

User's Manual

Beta Version

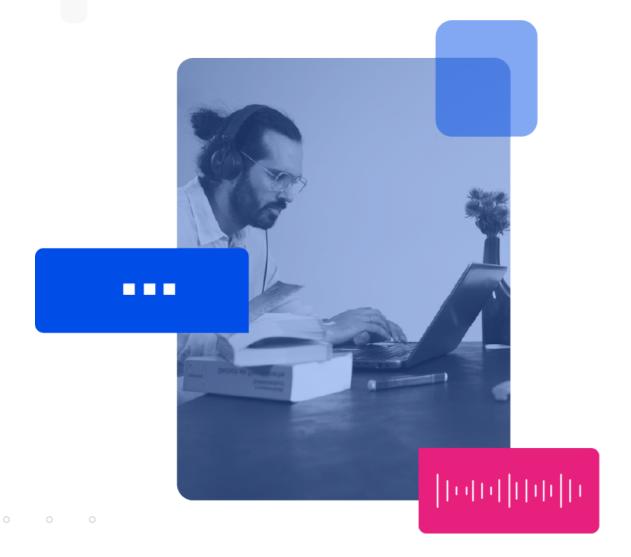












User's Manual

Beta Version

Hello, Beta Tester!

Firstly, we would like to thank you for your contribution to the development of this tool.

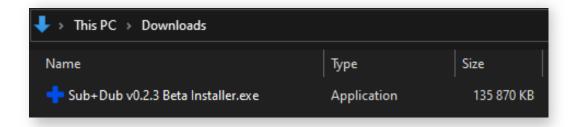
We want Sub+Dub's AV Translation Tool to be every Audio-Visual Translator's favourite tool and that it can contribute (for real) for their work and market.

We created this User's Manual to help you start making Audio-Visual Translations with Sub+Dub. We hope to hear about your experience, very soon.

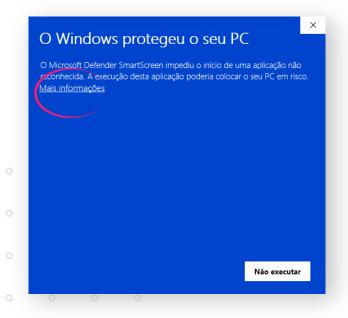
Enjoy it!

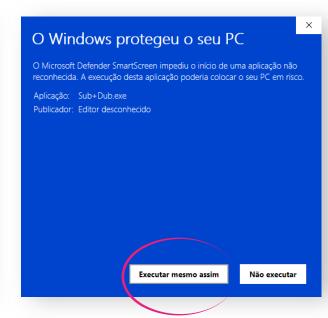
How to install Sub+Dub

1. After downloading it, open the "Sub+Dub_v0.2.2 Beta" installer.

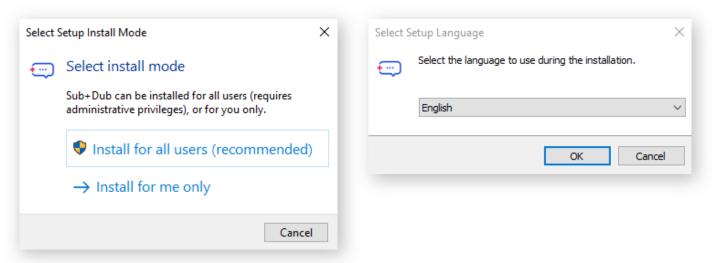


After clicking the installer, you may get a security alert. This is a normal procedure since it is a new tool. In this case, you should click in "More Information" and, after that, click "Execute anyway".

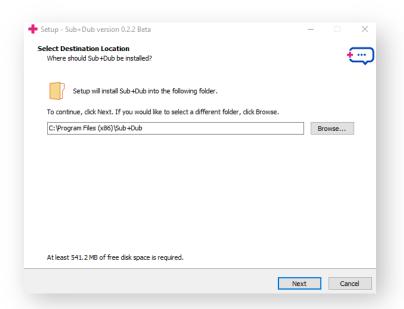




2. After, select the installation mode and the language you would like to use throughout the installation



3. If you prefer, you may alter the default folder where you will install Sub+Dub into.

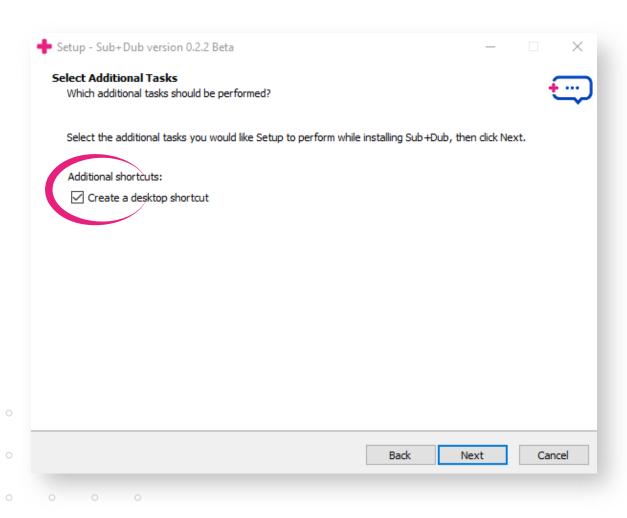




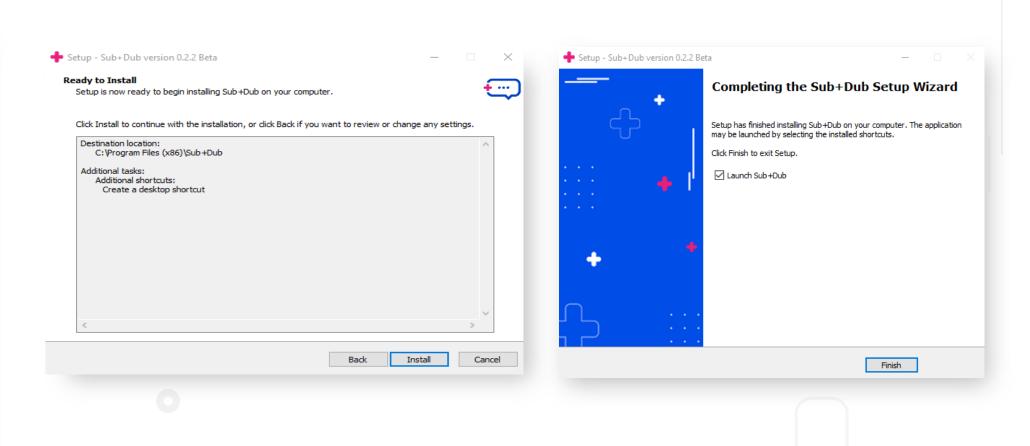


How to install Sub+Dub

4. Click "Create a desktop shortcut" if you want to create a desktop shortcut for Sub+Dub.



5. Check to see if the installation configurations are correct and click "Install". Finish the installation by clicking in "Finish".



Start a new project

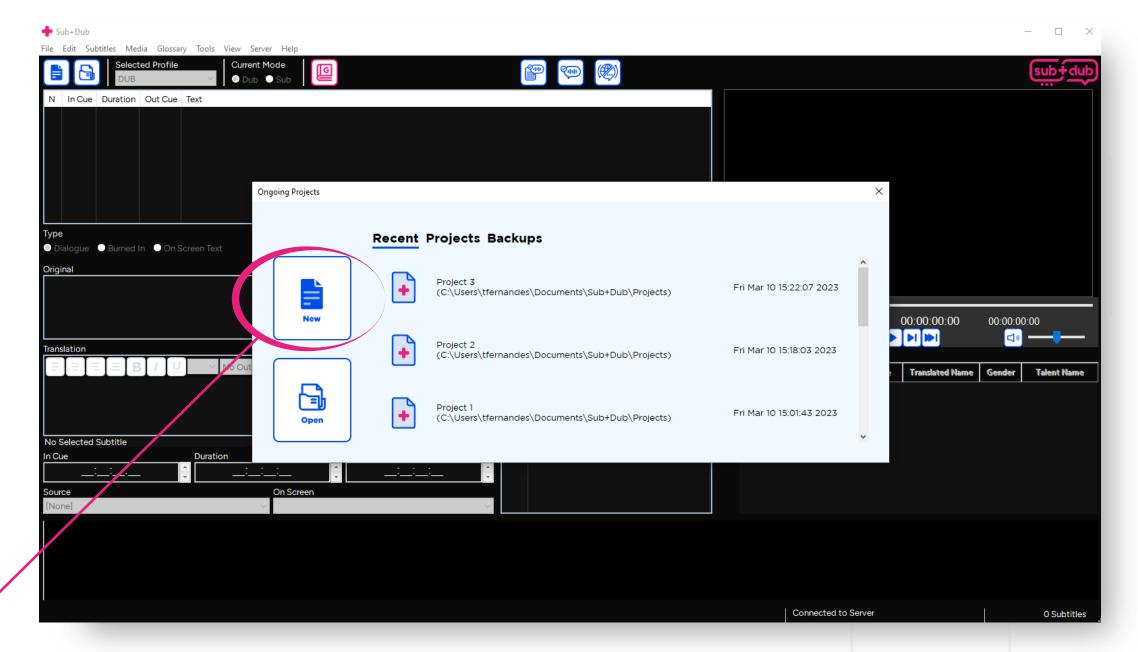
4

Ongoing Projects

When you open the Sub+Dub tool for the first time, the "Ongoing Projects" window will pop up, and it will show you a list of your projects.

The tool will show you a list of the most recent projects in "Recent", the archived projects will be on the "Project" tab, within your Sub+Dub documents' folder and the backups.

This window will also have a "New" button, that will open the "New Project" window, and the "Open" button, that will allow you to open any document already saved in your computer.

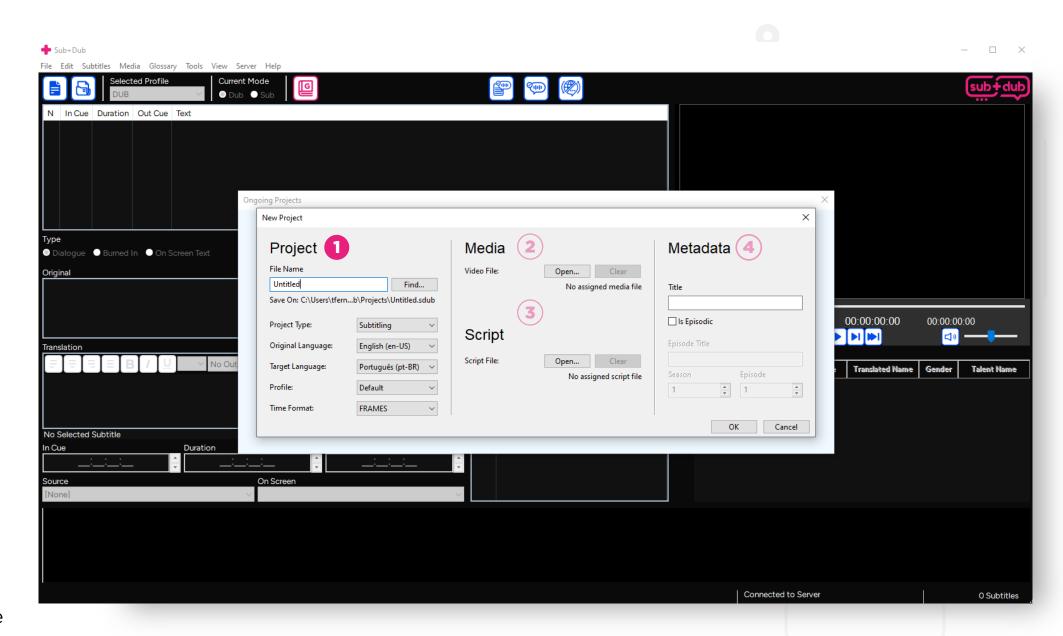


To start a new project on Sub+Dub, click the first icon.

Start a new project

New Project

- On the "Project" tab:
- 1. Name the new project
- 2. By default, all projects are saved in Sub+Dub's "Projects" folder. If you want to save them in a different location, click the "Find" button.
- **3.** The Project Type determines if the project is a subtitling or a dubbing project. The programs' mode changes automatically accordingly.
- 4. Choose the source language of the project in "Original Language"
- Choose the target language of the project in "Target Language"
- Select the client's parameters that fit the project in "Profile"
- 7. Select the type of time format of the video that you will be working with in "Time Format".
- *The MS (milliseconds) mode was not fully tested, so we recommend that you keep it on the FRAMES setting



Start a new project

New Project

On the "Media" tab

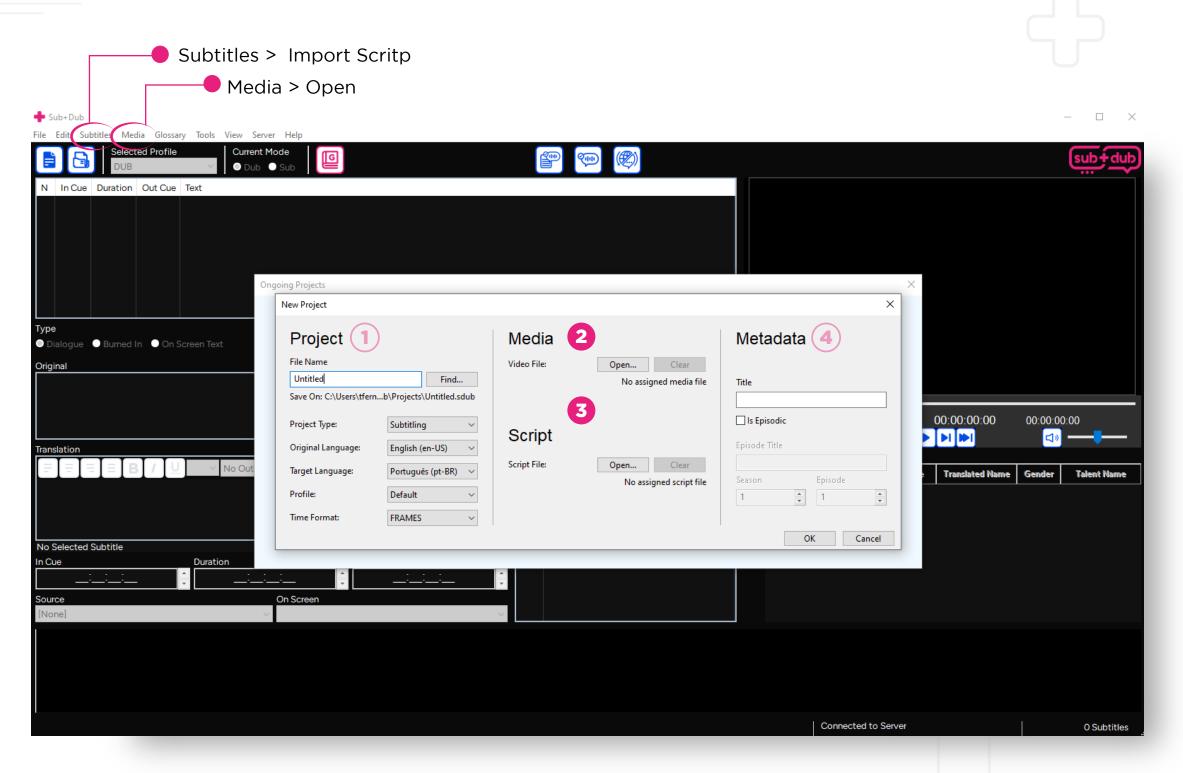
Afterwards, upload the video you will be working with on the Media tab, by clicking "Open" and selecting the media file that you need.

In addition, while on Sub+Dub's main page, you can click on "Media", "Open", and select the video file that you need.

On the "Script" tab

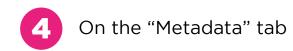
Upload the script that you will be working with on the "Script" tab, by clicking "Open" and select the script file from its current location.

In addition, while on Sub+Dub's main page, you can click on "Subtitle", "Import", and select the script file that you need.



Starting a project

New Project



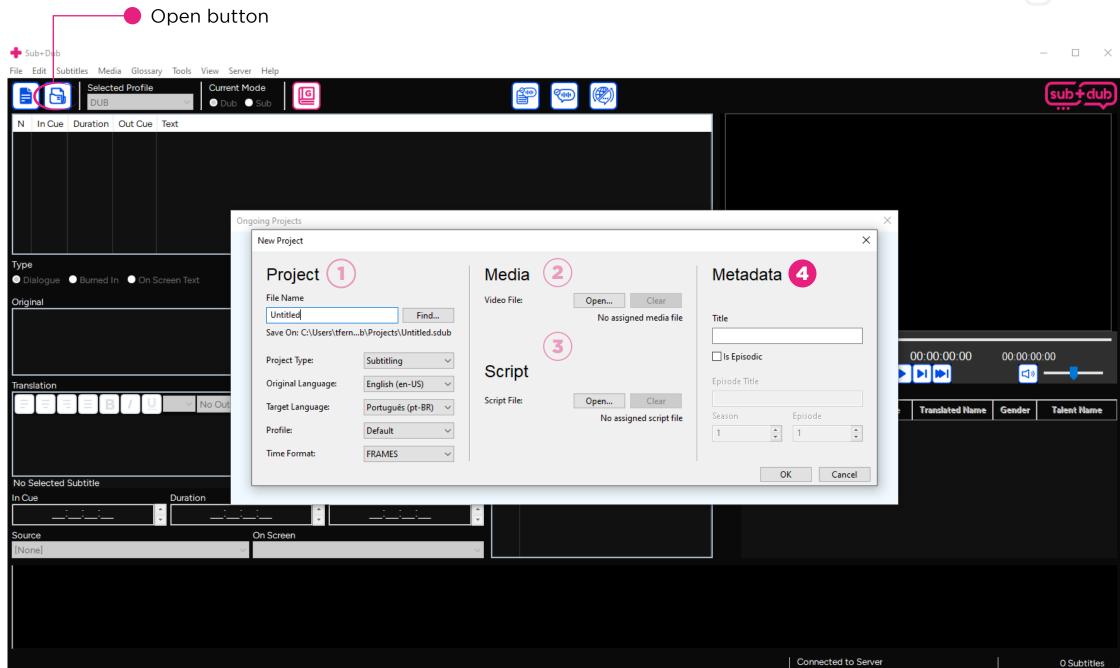
Choose the title for the .sdub project and write it on the Title box.

Bellow that, tick the box if the project is episodic, so, if it is part of a series or documentary that has more than one episode.

If so, fill the remaining information – Episode's title, Season and Episode's number.

You may also open a previous project by pressing "Open" and by choosing the project you want.





After you start your project, Sub+Dub will change its display accordingly to the type of project to either Sub or Dub mode.

Sub Mode (Subtitling)

To the left, the subtitles, which are separated into five columns:

- 1. Number of the subtitle
- 2. In Cue Timecode In of the subtitle
- **3.** Duration Duration of the subtitle
- 4. Out Cue Timecode Out of the subtitle
- 5. Text The text present in the subtitle



Above the subtitles, you also have the possibility to select a new project, open another project, change the current profile, switch the current mode, between Sub Mode (for subtitling) and Dub Mode (for dubbing), and select the glossary that you want to use, by clicking the red button.

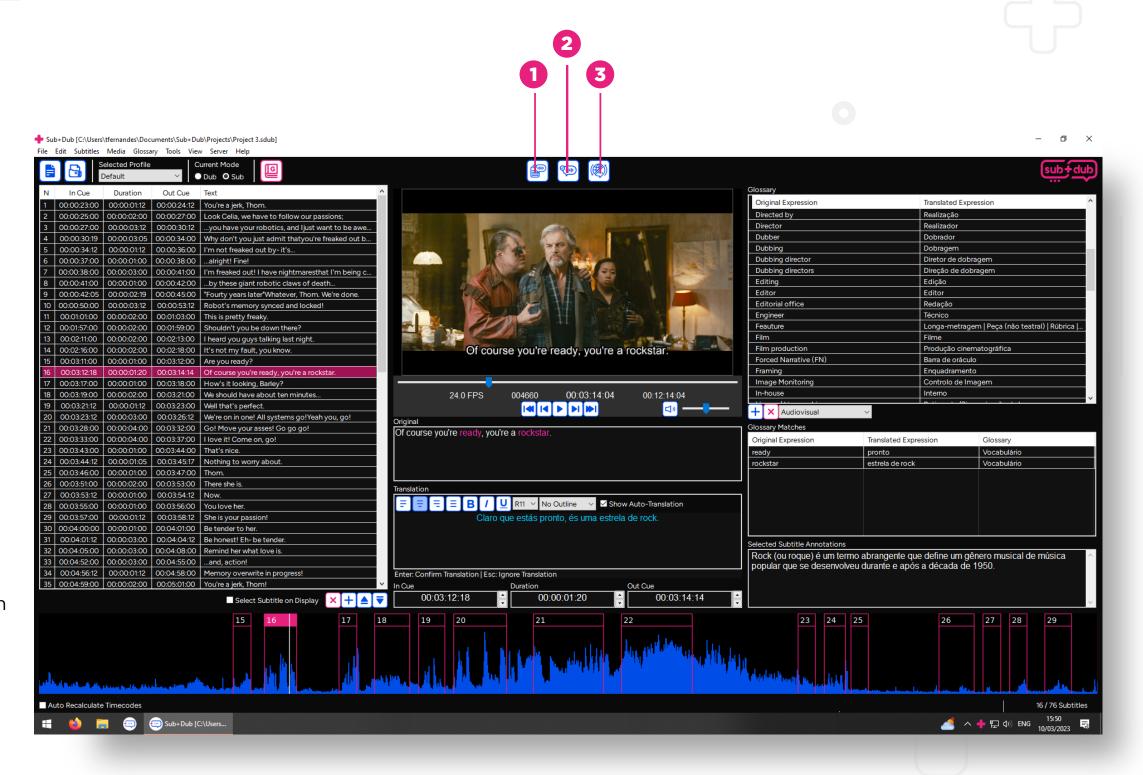


Sub Mode (Subtitling)

In the centre, you will have a video visualization window and buttons that allow you to manually control the way you play it.

Above this window, there are three buttons.

- Align existing subtitles with audio: Select this button if you want the tool to automatically calculate the Timecodes of the subtitles that are already translated and sync them with the video's audio. (Currently, it only works with subtitles that have English as the source language, [as seen on the first box])
- Recognize speech and Timecodes: Select this button if you want the tool to create subtitles with timecodes by analysing the text. This function ignores previously created subtitles.
- Generate Auto-Translation: Select this option if you want the tool to suggest some possible translations for your subtitles.



Sub Mode (Subtitling)

Below the video, you will have two boxes: Original and Translation.

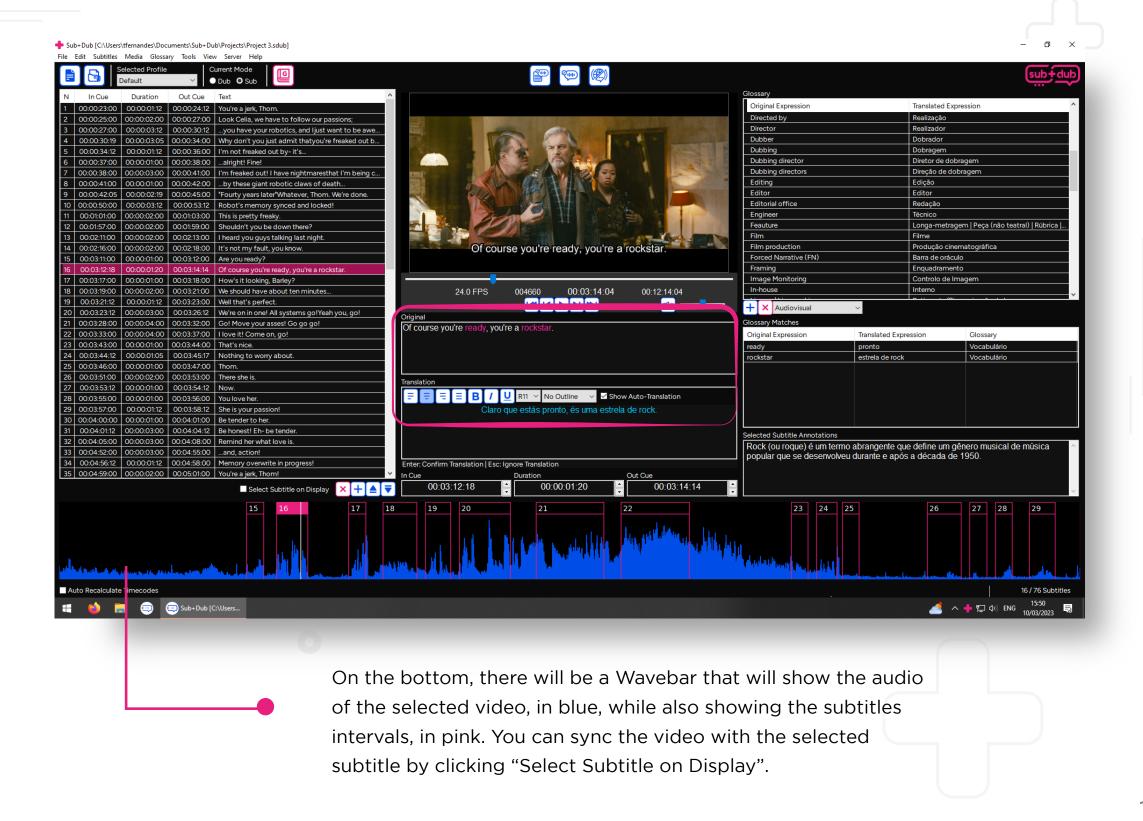
In the Originals one, you can see the subtitle with the text in the source language.

In the Translation one, you can see the subtitle with the translated text into the target language.

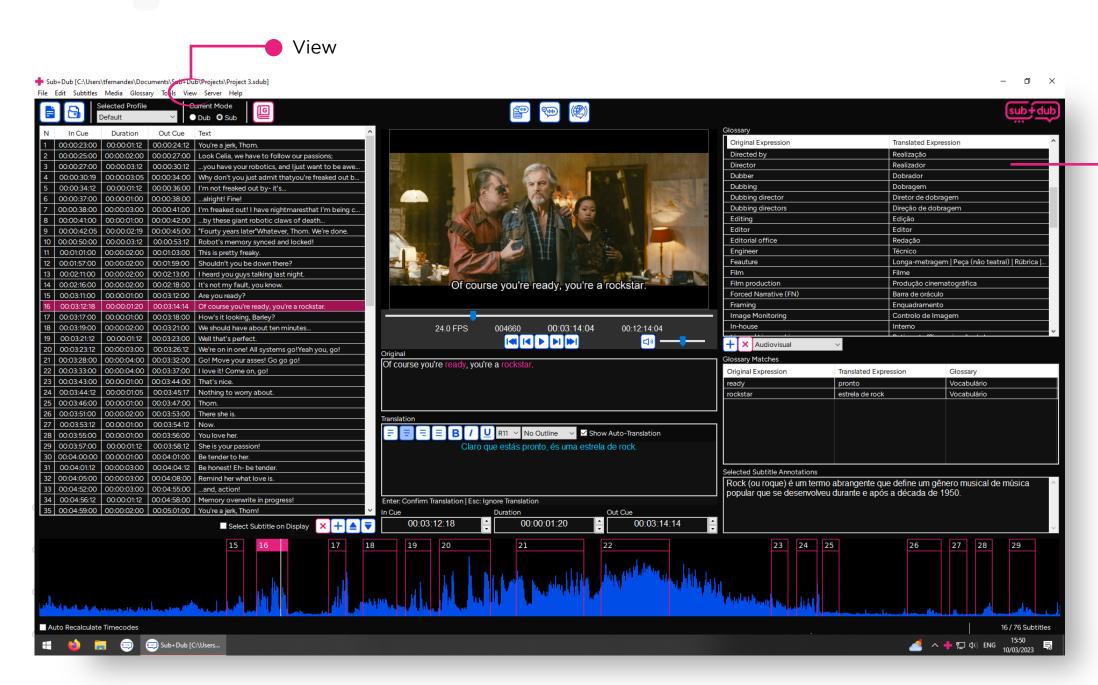
If the subtitle's text is not translated, the box will appear empty, unless you have opted to create an automatic translation and if you have selected the option "Show Auto-Translation".

In this case, a suggestion for a provisional translation will appear in cyan, which the Translator can accept, edit, or reject.





Sub Mode (Subtitling)



To the right, the Glossary will be on display if you have selected it on the View menu or through the proper shortcut. While in Dub Mode, this option is not selected so you can access the sources.

Below, you have the "Glossary Matches", that informs the Translator of any equivalent that the tool might have found for the selected subtitle.

There, you will be able to see the original expression in "Original Expression", the translated expression in "Translated Expression" and the glossary that is being used in the current project, in "Glossary".

Lastly, the Translator will have a section where all the notes associated to the subtitles can be seen, in the "Selected Subtitle Annotations". These notes can be a part of the original script or be edited and added by the Translator during the making of the project.

By switching to Dubbing mode, or Dub mode, the display alters slightly.

Dub Mode (Dubbing)

The subtitles display remains, still presenting the same information as in Sub Mode, but the text is highlighted, gaining a bigger area

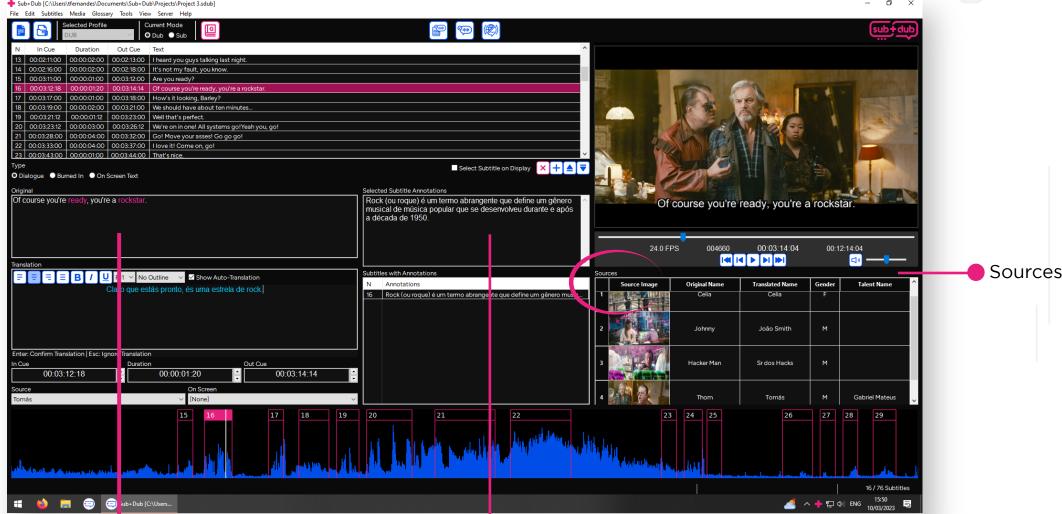
There is also a new tab, "Source", where you can see the character to whom the selected subtitle belongs.

Below the subtitles, you can still see the "Original" and "Translation" windows, where the Translator can edit the text or accept the automatic translations, as described above.

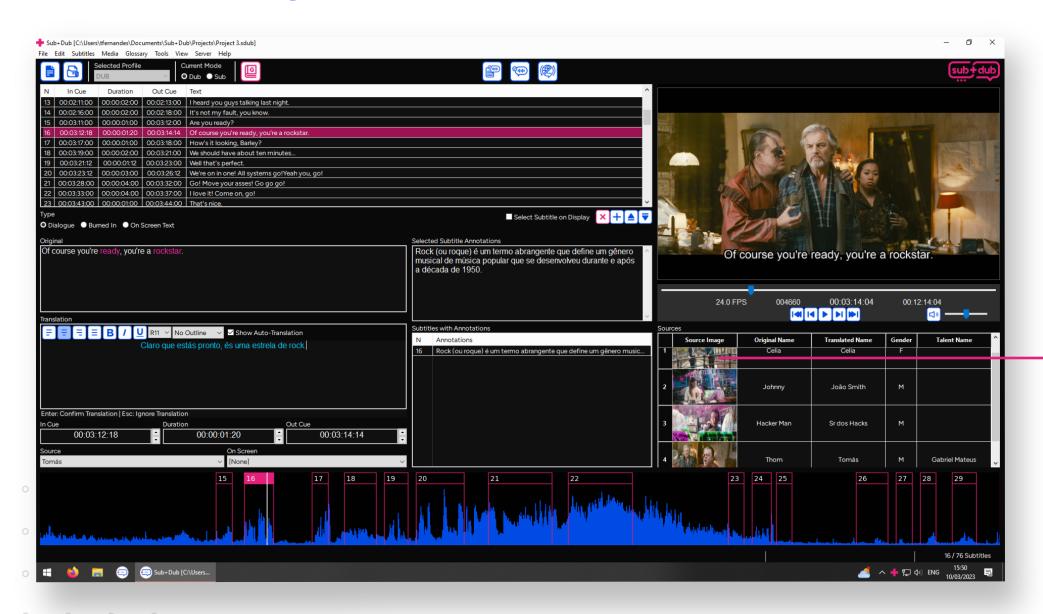
Below the windows, you can find the Timecode In, duration and Timecode Out information for the selected subtitle.

The list of notes is now in the middle, where you can also see a list of all the subtitles that have annotations in the "Subtitles With Annotations" window, that gives the Translator the chance to "jump" between any

subtitle that has annotations.



Dub Mode (Dubbing)



To the right, under the video, you can see the Sources that are a part of the project at hand.

Here, you can create or edit a sources' file for the project. This window shows five different things:

Source Image: Images that are attributed by the Translator to the selected source, so it can be easily recognized.

To add an image to a Source, the Translator must select a moment in the video where the character in question is visible, right click the "Source Image" of the Source they want and select "Set Source Image."

The image will immediately be added to the Source. You can replace any images by clicking "Replace" or dele them by clicking "Remove".

Dub Mode (Dubbing)



- **2. Original Name:** The Source's original name.
- **Translated Name:** The Source's translated name. To translate a source, click it, write the translated name and press "Enter". This will automatically replace the name of all the selected Source's subtitles.
- 4. Gender: The Gender of the selected Source. By default, they are all set as "NONE", but the Translator can change it for "M" (Male), "F" (Female), or "M/F" if it contains a group of people from both genders.
- **Talent Name:** The name of the actor that voices the character in the dubbing version of the project.

Import Scripts

By clicking "File", "Import Script", the Translator will gain access to the "Splitter" menu. Here, the Translator will be able to format script files saved as .docx.

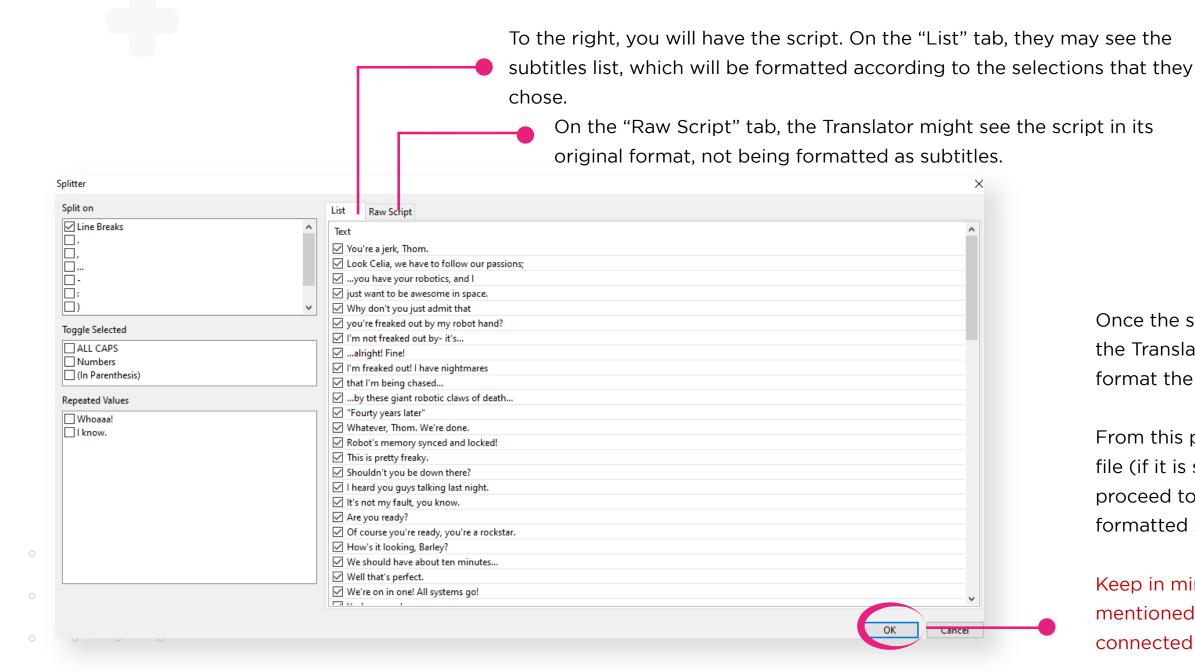
Translators may format the subtitles in an automatic or in a manual way.

They may "split" the subtitles knowing that, by default, this will happen automatically at every line break, which can be verified on the "Line Breaks" box.

However, the Translator might split the subtitles on the "Split on" window, splitting them at any of these symbols: full stop (.), comma (,), ellipsis (...), dialogue dash (-), colon (:), parenthesis ')', question mark (?) and exclamation point (!).

On the "Toggle Selected" window, the Translator can select "ALL CAPS", "Numbers" and "(In Parenthesis)" if they want to remove from the script any subtitle that is written in CAPS LOCK, that contain only numbers or values inside of parenthesis Splitter Split on Raw Script ✓ Line Breaks ✓ You're a jerk, Thom. \Box , | |-Look Celia, we have to follow our passions; ...you have your robotics, and I ✓ just want to be awesome in space. ✓ Why don't you just admit that you're freaked out by my robot hand? Toggle Selected ✓ I'm not freaked out by- it's... □ ALL CAPS ✓ ...alright! Fine! ■ Numbers ✓ I'm freaked out! I have nightmares (In Parenthesis) ✓ that I'm being chased... ...by these giant robotic claws of death... Repeated Values ✓ "Fourty years later" Whoaaa! Whatever, Thom. We're done ☐ I know. Robot's memory synced and locked! ☑ This is pretty freaky. ✓ Shouldn't you be down there? ✓ I heard you guys talking last night. ☑ It's not my fault, you know. ✓ Are you ready? Of course you're ready, you're a rockstar. ✓ How's it looking, Barley? ✓ We should have about ten minutes... ✓ Well that's perfect. ✓ We're on in one! All systems go! OK Cancel Bellow, they will have the "Repeated Values" window, which will allow the translator to select all subtitles that might be repeated and that are therefore redundant, thus reducing the number of subtitles that they will have to format.

Import Scripts



Once the script is properly formatted and imported, the Translator must press "OK" and Sub+Dub will format the script as requested.

From this point on, the Translation may open a media file (if it is still not associated with the project) and proceed to the recognition of Timecodes of the already formatted subtitles with the video.

Keep in mind that the three functions that were mentioned on page 11 will only work if Sub+Dub is connected to the server.

Shortcuts

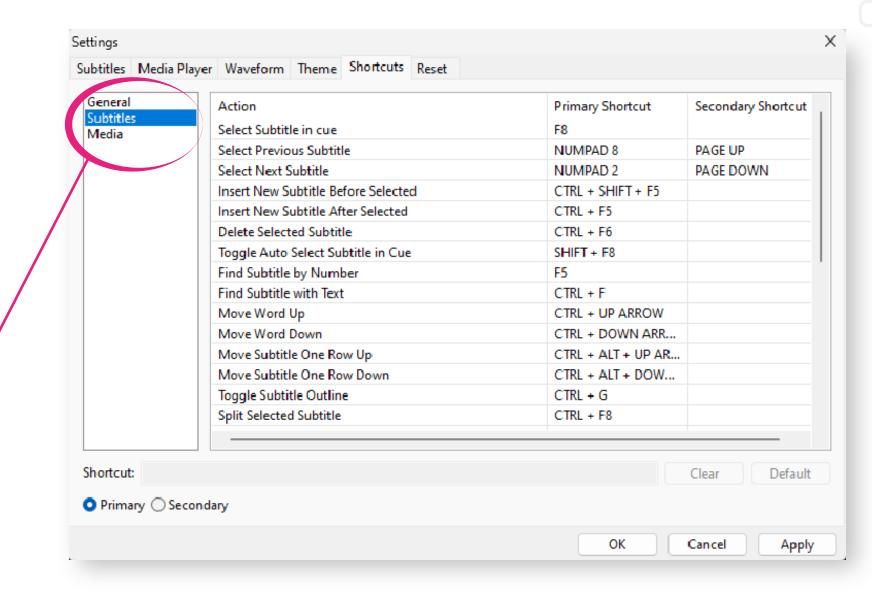
The translator might edit Sub+Dub's settings on the "Edit" tab within Settings.

Here, they may edit any and everything that they desire to fit their Workflow. For example, they may choose what is shown in each of the different Modes, the default Media Player, the colours and the Waveform's display of the media files, the Sub+Dub theme and the shortcuts that can be used within the tool.

The "Shortcuts" tab allows the Translator to visualize and edit the available shortcuts, for example.

In these three tabs, "General", Subtitles" and "Media", the Translator can see all the shortcuts and keys that have a function within the tool.



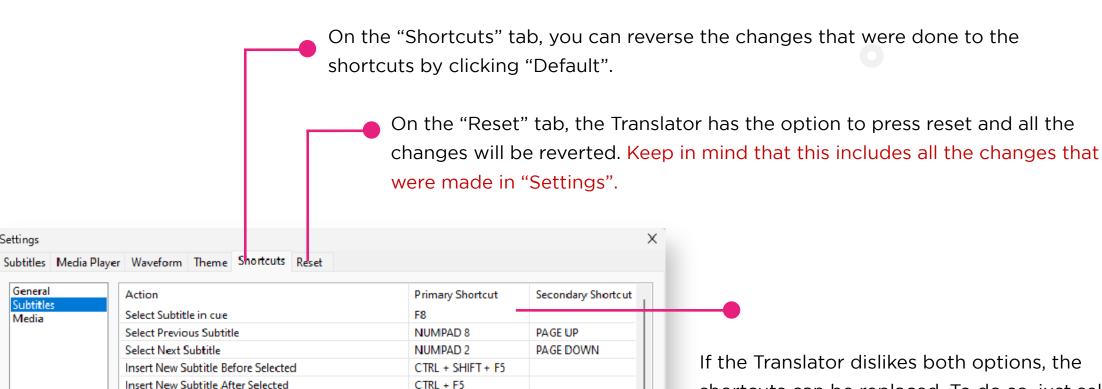


These shortcuts range from general things like undo, save, run the client's parameter report, to more specific things like skipping through subtitles, delete the selected subtitle, merge the selected subtitle with the next, alter the in and out timecodes, and the Media files, with the shortcuts that allow them to play, stop, to play it fast or slow, forwards and backwards, among others.

Shortcuts

Besides having the possibility to personalize up to two shortcuts for each action, all Sub+Dub's shortcuts are customizable and adaptable to the individual preferences of the user.

For example, if the Translator wants to go to the next subtitle, they only need to press the 8 key on the NUMPAD. However, if they do not have a NUMPAD compatible keyboard, they can press PAGEDOWN.



Clear

Cancel

Default

CTRL + F6

SHIFT + F8

CTRL + F

CTRL + G

CTRL + F8

CTRL + UP ARROW

CTRL + DOWN ARR...
CTRL + ALT + UP AR...

CTRL + ALT + DOW ...

F5

Delete Selected Subtitle

Find Subtitle by Number

Move Subtitle One Row Up

Move Subtitle One Row Down

Toggle Subtitle Outline

Split Selected Subtitle

Shortcut:

O Primary O Secondary

Find Subtitle with Text Move Word Up

Move Word Down

Toggle Auto Select Subtitle in Cue

shortcuts can be replaced. To do so, just select one of the shortcuts from the list, choose to alter the main or the secondary shortcut by pressing "Primary" or "Secondary" and on the text box press the key or keys that they want to attribute to the shortcut.

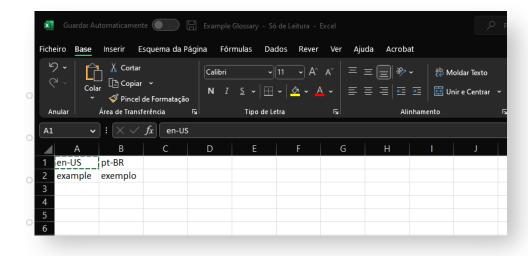
After they press "Apply", the new shortcuts will be available immediately.

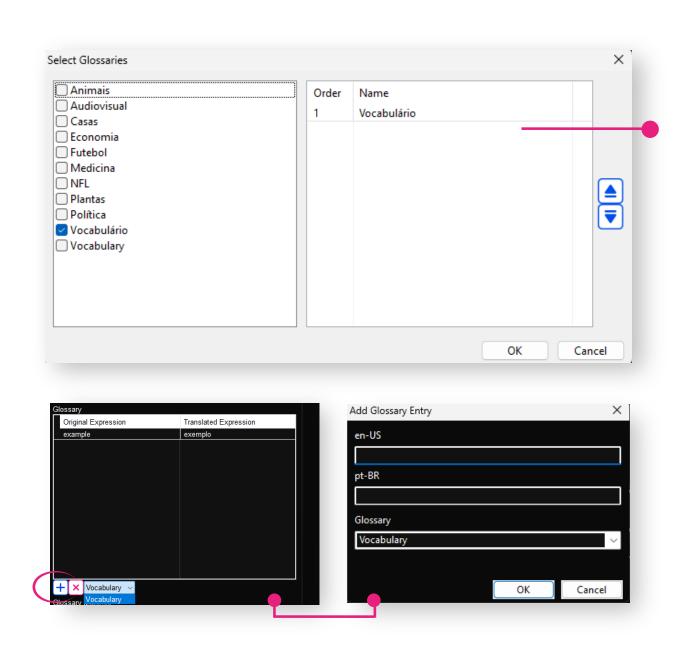
Glossaries

Before starting the translation, the Translator can select one or more glossaries that might be useful for the project.

To do so, if they already have a glossary in a .XLSX format, they only need to go to "Glossary" and "import from XLSX", thus importing the glossary.

For example, here is a glossary that has, in its first line, the two languages that are being used in this project, en-Us to pt-BR and bellow the terms in the source and target languages.





After the glossary is imported, it will be visible on the "Glossary" window, showing the terms in their source language and their equivalents in the target language.

If the glossary does not contain any terms or they want to edit it, they can do it manually.

To do so, they just need to press the "+" and a "Add Glossary Entry" will pop up, where the Translator can write the term in the source language and its translation into the target language. After, they need to select the glossary where they want to add the term.

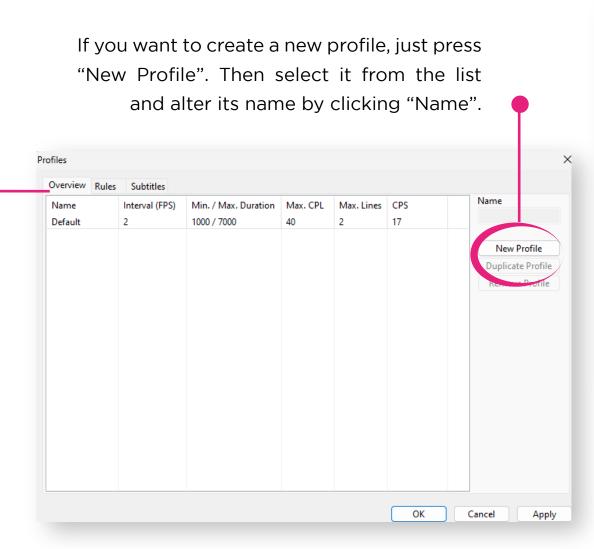
After the project is finished, they can go to "Glossary", "Export to XLSL" and export the updated glossary, which they can then use in other projects.

Creating client profiles

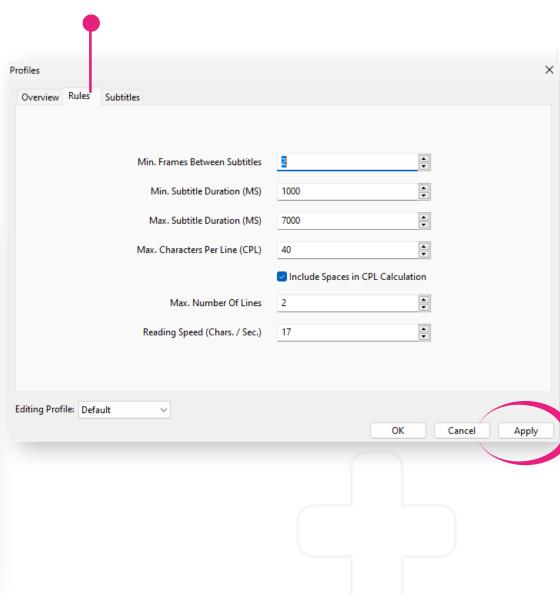
As was said above, the Translator can create different profiles, according to the parameters of each client.

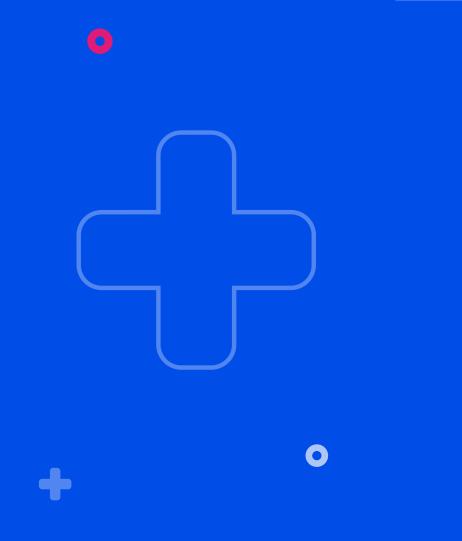
To do so, they must click on "Edit" and "Profiles". This will open the "Profiles" window that shows all the available profiles.

On the "Overview" tab, you can see the name of each profile, the default interval between subtitles, the minimum and maximum duration of subtitles, the allowed characters per line and the reading speed limit.



If you want to alter any of the parameters from this or any other profile, just go to "Rules", select the profile in "Editing Profile" and set it, pressing "Apply" when you are done.





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Beta Version

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