
Kiwa Digital Ltd.

VoiceQ & OOONA | User Guide

This guide provides information to help you get started and understand VoiceQ integration with OOONA.

INTRODUCTION	3
OVERVIEW	3
REQUIREMENTS	3
WORKFLOW	4
CONTENT	4
TRANSLATION	4
LOCAL ADAPTATION	4
RECORDING/CASTING	4
DELIVERY	5
WHAT IS OOONA?	6
USING VOICEQ WITH OOONA	7
OVERVIEW	7
EXPORTING A SCRIPT FOR VOICEQ FROM OOONA	7
IMPORTING A SCRIPT FROM OOONA IN VOICEQ	9
EXPORTING AN OOONA SCRIPT FROM VOICEQ	11

INTRODUCTION

OVERVIEW

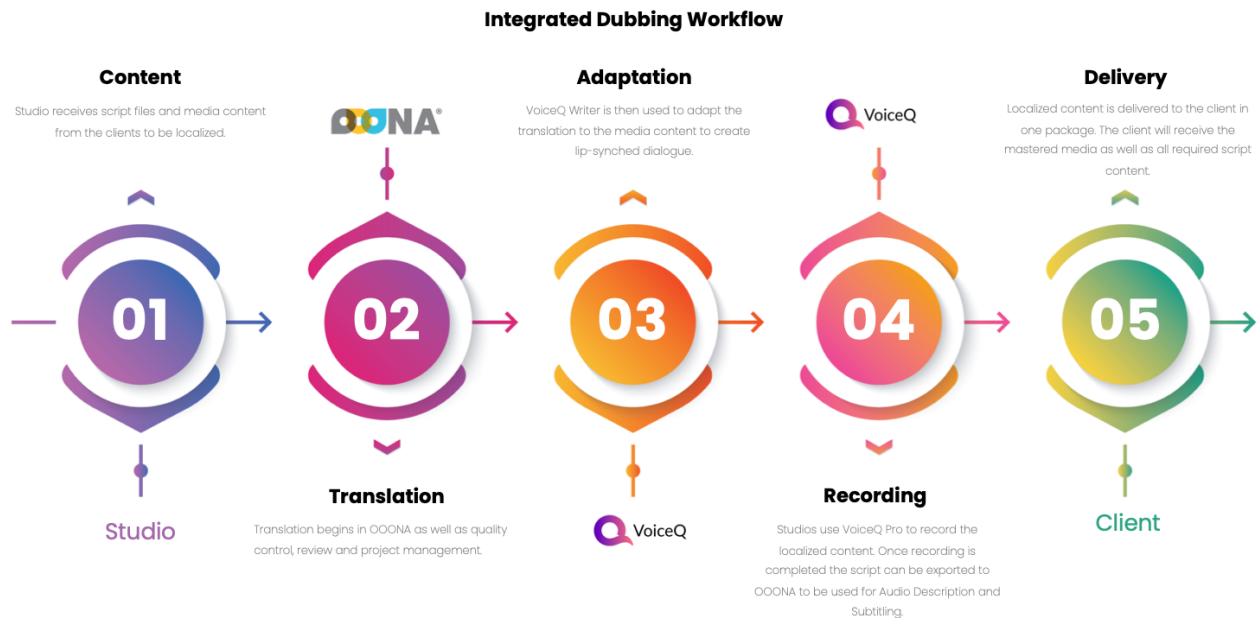
We have added support for importing and merging translation scripts from OOONA in VoiceQ Pro/Writer. This is great for creating Once the dubbing process is completed, users can export the files back to the application.

The key goal is to use OOONA for translation and VoiceQ for Dubbing. Once the recording is completed in VoiceQ you can export a 'As Recorded' script for use in OOONA for accurate subtitles and captions.

REQUIREMENTS

- VoiceQ Pro/Writer 7.0 and above
- OOONA Online Toolkit account
- ilok license manager
- Valid ilok account

WORKFLOW



CONTENT

Studio receives script files and media content from the clients to be localized.

TRANSLATION

Translation begins in OOONA Online Toolkit as well as quality control and assurance. The projects are then prepped for review and management.

LOCAL ADAPTATION

VoiceQ is then used to adapt the translation to the media content to create lip-synched dialogue for the recording stage.

RECORDING/CASTING

Studios use VoiceQ to record the localized content. Based on the script in voiceQ a report can be generated to assist the casting team with the hiring of V/O actors and directors and also to book time in studios. Once recording is completed the 'As Recorded' script can be exported back into the OOONA Online Toolkit.

DELIVERY

Localized content is delivered to the client in one package. The client will receive the mastered media as well as all required script, subtitle, caption and/or audio description content created using the OOONA/VoiceQ workflow.

WHAT IS OOONA?

Designed for language service providers, OOONA Manager is a cloud-based system for the seamless management of media localization, translation and captioning workflows with a user-centric approach.

OOONA Manager uses current web and database technologies to provide an intuitive and customisable system. With integrated financial reports, project dashboards and an internal messaging system, OOONA Manager offers instant and full visibility of the entire media localization pipeline, reducing the scope for human error and eliminating duplication of effort.

Everyone in the localization pipeline, from operations staff to translators and the finance team, can benefit from OOONA Manager's inherent time-saving capabilities and instant access to up-to-date information about all processes, including task status and profit and loss analysis. Different access levels can be assigned to company staff, external translation resources or end clients.

As a cloud-based management system, OOONA Manager is easily accessible by users in any location and on any operating system, and is complemented by a suite of high-end, web-based production tools, the OOONA Tools.

Source: <https://ooona.net/ooona-manager/#>

USING VOICEQ WITH OOONA

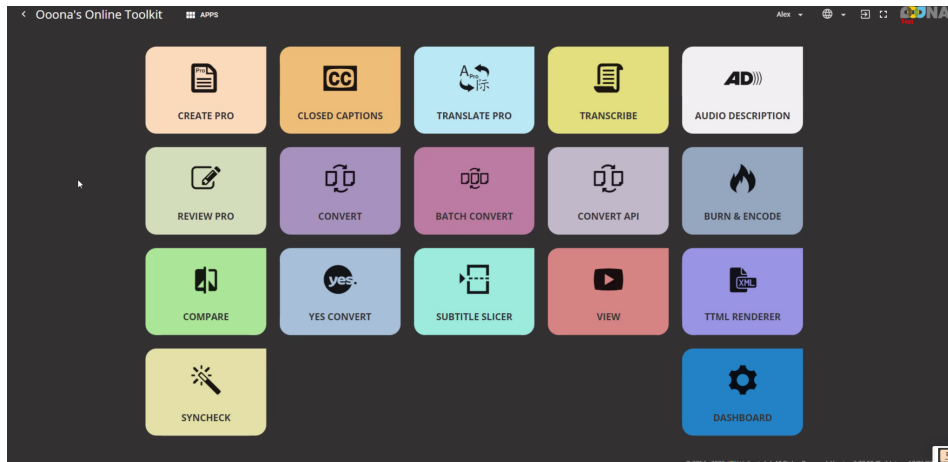
OVERVIEW

Importing a script from OOONA into VoiceQ can be done in a few simple steps. The following guide shows you how to easily export, import and then merge files in both VoiceQ and OOONA Online Toolkit.

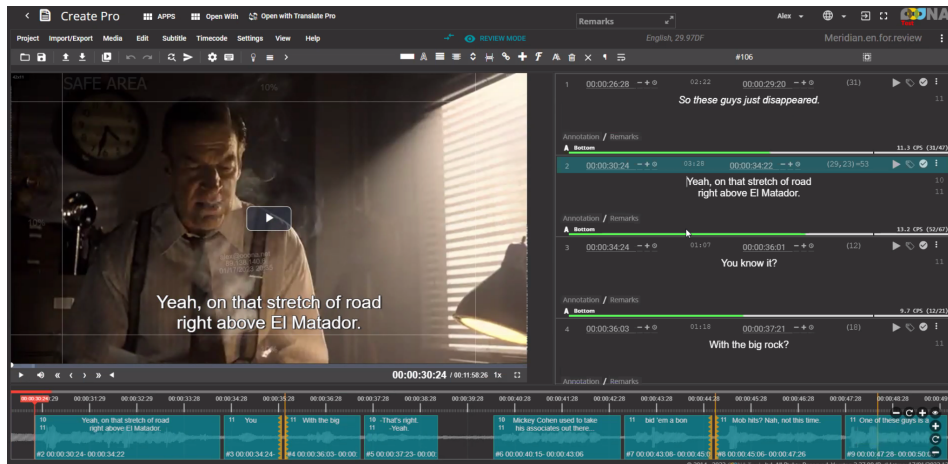
EXPORTING A SCRIPT FOR VOICEQ FROM OOONA

By following these steps, you will be able to export your OOONA script for use with VoiceQ.

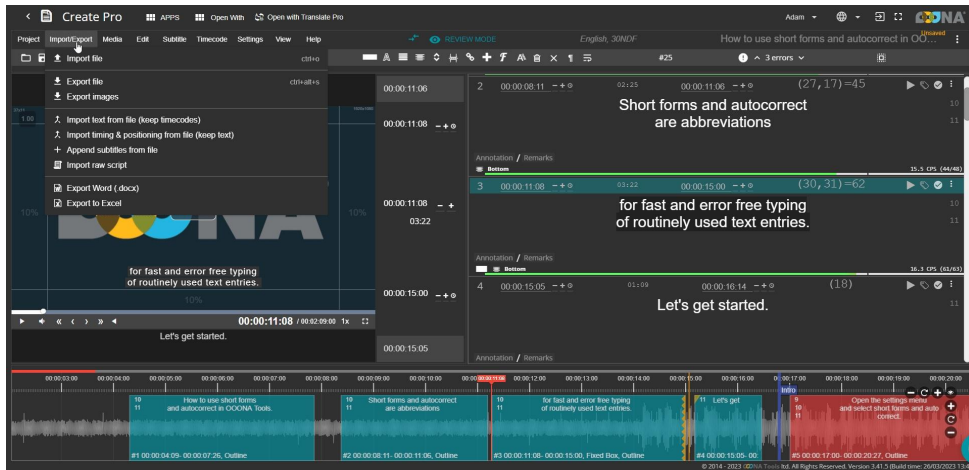
1. Login to the OOONA Online Toolkit and select the 'TRANSCRIBE' application.



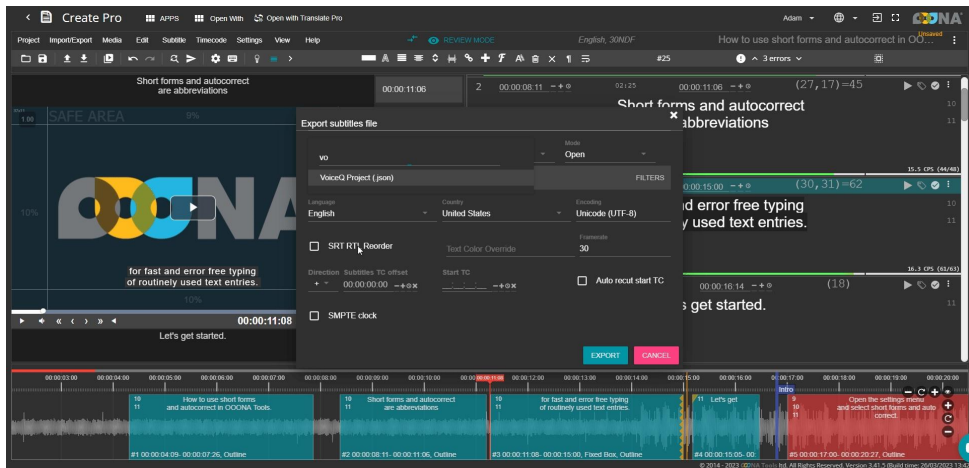
2. Choose your project from the list and then open it to view the media and text.



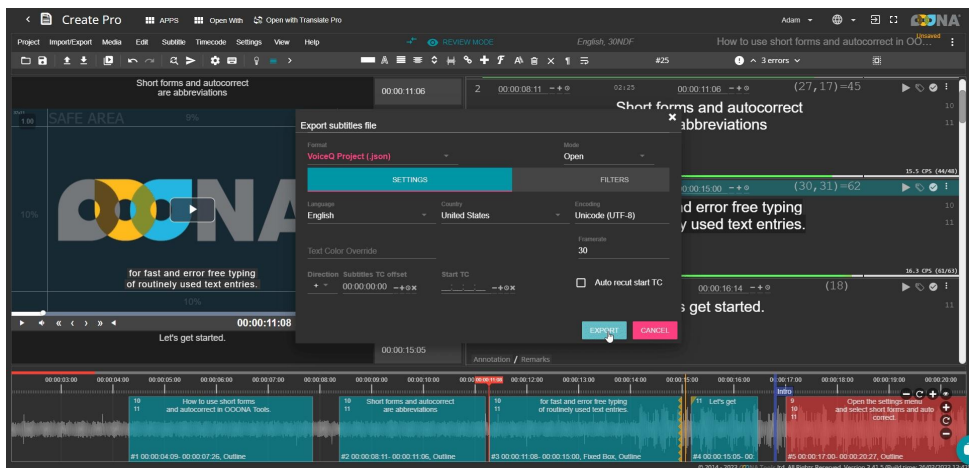
3. Navigate to the 'Import/Export' menu and select 'Export file'



4. Search for 'VoiceQ Project (.json)' in the search field



5. Once selected choose "EXPORT"

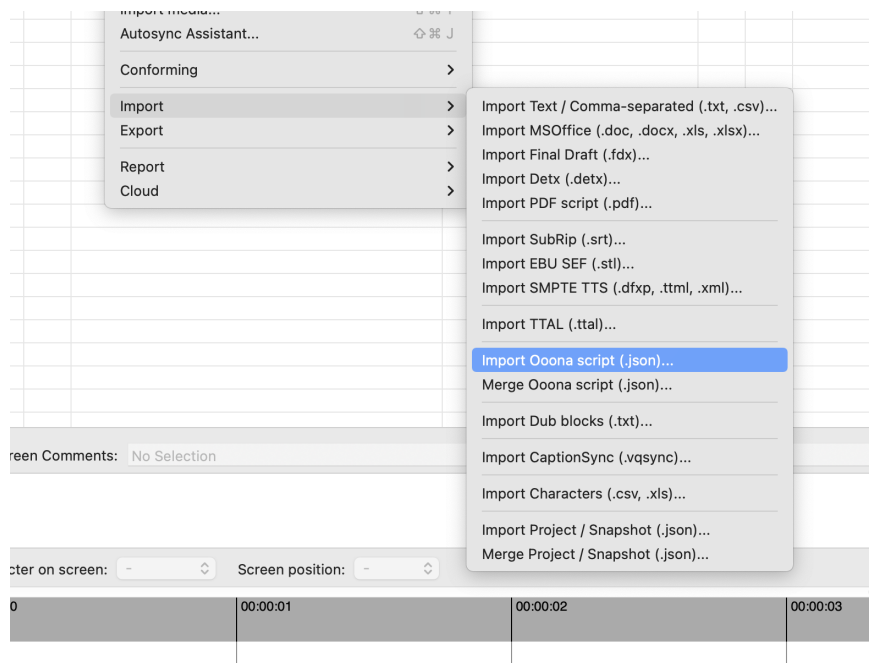


6. Save the exported script to your computer in a location that you can easily access.

IMPORTING A SCRIPT FROM OOONA IN VOICEQ

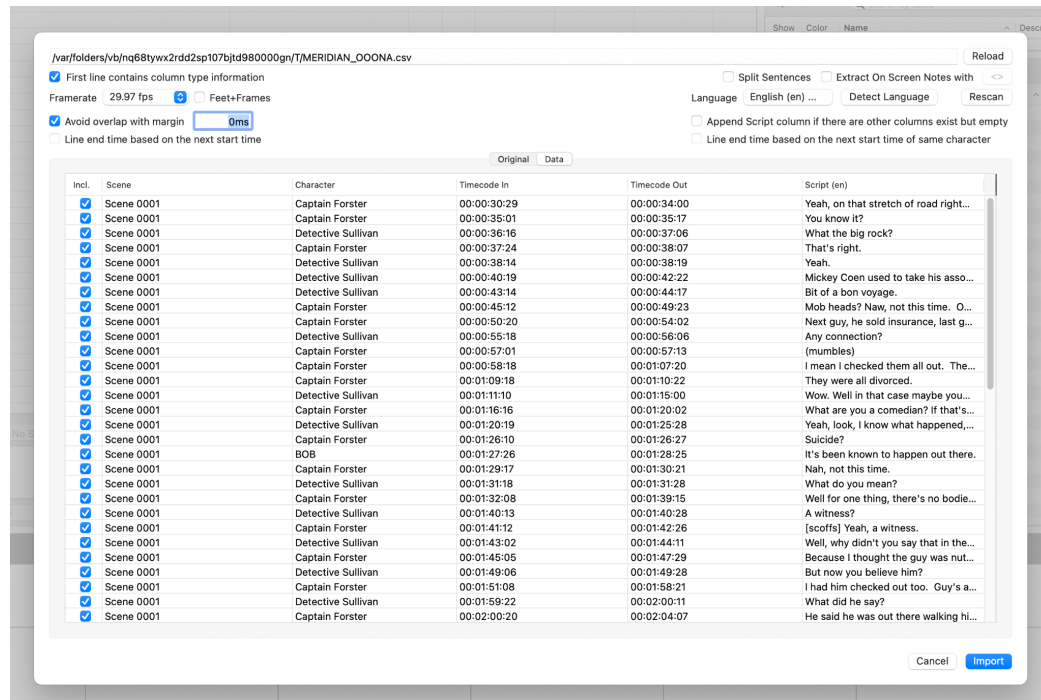
By following these steps, you will be able to import your OOONA script into VoiceQ and adapt it to your dubbing project with ease.

1. Launch VoiceQ Pro/Writer software on your computer.
2. From the launch window select “Create a new project or if you skip the launch window select ‘File>New’ from the finder menu.
3. Once you've created a new project, Navigate to ‘File>Import>Import Ooona script (.json)



4. Navigate to the location where you saved your exported script, select the file, and click "Open" to import it into VoiceQ.

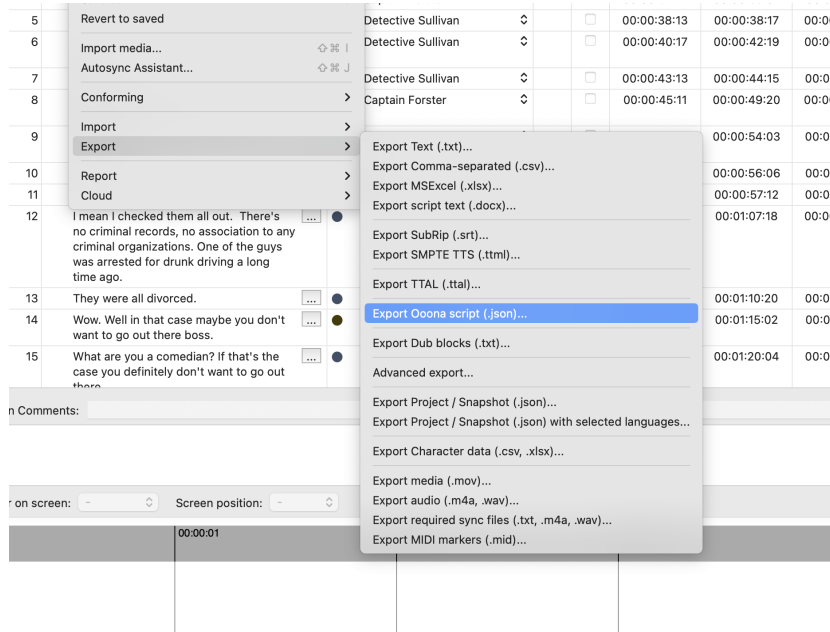
- Review and edit your script: After importing your script, review it carefully to ensure that it has been imported correctly. Make any necessary edits or revisions to the script within VoiceQ.



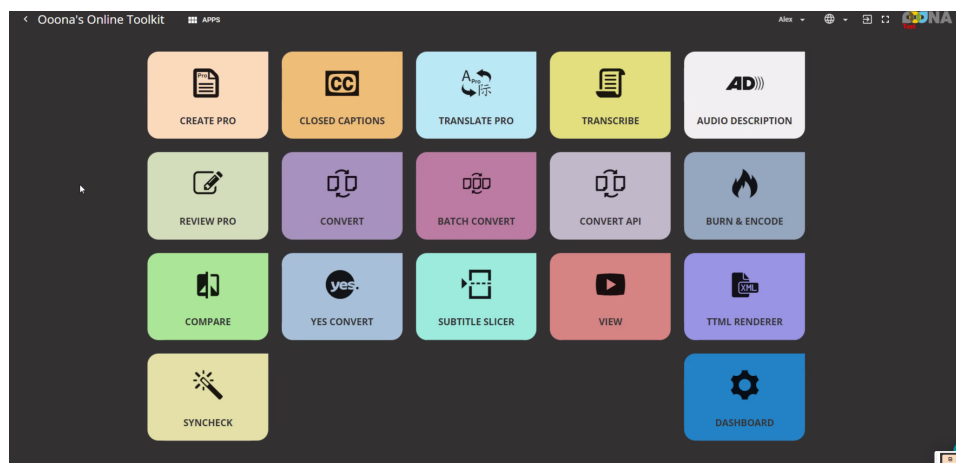
- Next import your media file and select the correct frame-rate to match.
- You can now save the project.
- If you choose to upload to VoiceQ Cloud you can login via 'VoiceQ>Account>Login' and select 'File>Cloud>Upload project'.
- Select the name you wish to use online and select 'Proceed'.
- Once you have reviewed and edited the script, adapt it to the dubbing project by assigning lines to specific characters and timing the dialogue to match the lip movements of the original language.
- , it's time to save your project in VoiceQ so that you can continue to work on it later or export it to other dubbing software.

EXPORTING AN OOONA SCRIPT FROM VOICEQ

1. When you have finished adapting your script into a 'As recorded' script it is time to export back into OOONA Online Toolkit.
2. Select 'File>Export>Export Oooona script (.json)' and save the file to a local location you can easily access.

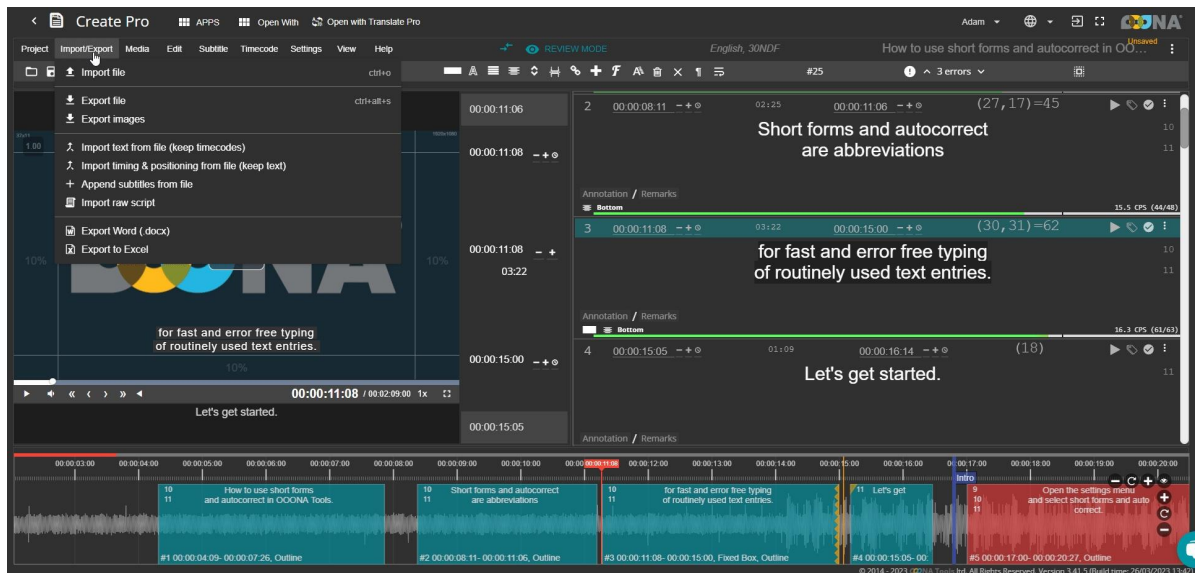


3. Login to the OOONA Online Toolkit and select the 'TRANSCRIBE' application.



4. Choose your project from the list and then open it to view the media and text.

5. Navigate to the 'Import/Export' menu and select 'Import file'



6. Select the file you exported from VoiceQ and choose to import and overwrite the script in your project. Alternatively you can Import a new version of the project by creating a new project.