



# Interfejs głosowy w grach komputerowych

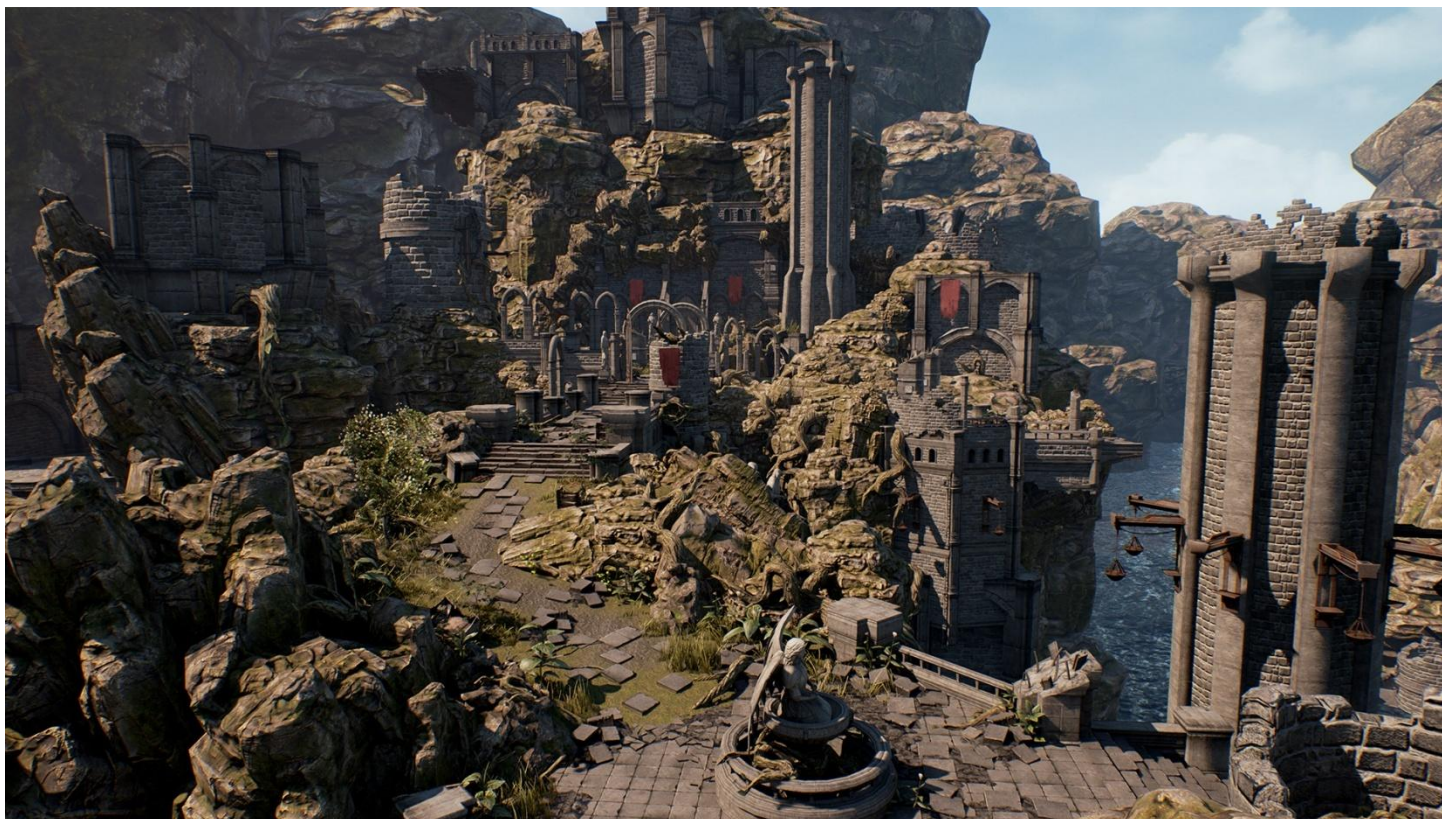
Urszula Kustra

**AKADEMIA GÓRNICZO-HUTNICZA IM. STANISŁAWA STASZICA W KRAKOWIE**  
AGH UNIVERSITY OF SCIENCE AND TECHNOLOGY





Silnik: UE4



Mapa „Infinity Blade: Grass Lands” z Marketplace

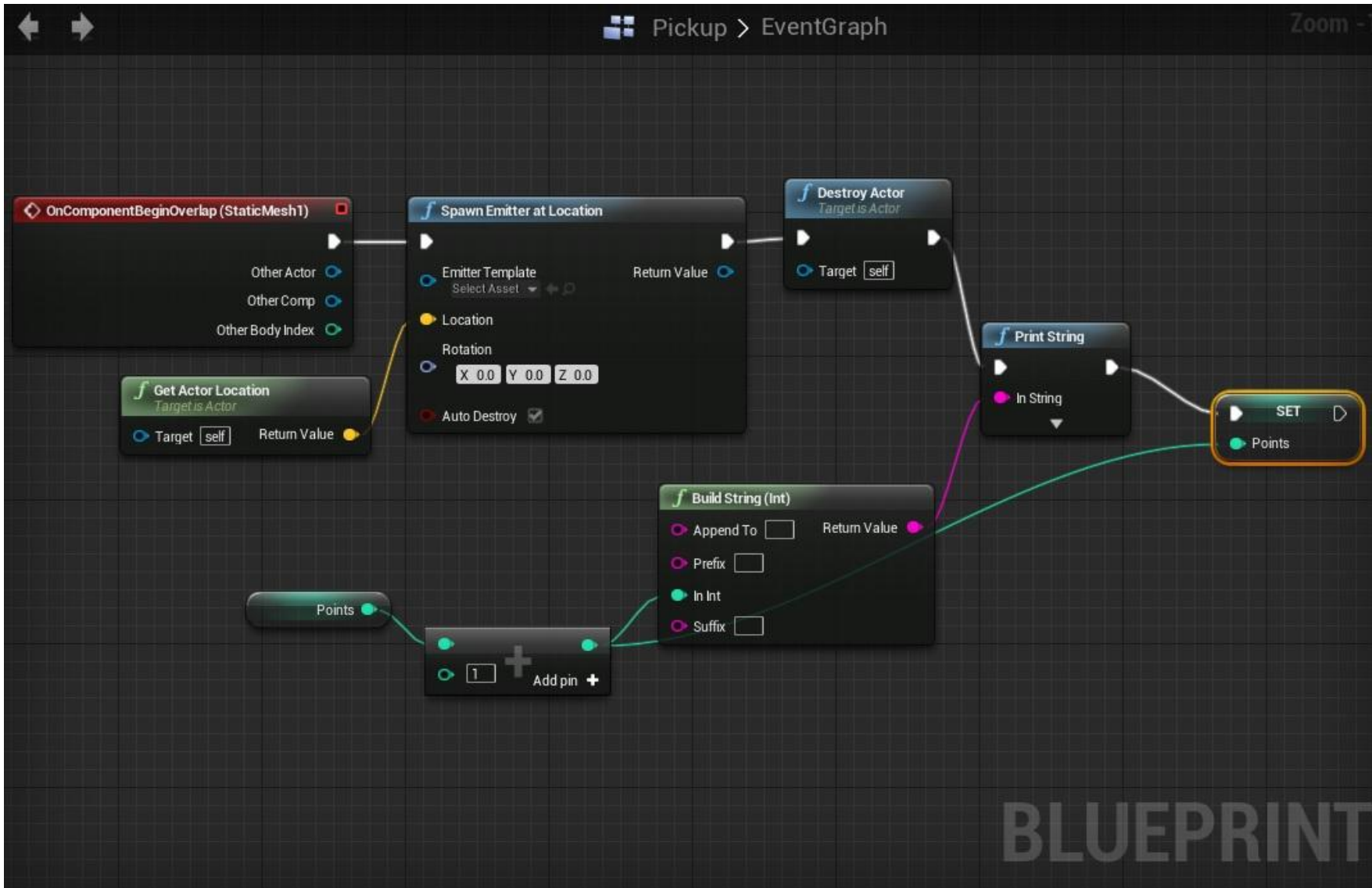


**UNREAL**  
**ENGINE**





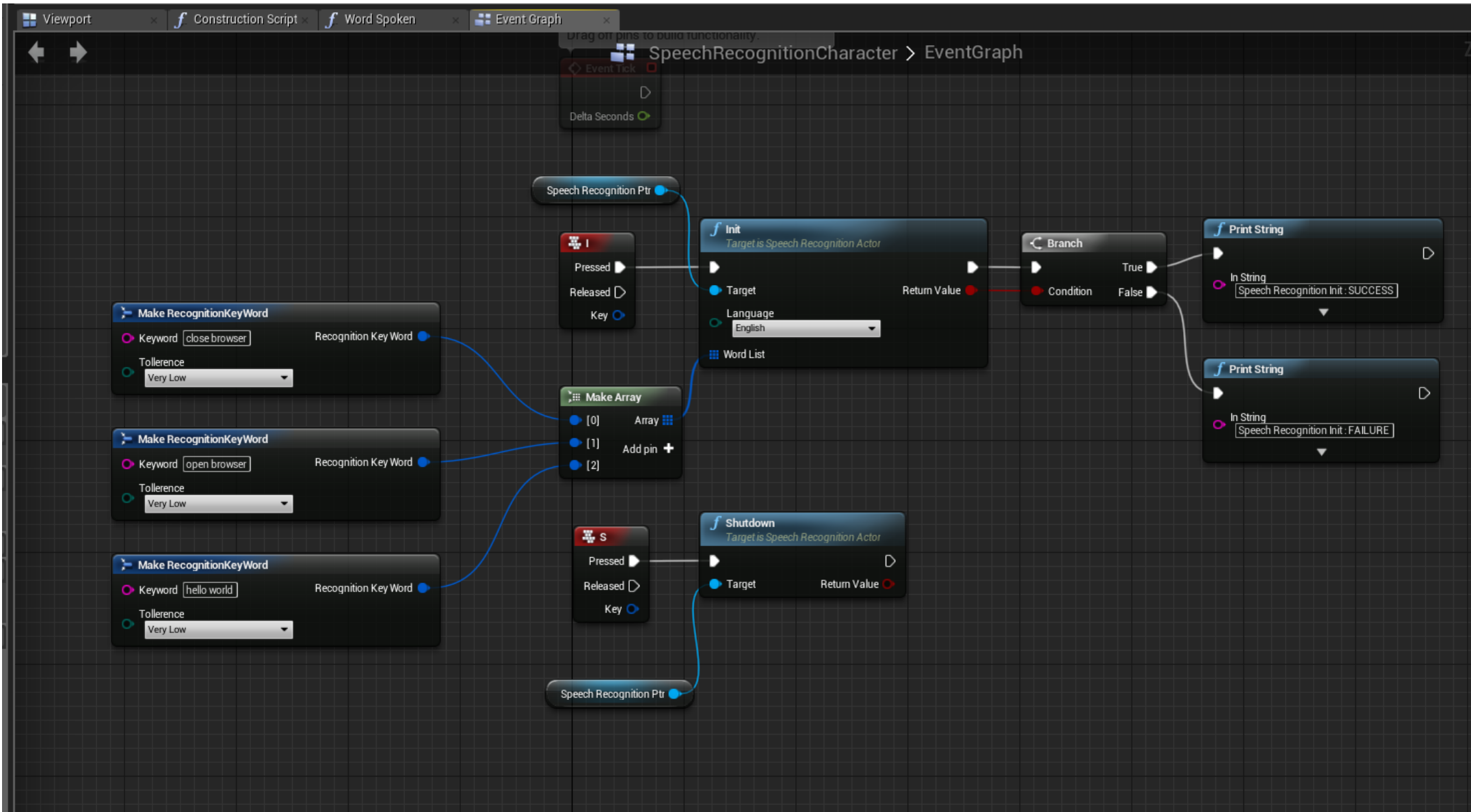
# Blueprint visual scripting



BLUEPRINT



# Speech Recognition Plugin: Sphinx-UE4





## Modele języków

models.zip 3 elementy

en

fr

zn

To add words to the dictionary, open the .dict file that matches the language of your choosing (eg. English is "Content\model\en\en.dict"). This contains a list of recognised words. The first string is the recognised word. The rest is the phonetics of how the word is recognised.

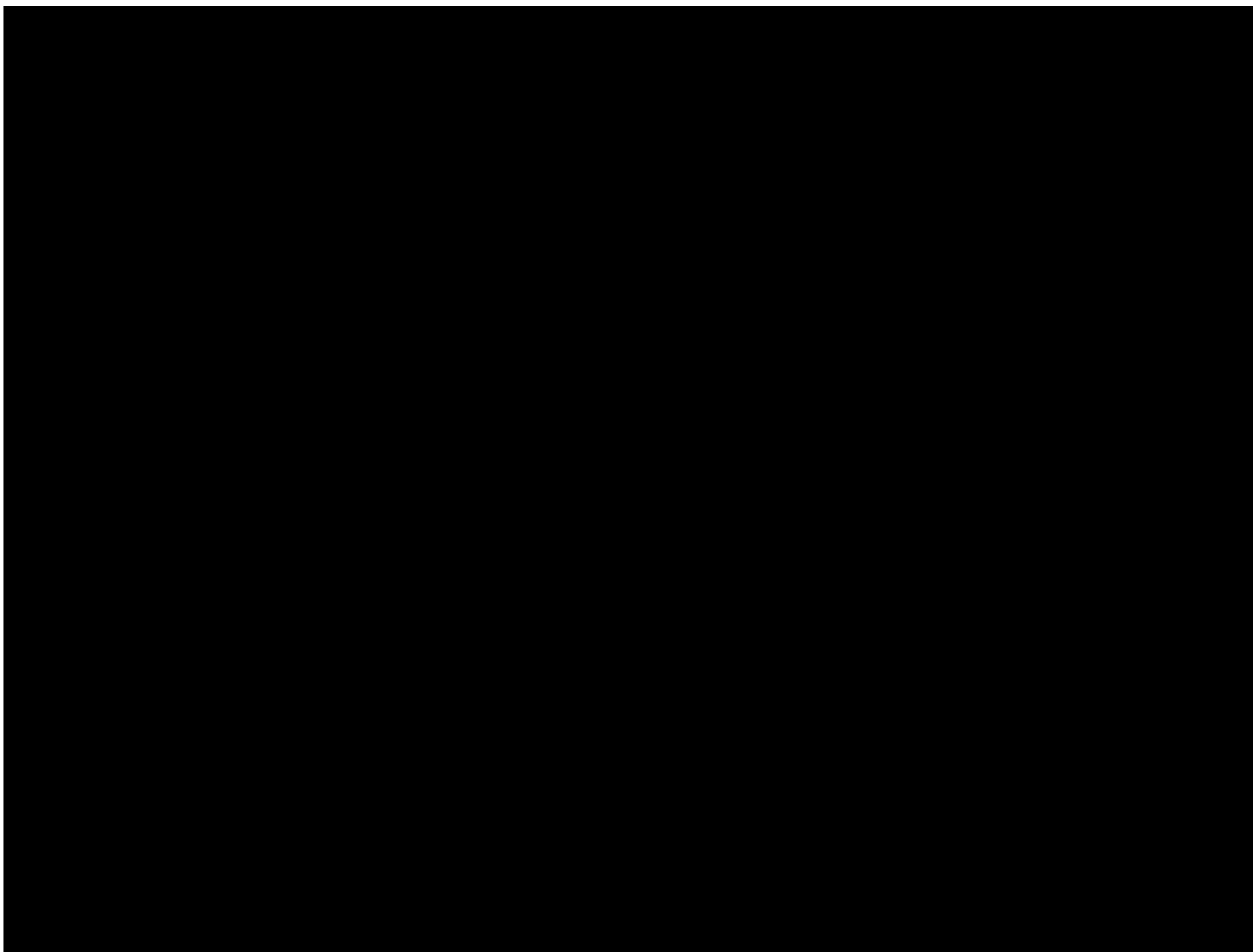
Here are some examples:

abbott AE B AH T  
ball B AO L  
bandit B AE N D AH T





## Przykładowe demo projektu



[https://www.youtube.com/watch?v=wtXliFTre\\_w](https://www.youtube.com/watch?v=wtXliFTre_w)