
Subject: C&C Renegade GlaDos Voice for Nod team
Posted by [kamuixmod](#) on Sat, 21 May 2011 22:13:54 GMT
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well after playing Portal 2 i thought i should make custom GlaDos speeches for Renegade, so im starting to make for the Nod team Gla Dos speeches such as " Nod Powerplant destroyed" Unit ready and etc.

Here is an example for the Nod powerplant destroyed, since the base power is offline by then.

<http://www.youtube.com/watch?v=G0jEn8U24S4>

i dont have the best microfone sadly and the picture is just randomly

Subject: Re: C&C Renegade GlaDos Voice for Nod team
Posted by [danpaul88](#) on Sun, 22 May 2011 18:08:01 GMT
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The word 'powerplant' is very hard to make out, I think it would need to be a lot clearer. Also, you cut off the message at the end because the power goes out, but that implies that buildings destroyed after the powerplant would not get any notifications because the power is offline. Just my 2 pence.

Subject: Re: C&C Renegade GlaDos Voice for Nod team
Posted by [kamuixmod](#) on Sun, 22 May 2011 18:16:53 GMT
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well the voice is cut because it announces that in the powerplant and when its destroyed, the announcement doesnt appear in the power plant anymore, but those in the other buildings work as long as they are alive.

Thought i tried 2 different things now.

1. Text-to-speech and my Voice

http://www.youtube.com/watch?v=stY_a8-Rk-Q

choose which is better. The text which they say are just examples, just decide which is more clean, whcih has the perfect talk speed, the voice and the pitch high.

btw. i cant change the talking speed on text-to-speech

Subject: Re: C&C Renegade GlaDos Voice for Nod team
Posted by [danpaul88](#) on Sun, 22 May 2011 18:25:26 GMT

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I loved the 'Unit Ready' right at the very end of the video, that sounded almost exactly like GLaDOS.

I think the text-to-speech was too uniform throughout and missed out on some of the nuances of GLaDOS' speech patterns, so I think recorded voices are the way to go. Also, the text-to-speech version of 'Tiberium' was predictably abysmal.

The quality of the recorded samples varied quite a bit from one to the next, but that's definitely the way to go. You might need to record each one several times over and play around with what sounds right for each one before you find the best results. You will also need to tweak the volume of each recording so they are all roughly equal once you have finished.

You might find this video useful, it demonstrates how the vocals for Portal were originally recorded and suggests a technique for editing them into the GLaDOS voice we know and love.

<http://www.youtube.com/watch?v=1oQn66gvwKA>

Subject: Re: C&C Renegade GlaDos Voice for Nod team
Posted by [kamuixmod](#) on Sun, 22 May 2011 19:42:33 GMT
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lols u know im using the Full programm of that which is shown already

Subject: Re: C&C Renegade GlaDos Voice for Nod team
Posted by [Lone0001](#) on Sun, 22 May 2011 20:11:02 GMT
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I found the first few to be better and yeah, loved the "Unit Ready" sound.
