Console now has a talking head

Console now has a talking head. The latest version adds an animated 3D face to the browser-based visual companion for hardware speech synthesis.

In this demo, my DAW controls **RoboVox inside Kraftor via MIDI**. Kraftor sends the phoneme names over serial to Console, where a lookup table maps each phoneme to a mouth shape, called a *viseme*. The head follows the incoming phoneme stream as RoboVox speaks.

DAW → MIDI → Kraftor / RoboVox → Serial → Console

Choose a wireframe or shaded face, turn the head, adjust its size, or switch to a mouth close-up. The audio-reactive scope can run behind the head, combining the waveform with the facial animation.

Console runs directly in the browser, and its source code is available on GitHub. Use a Web Serial-compatible browser, such as Chrome or Edge, to connect to the hardware.

Try Console · Source code · Kraftor