

Actor	Notes	Interpretation	Performance
GENERAL FEEDBACK	What I want to hear more than anything in auditions is how well you become the character: saying the lines like you are that character and not just performing it. With games it's always worth remembering that a character's world is <i>real to them</i> - no matter how fantastical it may seem to the player - and they will react in real, natural ways accordingly. Second takes should always show something significantly different in terms of accent, vocal quality, intention, energy or emotion, not just a slightly different emphasis on some words or a slightly altered overall tone.		
Amethyst_Rachel_Doda	Solid characterisation which definitely captured the chaotic and arrogant nature of the character. I enjoyed the performance, particularly the final line, and also found it a little too theatrical for games at times. Although the game is set in a fantasy world and the character has personality traits which lend themselves to a more dramatic read, interactive performances are generally always more grounded. I would have liked to hear the same choices made with a quicker pace and more sense of being the character rather than performing it. I would recommend using adlibs and emotes more as flavour than filling, as they added a lot of additional time to the read.	Good	Needs Improvement
Annie Galanis_Victoria_Newhuis	Very nicely inhabited character, really enjoyed the natural conversational flow of the lines, the appropriate adlibs and the variation between the 3rd and 4th lines. Being very picky, the articulation was slightly sacrificed for speed at times in the 1st line but this is a minor quibble about an excellent read overall.	Great	Great
AnnieBeaumont_Marisa_Duran	I enjoyed the confidence and clarity of the characterisation as well as the believable and conversational flow of the read. Choices were appropriate and the variation between the lines was good to hear, particularly the emotional tension of the final line. British RP accent was of a high standard overall with only a few key points keeping it from being native-standard (occasional vowels, emphasis and intonation patterns) - only mentioned because at times it sounded like concentrating on the accent got in the way of the performance a little.	Great	Good
AnnieGalanis_Tasmin_Singh.mp3	Some nicely developed character aspects, particularly her warmth, carefree nature and fast-talking and you made clear performance choices for each line which showed me variety and range. There was a sense of talking at the player character rather than to him, and the emotion of the second two lines didn't quite land as a result. The character's wit and sarcasm was hinted at in places, it would have been good to hear this developed further. I liked the different approach in some of the lines in Take 2.	Good	Good
AristaGudrun_Whitney_Rhea	Characterisation was appropriate and very consistent. I would have liked to hear more variety in intention, pace, rhythm and volume between the lines, and more distinct emotional shifts and intention as every line was very similar. This gave the sense of talking <i>at</i> the player more than talking <i>to</i> them. The second take was too similar to the first take to really add anything to the overall audition.	Good	Needs Improvement

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Blott_Julia_Hartwell	I liked the natural flow of the lines and the accent is appropriate. While I warmed to the character and the read was engaging, it would have been nice to hear more aspects of her personality, particularly the serene druidic hippy side, this Blott sounds a little too grounded. There could have been a lot more exploration in terms of intention, volume, pace, and emotion as all lines 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	Needs Improvement
Damien_Stephen_Zhu	Solid characterisation, great voice for the character and believable performance overall. Choices were clear and committed which gave a good sense of your range as the character. To push it to the next level, I would have liked to hear more physicality - the emotes you included in line 4 were excellent and showed you can really inhabit a scene. It would have been great to hear you use your breath to do this for some of the other lines to communicate the stakes and tension, particularly in the final line which wasn't quite as convincing.	Great	Good
Eli_Joanne_Lichtenstein	I really warmed to your characterisation, you clearly have a solid grasp of the character and their nature and provided engaging reads. Fun characters in games can be a gift and a challenge as it's very easy to make them more cartoony, and I found both takes to be a little too exaggerated for games, as they were closer to animation. The broad nature of the accents contributed to this as well.	Good	Good
Eve_Ro_Dempsey	I enjoyed the conversational flow of the performance and the sense of talking "to" me. The characterisation was more on the sensible and older side than fun, charming and affectionate, it would have been good to hear these sides brought out more, as well as her youth. I would have liked to hear more of your range through offering contrasting volumes, intonation patterns and approaches between each line. I would recommend more interrogation of the text and making clearer choices in intention to really show the contrast as well, particularly with the drunk lines.	Good	Good
Fawkes_Hannah_Hellwig	I enjoyed the overall performance of take 1, it was believable with nice emotional variation between the lines. With everyperson/protagonist roles especially, I'm really listening for how fully an actor embodies the role and fully captures the character. I felt that more key aspects of the character's personality could have been addressed - I heard their vulnerability, but less so their resilience, stubbornness and curiosity. Offering a take with a different accent option is a valid choice, and also a good choice to put take 1 first in the order, as the strongest option.	Good	Good
FrostQueen_Alaina_Wis	Characterisation was very fitting, I believed you as the character, intimidating and chilling with appropriate use of emotes and adlibs. It would have been great to hear even more variation between the lines, particularly in terms of pace, rhythm and volume. It's very easy for short lines (barks) to sound similar even with changes in emotion if they have the same speed and volume, switch these up to achieve even more variety.	Great	Good
FrostQueen_Paula_Macchi	The voice and approach to the character was definitely heading in the right direction, with some lovely notes in the final lines. I would have liked to hear a stronger characterisation and more sense of the text being lifted off the page and presented as the voice of the character, with clearer shifts in emotion and intention between the lines.	Needs Improvement	Needs Improvement

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Helen Dauer_Chloe_Elmore	A solid and nicely conversational performance with believable choices. At times the age slipped, more in intention than in tone, so that the character sounded a little performed and younger, the connection to the character's experience was a little lost and the important emotional beats skipped over. Articulation could be more precise at times, more noticeable because this is a key characteristic of the British RP accent.	Needs Improvement	Good
HelenDauer_Kat_Wyvern	I liked the commitment to the emotional contrast between lines. I felt concentrating on the accent and affected nature of the characterisation got in the way of the performance and flow. The use of breath and slightly disjointed flow meant the meaning of the text was somewhat lost and emotional moments were performed rather than felt.	Needs Improvement	Needs Improvement
Raya_Teresa_Kramer.mp3	Really enjoyed the definite choices and excellent emotional and tonal variety between the lines, particularly the proximity shift in the first line - when this is done well (as it was here), it's very effective. Conversational and natural performance, great use of adlibs. Being picky, it would have been great to hear slightly more emotes to physically place you within each scene and a more vulnerable read in the final line, to really sell her bond with her brother. A strong read overall though.	Great	Great
JAY_Ashley_Mauerhofer	I appreciated the characterisation and the variety between the lines. While the fast pace gave it a nice conversational feel, it also meant some of the emotional beats were missed and the lines sounded a little rushed at times. A slower pace would allow more time to find the nuances within the lines and play up various character traits to create more of a fully rounded character. It would also give you the chance to showcase your range as an actor.	Good	Good
Jay_Carrie_Carney	Developed characterisation from the start, I believed you as the character. Excellent use of emotes to sell the different scenarios and provide contrast between the scenes and context within them. I really enjoyed this read, my only suggestion would be to commit fully to the lines with less action content (e.g. line 2) as much as you do with the lines that have it.	Great	Great
John Hobbes_Jon Eric_Preston	There were definite shifts in intention in a lot of these lines which was good to hear. In take 1 he character sounded older and more pompous than awkward. The performance was also quite performed and theatrical, it would require a lot more grounding to work in a games context, though that may have been due to concentrating on the accent (although this was fine overall.) I would recommend concentrating on talking <i>to</i> the player (or other character) rather than <i>at</i> them. Take 2 was stronger, I would have preferred to hear that first in the audition.	Needs Improvement	Needs Improvement
Justice Bailey_Shara_Kirby	You captured the calm, soft nature of the character very well, I enjoyed the characterisation and the conversational nature of the read. I would have liked to hear much more variation between each line as all lines were very similar in pace, volume and energy, they sounded like they were all part of the same speech. Even when sides don't provide specific directions, casting directors do need to hear different intentions and approaches for each line to showcase your range - it's up to you to make choices. Accent in take 2 needs refining (though thank you for offering something different as an option!)	Good	Needs Improvement

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Kasper Bergman_Vince_Melamed	The character choices were clear and interesting but were let down a little by the inconsistency of the voice and accent. The emotional changes could have been much clearer, all lines were a very similar pace, rhythm and volume. It's also worth remembering that comedy games will be looking for performances which showcase your comedic skills.	Needs Improvement	Needs Improvement
KasperBergmann_Dan_Foster	The energy and characterisation of this are a great fit for the game, comedic and slightly heightened while being grounded in the truth of the character - who is slightly buffoonish by nature. Loved the very different 2nd take as well, a wonderful way to show range. This was an excellent read, my only suggestion for the future would be to try and find slightly more variation in volume and rhythm between the lines to really show off the character.	Great	Great
Kim_Annabel_Rosario	A natural and conversational read that was engaging to listen to. Clearer intentions and using your breath to really commit to emotional shifts would have made this even more effective. I would have liked to hear more defined characterisation as well, particularly bringing out her bluntness. 2nd take is closer to the character in terms of personality and different enough to include as a second take.	Good	Great
Kim_Chantelle_Ramdeen	Some interesting choices with effective use of breath. Overall there was slightly more sense of talking at the player/other characters rather than talking to them, getting to grips with this will give your reads more of a natural flow. Combined with your already clear choices, this will really elevate your reads.	Good	Good
Kim_Dani_Gage	Strong characterisation, works very well for the character and good conversational flow. I would have liked to hear this combined with commitment to real variation between the lines, as lines 2-4 sounded very similar in intention in both reads, and the emotion of the final line didn't quite land. Take 2 lost the characterisation (too casual) and wasn't significantly different from take 1.	Great	Good
Kim_Frankie_Vega	I like the awkwardness of the character a lot and the natural reactions. Nice clear changes in intention between the lines, enjoyed the use of adlibs to sell the emotional changes. It would have been good to hear more sense of a change of stakes and location communicated through volume and overall approach, to give a real sense of inhabiting each different scene.	Great	Good
Kim_Kara_KovacichStewart	A competent, polished performance. The characterisation didn't quite capture the main character beats, she sounds older and more experienced than described. I would have liked to hear more connection to the human experience and more truthful emotion as well. For the character, their world is real and they will respond to unexpected situations in all the messy, unpractised ways that people do.	Good	Good
Leo_Julia_Langholt	Particularly enjoyed your use of breath to sell emotion and intimacy, as well as being appropriate for the characterisation. 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 final line was a good example of this, it would have been nice to hear it in other lines too, particularly in lines 3 & 4.	Great	Good
Leo_Julie_Brown	The anxious and cautious aspects of the character were clearly defined and consistent. I felt there was an over-reliance on this which meant the emotional shifts between lines were lost, and I didn't get a sense of the stakes of some of the lines, particularly lines 3 and 4. It would have been good to hear more grounded emotional truth in the final line.	Good	Needs Improvement

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Leo_Peter_Kieu	Engaging right from the start, some lovely, committed choices which really sold the character. The characterisation was very consistent in addition to showcasing range. Lines 3 & 4 could have been even further separated with more use of breath and changes to volume and intensity to sell the stakes, but otherwise a solid read.	Great	Great
LtPeters_Leonard_Moore	Centered and definite characterisation, I believed you as the character. Great use of emotes and sense of stakes in each line, excellent balance of energy and natural flow. Grounded and real, great job!	Great	Great
Ms. Clarke_Chloe_Elmore	I enjoyed the natural flow and the general characterisation. It would have been good to hear a more defined smokers drawl/rasp, as it's specifically mentioned in the character description, and the energy doesn't quite match that of a chain smoker. All lines are very similar, even when the situation is very similar, variation is still important so we can hear the character's range (as well as yours.)	Needs Improvement	Good
QUIRK_Barney_Cooper	Connected, believable read, great variation, spot-on characterisation and hits all the right notes.	Great	Great
Quirk_Matthew_Kreta	Fun and original characterisation, lovely interesting choices and you've found the humour very nicely! Really great read. Take 2 is nice but doesn't provide any new information.	Great	Great
Quirk_Richard_Stranks	Voice is very suitable for the character and I was charmed by the characterisation. While the natural flow worked well and the read was believable overall, some lines needed a more specific read to serve their function, e.g. line 4 which is more informative for the player.	Great	Good
Raya_Amelia_Diaz	Baseline characterisation worked well and I liked the changes between lines, there was some lovely variation between the lines. The emotional moments felt a little more performed rather than felt, it would have been good to hear more character truth at these points.	Good	Good
Raya_Shelby_diLorenzo	Great variety between the lines and decent characterisation overall. Using your breath, ignoring the punctuation and allowing natural expression of emotes may help with creating more grounded reads that really connect with the emotion of each line. Accent in take 2 was inconsistent, take 1 was definitely the stronger take.	Good	Good
Raya_Stephanie_Nemeth-Parker	Believable and confident read with definite choices made for each line. The characterisation didn't really fit the character as described, she sounded older than 20s and more cocky than blunt. The emotion of line 4 didn't land, it sounded more performed than truthful. and I'm not sure the context was fully understood. The overall approach wasn't quite suited to a dark fantasy game in a quasi-medieval kingdom, it sounded more appropriate for a modern action-adventure game or film.	Needs Improvement	Good
Sam_Chloe_Fenwick-Brown - VOWW	Natural read which became more connected and engaging as you went through. I didn't get a strong sense of the character, the text was read in a nice way without real commitment to the emotion of each situation and a sense of how the character would react. I would have liked to hear more clear application of the context and performance directions for each line (e.g. tipsy, bitter) and a real sense of the character inhabiting each scene physically.	Needs Improvement	Good

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Sam_Elizabeth_Ryan	Energetic and generally engaging read. I would have liked to hear more of the characterisation as described in the brief, particularly more genuine and empathetic connection and more self-doubt. While I like the variation between the lines, the emotion of the final line comes across as more performed than truthful and heartfelt. I felt at times you were playing a more generic "video game protagonist" character rather than this specific character.	Needs Improvement	Good
Sylvan_Alejo_Torres	Interesting characterisation and I enjoyed the emotes and the emotional shifts. Short auditions can be tricky as they require you to convince a casting director in a very short space of time, and you used the 2nd take to really showcase more range, which is great. I would suggest making a very clear distinction between the lines for short auditions, to avoid the sense of the lines being connected, which was the case here to some extent.	Good	Good
Sylvan_Terrance_White	I enjoyed the characterisation. It would have been good to hear more variation between the lines and more focus on really playing the performance directions as stated, as the lines were quite similar, which is a risk in shorter auditions. The staccato nature of the chosen character voice could potentially work in a game, though it might become a little repetitive. I'd recommend using a contrasting performance style for the second take, to show versatility.	Good	Good
Urien_Henry_Schrader	Characterisation was interesting and read was generally believable. I felt the accent slightly got in the way as the character and text nuances couldn't really be explored. I would have liked to hear more understanding of the subtext in the reads as the character is complex and the emotional shifts need to be clearer.	Good	Needs Improvement
Urien_Paxson_Helgesen	Your version of the character was very affable, I didn't really get a sense of the sly, manipulative nature as described in the brief. The read is believable, it's just not quite right for the character or the situation and there isn't much variation between the lines. This required much more interrogation of the text, character and performance directions.	Needs Improvement	Needs Improvement
Visker_Laila_Berzins	Great sense of authority and command, very believable characterisation and performance with developed sense of talking to the player (rather than at them). Overall tone is suitable for the game with clear understanding of the function of the lines in the game. Could potentially have slightly more variation between the lines, but overall a very solid read, good work!	Great	Great
Visker_Suling_Chan	Commanding from the start and I enjoy the sense of pride and smile as well as the authority. The read could have had a slightly more natural flow and be more grounded at times, talking to the player rather than at them. Tends towards being slightly more performed by the end of take 1. Like the option in take 2, not quite as strong a read but an interesting alternative that would make you stand out.	Good	Good