

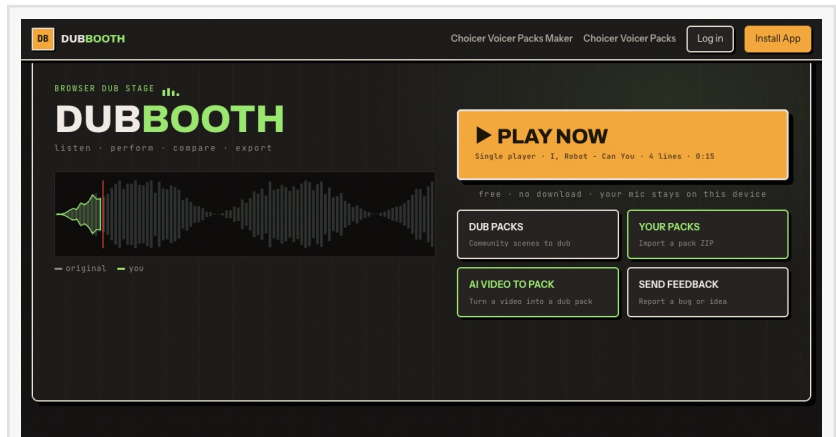
DubBooth Launches a Free Browser-Based Voice Dubbing Game

Players hear a line from a real scene, record their own take, get scored and export the finished dub — no download, no account to play, packs import directly.

SHERIDAN, WY, UNITED STATES, August 25, 2026 /EINPresswire.com/ --

[DubBooth](#) today announced the public launch of its browser-based voice dubbing game at

<https://dubbooth.com>. Players choose a scene, listen to each line, record their own performance, see how close they came to the original and export a finished dub, all from one web page. Playing is free and needs no download and no account.



The DubBooth dub stage in the browser: pick a scene, hear the line, record your take, compare, export.

“

DubBooth makes voice performance easy to start, fun to retry, and clear about what stays on the player's device.”

Chengtian Ding, Founder and Managing Member

The score compares the take with the original line on rhythm, duration and coverage, and the site publishes what each common mistake costs, measured with the same engine that scores players. Retrying a line takes one keypress; when every line is done, the finished dub is mixed and exported on the device.

Scenes come as dub packs. DubBooth ships a curated library of community-made packs, each credited to its creator and playable with one click, and it reads the folder-

and-ini pack format the community already uses: a pack downloaded elsewhere imports straight into the game from a ZIP file and stays in the browser's own storage. Packs on the site are prepared for browser playback, with each line's audio extracted for the comparison waveform the game draws against every take.

For creators, DubBooth includes an AI pack maker that turns any video into a playable pack. It

finds and times every spoken line, keeps the music and effects where they were, and lets the creator play the result on the site or download it, either in DubBooth's native format or as a ZIP in the ini format that The Choicer Voicer reads. New accounts receive 25 free credits, enough to make a first pack.

Players with an account can also open a challenge on any scene, share the link, and see how friends score on the same lines on a leaderboard. Participants' recordings never leave their devices; only a challenge creator can choose to upload their own finished video, and only after explicit consent.

"We built DubBooth to make voice performance easy to start, fun to retry and clear about what stays on the player's device," said Chengtian Ding, Founder and Managing Member of 1imagegenerator LLC. "Our goal is to shorten the distance between hearing a scene and performing it yourself."

DubBooth runs in current desktop and mobile browsers and can be installed as a web app. The site publishes its device test log rather than a generic compatibility claim, and it carries no advertising.

For players looking for a browser-based alternative to The Choicer Voicer, DubBooth offers an independent, no-install way to record, score and export a voice performance using the same community packs. DubBooth is not affiliated with, endorsed by, or sponsored by YeahMaybe or its products.

At launch, DubBooth is available in English at <https://dubbooth.com>.

About DubBooth

DubBooth is an independent browser-based voice dubbing game developed and operated by 1imagegenerator LLC. It turns scenes into short listen, perform, compare and export sessions, with local-first recording and scoring at the center of the experience. Learn more at <https://dubbooth.com>.

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