

LAMS: Building a Localization Tool for Everybody

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Thanks for having me back!

- "A bit dry."
- "High potential for dullness"

LAMS

- LAMS is our Localized Asset Management System
- We've used it on a lot of projects.

The logo for the game Puppeteer, featuring the word "PUPPETEER" in a stylized, orange, cursive font with a blue outline.The logo for the game Knack, featuring the word "KNACK" in a bold, gold, blocky font with a blue circular emblem in the center of the "A".The logo for God of War Ascension, featuring the words "GOD OF WAR" in a large, dark, serif font with a glowing yellow circular emblem behind the "O" in "WAR", and the word "ASCENSION" in a smaller, white, sans-serif font below it.The logo for the game The Last of Us, featuring the words "THE LAST OF US" in a bold, black, sans-serif font.The logo for the game Sly Cooper Thieves in Time, featuring the words "SLY COOPER" in a blue, stylized font with a black outline, and the words "Thieves in Time" in a smaller, yellow, cursive font below it.The logo for the game Driveclub, featuring the word "DRIVECLUB" in a bold, black, sans-serif font.The logo for the game PlayStation All-Stars Battle Royale, featuring the words "PLAYSTATION ALL-STARS" in a blue, stylized font with a white outline, and the words "BATTLE ROYALE" in a yellow, stylized font below it.The logo for the game Resogun, featuring the word "RESOGUN" in a blue, stylized font with a white outline.The logo for the game Book of Spells, featuring the words "BOOK OF SPELLS" in a gold, stylized font.The logo for the game Killzone Mercenary, featuring the word "KILLZONE" in a bold, black, sans-serif font, and the word "MERCENARY" in a smaller, black, sans-serif font below it.

System Features

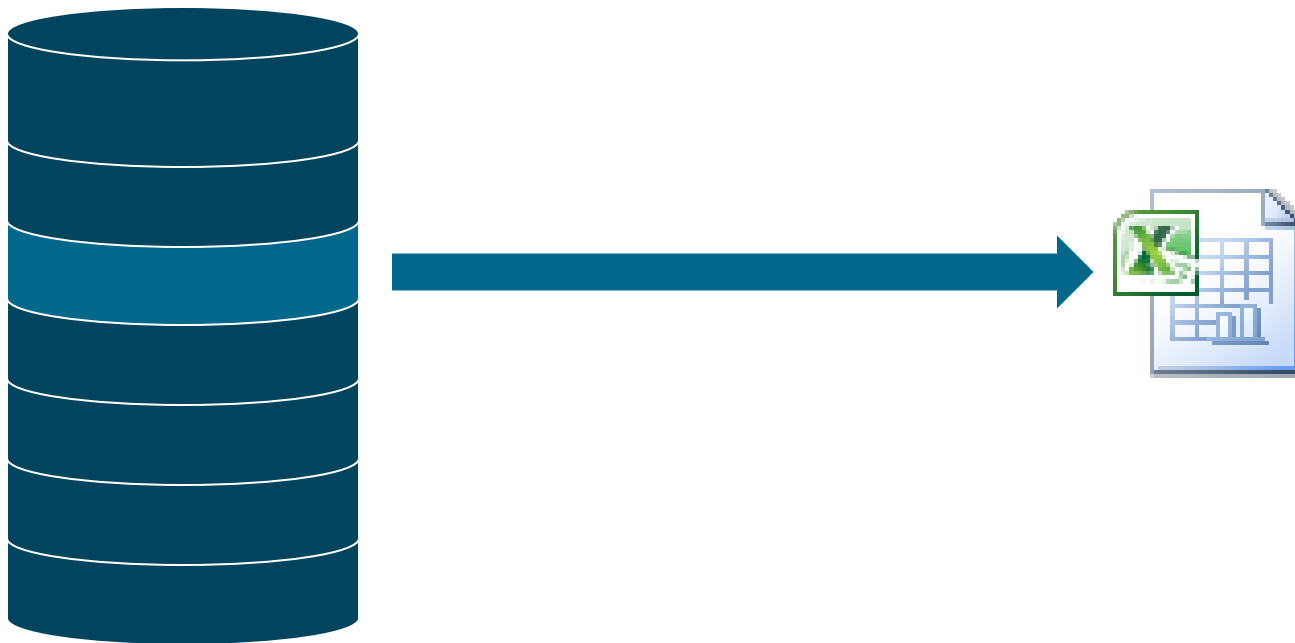
- Change Management
- Flexibility
- Automation

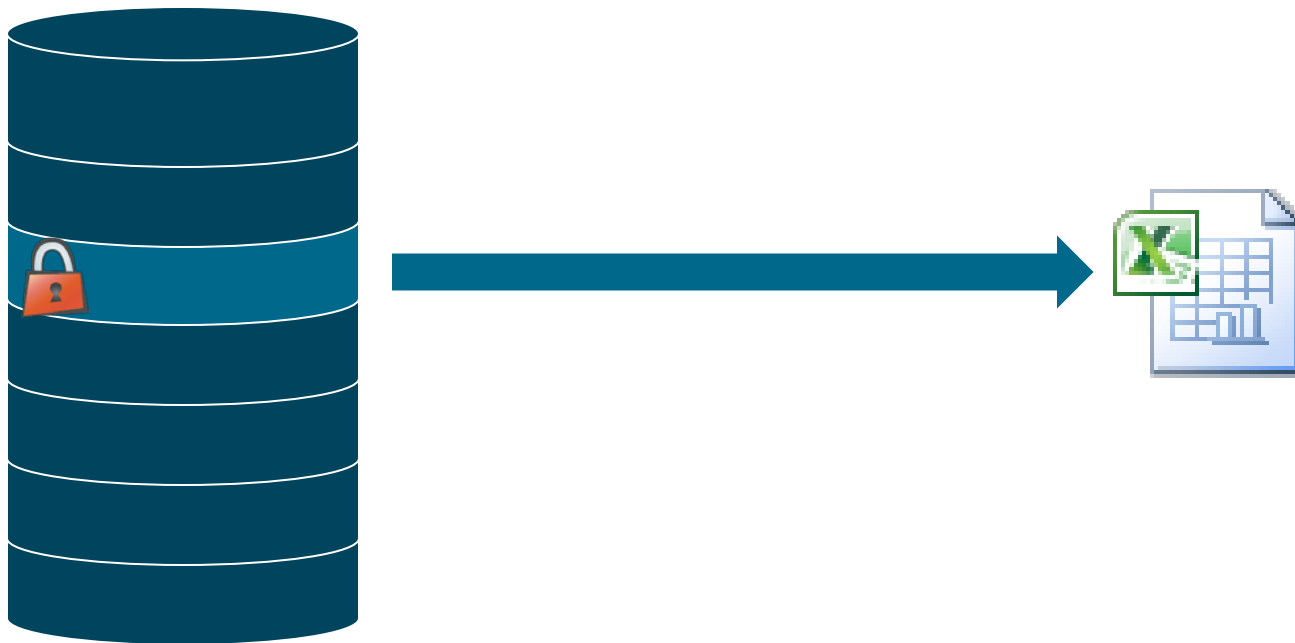
Change Management

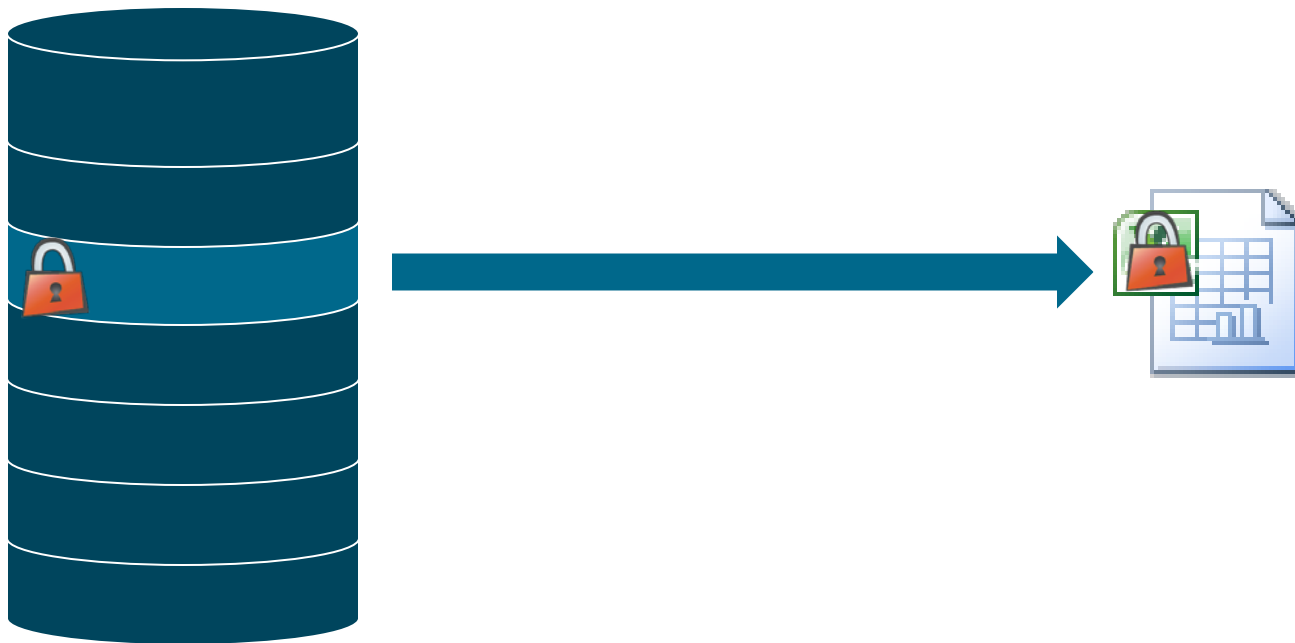
Change Management

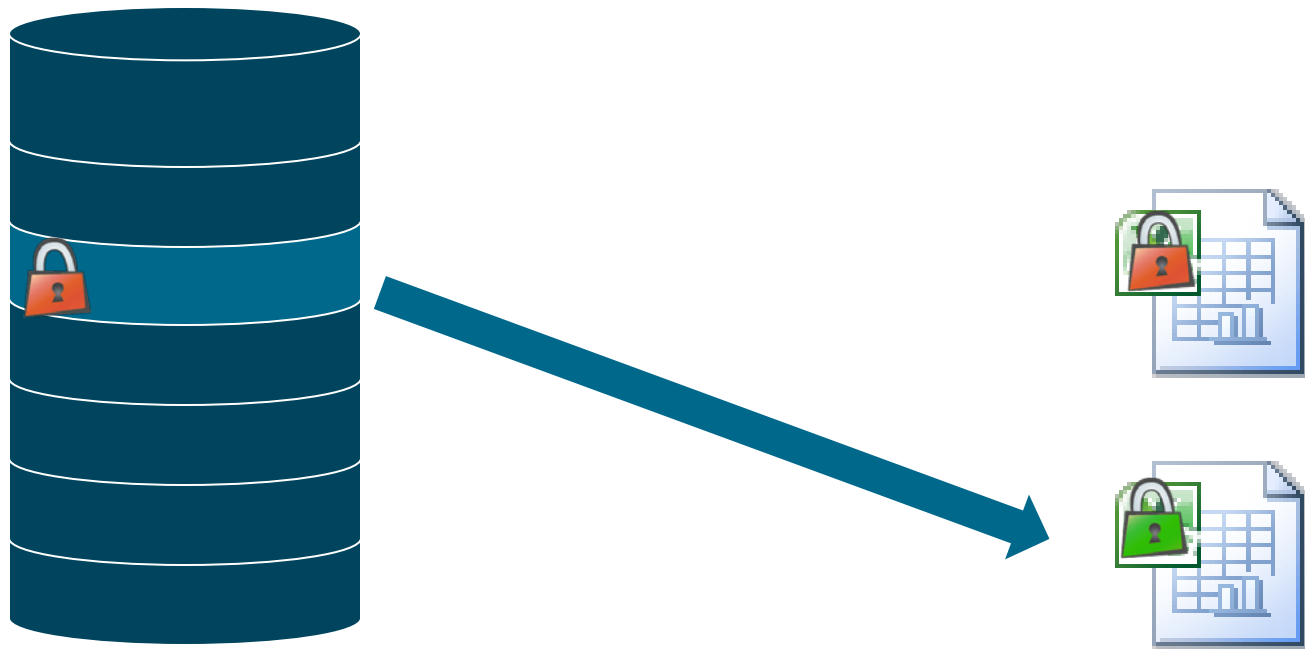
- Clashes between users.
 - Merge Changes
 - Prevent clashes
- The Consequences of their changes.

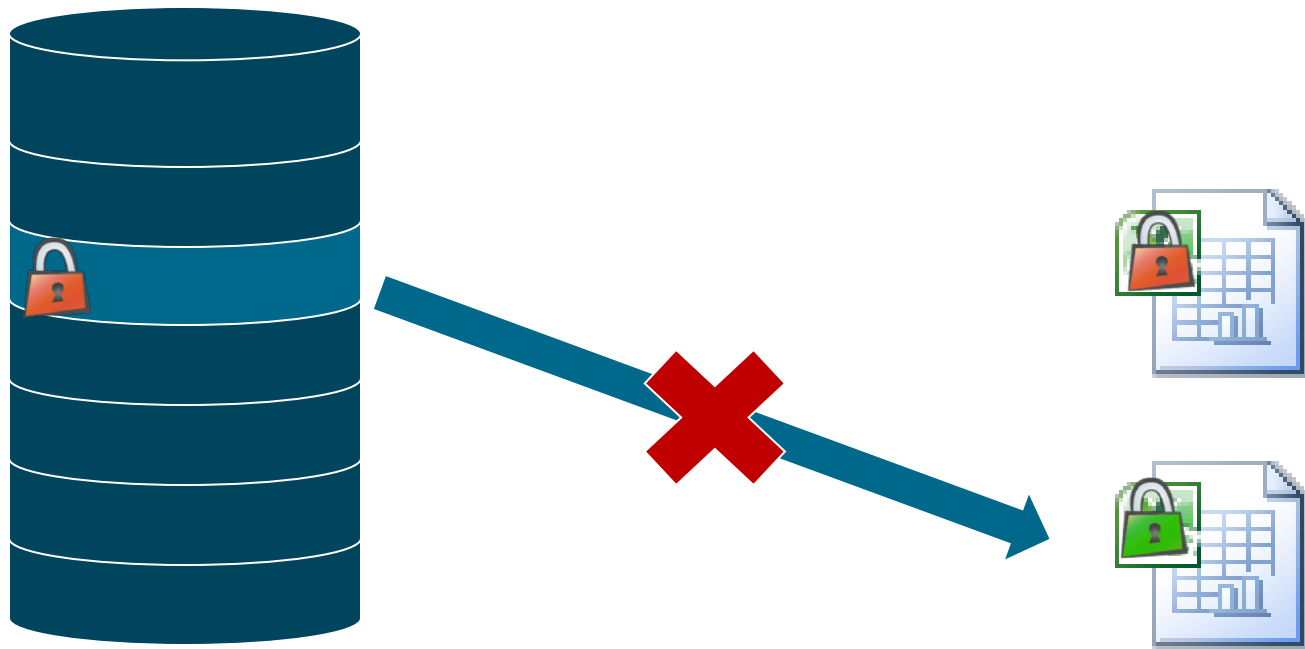


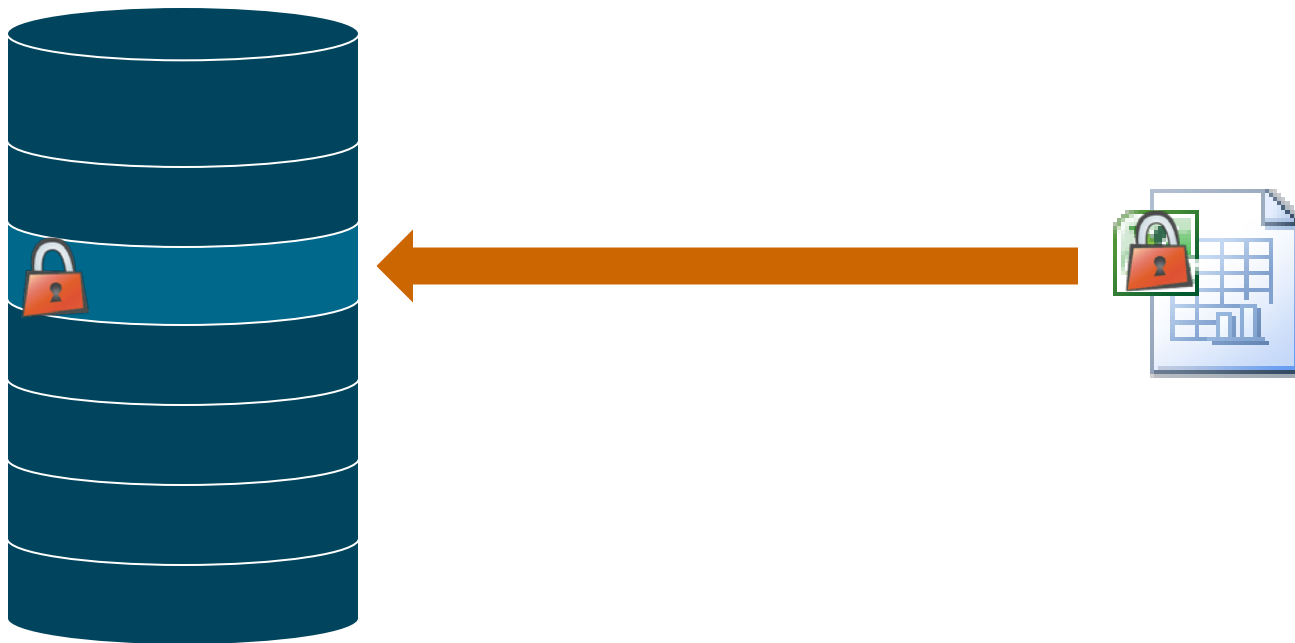


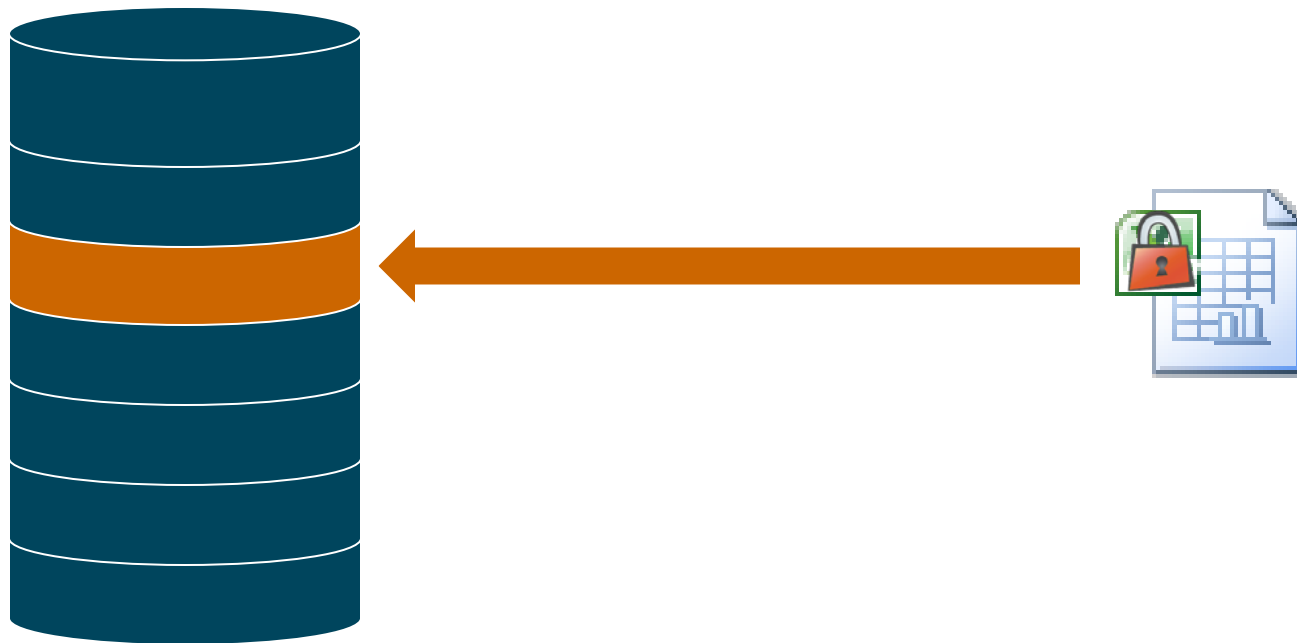




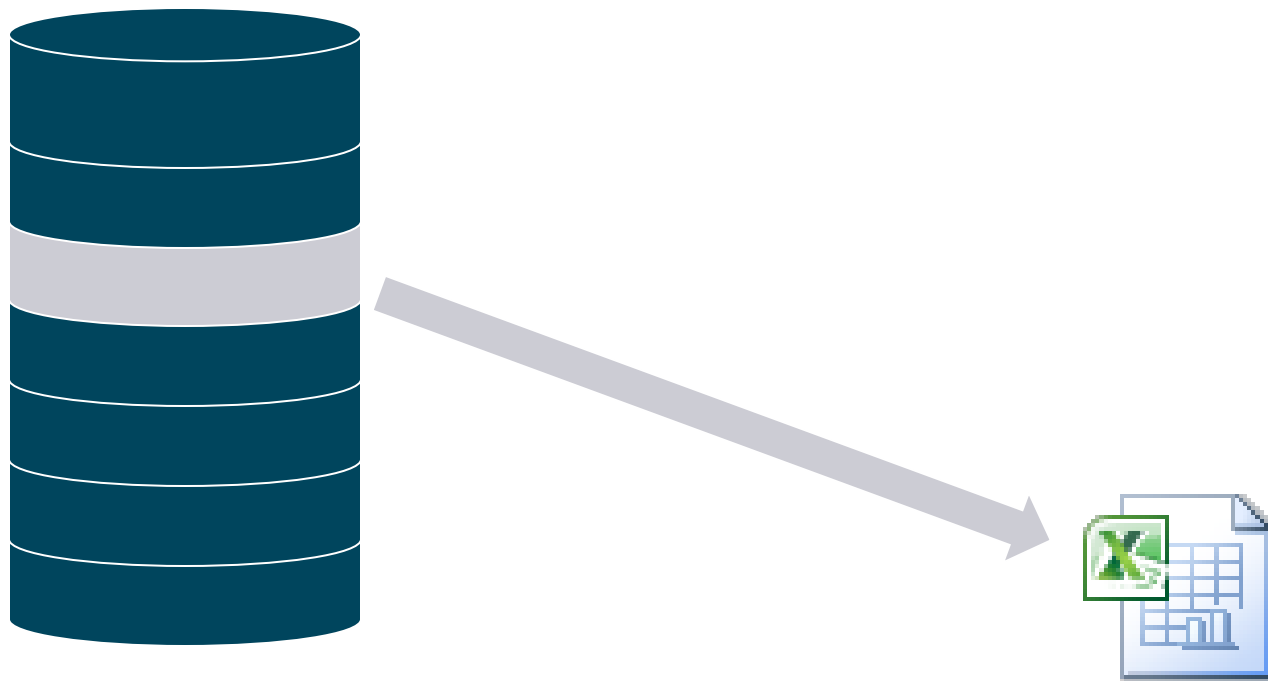


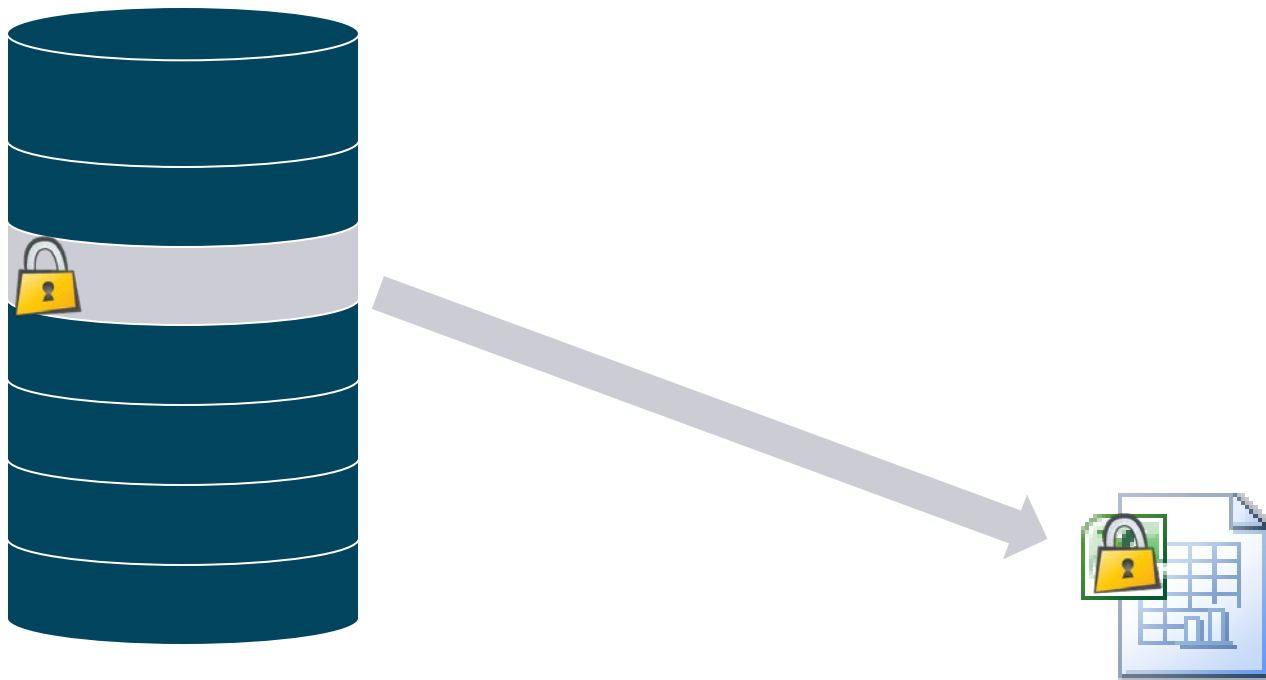


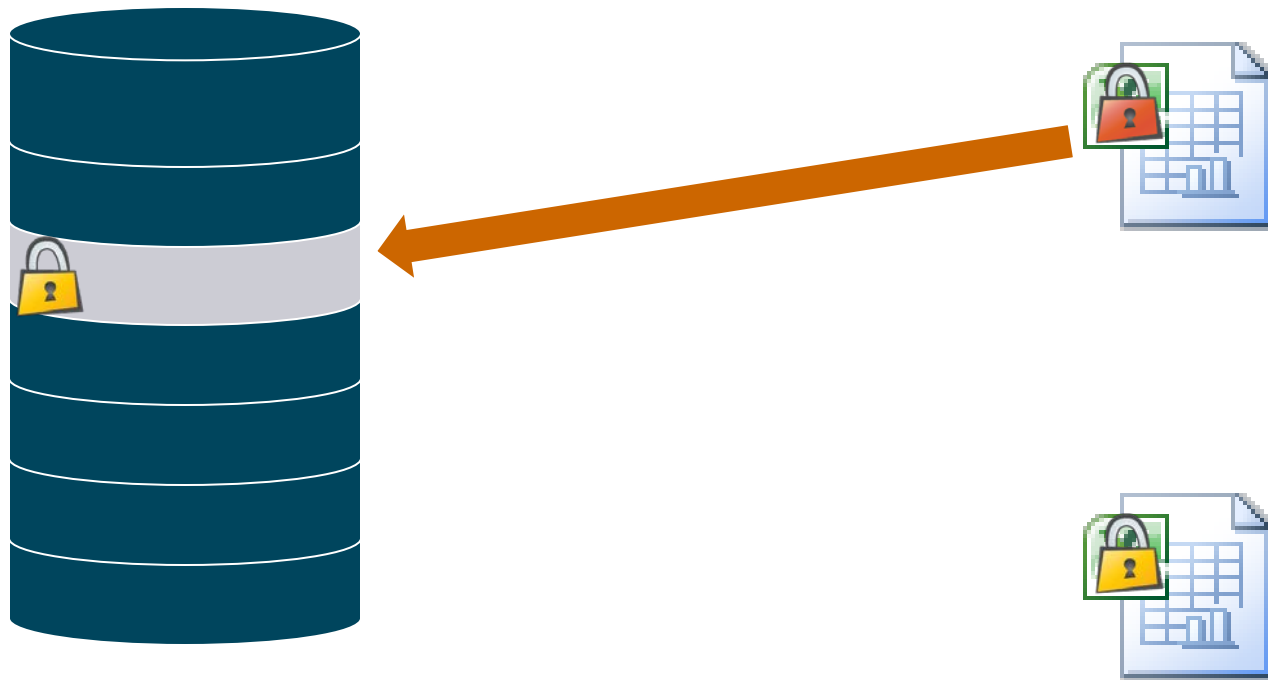


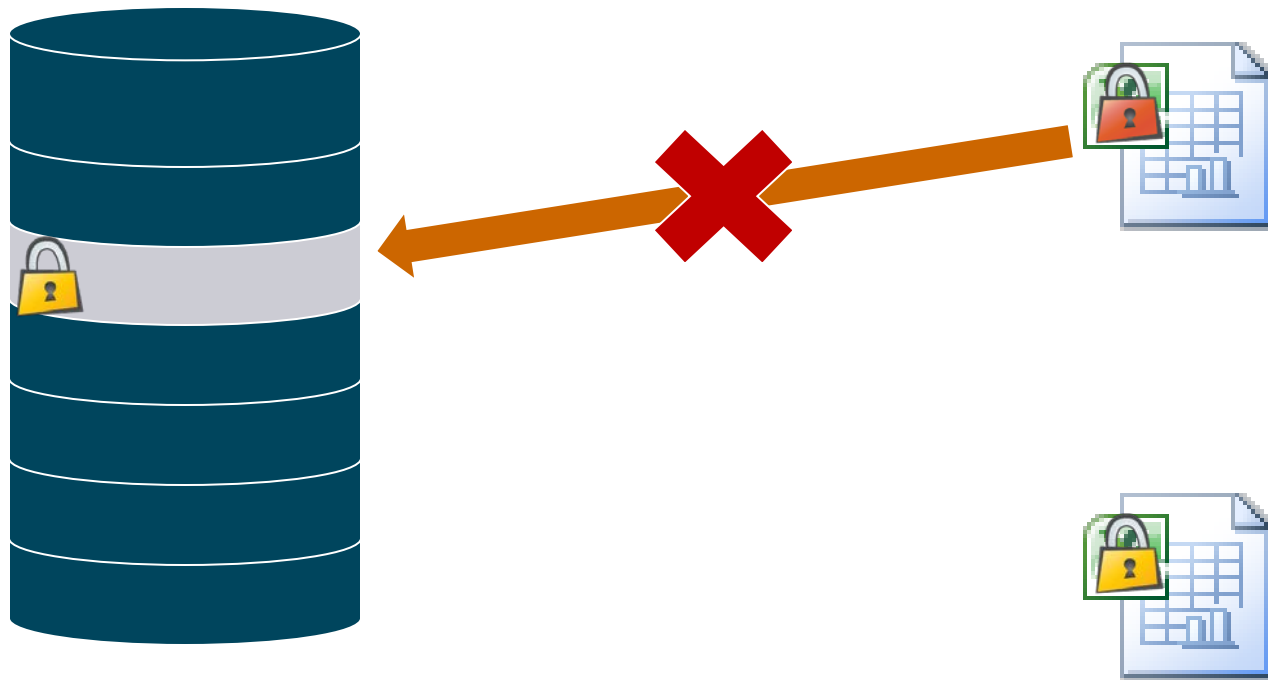


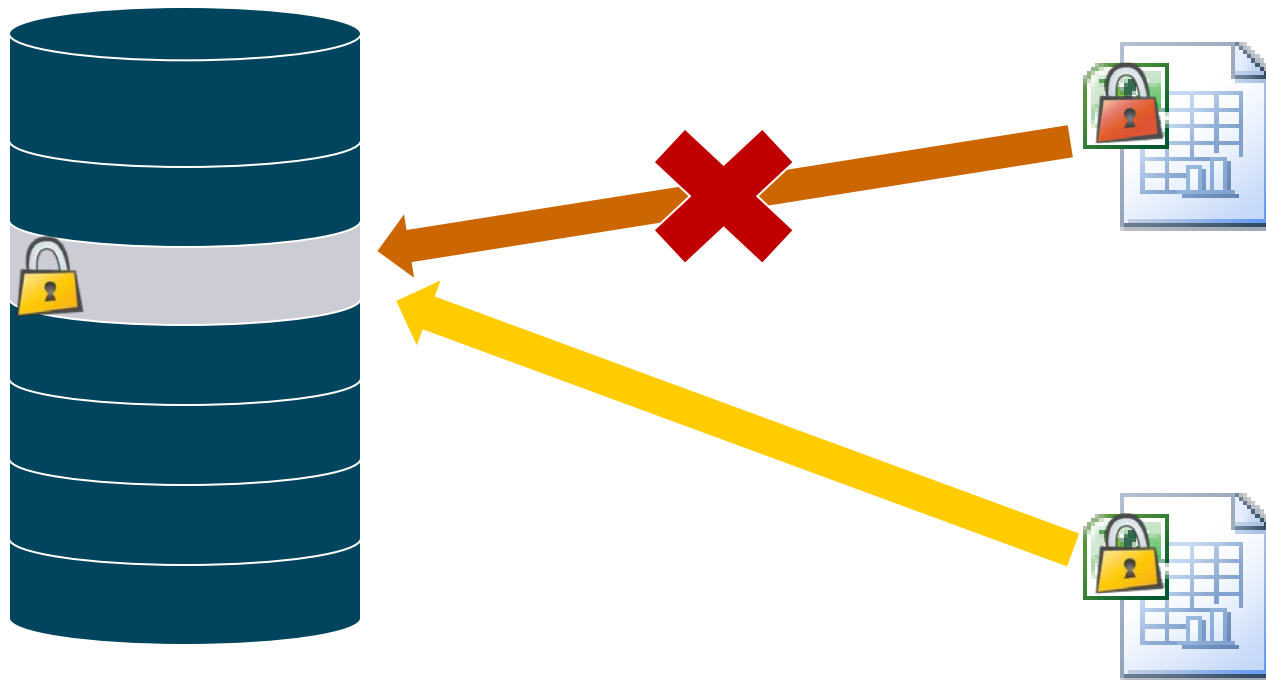


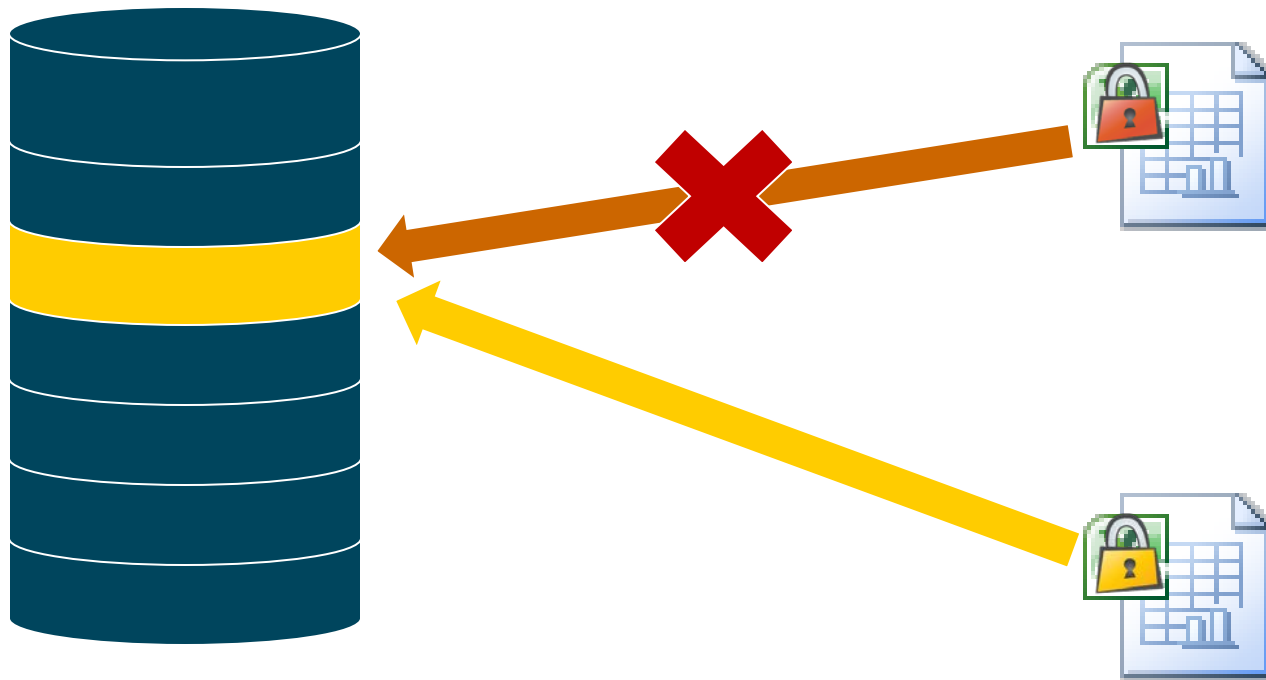












Change Management - Locks

- Make clashes impossible.
- Prevent stale updates.
- Tracks Translation validity.

◀ March 2014 ▶						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
24 Feb	25	26	27	28	1 Mar	02
03	04	05	06	07	08	09
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1 Apr	02	03	04	05	06

Source
Updated

Translations
Uploaded

◀ March 2014 ▶						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
24 Feb	25	26	27	28	1 Mar	02
03	04	05	06	07	08	09
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1 Apr	02	03	04	05	06



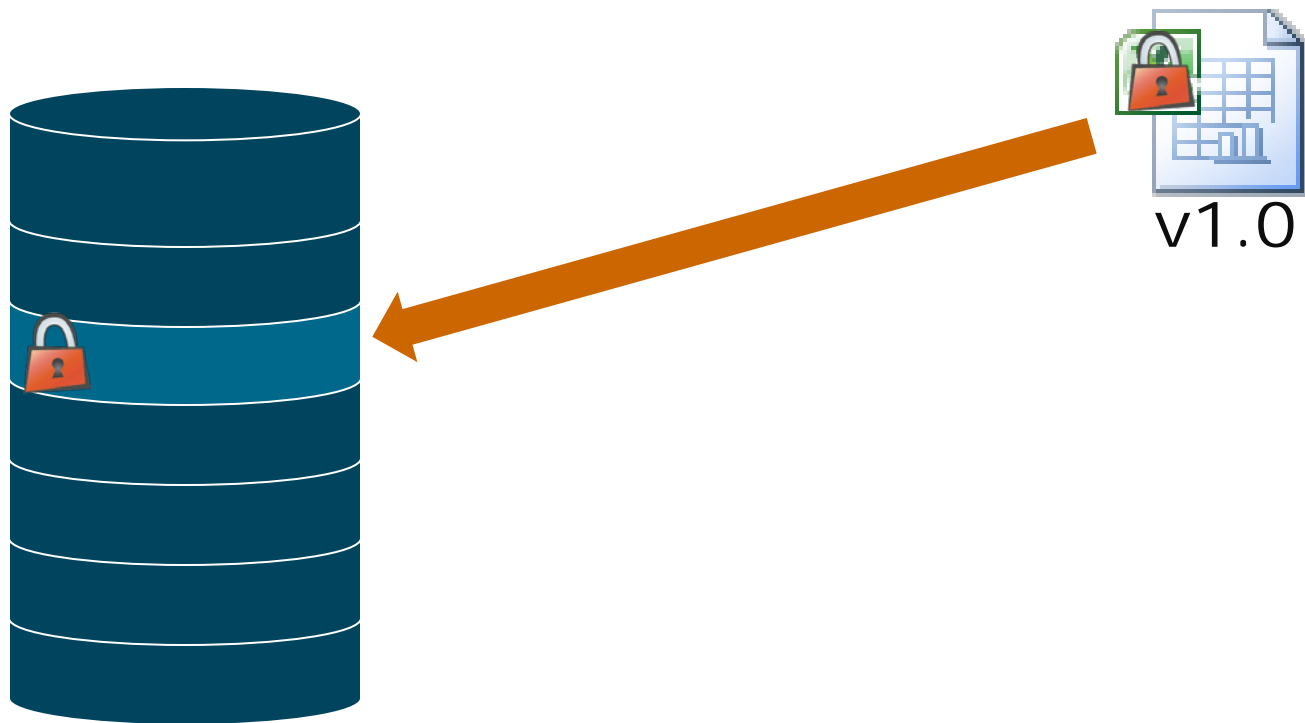
Translations
Locked

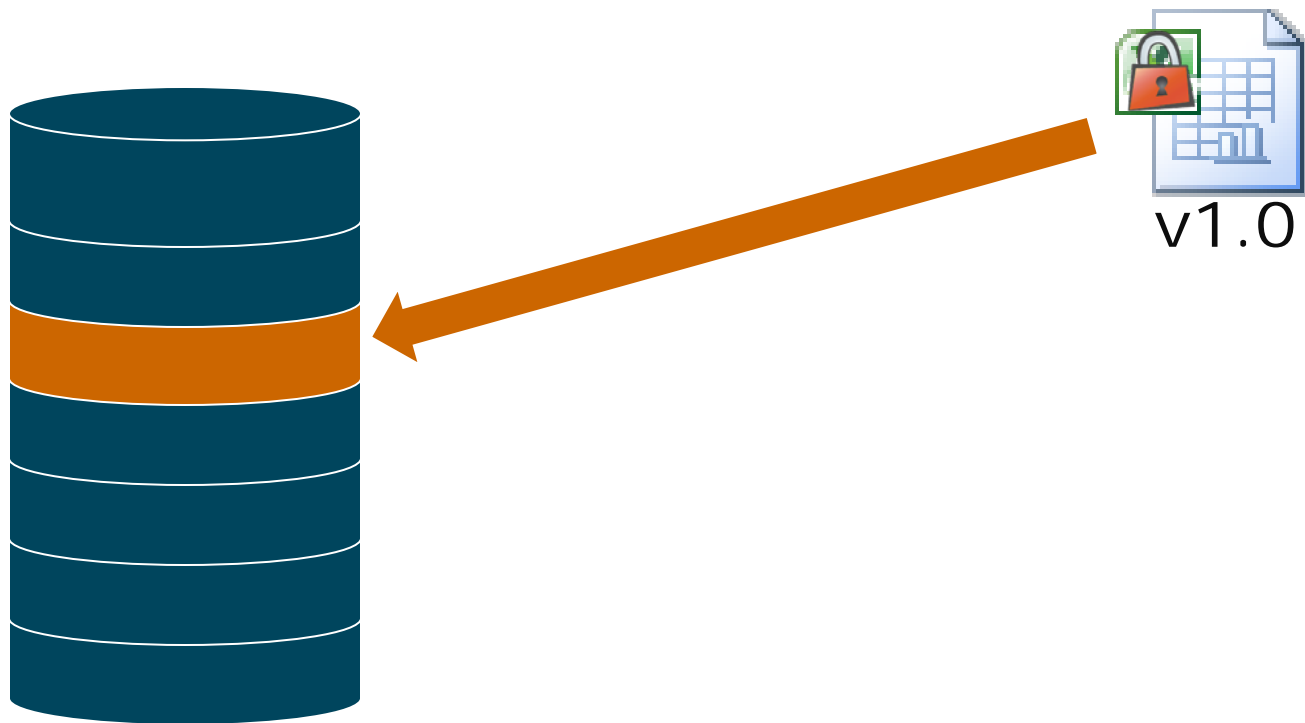
Source
Updated

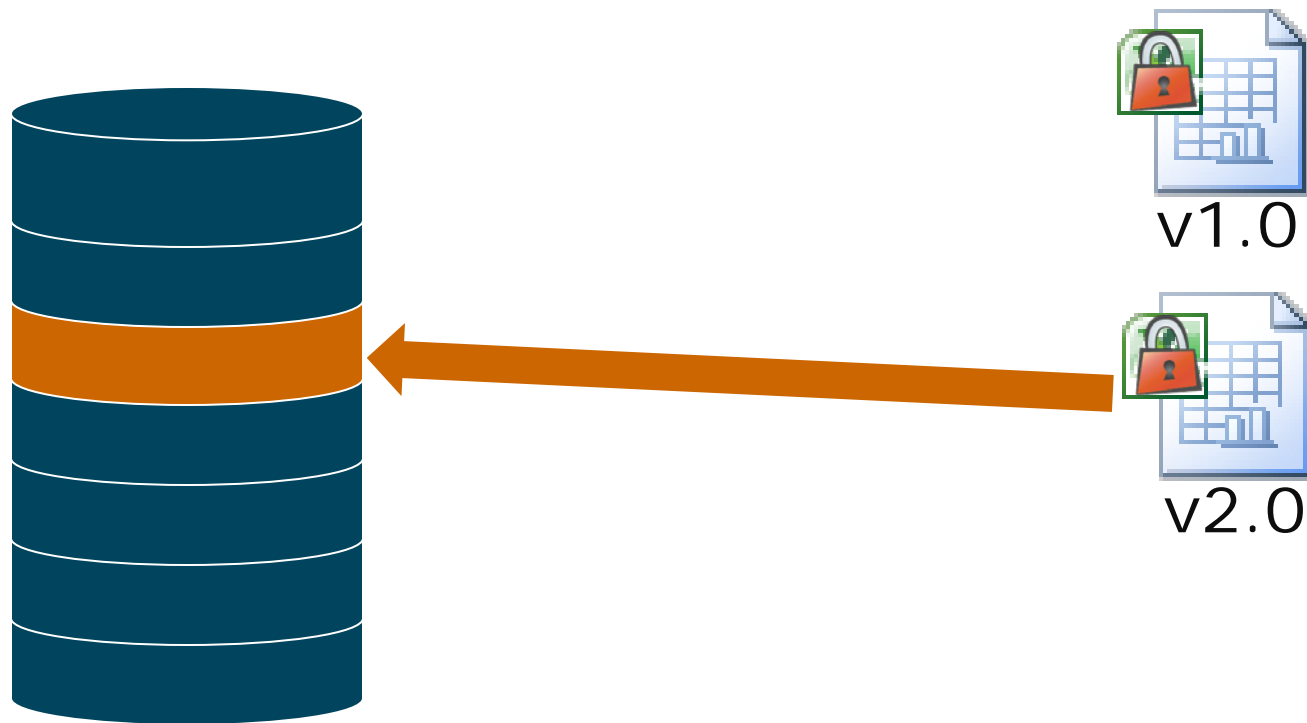
Translations
Uploaded

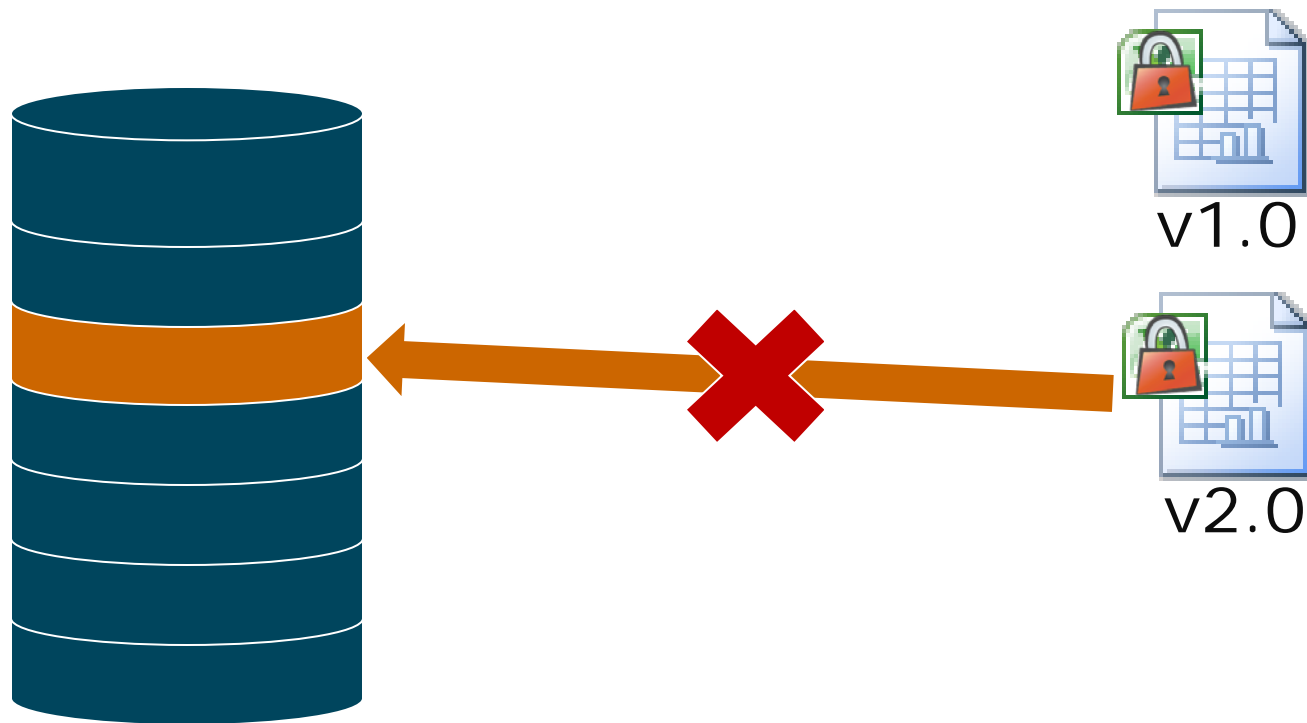
Change Management

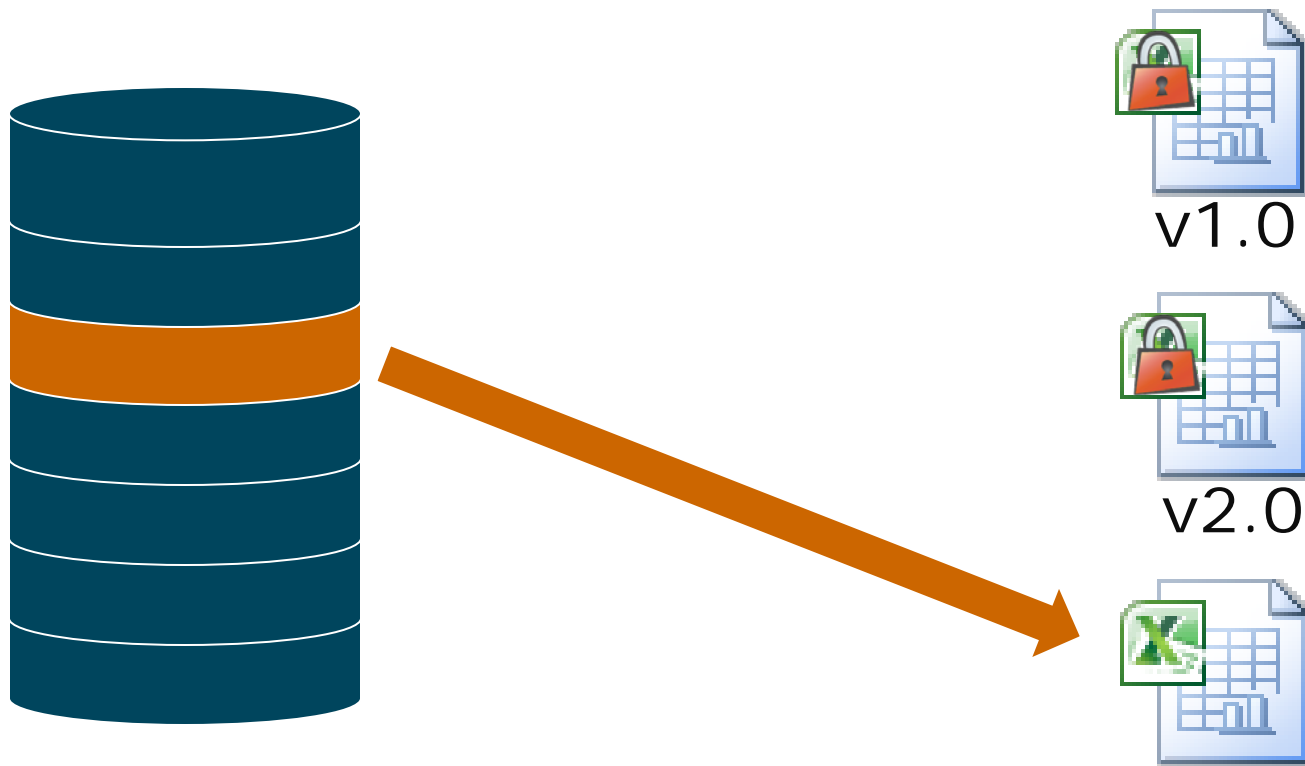
- Updates to old files were a problem.

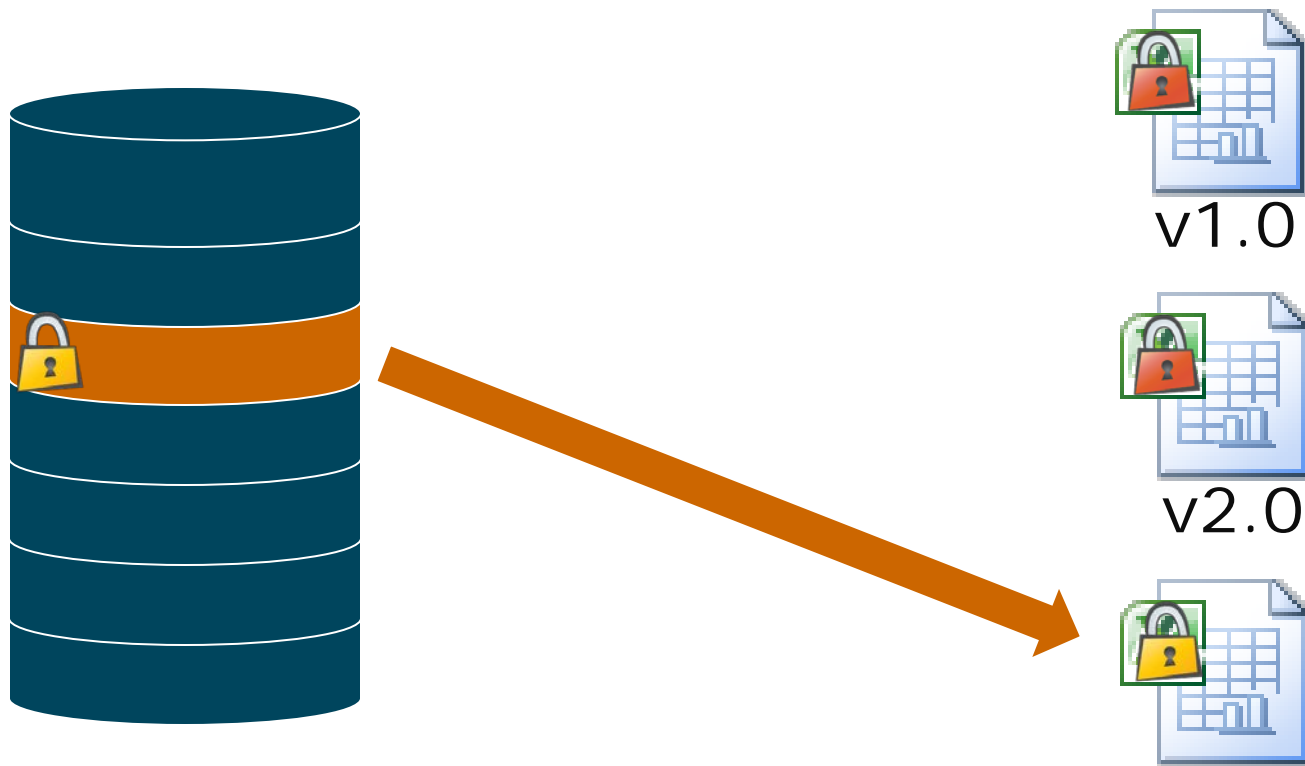


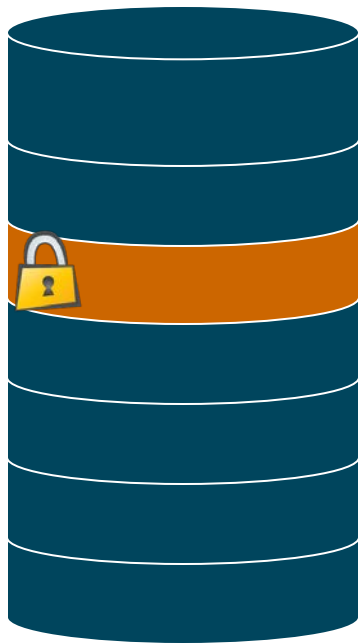










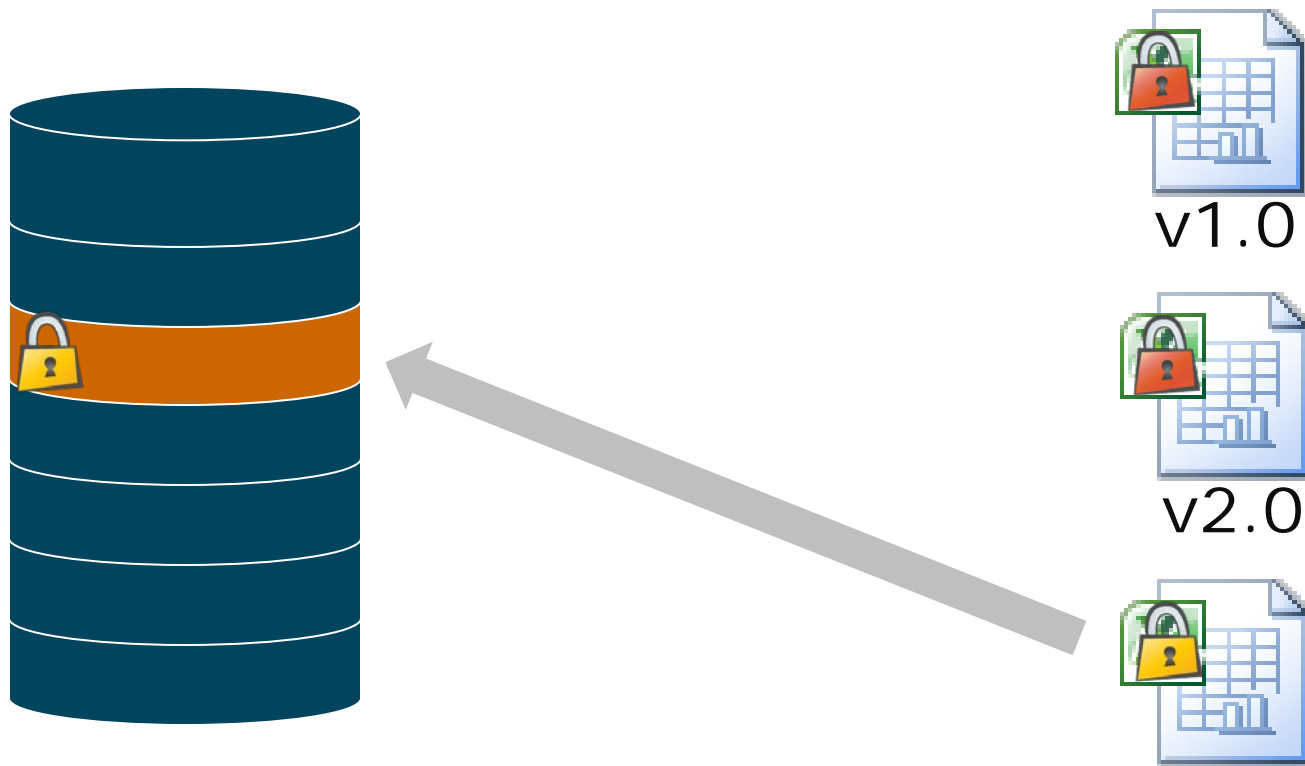


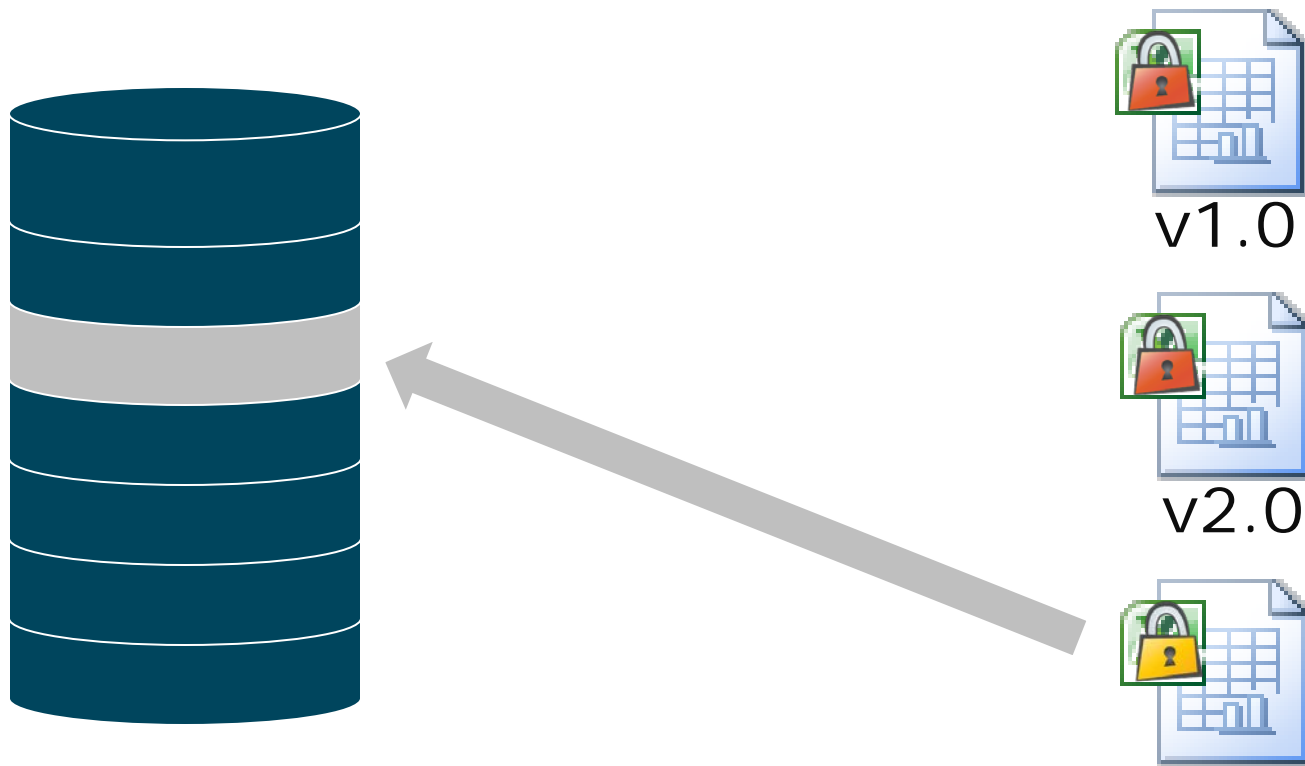
v1.0



v2.0







◀ March 2014 ▶						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
24 Feb	25	26	27	28	1 Mar	02
03	04	05	06	07	08	09
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31	1 Apr	02	03	04	05	06

Translations
Locked



Source
Updated

v1.0
Uploaded

◀ March 2014 ▶						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
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03	04	05	06	07	08	09
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1 Apr	02	03	04	05	06

Translations Locked

Source Updated

v1.0 Uploaded

Workaround Locked

v2.0 Uploaded

Change Management

- Allow old locks to be restored.
- Exclude translations that had changed.

Change Management - Summary

- Be firm
- Be robust
- Leave the back door open.

Flexibility

- Of Interface
- Of Data
- Of Assets
- Of Process

Flexibility

- Different projects
- Different user groups

Flexibility - Interface

00036 Diggs
作業中です。
作っている残り
の半分、それは
そこには栄光が
それではなく、
さらに少ない
給料、孤独な

OUTSIDE DIGGS' OFFICE

We are in the hallway outside Diggs's office. Sax music.

V.O.
Name's Nightcrawler
detective alone, we
paid next is for pi

We see the title as
Diggs Nightcrawler

Now we're just outside

V.O.
Humpty Dumpty
City, and letter. I
when the rang the

An indicator instrument
doorbell outside Diggs
bell rings.

Dial
The door'

Character	Source	Maximum Line Count	Source Comment	French
	we are in the hallway outside Diggs's office. Sax music.			
	Spread 1-1			
	Outside Diggs' Office cutscene			
Diggs	Name's detective paid ne			
	We see Diggs N	1		
	Now we	3 dx_c1s1_Diggs_01	Please ensure Diggs' name is consistent t	
	Humpty me a lei			
Diggs	BOOK a	4		
	An indic doorbel		We see the t	
	rings.	6 dx_c1s1_Diggs_02		
Diggs	The doc Hmmm		Please ensure Humpty's name is conside	
	If the pl then Dig		present tense. In English 'SHAKE the book' an	
	Who's c			
Diggs	THE BO			
	Humpty Dumpty. the Don of			

```

<script version="1.000">
+ <properties>
+ <flag_types>
+ <editlocks/>
+ <link_types>
- <body>
- <section last_modified="2013-12-03 14:43:33" name="Spread 1-1" is_remote_fed="false" id="2" seq="0">
  <flags/>
  <sections/>
- <subsection last_modified="2013-12-03 14:43:33" name="Outside Diggs' Office" is_remote_fed="false"
  type="cutscene" id="5" seq="0">
    <flags/>
    + <description>
    - <dialogue character="Diggs">
      + <direction>
      - <script_line seq="1" location="Outside Diggs' Office">
        - <source is_remote_fed="false" id="3" seq="1" is_redundant="false"
          should_be_translated="True" unique_name="dx_c1s1_Diggs_01">
          <text xml:space="preserve" modified="2013-12-03 14:43:33">Name's Nightcrawler...
            Diggs Nightcrawler. I'm a private detective. Which means I live alone, work long
            hours, and get paid next to nothing. That's how it is for private talent.</text>
        - <flags>
          <flag name="Source Comment" xml:space="preserve" icon="comment.png"
            type="text" date="2013-12-03 14:43:33" user="LAMS Sys Admin" active="true"
            dirty="False" edit="false">Please ensure Diggs' name is consistent
            throughout. "Nightcrawler...Diggs Nightcrawler" is like "Bond...James Bond".
            "Paid next to nothing" is an expression meaning hardly paid anything at
            all.</flag>
        </flags>
      </script_line>
    </dialogue>
    </section>
  </subsection>
</body>
  </section>
</script>

```

Flexibility - Interface

Character	Source	Maximum Line Count	Source Comment	French
	we are in the hallway outside Diggs's office. Sax music.			
Diggs	Name's Nightcrawler... Diggs Nightcrawler. I'm a private detective. Which means I live alone, work long hours, and get paid next to nothing. That's how it is for private talent.	3	Please ensure Diggs' name is consistent throughout. "Nightcrawler...Diggs Nightcrawler" is like "Bond...James Bond". "Paid next to nothing" is an expression meaning hardly paid anything at all.	Je suis Nightcrawler... Diggs Nightcrawler. Profession : détective. En gros, je vis tout seul, je travaille très dur et je suis payé des cacahuètes. C'est comme ça que ça marche pour les privés.
	We see the title appear on the front cover of the Wonderbook: Diggs Nightcrawler "WHO BUMPED THE DUMPTY?"			

Section	Subsection	Unique Name	Post processing	Performance	Character	English	English Filename
Spread 1-1	Outside Diggs' Office	dx_c1s1_Diggs_01	Clean	Normal	Diggs	Name's Nightcrawler... Diggs Nightcrawler. I'm a private detective. Which means I live alone, work long hours, and get paid next to nothing. That's how it is for private talent.	sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_en.wav
Spread 1-1	Outside Diggs' Office	dx_c1s1_Diggs_02	Clean	Normal	Diggs	Humpty Dumpty, the Don of Library City, and my pal, had sent me a letter. I was just about to read it when the kid SHOOK THE BOOK and rang the doorbell.	sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_02_en.wav
Spread 1-1	Outside Diggs' Office	dx_c1s1_Diggs_03	Clean	Shouting	Diggs	The door's open. Why dontcha ROTATE THE BOOK and come in? Hmmm?	sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_03_en.wav
Spread 1-1	Outside Diggs' Office	dx_c1s1_Diggs_04	Clean	Normal	Diggs	Who's out there? You gonna stand out there all day? ROTATE THE BOOK and come in.	sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_04_en.wav
Spread 1-1	Diggs' Office	dx_c1s1_Diggs_05	Clean	Normal	Diggs	What do you want, kid? Can't you see I'm busy? So you're the one Humpty mentioned, in his letter. He seems to think someone is trying to bump him off. Humpty says I gotta bring you with me, to help me help him.	sourcespeech\Diggs' Office\dx_c1s1_Diggs_05_en.wav
Spread 1-1	Diggs' Office	dx_c1s1_Diggs_06	Clean	Normal	Diggs	Do me a favour and switch off the light. Things might get messy and, uh, I don't know who's watching.	sourcespeech\Diggs' Office\dx_c1s1_Diggs_06_en.wav

Flexibility - Data

- Flags - Metadata

Flexibility - Data

- Flags - Metadata
 - System Information
 - Development & Localization Process

Flexibility - Data

- Automatically set flags
- Automatically update flags

Flexibility - Data

- Automatically set flags
- Automatically update flags

Source	French	Reviewed by QA
Hello	Salut!	No
Goodbye	Au revoir	No

Flexibility - Data

- Automatically set flags
- Automatically update flags

Source	French	Reviewed by QA
Hello	Salut!	Yes
Goodbye	Au revoir	Yes

Flexibility - Data

- Automatically set flags
- Automatically update flags

Source	French	Reviewed by QA
Hello	Bonjour	Yes
Goodbye	Au revoir	Yes

Flexibility - Data

- Automatically set flags
- Automatically update flags

Source	French	Reviewed by QA
Hello	Bonjour	No
Goodbye	Au revoir	Yes

Flexibility - Assets

- Teams define the naming convention
- `Hardcoded_path\[LanguageName]\[UniqueName]_[LanguageCode].wav`
- LAMS enforces it.

Flexibility - Assets

- Source

- `source_path\[LanguageName]\[UniqueName]_[LanguageCode].wav`

- Processed

- `processed_path\[LanguageName]\[PostProcessing]\[UniqueName].wav`

- Game

- `game_path\[LanguageName]\[UniqueName].mp3`

Flexibility - Assets

- Source

- source_path\[LanguageName]\[UniqueName]\[LanguageCode].wav
- source_path\German\m_vor_ohnocop_01_hro_de.wav

- Processed

- processed_path\[LanguageName]\[PostProcessing]\[UniqueName].wav
- processed_path\German\Radio\m_vor_ohnocop_01_hro.wav

- Game

- game_path\[LanguageName]\[UniqueName].mp3
- game_path\German\m_vor_ohnocop_01_hro.mp3

Flexibility - Assets

- Source

- source_path\[LanguageName]\[UniqueName]\[LanguageCode].wav
- source_path\German\m_vor_ohnocop_01_hro_de.wav

- Processed

- processed_path\[LanguageName]\[PostProcessing]\[UniqueName].wav
- processed_path\German\Radio\m_vor_ohnocop_01_hro.wav

- Game

- game_path\[LanguageName]\[UniqueName].mp3
- game_path\German\m_vor_ohnocop_01_hro.mp3

Flexibility - Assets

- Source

- source_path\[LanguageName]\[UniqueName]\[LanguageCode].wav
- source_path\German\m_vor_ohnocop_01_hro_de.wav

- Processed

- processed_path\[LanguageName]\[PostProcessing]\[UniqueName].wav
- processed_path\German\Radio\m_vor_ohnocop_01_hro.wav

- Game

- game_path\[LanguageName]\[UniqueName].mp3
- game_path\German\m_vor_ohnocop_01_hro.mp3

Flexibility - Assets

- Source

- source_path\[LanguageName]\[UniqueName]\[LanguageCode].wav
- source_path\German\m_vor_ohnocop_01_hro_de.wav

- Processed

- processed_path\[LanguageName]\[PostProcessing]\[UniqueName].wav
- processed_path\German\Radio\m_vor_ohnocop_01_hro.wav

- Game

- game_path\[LanguageName]\[UniqueName].mp3
- game_path\German\m_vor_ohnocop_01_hro.mp3

Flexibility - Assets

- Source

- source_path\[LanguageName]\[UniqueName]\[LanguageCode].wav
- source_path\German\m_vor_ohnocop_01_hro_de.wav

- Processed

- processed_path\[LanguageName]\[PostProcessing]\[UniqueName].wav
- processed_path\German\Radio\m_vor_ohnocop_01_hro.wav

- Game

- game_path\[LanguageName]\[UniqueName].mp3
- game_path\German\m_vor_ohnocop_01_hro.mp3

Flexibility - Process

- Event driven system
- Custom behavior for project specific processing.

Flexibility - Process

- Event driven system
- Custom behavior for project specific processing.



Flexibility - Summary

- Empower your users
- A modular system pairs flexibility with reuse.

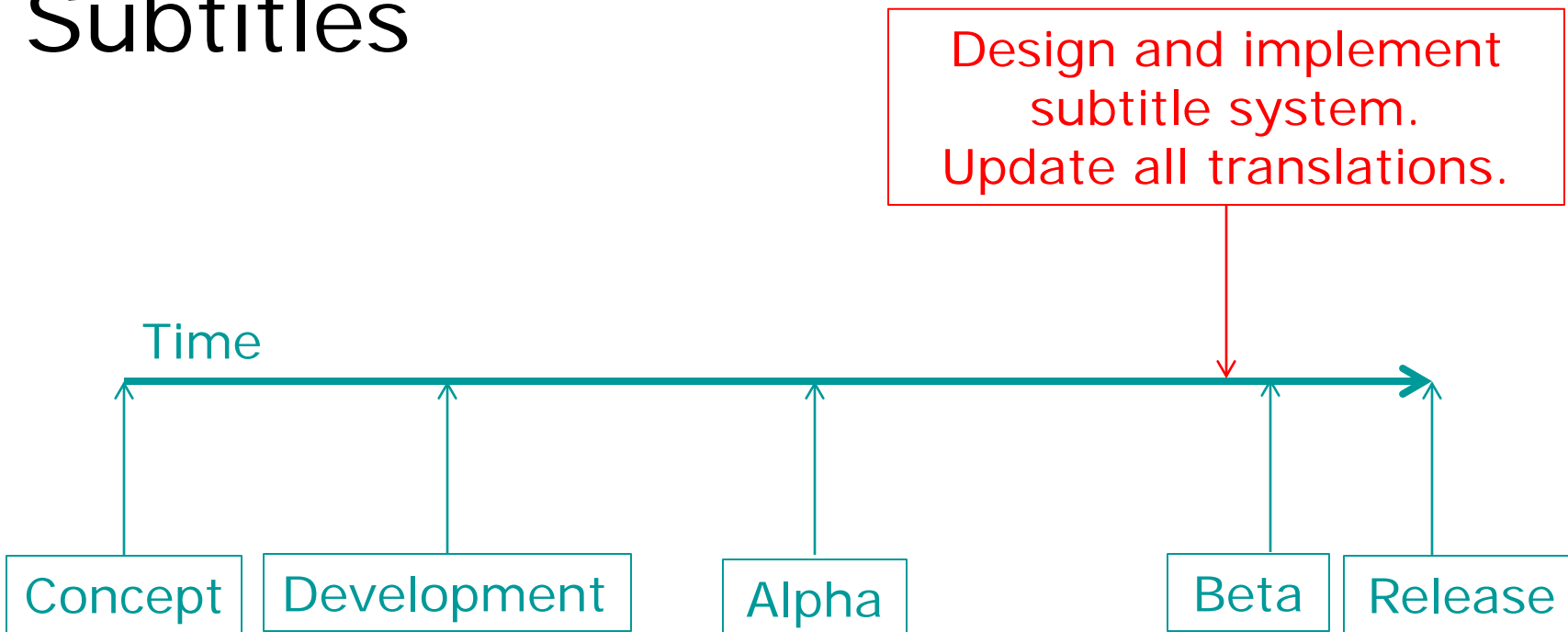
Automation

- Speech generation

Automation

- Speech generation
- Validation & Error checking
- Subtitles

Subtitles



Subtitles

- Standard format in LAMS
- Automatically break lines.





Name's Nightcrawler.

Diggs Nightcrawler.

I'm a private detective.



Name's Nightcrawler.

Diggs Nightcrawler.

I'm a private detective.



Name's Nightcrawler.

Diggs Nightcrawler.

I'm a private detective.

150

2750



Start	Stop	Text
150	2750	Name's Nightcrawler. Diggs Nightcrawler. I'm
2750	3949	a private detective.



Start	Stop	Text
150	2750	Name's Nightcrawler. Diggs Nightcrawler. I'm
2750	3949	a private detective.



Start	Stop	Text
150	1500	Name's Nightcrawler.
1600	2600	Diggs Nightcrawler.
2700	3949	I'm a private detective.

Outside Diggs' Office

cutscene

English dx_c1s1_Diggs_01

Diggs
V.O.

Name's Nightcrawler... Diggs Nightcrawler. I'm a private detective. Which means I live alone, work long hours, and get paid next to nothing. That's how it is for private talent.

Filename: "sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_en.wav"

0 2770 Name's Nightcrawler... Diggs Nightcrawler.
3130 4400 I'm a private detective.
4860 9480 Which means I live alone, work long hours, and get paid next to nothing.
9910 11750 That's how it is for private talent.

French dx_c1s1_Diggs_01

Diggs
V.O.

Je suis Nightcrawler... Diggs Nightcrawler. Profession : détective. En gros, je vis tout seul, je travaille très dur et je suis payé des cacahuètes. C'est comme ça que ça marche pour les privés.

Filename: "sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_fr.wav"

0 990 Je suis Nightcrawler...
1638 2702 Diggs Nightcrawler.
3190 9030 Profession : détective. En gros, je vis tout seul, je travaille très dur et je suis payé des
9030 11750 cacahuètes. C'est comme ça que ça marche pour les privés.

Russian dx_c1s1_Diggs_01

Diggs
V.O.

Меня зовут Диггз... Детектив Диггз. Я частный сыщик. Живу один, работаю много, зарабатываю мало. Вот так ценят нашего брата.

Filename: "sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_ru.wav"

0 1170 Меня зовут Диггз...
1710 2860 Детектив Диггз.
3360 4510 Я частный сыщик.
5060 8560 Живу один, работаю много, зарабатываю мало.
10070 11750 Вот так ценят нашего брата.

Dialogue			Description			Direction			Onscreen Text		
Lines	Words	Characters	Lines	Words	Characters	Lines	Words	Characters	Lines	Words	Characters
3	81	493				3	1	4			

Save Search Action...

Subtitles - Problems



- Speech recognition problems
- Editing and tweaking made easy
 - Weeks to fix

Subtitles - Problems



- Speech recognition problems
- Editing and tweaking made easy
 - ~~Weeks to fix~~ 2 days to fix

Subtitles - Editing

The screenshot displays a subtitle editing application with three tracks for a character named Diggs. Each track includes a timeline, a list of subtitle lines with start and end times, and a preview window showing the subtitle text in the target language.

Track 1: English

Filename: "sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_en.wav"

0 2770 Name's Nightcrawler... Diggs Nightcrawler. I'm a private detective. Which means I live alone, work long hours, and get paid next to nothing. That's how it is for private talent.

3130 4400 I'm a private detective.

4860 9480 Which means I live alone, work long hours, and get paid next to nothing.

9910 11750 That's how it is for private talent.

Track 2: French

Filename: "sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_fr.wav"

0 990 Je suis Nightcrawler...

1638 2702 Diggs Nightcrawler.

3190 9030 Profession : détective. En gros, je vis tout seul, je travaille très dur et je suis payé des cacahuètes. C'est comme ça que ça marche pour les privés.

9030 11750 cacahuètes. C'est comme ça que ça marche pour les privés.

Track 3: Russian

Filename: "sourcespeech\Outside Diggs' Office\dx_c1s1_Diggs_01_ru.wav"

0 1170 Меня зовут Диггз...

1710 2860 Детектив Диггз.

3360 4510 Я частный сыщик.

5060 8560 Живу один, работаю много, зарабатываю мало. Вот так ценят нашего брата.

10070 11750 Вот так ценят нашего брата.

Summary Table:

Dialogue		Description		Direction		Onscreen Text	
Lines	Words	Lines	Words	Lines	Words	Lines	Words
3	81	493		3	1	4	

Buttons: Save Search, Action..., Edit Search

Subtitles - Results



Automation - Summary

- A virtuous circle of automation
- Doesn't have to be perfect
- Tweaking is faster than starting from scratch

Conclusion

- Good tools get the best from their users
- Let them work in their way
- Protect their work
- Don't waste their talent.

Questions?