Tag Manipulation Guidelines

Also known as “Animated Subtitles” or “Text Effects”

More information can be found in the Aegisub Docs: ***ASS Override Tags***

- Using Tags
- Action Subs and TL Notes
- Basic Principles of Complex Animation

Using Tags

Use these tags to your advantage.

- Plain subtitles are fine but they can be more interesting.
- You can manipulate how the tags look depending on how the line was said. It can either be a scream, a sigh, or anything else!

Action Subs and TL Notes

Action Subs in general

> Short Answer: **No.**

- Long Answer: This can be represented with an edit instead.
- Action Subs are ***cute laugh* *sneeze* *oh look how cute she is* *brrr***
  - Unnecessarily dictates what the talent is doing; sounds and noises.

If the Action Subs are specifically mentioned by the talent

- Some action subs can be **localized by the translators appropriately**.
- Most action subs are **left in the hands of editors**.

> You *don't* use asterisks (*)

Laughs / www / ?

> **If you're new or even experienced in subbing**, I *kindly* advise **you don't add them** and leave them to the editor instead.

TL Notes

- These are to be avoided as much as possible.
- If you do have to add it and if an image can be added, add an image instead.
- If it can be added above the text that specifically needs the note, you can add a small text above it instead. (FuriNotes)

Basic Principles of Complex Animation

- This part is only useful once you know how to manipulate tags efficiently.
- The speed of change of the tags will be dependent on how it’s timed.
  - If the change is quick and the timing is short, it’ll be **intense**.
  - If the change is slow and the timing is long, it’ll be **relaxed**.

Animated Tag Stacking

unnamed.png

\t Tag Stacking

- **0** - Starting time (by the millisecond)
- **4900** - Ending time (by the millisecond)
- **1** - Acceleration of the animation (multiplier of 1)
  - You can stack \t tags in the same line as long as you add the appropriate starting and ending time.
  - The Numbers marked in yellow are variables and can be adjusted + it’s relative to the timed line.
    - In this case, the line is 5 seconds long (5000ms)

image7.png

Move Stacking

- Line 15 is moving on the 30th of a second
- Line 16 is moving at a full second
- The final position of Line 15 is the starting position of Line 16
  - By this, since the move tag can’t be stacked in one line, we go around this by using multiple lines, creating an illusion of acceleration.

image13.png

Extreme Example

- An example to represent how far and complicated you can stack tags and create something like this.

- It’s messy, I know.