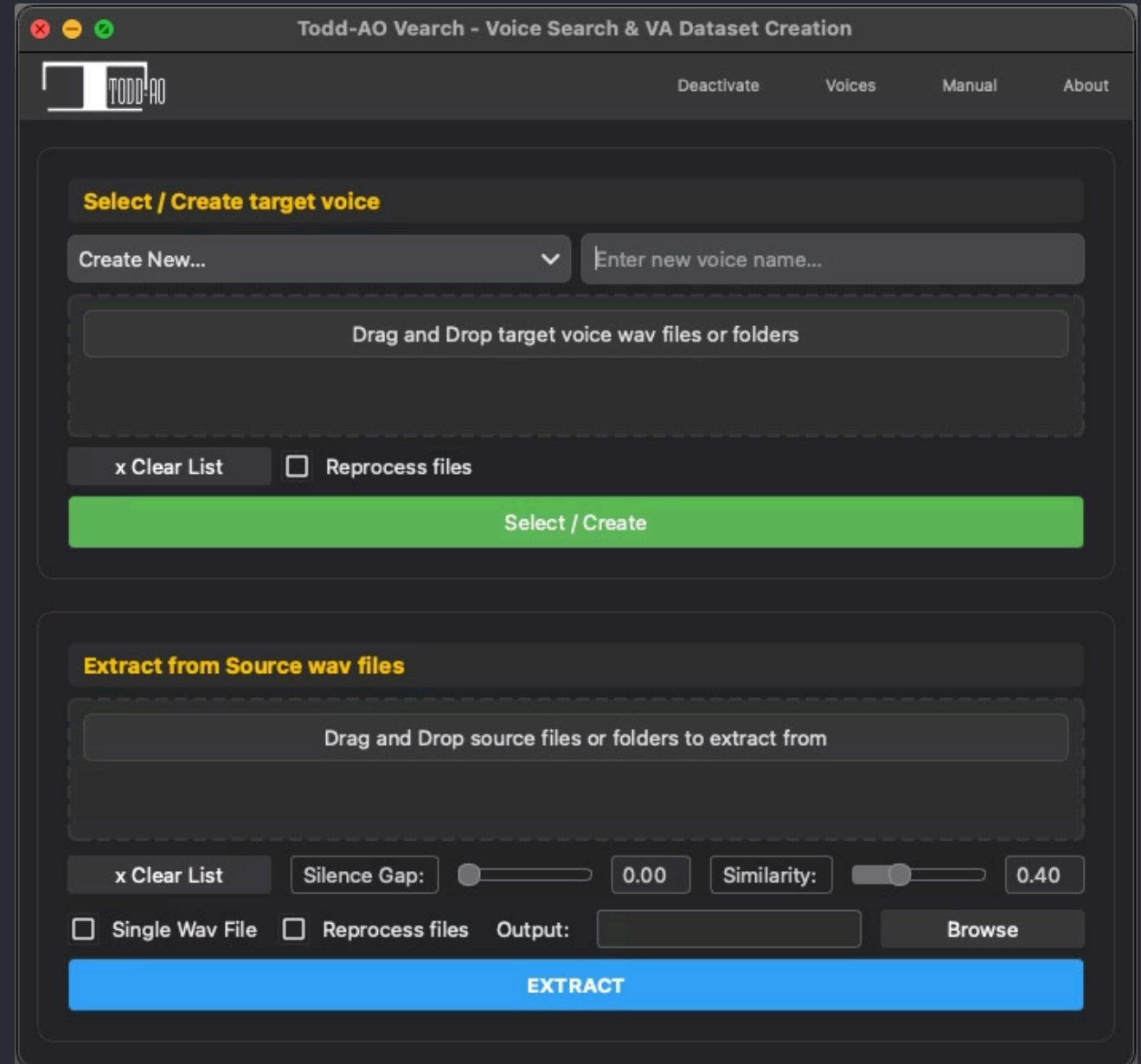


# Vearch 0.6.0 Manual

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# Introduction

Vearch is a **dataset creation app** tailored for voice matching and extraction workflows in film and television post-production. It enables the creation of a target voice profile and facilitates the extraction of that character's voice from extensive collections of .wav files, including sound rolls, mix stems, and ADR recordings. Vearch is particularly suited for dialogue search, audio post workflows, and voice cloning applications within professional editorial environments.

## Privacy & Security

*Vearch operates entirely **offline** and processes all data **locally** on the user's machine.*

*No audio files, voice models, or metadata are uploaded to external servers at any stage.*

*This makes Vearch fully compliant with strict confidentiality agreements and studio security protocols.*

## System Requirements

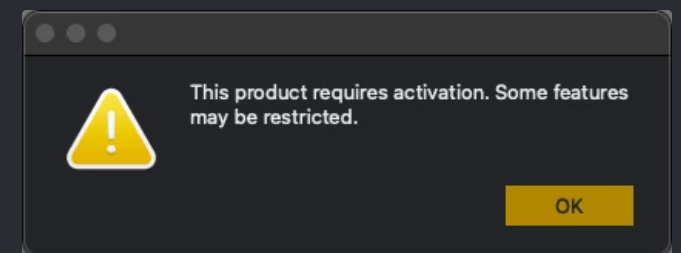
To ensure optimal performance, Vearch requires the following:

- **Operating System:** macOS 10.15 or later
- **Processor:** Apple Silicon (M1/M2) recommended
- **RAM:** Minimum 8 GB
- **Disk Space:** At least 1 GB of free space
- **Audio Format:** .wav files, PCM 16-bit or 24-bit

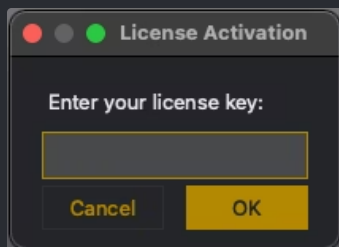
# Activation & Deactivation

## ☐ Activation

Veatch requires activation before any core functionality can be used. On first launch, an **Activation Required** prompt will appear.



While the interface remains fully visible, features such as **creating a target voice** or **running an extraction** are disabled until activation is completed.



Attempting to use these functions will display an **Enter License** prompt.

Activation can also be triggered by clicking **Activate** in the top menu.

Once activated, full access to all features will be enabled.

## ☐ Deactivation

To release the license for use on another system:

- Click **Deactivate** from the top menu.
- Confirm when prompted.

After deactivation, the application will be disabled. The license key becomes available for use on a different machine.

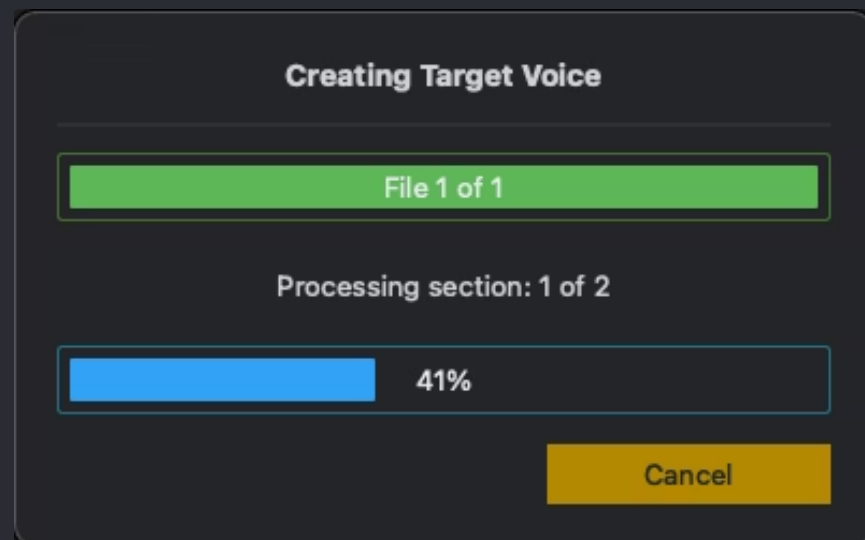
# Target Section

## ☐ Create a Target Voice

In the **Target Voice** section:

- Enter a name for the new voice model.
- Drag and drop **.wav** files or folders containing your target voice.
- Click **Create** to generate the target voice profile.

Once the process begins, the **Creating Target Voice** will appear



Please wait until the process completes. The time required will depend on the number and size of the audio files provided. Larger datasets may take several minutes to process. Avoid closing the application or interrupting the process during this stage.

**⚠ Tip:** For faster results, a clean 30-second sample of the target voice may be sufficient

\*\* Optionally, enable **Reprocess files** if you want to reanalyze previously processed audio.

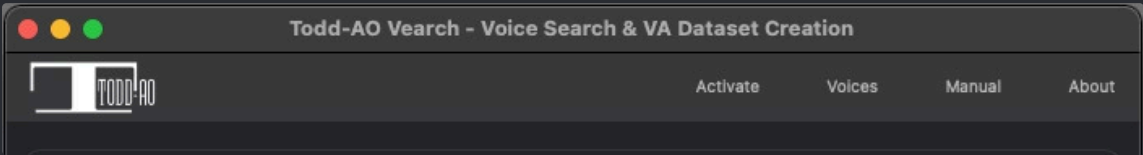
### **⚠ Important:**

The audio used to create the target voice should contain **only the target speaker**. Files with background noise, overlapping dialogue, or other speakers may result in inaccurate extraction.

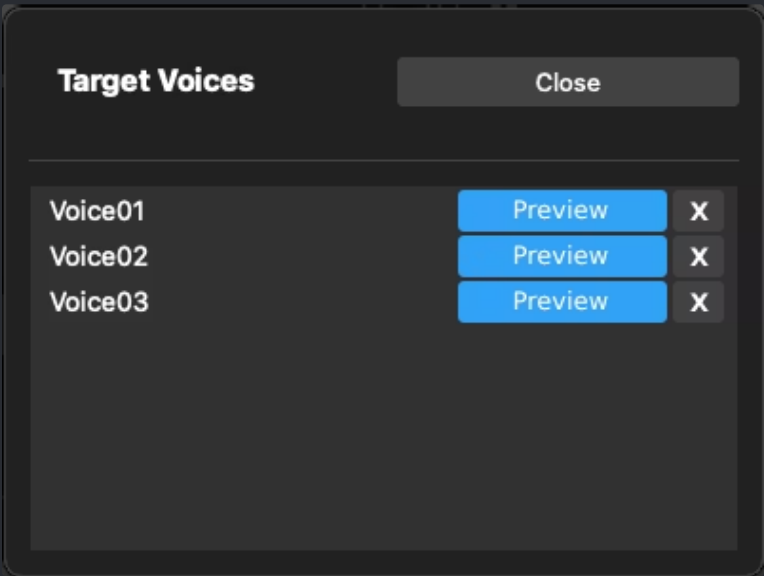
Even a short recording —such as a clean 30-second sample— is sufficient, as long as it exclusively features the target voice.

# □ Manage Target Voices

Target voice data is stored locally and can be managed by clicking the **Voices** button in the top menu.



The **Target Voices** window will pop up, displaying all available voice models



- **Preview** – Plays back a short audio sample of the selected voice model.
- **X** – Permanently removes the selected voice model from the system.
- **Rename** – Clicking on the voice name allows renaming the model directly.

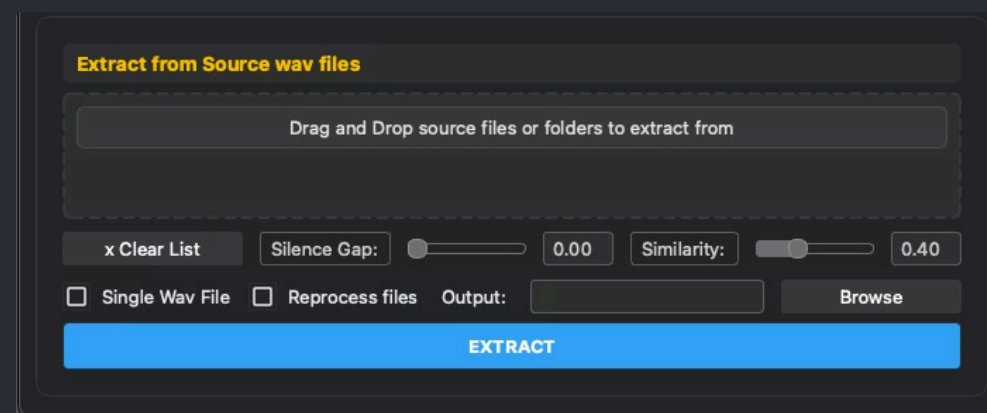
⚠

Deleted voice models cannot be recovered.  
All changes made in this panel affect only the local machine.

# Extract Section

## ☐ Extract a target voice from Source Files

- Select a **target voice** from the dropdown menu.
- Drag and drop one or more source **.wav** files or folders.
- Choose an output directory by clicking the **Browse** button.
- Adjust settings (*see below*), then click **Extract**.



The screenshot shows a software interface titled "Extract from Source wav files". It features a large dashed box for dragging and dropping source files. Below this, there are controls for "x Clear List", "Silence Gap" (a slider set to 0.00), and "Similarity" (a slider set to 0.40). At the bottom, there are checkboxes for "Single Wav File" and "Reprocess files", an "Output:" field, a "Browse" button, and a prominent blue "EXTRACT" button.

## About Source Files

Source files should **contain multiple speakers**. Vearch is designed to isolate and extract matching sections of the selected target voice within mixed dialogue content.

Typical source materials can include any of the following:

Production dailies



Mix stems



ADR recordings



DX guide Tracks

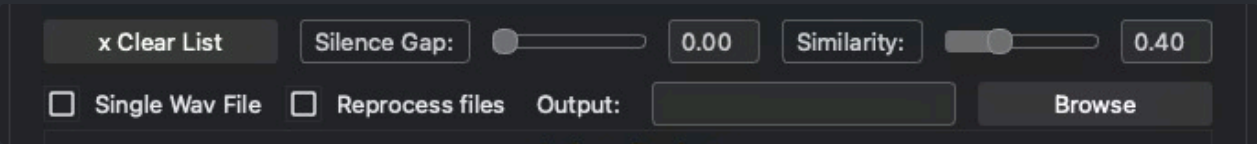


Any multi-speaker recording where the target voice is present can be used for extraction.



# Settings

These settings control how Vearch extracts and outputs audio matching the target voice:



**Silence Gap** defines the duration of silence (in seconds) to include **before and after** each matching segment in the output.

**Similarity** sets the threshold for how closely a voice must match the target voice to be extracted. Range: **0.20** (loose match) to **0.80** (strict match).

- Lower values** (e.g., 0.20–0.39) are more inclusive and tend to capture a wider range of the target speaker’s vocal variations—such as different tones, emotions, or delivery styles. However, they may also include segments from **other speakers**, requiring a closer review of the output.
- Higher values** (e.g., 0.40–0.80) enforce stricter matching, helping ensure that **only the target speaker** is extracted. This improves accuracy but may result in fewer segments, potentially missing some natural voice variation from the intended speaker.

*Choose a value based on the trade-off between **coverage** and **speaker purity** in the extracted output.*

**Single Wav File** makes all matching voice segments to be combined into a single output file. When disabled, the app will output multiple files (one for each detected matching segment).

**Reprocess Files** will **reanalyze all source audio from scratch**, ignoring any cached data. This option should only be used when a full reprocessing is explicitly needed (e.g., after changing a source file).

By default, Vearch **caches** the audio features of each source file the first time it is processed. This means that adjusting settings like **Similarity** or running multiple extractions later will be **fast**—typically just a few seconds—without reprocessing the audio.

Changing the **Similarity** threshold or even switching target voices **does not require** enabling this option.

**⚠** Enabling **Reprocess Files** will delete the cache and perform a full reanalysis, which may take significantly longer depending on the size of the dataset—potentially **hours** for large sound rolls or stems.

# Frequently Asked Questions (FAQ)

**Q: What types of files does Vearch support?**

A: Vearch currently supports **.wav** files in 16-bit or 24-bit PCM format. Other formats are not supported at this time.

**Q: Can I use Vearch with files that contain multiple speakers?**

A: Yes, in fact Vearch is designed to extract a target voice from recordings with multiple speakers, such as dailies, ADR sessions, or mix stems.

**Q: Do I need to train the voice model every time I use it?**

A: No. Once a target voice is created, it is saved locally and can be reused in future sessions.

**Q: Will Vearch work with long audio files?**

A: Yes. Vearch can process long files such as full reels or entire scenes.

**Q: What does the “Reprocess Files” checkbox do?**

A: When enabled, Vearch will ignore previous processing history and analyze the files from scratch. Useful if the source audio has changed.

**Q: Can I rename or delete voice models?**

A: Yes. In the **Target Voices** window, click on a voice model's name to rename it. Use the **X** button to remove it.

**Q: Does Vearch require an internet connection?**

A: Internet is only required for the license activation. Vearch runs entirely offline after activation.

**Q: How do I transfer my license to another computer?**

A: Deactivate the license from the current machine using the **Deactivate** option in the menu, then activate it on the new machine with your license key.

# Credits

## **Todd-AO Vearch**

Voice Search & VA Dataset Creation Tool

### **Developed by:**

Todd-AO

### **Original Concept:**

Rob Nokes

### **Lead Development:**

Richard Tarr

### **Design & Testing:**

Luciano Del Zoppo

### **Special Thanks:**

- The editorial and ADR teams who provided real-world testing feedback
- Voice actors and production mixers for test data

### **User Manual:**

Written and designed by Luciano Del Zoppo

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