AI voices plugin for Unity

What is it ?

AI voices generator is a plugin for Unity that allows you to generate voices (wav dialogues) for your games using AI directly inside Unity.

Requirements

You must install and configure AllTalk_TTS on your computer. It is a free and open source tool you can use to generate mp3 from text. The Unity plugin uses AllTalk API to run.

The GitHub repos: https://github.com/erew123/alltalk_tts

How to get started: https://www.anthony-cardinale.fr/_public/unity-tools/AITools/AllTalk_Installation.pdf

Then just install the unitypackage to start using the plugin !

How to use it ?

AllTalk_TTS API must be running in background. If the API isn't running, you'll have the following error message :
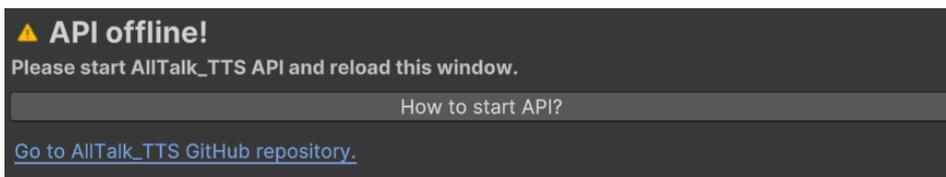
If the API is running, you will be able to use the plugin. Here's what you need to know:

General Settings

To open the plugin window, click on « AI Tools/AI Voices » :
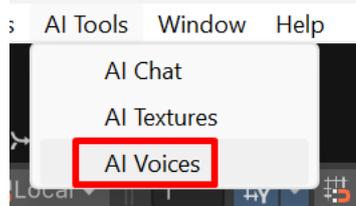
Then dock the window where you want :
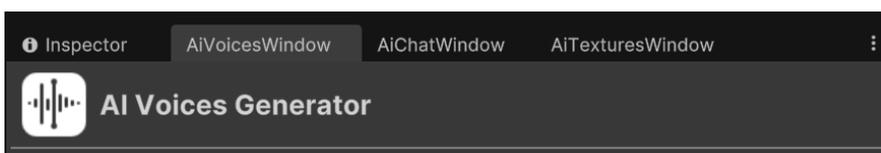
You can set AllTalk_TTS API URL (if you changed default value), enable low VRAM mode and toggle verbose mode in API Settings section :
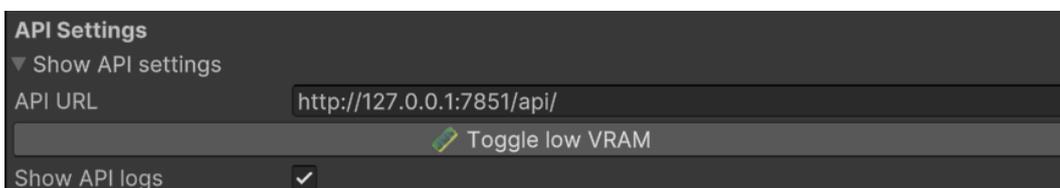
Custom voice

You can add your own voice by recording 10 seconds of your voice with your microphone. Don't forget to add a name to your voice :
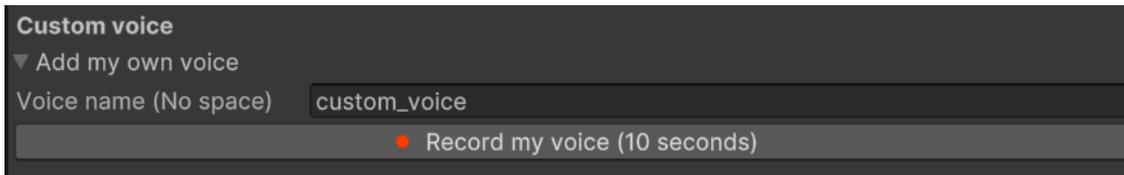
Select and configure a voice

You can select the voice you want to use in Voice Settings :
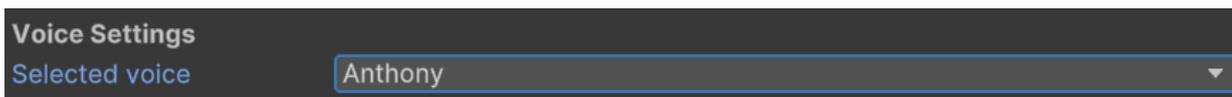
Use the dropdown menu to view all voices :
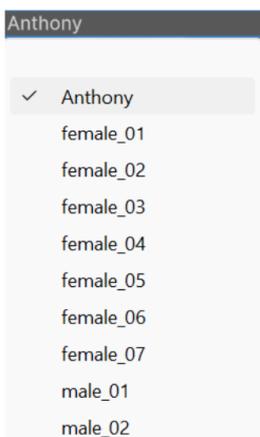
You can delete selected voice, rename it, refresh voices list or preview the voice :
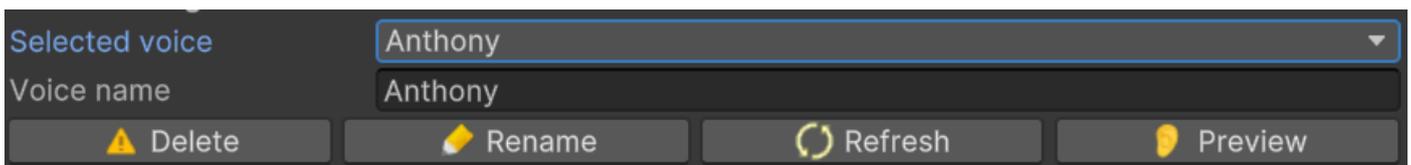
You can define the language to use, you can listen to generated wav once it's generated and you can open voices directory :
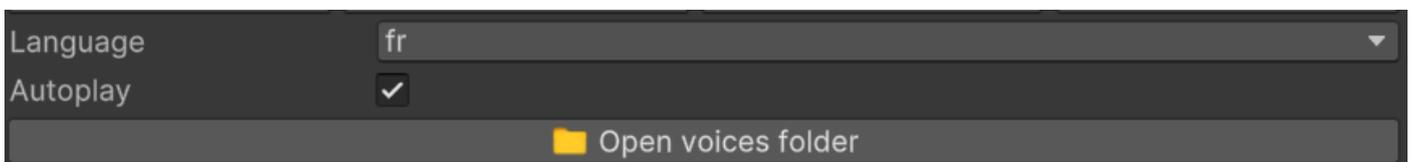
Generate an audio file from a text

To generate an audio file, set the name of the dialogue, set the version of the dialogue, write the text (max. 2000 char) and click on generate :
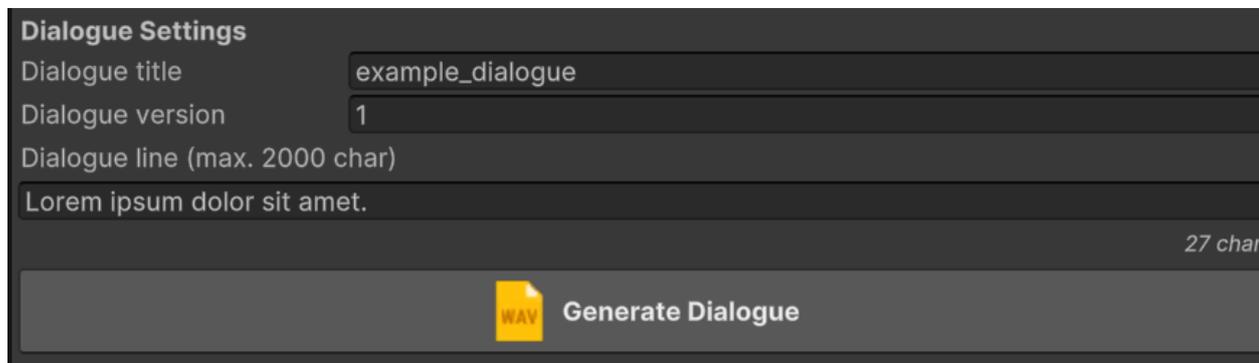
The generated audio (wav) file will be placed in your project inside « AI_Voices » folder.

If you selected « male_03 » voice, if the dialogue title was defined to « Example », if the selected language is « fr » and if the version is « 1 » then the audio file will be placed in « Assets/AI_Voices/male_03/fr/Example_1 » :
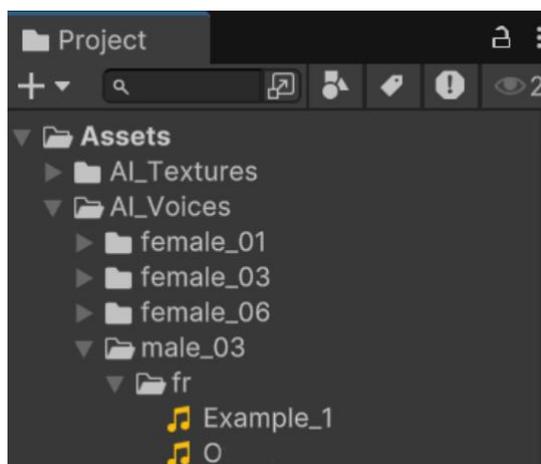
If you select the wav file in your Project, you will be able to preview it :