Adding Voice Intermediate Tutorial

creationkit.com/index.php

Contents

Overview

This chapter will explain how to utilize the Creation Kit in creating voiced quests.

The reader will learn:

- How the Creation Kit and Skyrim handles voice files.
- How to create a custom voice type.
- How to apply custom voice type to NPCs.
- Using the built-in recorder.
- Acquiring voice actors.

Introduction and Vanilla Voice Types

Actors, including NPCs and creatures, have a predefined Voice Type in their Traits tab that specifies their available dialogue lines. In Skyrim, multiple Actors may share the same Voice Type, usually correlating to them being voiced by the same voice actor.

The Voice Type for a specific Actor can be found at the bottom of their Traits tab.

In addition to serving as an in-game condition, specifying a Voice Type helps developers organize dialogue sound files in a hierarchal folder structure according to the plug-in name.

Below is an example of a recorded dialogue line called "darkbrothe_dbrumorstopic_000153b8_1", a line spoken by an Actor with the "MaleBrute" Voice Type, and a dialogue line added by Skyrim.esm:

```
Data\Sound\Voice\Skyrim.esm\MaleBrute\DarkBrother_DBRumorsTopic_000153B8_1.fuz
```

Because vanilla Voice Types can be used by third-party mods as well, here's a newly added dialogue line added by the plug-in MyNewMod.esp:

```
Data\Sound\Voice\MyNewMod.esp\MaleBrute\MyQuest_MyTopic_000113C9_1.fuz
```

Skyrim's voice files can be found in the Skyrim - Voices.bsa and Skyrim - VoicesExtra.bsa. Below is a sample of the

extracted folders. Within each folder are numerous dialogue sound files.

Name ▲	Type
femaleargonian	File folder
femalechild	File folder
femalecommander	File folder
femalecommoner	File folder
femalecondescending	File folder
femalecoward	File folder
femaledarkelf	File folder
femaleelfhaughty	File folder
femaleeventoned	File folder
femalekhajiit	File folder
femalenord	File folder
femaleoldgrumpy	File folder
femaleoldkindly	File folder
femaleorc	File folder
femaleshrill	File folder
femalesoldier	File folder
femalesultry	File folder
femaleuniqueastrid	File folder
femaleuniquedelphine	File folder
femaleuniqueelenwen	File folder
femaleuniquekarliah	File folder
femaleuniquemaven	File folder
femaleuniquemirabelleervine	File folder
femaleuniquevex	File folder
femaleyoungeager	File folder
maleargonian	File folder
malebandit	File folder
malebrute	File folder
malechild	File folder
malecommander	File folder
malecommoner	File folder
malecommoneraccented	File folder
malecondescending	File folder
malecoward	File folder
maledarkelf	File folder
maledrunk	File folder
maleelfhaughty	File folder
maleeventoned	File folder
maleeventonedaccented	File folder

Dialogue file names are automatically generated when creating dialogue line in the Creation Kit and cannot be changed. Sound files must be named the same way in order to properly play.

The name contains condensed information, such as the dialogue line's parent quest and topic:

```
(Quest)_(Topic)_(Hexadecimal Base ID)_(Dialogue Line #).(File Format)
```

Custom Voice Types

New Voice Types can be created underneath the Character >> Voice Type category.

For this tutorial, double-click MaleUniqueEsbern.
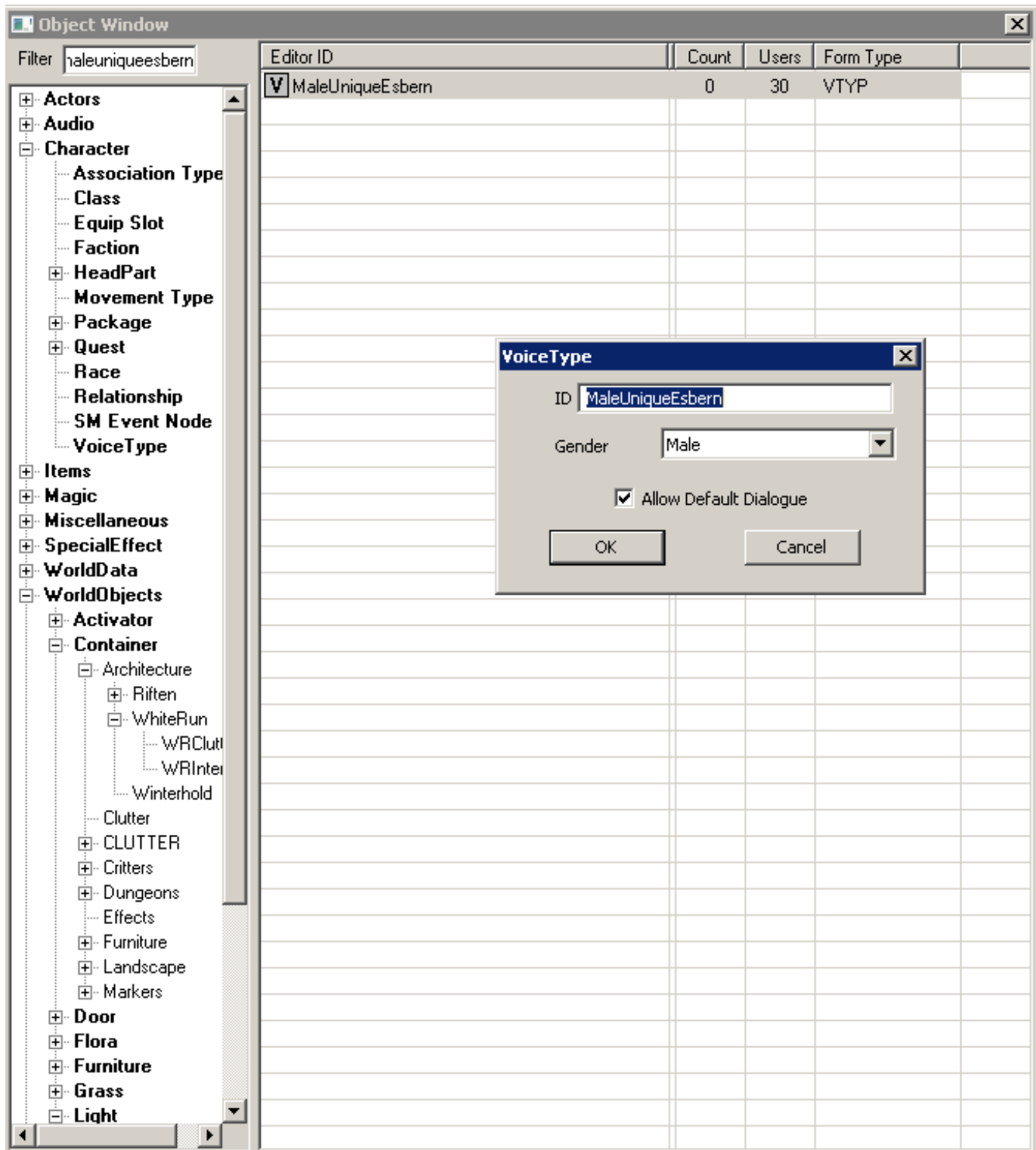
Change the ID to a custom name. (Note: The screenshot below contains the error of prefixing the name with "Male" but switching the Gender to "Female". This is bad practice, but does not prevent the Voice Type from functioning for female Actors)
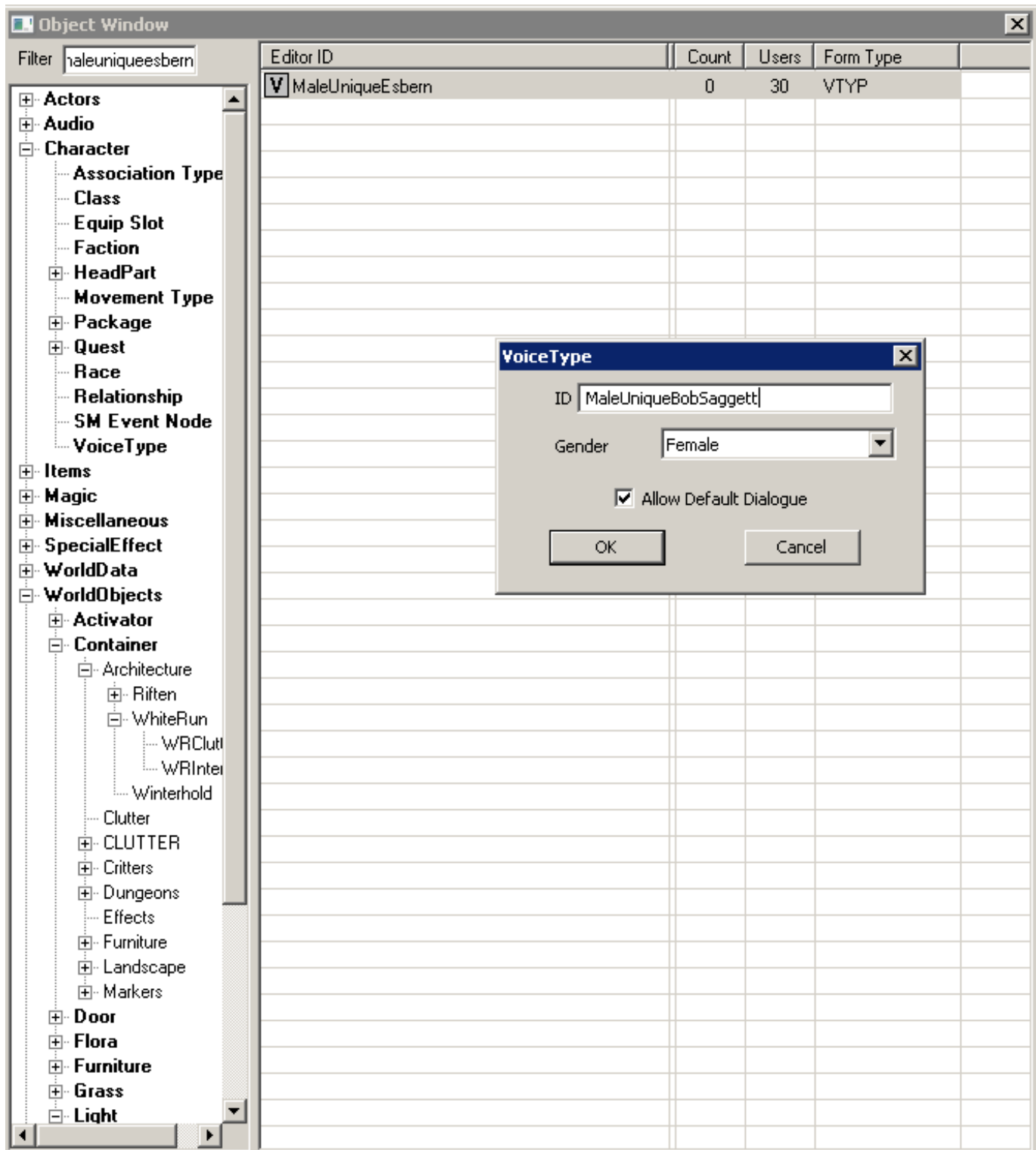
Select Ok and Yes when asked to create a new voice type.

Adding a Custom Voice Type to an Actor

Select the desired Actor and apply the new Voice Type by selecting in the Voice Type dropdown box at the bottom of the Traits tab.

Using the Built-in Recorder

Selecting a dialogue line will open up the Edit Response window. The Audio section of the window features a built-in recorder.

Edit Response

Topic: Give me the money
Prompt: You WILL return to the original deal, or you will lose your investment.
Response Text   (50/150)

> What? Stop looking at me like that. Don't hurt me!

Script Notes

Edits

Idle Animations
Speaker NONE   Listener NONE
☑ Use Emotion Animation

Audio
Emotion Type Surprise   Emotion Value 50
Voice Filename   GreyDawnMQ_GreyDawnMQPart0_0000301B_1
Sound File   Select Sound

Voice Type	x...	w...	lip	ltf	Path
MaleUniqu...	N	Y...	Y...	N	Data\Sound\Voice\GreyDawn.esp\N

View Valid NPCs for this voice type

Record   Preview   Save   Configure
Generate Lip File: ○ From WAV   ○ From LTF

<<   OK   Cancel   >>

While limited compared to third-party recording software, the Creation Kit's audio recorder allows for a voice actor to record a line and have it automatically saved to the following directory:

`Data\Sound\Voice\temp.wav`

Here is a list of the recorder's buttons:

- Record - start recording audio input
- Preview - (possibly deprecated/nonfunctional)

- Save - save and commit the temp.wav to the appropriate Voice Type folder
- Configure - (possibly deprecated; may show list of available audio devices)
- Generate Lip File - generates the lip-synch file associated with a dialogue line

Note: The voicetypes listed in the Edit Response page are based off of the conditions on the Topic Info page. If the voicetype you're looking for isn't listed, close the Edit Response window and check your conditions on the Topic Info. Some conditions are met dynamically, such as membership in a faction or a quest alias; in such cases, the conditions may keep the voicetypes from displaying in the Edit Response window. These conditions should be added *after* recording dialogue and editing the response.

Voice File Compression

Bethesda uses the proprietary software to compress a sound file (WAV, XWM) and lip-synch file (LIP) into a FUZ file. However, users can download the following community tool to compress and extract FUZ files:

Unfuzer (Skyrim Nexus) [1]

While WAV and XWM files are functional in-game, they take up far greater disk-space and may limit mod distribution.

Exporting Dialogue Lines

To accelerate distribution of a character's script to a voice actor and ensure that a dialogue line is not missing a sound file, the Creation Kit provides an Export Dialogue feature for every Quest under the Quest Data tab.

- Export Scene Dialogue - exports only dialogue contained within the Quest's Scenes.
- Export Quest Dialogue - exports *all* dialogue contained witin the Quest.
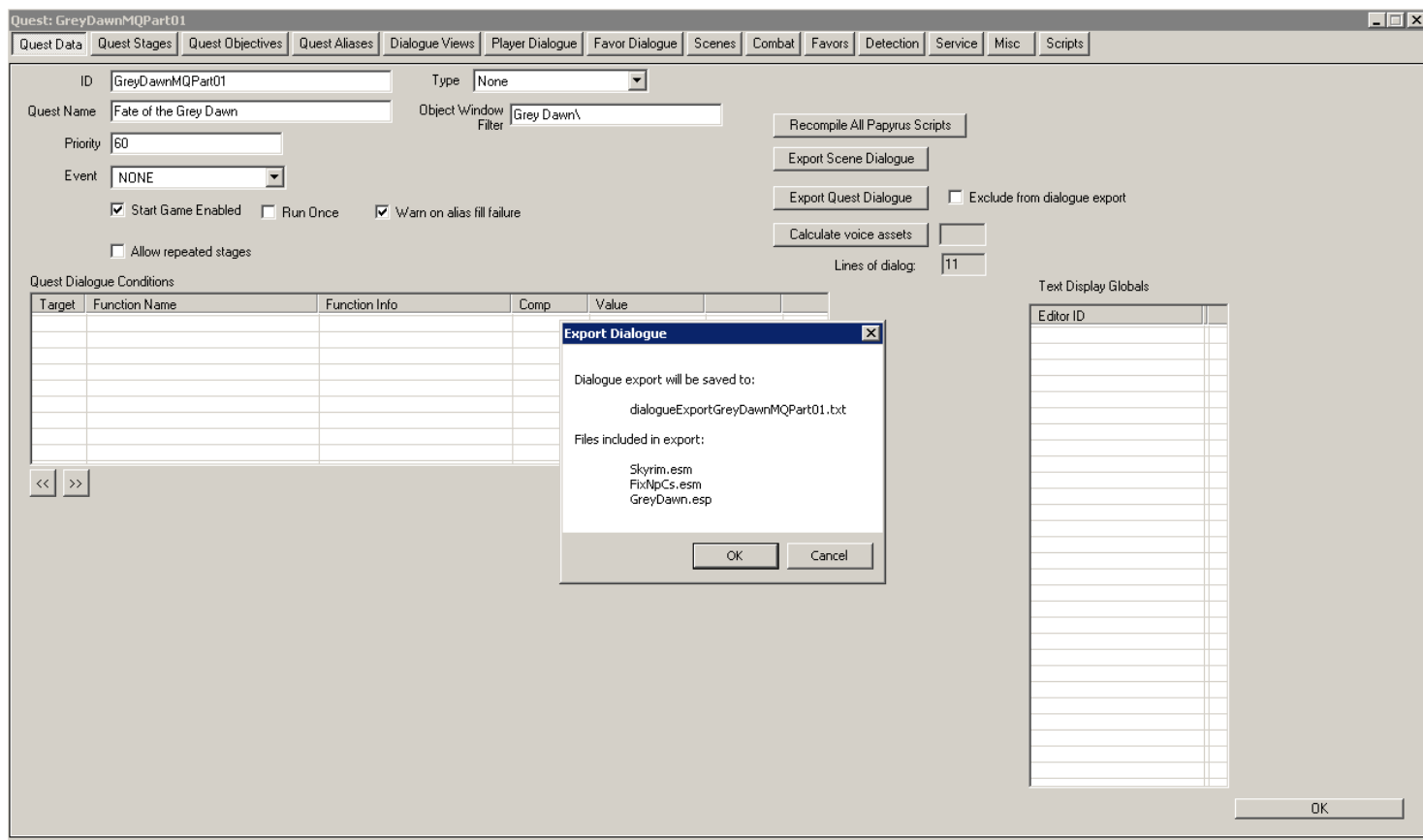
The exported dialogue will be saved as a delimited .txt document in the main Skyrim folder (the Data folder's parent directory) with the prefix "dialogueExport" followed by the quest name (such as "MyQuest"):

```
Skyrim\dialogueExportMyQuest.txt
```

Opening the text document in a spreadsheet program displays several columns, including:

- Voice Type
- Quest
- Branch - dialogue line's parent Branch
- Category - type of dialogue (topic, miscellaneous)
- Topic - dialogue line's parent Topic
- Response - the response line number
- Filename - the generated file name for the line
- File Found - whether the dialogue line has an associated sound file (Note: only detects XWM files)
- Topic Text - the dialogue line
- Emotion - the emotional facial morphing expressed by the NPC

Filtering columns using the spreadsheet's available tools can help in editing together the final script for a voice actor and quickly searching for a missing sound file.

	A	B	C	D
1	FILENAME	FULL PATH	FILE FOUND	RESPONSE TEXT
2	GreyDawnMQ_GreyDawnMQPart0_0000301B_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInvestor01\GreyDawnMQ_GreyDawnMQPart0_0000301B_1.xwm	File Found	What? Stop looking at me like that. Don't hurt me!
3	GreyDawnMQ_GreyDawnMQPart0_00003018_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQ_GreyDawnMQPart0_00003018_1.xwm	File Found	Oh thank you. I really owe you.
4	GreyDawnMQ_GreyDawnMQPart0_00003016_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQ_GreyDawnMQPart0_00003016_1.xwm	File Found	An arrangement?
5	GreyDawnMQ_GreyDawnMQPart0_00003010_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQ_GreyDawnMQPart0_00003010_1.xwm	File Found	It's worth a try. I would certainly be in your debt if you could
6	GreyDawnMQ_GreyDawnMQPart0_0000300E_2	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQ_GreyDawnMQPart0_0000300E_2.xwm	File Found	These guys said they would invest and help me start an inn
7	GreyDawnMQ_GreyDawnMQPart0_0000300E_3	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQ_GreyDawnMQPart0_0000300E_3.xwm	File Found	Recently they've started just taking every septim I have. I ca
8	GreyDawnMQ_GreyDawnMQPart0_0000300E_4	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQ_GreyDawnMQPart0_0000300E_4.xwm	File Found	I.. I've just got some trouble keeping any money around. The
9	GreyDawnMQ_GreyDawnMQPart0_00003013_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInvestor01\GreyDawnMQ_GreyDawnMQPart0_00003013_1.xwm	File Found	Oh really. Well I don't suppose it matters. Follow me.
10	GreyDawnMQPart01__000035A6_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueSvon\GreyDawnMQPart01__000035A6_1.xwm	File Found	I'm fine. Ale!
11	GreyDawnMQPart01__000035A4_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueGreyDawnInnkeeper\GreyDawnMQPart01__000035A4_1.xwm	File Found	Svon I'm pretty sure you've had enough.
12	GreyDawnMQPart01__000035A2_1	Data\Sound\Voice\GreyDawn.esp\MaleUniqueSvon\GreyDawnMQPart01__000035A2_1.xwm	File Found	Barkeep, ale!
13				
14				
15				
16				
17				

Voice Actor Sources

Below is a list of communities providing free voice acting services for Skyrim mods and other projects:

- TESAlliance - a community dedicated to voicing *The Elder Scrolls* mods [2]
- Skyrim Voice Actors (Reddit) [3]
- Voice Acting Alliance [4]
- VoiceActingUK [5]