



Our Journey from Source to Voice and Beyond

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Frontier Developments

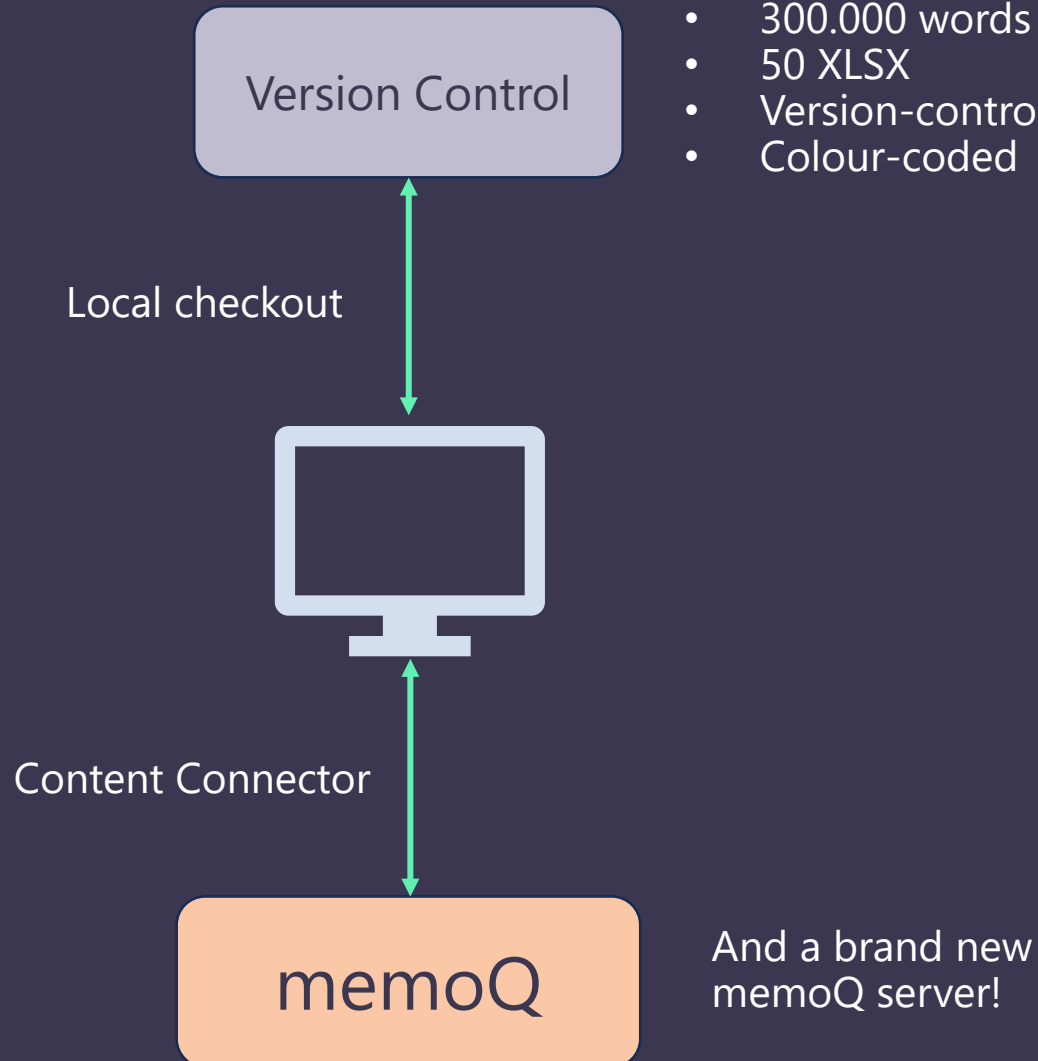


- 300.000 words
- 50 XLSX
- Version-controlled
- Colour-coded

How it all started...

Time travel to 2015

What did I find at Frontier?



Yes, but...

1

What's ready?

I had no idea what was ready to translate.

2

How to exclude?

No way to store and communicate this.

3

What's what?

Communicating context notes was cumbersome in this format.

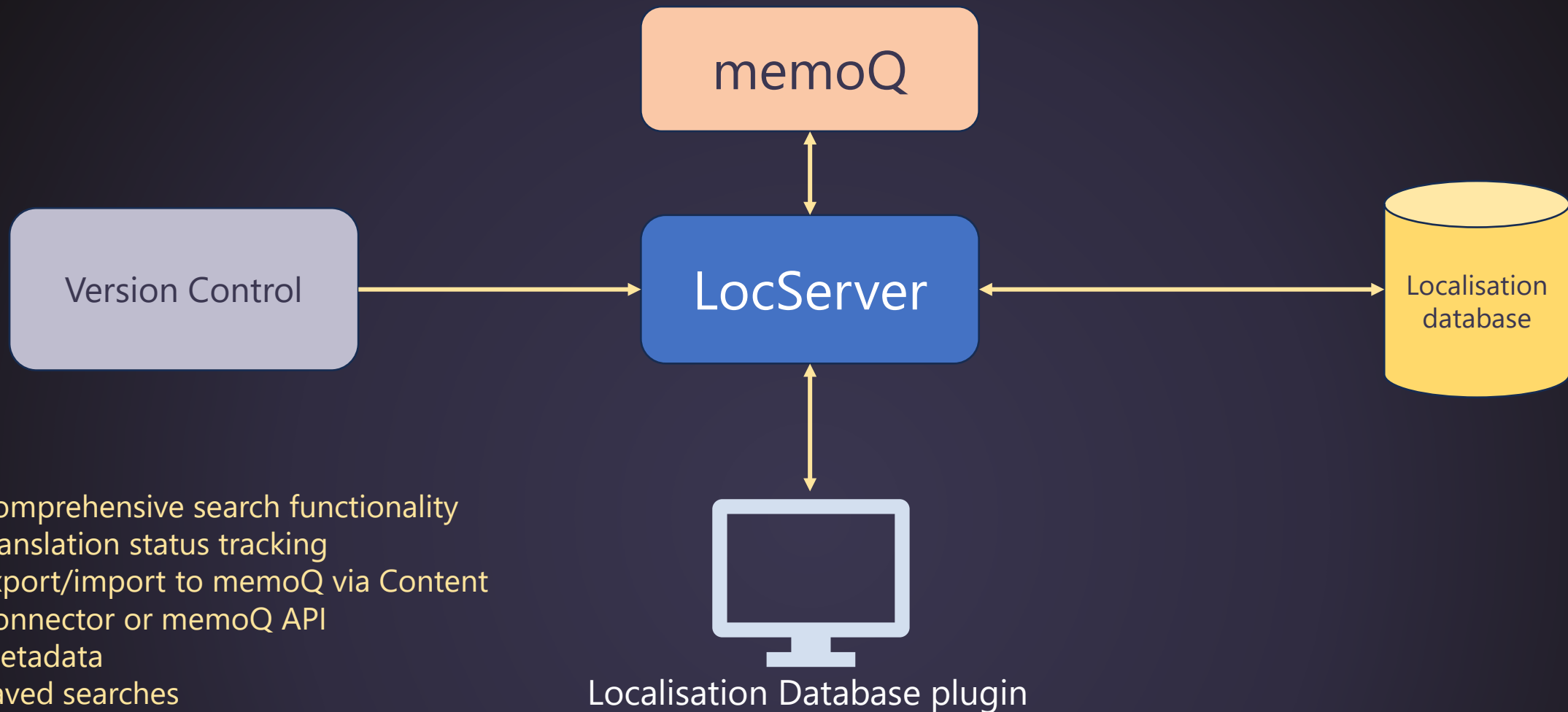
4

What about VO?

I cannot track and manage localised voice assets efficiently.

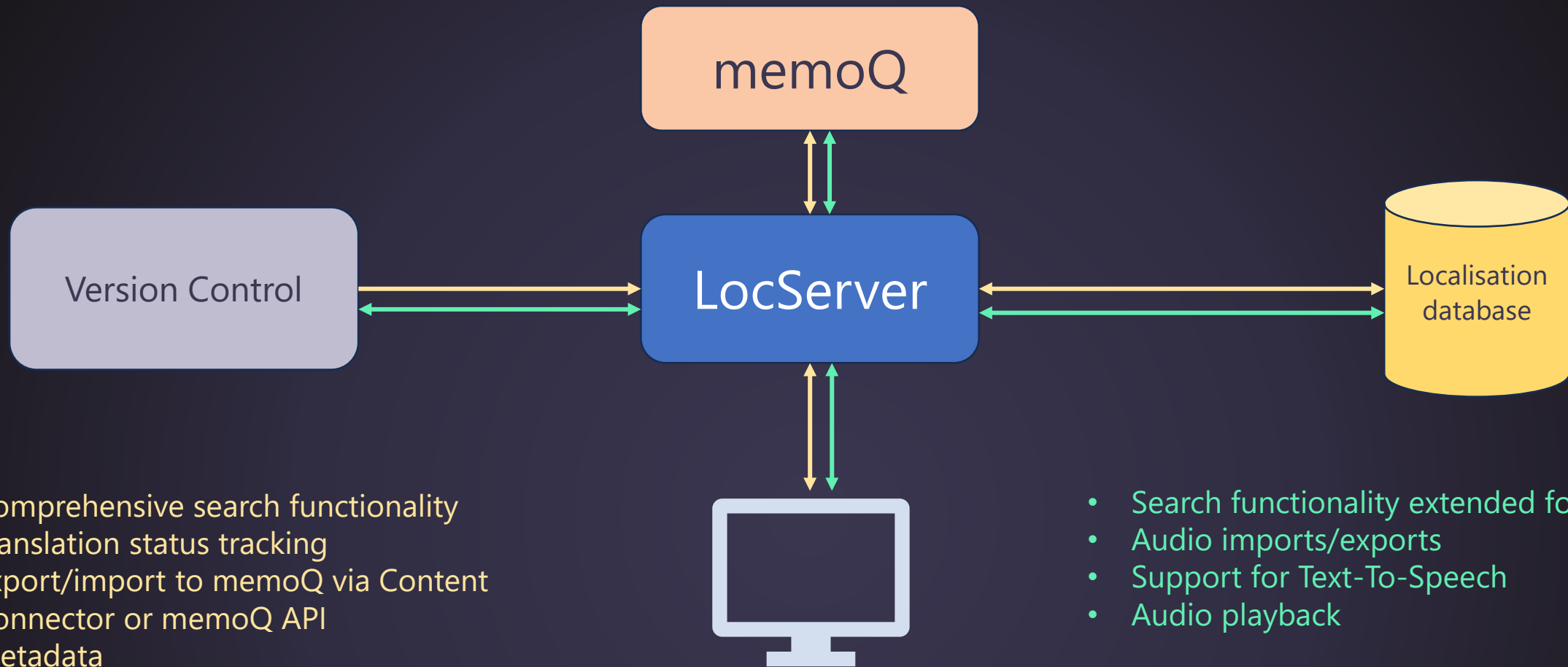
I Wonder...





- Comprehensive search functionality
- Translation status tracking
- Export/import to memoQ via Content Connector or memoQ API
- Metadata
- Saved searches
- Static data management e.g. languages

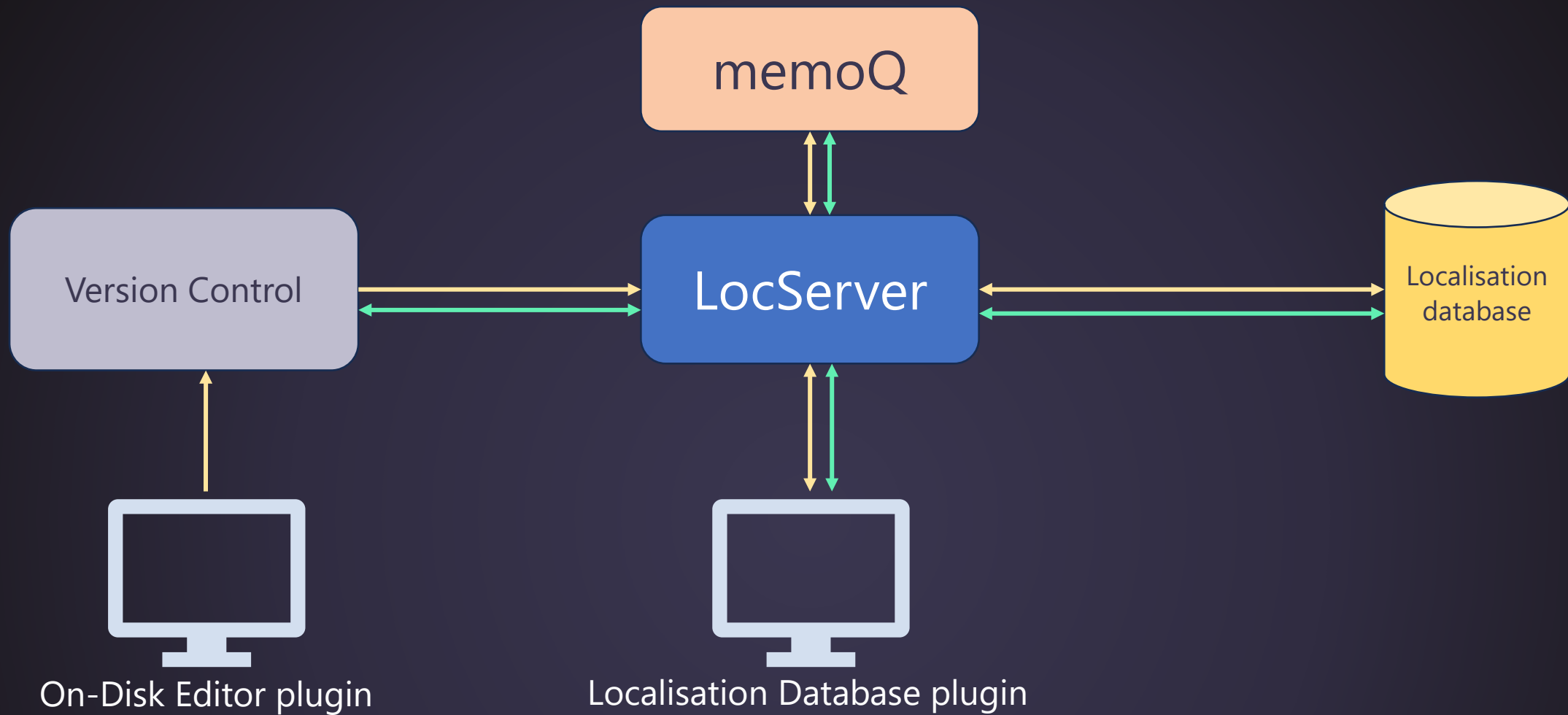
LocDB/LocServer



- Comprehensive search functionality
- Translation status tracking
- Export/import to memoQ via Content Connector or memoQ API
- Metadata
- Saved searches
- Static data management e.g. languages

- Search functionality extended for audio
- Audio imports/exports
- Support for Text-To-Speech
- Audio playback

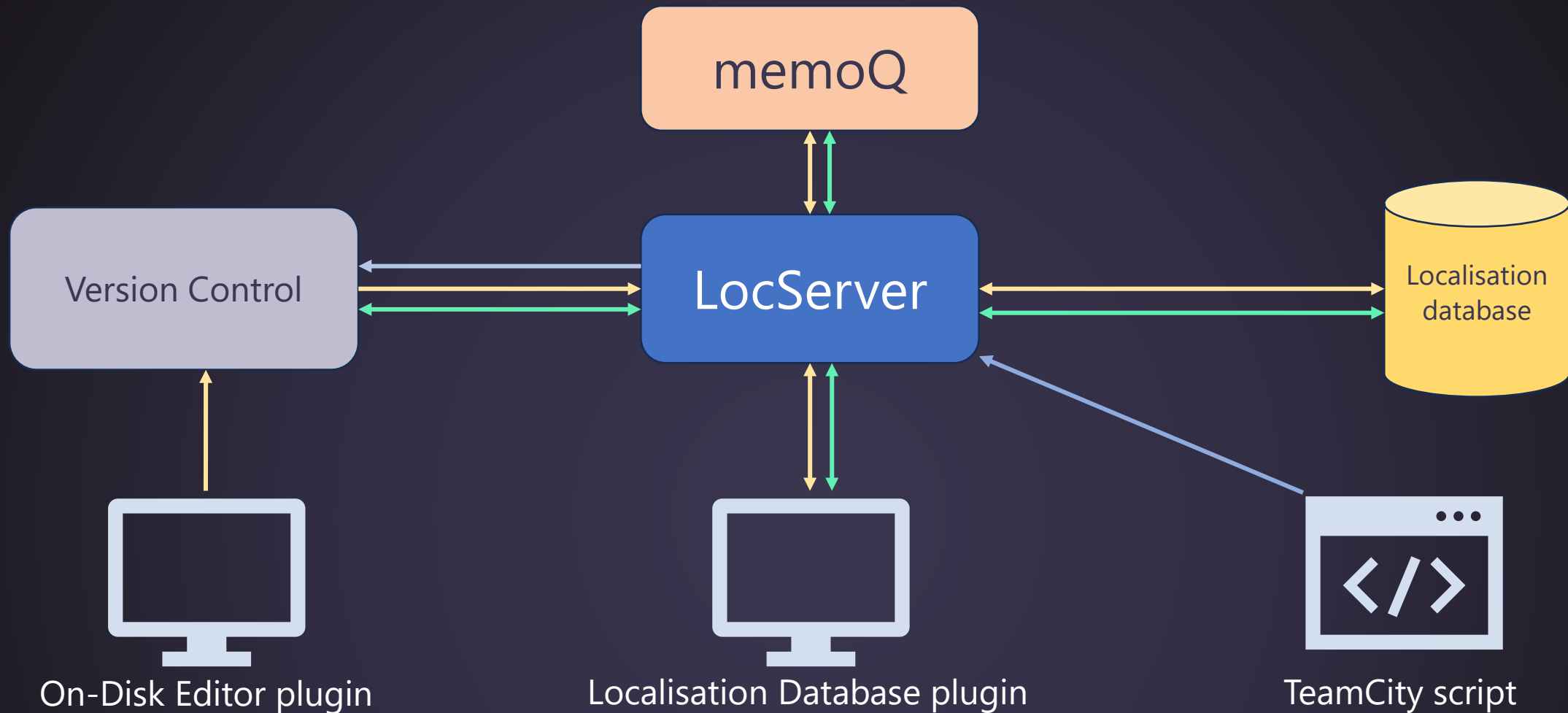
Audio Module



- Bespoke editor for localisation XML files
- Integrated with version control
- In-built validation
- In-built spellchecker
- Plural forms validation
- Support for text and audio lines

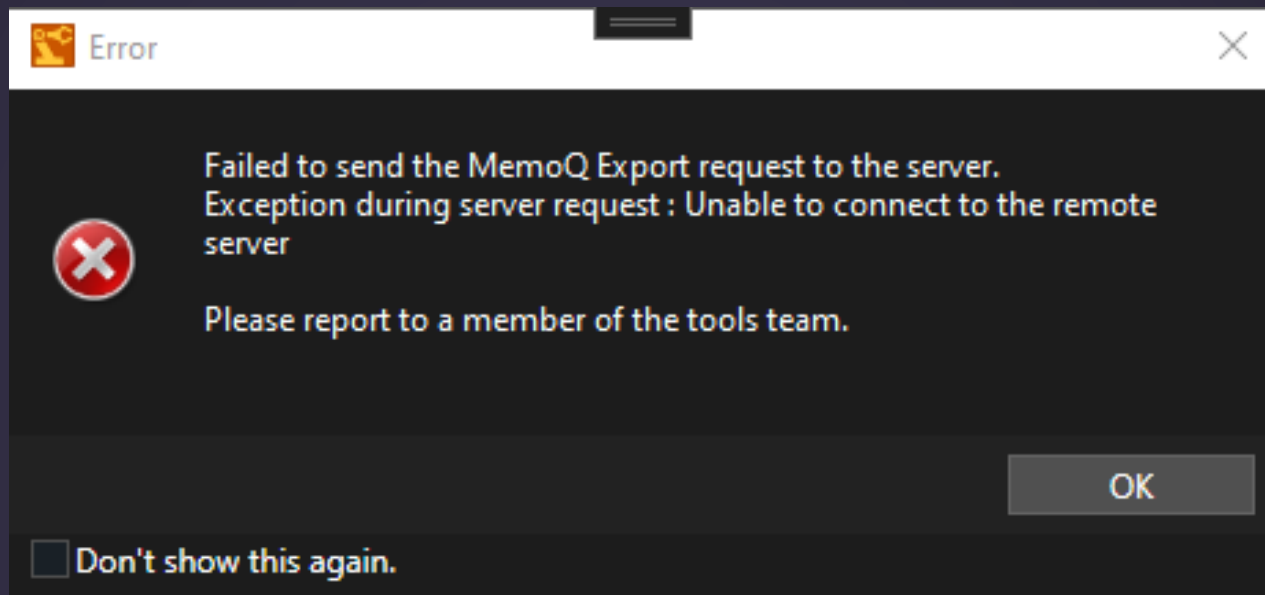
On-Disk Editor





Moving to Unreal Engine

- Upload source lines from Unreal
- Download source and translated lines to Unreal
- Support for Portable Object files (.po files)
- Integrated with version control



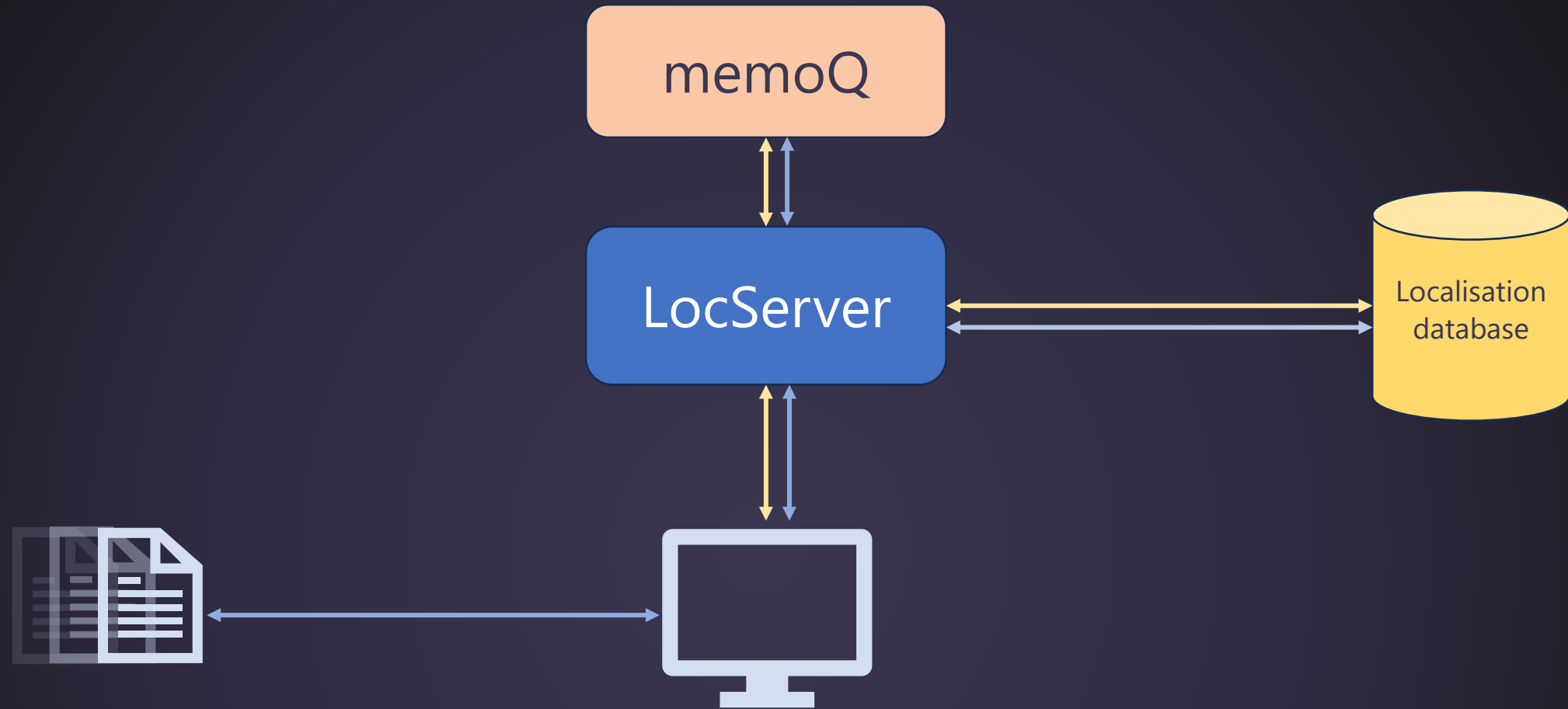
Ooops...





- Web user interface
- Instant Windows and email notifications
- Realtime operation processing messages
- View operation queue
- Log viewer and download
- Enable/disable and configure memoQ API
- Database data management
- Stop/start individual project stagers
- Add/remove project stagers
- Manage memoQ exports

LocServer Dashboard

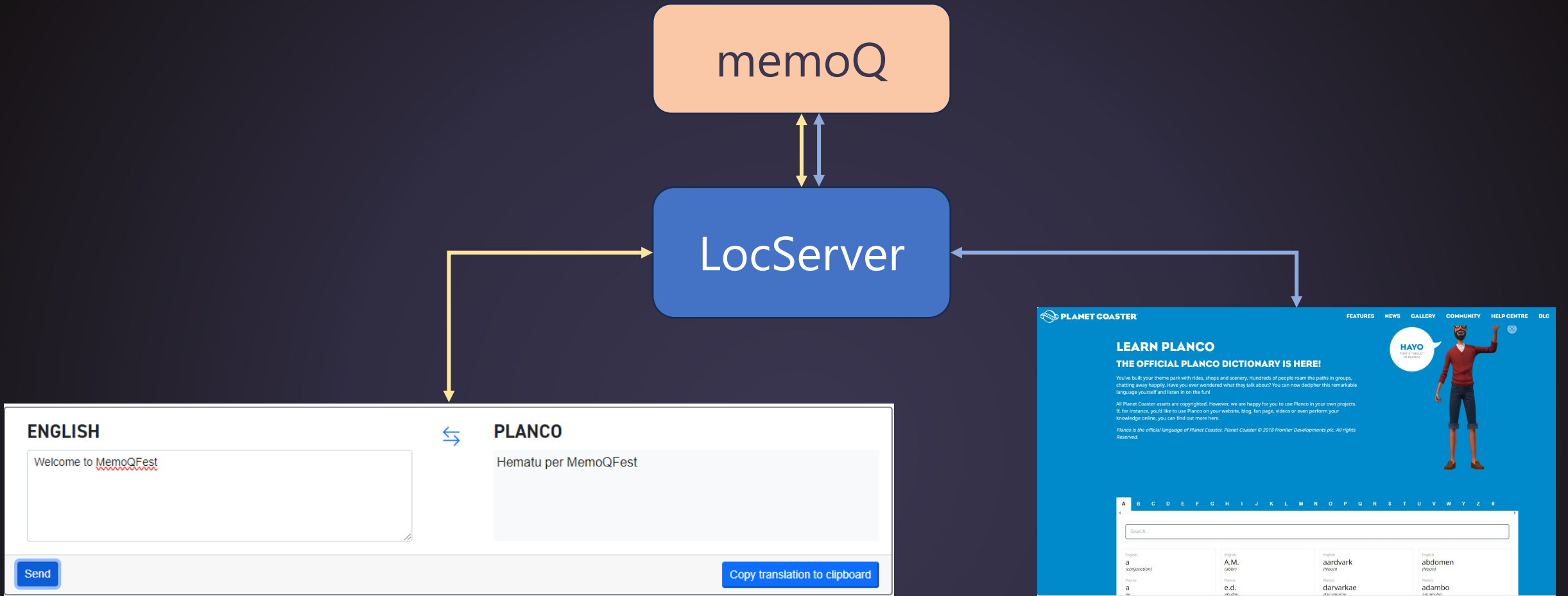


JSON, XML, CSV

Localisation Database plugin

Custom import/export process for game platform achievements and trophies

Non-engine content



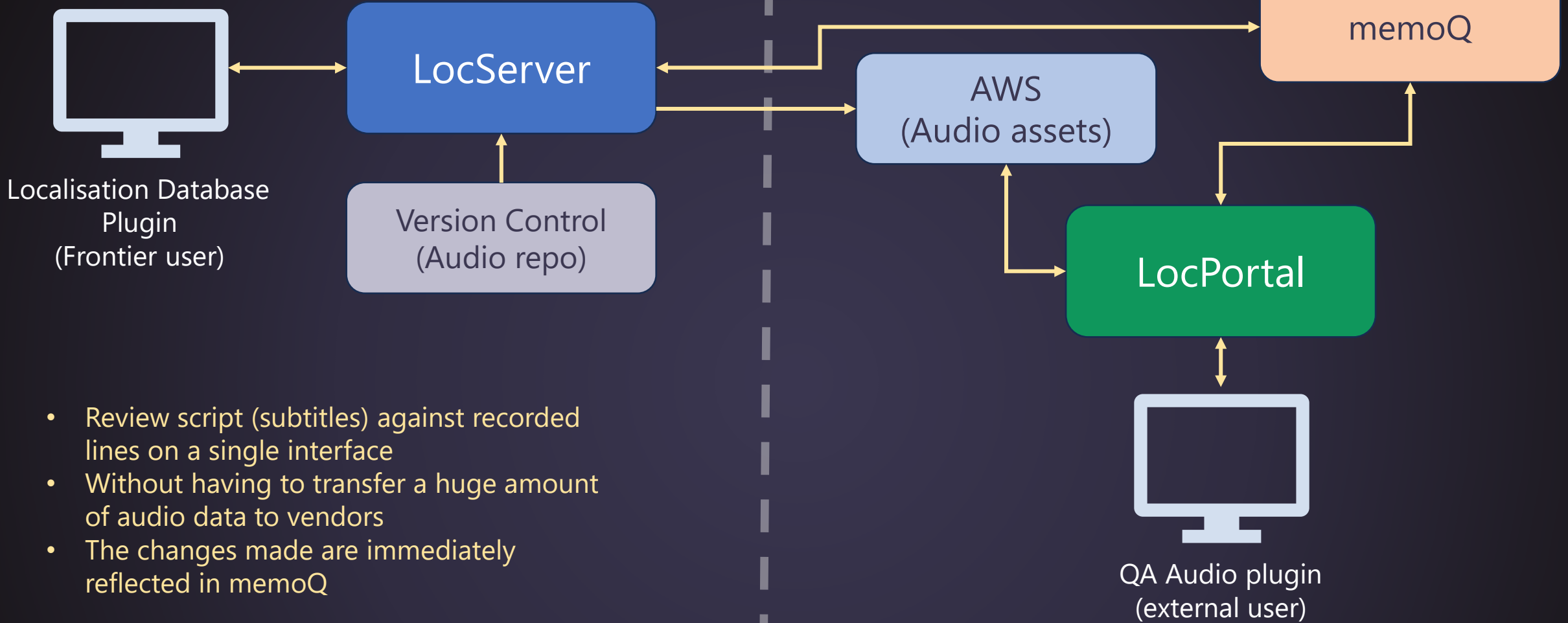
Realtime translations to and from English to Planco, our constructed language for Planet Coaster and Planet Zoo

JSON export of the Planco Term Base

Translating constructed languages

Frontier (internal)

WWW (external)

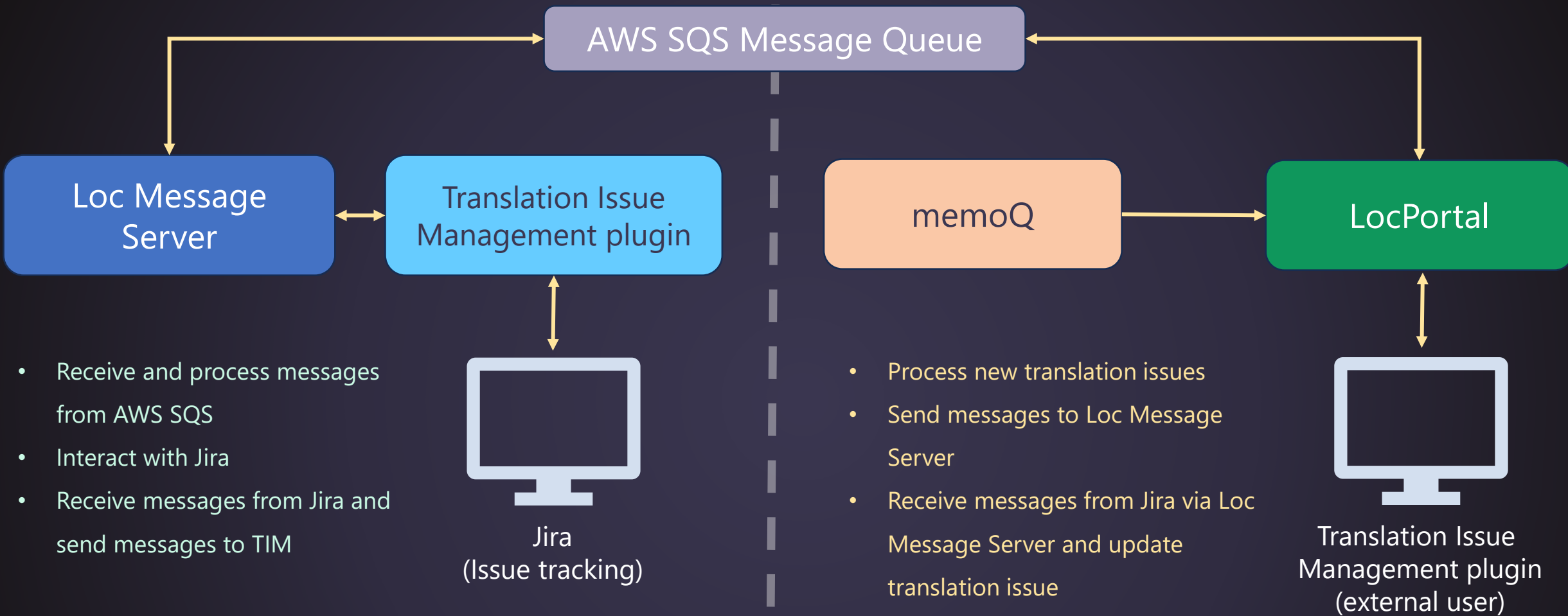


- Review script (subtitles) against recorded lines on a single interface
- Without having to transfer a huge amount of audio data to vendors
- The changes made are immediately reflected in memoQ

Voice-Over QA tool

Frontier (internal)

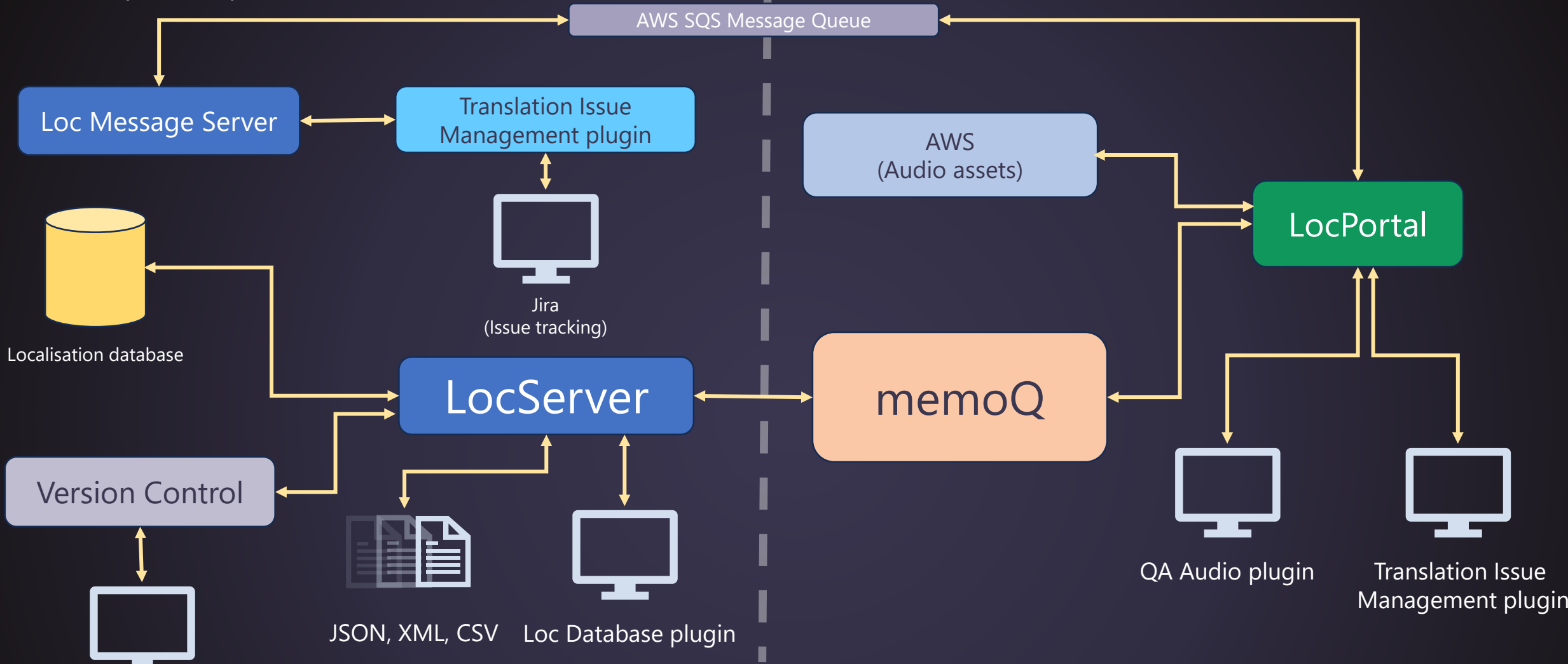
WWW (external)



Translation Issue Manager

Frontier (internal)

WWW (external)



Look at the mess we've made !

Why we love the Loc Tools Suite

1

Collaboration

Act as a single source of truth for writing, localisation, audio and LQA

2

Cost efficiency

Control over text and script readiness to reduce churn and rework

3

Standardisation

Same interface and process for all game content, regardless of engine

Planned features

Time travel to 2025

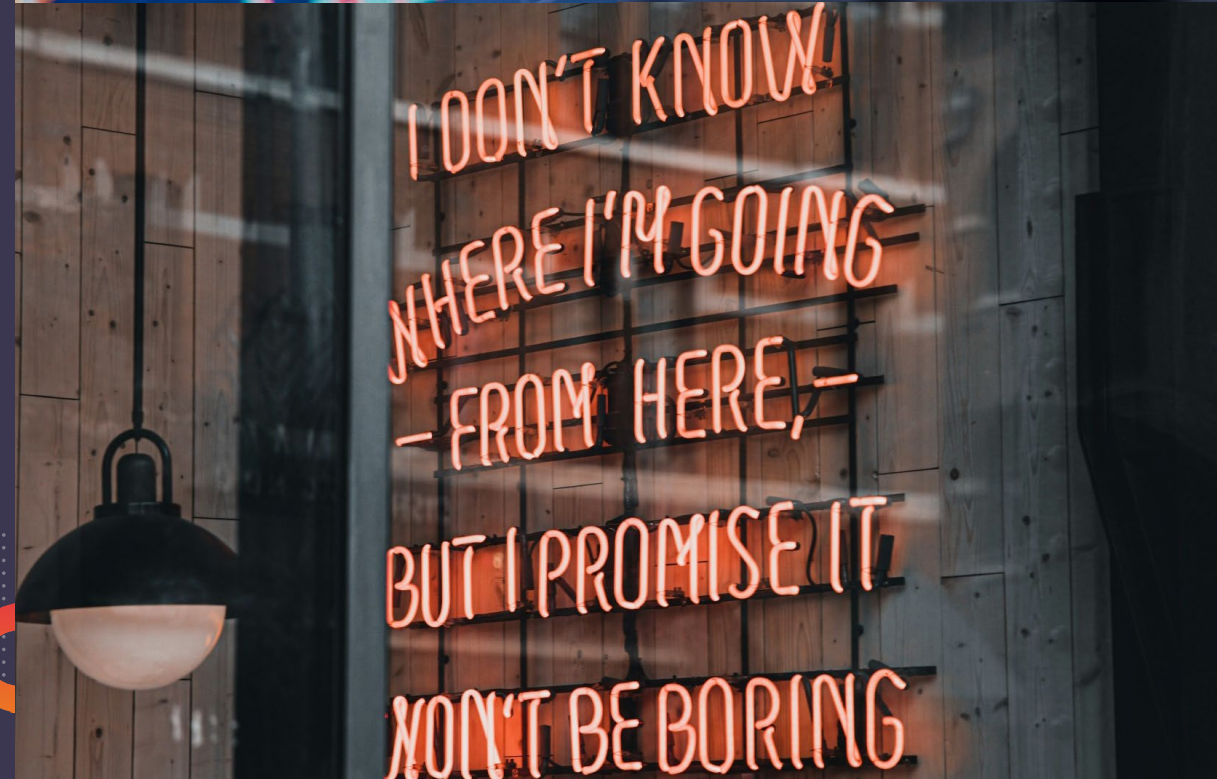
What's coming next?



Reporting on operational data



External audio delivery via the LocPortal





Thank you!

Any questions?

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