

Actor	Notes	Interpretation	Performance
	<p>One of the aspects that I always consider when reviewing auditions is whether an actor might be able to perform the character in any given situation. Your audition should show me this as much as possible - how well you capture the character as described (at least for your first take) and how much variety you can showcase within the character constraints. If performance directions aren't given, make choices for each line based on what you know i.e. your analysis of the casting brief and text. Give me your full version of the character, as much as you can - not just an appropriate tone, accent and voice quality through all lines. Include emotes as well as adlibs, switch up your pace, rhythm, volume, intention, emotion. I need to not only believe you as the character, but believe you can do all of the character. Second takes should always show something <i>significantly different</i> in terms of accent, vocal quality, intention, energy or emotion.</p>		
Arista Gudrun_Renee_Payne.mp3	Overall a fun take on the character, I enjoyed the adlibs in particular. It would have been good to hear more variation between the lines in terms of intention, emotion, energy, volume and particularly pace. Every line had a very similar rhythm and pace which meant the overall performance lacked some variety. The character voice was very clearly defined, although the age was somewhat lost in the second take after the first line. To make it a "great" read, I would want to hear more of a natural, conversational flow and more connection with the intention and text for each line. Even with a comedy game where characters can be quite heightened, I'm always looking for believable, grounded performances.	Good	Good
Amethyst_Megan_Arellanes.mp3	While the chosen characterisation is clear and consistent, the performance relies heavily on tone and a measured pace rather than capturing the distinct characteristics mentioned in the direction notes. I definitely get a strong sense of high status and arrogance; it would have been good to hear moments of confusion, guilt and angry hysteria as well. There could be a much clearer sense of talking "to" the player/other character rather than "at" them, particularly in line 2 when you are reacting to what another character is saying. I would have liked to hear more connection to the text, and more sense of the character's emotional journey in each line, with more variety in volume, pace, rhythm, intention and emotion. In terms of accent, take 2 is stronger as the accent sounds more natural.	Needs Improvement	Needs Improvement
AristaGudrun_Laura_Welsh.mp3	Really enjoyed take 2, the character was developed and sounded more assured, with some effective adlib. I would have liked to hear a little more variety in pace, rhythm and volume between the lines, as every line was very similar in these regards, and more distinct emotional shifts. The accent in take 1 (soft Irish?) wasn't as solid.	Great	Great
Blott_Chelsea_Krause.mp3	The reads are believable and have a nice natural flow and the chosen softer voice tone of take 1 is appropriate. I would have liked to hear the specified vocal elements brought out more clearly - this version of Blott is more enthusiastic than serene, more earnest than precise and elegant. Take 2 sounds like a very practical, brisk human and lacks the alien mystery and wonderment that defines Blott. British accent is generally very solid.	Good	Good
Blott_Faux_Synder.mp3	Accent, tone and overall approach to character are very appropriate and I liked the natural flow of both takes. The first three lines in both takes could explore more variation in intention, volume, pace, and emotion as they all sound very similar. Each line in an audition is your opportunity to show how you would explore different sides of the character, even with a character with a more limited emotional range.	Good	Good
Blott_Samantha_Styduhar.mp3	Truthful and engaging performance, with appropriate characterisation and vocal choices and some lovely performance choices. In both takes, I really enjoyed the feeling that you had considered how the character would feel in each scenario and that you were answering the questions that were being asked in the moment. Take 2 was another believable character option which gave an alternative take on the character. I appreciated hearing the take 1 version first, as this was closer to what was requested, and then having take 2 as a contrast.	Great	Great

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Blott_Tamara_Fritz.mp3	Overall the performance had a natural flow and I believed the character was talking "to" me. It would have been good to hear more variation between the first 3 lines of take 1, to offer different aspects of the character. Both takes are also very similar. If you decide to offer two takes, I would recommend making a clearly different choice for the second take - subtleties often don't register when a casting director is listening to 20+ (or 100+) auditions for a character.	Good	Good
Blott_Teresa_Kramer.mp3	Engaging characterisation and an enjoyable performance in general. While I appreciated the choices, and found the character voice effective, I found the performance to be very slightly too exaggerated for this particular genre. Interactive performances are generally always more grounded and some of the performance choices here were slightly closer to animation. Of course, this is a fine line and also something that is quite subjective!	Great	Good
Damien_Mike_Ciporkin.mp3	The tone, general approach and conversational quality was good. I really wanted to hear more variation between each line and more emotes - there were effort sounds in line 4 that were skipped, in particular. Hearing how well an actor can commit to a scenario and what they bring to make it sound alive and human is crucial in any game which has high stakes, which is definitely the case for this game. I would have liked to hear a lot more physicality and a lot more emotional variation - vulnerability, anger, caution etc. If you're going to offer another take, make sure it's very different from the first one.	Good	Good
Damien_Paxson_Helgesen.mp3	Solid characterisation and inhabitation of each scene. Really enjoyed the choices made to locate the character in each scene, the physicality and the varying projections, it provided a real sense of how you might approach the character in game. This audition really gave me everything I needed to know at this point - I got a clear idea of your approach to characterisation, your ability to make choices, and your range.	Great	Great
Damien_Phil Schoen.mp3	There was a decent sense of conversational flow in line 1 which created a likeable character (although older than described) and I enjoyed the emotes in line 4. I would have liked to hear a lot more emotional connection to the character and each situation, more sense of talking "to" the player, not "at" them. Game performances require you to put yourself in the character's shoes and inhabit what they're going through. The accent in take 2 is inconsistent and gets in the way of the performance too much.	Needs Improvement	Needs Improvement
DianaOsterhagen_Chris_Lam.mp3	I enjoyed the arch tone and would have liked to have heard this applied with more flow and connection both to the character and the intention of the text. In particular I was looking for a sense of being talked "to" not "at". There was a reliance on "performing" the character rather than "being" the character, and a specific tone rather than grounded conversation.	Needs Improvement	Needs Improvement
DonnyDonato_Jason_Masula.mp3	Effective characterisation, very believable mafia goon! The emotional variances were nice and the energy and character level of performance was appropriate for the genre. I would have liked to hear more variation in pace and volume, games often move at a quicker pace than linear media and we don't have the luxury of taking larger pauses in the middle of lines. You can always blow through the punctuation, lift the lines off the page and make them your own.	Great	Good
FrostQueen_Jessica_Osborne.mp3	The tone and overall approach to the character was effective and the lines were believably delivered. To make it a "great" read, I need to hear more variation between each line. If performance directions aren't provided (and often they aren't), then I would expect actors to make choices and read between the lines. Identifying the references to losing, winning and combat and choosing a different emotional state and intention for each line will help drive variation in tone, pitch, volume, pace and rhythm.	Good	Good
Jay_Amy_O'Grady.mp3	Nice conversational flow, solid characterisation, effective use of emotes. There could have been a little more awareness of surroundings and stakes at some point - you sounded a little casual when on patrol in line 2 and some faster, punchier reads when in combat would have been appropriate. These are the kinds of small details which can separate actors in auditions - otherwise, a solid read.	Great	Great
Jay_Gina_Ferraro.mp3	Really enjoyed the conversational natural flow and the character choices. I would have liked to hear a more developed sense of stakes in lines 2-4, the idea that it's do-or-die for this character. Their world of vicious killing mutants is real to them, which means they face death every day and that has to be clear throughout all the lines, in the varying situations. This would also lean into the character as being tougher, which would have been good to bring out more.	Good	Good

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Jay_Suzanne_Malek.mp3	I enjoyed and appreciated the characterisation and commitment to the situations and the variety between the lines. I would recommend thinking about any kind of game character performance as less "performing" the character and more "being" them. For most games, I think of characters as being ordinary people in extraordinary circumstances. Their world is real to them, whatever it may look like to us, and they're reacting as real people would - which is often quicker, less dramatic and less performed than we might play a character.	Good	Needs Improvement
KasperBergmann_Paul_Mercier.mp3	The character voice was very clearly defined, and the performance centered on this. Every line had a very similar rhythm and pace which meant it lacked variety overall, the emotional variance could have been pushed much further. I liked the slightly different approach in take 2, it could have been pushed a little further and had more sense of conversational flow.	Good	Needs Improvement
Kim_Andi Hanako_Rooney.mp3	Belivable, conversational read and decent characterisation with an appropriate voice. I would have liked to hear a lot more variety between the lines as the first 4 lines were very similar in tone, emotion, volume and pace. While I could hear some emotional variances, they weren't pushed far enough to make a real impression and for me to get a sense of how you would approach a fully-rounded character. The final line could be more grounded, more in the moment.	Good	Good
Kim_Brandi_Hollsten.mp3	Effective characterisation, adlibs and emotes and I really appreciated hearing the range of the character through your choices and grounding yourself in each situation. Potentially you could have pushed each intention and emotional state slightly further to create contrast between the lines, but this is a minor observance, it was a truthful and believable read that I enjoyed listening to.	Great	Great
Kim_Corinne_Spies.mp3	The fast pace gives your performance a natural feel, while also affecting the characterisation, as it emphasised their anxiety and made them sound less assertive. At times I wanted the character to be more present in their surroundings as well, as situation is very important in games - knowing how to alter your performance according to gameplay circumstances (higher/lower stakes, more/less stealth etc) is just as important as how to relate to other characters. I would have liked to hear a slightly more measured, connected read.	Good	Good
Kim_Hannah_Hellwig.mp3	A competent, polished performance. I would have liked to hear a version that was a little more truthful and connected to the human experience - while it hit all the right notes, I didn't quite believe the emotional shifts at times. For the character, their world is real and they will respond to unexpected situations in all the messy, unpractised ways that people do. Take 2 sounded a little old for the character, a bit too experienced.	Good	Good
Kim_Jenn_Wong.mp3	Believable characterisation and an appropriate voice for the character. I especially appreciated the notes of awkwardness in line 1. I would have liked to hear more truthful connection in lines 2-5, more sense of the character experiencing that situation rather than an actor performing it. Finding the real emotional beats and intention for each line will help ground the performance.	Good	Good
Kim_Leona_Renee.mp3	Enjoyable performance with a developed sense of the character and effective use of adlibs and emotes. There were more nuances in the first paragraph that could have been explored, especially regarding the character's relationship to The Scrubbers, but overall an effective, believable read.	Great	Good
Kim_Livia_Zita.mp3	I liked the natural flow of the lines, it was engaging to listen to. I would have liked to hear this combined with a stronger characterisation, as the key characteristics (as described in the brief) weren't really apparent in the performance. The final line of both takes needed more truth and grounding, I didn't quite believe what the character was going through. The second take didn't really add anything different.	Needs Improvement	Needs Improvement
Kim_Maihan.mp3	Solid characterisation and variety between the lines, it gave me a developed sense of the character. I particularly enjoyed the nuances in the first paragraph and the emotional shifts. The final line could potentially be slightly more truthful and grounded, I would have liked to hear a version that had the same stakes and was a little slower, with less panic (as she was a medical student so more used to the situation.)	Great	Good
Kim_Megan_Rowe.mp3	While there was a natural flow to the performance, specific choices had a tendency to overwhelm the characterisation. It would have been good to hear more of the character as described in the brief - at times they sounded more aggressive than abrasive - and to have more of a sense of talking "to" the player (rather than "at" them). Having a real sense of stakes is very important in game performance, I would have liked to hear much more truthful connection with the situation of each line. Second takes should provide a significantly different approach to the character, subtle differences won't be apparent.	Needs Improvement	Good

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Kim_SarahGwynne_Walker.mp3	The voice sounded a little older and more experienced than the character as described. While I found the overall tone and performance engaging, it didn't match the character and the disconnect undermined the reads to some extent. I would have liked to hear either a different character choice or more connection to this specific character reflected in the voice and performance.	Needs Improvement	Good
Leo_Alex_Bui.mp3	Solid characterisation, nice variety between the lines, effective use of emotes and breath - I particularly enjoyed your use of breath. Overall believable, truthful and very engaging.	Great	Great
Leo_Alister_Cado.mp3	Natural and believable with a developed sense of stakes, truthful emotion and a real sense of talking "to" the player, bringing them into the experience. I very much enjoyed the different approach in take 2, both the characterisation and the definite choices - this is the kind of audition that stands out for me, as it gives me a very clear picture of what the actor can do with the character.	Great	Great
Leo_Barnaby_Chadwick.mp3	Conversational read that could be grounded in more truth. I would have liked to hear more of a connection to each situation and a much clearer sense of stakes, of each situation being very real, life-or-death to the character. The accent for take 2 isn't quite solid enough.	Needs Improvement	Needs Improvement
Leo_Brent_Schindler.mp3	The conversational flow and general characterisation gave an engaging feel. I would have liked to hear this combined with a much stronger sense of the situation and stakes for each line so that you showcased much more emotional range. Your character sounded very safe for most of the lines when they are definitely not! I'd recommend taking time to think more about the scenario for each line, how the character feels about it and how this informs your performance. Any emotes should be committed to 100%. Take 2 was less assured, there was more concentration on the accent (which was generally fine) which affected the connection with both character and text.	Good	Needs Improvement
Leo_Jacob_Tarconish.mp3	Believable, committed, truthful read. I really enjoyed the variation in pitch, tone and projection as well as the emotional range - you gave me a solid idea of what you could do with the character. Your natural vocal tone does slightly work against you in the sense that you sound much stronger and more capable than the character is described. For physically weaker, younger, more reticent characters I would consider altering your vocal pitch and tone to better fit the character as described. The read itself is great, the characterisation needs some tweaking.	Good	Great
Leo_LeonieSchliesing.mp3	Very appropriate characterisation and a truthful performance, very believable throughout the lines with some lovely natural emotes. I would have liked to hear you push the contrast between each line a lot more, with clearer shifts in intention, emotion and projection. Think about where these lines might be heard in the game e.g. combat, cutscenes etc and how that might inform your performance - do you have more or less time? Are the stakes high, medium, or low? etc.	Great	Good
Leo_Tomas_Villamizar.mp3	Polished read which hit most of the right emotional beats. The characterisation started strong, I felt it lost some of the underlying vulnerability and anxiety in lines 3 & 4 which made the pivot to the much more distraught, fearful final line sounds a little jarring. I would have liked to hear more truthful versions of the first and last lines, as the emotions sounded a little performed rather than felt.	Good	Good
LocomotiveDiana_Tasmin_Singh.mp3	Great energy and engaging characterisation. The choice to play and emphasise a lot of the more action words and phrases (e.g "swift kick to the chest") made the performance sound closer to an animation read rather than a games read, for me. Even with games with more heightened characters, I'm still looking for grounded performances that are connected to the meaning of the text and the character's intention. It would have been nice to hear more of the calm, dry wit of the character, particularly in the final line.	Good	Good
PierreBrosse_Sean_Rohani.mp3	I enjoyed the characterisation, the adlibs offered additional character information which was appropriate and amusing. It would have been good to hear a little more contrast between the lines and slightly more grounding in the line where you break down in tears. Even for games with more heightened characters, I'm still interested in hearing believable, real characters - the world of the game is real to them and they will have natural human reactions to different situations.	Good	Good
Raya_Candice_Roosjen.mp3	I appreciated the effective energy and pace of this read. The overall approach (both takes) isn't a fit for either the tone of the game (dark fantasy) or the character. The light, bright characterisation is at odds with the trauma that the character has experienced (death of parents, death of brother), and the performance tends more towards talking "at" the player rather than "to" them. I would have liked to hear a more natural flow with more truthful and grounded emotional moments. Closer to an animation performance than a games performance.	Needs Improvement	Needs Improvement

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Raya_Elizabeth_Quedenfeld.mp3	This was an interesting approach to the character with some effective emotional shifts. I would have liked to hear a much more natural, conversational flow and more of the character aspects mentioned in the brief, particularly her straightforward, blunt approach to situations and a sense of mocking or testing the person she's speaking to. Line 3 is more of a combat line, more sense of stakes would have been appropriate here.	Needs Improvement	Needs Improvement
Raya_Kennedy_Hibbert.mp3	Natural and believable with some lovely physicality and variation between the lines. Your choices were interesting and the characterisation was appropriate and consistent. The emotion in line 4 could have been slightly more truthful and it would have been good to hear a moment of gentle mocking or testing of the player, but overall a very solid read.	Great	Good
Raya_Verina_Kranak.mp3	For the most part this was an engaging read with developed characterisation and some lovely variation of tone, pace, energy and emotion. I would have liked to hear a more truthful approach to Line 4 as I didn't quite believe the emotion in this line and this affected my overall opinion of the performance.	Good	Good
SAM_Ashley_Mauerhofer.mp3	I liked the engaging and conversational style, I warmed to the character from the first line. It would have been good to hear more variation in volume and intention between the lines to give me more of an idea of your range as the character. Line 3 has the highest stakes, a clearer sense of the tension here would have been appropriate. Both takes are very similar, if you are going to submit 2 takes I would recommend making the second one significantly different.	Good	Good
Sam_Jazzy_Frizzle.mp3	Enjoyable performance with a great sense of stakes (particularly in line 3) and effective variety between lines. The energy in line 4 was a good contrast (although be careful of distortion as this can be off-putting to a listener), I would have liked to hear slightly more emotional truth as the outburst felt a little out of character when compared to the other lines.	Good	Good
Sam_Jeff_Burns.mp3	There was definite variety between many of the lines which was good to hear. Overall the characterisation was inconsistent, particularly in take 2. I would have liked to hear a more grounded performance overall, with more sense of inhabiting the situation and the character and talking to the player rather than giving a performance. Drunk lines are tricky to play and neither take quite landed, they felt like they were played more for laughs than for truth.	Needs Improvement	Needs Improvement
Sam_Jenn_Henry.mp3	The energy and adlibs gave this immediacy and it was interesting to listen to. I felt you could take your time in all of the lines and connect more with the character and how they were feeling in each situation. Some of the phrases sounded rushed and the emotional beats didn't quite land, which made the overall performance sound a little inconsistent on a first listen.	Good	Needs Improvement
Sam_Joe_Goffeney.mp3	Solid believable read with good emotional range and variation between the lines. The emotion sounded a tiny bit pushed at times, particularly in the final line, I would have liked to hear slightly more truth in both versions of this line. Take 2 was enough of a character shift to be different.	Good	Good
Sam_Mikki_Hernandez.mp3	I liked the conversational flow, the appropriate characterisation and the feeling that the character was talking to me. I would have liked to hear much more variation between each line as all lines were very similar in pace, volume and energy. The emotional shifts could have been much more pronounced, with more use of breath and a stronger connection to how the character was feeling in each varying situation.	Good	Needs Improvement
SAM_Ro Dempsey.mp3	I really enjoyed the grounded, natural elements of take 1, the range and variation between the lines and the emotional truth of the final line in particular (also great drunk-acting in line 2.) I appreciated a very different approach to the character in take 2, although the accent didn't sound quite as assured and the voice was less supported, both of which contributed to the emotional beats not landing quite as truthfully.	Good	Great
Sam_Shelby_diLorenzo.mp3	I enjoyed take 2 which was the stronger, more believable take, with more variation between the lines, more awareness of the character's situation and surroundings in each line and truthful commitment to the emotional stakes. I would have liked to hear this take first. Take 1 wasn't quite as grounded or truthful and not as connected to the character.	Good	Good
TheTwins_Michael_Mishkin.mp3	Fun, playful read, enjoyable to listen to. The character separation was more distinct in take 2, in take 1 they sounded a little too similar. At times the emotes were more appropriate for animation than games - even for fun, comedic games the reactions need to be more grounded than reactions in animation reads.	Good	Good