

Lab 1 - Audiobox

Create an audio story with AI voices and sounds

Lab Objective

The goal of this lab is to equip students with the skills to use natural language prompts to generate various types of audio, including voices, sound effects, and soundscapes. Through hands-on experience with Meta's AudioBox, students will learn how AI models interpret and respond to prompts, ultimately creating a cohesive audio story.

Background

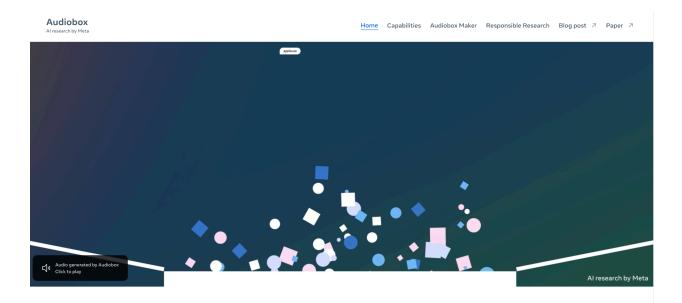
AudioBox is Meta's cutting-edge research model for audio generation. It allows users to generate custom audio by combining voice inputs with natural language text prompts. The AudioBox model family includes specialist models like AudioBox Speech and AudioBox Sound, all built upon the shared self-supervised model, AudioBox SSL. This lab will introduce you to the capabilities of AudioBox and guide you in creating your audio projects.

Part 1 Learn

First, we are going to learn the effective prompting of AudioBox, go to the following website: <u>https://audiobox.metademolab.com/</u> At the site press accept and agree to the terms of use and Cookies Policy.



Explore the site, and watch the demo. Spend a few minutes exploring the site. Watch the demo video to understand the capabilities of AudioBox.

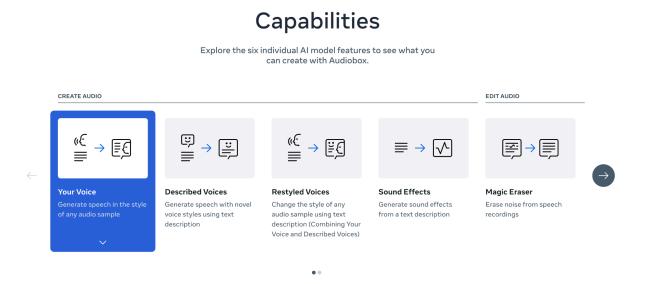


Look for the Try Demo button or go to this website.

https://audiobox.metademolab.com/capabilities

Capabilities A series of interactive audio demos to help you	
understand the unique capabilities of Audiobox. You can experiment with each capability individually.	
Try demos →	

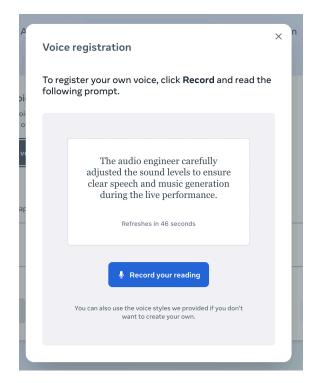
From there you will see some tools, we first explore the 'Your Voice' tool



Click the Record Your Voice Button

	Generate speech in the style of your voice. Don't want to use your
	voice? Try a preset example.
	Audiobox improves style similarity metric by more than 20% on average compared to Voicebox.
Record	Your Voice
	ur own voice or use a sample recording. The AI model will use this to generate the style of this reference vocal style.
🖣 Rec	ord your voice Use a sample recording
_	
Text To	Speak
	Speak rt paragraph and the AI model will speak aloud the text.
Text To Add a sho Write he	t paragraph and the Al model will speak aloud the text.
Add a sho	r paragraph and the AI model will speak aloud the text. re

Click the Record the reading and read the paragraph in the window.



Create your voice model. Not type a text in and generate the audio file.

	e	
-	e or use a sample recording. The Al model will use this to generate this reference vocal style.	
Pick a voice Your voice		\sim
		Ū
Text To Speak		
	and the AI model will speak aloud the text.	
Text To Speak Add a short paragraph Oak Hall Eagles are t		
Add a short paragraph	the best.	30/125
Add a short paragraph	the best.	30/125
Add a short paragraph Oak Hall Eagles are t	the best.	30/125

View the results. You will get two different files. Explore with different prompts.

Questions to Consider:

- What differences do you notice between the generated files?
- Can you tell it's an Al-generated voice?
- How does the prompt affect the output?

Your Voice Results

The AudioBox model is a generative flow matching model that involves random sampling. That means its generations will vary from one generation to the next, even given the same input. In this research demo, we generate multiple outputs to demonstrate the diversity of potential outputs of the model. See more information here about our efforts to engage in Responsible AI Research for Speech.

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▶	►
Audio result (Option 1)	Audio result (Option 2)

Now click on Restylised Voice

Capabilities

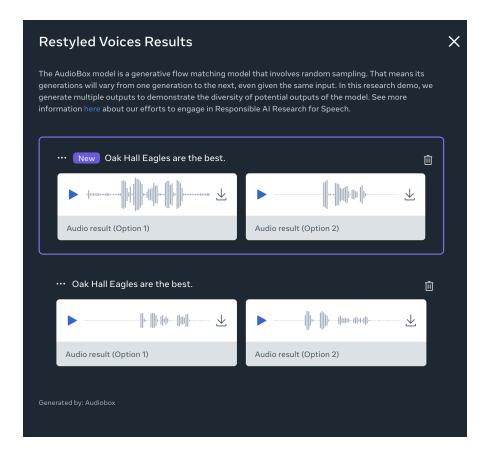
Explore the six individual AI model features to see what you can create with Audiobox.

CREATE AUDIO				EDIT AUDIO	
^{«€} → Ē£	$\overset{(i)}{=} \rightarrow \overset{(i)}{=}$	"€ ≡ → ≝£	$\equiv \rightarrow \checkmark$		
Your Voice Generate speech in the style of any audio sample	Described Voices Generate speech with novel voice styles using text description	Restyled Voices Change the style of any audio sample using text description (Combining Your Voice and Described Voices)	Sound Effects Generate sound effects from a text description	Magic Eraser Erase noise from speech recordings	

Now we will take the same prompt from before, but now add emotion to it. Prompt it on how you want it to sound.

Pick a voice Your voice		~
		մ∥իր-∥ափը
Text To Speak		
	the AI model will speak aloud the text.	
Oak Hall Eagles are the b	est.	Q ()
ු Try an example		
Describe the new sty	e	
Describe how you want to r style to narrate your script.	nodify the style of the voice. The model will use this new voice	
excited guy at a football g	ame	
		Q G 30/250

View the results.

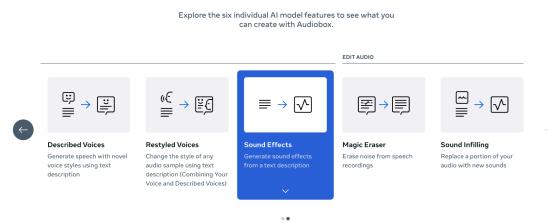


Questions to Consider:

- Did the voice capture the intended emotion?
- How could you refine your prompt for better results?
- What patterns do you observe in how emotions are expressed?

Now we will try sound effects. Click on Sound Effects.

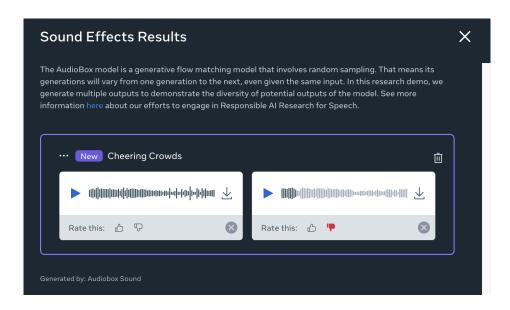
Capabilities



Type in a sound effect that you are interested in. A simple sound effect prompt (e.g., "thunderstorm," "car honking").

Au	Generate sound effects from a text description. diobox reduces FAD by 50% compared to prior state-of-the-art, matching real audio in quality and faithfulness.
Describe A Sour Describe the charact generate your sound Cheering Crowds	teristics of the sound you would like to create. The model will use this to
ु Try an example	15/250

View the results



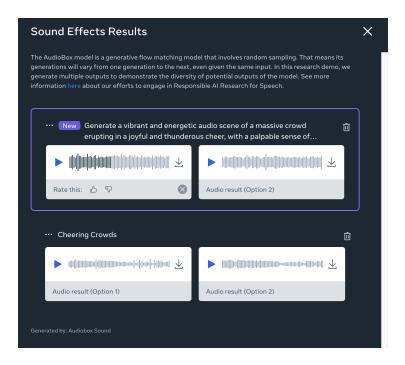
Questions to Consider:

- How accurate was the sound effect?
- What elements of the sound did the AI capture well, and what could be improved?

Try out a more detailed Prompt:

Aud	obox reduces FAD by 50% compared to I	prior state-of-the-art,	
	matching real audio in quality and f	aithfulness.	
Describe A Sound	Effect		
Describe the characte generate your sound e	istics of the sound you would like to create. The mo ffect.	del will use this to	
cheer, with a palpab	nd energetic audio scene of a massive crowd eruptir e <u>sense of</u> excitement and celebration. The atmosph nat's infectious and exhilarating.		250/250
🕄 Try an example			
○ Generating		View	(G) v Results

View the new results. Compare and iterate. Try out new versions.

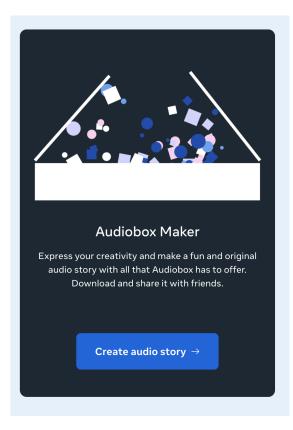


Questions to Consider:

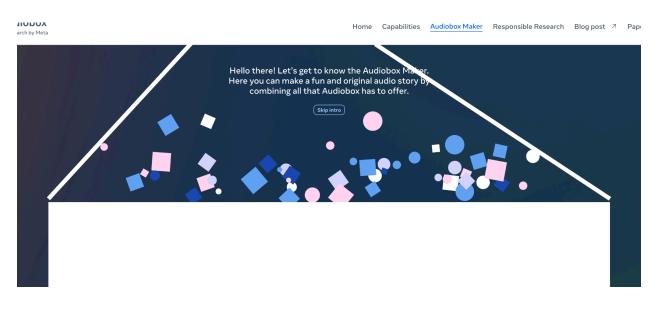
- How did the added details in the prompt change the output?
- What new elements were introduced, and how did they enhance the sound?

Create

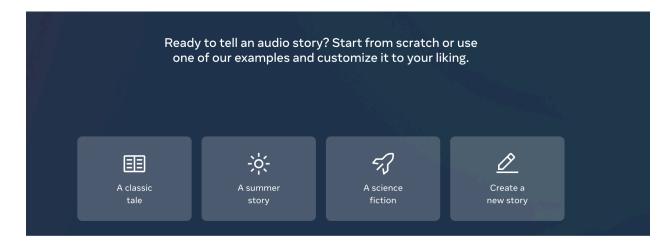
Now that we have learned about the many tools let's look at they can be used to make a story come to life with sounds. Go to the Audiobox Maker tool or visit this website - <u>https://audiobox.metademolab.com/maker</u>



Click anywhere to start and listen to the intro.



We will first learn by looking at the examples. Click on one of the examples.



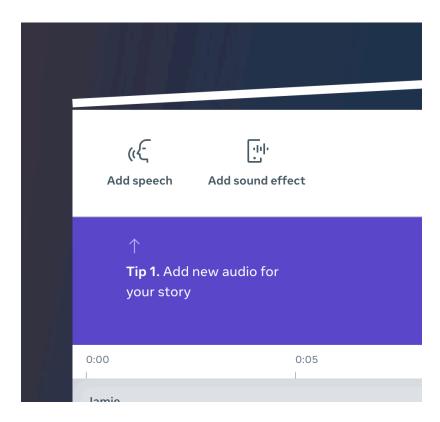
This will prepopulate the interface for you. Explore how it works. Press the play button. Remember none of these sounds are recorded, they are all AI-generated.

(رالج Add speech	ابابا. Add sound effect				Play	Download
↑ Tip 1 . Add n your story	ew audio for	Tip 2 . Click audio to edit, and drag t ↓			Tip 3. Listen to story and o	↑ your audio download it
:00	0:05	0:10	0:15		0:20 I	⊕ Q
amie	Oh no, the engine isnt -[]마데[b		Чт ∥-в-ч∭Ф	Mm		No, I haven't II I- II 1 I 1 1 1 1 1
obot Assistant		Click to edit audio × Have you tried tighten			ou properly aligned 비년네바~ 비년아제에가 비년네하~~	

Now try editing the story. Change what is said or how it is said. Change sounds. See how it changes the story..

	Oh no, the engine isnt
Assistant	Edit speech
	Delete

Try adding yourself to the story, or add in sound effects.



Keep iterating and experimenting.

Homework

Now that you have learned the tools I want you to challenge yourself and make a new story from scratch. Use the Audiobox Maker - <u>https://audiobox.metademolab.com/maker</u> and make an interesting Audio Story. Once done download it and email / share it to me - <u>sounny@gmail.com</u> The most interesting story will be talked about in class next week.

Learning Outcome

Rate yourself on how well you have achieved the following learning outcomes:

1. I have a basic understanding of prompt engineering.

- Not at all
- □ Somewhat
- □ Very well

2. I understand how natural language can be used to generate and control audio outputs in an AI system.

- Not at all
- Somewhat
- Very well

3. I am confident experimenting with simple commands to create desired outcomes.

- Not at all
- Somewhat
- Very well

Useful URLs

AudioBox StoryMaker - https://audiobox.metademolab.com/storymaker/

Research Paper about Makign AudioBox

https://ai.meta.com/research/publications/audiobox-unified-audio-generation-with-natural-langua ge-prompts/