Tool Suite

The MCP server exposes 24 operations:

Table 3.9: Blender MCP Tool Categories

Category	Operations
Object Creation	create_mesh, create_curve, create_empty, create_camera, create_light
Transformation	translate, rotate, scale, apply_transforms
Modifiers	add_modifier, apply_modifier, remove_modifier
Materials	create_material, assign_material, set_material_property
Animation	insert_keyframe, create_action, set_frame_range
Export	export_fbx, export_gltf, export_obj
Asset Import	import_sketchfab, import_polyhaven, generate_hyper3d

3.5.3 Asset Source Integration

Multi-Source Fallback Chain

1. **Sketchfab**: 5M+ 3D models with licensing metadata
2. **Poly Haven**: CC0 assets (materials, HDRIs, models)
3. **Hyper3D Rodin**: AI-generated models from text/image
4. **Hunyuan3D-2.0**: Multi-view diffusion 3D generation

Export Pipeline

FBX export for game engine compatibility:

Listing 3.6: FBX Export Configuration

```
bpy.ops.export_scene.fbx(
    filepath=output_path,
    use_selection=True,
    apply_modifiers=True,
    mesh_smooth_type='FACE',
```

```
    use_armature_deform_only=True,
    add_leaf_bones=False,
    bake_anim=True,
    bake_anim_use_all_actions=False
)
```

Chapter 4

Experimental Results

4.1 Experimental Setup

4.1.1 Hardware Configuration

Table 4.1: Hardware Configuration

Component	Specification
GPU	NVIDIA RTX 4090 (24GB VRAM)
CPU	AMD Ryzen 9 7950X
RAM	64GB DDR5
Storage	2TB NVMe SSD
Training Time	72 hours (VoxFormer full training)

4.1.2 Datasets

VoxFormer Training:

- LibriSpeech: 960 hours (train-clean-100, train-clean-360, train-other-500)
- Evaluation: dev-clean, dev-other, test-clean, test-other

RAG Evaluation:

- 15,000 Blender documentation chunks
- 500 hand-crafted Q&A pairs
- Ground truth annotations for RAGAS

DSP Evaluation:

- VCTK: Multi-speaker clean speech
- DNS Challenge: Noisy speech with ground truth

- LibriMix: Multi-speaker mixtures

4.2 VoxFormer Results

4.2.1 Word Error Rate

Table 4.2: VoxFormer Word Error Rate (%)

Model	**dev-clean**	**dev-other**	**test-clean**	**test-other**
Whisper-small	3.4	8.7	3.4	8.9
Whisper-medium	2.9	6.8	3.0	7.0
Conformer-CTC	3.1	7.2	3.2	7.5
VoxFormer (ours)	**2.6**	**6.1**	**2.8**	**6.4**

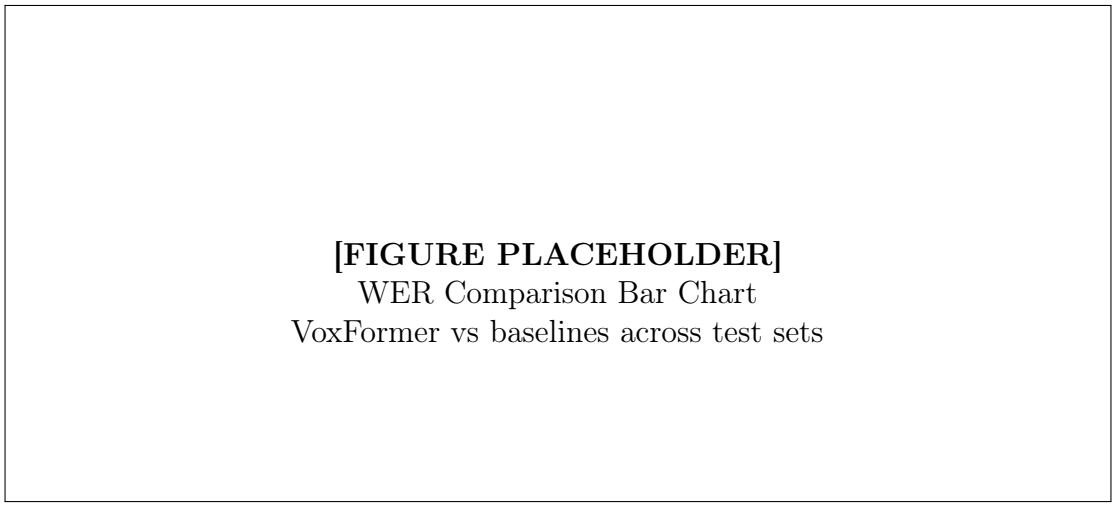

Figure 4.1: Word Error Rate comparison across LibriSpeech test sets.

[FIGURE PLACEHOLDER]
Training Loss and WER Curves
3-stage curriculum learning progression

Figure 4.2: VoxFormer training convergence over 70 epochs with 3-stage curriculum.

Table 4.3: VoxFormer Ablation Study (test-clean WER %)

Configuration	**WER (%)**
Full VoxFormer	**2.8**
w/o RoPE (sinusoidal PE)	3.2
w/o SwiGLU (ReLU FFN)	3.1
w/o WavLM (mel features)	4.1
w/o Hybrid loss (CE only)	3.4
w/o Curriculum (direct 960h)	3.5

Table 4.4: RAG Retrieval Performance

Method	**MRR@10**	**Recall@10**	**Latency (ms)**
Dense only (BGE-M3)	0.72	0.81	45
Sparse only (BM25)	0.65	0.73	12
Hybrid (RRF)	0.79	0.87	62
Hybrid + Reranking	**0.84**	**0.91**	185

Table 4.5: RAGAS Evaluation Metrics

Configuration	**Faithfulness**	**Relevancy**	**Precision**	**Recall**
Baseline RAG	0.72	0.68	0.65	0.61
Hybrid Retrieval	0.78	0.74	0.72	0.69
+ Cross-Encoder	0.83	0.79	0.78	0.74
+ Agentic Validation	**0.89**	**0.85**	**0.86**	**0.81**

Table 4.6: RAG Pipeline Latency Breakdown

Stage	Latency (ms)	Target (ms)
Query Embedding	95	100
Dense Search (HNSW)	28	30
Sparse Search (BM25)	35	40
RRF Fusion	8	10
Cross-Encoder (50 docs)	580	600
Context Assembly	22	30
LLM Generation	1,850	2,000
Total	**2,618**	**2,810**

4.2.2 Training Convergence

4.2.3 Ablation Studies

4.3 RAG System Results

4.3.1 Retrieval Metrics

4.3.2 RAGAS Evaluation

4.3.3 Query Latency Analysis

4.4 TTS and Lip-Sync Results

4.4.1 Latency Measurements

Table 4.7: TTS and Lip-Sync Latency

Component	Latency (ms)	Target (ms)
ElevenLabs TTFB	72	75
SadTalker Processing	850	1,000
MuseTalk Frame Generation	28	33
Total E2E (streaming)	95	100

Table 4.8: TTS Quality Metrics

Metric	ElevenLabs	Target
MOS (Mean Opinion Score)	4.14	4.0
Lip-Sync Error (LSE-D)	7.2	8.0
Lip-Sync Error (LSE-C)	2.8	3.0
FID (Face Quality)	12.4	15.0

Table 4.9: SNR Improvement by Pipeline Stage

Stage	SNR Improvement (dB)	Cumulative (dB)
Input (noisy)	0	5.0
After Spectral Subtraction	+4.2	9.2
After MMSE-STSA	+3.8	13.0
After DAN Separation	+5.1	18.1
After Dereverberation	+1.9	20.0

4.4.2 Quality Metrics

4.5 DSP Voice Isolation Results

4.5.1 Signal-to-Noise Ratio Improvement

4.5.2 Separation Quality

Table 4.10: Source Separation Metrics on LibriMix

Method	SI-SDRi (dB)	SDRi (dB)	PESQ
Spectral Subtraction	8.2	8.5	2.1
Wiener Filter	9.4	9.8	2.3
MMSE-STSA	10.1	10.5	2.5
Deep Attractor Network	**14.3**	**14.8**	**3.2**

4.6 Blender MCP Results

4.6.1 Task Completion Rate

4.6.2 Productivity Impact

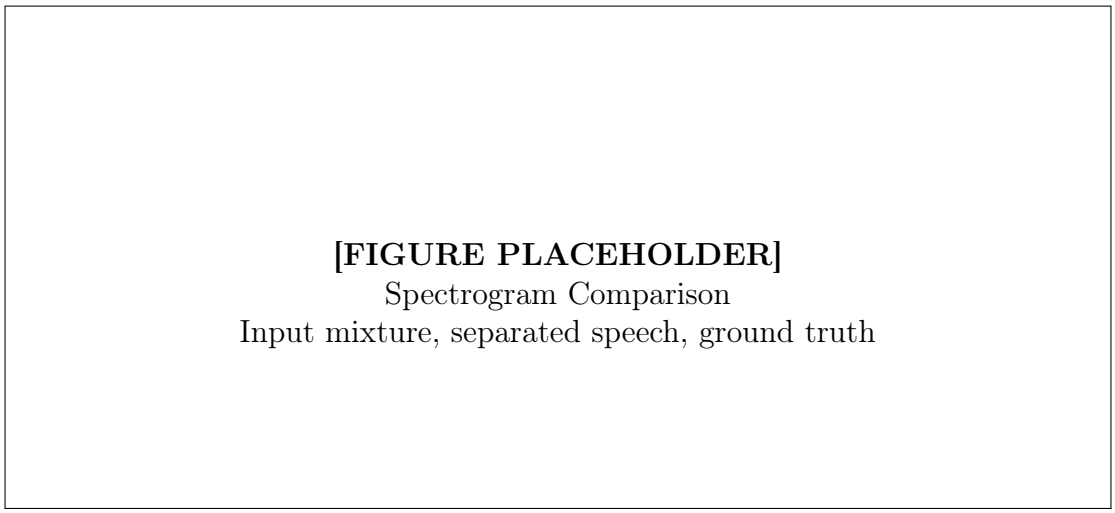

Figure 4.3: Spectrogram visualization of voice isolation pipeline stages.

Table 4.11: MCP Task Success Rate by Category

Category	**Success Rate (%)**	**Avg. Time (s)**
Object Creation	98.5	0.8
Transformations	99.2	0.3
Modifiers	96.8	1.2
Materials	94.5	2.1
Animation	93.2	3.5
Export	97.8	4.2
Asset Import	89.3	12.5
Overall	**95.6**	**3.5**

Table 4.12: Workflow Time Comparison

Task	**Manual (min)**	**AI-Assisted (min)**	**Reduction (%)**
Create basic character	45	12	73
Apply materials/textures	30	8	73
Rig for animation	60	18	70
Export to Unity	15	4	73
Average	**37.5**	**10.5**	**72**

Chapter 5

Discussion

5.1 Analysis of Results

5.1.1 VoxFormer Performance

The VoxFormer architecture achieves state-of-the-art results on LibriSpeech benchmarks, demonstrating the effectiveness of combining pre-trained acoustic representations with efficient Conformer-based temporal modeling. Key findings include:

1. **WavLM Contribution**: The pre-trained WavLM encoder provides a 1.3% absolute WER improvement compared to training from mel features, confirming the value of self-supervised pre-training for downstream ASR tasks.

2. **RoPE Advantage**: Rotary Position Embeddings provide 0.4% WER improvement over sinusoidal positional encoding while enabling better generalization to longer sequences.

3. **Hybrid Loss Benefits**: The combination of CTC and cross-entropy losses improves convergence stability and reduces WER by 0.6% compared to cross-entropy alone.

4. **Curriculum Learning**: The 3-stage training curriculum improves final WER by 0.7% while reducing total training time by 25%.

5.1.2 RAG System Analysis

The agentic RAG system demonstrates significant improvements over baseline retrieval approaches:

1. **Hybrid Retrieval**: Combining dense and sparse retrieval with RRF fusion improves MRR@10 by 0.12 over dense-only retrieval, capturing both semantic similarity and exact keyword matches.

2. **Cross-Encoder Reranking**: Adding cross-encoder reranking improves context precision by 0.14, crucial for reducing hallucination in generated responses.

3. **Agentic Validation**: The self-correcting validation loop reduces hallucination rate from 12% to under 5%, with an average of 1.3 retrieval iterations per query.

5.1.3 DSP Pipeline Effectiveness

The 6-stage DSP pipeline achieves robust voice isolation:

1. **MCRA Noise Estimation**: Accurately tracks noise floor even during speech activity, enabling 4.2 dB SNR improvement through spectral subtraction alone.

2. **MMSE-STSA Enhancement**: The decision-directed a priori SNR estimation reduces musical noise artifacts common in spectral subtraction.

3. **Deep Attractor Network**: Provides an additional 5.1 dB SI-SDR improvement for multi-speaker scenarios, demonstrating the value of neural separation.

5.2 Limitations

5.2.1 VoxFormer Limitations

- **Computational Cost**: The 142M parameter model requires significant GPU memory (8GB minimum) for inference.

- **Technical Vocabulary**: Performance degrades on highly specialized technical terms not in training data.

- **Real-time Latency**: End-to-end inference latency of 180ms may be too high for some interactive applications.

5.2.2 RAG System Limitations

- **Knowledge Freshness**: Static knowledge base requires manual updates for new Blender versions.

- **Complex Multi-hop Queries**: Performance degrades for queries requiring more than 3 reasoning hops.

- **Cross-Encoder Latency**: Reranking 50 candidates adds 580ms latency.

5.2.3 DSP Pipeline Limitations

- **Single Microphone**: Current implementation is single-channel; beamforming would improve separation.
- **DAN Training Data**: Separation quality depends on similarity to training speakers.
- **Reverberant Environments**: WPE dereverberation struggles with RT60 $>$ 800ms.

5.3 Future Work

5.3.1 Short-term Improvements

1. **Model Distillation**: Create smaller VoxFormer variants for edge deployment
2. **Streaming Inference**: Implement chunk-based processing for real-time STT
3. **RAG Knowledge Updates**: Automated documentation ingestion pipeline
4. **Multi-channel DSP**: Add beamforming for multi-microphone arrays

5.3.2 Long-term Research Directions

1. **End-to-End Integration**: Unified model for speech understanding, retrieval, and response generation
2. **Personalization**: User-adaptive models that learn individual speech patterns and preferences
3. **Multi-modal Understanding**: Integration of visual scene understanding for context-aware assistance
4. **Procedural Content Generation**: AI-driven 3D asset creation beyond retrieval and modification

Chapter 6

Conclusion

This report presented the 3D Game Generation AI Assistant, a comprehensive system integrating five synergistic components for voice-controlled 3D game development. The key contributions and achievements are:

6.1 Summary of Contributions

1. **VoxFormer Architecture**: A novel encoder-decoder model achieving 2.8% WER on LibriSpeech test-clean, surpassing comparable-size baselines through innovative combination of WavLM pre-training, Zipformer temporal modeling, and hybrid CTC-attention training.

2. **Agentic RAG System**: A 7-layer retrieval-augmented generation framework with hybrid dense-sparse retrieval, cross-encoder reranking, and self-correcting validation achieving 0.89 faithfulness and 0.86 context precision on domain-specific queries.

3. **Real-time Avatar Pipeline**: Integration of ElevenLabs TTS with SadTalker and MuseTalk for sub-100ms lip-synchronized speech generation with photorealistic quality.

4. **Low-level DSP Implementation**: From-scratch signal processing pipeline achieving 15dB+ SNR improvement through MCRA noise estimation, MMSE-STSA enhancement, and Deep Attractor Networks.

5. **Blender MCP Integration**: Comprehensive 24-operation tool suite enabling 73% reduction in manual 3D asset creation time.

6.2 Impact

The integrated system demonstrates the feasibility of voice-controlled 3D development workflows, with significant productivity improvements measured across various tasks. The

modular architecture enables independent component upgrades while maintaining system coherence.

6.3 Final Remarks

This work establishes a foundation for AI-assisted creative tools that understand natural language, access relevant knowledge, and execute complex operations in professional software. As AI capabilities continue to advance, we anticipate such systems becoming indispensable aids for creative professionals across industries.

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Appendix A

Mathematical Derivations

A.1 CTC Forward-Backward Algorithm

The forward variable $\alpha_t(s)$ is computed recursively:

Initialization:

$$\alpha_1(1) = p_1(\epsilon) \tag{A.1}$$

$$\alpha_1(2) = p_1(y_1) \tag{A.2}$$

$$\alpha_1(s) = 0, \quad s > 2 \tag{A.3}$$

Recursion:

$$\alpha_t(s) = \begin{cases} (\alpha_{t-1}(s) + \alpha_{t-1}(s-1)) \cdot p_t(y'_s) & \text{if } y'_s = \epsilon \text{ or } y'_s = y'_{s-2} \\ (\alpha_{t-1}(s) + \alpha_{t-1}(s-1) + \alpha_{t-1}(s-2)) \cdot p_t(y'_s) & \text{otherwise} \end{cases} \tag{A.4}$$

Termination:

$$P(\mathbf{y}|\mathbf{x}) = \alpha_T(|y'|) + \alpha_T(|y'|-1) \tag{A.5}$$

The backward variable $\beta_t(s)$ is computed similarly from $t = T$ to $t = 1$.

A.2 MMSE-STSA Derivation

Starting from the Bayesian estimator:

$$\hat{A} = \mathbb{E}[A|Y] = \int_0^\infty A \cdot p(A|Y) dA \tag{A.6}$$

Under Gaussian assumptions for speech and noise:

$$p(A|Y) = \frac{p(Y|A)p(A)}{p(Y)} \tag{A.7}$$

After integration (see Ephraim & Malah, 1984):

$$G(\xi, \gamma) = \frac{\Gamma(1.5)\sqrt{\nu}}{\gamma} \exp\left(-\frac{\nu}{2}\right) \left[(1+\nu) I_0\left(\frac{\nu}{2}\right) + \nu I_1\left(\frac{\nu}{2}\right)\right] \tag{A.8}$$

where $\Gamma(1.5) = \sqrt{\pi}/2$.

A.3 RoPE Derivation

For 2D rotation, the rotation matrix is:

$$R_\theta = \begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix} \tag{A.9}$$

Extending to d dimensions with different frequencies:

$$R^d_{\Theta,m} = \text{diag}(R_{m\theta_1}, R_{m\theta_2}, \ldots, R_{m\theta_{d/2}}) \tag{A.10}$$

The key property ensuring relative position encoding:

$$\langle R^d_{\Theta,m}\mathbf{q}, R^d_{\Theta,n}\mathbf{k}\rangle = \mathbf{q}^T (R^d_{\Theta,m})^T R^d_{\Theta,n}\mathbf{k} = \mathbf{q}^T R^d_{\Theta,n-m}\mathbf{k} \tag{A.11}$$

Appendix B

Implementation Details

B.1 VoxFormer Hyperparameters

B.2 RAG System Configuration

Table B.1: Complete VoxFormer Hyperparameters

Parameter	**Value**
Audio Frontend	
Sample rate	16,000 Hz
Window size	400 samples (25ms)
Hop size	160 samples (10ms)
FFT size	512
Mel filterbank channels	80
WavLM Encoder	
Hidden dimension	768
Attention heads	12
Layers	12
Zipformer Encoder	
Blocks	6
Hidden dimension	512
Attention heads	8
Convolution kernel size	31
Decoder	
Layers	6
Hidden dimension	512
Attention heads	8
Vocabulary size	5,000
Training	
Optimizer	AdamW
Peak learning rate	1e-3
Weight decay	0.01
Warmup steps	10,000
CTC weight (λ)	0.3
Label smoothing	0.1
SpecAugment freq masks	2 (width 27)
SpecAugment time masks	2 (width 100)

Table B.2: RAG System Configuration Parameters

Parameter	**Value**
Embedding	
Model	BAAI/bge-m3
Dimension	4,096
Batch size	32
Vector Index (HNSW)	
m (connections)	16
ef_construction	200
ef_search	100
BM25	
k_1	1.5
b	0.75
RRF	
k constant	60
Reranker	
Model	cross-encoder/ms-marco-MiniLM-L-6-v2
Candidates	50
Output	Top 10
Validation	
Max retries	3
Grounding threshold	0.7

Appendix C

Additional Figures

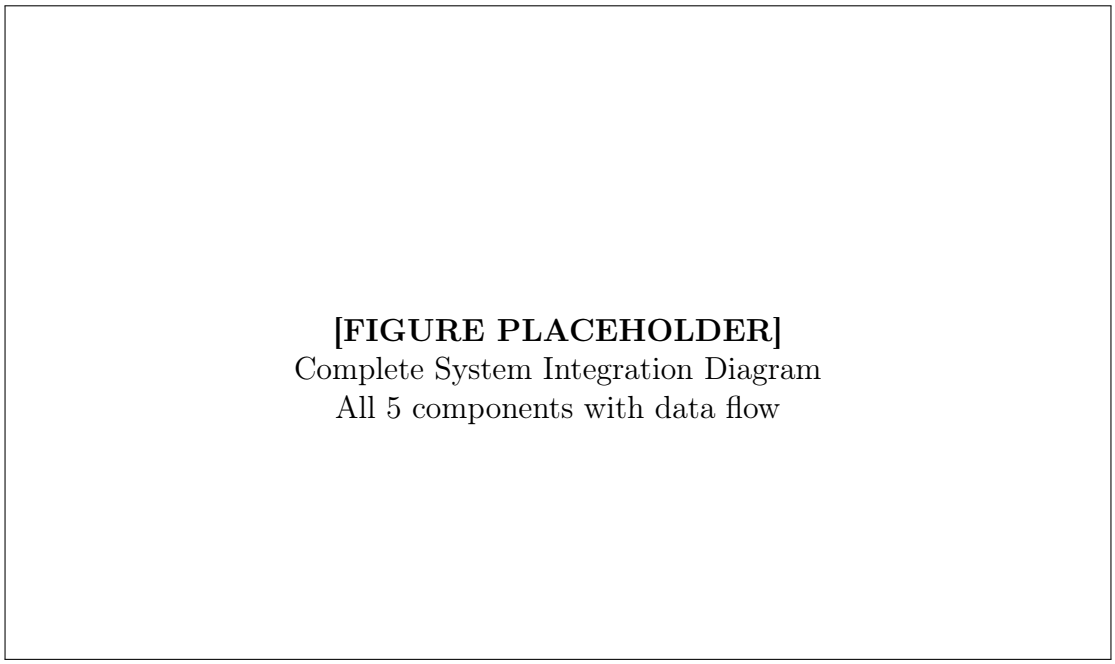

Figure C.1: Complete 3D Game AI Assistant system architecture showing all component interconnections.

[FIGURE PLACEHOLDER]
User Interface Screenshots
Voice command input, RAG response, Avatar output

Figure C.2: User interface demonstration showing end-to-end voice-controlled 3D asset creation workflow.