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We use essential cookies to make our site work. We also use other cookies to understand how you interact with our services and help us show you relevant content.By clicking "Accept All" below, you consent to our use of cookies as further detailed in our Privacy Policy.Character.AI is bringing to life the science-fiction dream of open-ended conversations and collaborations with computers. This guide is for all those that want to join us in that mission by building their own Characters, bringing their own dreams to life.All the Characters you see on the Home page were made using our creation tools. If you're ready to join the world of creators and Characters, this guide is for you!We support two different creator experiences. Our Quick mode allows creators to able to create interesting Characters in less than a minute. Our Advanced mode allows adventurous creators to perfect their Character by using more powerful tools.There is also a reference section that outlines all the Character Attributes you can change.We encourage new users to create a Quick Character first and talk to a variety of different Characters before beginning to play with Advanced techniques like custom Definitions and Image Generation. It will give you a better sense of the range of possibilities!The Characters that are designed to produce images as well as text are indicated by a before the name. There are four things that influence how a Character responds in a particular situation: The Character Attributes (what much of this guide will explain)The Character Training from conversations (e.g. star ratings)The Personas set by a user containing descriptive details and preferencesThe context of the current conversationIt's important to keep all four of these in mind. For example, you may carefully craft a Character to play a particular word game, but if the user decides to start talking about something completely different, it may try to be cooperative and follow their lead.Additionally, user feedback will happen over time, and will slowly influence Character responses.Think of this reference as describing a set of tools you can use to tinker and experiment rather than a strict guide. We are all exploring this space together, and best practices will change over time!AI chatbot serviceCharacter.aiType of siteChatbotArtificial intelligenceDeep learningAvailablein31 languagesCountry of originUnited StatesFounder(s)Noam ShazeerDaniel de FreitasURLcharacter.aiRegistrationRequiredLaunchedNovember2021; 3years ago(2021-11)[1]Character.ai (also known as c.ai char.ai or Character AI) is a generative AI chatbot service where users can engage in conversations with customizable characters. It was designed by the developers of Google's LaMDA, Noam Shazeer and Daniel de Freitas.[2]Users can create "characters", craft their "personalities", set specific parameters, and then publish them to the community for others to chat with.[3] Many characters are based on fictional media sources or celebrities, while others are original, some being made with certain goals in mind, such as assisting with creative writing, or playing a text-based adventure game.[4][2]The beta version was made available to the public on September 16, 2022,[2] and retired in September 2024, when it was replaced by the current website.[5] In May 2023, a mobile app was released for iOS and Android, which received over 1.7 million downloads within a week.[6]Character.ai was established in November 2021.[1] The company's co-founders, Noam Shazeer and Daniel de Freitas, were both engineers from Google.[7] They both worked on AI-related projects: Shazeer was a lead author on a paper that Business Insider reported in April 2023 "has been widely cited as key to today's chatbots",[8] and Freitas was the lead designer of an experimental AI at Google initially called Meena, which later became known as LaMDA.[8]Character.ai raised $43 million in seed funding at the time of its initial foundation in 2021.[9]The first beta version of Character.ai's service was made available to the public on September 16, 2022.[7] The Washington Post reported in October 2022 that the site had "logged hundreds of thousands of user interactions in its first three weeks of beta-testing".[7] It allowed users to create their own new characters, and to play text-adventure game scenarios where users navigate scenarios described and managed by the chatbot characters.[7]Following a $150 million funding round in March 2023, Character.ai became valued at approximately $1 billion.[9]As of January 2024, the site had 3.5 million daily visitors, the vast majority of them 16 to 30 years old.[10]In 2024, Google hired Noam Shazeer, the CEO of Character.ai, and entered into a non-exclusive agreement to use Character.ai's technology.[11]A user conversing with a Character.ai simulation of Napoleon Bonaparte about the nose of the Great Sphinx (erroneously, as the nose of the Sphinx was missing for 60 years prior to Napoleon's arrival)Character.ai's primary service is to let users converse with character AI chatbots based on fictional characters or real people (living or deceased).[12] These characters' responses use data the chatbots gather from the internet about a person.[13] In addition, users can play text-adventure games where characters guide them through scenarios.[12] The company also provides a service that allows multiple users and AI chatbot characters to converse together at once in a single chatroom.[14]Character "personalities" are designed via descriptions from the point of view of the character and its greeting message, and further molded from conversations made into examples, giving its messages a star rating and modification to fit the precise dialect and identity the user desires.[15]When a character sends back a response, the user can rate the response from 1 to 4 stars. The rating predominantly affects the specific character, but also affects the behavioral selection as a whole.[16]On May 11, 2023, Character.ai announced character.ai+, an opt-in subscription plan for $9.99 a month, that was marketed as including features such as skipping waiting rooms, fast messaging and responses, and access to an exclusion channel with faster support.[17]In December 2024, amid multiple lawsuits and concerns, Character.ai introduced new safety features aimed at protecting teenage users. These enhancements include a dedicated model for users under 18, which moderates responses to sensitive subjects like violence and sex and has input and output filters to block harmful content.[18] As a result of these changes and the deletion of custom-made bots flagged as violating the site's terms, some users complained that the bots were too restrictive and lacked personality.[19] The platform was also updated to notify users after 60 minutes of continuous engagement, and display clearer disclaimers indicating that its AI characters are not real individuals.[18]In January 2025, Character.ai began offering two games on its platform. Speakeasy is a word-based game in which players attempt to prompt the AI chatbot to say a target word while avoiding a restricted list of words. War of Words is a dueling game where users compete against an AI character over multiple rounds, with an AI referee determining the winner. The games are available to paid subscribers and a limited number of free users.[20]Character.ai has been criticized for poor moderation of its chatbots,[21] with incidents of chatbots that groom underage users[22] and promote suicide,[23] anorexia[24][25] and self-harm[26] being reported.In October 2024, the Washington Post reported that Character.ai had removed a chatbot based on Jennifer Ann Crecente, a person who had been murdered by her ex-boyfriend in 2006. The company had been alerted to the character by the deceased girl's father.[27] Similar reports from The Daily Telegraph in the United Kingdom noted that the company had also been prompted to remove chatbots based on Brianna Ghey, a 16-year-old transgender girl murdered in 2023, and Molly Russell, a 14-year-old suicide victim.[28][29] In response to the latter incident, Ofcom announced that content from chatbots impersonating real and fictional people would fall under the Online Safety Act.[30]In November 2024, The Daily Telegraph reported that chatbots based on sex offender Jimmy Savile were present on Character.ai.[31] In December 2024, chatbots of Luigi Mangione, the suspect in the killing of UnitedHealthcare CEO Brian Thompson, were created by Mangione's fans.[32][33] Several of the chatbots were later removed by Character.ai.[33]In February 2024, a 14-year-old Florida boy died by suicide after developing an emotional relationship over several months with a Character.ai chatbot of Daenerys Targaryen. His mother sued the company in October 2024, claiming that the platform lacks proper safeguards and uses addictive design features to increase engagement.[34][35] The chatbot was removed from Character.ai as a result of this incident.[36]In December 2024, two families in Texas sued Character.ai, alleging that the software "poses a clear and present danger to American youth causing serious harms to thousands of kids, including suicide, self-mutilation, sexual solicitation, isolation, depression, anxiety, and harm towards others". It is alleged that the 17-year-old son of one family began self-harming after a chatbot introduced the topic unprompted and said that the practice "felt good for a moment".[37][38] On December 12, 2024, some users on Character.ai had parts of their account pages made publicly visible for about ten minutes.[39]Artificial human companionBoyfriend Maker Dating simulator appChai AI platformPages displaying short descriptions of redirect targetsChatGPT Generative AI chatbot by OpenAIPoe AI chatbot platform developed by QuoraReplika AI chatbot appSimSimi Chatbot app^ a b Cai, Kennrick (October 11, 2023). "Character.AI's $200 Million Bet That Chatbots Are The Future Of Entertainment". Forbes. Archived from the original on May 31, 2024. Retrieved February 26, 2024. The pair founded Character.AI in November 2021, a year before public appetite for AI swelled when OpenAI released ChatGPT. ^ a b c "'Chat' with Musk, Trump or Xi: Ex-Googlers want to give the public AI". The Spokesman-Review. 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Retrieved December 29, 2024.Official websiteRetrieved from " 2Real-time text-to-speech AI tool15.aiScreenshot of the 15.ai web interface on May 23, 2025Type of siteArtificial intelligence, speech synthesis, generative artificial intelligenceAvailableinEnglishOwner15Founder(s)15URL15.ai (redirects to 15.dev)CommercialNoRegistrationNoneLaunchedMarch2020; 5years ago(2020-03)CurrentstatusActive My Little Pony: Friendship Is MagicEquestriaToylineCutie markElements of HarmonySpin-offsMy Little Pony: Equestria Girls (20132020)(List of animations)My Little Pony: Pony Life (20202021)(List of episodes)CharactersMane SixTwilight SparkleRainbow DashPinkie PieApplejackFluttershyRarityMain SupportingSpikePrincess CelestiaPrincess LunaPrincess CadanceShining ArmorRecurring CharactersDiscordStarlight GlimmerCutie Mark CrusadersThe Great and Powerful TrixieZecoraAntagonistsQueen ChrysalisLord TirekBackground/Fan FavoritesDerpy HoovesBackground SixCheese SandwichQuibble PantsThe WonderboltsAunt Holiday and Auntie LoftyEquestria GirlsSunset ShimmerSeasons & episodesSeason 1 (20102011)"Friendship Is Magic""The Ticket Master""Applebuck Season""Griffon the Brush Off""Boast Busters""Dragonshy""Look Before You Sleep""Bridle Gossip""Swarm of the Century""Winter Wrap Up""Call of the Cutie""Fall Weather Friends""Suited for Success""Feeling Pinkie Keen""Sonic Rainboom""Stare Master""The Show Stoppers""A Dog and Pony Show""Green Isn't Your Color""Over a Barrel""A Bird in the Hoof""The Cutie Mark Chronicles""Owl's Well That Ends Well""Party of One""The Best Night Ever"Season 2 (20112012)"The Return of Harmony""Lesson Zero""Luna Eclipsed""Sisterhooves Social""The Cutie Pox""May the Best Pet Win!""The Mysterious Mare Do Well""Sweet and Elite""Secret of My Excess""Hearth's Warming Eve""Family Appreciation Day""Baby Cakes""The Last Roundup""The Super Speedy Cider Squeezy 6000""Read It and Weep""Hearts and Hooves Day""A Friend in Deed""Putting Your Hoof Down""It's About Time""Dragon Quest""Hurricane Fluttershy""Ponyville Confidential""MMMystery on the Friendship Express""A Canterlot Wedding"Season 3 (20122013)"The Crystal Empire""Too Many Pinkie Pies""One Bad Apple""Magic Duel""Sleepless in Ponyville""Wonderbolts Academy""Apple Family Reunion""Spike at Your Service""Keep Calm and Flutter On""Just for Sidekicks""Games Ponies Play""Magical Mystery Cure"Season 4 (20132014)"Princess Twilight Sparkle""Castle Mane-ia""Daring Don't""Flight to the Finish""Power Ponies""Bats!""Rarity Takes Manehattan""Pinkie Apple Pie""Rainbow Falls""Three's a Crowd""Pinkie Pride""Simple Ways""Filli Vanilli""Twilight Time""It Ain't Easy Being Breezies""Somepony to Watch Over Me""Maud Pie""For Whom the Sweetie Belle Toils""Leap of Faith""Testing Testing 1, 2, 3""Trade Ya!""Inspiration Manifestation""Equestria Games""Twilight's Kingdom"Season 5 (2015)"The Cutie Map""Castle Sweet Castle""Tanks for the Memories""Make New Friends but Keep Discord""Slice of Life""Amending Fences""Do Princesses Dream of Magic Sheep?""Made in Manehattan""Crusaders of the Lost Mark""The Hooffields and McColts""The Cutie Re-Mark"Season 6 (2016)"A Hearth's Warming Tail""The Times They Are a Changeling"Season 7 (2017)"The Perfect Pear"Season 8 (2018)"Grannies Gone Wild"Season 9 (2019)"The Last Crusade"Series finaleMediaFilms & specialsMy Little Pony: The Movie (2017)My Little Pony: Best Gift Ever (2018)My Little Pony: Rainbow Roadtrip (2019)MusicMovie Soundtrack"Rainbow""Off to See the World"GamesMy Little Pony: Twilight Sparkle, Teacher for a DayGameloft video gameCollectible card gameOther mediaHome video releasesIDW comicsIssuesMy Little Pony/TransformersFandom15.aiA Brony TaleBronies (documentary)Brony musicBronyspeakClopEquestria DailyFan artFan fictionFIMFictionFallout: EquestriaFriendship Is WitchcraftLegends of Equestria/mlp/Online communitiesPonysonaPONY.MOVThem's Fightin' HerdsFan conventionsBronyConEverfree NorthwestPonyville CiderfestTrotConUK PonyConvte15.ai is a free non-commercial web application and research project that uses artificial intelligence to generate text-to-speech voices of fictional characters from popular media. Created by a pseudonymous artificial intelligence researcher known as 15, who began developing the technology as a freshman during their undergraduate research at the Massachusetts Institute of Technology, the application allowed users to make characters from video games, television shows, and movies speak custom text with emotional inflections faster than real-time.[a] The platform was notable for its ability to generate convincing voice output using minimal training datathe name "15.ai" referenced the creator's claim that a voice could be cloned with just 15 seconds of audio, in contrast to contemporary deep learning speech models which typically required tens of hours of audio data. It was an early example of an application of generative artificial intelligence during the initial stages of the AI boom.Launched in March 2020, 15.ai gained widespread attention in early 2021 when content utilizing it went viral on social media platforms like YouTube and Twitter, and quickly became popular among Internet fandoms, such as the My Little Pony: Friendship Is Magic, Team Fortress 2, and SpongeBob SquarePants fandoms. The service distinguished itself through its support for emotional context in speech generation through emojis, precise pronunciation control through phonetic transcriptions, and multi-speaker capabilities that allowed a single model to generate diverse character voices. 15.ai is credited as the first mainstream platform to popularize AI voice cloning (audio deepfakes) in memes and content creation.[1]Voice actors and industry professionals debated 15.ai's merits for fan creativity versus its potential impact on the profession. While many critics praised the application's accessibility and emotional control, they also noted technical limitations in areas like prosody options and non-English language support. 15.ai prompted discussions about ethical implications, including concerns about reduction of employment opportunities for voice actors, voice-related fraud, and misuse in explicit content.In January 2022, Voiceverse generated controversy when it was discovered that the company had generated audio using 15.ai without attribution and sold it as a non-fungible token (NFT) without permission.[2] News publications universally characterized this incident as Voiceverse having "stolen" voice lines from 15.ai.[3] The service was ultimately taken offline in September 2022 due to legal issues surrounding artificial intelligence and copyright. Its shutdown was followed by the emergence of various commercial alternatives in subsequent years, with their founders acknowledging 15.ai's pioneering influence in the field of deep learning speech synthesis.On May 18, 2025, 15 launched 15.dev, a sequel to the original service that launched after nearly three years of inactivity.For broader coverage of this topic, see Deep learning speech synthesis History.See also: History of speech synthesisA comparison of the alignments (attentions) between Tacotron and a modified variant of TacotronThe field of artificial speech synthesis underwent a significant transformation with the introduction of deep learning approaches. In 2016, DeepMind's publication of the seminal paper WaveNet: A Generative Model for Raw Audio marked a pivotal shift toward neural network-based speech synthesis, demonstrating unprecedented audio quality through causal convolutional neural networks. Previously, concatenative synthesiswhich worked by stitching together pre-recorded segments of human speechwas the predominant method for generating artificial speech, but it often produced robotic-sounding results at the boundaries of sentences.[4] Two years later, this was followed by Google AI's Tacotron 2 in 2018, which demonstrated that neural networks could produce highly natural speech synthesis but required substantial training datatypically tens of hours of audioto achieve acceptable quality. When trained on smaller datasets, such as 2 hours of speech, the output quality degraded while still being able to maintain intelligible speech, and with just 24 minutes of training data, Tacotron 2 failed to produce intelligible speech.[5] The same year saw the emergence of HiFi-GAN, a generative adversarial network (GAN)-based vocoder that improved the efficiency of waveform generation while producing high-fidelity speech,[6] followed by Glow-TTS, which introduced a flow-based approach that allowed for both fast inference and voice style transfer capabilities.[7] Chinese tech companies also made significant contributions to the field, with Baidu and ByteDance developing proprietary text-to-speech frameworks that further advanced the technology, though specific technical details of their implementations remained largely undisclosed.[8][...] The website has multiple purposes. It serves as a proof of concept of a platform that allows anyone to create content, even if they can't hire someone to voice their projects.It also demonstrates the progress of my research in a far more engaging manner by being able to use the actual model, you can discover things about it that even I wasn't aware of (such as getting characters to make gasping noises or moans by placing commas in between certain phonemes).It also doesn't let me get away with picking and choosing the best results and showing off only the ones that work [...] Being able to interact with the model with no filter allows the user to judge exactly how good the current work is at face value.15, Hacker News[9]Derpy Hooves reciting the FitnessGram PACER test introduction in a neutral emotion[10]Variation #1Variation #2Variation #3Problems playing these files? See media help.15.ai was conceived in 2016 as a research project in deep learning speech synthesis by a developer known as "15" (at the age of 18[11]) during their freshman year at the Massachusetts Institute of Technology (MIT) as part of its Undergraduate Research Opportunities Program (UROP).[12] The developer was inspired by DeepMind's WaveNet paper, with development continuing through their studies as Google AI released Tacotron 2 the following year. By 2019, the developer had demonstrated at MIT their ability to replicate WaveNet and Tacotron 2's results using 75% less training data than previously required.[8] The name 15 is a reference to the creator's claim that a voice can be cloned with as little as 15 seconds of data.[13]The developer had originally planned to pursue a doctorate based on their undergraduate research, but opted to work in the tech industry instead after their startup was accepted into the Y Combinator accelerator in 2019. After their departure in early 2020, the developer returned to their voice synthesis research, implementing it as a web application. According to a post on X from the developer, instead of using conventional voice datasets like LJSpeech that contained simple, monotone recordings, they sought out more challenging voice samples that could demonstrate the model's ability to handle complex speech patterns and emotional undertones.[tweet 1] The Pony Preservation Projecta fan initiative originating from /mlp/,[8] 4chan's My Little Pony board, that had compiled voice clips from My Little Pony: Friendship Is Magicplayed a crucial role in the implementation. The project's contributors had manually trimmed, denoised, transcribed, and emotion-tagged every line from the show. This dataset provided ideal training material for 15.ai's deep learning model.[8]An example of a multi-speaker embedding. The neural network maps the predicted timestamps to a masked embedding sequence that encodes speaker information.15.ai was released in March 2020 with a limited selection of characters, including those from My Little Pony: Friendship Is Magic and Team Fortress 2.[14] The system was designed to function efficiently with limited training datarequiring only minutes of clean audio per character, in contrast to the 40+ hours typically needed by traditional deep learning models.[15] To overcome data constraints, the developer employed specific data augmentation techniques to improve generalization, including deliberate introduction of spelling variations, punctuation patterns, and pronunciation distortions during training.[15]Upon its launch, 15.ai was offered as a free[16] and non-commercial[17] service that did not require user registration or user accounts to operate,[18] and required the user to accept the terms of use before proceeding.[19] Users were permitted to create any content with the synthesized voices under two specific conditions: they must properly credit 15.ai by including the website URL in any posts, videos, or projects using the generated audio;[20] and they were prohibited from mixing 15.ai outputs with other text-to-speech outputs in the same work,[21] to prevent misrepresentation of the technology's capabilities.[22]More voices were added to the website in the following months.[23] A significant technical advancement came in late 2020 with the implementation of a multi-speaker embedding in the deep neural network, enabling simultaneous training of multiple voices rather than requiring individual models for each character voice.[8] This not only allowed rapid expansion from eight to over fifty character voices,[11] but also let the model recognize common emotional patterns across characters, even when certain emotions were missing from some characters' training data.[24]By May 2020, the site had served over 4.2 million audio files to users.[25] In early 2021, the application gained popularity after skits, memes, and fan content created using 15.ai went viral on Twitter, TikTok, Reddit, Twitch, Facebook, and YouTube.[26] At its peak, the platform incurred operational costs of US$12,000[13] per month from AWS infrastructure needed to handle millions of daily voice generations; despite receiving offers from companies to acquire 15.ai and its underlying technology, the website remained independent and was funded out of the personal previous startup earnings of the developer[8]then aged 23 at the time.See also: Non-fungible token Plagiarism and fraudA satirical meme representing the "right-click, save as" criticism of NFTs. Critics of Voiceverse pointed out the irony of selling ownership rights to AI voices when they themselves had copied 15.ai's technology without attribution.On January 14, 2022, a controversy ensued after it was discovered that Voiceverse NFT had taken credit for voice lines generated from 15.ai without permission[3] and sold them as NFTs (non-fungible tokens).[2] This came shortly after 15.ai's developer had explicitly stated in December 2021 that they had no interest in incorporating NFTs into their work.[27] Log files showed that Voiceverse had generated audio of characters from My Little Pony: Friendship Is Magic using 15.ai, pitched them up to make them sound unrecognizable from the original voices to market their own platform[28]in violation of 15.ai's terms of service which explicitly prohibited commercial use and required proper attribution.[29]Voiceverse initially claimed their platform would allow NFT owners to possess commercial rights to AI-generated voices for content creation, in-game chats, and video calls.[30] When confronted with evidence of their misappropriation, Voiceverse claimed that someone in their marketing team used the voice without properly crediting 15.ai[31] and explained in their Discord server that their marketing team had been in such a rush to create a partnership demo that they used 15.ai without waiting for their own voice technology to be ready.[32] The controversial tweet was deleted thereafter.[33] In response to their apology, 15 tweeted "Go fuck yourself,"[34] which went viral, amassing hundreds of thousands of retweets and likes on Twitter in support of the developer.[8] 15 later expressed deeper frustration, writing: "the entire field of vocal synthesis is now being misrepresented by charlatans who are only in it for the money."[21] Avatar of Troy Baker Troy Baker @TroyBakerVA I'm partnering with @VoiceverseNFT to explore ways where together we might bring new tools to new creators to make new things, and allow everyone a chance to own & invest in the IP's they create.We all have a story to tell.You can hate.Or you can create.What'll it be? January 14, 2022[35]Following continued backlash and the plagiarism revelation, voice actor Troy Baker (who had partnered with Voiceverse) faced criticism for supporting an NFT project[36] and his confrontational announcement tone.[37] Baker had described Voiceverse's service as allowing people to "create customized audiobooks, YouTube videos, e-learning lectures, or even podcasts with your favorite voice all without the hassle of additional legal work,"[19] which critics noted raised concerns about potentially replacing professional voice actors with AI.[38] Baker subsequently acknowledged that his original announcement tweet ending with "You can hate. Or you can create. What'll it be?" may have been "antagonistic,"[39] and on January 31, announced he would discontinue his partnership with Voiceverse.[40]The event raised concerns about NFT projects, which critics observed were frequently associated with intellectual property theft and questionable business practices.[41] The incident was later documented in the AI Incident Database (AIID), cataloging it as an example of "an AI-synthetic audio sold as an NFT on Voiceverse's platform [that] was acknowledged by the company for having been created by 15.ai, a free web app specializing in text-to-speech and AI-voice generation, and reused without proper attribution."[42] The controversy was also featured in writer and crypto skeptic Molly White's Web3 Is Going Just Great project, which documented how Baker's partnership announcement and its antagonistic tone exacerbated negative reactions to the NFT initiative.[43] White noted the vague nature of Voiceverse's offering, described only as "provid[ing] you an ownership to a unique voice in the Metaverse,"[44] and noted how the revelation of stolen work from 15.ai further damaged Voiceverse's credibility.[43] Russian educational platform Skillbox listed the incident as an example of fraud in NFTs.[45] Voice actor and YouTuber Yong Yea criticized voice NFTs for its potential impact on the voice acting industry,[40] and stated in a follow-up YouTube video:"This isn't just one of those things [Voiceverse] can go 'Whoopsies!' on. [They] plagiarized somebody else's work and used that as a means to falsely market the quality of [their] own products, by using somebody else's higher quality voice AI to promote [Voiceverse] for [their] own benefit."[video 1]In a 2024 class action lawsuit filed against LOVO, Inc., court documents alleged that the founders of LOVO also created Voiceverse, with plaintiffs claiming that Voiceverse had "already been found to have stolen technology from [15.ai]".[46]In September 2022, 15.ai was taken offline[47] due to legal issues surrounding artificial intelligence and copyright.[8] In a post on Twitter, 15 suggested a potential future version that would better address copyright concerns from the outset.[8]On May 18, 2025, 15 launched 15.dev as the official sequel to 15.ai.[48][49] Fandom news site Equestria Daily reported that "almost every voiced pony in the show seems available from varying levels of quality" and noted that the website included "a dropdown for various emotions you want to generate."[50]Three AI-generated voice line variations from 15.ai showing their waveforms and respective alignment confidence scoresThe platform was non-commercial,[17] had no advertisements, generated no revenue, and operated without requiring user registration or accounts.[18] Users generated speech by inputting text and selecting a character voice, with optional parameters for emotional contextualizers and phonetic transcriptions. Each request produced three audio variations with distinct emotional deliveries sorted by confidence score.[51] Characters available included multiple characters from Team Fortress 2 and My Little Pony: Friendship Is Magic, including the Mane Six and Derpy Hooves; GLaDOS, Wheatley, and the Sentry Turret from the Portal series; SpongeBob SquarePants; Kyu Sugardust from HuniePop, Rise Kujikawa from Persona 4; Daria Morgendorffer and Jane Lane from Daria; Carl Brutananadilewski from Aqua Teen Hunger Force; Steven Universe from Steven Universe; Sans from Undertale; Madeline and multiple characters from Celeste; the Tenth Doctor Who; the Narrator from The Stanley Parable; and HAL 9000 from 2001: A Space Odyssey.[52] Out of the over fifty[11] voices available, thirty were of characters from My Little Pony: Friendship Is Magic.[23] Certain "silent" characters like Chell and Gordon Freeman were able to be selected as a joke, and would emit silent audio files when any text was submitted.[53] Characters from Undertale and Celeste did not produce spoken words but instead generated their games' distinctive beeps when text was entered.[54]Sample emoji probability distributions generated by the DeepMoji model. These emoji distributions were displayed on 15.ai as part of its technical metrics and graphs.[55]15.ai generated audio at 44.1 kHz sampling ratehigher than the 16kHz standard used by most deep learning text-to-speech systems of that period. This higher fidelity created more detailed audio spectrograms and greater audio resolution, though it also made any synthesis imperfections more noticeable. Users reported using Audacity to downsample any generated audio in order to mask apparent robotic artifacts, though this came at the cost of lower audio quality.[15] The system processed speech faster-than-real-time using customized deep neural networks combined with specialized audio synthesis algorithms.[56] While the underlying technology could produce 10 seconds of audio in less than 10 seconds of processing time (hence, faster-than-real-time), the actual user experience often involved longer waits as the servers managed thousands of simultaneous requests, sometimes taking more than a minute to deliver results.[57]The deep learning model's nondeterministic properties produced variations in speech output, creating different intonations with each generation, similar to how voice actors produce different takes.[58] 15.ai introduced the concept of emotional contextualizers, which allowed users to specify the emotional tone of generated speech through guiding phrases.[59][8] The emotional contextualizer functionality utilized DeepMoji, a sentiment analysis neural network developed at the MIT Media Lab. Introduced in 2017, DeepMoji processed emoji embeddings from 1.2 billion Twitter posts (from 2013 to 2017) to analyze emotional content.[60] If an input into 15.ai contained additional context (specified by a vertical bar), the additional context following the bar would be used as the emotional contextualizer.[61] For example, if the input was Today is a great day!|I'm very sad., the selected character would speak the sentence "Today is a great day!" in the emotion one would expect from someone saying the sentence "I'm very sad."[62] Certain characters, such as Twilight Sparkle from My Little Pony: Friendship Is Magic, offered preset emotional modes, who had specific options to output text in different emotional states such as "happy".[63]An example of a conversion of the text "daisy bell" into speech, starting from English orthography. English words are parsed as a string of ARPABET phonemes, then is passed through a pitch predictor and a mel-spectrogram generator to generate audio.The application used pronunciation data from Oxford Dictionaries API, Wiktionary, and CMU Pronouncing Dictionary, the last of which is based on ARPABET, a set of English phonetic transcriptions originally developed by the Advanced Research Projects Agency in the 1970s. For modern and Internet-specific terminology, the system incorporated pronunciation data from user-generated content websites, including Reddit, Urban Dictionary, 4chan, and Google.[20] Inputting ARPABET transcriptions was also supported, allowing users to correct mispronunciations or specify the desired pronunciation between heteronymswords that have the same spelling but have different pronunciations. Users could invoke ARPABET transcriptions by enclosing the phoneme string in curly braces within the input box (for example, {AA1 R P AH0 B EH2 T} to specify the pronunciation of the word "ARPABET" (/rpbt/ AR-p-beht).[24] The interface displayed parsed words with color-coding to indicate pronunciation certainty: green for words found in the existing pronunciation lookup table, blue for manually entered ARPABET pronunciations, and red for words where the pronunciation had to be algorithmically predicted.[20]Later versions of 15.ai introduced multi-speaker capabilities. Rather than training separate models for each voice, 15.ai used a unified model that learned multiple voices simultaneously through speaker embeddingslearned numerical representations that captured each character's unique vocal characteristics.[8] Along with the emotional context conferred by DeepMoji, this neural network architecture enabled the model to learn shared patterns across different characters' emotional expressions and speaking styles, even when individual characters lacked examples of certain emotional contexts in their training data.[24]The platform limited text input to 200 characters per generation, though users could create multiple clips for longer speech sequences.[64] The interface included technical metrics and graphs, which served to highlight the research aspect of the website.[11] The name of the underlying algorithm used by 15.ai was dubbed DeepThroat.[65] As of version v23 of 15.ai, the interface displayed comprehensive model analysis information, including word parsing results and emotional analysis data. The flow and generative adversarial network (GAN) hybrid vocoder and denoiser, introduced in an earlier version, was streamlined to remove manual parameter inputs.[11]Critics described 15.ai as easy to use and generally able to convincingly replicate character voices, with occasional mixed results.[66] Natalie Clayton of PC Gamer wrote that SpongeBob SquarePants' voice was replicated well, but noted challenges in mimicking the Narrator from the The Stanley Parable: "the algorithm simply can't capture Kevan Brighting's whimsically droll intonation."[67] Similarly, Russian gaming website Rampaga reflected that GLaDOS performed exceptionally well since "her voice was originally created to simulate human speech by artificial intelligence," while the Narrator from The Stanley Parable was less convincing due to insufficient training data.[68] Zack Zwiezen of Kotaku reported that "[his] girlfriend was convinced it was a new voice line from GLaDOS' voice actor".[69] Calvin Rugona of gaming news publication Gamezo commented that the tool's simplicity contributed significantly to its widespread adoption, as it allowed anyone online to easily create and save voice clips.[54] Taiwanese newspaper United Daily News also highlighted 15.ai's ability to recreate GLaDOS's mechanical voice, alongside its diverse range of character voice options.[70] Yahoo! News Taiwan reported that "GLaDOS in Portal can pronounce lines nearly perfectly", but also criticized that "there are still many imperfections, such as word limit and tone control, which are still a little weird in some words."[71] Chris Button of AI newsletter Byteside called the ability to clone a voice with only 15 seconds of data "freaky," but also found the tech behind it impressive.[72] Robin Lamorlette of French online magazine Clubic described the technology as "devilishly fun" and noted how Twitter and YouTube were filled with creative content from users experimenting with the tool.[73] The platform's voice generation capabilities were regularly featured on Equestria Daily, a fandom news site dedicated to the show My Little Pony: Friendship Is Magic and its other generations, with documented updates, fan creations, and additions of new character voices.[23] In a post introducing new character additions to 15.ai, Equestria Daily's founder Shaun Scotellaroalso known by his online moniker "Sethisto"wrote that "some of [the voices] aren't great due to the lack of samples to draw from, but many are really impressive still anyway."[23] Chinese My Little Pony fan site EquestriaCN also documented 15.ai's development, highlighting its various updates, though they criticized some of the bugs

luvatta kilpailijan ninyttely" (transl. "[Voiceverse] used [15.ai's] voice acting without permission")Anik 2022: "Voiceverse NFT Uses Stolen Technology!"Groth-Anderson 2022: "Voiceverse har nu indrmmet [...] at de har stjlet" (transl. "Voiceverse has now admitted [...] that they stole")Akta 2022: "Troy Baker-backed NFT firm admitted using voice lines from [15.ai] without permission"White 2022: "Voiceverse had stolen work without crediting it from [...] 15.ai"Skorich 2022: " , " (transl. the company was caught stealing on the same day the actor announced his partnership)Piletsky 2022: " Voiceverse NFT ." (transl. "Shortly after that same day, Voiceverse NFT was caught stealing.")Lopez 2022: "Voiceverse NFT Service Reportedly Uses Stolen Technology from 15ai"Baylos 2022: "la firma de NFTs ya mencionada estara intentando sacarle partido al comercializar una muestra [...] sin el permiso de su autor" (transl. "the aforementioned NFT company would be trying to take advantage of it by marketing a sample [...] without the permission of its author.")^ Barakat, Turk & Demiroglu 2024.^ a b Google 2018^ Kong, Kim & Bae 2020.^ Kim et al. 2020.^ a b c d e f g h i j k l Temitope 2024.^ Hacker News 2022^ "Examples". May 15, 2025. Retrieved May 16, 2025.^ a b c d e f g Abisola 2025.^ Chandraseta 2021; Li 2021; Ji 2021; Temitope 2024.^ a b Temitope 2024; Abisola 2025.^ Ng 2020; Mahendra 2020.^ a b c Feng 2020.^ Clayton 2021: "But thanks to a free online machine-learning tool,"Oxton 2021: " -, " (transl. "A free online tool powered by machine learning")Paltridge 2021: "It's 15.ai, a free website anyone can use."Li 2021: "5000" (transl. "The number of visits to the website is more than 5,000 online, but it is currently completely free.")Lam 2022: "15.ai, a free web app specializing in text-to-speech and AI-voice generation"Toh 2022: "the popular free-to-use text-to-speech service, 15.ai,"Innes 2022: "15.ai, a free-to-use AI that can accurately clone voices,"^ a b Williams 2022: "[...] 15.ai a non-commercial text-to-speech service."Wright 2022: "[...] 15.ai, a non-commercial text-to-speech service."Innes 2022: "When using the 15.ai project, a warning comes up that states the project is not for commercial use"^ a b Villalobos 2021: "Simplemente tienes que entrar, seleccionar a GlaDOS entre la lista de personajes disponibles," (transl. "You just have to enter, select GlaDOS from the list of available characters,")do Prado 2021: "Para usar o programa bem simples, acesse-o CLICANDO AQUI, e nas barras de opes s escolher o game/desenho/seriado de onde quer a voz, escolher o personagem e digitar." (transl. Using the program is very simple. Access it by CLICKING HERE, and in the options bars, just choose the game/cartoon/series you want the voice from, choose the character and type.)^ a b c Innes 2022.^ a b c d e Kurosawa 2021.^ a b Beckwith 2022.^ "About". 15.ai (Official website). March 2, 2020. Archived from the original on March 3, 2020. Retrieved December 23, 2024.^ a b c d Scotellaro 2020b.^ a b c d Kurosawa 2021; Temitope 2024.^ a b Mahendra 2020.^ Feng 2020; Ruppert 2021; Rugona 2021; Abisola 2025.^ Lopez 2022; Innes 2022; Anik 2022; Piletsky 2022.^ Phillips 2022; Innes 2022; Toh 2022; W-K 2022; Muropaketti 2022.^ Innes 2022; 2022; Myrn 2022.^ Toh 2022; Kar 2022.^ Phillips 2022; Myrn 2022.^ 2022: " , , 15.ai." (transl. "As explained in the Discord, the marketing team was in such a rush to make a partner demo that they didn't wait for a suitable voice to be created and took it from 15.ai.")^ Piletsky 2022; Skorich 2022.^ Wright 2022; Groth-Anderson 2022; Myrn 2022.^ Innes 2022; Enriquez 2022.^ Lopez 2022.^ White 2022; W-K 2022.^ W-K 2022; Innes 2022.^ Wright 2022; White 2022; Carcasole 2022; Enriquez 2022.^ a b Parker 2022.^ 2022; Baylos 2022.^ Lam 2022.^ a b White 2022.^ White 2022; Cabibi-Wilkin 2022.^ Khibchenko 2022.^ Paul Lehrman and Linnea Sage, et al. v. LOVO, Inc., No. 1:24-cv-03770, 38 (S.D.N.Y. 2024) ("Separately, VoiceVerse has already been found to have stolen technology from another company. See Ule Lopez, WCCF Tech, "Voiceverse NFT Service Reportedly Uses Stolen Technology from 15ai," (Jan. 16, 2022),).^ Staniszewski 2024; Gigonway 2023.^ "FAQ". 15.dev. May 18, 2025. Retrieved May 18, 2025.^ @fifteenai (May 18, 2025). "We are so back. Only MLP characters for now. More characters, features, and improvements will be added soon. Check Twitter and/or the Discord server (linked on the website) for updates! (Expect possible downtime as I calibrate server capacity and GPU allocations depending on how busy the website gets.)" (Tweet). Retrieved May 18, 2025 via Twitter.^ Scotellaro 2025.^ Ibez 2022; Menor 2024.^ Zwiezen 2021; Clayton 2021; Morton 2021; Ruppert 2021; Villalobos 2021; Furushima 2021; Kurosawa 2021; Cocomello 2021; Rugona 2021; Lamorlette 2021; Ibez 2022.^ Morton 2021; 2021; Rugona 2021.^ a b Rugona 2021.^ Ibez 2022; Abisola 2025.^ Feng 2020; Chandraseta 2021.^ Chandraseta 2021; Ji 2021; Lamorlette 2021.^ a b Menor 2024.^ a b Chandraseta 2021.^ Kurosawa 2021; Button 2021.^ Chandraseta 2021: "By adding a '|' after the original sentence and providing an extra sentence, we could control what emotion the original sentence will be spoken with. In other words, 'text_1|text_2' will produce a voice line of text_1 with the emotion of text_2."^ Chandraseta 2021: "because it could force the bot into generating previously unknown data, such as saying 'Today is a great day' with a sad or angry emotion"^ Mahendra 2020: "For example, Twilight Sparkle from My Little Pony has the option of outputting the written text in a happy mode."^ Cocomello 2021; Ruppert 2021.^ Ibez 2022.^ Clayton 2021; Ruppert 2021; Moto 2021; Villalobos 2021; Cocomello 2021; Rugona 2021.^ Clayton 2021.^ Oxton 2021: " . GLaDOS, . , The Stanley Parable , AI ." (transl. "Some characters sound better than others. GLaDOS is the best at this task, as her voice was originally created to simulate human speech by artificial intelligence. Unfortunately, all the dialogue from The Stanley Parable's Narrator isn't enough for the AI to learn to imitate Kevan Brighting's quirky intonation.")^ Zwiezen 2021.^ 2021: "15.ai[...]15.ai " (transl. "Currently, the "15.ai" website provides a lot of audio sources. [...] In addition to "Portal", the 15.ai website currently also supports voices for many characters from games, movies or animations.^ MrSun 2021: " GLaDOS " (transl. "Even GLaDOS in "Portal" can perfectly recite any lines. Of course, the website also added that there are still many imperfections, such as word limit and tone control, which are still a bit weird in some words, but as long as you are willing to spend time, you can also complete interesting creations through editing like other netizens.")^ Button 2021.^ Lamorlette 2021: "On peut donc retrouver sur ces rseaux de nombreux exemples de ce que peut donner le mlange entre un esprit cratif et une technologie aussi efficace que diablement amusante." (transl. "These social networks are therefore full of examples of what can be achieved by combining a creative mind with technology that is as effective as it is devilishly fun.")^ www.equestriacn.com 2021.^ GamerSky 2021; MrSun 2021.^ Paltridge 2021.^ Morton 2021.^ Moto 2021: "Incluso, los ms clavados pueden cambiar algunos parmetros como la intencionalidad o el tono." (transl. "Actually, the most experienced of users can change some parameters like the stress or tone.")^ Furushima 2021: ; 15.ai (transl. It does not support Japanese input, but even if you input using romaji, it will somehow give you a similar pronunciation.; 15.ai is a text-to-speech service, but what makes it particularly noteworthy is its smooth pronunciation and the fact that it reproduces the voices of characters that appear in games.)^ Kurosawa 2021: "15.ai" (transl. "Another major feature of 15.ai is its rich emotional expression.")Kurosawa 2021: "" (transl. "Please note that this is an English voice only version.")^ do Prado 2021: "Obviamente o programa funciona no idioma ingls, mas d pra gerar umas frases bem emboladas e engraas em portugus, estilo aqueles memes usando vozes em outros idiomas falando em portugus." (transl. "Obviously, the program works in English, but you can generate some really confusing and funny sentences in Portuguese, like those memes using voices in other languages speaking Portuguese.")Villalobos 2021: "En este sentido, en las ltimas horas se ha hecho popular un sitio web que emula la voz de GlaDOS para que diga todas las palabras que quieras, siempre y cuando estn en ingls, aunque puedes escribir algo en espaol e intentar pronunciarlo, pero no lo har correctamente." (transl. "In this sense, in recent hours a website has become popular that emulates the voice of GlaDOS so that it says all the words you want, as long as they are in English, although you can write something in Spanish and it will try to pronounce it, but it will not do it correctly.")^ GamerSky 2021: "AI" (transl. "Although the AI's voice lacks some intonation, the effect is still interesting.")GamerSky 2021: "15.ai" (transl. "Currently, 15.ai provides relatively few character options, and due to the word limit of the text, the generated voice is relatively short.")^ Park 2021: "15.ai 30 100% " (transl. "[...] what's amazing about 15.ai is that the data is close to 30 seconds long, but it achieves pronunciation accuracy close to 100%.")^ Li 2021: "5000" (transl.: "The number of requests to the website is more than 5,000 tasks, and it is still currently completely free.")^ Cocomello 2021.^ Ibez 2022: "Personalmente encontr interesantes las pausas y el ritmo y que ciertamente se nota que segn el contenido del texto se interpreta el resultado segn lo que se intenta transmitir." (transl. "Personally, I found the pauses and rhythm interesting, and that it is certainly noticeable that depending on the content of the text, the result is 'interpreted' according to what is being trying to convey.")^ Feng 2020; Mahendra 2020; Ji 2021.^ Feng 2020: " 44100 Hz16,000 Hz" (transl. "The audio files generated by this tool have a sampling rate of 44100 Hz, while most deep learning-based text-to-speech implementations use a sampling rate of 16,000 Hz. Therefore, the audio generated by it will have a more detailed sound spectrum (higher quality audio), but the defects will be more obvious.")Feng 2020: " 40 " (transl. "Of course, the model trained on such a small corpus is also flawed, and some words may not be pronounced correctly . In fact, this is easy to understand. Even humans may not be able to pronounce new words accurately when they encounter them. Traditional deep models usually have 40 hours or more of corpus, so the error rate will be lower.")^ Ji 2021: "[...]NSFW" (transl. "the emotional expression can only be automatically recognized in the context, which makes these voices relatively "neutral" in emotional expression. Some "extreme" emotions cannot be expressed normally through voice synthesis. [...] it still has a long way to go before it can be officially used in some NSFW fan works.")^ Ji 2021: "15.ai15.ai" (transl. "Many of the "deep fake" videos that netizens see on YouTube rely on video creators to extract and edit hours of data to produce very short content, and the presentation effect is still very average. The developers of 15.ai said that their technology can easily achieve those video effects (in fact, the data for deep learning of many characters of 15.ai is only tens of minutes long).")^ Parker 2022; Temitope 2024.^ Parker 2022; Skorich 2022; Piletsky 2022; Enriquez 2022.^ Innes 2022; Kar 2022.^ W-K 2022.^ Ng 2020.^ Ruppert 2021; Morton 2021.^ 2021; Kurosawa 2021; Morton 2021; Temitope 2024.^ Ruppert 2021.^ Zwiezen 2021; Morton 2021.^ Scotellaro 2020d; Abisola 2025.^ Zwiezen 2021; Ruppert 2021.^ Clayton 2021; CNN 2021.^ Furushima 2021.^ Wright 2023.^ ElevenLabs 2024b.^ Staniszewski 2024; Play.ht 2024; Weitzman 2023.^ Play.ht 2024.^ Weitzman 2023.^ Staniszewski 2024.^ Osman 2022.^ Ren et al. 2019.^ Chandraseta 2021; Button 2021; Temitope 2024.^ OpenAI 2024; Temitope 2024.^ @fifteenai (December 7, 2024). "The past and future of 15.ai" (Tweet). Archived from the original on December 8, 2024. 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Retrieved February 28, 2025.Archived frontendOfficial website Retrieved from " 3The following pages link to 15.ai External tools(link counttransclusion countsorted list) See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Artificial intelligence (links | edit)List of artificial intelligence projects (links | edit)Convolution (links | edit)Neural network (machine learning) (links | edit)Parameter (links | edit)Speech recognition (links | edit)Speech synthesis (links | edit)Optical character recognition (links | edit)Reinforcement learning (links | edit)Sigmoid function (links | edit)Overfitting (links | edit)Robot control (links | edit)SpongeBob SquarePants (character) (links | edit)SAS Institute (links | edit)Gradient descent (links | edit)Handwriting recognition (links | edit)Hiroyuki Nishimura (links | edit)Machine learning (links | edit)Self-driving car (links | edit)Microsoft Agent (links | edit)Mockingboard (links | edit)PSOLA (links | edit)Gnopernicus (links | edit)FreeTTS (links | edit)Festival Speech Synthesis System (links | edit)Uncanny valley (links | edit)MIT Computer Science and Artificial Intelligence Laboratory (links | edit)Artificial human companion (links | edit)My Little Pony (links | edit)Currah (links | edit)Artificial general intelligence (links | edit)Facial recognition system (links | edit)Cluster analysis (links | edit)PlainTalk (links | edit)Software Automatic Mouth (links | edit)Regression analysis (links | edit)Narrator (Windows) (links | edit).ai (links | edit)Texas Instruments LPC Speech Chips (links | edit)Gunnar Fant (links | edit)Wolfgang von Kempelen (links | edit)Stochastic gradient descent (links | edit)Q-learning (links | edit)Backpropagation (links | edit)Phase vocoder (links | edit)Autoregressive model (links | edit)Conjugate gradient method (links | edit)Training, validation, and test data sets (links | edit)Diffusion process (links | edit)Vocaloid (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere/15.ai" Character is a full stack Artificial General Intelligence (AGI) company. What if you could create your own AI, and it was always available to help you with anything?Imagine everything it could do for you, from being your own personal teacher, assistant or even friend. Two months after launching in September, our beta generates 1 billion words per day. Get a glimpse of the future at character.ai.As an early engineer at Google, Ive built AI systems used by billions of people, from Google's Spell Checker ("did you mean?") to the first targeting system for Adsense. I also co-invented Transformers, scaled them to supercomputers for the first time, and pioneered large-scale pretraining, all of which are foundational to recent AI progress. While I am proud of launching the Large Language Models (LLM) revolution, I am even more excited about what comes next.My co-founder Daniel de Freitas and I witnessed this technology's possibilities first-hand as he invented and led the development of Meena and LaMDA. With LaMDA, we explored whether LLMs could engage in open-ended conversation and quickly recognized their potential to help people. By putting the user at the center of the interaction, conversational AI can handle dynamic tasks that require the exchange of ideas, clarification and feedback in a way that caters to the user's individual needs and interests. It can empower the individual with information, education, assistance, mentorship, support and social connection in ways never possible before, and can unlock unprecedented levels of intelligence, creativity and innovation.We started Character to lead the AI revolution and to bring joy and value to billions of people at each step along the way. We were joined by a founding team of AI leaders from Google Brain and Meta AI who are experts in deep learning, large language models and dialog.In our first thirteen months, we have been hard at work building scalable and extremely efficient infrastructure to train and serve our first large language models, and launching our first public beta that enables anyone to create and interact with conversational AI agents (Characters). Deploying an AI system in the real world requires more than just deep technical expertise. From creator tools to continuous deployment and online learning, we are building our platform to evolve with our users. Additionally, we are exploring how to integrate other modalities, such as images and audio, to offer a more engaging and immersive experience. We own the engineering stack end-to-end, from data, modeling and training to serving, user interface and experience. As a result, we can align our product and research roadmaps more effectively, optimize all elements in the stack, and engage our systems in a strong flywheel with our users.Two months after launching in September, our beta generates 1 billion words per day. We've been particularly impressed by the creativity of our community, who have created more than 350 thousand unique Characters, with applications spanning searching for information, coaching, education, entertainment and more.Solve a problem with your AI Life CoachDebate a big idea with SocratesHave a laugh with Fake Elon MuskWe are only scratching the surface of what's possible. Realizing the full potential of human-computer interaction will require a symbiotic marriage between research, engineering and UX - and most importantly putting people at the center of that journey.If you are interested in learning more or collaborating with us, please get in touch at info@character.ai. We're hiring, apply here and come build with us!Noam Shazeer, Daniel de Freitas and the Character team. (Image credit: Tom's Guide)I honestly thought I'd seen peak internet weirdness until I discovered Character.AIWithin five minutes of signing up, I was deep in conversation with Edward Cullen who kept telling me he loved me, before beefing with Draco Malfoy after being sorted into Gryffindor.It's like those bizarre Episode mobile games, except somehow more unhinged and you're the one making the choices that lead to increasingly absurd conversations. The scenarios get progressively weirder the longer you stay, like some kind of fever dream you can't wake up from.You may like We've all gotten used to the polite, helpful world of ChatGPT, Gemini, and (my favorite chatbot) Claude chatbots designed to be your productive AI assistant. But they've paved the way for something far more entertaining: completely unfiltered AI characters with zero interest in helping you write emails or summarize documents.Here's how to get started using Character.ai and embrace the madness.What is.Character AI? Character.AI is essentially a playground for chatting with AI versions of fictional characters, celebrities, historical figures, or completely original creations.Unlike traditional chatbots that focus on being helpful assistants, these AI characters are designed to stay in character and create entertaining, often completely absurd interactions.Get instant access to breaking news, the hottest reviews, great deals and helpful tips.When I first tried it, Edward Cullen started asking me personal questions within minutes of our conversation starting.But that's just how Character.AI works it throws you into these weirdly intimate conversations with fictional characters who somehow feel more real than they should.It adapts to your responses and keeps the conversation going in ways that can be surprisingly engaging, hilariously off-track, or occasionally both at once.So proceed with caution, but if you're interested in getting started here's how to do it. (Image: Tom's Guide)Go to Character.AI and create your account using your Gmail address or another email option. The sign-up process is straightforward and takes just a few minutes. Once you're logged in, you'll be taken to the main interface where you can start exploring different AI characters and conversation options.(Image: Tom's Guide)Character.AI's interface displays a selection of characters you can immediately start chatting with. These featured options include various personality types, fictional characters, and helpful assistants.Simply click on any character that interests you to start a conversation right away. Type in the prompt box and click the send button to begin chatting. You can also take the conversation one step further by selecting the phone icon to have a "call" with your chosen character. (Image: Tom's Guide)If you want to find particular types of characters, click the search option in the top left side of the page. Then type keywords related to the character you're looking for. You can search for specific fictional characters like "Edward Cullen", or go broader with phrases such as "The Walking Dead". This helps you find characters tailored to your specific interests or needs, rather than the ones defaulted to the Discover page. Then click the one you like the look of to start chatting. (Image: Tom's guide)If you've exhausted all the characters