

Notes	Interpretation	Performance
GENERAL NOTES CAN GO HERE IF YOU WOULD LIKE TO ADD THEM		
Abigail_Turner_Cleric-JKworkshop01232026.mp3	I am hearing very good acting choices being made here. The direction of your character is clear and reads well. It is possible that in some casting situations, the casuality of your line reads as a cleric might be confusing as most clerics/holy people tend toward somber, pius and often stately.	Needs Improvement Good
Abigail_Turner_MagicSprite-JKworkshop01232026.mp3	I like the sprite's playfulness - I'd love to hear more. Fae/Fairies as characters can give a lot of license for oddity or obscurity - feel free to play around more. The death lines are good in terms of the moment you're conveying but be careful about how you use breaths and moans/pain sounds as they can pull a casting person out of the moment.	Needs Improvement Good
Alejo_Torres_Cleric-JKworkshop01232026.mp3	I am hearing a lot of nervousness in this character - as a character choice and a primary emotion, this is great. I'd encourage you to add in a bit more to help flush out this choice. EX: Anxious characters are often also a bit flighty, twitchy or staccato in the delivery of the lines. Lean into your character choice more and continue building the depth.	Needs Improvement Needs Improvement
Alejo_Torres_Warrior_JKworkshop01232026.mp3	The volume changes aren't consistent with the emotional motion of the character. The script is the characters half of one scene - as opposed to a collection of random lines. Unless it's written into the script, make sure that you're not interpreting lines as death or dying lines when they are not - it can change the perception of the overall audition if the through-line doesn't feel connected.	Needs Improvement Needs Improvement
Alex_Bui_Cleric.mp3	The first few lines lack intention - I cannot tell what this person means by this or why - in these situations, if the script doesn't provide additional character context it's important for you to make additional character choices that will help move the words forward. He's nefarious but why? what does he want? Answer that for yourself and the lines will show the motion.	Needs Improvement Needs Improvement
Alex_Bui_MageSprite.mp3	I like the playfulness and kooky nature of this character. A bit of a cheshire cat type. I am hearing the choice clearly but push it farther. I like this character better than the cleric.	Good Needs Improvement
Ariana-Nicole_George_Mage-Sprite-JKworkshop01232026.mp3	Good choices for this character. I can hear her quirky and almost manic qualities. What if you pushed this even further. Not comedically but in the sense that whatever nuttiness is happening in that brain is even more kooky and ethereal. Great start keep building.\	Great Good
Ariana-Nicole_George_Warrior-JKworkshop01232026.mp3	The accent is like 85% there.... I am hearing some American inflections still but keep working at it - it's so so close! I have to admit the slips in accent pulled me out of the read a little bit more than it would have if this were done in your regular voice - but it is very close to where it needs to be.	Good Needs Improvement
AW_Miller_Cleric_JKworkshop0123206.mp3	I love this character's erudite presence but I wanted the emotional choices to be pushed farther. This cleric is reserved but that doesn't mean that he's impervious to being flustered. What would it sound like if you had to "visibly" hold back a bit more as to not be discovered.	Good Good
AW_Miller_Warrior_JKworkshop0123206.mp3	Careful when choosing a slavic accent - I am hearing some good inflections and caedance in speech but I hear too much push on the roundness of the words. For a more grounded read, I'd stay away from Russian (as that's a very polarizing accent to interpret) and perhaps push into German or another area in Northern Europe. The accent did distract from the performance a bit too much, I'd have liked to hear these same acting choices but with your standard accent.	Needs Improvement Needs Improvement
Brandi_Hollsten_Mage_Sprite_JKworkshop01232026.mp3	I like the small/playfulness toward the end - being back those choices to the front of the audition. The first few lines are a bit weaker than your ending lines. Keep pushing on this character and her inner world - there are some good bones here	Good Needs Improvement
Brandi_Hollsten_MageSprite-JKworkshop01232026.mp3	This file was marked as Mage but I think it's the Warrior? It seems silly but be extra careful when marking/naming auditions - the script and it's characters are vague on purpose (also as an example of how sparse most game auditions/scripts are so that students can get used to them as they are VERY different than most other tv/film/theater scripts)	Needs Improvement Needs Improvement
Christian_Young_Cleric_JKworkshop01232026.mp3	The seriousness of this cleric great but the top of the audition doesn't show the depth that you have later in the read. Always start very strong with the character up front - even when lines feel meaningless - they never are.	Good Needs Improvement
Christian_Young_Warrior_JKworkshop01232026.mp3	The accent is going in and out during the read - be sure that you have a steady caedance and keep inflections consistent. I can't help but wonder what this character would have sounded like in your standard accent.	Needs Improvement Needs Improvement
Claire_Gresham_Cleric-JKworkshop01232026.mp3	I do not trust this cleric and that is a very good thing. What would this sound like if she was trying to hide her intentions a bit more - I want to see a little bit of the work it takes to keep her real cards tucked in. Very strong character building off the top.	Great Good
Claire_Gresham_Warrior-JKworkshop01232026.mp3	Way to bring your texture forward - very nice - I like the heft it brings to the character - I can't be sure (maybe you're coming down with something slightly) but I think I started to hear a little cracking in the voice toward the end - maybe a little strain to keep the depth of tone? If there is a little crack - keep working on this octave in your performances so that your voice doesn't give out during a session. Character-wise - give her a little more confidence to help juxtapose the intensity of the situation. It's dicey but she is quite capable to meet the moment.	Great Good
Daniel_Merriman_Mage-Sprite_JKworkshop01232026.mp3	Was this supposed to be the mage/sprite or the cleric? I would have liked to hear a bit more playfulness or flighty mania as fae/fairies are generally known for being weird/quirky. Without more character work, I am left unsure of what I am listening to. Be very specific in your choices so your character is visible from the top.	Needs Improvement Needs Improvement
Daniel_Merriman_Warrior_JKworkshop01232026.mp3	I hear intensity and seriousness but I am not hearing any choices as to what or why your character is saying these things. It's important to have clear stakes for your character during the scene. It's what moves the direction forward and gives the words purpose.	Needs Improvement Needs Improvement
Elizabeth_Ryan_MagicSprite-JKworkshop01232026.mp3	This felt too close to animation as a read. Most games are performed very differently than animation and even anime. Each line needs to have movement and purpose as they can often be heard in isolation. This read can work for some kids games but the delivery of each line needs more finality as lines are tied to triggers/actions of the game.	Needs Improvement Needs Improvement
Elizabeth_Ryan_Warrior-JKworkshop01232026.mp3	Better read than the sprite for games. Her strength is evident, give the character more complexity as to why/who/how she is - she's strong but what else. Use caution when creating efforts/grunts - the direction of the air and sounds can be all the difference in sounding like you're dying/in pain or sounding like something else that's not related.	Good Good
Eric_Horowitz_Cleric-JKworkshop01232026.mp3	Be sure to create a strong character right from the start of the audition. I didn't hear any acting choices that would allow me to differentiate this character from the other choices provided. Be sure to build a rich emotional life for the character you've chosen.	Needs Improvement Needs Improvement
Eric_Horowitz_Mage_Sprite-JKworkshop01232026.mp3	I hear more seriousness in the character but I still cannot differentiate which character was chosen. The laughter was a bit confusing considering the stakes of the scene provided.	Needs Improvement Needs Improvement
Gina_Ferraro_Sprite-JKworkshop01232026.mp3	A bit too animation in the read. If you ground this character in the quirky flightyness from the top, like you did on the last line - the read will be very strong. If you listen to the end line as compared to the others - there's an extra something going on with the character that gives her more interest. Push farther in your character choices - there's magic there.	Good Good
Gina_Ferraro_Warrior-JKworkshop01232026.mp3	The lines are intense but I lost the character - is she annoyed? is she uninterested in the job? Even if she doesn't want to be there - you can add in more emotional depth to convey the disdain.	Needs Improvement Needs Improvement
Haluk_Kasarci_Cleric_JKworkshop01232026.mp3	I hear the cautiousness and seriousness of the character but I am not hearing the meaning behind the lines. Why is the cleric saying these things? What does he get out of it? Dig deeper on the intentions of what's being said and the character will sound more developed.	Needs Improvement Needs Improvement
Haluk_Kasarci_MageSprite_JKworkshop01232026.mp3	The strain being put on the vocals is distracting me from the performance. The accent is clear but it's sitting more in the center than the character/acting choices. Keep pushing character development to help assist the accent in making more of an impact on the story being told.	Needs Improvement Needs Improvement

			Needs Improvement	Good
Hannah_Hellwig_Mage_Sprite-JKworkshop01232026.mp3	Ground this read more, this read sounds more like animation than for a video game. It could work for some younger kids games but I am missing the intensity and stakes of a fantasy style game. More research into games and their genres will help you find the character more.		Good	Needs Improvement
Hannah_Hellwig_Warrior-JKworkshop01232026.mp3	The whispery sound of the start of the audition is giving more "intimate moment" than secrecy/trying to keep hidden. Take the complexity you create as the read goes on and give that motion to the top of the script. Why is she saying this? Why is she whispering? Create clearer stakes for yourself and the motion will follow. Careful on your grunts/emotes so that they stay sounding pained as opposed to constipated.	Good	Needs Improvement	
Heath_Martin_Orc_JKworkshop01232026.mp3	Good growls and texture. Push that wet sound more off the top. You're like 90% there - push farther into the gross. What kind of filth does he live in? What kind of disgusting stuff is oozing out of him. Really good start!	Great	Great	
Heath_Martin_Warrior_JKworkshop01232026.mp3	The start line sounds slightly bored - even if he's calous or doesn't want to be there - keep the intention of the emotions clear - you can absolutely make the choices that you're character doesn't want to be doing this - I just need to hear that annoyance more. I didn't hear clear choices on the last two lines - I want him to have more purpose for saying those lines as opposed to just "see ya later" - keep digging and give him more emotional depth.	Good	Needs Improvement	
Heather_Renee_Wake - CLERIC.mp3	I enjoy the richness of her voice - the middle lines feel a little too drippy/romantic - harden her up slightly so that her power is clear. I'd like to hear more emotional depth - she's smart and erudite but what else. What does she want? and what is she prepared to do to get it?	Needs Improvement	Needs Improvement	
Heather_Renee_Wake - MAGE SPRITE.mp3	The accent is in and out. Be very sure that your accent is well reserched - each region has their own inflections/caedances - if you're not clear on the strength of an accent, don't use it.	Needs Improvement	Needs Improvement	
Hopper_Stone_Cleric_JKworkshop01232006.mp3	More clearer character choices are needed, he sounds bored and unconvinced of his own words. When scripts like this are vague (which I did intentionally as most game scripts will be even more vague) it's really important to fill out the character beyond the primary emotion of the scene.	Needs Improvement	Needs Improvement	
Hopper_Stone_Warrior_JKworkshop01232026.mp3	I hear his anger and that's a great primary emotion for a battle hardened warrior - what else is he? What else is happening to him? How does he feel about who he's talking to? Anger is a very powerful and complex emotion - it can be raw, righteous, indignant, annoyed, disgusted, manic and even anxious. Dig into buiding a character more and the motion of your lines will follow.	Needs Improvement	Needs Improvement	
Jason_Christopher_ClericJKworkshop01232026.mp3	He's grounded and serious but I don't hear his intentions until the pre-life at the very end. I need that more throughout and from the top. The use of pre-life is great for working the character into their emotional state but I'd be careful as to how much you include as some casting directors get impatient - it was about twice as long as included pre-life should be.	Good	Needs Improvement	
Jason_Christopher_WarriorJKworkshop01232026.mp3	I hear his experience in the field as a warrior but I need to hear his other traits - how does he feel about what he's doing? who he's with? Dig deeper. The movement of the line at the end is a great example of strong emotion with the necessary movement. Don't get languid in the delivery - fantasy games are punchier for the most part.	Needs Improvement	Needs Improvement	
Jay_Preston_Cleric_JKworkshop01232026.mp3	You know you've got chops so I'm gonna be hard on you! Bwaaaaahahahahahah! Just kidding, but I am definitely gonna nit-pick you here cause I know you can take it. This dude is sneaky AF and I love it - you've got a great tension between grounded villian and mustache twirling villian which is exactly what we need here!.... now for the BUT (lol) push the direction of his intentions harder. You're beautifully pulled back and careful not to show your cards, but maybe here an there you can let them slip just a little - perhaps you play with the person you're speaking to a little more. I want to be unsure if this is a good guy or not. He's like 20% too good right now - maybe you play with the caedance or an ever so slight tone change. You're still one of my top choices per the usual tho! :D	Great	Good	
Jay_Preston_Warrior_JKworkshop01232026.mp3	YOU DID AN ACCENT?!?!?!? Bravely, done sir. But also it's very good and consistent throughout - it's believable and mostly regionally neutral. I do hear a very slight Glaswegian, which is fabulous and likely what most casting people will want to hear. But if it's not Glasgow they're after you'll want to change up the depth and tilt to be ever so slightly softer (you could go harder but then you could run into problems with non-Scottish ears understanding the words. I also want you to push a bit more on how he feels about who he is talking to. I'm hearing a slight annoyance with your counterpart and I want to hear more of how you feel being there, doing what you're doing. Accent is killer tho, well done on that! You sound like Billy Connolley and if you wanted to work on a sound-a-like for him - it could be worth it as he is aging rapidly and his sound is quite coveted (not to get too morose but you know what I'm saying).	Great	Good	
Jeff_Burns_Mage_Sprite_JKworkshop01232026.mp3	The accent being used is distracting from the performance too much. Make sure that any accent you use is well researched and developed - without the proper caedances, tones, inflections and pronunciations - the choice is lost.	Needs Improvement	Needs Improvement	
Jeff_Burns_Warrior_JKworkshop01232026.mp3	The accent here isn't as grounded as needed and I am losing clarity on the lines. I'd have loved to hear what this would have sounded like in your regular accent as I can hear strong acting decisions but the accent pulls me out before I can hear what emotions are coming up.	Needs Improvement	Needs Improvement	
Jessica_Osborne_Mage_Sprite-JKworkshop01232026.mp3	The accent goes in and out of the performance - be sure to stay in caedance and inflection of accents you're using. Performance won't matter if the accent isn't consistent.	Needs Improvement	Needs Improvement	
Jessica_Osborne_Warrior-JKworkshop01232026.mp3	I like the dry-seen-it-all persona you've created and I hear her getting more complex on the later lines but not from the top - bring that complexity from the top as it can sound too "one-note".	Good	Needs Improvement	
Jorge_Pallo_Cleric_JKworkshop01232026.mp3.m4a	The caedance of speech is way too slow for a video game. He's creepy and I don't trust his intentions but the languid speech is taking away from his power. Ground your character in the "Whys" of what he's saying and the speed should follow.	Needs Improvement	Needs Improvement	
Jorge_Pallo_WARRIOR_JKworkshop01232026.mp3.m4a	Again, speech is very slow at the top of the audition - it speeds up towards the end but the movement isn't correct for a video game. He's intense but I need much stronger character decisions to see him clearly.	Needs Improvement	Needs Improvement	
Kennedy_Hibbert_Mage.mp3	The accent goes in and out of the performance - be sure to stay in caedance and inflection of accents you're using. I hear some choices happening in the read but keep getting pulled out by the accent choice.	Needs Improvement	Needs Improvement	
Kennedy_Hibbert_Warrior.mp3	Better than the mage!!!! I am hearing the choices much more clear and you've got great grunts/omnis but be careful not to include/do too much unless the script calls for it. The last two lines aren't death lines necessarily - so if you include too much of the grunts - it could make it look like you didn't pay attention to the brief to SOME casting directors. I'd cut down the grunts to about half the time and you should be in a good spot.	Great	Good	
Laila_Berzins_Orc_JKworkshop01232026.mp3	I like the heft being created with the texture and voice but the cracks make me concerned that the voice being created isn't going to last the 2-4 hours of a session (this is how I would look at it if I was trying to cast this role. I'd encourage you to play around more with how you use your mouth, tongue, cheeks and even spit for a character like this. You were on your way with choices - I just need them stronger/more present throughout the read.	Good	Good	
Laila_Berzins_Warrior_JKworkshop01232026.mp3	I like her dryness/edge but I'm only hearing her primary emotion. Dig deeper into her roughness - is she irritated, annoyed, short tempered, was she just demoted and forced to drag this counterpart along? It's a good start but I need more meat on the bones for this warrior to feel like a real person.	Good	Needs Improvement	
Laura_Fegely_Cleric-JKworkshop01232026.mp3	Accent isn't consistent and pulled me out of the read. Be careful when using accents that you are very clear on caedance, tone, inflection and regionality. Sometimes this sounded British/SouthLondon (which I think was the intention) but I am hearing American inflection on the words. If the accent is wrong, performance doesn't matter.	Needs Improvement	Needs Improvement	
Laura_Fegely_Warrior-JKworkshop01232026.mp3	I cannot place this accent anywhere, unfortunately, which to most casting directors will be an auto-skip. Use your normal accent unless you're well researched and practiced in the accent you're using so that your performance isn't lost.	Needs Improvement	Needs Improvement	
Lawrence_Brenner_Mage-Sprite	Make sure that you name and drop files EXACTLY as written in the prompt. Your audition could be lost or skipped by casting if it's not done correctly. Remember - CDs listen to THOUSANDS of files a day - having to search for your auditions generally means they don't get heard. Stronger acting choices needed, I wasn't able to distinguish the character being played.	Needs Improvement	Needs Improvement	

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Lawrence_Brenner_Warrior	Stronger choices needed as I wasn't able to tell what character was being chosen. Last line felt a little robotic and without purpose - make sure that even lines that seem to be standard/unimportant have movement.			
Leonard_Moore_Orc-JKworkshop01232026.mp3	Great texture and mouth sounds but the delivery of the lines is too slow for the situation. I lost the character a little at the end - so keep that consistency up and keep the stakes of the scene consistent.	Good	Good	
Leonard_Moore_Warrior-JKworkshop01232026.mp3	I like his anger but I want to hear the movement behind it. Why is he angry/battleworn - allow his edgy nature to drive the reason for why he's saying what he's saying to the counterpart in the scene. Lost the character a bit again on the end line so give that line the same stakes as the rest of the script.	Good	Good	
Matt_Silver_MageSprite_JKworkshop01232026.mp3	Is there an accent being used? I can't tell if an accent is being used and unfortunately, I have no idea where it's from. That is dangerous as in most cases it will be an automatic skip. Full confidence with strong work in caedence, tonality and inflection need to be present if you chose to use any accent that isn't your natural one.			Needs Improvement
Matt_Silver_Warrior_JKworkshop01232026.mp3	This character is sounding pushed for some reason - like you're running out of breath which is distracting from the character choices. I'd also cut down the pre-life that you include with the audition as this can be off putting to some CDs. It's about twice as long as it should be. I lost the character at the end line - so make sure to continue the movement and choices even when a line feels like "see ya later"			Needs Improvement
Mike_Bodie_Cleric-JKworkshop01232026.mp3	It's important to remember that you never know who is listening to your auditions - including this much prelife and adlibs will be off-putting to most casting directors. And if the writer happens to be the one listening, it can be considered disrespectful to change the lines this much. Some egos won't be able to handle that and you could lose out on the opportunity. Personally I don't mind a small bit of prelife or adlibs but I tend to be much more lenient than most. Additionally, any audition you send in could be send directly to the client - who will most likely not be as understanding of the additional lines and therefore it won't be sent along. Sticking to the brief is important.			Needs Improvement
Mike_Bodie_Orc-JKworkshop01232026.mp3	Way too much prelife and the accent is changes from the first line to something different throughout. Consistency of accent is tantamount to any performance. The difference from accent in the first line from the rest of the read is quite stark - so make sure you have full clarity on tonality, caedance and inflection on any accent you chose to perform.			Needs Improvement
Nathalie_Ferare_MageSprite_JKworkshop01232026.mp3	A great read for animation/cartoons but not grounded enough for a fantasy game. It's important to research/understand the type of game or genres you're auditioning for so that your created character can convey the correct theme. In most cases, games are much more grounded in reality and therefore have stronger/more complex emotional range. This could work for a game targeted towards children but it's not consistent with a fantasy genre game.			Needs Improvement
Nathalie_Ferare_Warrior_JKworkshop01232026.mp3	The strength and no-nonsense approach is good for a primary emotion, but it's lacking depth - why is she saying what she's saying? who is she talking to? how does she feel about them? I hear she's exhibiting some irritation but as it's not pointed at a person, the performance is getting lost. Really fill out the character beyond the brief - game auditions will always be vague so you need to dig deeper.	Good	Needs Improvement	
Patrick_Gruia_Mage-Sprite - JKworkshop01232026.mp3	This could work for a children's game or animation but it lacks the tone, punch and movement of a videogame. I hear a primary emotion of joy but it's not grounded in a relationship with who you're talking to. Let the stakes of the conversation show, without understanding what your character gets out of this exchange - we lose the impact of the character.			Needs Improvement
Patrick_Gruia_Orc - JKworkshop01232026.mp3	I like the texture and mouth sounds but I am losing performance a bit and at one point felt a bit "muppet-like" as opposed to a fearsome creature to which anyone would be disgusted by or afraid of.			Needs Improvement
Peter_Kieu_MageSprite_JKworkshop01232026.mp3	Too cartoon/childish. This is a fantasy game and generally that genre has darker themes. Make sure you're clear on the type of game or genre you're reading for. The lack of character choices and punch of lines makes me believe there are no stakes for the mage and giving boredom rather than quirky or cheshire-cat-like madness.			Needs Improvement
Peter_Kieu_Warrior_JKworkshop01232026.mp3	Your slate cut off - it sounds silly but that could be off-putting to a casting director. I am not hearing any choices for this character which means I don't understand why he is saying what he's saying. Lots of video game briefs are extremely brief and obfuscated on purpose - you must fill in the blanks of the character for believability in the fantasy genre.			Needs Improvement
Rhiannon_Moushall_Cleric-JKworkshop01232026.mp3	Push further on character development for her - I am feeling unsure of her intentions but not enough to be suspicious... let her real intentions show more by showing some of the effort it takes to hold it back. I can't tell if there's an accent being used here or not - so if there's no accent intended make sure that you're lifting the ego of the character and not the vocal lilt.	Good	Good	
Rhiannon_Moushall_Orc-JKworkshop01232026.mp3	I love her heft but I am losing volume - it's possible that you're voice was a little tired during the record but in the event that you're having to push a lot to get this vocal rasp - it could give casting directors the indication that you won't be able to keep this voice up for the length of a session. So make sure that your volume of delivery is consistent. Acting choices were good but the extra air that started to come in as the lines went on distracted from it.			Needs Improvement
Ro_Dempsey_Cleric-JKworkshop01232026.mp3	She's appropriately euridite at the top but sounds sloppier in the middle - I don't think she'd lose her cool this much as it would give her away as an imposter. Keep the consistency of emotion and the lines will move more smoothly.	Good	Needs Improvement	
Ro_Dempsey_Orc-JKworkshop01232026.mp3	Lines are too slow and languid. I can hear the push in your voice which can lead some casting directors to believe that your voice wouldn't stand the length of a session. I think with more work and some technique changes this type of character could work but it needs much more support before it has legs.			Needs Improvement
Ryan_Benes_Orc_JKworkshop01232026.mp3	I like his sound but don't hear any stakes of the scene for this character. Even orcs have needs - so what does this orc want? why are they saying what they're saying? You're speaking to someone - and even though it's only one side of the conversation - I still need to hear that it's a conversation.			Needs Improvement
Ryan_Benes_Warrior_JKworkshop01232026.mp3	He's far too jovial at the top to be battle hardened. I don't hear the emotions he's having during this exchange. Why does he say what he says? who is the person he's talking to? Video game scripts and briefs will always be vague so it's imperative to fill in the blanks when creating your character			Needs Improvement
Shelby_diLorenzo_Sage_JKworkshop01232026.mp3	Make sure to name you files correctly - this file would be lost being named "sage". The accent is all over the place and it's clear that this isn't native or natural. If you chose to use an accent - you have to be sure it's clear and accurate. The performance won't matter if the accent is off.			Needs Improvement
Shelby_diLorenzo_Warrior_JKworkshop01232026.mp3	This feels more animation at the top - video game reads are sharper and punchier. You don't need to play video games but you do need to know the genre and mechanics of the type of game your auditioning for. I am not hearing clear character choices and so the character just sounds bored.			Needs Improvement
Steve_Gouws_Cleric-JKworkshop01232026.mp3	I like the weirdness you're creating here but the words need to move faster. Games dialogue is much faster and punchier than this for a fantasy game. Stakes could likely be high for this scene so it's important to bring the intensity of what's happening to the scene			Needs Improvement
Steve_Gouws_Orc-JKworkshop01232026.mp3	I got excited for the read based on the pre-life but the accent used in addition to the orc keeps pulling me out of the read. It's important to fully understand the tonality, inflections and caedance of any accent you're using. Without that groundedness, it sounds cartoonish or can drift into stereotypes.			Needs Improvement
Suling_Chan_Cleric_JKworkshop01232026.mp3	The line delivery is a bit slow but I LOVE the complexity of the character choices. I have no idea what she's up to and that's great. You lost the character a tiny bit after the chanting pre-life so just be careful that use of prelife doesn't distract from the line.	Good	Good	
Suling_Chan_Warrior_JKworkshop01232026.mp3	I like her power but the grunts took away from the character - use that sparingly. The middle lines, sounded like you added in a bit of apathy which could work but you need to create a charge for that apathy - it needs to be tinged with frustration or annoyance so that it doesn't sound flat. Keep pushing - you're like 85% there.	Good	Good	
Suzanne_Malek_MagicSprite-JKworkshop01232026.mp3	This voice doesn't sound sustainable - as a casting director I wouldn't feel confident that you could keep this up for the length of a session. The vocal range jumped up a whole octave toward the end. Also be careful to read the brief - the additional take could cause some casting directors to not include your audition for approval.			Needs Improvement

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Suzanne_Malek_Orc-JKworkshop01232026.mp3	The accent is all over the place. Performance doesn't matter if the accent is inconsistent. The final orc take was very hard to understand. If you create a character with a lot of texture/mouth noises you have to be very careful to ensure that the clarity is still there.			
Tara_Kimmins_MageSprite-JKworkshop01232026.mp3	Voice is too cartoony for a game. Also there was only one line included in this and not the whole script. This would get your audition thrown out automatically so make sure that your files are clear and present before sending		Needs Improvement	Needs Improvement
Tara_Kimmins_Warrior-JKworkshop01232026.mp3	Why is there only one line from the script included. Make sure that your files are correct so that your audition isn't thrown out.		Needs Improvement	Needs Improvement
Tara_Kulkarni_Mage_JKworkshop01232026.mp3	I am not hearing acting choices. Who is she talking to? Why? What are the stakes at hand? Video game auditions are often vague and brief and extremely brief - so you must fill in the blanks for a character to be believable and grounded.		Needs Improvement	Needs Improvement
Tara_Kulkarni_Warrior_JKworkshop01232026.mp3	I like her wry delivery but without other supporting emotions she sounds bored. Even when lines feel standard or as though they are conveying "see ya later" - they still need movement. Push beyond a primary emotion and add in the WHY of what she's saying/feeling.		Needs Improvement	Needs Improvement
Tasmin_Singh_Cleric-JKworkshop01232026.mp3	The overall delivery was far too quiet for a video game. Remember that most games are a very rich environment so lines need to be punchy and have movement. There was an additional line left in at the end of the file - some casting people can be VERY picky about this stuff so be careful to follow the brief directly.		Needs Improvement	Needs Improvement
Tasmin_Singh_MageSprite-JKworkshop01232026.mp3.mp3	Also very quiet, so be careful of that. I'm not hearing any character choices aside from nervous, which isn't a very strong choice as a primary emotion. Dig deeper and give the character more substance.		Needs Improvement	Needs Improvement
Tom_Gilvear_ClericJKworkshop01232026.mp3	The character is euridite but loses any other sense of this cleric. Fantasy games tend more grounded and realistic in their impressions of tropes so be sure to research and know the genre of game you're auditioning for. Lines need more speed - too languid for a video game.		Needs Improvement	Needs Improvement
Tom_Gilvear_WarriorJKworkshop01232026.mp3	The accent being used is distracting from the performance and feels cartoony toward the end. Keep that consistency up throughout as the character will sound like it's drifting without grounding.		Needs Improvement	Needs Improvement
Tony_Jackson_Cleric_JKworkshop01232026.mp3	The character sounds bored. I don't have any idea if I should trust him or not. Most game characters that can be interacted with have purpose and feed the movement of the story - if the performance lacks purpose then they have no need to exist in the game. Need to dig much deeper into character development.		Needs Improvement	Needs Improvement
Tony_Jackson_Warrior_JKworkshop01232026.mp3	I am not hearing acting choices. Why is he here? Why is he speaking to this person? What are the stakes of the scene? Video game auditions will always likely be vague and brief. It's up to the actor to create a full character even from the small amounts given.		Needs Improvement	Needs Improvement
Troy_Allan_MageSprite_JKworkshop01232026.mp3	The accent drifts too much and borders on stereotypical. It could work for cartoons but for a high fantasy game this would be incongruent with the theme. Make sure to know the genre and type of game you're reading for as much as possible so that you can put the appropriate seriousness on the read.		Needs Improvement	Needs Improvement
Troy_Allan_Warrior_JKworkshop01232026.mp3	I like the cockiness of the character but the top lines sound way too casual for someone battleworn. He also has some big swings emotionally that don't fit the brief - again swaying cartoony. Reads must be more grounded unless the game is aimed at small children - then more animation techniques can be applied.		Needs Improvement	Needs Improvement
Victoria_Newhuis_Cleric-JKworkshop01232026.mp3	There's something about her I really like - there's a vulnerability at the top but it drifts toward the end. I wouldn't necessarily include fight-pre-life unless it's asked for with a cleric as it would distract from the elevatedness this character has. Fine for a "warrior" as their job is in the title. We can't be sure if this cleric fights with you or just stands at the pulpit.		Needs Improvement	Needs Improvement
Victoria_Newhuis_Mage-Sprite-JKworkshop01232026.mp3	I like how quirky she is but it's leaning a bit cartoony. Ground her a bit more into reality - even if she is "as mad as the cheshire-cat" her feelings and thoughts are still real to her. And that sincerity will ground your performance away from cartoons.	Good	Needs Improvement	
Vince_Melamed_Cleric_JKworkshop01232026.mp3	I like the character being created here but the lines are too languid for a video game. Make the stakes much higher for the situation your character is in and you will find that movement.	Good	Needs Improvement	
Vince_Melamed_Orc_JKworkshop01232026.mp3	I need more volume on the words for this character. I love the mouth sounds and wetness but if you're having to push this too hard, that's what's causing the loss in volume. Be sure that the character sounds strong throughout so that the casting director doesn't make a mistake and think that you cannot sustain the voice you've created for the length of a session	Good	Needs Improvement	