

Actor	Notes	Interpretation	Performance
General note to all actors!	<p><b>This is a technical note, but something I noticed with a lot of people was that there were too short beats between lines. Leave a SECOND to a SECOND AND A HALF between each line. So slate, one second, 1st line, one second-1.5 secs etc. It's jolting to hear no space between lines and makes us know it was edited together. In general, Video Game VO is MUCH slower. Slow it down, let the moments breathe. Let each line almost live as its own beat, its own thought. Thoughts are happening in real time on the page, learning and figuring out information as the line develops. Don't be afraid of silences (in VG work). With animation, you can also treat every line as a new beat (every time there's punctuation), and every time there's a beat, there's a new thing you're doing to your scene partner (action). It'll add dynamics to the reads.</b></p>		
Alejo Torres_Wraith.mp3	<p>The pacing and stoic delivery sounded great. I would just find a general depth to the character and voice since he's sort of a Vecna like villain. So he is just strong and powerful with the voice choice, pacing, and delivery. He also could use a very slight non modern way of speaking. Not entirely Midatlantic, just slight clear/non modern speech so he could be timeless. A teeth clench could help you find that strength and powerful, stoic villain feel.</p>	Good	Good
Ben_Chang_Operator.mp3	<p>For the monologue, I liked your conversational feel. I think you could find some beats that could bring him a depth where he is reliving his childhood/what his greatest desire was and is. He feels super strongly about fighting, so I'd want to hear him looking the interviewer in the eye at times, and then have some moments of him going more internal with his thinking beats. With your callouts, I would find a bit more strength and power with them. Very straightforward, but just generally see what you're responding to it, and think that every day this is his job, he is good at it, but has also seen a lot of blood and death, so the stakes are very high. The conversational feel was spot on in terms of this kind of Call of Duty (most likely) game. Just a little bit more energy/slight power to your callouts would bring it further.</p>	Good	Good
Cean_Houston_Wraith.mp3	<p>I think your voice choice and his epic feel was spot on. Really strong and felt like you could play this character. I think you could slow down a bit with him at moments. Don't be afraid of beats of silences and a slightly slower pacing. On the end of "then you will know fear" he could build even more. Not a giant moment, but just really scary. On the gameplay lines, you could even do less with the musicality of his voice, so he's just stoic and strong with your powerful voice.</p>	Great	Great
Elijah_chandler_Callum.MP3	<p>I liked his eagerness a lot. I think you could pick up his pacing a bit, he's very young and excited and eager, so he could pick it up at times. I loved the that's amazing excited part, but then it got a little slow. You did a great job with no specs, however. Just think of the archetype of him as the energetic, excited, new Mage, I think that'll bring him to life even more.</p>	Good	Good
Evan Widjaja - Evan_Widjaja_Roy.mp3	<p>I loved your energy and pacing. Your comedy was spot on too. I loved your improv and the call out of teamwork too. Really funny. The turn to the low voice at the end was hilarious too, he could pick up his pacing even in the low voice though, but great work. You have a great sense of comedy</p>	Great	Great
Faux_Synder_Rabbit.mp3	<p>Great work! I think the first line could be more in a trance/doing a spell, maybe a little more energy and slight power as she performs it. . But the second line was great, the accent was just perfect. You could find a little more sass and energy with the damn skippy Duke line, use her character art and that little sneer/smile, she's a sassy gal!</p>	Good	Great
Gina_Ferraro_COD_LeatherGirl.mp3	<p>I liked your conversational work with the laughs, breaths etc. You could find her a little more bloodthirsty, scary in a way. Use the references, the character art to find that a little bit. The dirty wifebeater shirt, the fact that she's seen some sh*t! She could live in a grounded place and be scary and badass. But loved your variation of choices!</p>	Good	Good
Jake_Hall_Lukas.mp3	<p>I thought the sarcasm and cockiness was great for him. I loved your "You messed with the wrong demon" line. I think overall he could be MORE demon-y and hotheaded. Maybe he STARTS at the "You messed with the wrong demon pal" level of aggression, cockiness, and hot headedness. Your performance overall was great and I think you were great for this character.</p>	Great	Great

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Jamil_Burger_Hooper.mp3	I really liked your first line and I loved all your exertions, breaths, the conversational feel. It felt really real. Your incoming etc, felt great. Second line I think could be tighter, more suspicious. With this piece you could give a second take of just one or two of the lines where you made him injured, so you're just doing one of every other line but then two of "and it may not be the helgots" and "sir, this jungle is killing us". Then you could give a second take that wasn't as injured/breathy and in a different circumstance.	Great	Great
Jenn_Henry_Andi.mp3	I thought your accent was great, you could just slow down a little bit. These Blindlight auditions want a super real, grounded, breathy read. So take your time, take lots of beats, don't be afraid of the silences between the beats. Overall it sounded great, just slow it down and let it breathe.	Good	Great
Jenn_Meyer_DinaMlrahi.mp3	You sound great! I think you could find a little bit of a more subtle take on the accent. The accent is what you hear first rather than the character and story, so let the accent live in the background and her badass, in charge, commander like energy come through more. She has seen some stuff, killed a lot of people, has built an armor around herself and is really strong. Let that come out a bit more.	Good	Good
Jeremy_Adams_Behemoth.mp3	Really nice. I loved your turn on "until it wasn't" in the monologue. It was very strong. I really felt the depth of that moment. On "why do I want this?" I sort of want it a little quieter, more like you're taking a moment to look at them and say, I know what you really want to know. Your callouts felt great, very authentic and not too much work. I think you can go a bit bigger with some of those later ones, especially a hair of slight panic building when you say "it sounded like we're on our own out here." Keep his power up with the last callouts before the really projected ones.	Great	Great
John_Nelson_Callum.mp3	Great work, I liked your energy for him. In the beginning when he remembers he's a mage, maybe it can be more of an "oh I forgot!" Moment. Let your magic on Aspero be a bit bigger. Overall sounded good, you could find him a bit more eager, and a little more of a "fantasy character" just a little less modern, but I also really liked your voice for him.	Great	Great
Kara_KovacichStewart_Zoe.mp3	Nice work. I think even though she's sardonic and sarcastic, her energy at the beginning can be a bit exaggerated instead of just lower energy. Then when she sees Hisserdoux, it can be more irritated and give me the sound of her punching him. Overall, I liked the sarcastic feel, but just up her energy, then her turn and her irritation that bleeds into "I also run a vegan food blog", and then she finally relents on the last line when she says come on lets head to the back.	Good	Good
Keith_Houston_DeHaka.mp3	I loved your creature sounds. The voice choice was perfect and I loved all the sounds and the pacing. Really nice read. It went a little into Gollum, so I think you could keep him lower and bigger vocally, like with that placement, but just picture him massive and hulking, so maybe the placement is less small and tight. Beautiful performance.	Great	Great
Leona_Renee_Sonya Blade.mp3	Great read! I would make your energy in your slate match the character. I love how you can make your voice so much lower than your natural sound though! It's amazing. Overall, I think your read was really solid and really in the pocket. On the first line, I did feel a little push to the lower placement of your voice, you could maybe let her live a little more in your natural placement. It felt more natural on "now listen, I'll get you out of here." Really nice performance!	Great	Great
Marc_Derro_The Chronicler.mp3	Hi Marc! Really nice read. The energy felt really right and the voice was perfect. My main note would be you could find find him with a little slower pacing just to find the age a little bit more. The slower pacing would really be nice on "You seem to have abandoned your true calling". You could also build the stakes at the end with the last two lines, make him have higher stakes like it's more imperative for him to figure out his powers. Really solid read and performance.	Great	Great
Mike_Braverman_Lukas.mp3	Nice read and performance overall, I think you can find his energy bigger, maybe more cocky with more power since he's a demon. START the lines with the energy you had on "you messed with the wrong demon pal". For your exertions, they all sounded different, which was great. My main note would be just be a little more specific and a little more aggressive with them, so it feels like they are making contact/having a moment of impact. You could find some of slightly different lengths as well if you wanted.	Good	Great
Natalie_Hurt_Silver Sable.mp3	Your acting sounded great. Overall, I think you could add a little energy to her, maybe a bit less conversational in a way. Bigger energy on "Puma, destroy him" for sure. Add the confident superhero energy to her and I think you've got it.	Good	Great

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Renee_Payne_Medusa.mp3	I liked your take on her. You could find her less “nice” at times, more like judgmental, mom with high standards. It’s something that is all over the script but doesn’t say it in the specs, so sometimes we feel like we don’t have permission to play it, but ignore the specs more. She can also have more of an angry issue on the frozen family line. Watch your gain on your monster scream so it doesn’t peak as well!	Good	Great
Rhiannon_Moushall_Danielle.mp3	This was really great. Really strong performance, high stakes, great beats and turns. I really liked it overall. If I was to try to find one note, I would say you could find some moments to slow down her pacing a little bit. You could also have a bigger turn and bigger reaction on “what did you say?” Like she truly builds there to the end and is furious.	Great	Great
Ro Dempsey_Durga.mp3	Your performance and acting sound great. In terms of voice and character, look at the reference art they give her. Shes got big tusks, and is very large. Give her weight. Give her a gruffness, maybe a teeth clench, that can give her that “Orc”/creature voice. Give her more anger and aggression overall.	Great	Great
Sean_Madson_HumanTorch.mp3	I thought you found him pretty well! I liked the cockiness and casualness he had. I think one thing you could add a little more undertone with the first one. Like instead of just saying “maybe you need to warm up,” he’s starting a fireball in his hand and is about to throw it at his enemy who he’s talking to. Just some lines with a bit higher stakes like that. The last line could also be higher stakes, with him being about to kill someone, it may be easy for him, but its still got a tinge of energy/adrenaline.	Great	Great
Shelby_diLorenzo_Charlie.mp3	I really liked you for this character. You hit the comedy very well. I think on line two, you can find her really grossed out/creeped out by Alastor, so you’re sort of grinning through your teeth at him trying to guide him. Similar note for line 4— like trying to get this old, grumpy scary guy to add more energy, and you’re not impressed with his response. Then on line 5, you can find her trying to be controlling, but she really can’t, she’s too much of a people pleaser, so she shifts. Then on line 6, instead of having aggression with the top half, she’s doing the people pleaser talking through her smile thing to this scary demon guy. She never gets truly aggressive, but we see through her sometimes.	Great	Good
Tasmin_Singh_Elle.mp3	Nice work! So since this is a zombie apocalypse world, it’s really grounded, really real and raw in style. You can find those conversational things. Then the stakes get really high later on. She doesn’t have to yell on I’d rather die, she could do it through gritted teeth with energy but anger, anger doesn’t always have to be projected.	Good	Good
Taylor_Jackson Ross_Branwen_The_Conqueror.mp3	You can slow her down a lot. VG in general is pretty slow. Your performance was really strong, however. Make sure you have a full second to a second and a half between your lines, so it doesn’t sound like you’re editing them together!	Good	Great
Terrance_White_Batman.mp3	Great voice! On line 1, slow him down like he’s figuring this out in the moment. In this whole piece, he’s got a LOT of beats. Treat each sentence like a new thought/moment/beat. Slow him down overall. The “this isn’t your fault Jim” line was great, so was your last one. If you just slow him down and give him some more beats up toward the top of the piece that’ll really bring him out.	Good	Good
Tim_Andrews_Jocktopus.mp3	Really funny work. Make sure to add a second to a second and a half between lines so they feel more separate. I think overall, you could find him a little slower and dumber in that way. He’s the mean, dumb bully archetype, so lean into that more, he felt like a slightly different archetype, more goofy. If you slow him down. Look at your character art while recording, and find that angry, fists clenched, mean bully.	Good	Good
Tomas_Villamizar_Gabe.mp3	I think your voice is perfect for this character. Make sure to leave a longer beat before your first line after your slate, and between each line. I think you found him, I just think you can find him a bit sadder, a bit more in the conversational style, this is really dark, really grounded, really real. So just slow him down and find those really slow, dark moments. Don’t be afraid of beats/silences.	Good	Good
Troy_Allan_Troy_Calypso.mp3	This was great. I think you totally got this character, I LOVED how you took your time and had clear beat changes. He was manic, insane, and exactly what I picture for this character. Great work. You also took risks and made interesting choices. Your tidbit at the end was hilarious, but prob not good for a client to leave that in lol!	Great	Great
Vince_Melamed_Baron.mp3	I loved the accent, it really fit him. You totally nailed this character/archetype, its exactly how I picture him. The only thing I would say is make sure your beats stay strong and make sure you edit in a second to a second and a half between each line, otherwise we get jolted by that jump that sounds edited. Also, your performance just got better and better as the take went on. Really nice.	Great	Great