



BRAIN

The model-training companion
for Morphosis

USER MANUAL

Introduction

BRAIN is a model-training software designed for Morphosis, our neural timbre-matching and sound morphing tool.

Built for professional post-production teams, BRAIN allows studios to create, control and use their own custom voice and sound models from existing audio archives or dedicated recording sessions. Once trained in BRAIN, these models can be loaded directly into Morphosis and used to morph new inputs, create unique voices and explore new vocal or sonic directions for film, TV, animation, game audio and other post-production workflows.

With BRAIN, we expand the Morphosis ecosystem by giving studios and sound designers the ability to build their own proprietary models, locally, offline and under their control.

MINIMUM SYSTEM REQUIREMENTS



macOS 13.0 or higher (Apple Silicon only) (64-bit)



No Windows version at the moment



iLok 2 or higher (dongle, computer or cloud protection)

HAL Audio

Based in Paris (France), at the heart of POLYSON post-production studios, we work closely with sound engineers, sound editors, re-recording mixers and developers.

Our team has been supporting directors and artists since the early 2000s in designing and implementing the sound of their artistic creations. From international blockbusters to indie movies, podcasts, installation art and more, our work can be heard on hundreds of projects.

HAL Audio seeks to develop innovative tools that are created by and destined for post-production professionals, focusing on innovation, audio quality and simplicity of use.

If you have any questions or feedback, feel free to email us at help@hal-audio.com

BRAIN

The model-training companion for Morphosis.

BRAIN is HAL Audio's model-training software for Morphosis, built for professional post-production teams who need to create, control and use their own voice and sound models in a secured, local and offline workflow.

Key features:

CUSTOM MODEL TRAINING, FOR MORPHOSIS

BRAIN is designed as the model-training companion to Morphosis. While Morphosis enables users to transform sounds using a growing library of models, BRAIN gives studios the ability to train their own. The workflow is simple: start from existing audio files or a dedicated recording session, train a custom model in BRAIN, then use it directly inside Morphosis.

VOICE-FIRST POST-PRODUCTION

Studios can use BRAIN to create models from any audio files, whether sourced from existing archives or captured during dedicated studio sessions. These models can then support creative and technical use cases in dialogue editing, ADR, sound design and voice transformation. Potential use cases include: maintaining voice continuity across a project; working with altered, unavailable or difficult production voices; supporting ADR workflows; exploring age variations; creating alternative vocal versions for creative direction or narrative needs; etc.

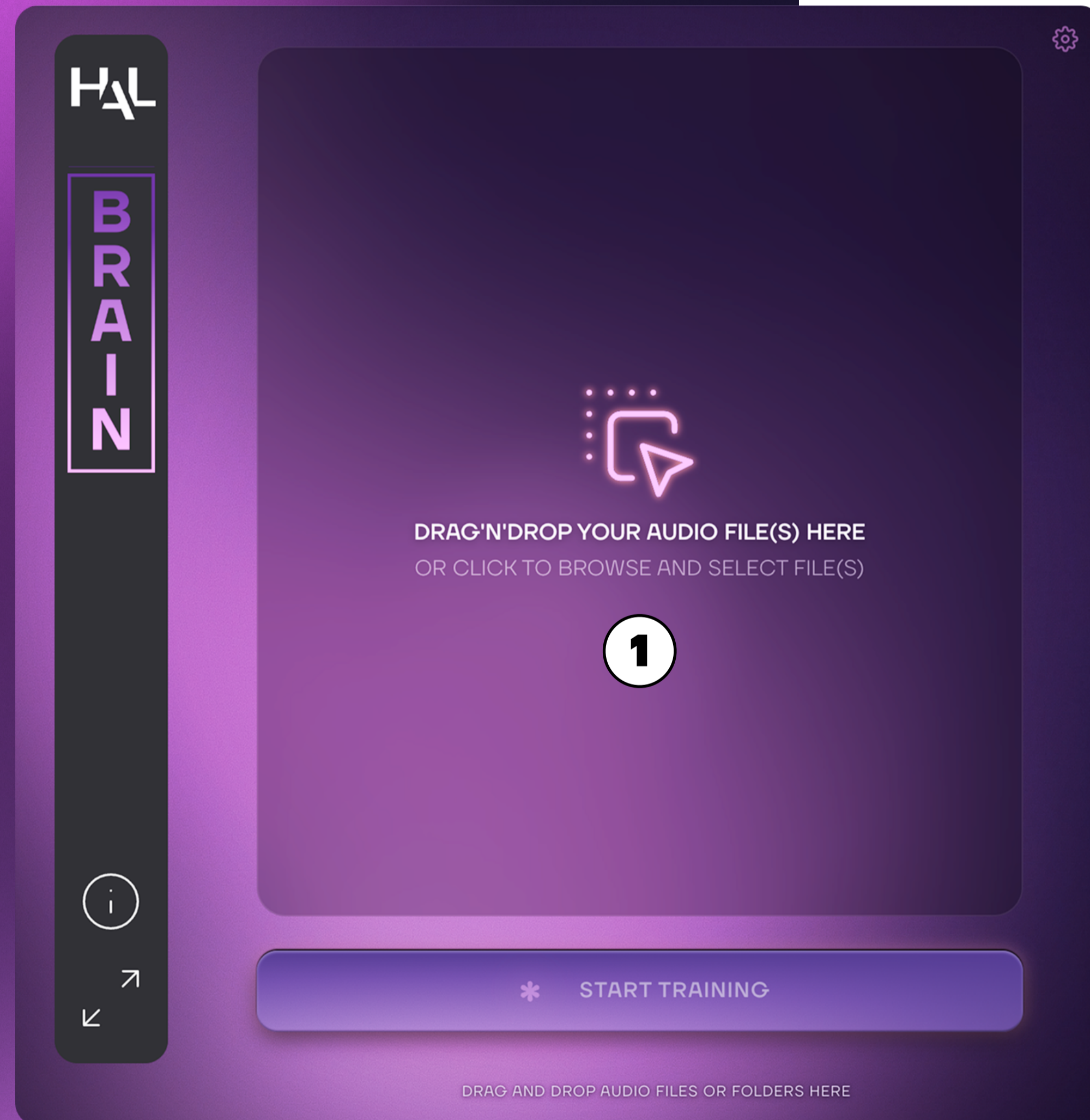
LOCAL & OFFLINE

In a context where AI-based voice tools raise growing questions around data, consent and rights, BRAIN has been designed around a more ethical and virtuous workflow. There is no cloud training and no external upload. BRAIN runs locally, allowing studios to keep control over their audio files, trained models and associated rights. This local and offline approach is especially important for teams working with sensitive material, unreleased projects, actors' voices or proprietary sound assets.

POWERFUL BY DESIGN

BRAIN is an advanced training tool designed for demanding professional environments. Training high-quality models requires a powerful workstation and carefully prepared audio material. As with any professional model-training process, the quality of the result depends directly on the quality of the source material: cleaner, better-prepared recordings lead to stronger and more reliable models.

IMPORTING AUDIO FILES



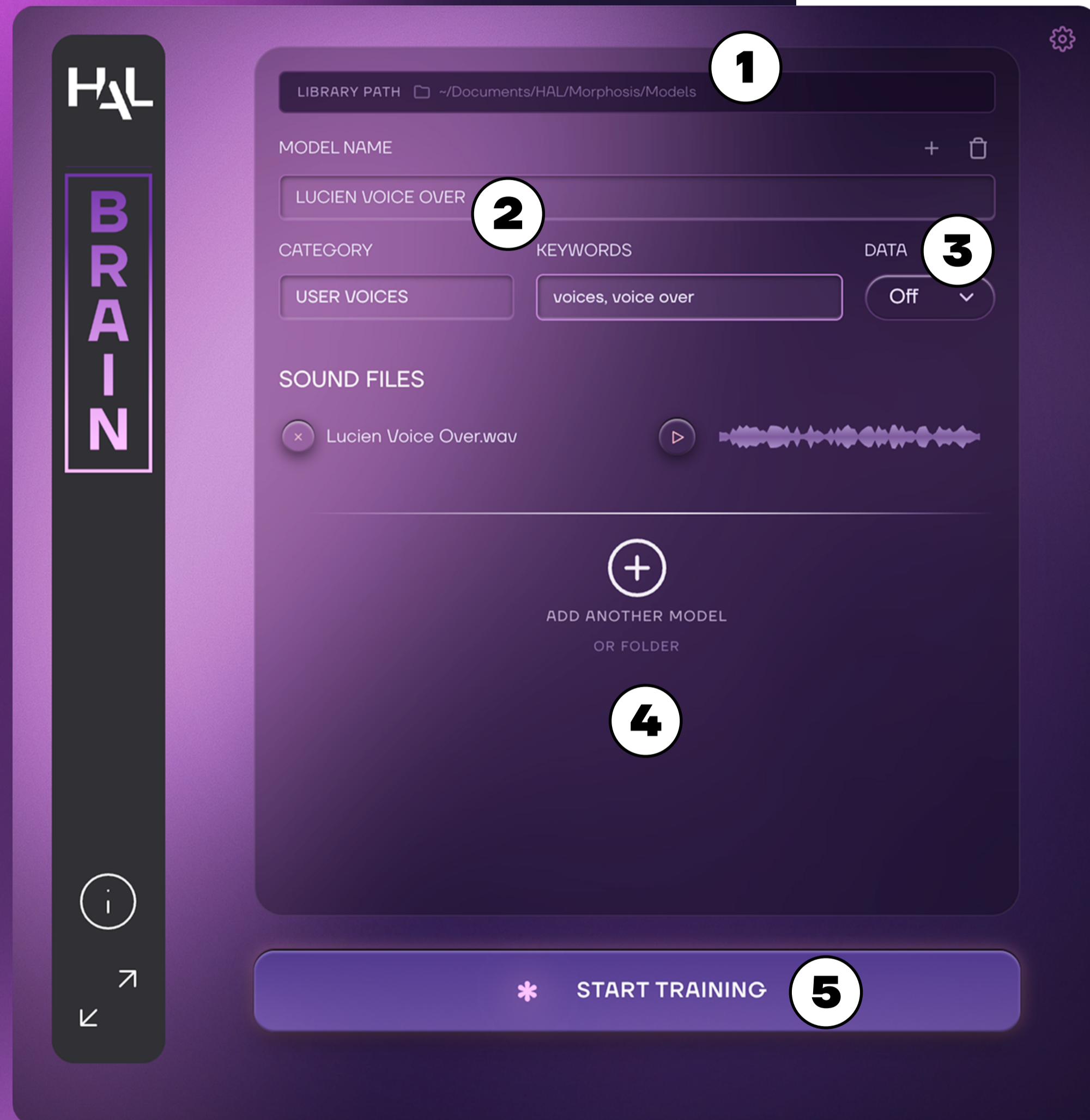
1 DRAG 'N DROP AUDIO FILE(S)

Simply drag'n drop audio file(s) into the central interface, or click on it to browse and select audio file(s).

How much audio do I need to train a model?

Quality and variety matter more than raw length. A voice needs around 10 minutes to capture its full range; an instrument (a clarinet, say) often works with just a few minutes, as long as its whole range is played.

Clean, varied audio always beats long but noisy recordings.



MODEL PARAMETERS

1 LIBRARY PATH

Click on the text box at the top of the interface to change the library path for the futur model.

2 NAME, CATEGORY, KEYWORDS

Choose a Model Name, a Category Name (which will later be available in Morphosis), and a set of Keywords. Keywords make it easier to find your models in Morphosis using the search function.

3 DATA

DATA (Off / Light / Auto / Heavy) determines whether BRAIN should increase the size of your dataset by generating pitch-shifted variations of your audio files. This data augmentation process can improve the overall quality of the resulting model but it will also increase processing and training time.

4 MODEL QUEUE

You can train multiple models consecutively. To add another model to the training queue, simply drag'n drop a new audio file into this area.

5 START TRAINING

Start the training process for one or more models. Training time can vary depending on the performance of your computer and the size of the dataset and may take several hours to complete.

MODEL TRAINING

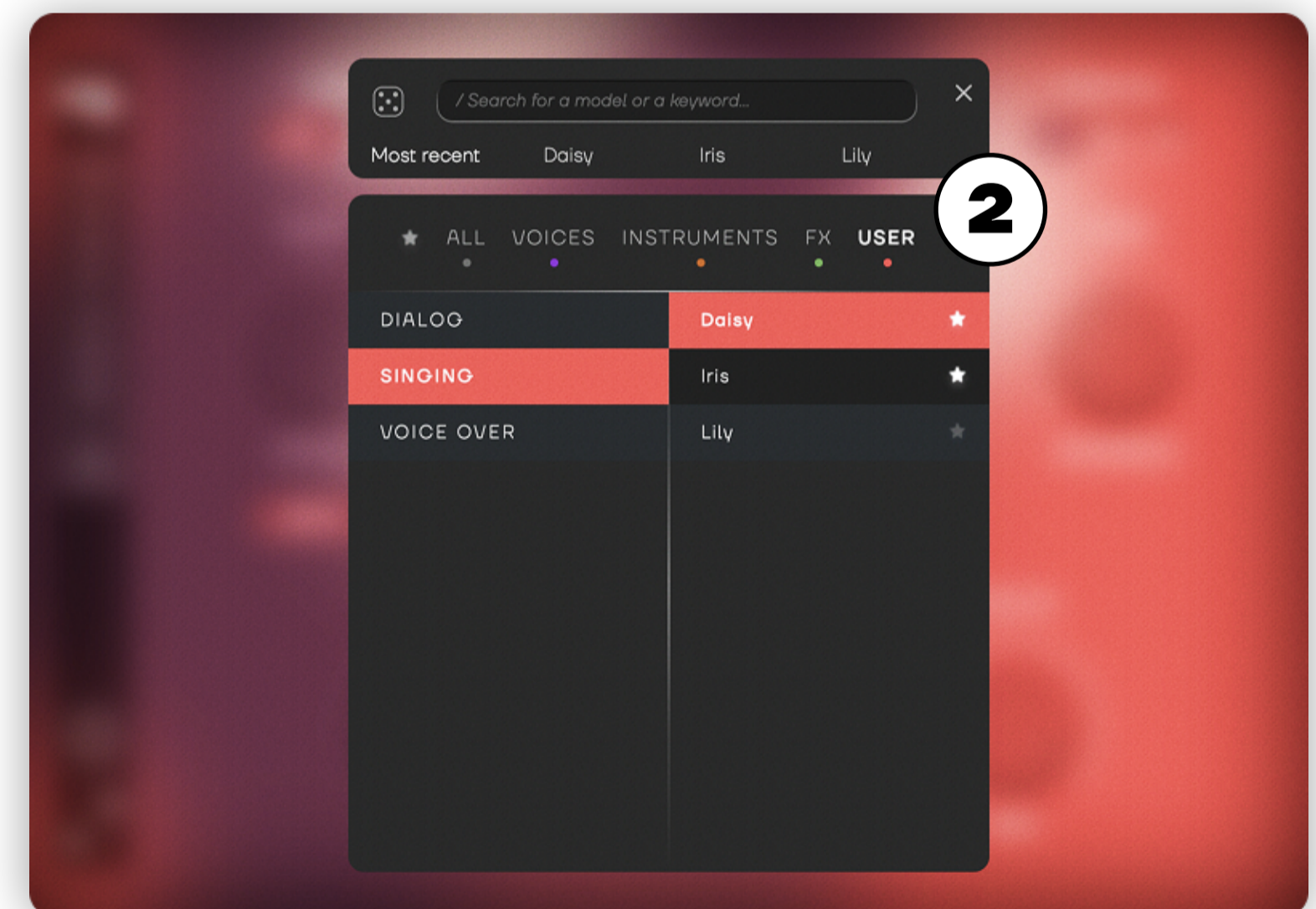


1 BRAIN IS WORKING

BRAIN may take several hours to train a model. This is expected, as the process relies entirely on your machine's performance. There is no cloud processing or external server upload.

2 USE YOUR MODEL

Once your model is ready, it is saved in the selected Library Path (see page 5). You can then open MORPHOSIS and find your custom models under the USER tag.



HAL Morphosis



Credits

Conception

Cyril Holtz
Antoine Martin
Thibault Noirot
Lucien Richardson

Engineering

Thibault Noirot

Graphical Design

Alexandre Delalleau
Antoine Martin
Thibault Noirot

Marketing

Clément Friedrich
Léna Gautier
Lucien Richardson

User Manual

Léna Gautier
Simon Magré
Antoine Martin

Website

Mathieu Bérard
Benjamin Remize
Julien Vazny
Vincent Zanetto

Beta Testing

Louis Barreau
Émeline Coulmeau
Thibaut Dufait
Benjamin Remize

Administration

Charles Bussienne
Nicolas Naegelen
Laëtitia Noblet
Ana Vallejo

Thanks

Loïc Desclaux
Rodrigo Sacic

