Voice Tuning

Fine-tune the voice output, add voice smileys, sounds, exclamations and more to breathe life into your message!

Optimize voice output with advanced features

Acapela Group is dedicated to providing voice solutions that are personalised and adapted to the context of application.

While the main technology is Text-To-Speech (TTS), which converts any written text into an audio result using pleasant and natural HQ voices, other technologies such as Concept To Speech can also be used to **optimize the audio result**.

A wide palette of features is available to optimize the result of the vocalization.

Here are some examples of fine-tuning that can be easily done.

Phonetic Tags

Nestle is pronounced \prn= n E1 s l EI \ when you're talking about the Swiss brand.

Speed Tag

You can change \rspd=60\ the speed of the voice.

Voice Shaping Tag

You can make the voice \vct=90\ seem older, \vct=100\ or if you like, \vct=110\ younger as well.

Speed Tag + VCT tag

The speed tag can come in handy, as the \vct=110\ higher pitch increases the speed, so we can \rspd=80\ counter that effect using the speed tag.

Spelling Tag

The spelling tag will say every single \rms=1\ letter \rms=0\ in the word.

Word by Word Tag

The \rmw=1\ word by word \rmw=0\ tag speaks for itself.

Pause Tag

Sometimes a short pause \pau=300\can improve the voice output

Alternative Selection Tag

You can change the intonation of a word if you think it doesn't \sel=alt\ sound right.

Audio Tag

You can insert sounds, like, "Sending email to John" \aud="pathway+filename"\

Voice switch tag

"You have a new message from John Smith. Do you want Rod to read it?

\vce=speaker=Rod\ Hey Dave, Really Sorry, but I need to cancel our meeting this afternoon. I'll call you later to reschedule. Cheers, John

\vce=speaker=Lily\ Would you like to respond?"

Exclamations

Most of our voices include exclamations like: "Please try again!" Or "Goodbye!"

Click HERE to access to dedicated webpage

Voice smileys

Many of our voices include what we call Voice Smileys, Like laughter #LAUGH01# , Or sneezing #SNEEZE01#

Click HERE to access to dedicated webpage

Expressive voices

A few of our voices come with additional emotional states, like sadness, or happiness.

For example, my friend Will, can be quite emotional. \vce=speaker=Will\

Hello, My name is Will. \vce=speaker=Will-Sad\

Sometimes I get a little bit down. #CRY01# \vce=speaker=Will-Happy\

But I can also be the life of the party! #LAUGH03#

Frequently Asked Questions

TTS OUTPUT OPTIMISATION

TTS OUTPUT OPTIMISATION   ›

VOICE SMILEYS   ›

LANGUAGE SWITCH   ›

1. How can I add Pauses to finetune intonation and rhythm of the generated output?

An efficient way to improve the output of a TTS is to tune your text with pauses in order to modify the intonation and/or the rhythm of the generated output.

Let's take the following example:

You wish to talk with a counselor concerning dental, optical or hospital reimbursements, press 2.

Pauses can be inserted in different ways:

The first one is simply the use of punctuation marks. This will automatically include pauses where you put a punctuation mark.

You wish to talk with a counselor, concerning dental, optical, or hospital reimbursements, press 2.

A potential problem of punctuation marks is that the duration of the pause could be too long. Another way is to insert a \pau=XXXX\ tag instead of a punctuation.

You wish to talk with a counselor \pau=100\ concerning dental, optical \pau=50\ or hospital reimbursements, press 2.

Punctuation marks not only introduce a pause but they also locally change the intonation of the sentence. A comma causes a rising intonation, a full stop a downward one.

You wish to talk with a counselor \pau=100\, concerning dental, optical or hospital reimbursements, press 2.

You wish to talk with a counselor \pau=100\. concerning dental, optical or hospital reimbursements, press 2.

2. How can I combine speed and pauses tags to make the important information stand out?

When you create a message with a TTS, some parts of the message contain the relevant information that has to be understood. The relative speed tag (\rspd=XXX\) combined with a pause tag (\pau=XXX\) is a good way to make the important information stand out.

Please call 911 monday through friday from 9 AM to 8 PM.

Please \pau=200\ \rspd=80\ call 911 \rspd=100\ \pau=200\ monday through friday from 9 AM to 8 PM.

Please \pau=200\ \rspd=80\ call 911 \rspd=100\ \pau=200\ monday through friday \pau=300\ from 9 AM to 8 PM.

When you use the \rspd tag, don't forget to close it when it's no longer needed. To close it use \rspd=100\.

3. How can I use alternative selection tags to finetune the default output according to my expectations?

When the default output of the TTS does not completely match your expectations, you can get alternative outputs by using the alternative selection tag. This gives you the opportunity to get different output for the same words, group of words or sentences. This tag has to be used before each word you would like to get in a different way.

Please hold on for more information.

Please hold on for more \sel=alt2\ information.

\sel=alt1\ Please hold on for more \sel=alt2\ information.

\sel=alt20\ Please hold \sel=alt20\ on for more \sel=alt20\ information.

4. How can I make sure I am using the right format (for hours, date, etc.)?

An important thing to keep in mind when you are using a TTS system is to keep in mind the formats that are accepted by the system for different kinds of information like hours, date, numbers … Those can be found in the language manual.

Here are some examples of time formats: Time

2:20 or 10:20

2:40 AM or 10:40 AM

2:40 PM or 10:40 PM

2.40 AM or 10.40 AM

2.40 PM or 10.40 PM

10:00 -> ten o'clock

2:00 AM -> two AM

2:20:45 or 2:20'45" -> two twenty and forty-five seconds

3-4 PM   -> three to four PM

5. How can I use the pronunciation editor to create a specific entry of a word such as a proper name?

A typical issue you meet when using TTS is the wrong pronunciation of a word.

Most of the time this occurs on proper names. Indeed, proper names often do not follow standard pronunciation rules.

The best way to solve this kind of problem is to use the pronunciation editor and to create an entry in the user lexicon with the proper name and the appropriate phonetic transcription.

A phonetic tag could also be used if the pronunciation needs to be changed locally only. The different phonetic alphabets can be found in the language manual.

6. How can I use alternative transcriptions – allophone- for full satisfaction?

Sometimes the official transcription of a word does not give full satisfaction. Using alternative transcriptions constructed with the use of 'allophones' can be helpful.

Here is a set of examples of phoneme replacements for American English.

Normally, /t/, /p/, /k/ are aspirated if followed by an accented vowel. This is not always the case but forcing aspiration can change the pronunciation.

   t => t_h

They \prx= aU t_h w EI1\ you.

   p => p_h

The hurricane uprooted the trees.

The hurricane \prx= V p_h r u1 t @ d\ the trees.

   k => k_h

The democrats voted today.

The \prx= d E1 m @ k_h r { t s\ voted today.

"Flapping" is a reduction of /t/ frequent in American English, mainly between stressed and unstressed vowels. It can be changed to a /t/ (sounds a bit more British).

   4 => t

The city comes to life.

The \prx= s I1 (t) i\ comes to life.

A /t/ in American English can also be "swallowed" into a glottal stop. Which in turn can be replaced by a flap.

? => t

Clinton was president of the United States.

\prx= k l I1 n t @ n\ was president of the United States.

? => 4

Climb up the mountaintop.

Climb up the \prx= m aU1 n 4 n= n t O1 p\.

Climb up the \prx= m aU1 n t n= n t O1 p\.

A user can enhance the /N/ sound by adding /g/ after it.

N => N g

Camping is fun.

\prx= k {1 m p I N g \ is fun.

Simple replacements:

tS => t S

I like chatting with you.

I like \prx= t S {1 t I N\ with you.

dZ => d Z

He'll join the army.

He'll \prx= d Z OI1 n\ the army.

T => D   or   D => T

A nice toothy grin.

A nice \prx= t u1 D i\ grin.

or

The smooth surface.

The \prx= s m u1 T\ surface.

j => i

señor.

\prx= s i n i O1 r\.

r => @ r or @ r => r

greater.

\prx= g r EI1 4 @ r\.

or

generation.

\prx= dZ E n r= EI1 S @ n\.

O => A or A => O

sorry.

\prx= s A1 r i\.

or

swat team.

\prx= s w O1 t \ team.

i => I   or   I => i

city traffic.

\prx= s I1 4 I\ traffic.

\prx= s i1 4 i\ traffic.

u => w

That's wasting time.

That's \prx= u EI1 s t I N\ time.

V => @   or   @ => V

It's in my eardrum.

It's in my \prx= I1 r d r @ m\.

or

Don't dramatize.

Don't \prx= d r {1 m V t AI z \.

U => u   or   u => U

He had a good education.

He had a good \prx= E dZ u k EI1 S @ n\.

or

The room is big.

The \prx= r U1 m \ is big.

{ => E

I had to go.

I \prx= h E d\ to go.

EI => E j or E i

He hit pay-dirt.

He hit \prx= p E1 j \ dirt.

He hit \prx= p E1 i \ dirt.

AI => A j or A i

The typhoon hit.

The \prx= t A j f u1 n\ hit.

The \prx= t A i f u1 n\ hit.

OI => O j or O i

He heard a strange noise there.

He heard a strange \prx= n O1 j z\ there.

He heard a strange \prx= n O1 i z\ there.

aU => { w or { u

The mouse ran.

The \prx= m {1 w s\ ran.

The \prx= m {1 u s\ ran.

l => @ l

The battle ground.

The \prx= b {1 4 @ l\ ground.

n => @ n

The fountain sang.

The \prx= f aU1 n ? @ n\ sang.