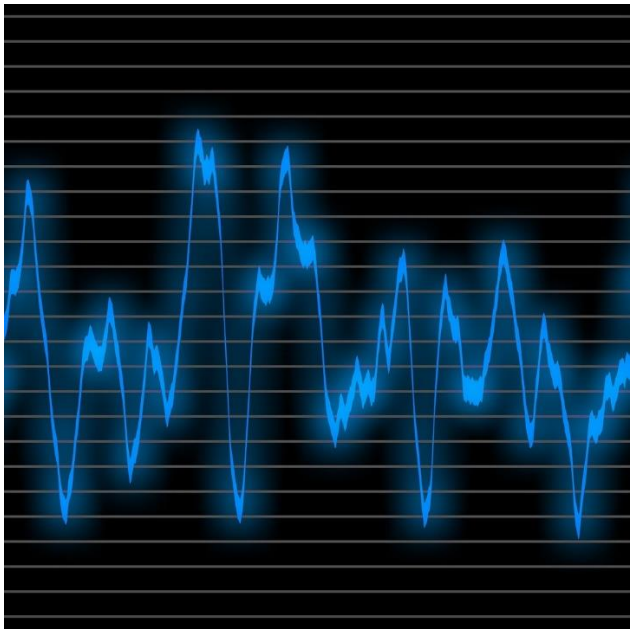
Voice Cloning in the Targeted Individual Program



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Introduction

The purpose of this book is to provide an in-depth analysis of voice cloning and its application in the targeted individual program. My goal is to demystify the use of this computer technology.

The audience for this book includes targeted individuals and others interested in learning more about voice cloning technology. It is presented in a non-technical manner suitable for a general audience.

The basis for this book is a voice cloning program running on my personal laptop. The voice cloning process discussed in this book is not theoretical, it is based on a software package that is running and producing audio.

Links to samples of these voice based audio files are included later in this book.

What is the targeted individual program?

The targeted individual program is a continuation of the Cointelpro and Mkultra programs. Many people in the US and around the world are covertly subjected to experimentation and torture. This may include one or more of the following:

- Gangstalking – The use of human agents to damage property, harass targets in public.
- Remote Neural Monitoring (RNM) – This technology has the capability to remotely read a person's brainwaves.
- V2K – Voice to skull technology used to torment targets with voices. This can be done in an overt manner to degrade and harass the target over time or can be done in a more subtle manner using voice cloning in social interactions to confuse, misinform or bait the target.
- Directed Energy Weapons – These types of weapon systems are responsible for Havanna Syndrome and are being used silently, invisibly, and continuously both inside the US and abroad to degrade, attack, and torture targeted individuals.

What is voice cloning?

Voice cloning is the process of capturing and modeling a person's voice using AI software. A sample of a person's voice is taken as input to this process. Many of the publicly available voice cloning programs will accept an audio file (.mp3 or .wav) as input. This input is analyzed to produce a digital model of the voice.

This resulting voice clone can be used to generate new audio mimicking the person's voice. This generated audio can include both new content as well as different emotions and inflections.

Sample Voice Cloned Audio Files

Through the course of the book, we will go further into this technology, but at this point I think it would be helpful to listen to some audio files generated by this voice cloning process.

I recorded my own voice as the sample used to generate the voice model and then supplied the text I would like the model to speak as well as the emotional tone.

While the audio output below is not perfect, it can be helpful to get a general idea of the capability of this technology. More refined output would be possible with additional effort put into the process.

Audio output sample in the default speaking voice

Audio output sample with emotional tone of sad

Audio output sample in a shouting voice

Microwave Auditory Effect and Voice to Skull (V2K).

The microwave auditory effect (aka Frey effect) is a documented scientific process where pulsed or modulated radio frequency is audible directly inside a person's head. As opposed to the traditional method of hearing that relies on audio waves received by your ears, the microwave auditory effect allows sounds to be directed into a person's head by the use of radio frequency systems.

V2K or voice to skull specifically describes using the microwave auditory effect to send the sound of voices into another person's head.

Audio Spotlight

Audio spotlight technology is a publicly known and demonstrated approach (https://www.youtube.com/watch?v=hmNzf9ztnAk) that allows audio content to be directed in a narrow band toward its target.

In effect one person targeted with an audio spotlight could receive distinct audio content which is not audible to others in an area.

This audio spotlight approach can be used to achieve a similar effect as V2K mentioned above.

For anyone still skeptical of the existence of V2K, consider the application of audio spotlight as a stand-in for the subsequent discussions mentioning V2K.

Early public examples of Voice Editing and Generation

Voice cloning technology began to take shape publicly around the 2017 timeframe. Two examples of publicly known programs used to generate voice files in this fashion are Adobe Voco and Lyrebird.

Adobe Voco

Adobe Voco was an unreleased prototype for the editing and generation of audio. It allows users to do detailed editing and composition of voices. Voco was originally created by the Engineering School of Princeton University.

This software allows words to be added or replaced in an audio file. These edits can be provided as text input and the software uses a process of machine learning to make the edits appear to be in the style of the speaker's voice.

Lyrebird

Lyrebird, based on a deep learning project from the University of Montreal, is the forerunner of modern voice cloning. It includes the capability to mimic both a person's voice and simulate various emotions based on just a few seconds of audio.

Users can provide a text script to the program and set different parameters such as emotional tone to be included in the generated voice track.

Current State of Voice Cloning

We are beginning to see widespread adoption of AI technologies including publicly available services that use voice cloning technology. Some of these services are consumer level, being priced to allow individuals to use these services and not just larger corporations or government entities.

OpenVoice

The OpenVoice project is an open-source Instant Voice Cloning (IVC) library available under a creative commons non-commercial license. This means that it is available for researchers to use and demonstrate the voice cloning process as long as they don't turn their research into a commercial product.

After building the voice model from a sample audio input, the program allows parameters to be set including the tone color, emotion, accent, rhythm, pauses, and intonation.

This book will return for a more detailed walkthrough of OpenVoice after the rest of the introductory topics.

Note: The product name OpenVoice is not unique, see the references section for a link to the specific project I am referencing. https://github.com/myshell-ai/OpenVoice

Input Methods for Voice Cloning

Most modern voice cloning programs offer two primary methods of input.

Text to Speech

This is the most common direct input for voice cloning. The text can be read from a prompt or webpage, from an existing text file, or generated by another AI program.

The text is used as input for the voice cloning program and the voice model is used to generate the output sound file.

Speech to Speech

Speech to speech takes voice input in and converts it into text internally before converting to the cloned voice.

This input method would allow a user of such a program to speak input for the program and have it translated into the cloned voice in near real time.

Application of Voice Cloning in the Targeted Individual Program

Many of the commercially available voice cloning technology offer features such as changing the accent of the speaker so that they appear to be from a different region. Or they can even present the speaker's voice in another language.

Most of the time, the application of voice cloning in the TI program is striving for realism. The objective is to mimic the cloned voice as realistically as possible. This realism often creates confusion, stress, and anxiety in those subjected to it. An obviously modified voice would not have the same psychological impact as a closely mimicked cloned voice.

Let's take a look at a few examples of how voice cloned content could be used:

False audio content. Voice cloning can be used to produce so-called deep fake audio content. This could also take the form of manufactured voice mail recordings, audio in digital files such as music playlists, or audio played in the background of a website or incorporated into a video.

V2K False Memories / Synthetic Memories. Some targeted individuals have experienced so-called false audio memories. Voice cloning can be used to construct one or more voices repeating different conversations or scenarios. Apparently the V2K can be set to a frequency that does not appear to be audio, but instead appears to be something that may have been a remembered conversation. Often this is done with realistic sounding voices matched against real people, but the content is falsified. This can lead the target into a state of anxiety or stress or to be subconsciously influenced by these false memories. (which are actually just voice cloning puppeteered through a false scenario meant to deceive the target).

V2K False in-person voices / social deception. V2K can be set up so that it is perceived by the target as coming from nearby people. By using voice cloning from a real-life person, V2K can be used in real time to make is seem as though the person was saying something other than what they were actually saying.

This can be used to get the target to act in a confused, erratic or inappropriate manner, since they are the only one who heard the modified audio.

V2K Harassment / Degradation. V2K, with or without voice cloning can be used to make a target hear these voices for no other purpose than to harass them. This effect can be intermittent or continuous. When applied in a continuous fashion this effect is often known as a 'chatterbot'.

Remote Neural Monitoring / V2K harassment loops. With RNM it is possible to read a target's brainwaves, in effect having access to whatever they are thinking at that time. Paired with V2K with or without voice cloning, this can create a very negative feedback loop. Reading someone's thoughts, concerns and fears, then transmitting V2K aimed at heightening anxiety specifically about those concerns. This can create a vicious feedback loop of stress and anxiety.

OpenVoice Walkthrough

A voice sample as input and training the voice model. The first step in creating a voice model with OpenVoice is to train the voice model using a sample audio file. The OpenVoice library comes with several starting example .mp3 files which are 30 seconds in length. One of them is fairly exaggerated and cartoony and comes through fairly well with a 30 second sample. The other two samples of normal voices at 30 seconds lead to somewhat unimpressive results.

I have also tested a number of input audio files ranging in length from 30 seconds to 20 minutes. Often the quality and variety of the input file will produce better results over just a longer length of audio file itself. I achieved fairly good results with a 5 minute sample that included the most common vowel and consonant sounds.

Select the tone. The OpenVoice library also allows you to set a number of tones (emotions) for the voice you would like to output. These include:

- Default
- Whispering
- Shouting
- Excited

- Cheerful
- Terrified
- Angry
- Sad
- Friendly

Set the text. You can feed in any text that you would like the voice model to vocalize. This can be anything from a short yes/no to a paragraph or longer of voice output.

Set the playback speed. You can also adjust the speed at which the voice model renders the voice. One fact I discovered during the process of experimenting with this setting is that people have their own natural speaking speed which may be slower or faster than the default speed. For example, my natural speaking speed tends to be around 15%-20% faster than normal, so a playback speed of 1.15 or 1.2 tends to sound fairly natural for my own voice model.

Language Support. The OpenVoice library supports vocal models for both English and Chinese languages. That means you can train a voice model based on a sample of a voice speaking English, and then go on to output the voice in the Chinese language.

Conclusion

This book has demonstrated that voice cloning is possible with current publicly available technology. In theory a voice model can be developed with as little as 30 seconds of audio, but in my research with the OpenVoice library, it seems that 5 minutes of quality audio produces fairly good results.

For any targeted individuals that are experiencing voice cloning as part of their targeting, I hope that this walkthrough of voice cloning technology along with links to the audio samples generated by an actual running voice cloning program helps to provide a clear walkthrough of exactly how this technology works.

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Microwave Auditory Effect and V2K

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Openvoice

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