

Sound Effects in Comics — Detection and Translation

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In this talk, I will be presenting a project I'm currently working on in the research group for computational linguistics, which will serve as a foundation for my master's thesis. The project's goal concerns the research field of comics, namely the automatization of the detection and translation of sound effects in webcomics with the help of a neuronal network. I will give an overview of how this project came to be and which kind of comics will be used for this project. I will dive into the question of what sound effects entail in modern-day webcomics and which problems occur with their translation from English to German before giving an outlook on the follow-up master's thesis topic.