

Onomatopoeia

The word itself

Try to localize as much as possible. This may mean it is changed to an actual description rather than a sfx.

- Descriptors: try to localize.
 - □□□□□ (Pisha pisha) is the sound of water splashing. This would turn into “splash splash.”
- If used in the context of a sentence, italicize it.
 - “She suddenly started saying “*bark bark*” in front of me!”

Action words

No action words (e.g. “*panic*)”; these should be replaced by a subbing effect or an edit from the editor. Unless they are explicitly spoken (such as in the example above of barking), “action words” should not be left as such. Try to change it to something else, or use the TL note section for editing instructions.

- if it's a **non-verbal** expression, it should be edited visually, not made by subs.
 - *panick* -> TL note: editors can shake the screen for the panicked sounds
- if it's a **verbal** expression, use style effects during subbing or editing, case-by-case.
 - *screams* -> AHH! with some special effects.
- Screams and other such things (e.g. “AAAAAAHHHHH”) are prime candidates for applying subbing effects.

Animation

Animate it as much as possible. Or have it be a floating text around the avatar.

If for some reason, it's necessary to keep it in subbing, use these options:

- **Bang* *Bang**
- **bang* *bang**
- *Bang, Bang.*

Revision #2

Created 2025-07-12 08:46:21 UTC by HoloResort Translations

Updated 2025-07-12 09:17:15 UTC by HoloResort Translations