

# How to make SFX for a scene

You can use this [SFX for a YuraBe scene](#) I made, if you want to follow along in CharaStudio.

I won't cover how to use the basic functions of Timeline, you can check [this introduction](#) video ([this section is probably the most relevant](#)) and the [Help](#) button in Timeline itself.

The 2 NSFW libraries I use to get those items is [OpenNSFW mod](#) and [BN2soundmod mod](#). I also sometime use [Komastic's KA Sounds mod](#) and MakotoYuki90's [3DS pack](#) for objects/environment sounds.

!!! IMPORTANT !!!

The [original OpenNSFW Sound Pack](#) which I use for the OpenNSFW mod is free to use for any form of media/game/entertainment but require credit attribution when posting works, commercial or not. I expect you to read the very short and concise [README](#).

## Basics

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### Filtering

You can use search terms in Studio's search to filter what you want (ex. [bn2](#) [moan](#), [opennsfw](#) [plap](#) [-dry](#) [-hard](#), etc).

### Item types

The main categories of sound items found in SFX mods:

- Sound items prefixed with [\(S\)](#) are single sound item, they do not loop and are usually short (<10sec).
- Sound items prefixed with [\(ENV\)](#) are environment sound item. They are ambient sounds and not directionnal, repositionning them doesn't affect the sound. You can adjust the ambient volume in [System](#) -> [Configuration](#) with the [Environment](#) slider.
- Sound items with no prefixes are usually loops.

## VNGE

The [VNGE plugin](#) allows you to import any sound you want and use it the same way you would use a sound item. The inconvenient part is that:

- 1) It requires users to install a plugin (not to bad).
- 2) Every scene needs it own copies of the sound files, so it can take disk space pretty quickly.

It works well for a soundtrack, ambient noise, or home made/edited longer clips, but for short sounds that you will use with other scenes you could look into [making an audio/SFX mod](#) instead.

## Volume adjustments

- You can adjust the volume of a sound item by changing it's distance relative to the camera (unless it's an Environment / BGM sound).
- I usually start by positioning the item at it's source, such as a character's head, and then either lower it (when using a high or neutral angle camera view), lift it up (for low angle view), and sometimes move it a bit in the oposite direction of the camera but I prioritize the other two solutions.
- Sound mods authored by me/AX\_MMD have a short distance threshold of 7 (relative to camera). After that distance you will not hear the sound at all, making it ideal for big group scenes, for fade-in / fade-out, and for "trimming" (explained below).
- BN2's mod (and some others) has an exponatially larger threshold and will pretty much always be the same volume unless you ~~send it to outer space~~ place it far away.

## Importance of map position

Do **NOT** postion your main subjects far away from  $X:0 Y:0 Z:0$ , if you have to position them somewhere on the map use the map button tool and move the map instead. Sound items do not work well when too far away from the center.

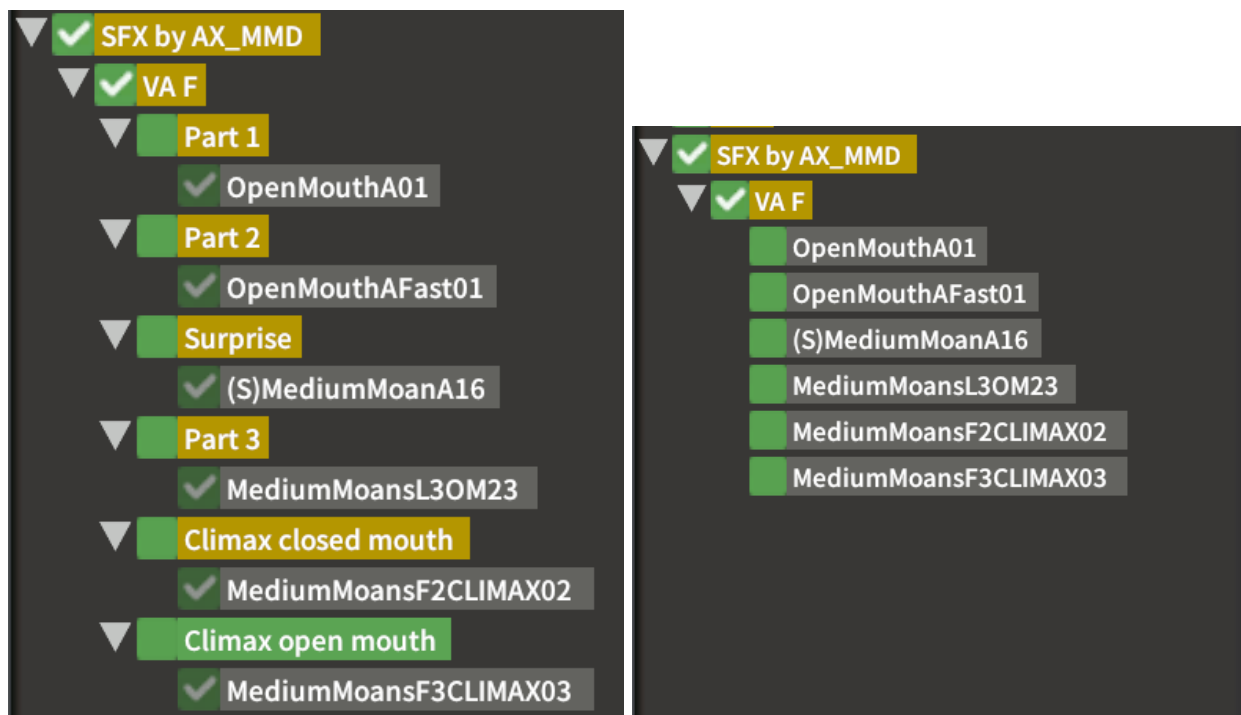
If working with someone else's scene and they did not use the map button tool

## Usage

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SFX in CharaStudio is produced by using the **Enabled** interpolable in Timeline with sound items from the mods I listed above.

You can either keyframe the item directly or put it in a folder and keyframe it instead. I prefer the second method because it makes it easier to test different sounds without having to re-keyframe and allows the activation of multiple items.



[folder vs no-folder]

- Load the item in the workspace.
- (optional) Move the item into a folder. You do not touch that item anymore, and that folder is now referred to as "the item".
- Find approximately when do you want the item to trigger/start.
- Add a keyframe in the **Enabled** interpolable (**make sure the item is checked / active**).
- Uncheck / disable the item and put a keyframe on the left of the previous one, right before it, and another one when the sound should end (even for (S) items).
- Test the sound in timeline, then select the 3 keyframes and move them to adjust it. Retry until it is satisfactory.

I separate my workflow into 2 main parts:

- 1) Repetitive sequences of single sounds (Sequences).
- 2) Single sounds or loops (Clips).

## Sequences

Sequences are things that:

- 1) Happen repetitively in response to a character's movement.
- 2) Have a (S) single sound item that fits well, available in the mod.

In the majority of my works the Sequences are going to be the penis in-out/plap or blowjobs because that's the majority of the (S) items I have at my disposal, but in some cases I get creative and do it for a custom moan sequence or furniture squeaking and stuff.

I deal with Sequences separately because I use [Koikatsu PLAP Generator](#) to automatically generate the keyframes based on an actor's movement. I'm not doing that by hand if I don't need to.

I use [KK PLAP Generator](#) to generate a sequence of usually 6-8 alternating sounds from the [OpenNSFW mod](#), my favorites right now are [PlopNoisePlaps](#), [RoomyPlaps](#) and one of the [WetPlaps](#) categories by [\[pixelcarnage\]](#) or [\[LeHornySFX3D\]](#). I pair them with [FluidFuckings](#) if I want it less dry.

I already have a tutorial for the generator, so I'm not developing further here.

## Clips

Clips are things that either: A) Happen once (or just not repetitively), like the initial or final insertion, a gasp, a slap, etc. or B) Use a loop sound item (so non-(S) ), like a clip of moanings.

These have to be keyframed manually, but the time consuming part is actually to find moaning clips that fit the scene, our preferred pitch, and other moan clips that we will mix/match together to make one continuous sfx sequence.

The [OpenNSFW mod](#) has a mix of anime, western, and neutral "styles" for moan clips, but for a bigger anime/JP style catalog for moans and short dialogs you can check BN2's [BN2soundmod mod](#). Just be advised that it is harder/impossible to adjust its volume and do the "cut and pasting" that I will explain below.

## Fade-in / Fade-out / cut & paste (for Clips sound)

With sound items that have a short distance threshold (all my/AX\_MMD's mods do), you can use this trick to make smoother transitions between clips or to only use part of a clip.

Basically, you position the sound item in its prime position (where it will play its sound) only for the desired portion of the clip you want to play. For the portions you don't want to hear, you position the item away from the camera (as described in **Volume adjustments**).

Use the `Selected GuideObject POS` interpolable to keyframe the position of the item.

Example: I only want to play a portion of a Climax clip

(sorry volume is low)


 t3.mp4

To open the curve menu, left click the keyframe in timeline A curve dictates how the previous keyframe will transition into the selected keyframe

- For cut & paste, I prefer the instantaneous `StairsCurve` curve. Note that you can't really use this at the very beginning of your timeline.
- For a Fade effect, I use the `LinearCurve` curve.

You don't always need Fade-in / Fade-out / cut & paste, especially when it's just to cut short a clip. You can often just place a "disabled" keyframe for clip A when clip A ends followed by an "enabled" keyframe for clip B.

Example: For the very last interpolable, I start the clip early but with the item tucked away so we don't hear it. I only move it in place when the portion I don't want to hear from the clip has already played while the item was "muted" away from the camera.

 t4.mp4

## SFX Only Scene

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If you are making SFX for somebody else's scene:

- Load their scene and do your work there.
- When you're done, take a screenshot that you will use as a frame, so your SFX scene is not just a black picture.
- Delete every element not part of your SFX work.
- (optional) Edit your screenshot to add **SFX**, **SFX Only**, or whatever you feel like.
- Put your screenshot / frame into `<Game folder>/UserData/frame (NOT /cardframe)`.
- In CharaStudio, apply your frame with `Add -> Frame -> your_frame_name` (might need to reboot Studio).
- Save your scene.

Now users can:

- `System -> Load -> Load` the original scene
  - `System -> Load -> Import` your SFX scene into it
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## Map position fix for third-party scenes

If working with someone else's scene and they did not use the map button tool, you'll need to do some fixing.

What I did for this [SFX for a YuraBe scene](#):

- Install [Illusion.ObjectMap](#) plugin, your users will also need to install it.
- Load the original author's scene and make a folder for the characters and 1 or multiple folders for the rest.
- Find the Pos and Rot values (bottom left) of the characters or group and copy them to the chara folder you made, your folder should now be located right where the characters are. Do the same for your other folders of stuff.
- Save the scene, we're about to do some trial-and-error.

For the chara folder:

- Copy the X-Y-Z Pos coordinates of your chara folder in a text file or something.
- Place the characters into the folder.
- Set X and Z (and Y only if it's bigger than 4 or -4) of your chara folder to 0.
- Place a **Selected GuideObject Pos** keyframe at the start of your timeline.

For each folder you made for the other stuff:

- Copy the X-Y-Z Pos coordinates of the folder in a text file or something.
- Place the stuff into its folder.
- Subtract from X-Y-Z Pos coordinates the coordinates you copied for your chara folder (Don't for Y if you didn't change it for your chara folder).
- Place a **Selected GuideObject Pos** keyframe at the start of your timeline.

(Ex: chara original Pos is X:-5 Y:2 Z:-5, calculate stuff folder **X Pos - (-5)** and **Z Pos - (-5)** and use that)

For the map:

- Select the top **Map** folder (it's added by [Illusion.ObjectMap](#))
- Subtract from X-Y-Z Pos coordinates the coordinates you copied for your chara folder (**DON'T** for Y if you didn't change it for your chara folder).
- Place a **Selected GuideObject Pos** keyframe at the start of your timeline.

It can be a bit tricky for cameras. You can try the folder trick, but when it doesn't work I did this:

- Select in Timeline the camera interpolables like **Camera Position**, **Camera Rotation** and etc with Ctrl + right-click.
- Save to XML using **ShaltyUtils->Save Interpolable File** (in Timeline).
- Ask an AI to "show me the output of a program that takes an XML file as argument and subtract **INSERT VALUE** from every valueX, **INSERT VALUE** from every valueY and **INSERT VALUE** from every valueZ if the input file is **PASTE FILE CONTENT**". (**REMEMBER** what I said about changing Y)
- Paste into the original XML file the file content that the AI gave as an answer.
- Either create a copy from the original camera and delete its interpolables in timeline or add a new camera.
- Select your new camera, then **ShaltyUtils->Load Interpolable File**

When all of this is done, reset your chara folder Pos to the values you copied to a text file and do the same for the other stuff folders you made. Basically you set up everything to how it was before your fix.

Delete all the stuff from the original author (things you didn't add) and save the scene. Now to test, load the original scene, import your scene, select your custom camera, place things into your "Fix" folders you made, and press ■ in Timeline. Everything should fall in the correct spot.