HARI LEIGH 5.31.24

Actor	Notes	Interpretation	Performance
Aleczander_MacEwan_Apprentice_of_Evil.mp3	Nice voiceprint, Good gravelly texture. Accent needed a little more consistancy. Love the yell! Good attack, GREAT last line. Nice dynamics.	Great	Great
Adam_Paul_ApprenticeOfEvil.mp3	Nice charecterization. Great voiceprint for the role. Want to hear/ feel more dynamics in the read. Add some changes to proximity, movement, feels kind of seated especially in the beginning, but I really like your choices and the bigger moments truly landed.	Great	Good
Aeric_Azana_Heaven.mp3	Great groundedness. Good efforts/ emotes. Work with proximity to create dynamics in the earlier spoken parts. Give some moments some urgency, some can be calmer. Some may have enemies near by and need to be whispered. Add some more color and texture.	Great	Great
Ali_Cheff_Heaven.mp3	Good intimate read. Make some moments sound more "outdoors" add more physicality. I want to hear you crouching to prepare for attacks spinning around to hear who's coming. Love the grounded approach. Like the battle lines and death.	Great	Good
Annabel_Rosario_Birdeth.mp3	Haha love the voice print. Make sqwaks and Windy more truly emotional. Like they are words. Find moments to add some intelligence to character, even tho she has a silly birdlike voice. This will bring depth to the overall performance.	Great	Good
Bernadette_Dela Cruz_Apprentice of Evil.mp3	Like the characterization and some good strong choices in there. First line sounded a little drunk, not sure it worked for the line, be careful with "unhinged" as a choice it can sound a little inedbriated. So you need to control the crazy and then let its accidentally slip out here and there. Nice projected lines, good strength.	Good	Good
Cean_Houston_Ancient Sorcerer.mp3	Wowww nice deep voice. Good pacing and grounded read. Make each line a new "moment" envision an entire new situation, new person your speaking to give some dynamics. Good Attack. Nice last line. Play with pacing and proximity to mic to change it up. Add movement "he spins around, crouches down etc."	Great	Great
Cerris_MorganMoyer_Apprentice_of_Evil.mp3	Interesting choices for witchy voice. I like it. Good characterization. Id have her try to keep her emotions a little closer to the vest and then slip out when she cant contain anymore. It will add another layer to the performance. Good dynamics, nice ending.	Great	Great
Chad_Greene_Apprentice of Evil.mp3	Amp up the darkness 20%, good grounded performance, so just enhance the evil bubbling below the surface. Imply what he is capable of and then prove it on the attack. Basically define character a bit more so we know exactly who he is when he speaks.	Great	Great
Colleen_Arnold_HeavenandAngel.mp3	Nice read, good voiceprint. Great characterization. I believe you in this role. Give a lil more movement on the active lines. crouching down when danger is near etc. Otherwise, very dynamic and fun.	Great	Great
Gina_Ferraro_ApprenticeOfEvil.mp3	Nice prelife and setup for lines. Goood characterization. I LOVE your take on this role. Let loose a little more on attack. thats when all the nice stuffing down of emotion and deviousness can be set free.	Great	Great
Jacob_Tarconish_Birdeth.mp3	Wowwwww greaaaaat characterization, I believed you! This is a great read. Excellent dynamics, excellent coloring your world. Nice emotes, maybe just play a little more with standard "bird sounds" for those.	Great	Great
Jeremy_Adams_Evil Apprentice.mp3	Great vulnerability, especially on the origin story line. Good sarcasm and wit. Nice attack. Add a hint more magic, almost attempting to hypnotize on "come to me." In general just think a little more about WHO youre speaking to and what you want from them. But overall a good read.	Great	Great
Jessica_Lehman_Birdeth.mp3	Good strong choices. Make sure when doing an anthropomorphic character to keep the percentages consistant throughout so if theyre 80% human, 20 bird, keep that through all lines, it wavered a little. Work on specificity of efforts, unique bird sounds for each action. Otherwise funny take on the role.	Great	Good
Jonathan_Bullock_Apprentice.mp3	Hey hi Jonathon, fun working with you this week! Nice take on the character. I enjoyed the voiceprint and your simmering rage. In order to add some layers try to find moments to keep thelid on your emotions but they get the better of you and burst forth. Be slightly less available with them. Otherwise, excellent portrayal and commitment.	Great	Great
Kara_KovacichStewart_Birdeth.mp3	Nice approach to character. Make sure when doing an anthropomorphic character to keep the percentages consistant throughout so if theyre 80% human, 20 bird, keep that through all lines. Good dynamics throughout.	Great	Good
Kennedy_Hibbert_Heaven.mp3	Nice characterization. Some lines sounded more grounded than others so depending on the tone needed i would ground more for games, but was good for JRPG or anime. Great efforts. Do a little more work asking yourself Q's about who they are, what they want and who they are speaking to to get more specifics in each line.	Great	Great

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Laila_Berzins_Changer.mp3	Nice voiceprint here, good texture to voice. Excellent projected moments. Make sure to vary up the lines that are spoken not projected, find ways to illustrate to moment better either through movement, prelife or changing pacing and proximity to mic.	Great	Good
Melina_Bielefelt_Heaven and Angel.mp3	Sweet tenderness to your voice for the character. Make me believe your "Ha" more. In general it needs more connection to the moment. It is sounding a little like an audio book. Each moment needs to be a seperate feeling, action and change in who you are speaking to and what you want from them.	Good	Good
Michael_Mishkin_Heaven.mp3	Nice selection for character, fun surprise. I like your approach to the gentleness. Find some moments to sneak in the strength the character should have as the backbone to their tenderness. You are really bringing that so the strength will just add another layer. Some moments can be scared and those were very grounded. Good efforts!	Great	Great
Ro_Dempsey_Heaven and Angel.mp3	Nice voiceprint here, cool texture to voice. Accent works well. Nice movement and dynamics to the moments. Marvel a bit more at the unknown world. Approach was just sliiiiightly too savvy. Show how she can be unexopsed to things and yet still fully capable and intelligent, just to add a nice layer, but overall very good read.	Great	Great
Suling_Chan_ApprenticeOfEvil.mp3	Fun characterization. Could be a little more grounded for games but the heightened tone would work well for anime or JRPG. If you wanted to ground more, put yourself in the emotional headspace of character by crafting circumstances of each line and who they are speaking to and what they want. But fun read for a lighter toned project.	Great	Great
Victor_Clarke_Changer.mp3	Nice deep voice, good texture! Make each line a new "moment" envision an entire new situation, new person your speaking to give some dynamics. He's a little "one note" evil. So take some of the "twisty mustache" off the read, let him be a person who belives what he belives and that just happens to be possibly evil. But he doesnt present himself as such. Good projected lines tho.	Great	Good
Victoria_Duthie_Apprentice of Evil.mp3	Some nice grounded beats in here. I like how you approached the character as not blatently evil. The projected lines played a little similar try to vary up the action in your mind so they get some dynamics. Overall a fun read.	Great	Great
Victoria_Duthie_Cadence Bank.mp3	I dont know much about commercial reads. So ill leave this one to the experts here--		
Vince_Melamed_Ancient Sorcerer.mp3	Nice texture to your voice. Good characterization. The read felt very good for animation. For games I would slow this down and ground the lines a bit in order to let them breathe. For grounded effect, keep asking yourself Q's about who they are, what they want and who they are speaking to to get more specifics in each line.	Great	Great
Yossi_Flores_Apprentice.mp3	Good approach, she was scary. The accent was a little inconsistent. Keep asking yourself Q's about who they are, what they want and who they are speaking to to get more specifics in each line. Basically define character a bit more so we know exactly who he is when he speaks.	Great	Good