

# 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.