
Subject: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 12 Apr 2006 03:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi everybody

i am currently working on various NPC/ RPC characters for my mod of 1.13 and i would need speeches for them as a next step to complete them

this time around, the characters will talk english (well, rather broken english or with heavy accent depending on their ethnic background) so i am looking for english speaking voice actors.

there are various kinds of characters, ranging from various east europeans over scandinavia people to Texans, to Brits, to Italiens and some character speaking African american vernacular english (:professor:)

i will look for german and chinese character voice acting in the german and chinese boards i guess, so the characters mentioned above would mainly be the ones for which i am looking for speakers here. Please, anybody interested can contact me the_scorpion@swissmail.net for further information and some insight into the character selection

i need your help guys since it is not too easy to make good speech files

please consider even myself i have done the voice acting for some characters so there is no need to speak english very well, english with strong accent will do it and will even be better for certain characters :naughty:

requierements is basicly to have a microphone and a tool for recording (XP has a sound recorder)

thx anybody

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 12 Apr 2006 19:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it seems, the motivation for having "your own" character in a game is not quite enough, is it?

in ja2 vengeance, my voice actors later on also became betatesters and the first to fight so to say.

I hope i'll get some feedback on this because there ar elots of characters that need voice acting

Subject: Re: voice actor casting: donate your voice
Posted by [Frank Ballew](#) on Wed, 12 Apr 2006 21:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm pretty good at doing different voices but I'm a modding/programming moron. I don't even know what I would need to us to make usable files. I would love to put time and effort into the modding process, just don't know where to begin.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 12 Apr 2006 22:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks for your interest CATMAN. The way i was planning it, no knowledge about modding or coding is required. i would basicly just send you the speech subtitles, which you read aloud and record

the only tool that i would send you is the ja2edt.editor. this file is some 100KB small, so i can send you that by email, plus it is in english and works simple and stable

using it, you can also correct mistakes that i made or replace whole lines with more appropriate ones.

anyway, complexity should not be an issue.

by the way it doesn`t matter what english you can talk, there are many characters that don`t really depend on an accent or a nationality for that matter

so american english is just fine, it is just that the range of playable characters is small but international

Subject: Re: voice actor casting: donate your voice
Posted by [reserverat](#) on Wed, 12 Apr 2006 22:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

How many lines of dialogue would characters need recorded and when do you need them completed by.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 13 Apr 2006 00:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it completely depends on the character. some NPC have only 15-20 lines to say, RPC`s however can have over hundred lines to say (particulairly number 57-60 as they also have some sector specific lines)

there is no deadline so far as my mod is far from being completed

Subject: Re: voice actor casting: donate your voice
Posted by [Shrike](#) on Thu, 13 Apr 2006 00:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can have a go at it. My native language is Dutch, but people tell me my English is good. I could also do French and Japanese if required

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 13 Apr 2006 01:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hehe thank you shrike. i see you are multilingual

maybe you are talented for some trickier characters? Like a Mujaheddin type character that is a religious muslim or so. This is also a matter of political sensitivness i am afraid

the game plays in the caucasus/ black sea/ turkey area so there will be various characters like that

Subject: Re: voice actor casting: donate your voice
Posted by [DaCheetah](#) on Thu, 13 Apr 2006 05:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't have a mic, but in the event I get one before you finish, I can do, well, American... yeah.

Subject: Re: voice actor casting: donate your voice
Posted by [enemy](#) on Thu, 13 Apr 2006 06:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

What about curse words / bad language? Will it be tolerated? Or maybe make a "clean" line to accompany the "bad mouth" line just in case...

1a. "STFU! I Heard something..."
1b. "Shut up! Heard something..."

2a. "Made it here. Next time I'll steal a f***ing car."
2b. "Here we are. With blisters and everything."

EDIT: I just realized why neither of 2a or 2b wouldn't work out because 2a would sound stupid if merc in fact was delivered by car and 2b was made up with only walking in mind... But those were just examples. Looks like it's better to stick with ultra-generic "Made it here" -type of dialogues due to fact those dialogues can't be tied to method of transportation merc was delivered, even avoiding using the word 'we' since mercs CAN travel alone.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 13 Apr 2006 14:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Curse words/ swearing would be tolerated depending on character and his/ her probability to use swear words curses. so far i thought of a system where i write the dialogue lines but give the speaker the option to correct me if my solution/ suggestion is too substandard or old fashioned or for other reasons not matching the character

if you speak an EPC or RPC, you can use excessive cursing in the battlesounds, these have no subtitles and appear more often in tactical view

off course rather generic cursing than stuff people could get too offended.

@enemy of the bowine

1a is an example where the subtitlle can be "STFU" but the voice itself can spell it out.

@Catman

i just noticed i have no way to contact you (e-mail wise)

Subject: Re: voice actor casting: donate your voice
Posted by [Frank Ballew](#) on Thu, 13 Apr 2006 20:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Srorpion - just updated my profile to show my email to memebbers. ANy advice on which mic to get?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 13 Apr 2006 21:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you. will send a message

hm, i can`'t tell. Ja2 probably won`'t be able to play brilliant quality anyway, so you definitely don`'t need high end equipment as far as a mic is concerned

Subject: Re: voice actor casting: donate your voice
Posted by [Frank Ballew](#) on Thu, 13 Apr 2006 21:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Should easily be able to do those two voices. Just send the scripts when you're ready. :cheers:

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 13 Apr 2006 21:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay cool, thank you

sent you the files

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Fri, 14 Apr 2006 01:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hit me with some subtitles and indications too,if still in need.
Not sure how fast but hell,I'll do it!
Can do italian and french accent too.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 14 Apr 2006 03:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay, thank you Az

indeed i do still need voice actors, volunteers are still very welcome.

i guess i don't even have contacted all that stepped forward here becасue you know it is not easy to assign people to charaters without knowing their voices. Those that i have not yet contacted might drop me a mail, there it is easier for me...

thx for your support guys! i truly appreciate it and don't be discouraged if it seems a bit chaotic what i am doing, assigning voices to characters is a long and complicated process and will most probably take some time

Subject: Re: voice actor casting: donate your voice
Posted by [reserverat](#) on Fri, 14 Apr 2006 13:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd be willing to help but I can only speak english with a slight Australian accent altho I can add more "aussie" flavour if required.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 14 Apr 2006 18:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i sent you a message reserverat.

@all

I guess i will have to properly align the characters to speakers and then see how to proceed and how many more speakers are required

i hope i get some feedback about my proposals so we can get this into an order

thx everybody for participation

Subject: Re: voice actor casting: donate your voice
Posted by [Frank Ballew](#) on Fri, 14 Apr 2006 21:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorpion - the .bmp files show the two characters and their dialog in that instance. The other files are gibberish. Do you just want the lines from the screenshot at this time?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 14 Apr 2006 23:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

errr

did you open the other files using the tool that i sent, ja2edt editor?

or did i forget to send it?

Subject: Re: voice actor casting: donate your voice
Posted by [Frank Ballew](#) on Fri, 14 Apr 2006 23:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Didn't see editor. You might have forgotten to send it.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 15 Apr 2006 00:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay, i sent it now. Hope it works out. otherwise... i am here and have time

Subject: Re: voice actor casting: donate your voice
Posted by [Shrike](#) on Sun, 16 Apr 2006 10:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, I overlooked this new forum - silly me

@the scorpion: I'm afraid I have no Arab/muslim impersonating skills, but feel free to mail me a character (you have my address) and I'll see what I can do.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 16 Apr 2006 15:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

no problem, there are still enough other characters around. i guessed that this character i suggested will be a tricky one to find a speaker. Maybe i will have to do it myself, would be fun but would again lead to too many similar sounding characters = not good

i'll find you another character that according to my list, is not yet taken

*edit"

what about a new heli pilot? Has a bit more dialogue than an average NPC and needs some battlesounds, but still not as much work as RPC`s

Subject: Re: voice actor casting: donate your voice
Posted by [Shrike](#) on Sun, 16 Apr 2006 19:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure, beam it over :waving:

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 16 Apr 2006 22:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

should be there...

Subject: Re: voice actor casting: donate your voice
Posted by [Shrike](#) on Mon, 17 Apr 2006 03:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm, nothing received yet. Check my address in my profile just to be sure?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 17 Apr 2006 04:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry. my bad

sent a new mail, hopefully to the correct account this time

it was the chopper pilot, right?

Subject: Re: voice actor casting: donate your voice
Posted by [reserverat](#) on Mon, 17 Apr 2006 21:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorpion did you get my reply to your email? I haven't seen any files or further message.

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Tue, 18 Apr 2006 23:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

@The Scorpion: you have mail!

2,8 Mb of a zip in your mailbox(is it big enough?)-25 wavs,smallest at 50k, biggest is 441k. Not much bigger sound files than the ones you used in Vengeance,if I remember correctly.

Sorry,the editor you sent me couldn't open the files(missing extension,unregistered file,bla,bla,bla),sooo...I bearily managed to open that.You'll have to rename the files yourself,they are numbered from zero to twenty-four.

By the way who is,technically, the moddable NPC that supports(could support) so much talking? The only one I can think of would be Brewster...

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Tue, 18 Apr 2006 23:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

@ DNA (from DownUnder):

we,or rather The Scorpion, could really use a soundmaster.Are you that one?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 19 Apr 2006 01:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

@reserve rat

yes i received them. i was still fiddling around thinking about which characters to assign to you.

i can send you files, but had lots of problems wiht my email account so maybe it takes even longer. sorry for the delay

@azazel

i'll check the files out thanx a lot

i like the files a lot. I think your speech very nicely matches! great job. You want a more important role? A mercenary or RPC role i guess?

there are only few RPC`s left. I have to see which speakers will actually deliver their speeches. damn it is really hard.

however i am not running out of NPC characters. Sure the one i assigne dyou is not amongst the most important ones gameplay-wise, but i guess i would have a big badass bad guy for you if you wanted to lend your voice to a villain

btw some of my speakers say that this tool <http://audacity.sourceforge.net/> is very useful for this task

Subject: Re: voice actor casting: donate your voice
Posted by [mrjmwarren](#) on Wed, 19 Apr 2006 11:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorpion

I can do your African American mail voice. Let me know if you need the help still.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 19 Apr 2006 14:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi generaljoe

i have nobody so far for this character. However i guess i have to wait for some answers though

i will inform you as soon as i know more

#edit

okay, i sent you a message, looks like it works out that way. hope to hear from you soon

thank you

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 19 Apr 2006 23:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

IMPORTANT

sorry. I messed up. that edt editor i sent you guys is incomplete

http://jagged.gamigo.de/download/filearchiv_list.php?group=7

here you can get it ja2edt is the download. read the read me, it requires VB-6 to install

please get that file!

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Sun, 23 Apr 2006 00:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by the scorpion:
@azazel

but i guess i would have a big badass bad guy for you if you wanted to lend your voice to a villain

btw some of my speakers say that this tool <http://audacity.sourceforge.net/> is very useful for this task Load me.

Is that tool any good at filtering noise,and changing tonalities?

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Mon, 24 Apr 2006 04:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 25 Apr 2006 20:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i`m sorry i haven`t testes the program myself but i will once i get around to re-recording some

speech. then i will tell. If it is very good i can try to filter your speech if you want.

i just posted the link one of my speakers sent me.

Subject: Re: voice actor casting: donate your voice

Posted by [JohnnyK3886](#) on Wed, 26 Apr 2006 01:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

What voices do you still need filled? I can do all kinds of voices. (It's a nerdy skill.)

Lemme know what needs doing, I'd love to help.

Subject: Re: voice actor casting: donate your voice

Posted by [the scorpion](#) on Wed, 26 Apr 2006 02:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

thx Pliskin

it seems i have a Texan NPC guy that has no speaker yet. Send me a mail if interested.
the_scorpion@swissmail.net

this will be active over a long time here and it is very probable that later on, more characters will have to be spoken.

so it will be always possible to join here because it is work in progress

Subject: Re: voice actor casting: donate your voice

Posted by [JohnnyK3886](#) on Thu, 27 Apr 2006 05:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by the scorpion:

thx Pliskin

it seems i have a Texan NPC guy that has no speaker yet. Send me a mail if interested.
the_scorpion@swissmail.net

this will be active over a long time here and it is very probable that later on, more characters will have to be spoken.

so it will be always possible to join here because it is work in progress Like, a "WHOO HOO I'M A COWBOY!" Texan, or a "Hi, I'm from Texas" Texan?

^ _ ^

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 27 Apr 2006 15:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

rather the second. hi, i am XY from Texas

an engineer-type NPC who needs an escort out of the country.

can send a pic if interested

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Fri, 28 Apr 2006 10:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surely! Hit me up.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 28 Apr 2006 15:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i sent you the files in question. Be sure to tell me if anything`s wrong with it

Subject: Re: voice actor casting: donate your voice
Posted by [Sigma](#) on Fri, 28 Apr 2006 18:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just saw this thread. If you still need some Scandinavian voice, I

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 28 Apr 2006 18:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

you know these characters don`t have to be Uber-stereotypical. If the accent is audible (which it usually is) that is okay, that will do.

the point with the scandinavian character i have is that i theoretically have a voice actor on it, but haven`t heard anything for a long time

so maybe if i still won`t get a reply in some time from now, that character will need voice acting. You see it is difficult to tell for me whether these speeches are actually being created or not. I can

definitely use more voice actors, but without feedback of those that have a character assigned i am a bit stuck.

I will contact you about this character depending on whether i get a confirmation that the work is already being done (don't want to people to do the same work twice)

@at all voice actors:

i don't mind about delays, but it is very useful for me if you keep me a bit informed. Not getting replies on e-mails feels uncomfortable

sending samples so that i can see that people are actually doing the recording is VERY useful for me.

thx

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Tue, 02 May 2006 03:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, I changed some of his dialogue to seem more... Texan.

My Aunt and Uncle, plus their two kids, are Texan, so I just threw in some stuff I usually hear a lot when they call on the phone during holidays and stuff. ("TARNATION!!!" being one of my favorites, lol)

Anyway, I'm all set to do the recording tonight, as, by some miracle, I have a Monday off. ^_^

I'll send you all the files after I get an e-mail back from you regarding the twice-appearing line, Scorp.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 02 May 2006 04:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i received your message and replied to it. The script of the character is not all perfectly tested but i don't want to rewrite it too much so that's why the same speech line is used twice.

thx for paying attention to it. I have noticed i have made quite a couple of mistakes writing all these subtitles so i very much appreciate corrections made during the recording

Subject: Re: voice actor casting: donate your voice
Posted by [Mr Green](#) on Tue, 02 May 2006 11:28:00 GMT

Hey I dunno if it's too late, but I'd be happy to lend a hand with a voice if you need it.

I'm an aussie male, but I can speak Japanese if you need it. I have some jap friends that could make sure I say it right too.

And yes I can okka up my Australian if you want it.

Hopefully this helps.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 02 May 2006 16:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

no, it is not too late at all, it is just a question of assigning which character to whom. Plus maybe i can add new characters. i hope you won't mind if it takes me some time to come back to this offer.

i am taken a bit by surprise by so many people interested

thx to everybody.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 06 May 2006 19:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

hy again

it would be very useful for me if those that have a character assigned (i sent you the subtitles) could give me some feedback, be it here in the forum or via e-mail about

1. Whether you can actually make the speeches. If any problems have appeared, the wrong files sent, no time, whatever problems there can be, please tell me
2. If you have already commenced with creating the speeches and if it is possible to send me a sample
3. An estimation whether you will have enough time/ ressources to make them. As i said earlier, there is no hurry, but i like to have a slight overview of the who can deliver sooner and who can only send the files later.

if you have your speeches completed, better send it it to this alternative email adress vladtheempalor@gmx.ch because there i have more storage

i have already received some speeches and have tested them to a certain extend in the game and

i like them. So if you are unsure about quality or anything, only in game testing with the matching faces, maps and all will truly reveal whether i like it in the end or not

i am sure there is really good work being made, but i would be happy to know a bit about your progress, problems, estimations about how much time is still needed.

This is because i need to regain a better overview over any progress made.

(i am working hard to make the quests and maps for your custom characters working. Faces for the characters already exist and work)

we are progressing, i am adding goodies to the game that i hope you will like.

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Sat, 06 May 2006 19:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm still waiting for that villain you threatened me with...

Subject: Re: voice actor casting: donate your voice
Posted by [szultz](#) on Sat, 06 May 2006 20:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll throw my name in the hat, I'm estonian, speak pretty good but not flawless english, atleast so do I think. I can try to do some rushian, but it wont be authentic.

I'll contact you by e-mail myself.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 08 May 2006 03:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi szultz, Azazel, Sigma

I need to get some things straight. Gain a better overview. Then i can give you clear info.

@Azazel

i do have that Villain for you. But as said above, i need to clarify some things before i can send you the files. I hope to get that Info i need during next week

edit

villain ready, but slightly complicated. Can send you the scripts.

@Szultz

I sent you a message. I need to find the matching character for you. It is not easy.

@Sigma

Maybe I can add another Scandinavian character. I have to see about the first one though. Got to check if that one is already being made or not.

Subject: Re: voice actor casting: donate your voice
Posted by [blackmac](#) on Sat, 20 May 2006 18:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Count us in. My daughter and son (ages 13 and 10, respectively) are also avid fans and players of the JA series and am sure they'd be glad to help out.

We have perfect American English accents as both my kids attend the American school. I'm almost a native speaker as well. My daughter can also do a host of different accents, namely: British, French and Chinese.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 20 May 2006 21:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey cool blackmac. I must honestly admit I have not yet thought of children as part of the storyline, but actually now that you mention it, they would certainly be something special.

I can't promise anything to your kids because creating JA2 like looking kid faces is very difficult.

There is a scientist/ doctor-like character currently not assigned. This is an NPC that will be part of a bigger quest. Interested?

edit

By the way from people's opinions on what characters would be fun to have, I guess that the Chinese accent of your daughter could add quite something to the mod. Again here I would have to create a matching character

thx a lot

Subject: Re: voice actor casting: donate your voice
Posted by [blackmac](#) on Wed, 24 May 2006 18:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sure thing dude - you can send instructions and all other stuff to my email:
blackmac_ja2@yahoo.com.

Other characters? ... hmmm ... I'll go ask my kids - they could come up with something interesting.
They're solid fans of the JA series!

I'll be waiting for your correspondence!

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 25 May 2006 02:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i sent you the files. I am working on further characters too so those that were ready to join but
have not yet got a character from me might get it later on

Subject: Re: voice actor casting: donate your voice
Posted by [Syrup](#) on Thu, 25 May 2006 04:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi

20, male, new zealand

let me know if i can help... although i don't know what state this microphone is in

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 25 May 2006 17:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hy syrup. I do have characters left, but usually not the easiest ones

i will be looking to contact you once i am sure what character and the once the speeches are
written

i believe the same goes for Szultz, right?

btw for all of you that are recording speech, the miles sound system helps making filesize smaller
without losing quality (too much)

<http://www.radgametools.com/mssdown.htm>

Subject: Re: voice actor casting: donate your voice
Posted by [The NumbNuts](#) on Thu, 25 May 2006 18:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you still have charas left, I can lend you my voice
Im from Finland, so I might have a scand feel in to it, but my american friends tell me that my english is very good.
So if you still need one, I'm all your's.

btw: I'm pretty sure that I could do steretyphical german-english or russian-english
btw2: Just remembered that someone once told me that I have a whiny cartoon voice What ever that is supposed to mean. Don't know really if this is true or just a way to annoy me

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 25 May 2006 20:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i sent some messages (szultz, syrup, Numbnuts)

atm my email account @swissmail is down. Can you contact me over the one that this board indicates in my profile?

sending bigger files also better not to the swissmail account

thx

Subject: Re: voice actor casting: donate your voice
Posted by [Augustus](#) on Fri, 26 May 2006 04:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello, I've been playing with Vengeance for many days. Enjoyed me a lot!

If more speeches are needed you can count on me, if you wish. :ok:

Subject: Re: voice actor casting: donate your voice
Posted by [Isgrimm](#) on Sat, 27 May 2006 19:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi there,
i like your work and would like to support you. I

Subject: Re: voice actor casting: donate your voice

Posted by [Bearpit](#) on Sat, 27 May 2006 20:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Scorpions account took a full frontal hit and has suffered a major meltdown so he may have to re-register as something else with a new e-mail address.

Sorry this happens occasionally.

We had a few technical problems over last couple days.

Subject: Re: voice actor casting: donate your voice

Posted by [blackmac](#) on Sun, 28 May 2006 18:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

10-4

Subject: Re: voice actor casting: donate your voice

Posted by [Bearpit](#) on Sun, 28 May 2006 19:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks to Abdul scorpions account has been resurrected & is again functional.

Subject: Re: voice actor casting: donate your voice

Posted by [smiling assassin](#) on Mon, 29 May 2006 03:31:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

cool. sent you sum messages and samples

Subject: Re: voice actor casting: donate your voice

Posted by [Abdul](#) on Mon, 29 May 2006 05:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would have been nice to specify what error it was. Anyway, it's working now. Feel free to login to your original account.

Subject: Re: voice actor casting: donate your voice

Posted by [Headrock](#) on Mon, 29 May 2006 09:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey scorpion, I figure it can be fun to help if I can get this damn mic to do its thing. Need anything? I'm an actor in Real Life, and can do a bazillion different accents, both english-speaking and otherwise, including phrases in appropriate languages. Sorry I missed this thread before

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 29 May 2006 15:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

thx a lot Abdul. It works again *big up*

I'm very impressed by the feedback from you guys here recently. Because of the email server failure it might take me some time to reassign stuff. damnit.

I have not yet assigned any character to Augustus, Isegrim and headrock

and I failed to understand blackmac's posting (10-4)

I hope you guys have patience. Thank you

@Head Rock

wow this is impressive. I'm sorry you missed this thread previously too the selection has become more limited, but in fact I should find a character for you.

@all

if you tried to send me stuff, it wouldn't reach me on that swissmail account! Please use one of the accounts in my profile(s)

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Wed, 31 May 2006 14:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've nearly finished the Texan.

I took a serious "real life take over" the past weeks, but work is no longer insane, and I can devote some more time to it this coming Friday - hopefully he'll be finished by then.

I'm game for something else, too.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 01 Jun 2006 15:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

great. I'm looking forward to hearing them

the characters I received so far I was very happy with them. What really always is an issue is loudness/ volume.

I'd suggest that voice actors take a look at existing ja2 speech or npc speech files. they are incredibly loud. you don't need to be as loud as them, but for a comparison this is useful

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 02 Jun 2006 18:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

to everybody having difficulties or being unsure about the own recording:

i have somebody who assist me on the speech audio. That means even if you feel not satisfied with the results of your work or got an embarrassing review by a colleagues (had this case previously) this is definitely not a reason to feel discouraged

off course the raw speech records probably won't live up to the standard of the professional voice actors of ja2. But after we filter, flip it and reverse it, it's gonna sound damn cool

in any case, send us a sample if you think it is not good and we'll have a look at what can be done. Please don't hesitate to inform me about delays or uncertainty about the quality.

Subject: Re: voice actor casting: donate your voice
Posted by [Kaiden](#) on Thu, 22 Jun 2006 07:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Need a redneck? lol

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 23 Jun 2006 01:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

@kaiden

maybe. There are two voice actors sheduled for what could come close to "a redneck" but haven't yet delivered results.

and there are more characters that can have such speeches. You know i can never tell if those people reappear or not. I tried keeping this thread very active in the beginning so people ar emotivated but obviously there are real life issues, there are broken microphones, there are tons of pssible reasons.

so if you really have some time for that and have the confidence to listen to your own voice digitalized then you're very welcome

of course there is always a way to make yourself immortal lending the voice to a cool RPC or an important villain *biggrin*

Subject: Re: voice actor casting: donate your voice
Posted by [Kaiden](#) on Sat, 24 Jun 2006 08:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll try to come up with some lines, and send em. I don't really know much about the speech files or their numbering, but I'll send you something so you know what you're working with.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 24 Jun 2006 23:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that`s gonna be useful, thx a lot. i will send you some lines afterwards so you won`t have to make up all of that yourself

Subject: Re: voice actor casting: donate your voice
Posted by [Maniacmajic](#) on Mon, 26 Jun 2006 21:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Howdo,

If you are still interested in voices, I'd love to give it a go.
Am a Londoner meself, so if you want a cockney merc then give us a reply yeah?

Subject: Re: voice actor casting: donate your voice
Posted by [PrimeTime](#) on Wed, 28 Jun 2006 06:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey,

im a 21/male from the eastern US.
be happy to do some voice work for you

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 29 Jun 2006 06:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it`s hard to assign you characters because i have many people on my list for doing voice acting who i`m unsure of

this list includes names

numbnuts

general joe

scottybrown

catman

blackmac

sigma

lochmacher

headrock

syrup

pliskin

reserve rat

if these people would contact me and tell me about their status i (if they`re able to do it or not)
then i could probably hand out new assignments to Manicmajic and prime time

otherwise i might just have to set a deadline for those that are idle and reassign every character
that hasn` t answered my calls by then. But as you see i` m damn busy making a mod so i kinda
prefer not having to do the same work twice, three or four times (per character)

just post here if it won` t work out and we can move on.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 30 Jun 2006 04:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

received very nice rpc voice files tonight

so we have one more on the sure side. Gonna be great to test them

thx a lot Bandit!

Subject: Re: voice actor casting: donate your voice
Posted by [Kaiden](#) on Fri, 30 Jun 2006 09:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm working on it

I'm just A: overly critical, and B: pre-occupied with the release that snuck up on me this week. I

was honestly expecting it tommorrow instead of tuesday.

Subject: Re: voice actor casting: donate your voice
Posted by [Sigma](#) on Tue, 04 Jul 2006 18:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it July allready?

Time flies... Honestly, I

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 04 Jul 2006 20:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

for me it's mainly important to know if you're still at it or not so i don't assign the same merc/ NPC to another voice actor

that's why i want to be kept informed of delays, problems and stuff.

sure there is time, but earlier means better

yeah, it's juli. And it's still world cup. But end of this month, there will be no more world cup and maybe you can get that stuff done by then?

Subject: Re: voice actor casting: donate your voice
Posted by [Luchs14](#) on Wed, 05 Jul 2006 06:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

or just kick someone off and replace him by my amorous voice :vader:

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 05 Jul 2006 20:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

you're third in the line

good chance to get it

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Fri, 07 Jul 2006 04:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I finished the Texan today - e-mailing him in a seperate tab as we speak. ^_^

Sorry it took so long - somehow my manager at work got it in his head that I would be a good choice to head up a catering job.... FOR A FREAKING WEDDING.

Word to the wise people of these forums:

Never ever agree to that.

Like ever.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 07 Jul 2006 17:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

great to hear pliskin3886

sounds like it was a big wedding ceremony... big hassle

to which email account did you send the speeches? i haven't received anything *confused*

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Sat, 08 Jul 2006 00:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

to which email account did you send the speeches? i haven't received anything *confused*
[/QB]/[QUOTE]

To the e-mail link that's in your profile.

I compressed the files into a RAR and left the hotmail window open when I went to work yesterday, so it should've gotten to you fine.

Unless of course my wireless connection went "conk" while I wasn't babysitting.

I'll be back at my house in about half an hour - I'll re-send everything then.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 08 Jul 2006 01:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

maybe hotmail has stopped the upload. hotmail sometimes does such things. i even checked

spam suspicion folders but had nothing there ;-(

hope it works this time. How large is it? i think hotmail accounts have limits when it comes to sending stuff

in that case, you could upload it at yousendit.com and i can download it from there

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Sat, 08 Jul 2006 02:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for telling me about yousendit!

Wow.

So much easier.

It's up, 3.59MB all told, compressed.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 08 Jul 2006 04:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

you're welcome

yousendit can be used quite conveniently even for large files

i received the files, thx a lot!

we might have to raise the volume a bit to keep you loud enough to be heard in the game. So there might be a slight quality loss. I hope my sound guy can avoid this to happen

gonna be much fun inganem the texan guy

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Sat, 08 Jul 2006 09:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there anything else I can help you with? I'd love to do something more for the project.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 08 Jul 2006 16:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

alright. in terms of voice acting or can it be something entirely different?

Subject: Re: voice actor casting: donate your voice
Posted by [lockie](#) on Tue, 11 Jul 2006 02:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

saw this late but if your still looking my atrocious english could be described as "quirky"

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Sun, 16 Jul 2006 01:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anything, really.

Just not coding.

I am a paragon of inability, when it comes to C.

X_X

Subject: Re: voice actor casting: donate your voice
Posted by [Bastage](#) on Mon, 17 Jul 2006 15:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm wanting to help, if I can. I'm 41, male and from Winnipeg, Canada. I'm very well spoken and could do a voice for you quickly.

Subject: Re: voice actor casting: donate your voice
Posted by [adr0ck](#) on Thu, 20 Jul 2006 19:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hello,
i just saw that you are also looking for german voices. I'm german and i can also speak english so
i could also mix it up (grunty or thor style)
just tell me if you need my help

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 20 Jul 2006 20:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah, currently one NPC needs a german accent. However it`s not a playable character so if you`re still interested... drop me a note (i didn`t see an email option for your profile)

@bastage

i sent you a message too

Subject: Re: voice actor casting: donate your voice
Posted by [Elias_Maluco](#) on Sat, 29 Jul 2006 23:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you still looking for voices, I would be happy to help. Im brazilian, so I can talk in broken english with a heavy accent. Might be funny.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Wed, 02 Aug 2006 13:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am Slovenian, with good English and bad German language knowledge. If you are still interested, drop me a line.

Subject: Re: voice actor casting: donate your voice
Posted by [Dedas](#) on Sat, 05 Aug 2006 01:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm from Sweden and would be glad to help!

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Thu, 10 Aug 2006 15:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi there scorpion, I'm a long time reader who is new to posting..

Just thought I'd offer a hand if you need it. Me (female) and my friend (male) are both 19yr old New Zealanders who will help if its still needed.

Not sure how much help we'll be but the offer is on the table!

Thanks

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 10 Aug 2006 15:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi Vicky

welcome to the forum. As you without doubt noticed, there aren't many females around here in this forum. Kudos for posting here :bunny:
And since it's primarily the girls in the mod that don't yet have voice actors i'm sure you can be of big help. As opposed to most of the male speakers, you'll have the possibility of picking a character from a (short) list

edit

there is no option to send you an email through the forum so i'd be glad if you send me a mail. thx

@Dedas

we've had some differences of opinion, but if you still want to do the recording, be my guest.

Subject: Re: voice actor casting: donate your voice
Posted by [Dead__Man](#) on Fri, 11 Aug 2006 06:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm interested in this mod, feel like offering my voice to it as well.

Little bout me, well, half Malay, half German, perfect English and German, sarcastic humour, swears a lot and always has a witty remark in even the most dire situations.

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Fri, 11 Aug 2006 15:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You've got mail! I got introduced to the game by my friend and have been interested in the game ever since. This mod sounds amazing and would be fantastic to be a part of..

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sun, 13 Aug 2006 19:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can record some voices, but I need a template (ie. what would you like to hear).

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Sun, 13 Aug 2006 19:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just a quick question in case anyone can help me out:

Firstly, how do you pronounce Yueng?

Secondly, it is definately consultant williams and not consulate wiliams? Just checking before i voice these..

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 13 Aug 2006 23:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yueng would sound a bit like "jang"

yeah, a consultant, this is a an advisor-type of guy, williams is the family name and consultant is his profession/ position, he works for a big company

is this bad english?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 13 Aug 2006 23:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

dead_man, porcupine floyd

I'll send a message in case i can assign any characters to you guys, ok? So if additional characters make it into the game, you'll hear from me.

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Mon, 14 Aug 2006 04:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

makes perfect sense, just confirming before recording I look forward to seeing the completed game. Its weird knowing a little bit but not knowing how it all fits in. Makes it all that more exciting!

Subject: Re: voice actor casting: donate your voice
Posted by [Sigma](#) on Wed, 16 Aug 2006 14:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorp,

I'm just letting you know I'm finally getting into this.

Yeah, anyway, a question: There seems to be a couple lines from Joey I think, I guess they shouldn't be there but is there something that should be replacing them? The lines are the ones where Joey wishes his dad isn't home, and Joey telling about the cash-stash in the mines.

Subject: Re: voice actor casting: donate your voice

Posted by [the scorpion](#) on Wed, 16 Aug 2006 15:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

sigma

thx for noticing. These lines aren't used anymore, however the edt files seem to work strangely somtimes and deleted stuff just reappears. You can ignore everything that^s obviously joey

Subject: Re: voice actor casting: donate your voice

Posted by [the scorpion](#) on Wed, 16 Aug 2006 18:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

by the way, many thanks to Borut, Frank and Vicky for sending in the speech files, ingame testing takes some time so feedback is delayed... sry

Subject: Re: voice actor casting: donate your voice

Posted by [Porcupine Floyd](#) on Wed, 16 Aug 2006 19:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool, I'm waiting to hear from you

Subject: Re: voice actor casting: donate your voice

Posted by [borout](#) on Fri, 18 Aug 2006 04:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

me too, this mod sounds like real fun.

Subject: Re: voice actor casting: donate your voice

Posted by [the scorpion](#) on Wed, 23 Aug 2006 22:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi guys, who of you want to lend his voice to the enemy as well?

everybody i have not yet invited to do some voice samples but would like to do (porcupine floyd as an example) this is an easy way to start!

it's only 5 rather short speeches, but you will hear them often in battle when enemies curse, laugh, or get hit

this recordings are also usable for any other mod and don't depend on the progress of ja2 rr

it's simple, but if we want to make it completely, we'd need 8 voices, amongst them 2 female voices

any volunteers? Borut?

others?

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Thu, 24 Aug 2006 01:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heh heh I can do them, but I believe my voice isn't applicable to short, enemy taunts.

Playing JA2 I always had the feeling those guys are bastard like and sounded that way.

I can try anyway.

I've done pretty much work while making custom sounds for Half-Life mods, so maybe I can edit my voice too

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 24 Aug 2006 01:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh, there are 6 different male voices. some variety might be good. i was even thinking to have foreign languages. If a mod plays, say, in ww2 and your enemies would curse german

or they'd curse spanish in arulco?

there's room for experimenting

BAD0 is one voice

BAD1 is the second one and soon

BAD7 and BAD8 are the girls

we can pick numbers now or later, doesn't matter

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Thu, 24 Aug 2006 02:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, bring them on! just email me the texts
)

Subject: Re: voice actor casting: donate your voice
Posted by [Mauser](#) on Thu, 24 Aug 2006 03:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, i would probably volunteer.

i have a fairly good microphone here and a quite good headset also.
recording software would be audacity.

i could try to make some samples, if the scorpion would tell me the lines, which format tu use and the desired character of the voices.

i can do male english and german (or english with german accent) quite well. although, i have never tried such voice acting stuff.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Thu, 24 Aug 2006 03:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can do male English and Polish.

I've got pretty nice mic too, and I'm using Adobe Audition for recording and mixing things.

Also, send me an e-main with texts and I'll start working on them

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 24 Aug 2006 04:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

borut: no text files for this

see the files as above: bad0_curse: a small curseword, preferably in differnet laguages so we can

simulate any kind of enemies in various mods (i don't know what mauser is up to)

bad0_hit1 and 2 is a sound of pain, when they take bullets or grenades

bad0_die is the sound the enemy makes when dying "aaarrggghhhh" or "aua mein Leeeeeeben" if you want to make an RTCW inspired mod"

bad0_laugh is the what the enemy says when killing a militia, merc, bloodcats or a teammate. It doesn't necessarily have to be a laughing. i could also imagine something like "burn in hell" or whatever bruce-willis-movie like cynic commentary you can come up with

bad0_curse is for instance when the enemy tossed a grenade but it didn't ignite, use some swearwords there

i suggest you use numbers according to the time of your posting, so porcupine floyd would be number 0, boru number 1 mauser number 2

mauser, porcupine floyd: just feel free to experiment with languages, accents and voicing

the only parameter to be observed very closely is how often could you listen to it. You'll hear those lines every once in a while so they should be generic in a certain way

you don't expect me to write texts for 5 lines, do you?

oh, and you can ingame test your work simply by pasting the correctly named .wavs into your data/battlesnds folder (or data-1.13/battlesnds) but notice that they are picked at random so it might take some time until you've heard all your lines in the game

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Thu, 24 Aug 2006 04:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok
i will lock myself, soundproof the room and start cursing)

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Thu, 24 Aug 2006 04:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorpion I'll do some of the female ones if you like once everything is up and fixed. Today is the day I take the stupid box in to be looked at so will keep you informed. Email me anything you want done and I'll have a look at it no worries. It just might take a few days for it to get done.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 24 Aug 2006 05:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Vicky

hope it works out with your machine.

take a look at my posting above. it's 5 lines, for you it's the 5 records beginning with "bad7_"

since they are more like "sounds" rather than "speeches" they don't have subtitles and i didn't write lines for "aaaarrrrgggghhhh" or "ouch" or whatever these utterances are

i'll try to be patient enough to wait for your files. It is easy to be patient in the swiss alps... in fact it's more like a requirement

borout:

i'm not responsible if the police is being called by your neighbors. check article 5578b_113 of our contract

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Thu, 24 Aug 2006 06:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG, maybe I'll better go to my garage or something to avoid police confrontation

I'll see if I can start tommorow.

Anyway - I'm affraid of those "ouch" and "arrrrgggghhhh" sounds, might be funny

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Thu, 24 Aug 2006 12:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorpio, i am working also on a 10 minut machinima that needs voices, very small rolles/ one-liners mostly, etc. is it ok if i ask for help here, in your forum? (its almost a movie, man...))

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Thu, 24 Aug 2006 14:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm back up and running now. All fixed. Thank goodness I used to work at a computer repair place.. cheap repair jobs done quick. But now I'm back on the team. Just let me know what needs

doing and I'll get on to it

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 24 Aug 2006 17:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

borout

what is a machinima?

sure, although it's off topic, you can make a thread here since there are many people here that have a little bit experience with that by now

Vicky

great. So there's the speeches as posted above for you. Plus I promised you another speech role. Right. script is on the way to you

inform me on your progress with the editor if you're still trying to get that beast working

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Thu, 24 Aug 2006 20:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, I got some, but it's raw collection which needs editing. However there are many arrrghhh, ouch, awww, and such sounds and I'd like to send them to you, so we can together choose those that fit best.

I would then edit and denoise them.

Any idea on how could I send them to you? (mail perhaps)

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 24 Aug 2006 21:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, mail as in my profile, vladtheempalor@gmx.ch is one account that has enough space.

variety is good. if you get tired of the first ones, you can use alternative ones.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Thu, 24 Aug 2006 22:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sent.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 24 Aug 2006 23:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i got them, thx

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Fri, 25 Aug 2006 00:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorpio, you dont know what machinima is? strange. (I did not know only till yesterday). Its in a way similar to what you do. You take the graphic program of, in this case Vice City GTA. You then use it, to make your own (in most cases short) computer generated movie. Voila!

P.s. I had to search Internets (TM Colbert) for an hour to understand what that means...

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Fri, 25 Aug 2006 00:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorpion
i've sent you curses (what a strange sentence)
is that what you wanted and if yes, do you need more of them)

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sun, 27 Aug 2006 01:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've done it all man, curses, death throes, hysterical laughing! my neighbours, that were listening to my audio tracks, are on the run or calling police)
need more?

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sun, 27 Aug 2006 02:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I won't be at home next week, so in case someone would like to comment my sounds - please be patient

I'll do necessary editing when I'm back.

Subject: Re: voice actor casting: donate your voice
Posted by [Kaiden](#) on Mon, 28 Aug 2006 09:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry I got sidetracked on this Scorp, looks like you got your Texan though. Hope I didn't let you down too much, and if do still need voices let me know. Although Texan is about the only one I can do.

P.S. Pliskin, record a voice for seeing the buzzards eating corpses... "You gonna eat that?"

That was my plan

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 29 Aug 2006 03:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kaiden

there's still NPC's.

only some 20 lines but as Redneck as you like

Subject: Re: voice actor casting: donate your voice
Posted by [lockie](#) on Tue, 29 Aug 2006 04:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorp if your still lookin i do a mean glasgow toughie accent ;0

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 29 Aug 2006 04:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorpion, did you choose my sounds?

I need to know which ones to edit.

Well, I gues they are at last a bit usefull.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 29 Aug 2006 05:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

they are nice. you had various records in one file so i remember.

if you have the time, can you make all of them in .wav and name them as outlined above? even if we're not using all of them in the mod, other modmakers might use other records, or you can alternate your custom enemy battlesounds files.

for me it was hard to rule out any of the records... depending on context of a mod and who the enemy is supposed to represent, the sounds may differ

if you have less time, chose the ones you like most yourself, we can still let the community test them and have feedback. Does that sound okay?

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 29 Aug 2006 06:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure, I'll name it as you asked, and what for rest - I'll put simple names as "Curse" or "Hit", "Die" etc.

So it will be easier to find them.

Btw. how loud they should be?

0 dB, -3dB, -6dB or what?

It's better to make all of sounds on same level.

Subject: Re: voice actor casting: donate your voice
Posted by [Kaiden](#) on Tue, 29 Aug 2006 09:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you e-mail me the civ lines?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 29 Aug 2006 17:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kaiden

civ lines are on the way

porcupine floyd

yes i agree, all on the same level is good.

loudness is an important factor. i'll provide you some of the original sounds so you can adjust the volume to them, okay?

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Tue, 29 Aug 2006 17:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually yeah Scorp can you send me some original sounds or let me know what level to have the sounds so i can change all mine to fit too? unless they're already been edited that is..

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 29 Aug 2006 17:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay, on the way

Subject: Re: voice actor casting: donate your voice
Posted by [Marlboro Man](#) on Wed, 30 Aug 2006 00:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Scorpion,

Do you have any more voices left? That you need? I am from northern maine originally and have lived in south virginia for the last 20 years, so I have an intersting dialect now. I do a mean southern hillbilly accent now. Come to think of thats the way I sound all the time.

Anyway, if your still looking for some voices let me know and I'll take a crack at it.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Wed, 30 Aug 2006 05:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

he has too many voices, mostly in his head; but they are not imaginary, they are the voices of people, who promised to help him... hehehe

Subject: Re: voice actor casting: donate your voice
Posted by [lockie](#) on Wed, 30 Aug 2006 05:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

mebbe theyre not imaginary

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 30 Aug 2006 15:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

sometimes it's just not immediately clear what character to assign. Because kaiden just got the second redneck guy some postings ago

yes, i hear all those voices in my head "hurry up with your goddman mod" and "we shall follow you and curse you in your nightmares if we encounter more than 5 bugs in the entire mooooooooooddddddd"

really spooky that is

Subject: Re: voice actor casting: donate your voice
Posted by [Frank Ballew](#) on Wed, 30 Aug 2006 20:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've got a few more voices up my sleeve too, like a Billy Bob Thornton from the movie where he was a retarded psycho. And a bad Arnold imitation. I just can't believe how much trouble I've had with microphones!!!! I had to finish the last batch with my brother's mic. Anyone have any ideas about why standard microphones would work so badly? Is it old soundcards with new mics?
:whoknows:

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Wed, 30 Aug 2006 22:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have to end my previous message correctly:

scorpion has too many voices, mostly in his head; but they are not imaginary, they are the voices of the people, who promised to help him... and didn't do anything...thats why his head feels like a hell full of zeroes)

Subject: Re: voice actor casting: donate your voice
Posted by [lockie](#) on Fri, 01 Sep 2006 03:07:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

scorp pleeeeeease listen to one voice only FINISH THE DAMN GAME !! the others are enemy developers out to hinder your progress :bluegrin:

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 01 Sep 2006 05:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'd rather have devs to help me. i even asked other modmakers but currently i have no communicative skills at all.

anyway, we're doing all we can. even if i'm not posting screenies or stuff, we're advancing a lot.

this is thx to the help of you people.

Subject: Re: voice actor casting: donate your voice
Posted by [Sigma](#) on Fri, 01 Sep 2006 13:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sending some samples to you. In addition to the fact that one's own voice always sounds ridiculous when one hears it himself, I have doubts about the general quality and sound level. So check them out.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 01 Sep 2006 16:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i checked them out, thank you sigma.

sent you a reply too.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Fri, 01 Sep 2006 21:22:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorp, I've sent you my edited sounds.

Hope you like them.

Btw. If someone wants me to clean their sounds just sent them to me (.wav or lossless formats only).

rogacz87(at)go2.pl

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 01 Sep 2006 22:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes i like them. if you want, you can also record bad_06 or such... in fact, anybody can contribute enemy sounds. and if you want to shoot the scorpion a couple of times, i can record some of my own if people want (better than you start shooting the NPC's i'm speaking LOL)

sigma has just doubted the quality of his files. however i think he is working them over again.

@Sigma

you can forward your speeches to porcupine floyd if you're still not happy with them after working them over. or i'll forward them, doesn't matter.

Vicky is also doing some clean ups of voice files. thx a lot for your help people. the sounds bear awesome potential, it would be sad if my lack of knowledge when it comes to sound editing would spoil it.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sat, 02 Sep 2006 04:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i am doing the cleaner stuff too, only there are so many...
but, i need advice, i use audacity now, any advice how to use it, to make them better

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sat, 02 Sep 2006 05:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try Adobe Audition. It has best noise cleaning stuff on earth. Also, multitrack is great, effects are awesome, it has ASIO support and such.

You can also edit things in spectral view mode which gives you opportunity to clean exact things which aren't visible in waveform display.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sat, 02 Sep 2006 12:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 06 Sep 2006 20:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

borout

i don't know about the feedback you got, but maybe it is worth a try making another request in a part of the forum that is frequented more often.

your audience here is rather limited

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Wed, 06 Sep 2006 21:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i like it here, hehe. anyway, i got them all. we are finishing. thanks for hospitality

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 06 Sep 2006 21:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

great to hear.

post us a link once your movie is done

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Thu, 07 Sep 2006 14:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

this is only the first taste trailer

http://www.archive.org/details/Miami_Noon_demo

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 07 Sep 2006 15:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hehe nice trailer

we should do something similar for the mod. a longer cut-scene like ja2 engine intro movie. sure ja2 engine would suck for this, but the intro movies are .smk or such

so tons of screenies/ animation plus sound

Subject: Re: voice actor casting: donate your voice
Posted by [Shrike](#) on Thu, 07 Sep 2006 18:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Borout, that looks like Florida Vice

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Thu, 07 Sep 2006 20:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats machinima, you take computer game program and do your own story based on it. the product is a kind of animated movie. in a way its mod, only you dont play, you can just watch it.this one will be 15 min long with an original new story. we will compete with it a this year Machinima competition. Its huge.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sat, 09 Sep 2006 04:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok I'm back from the trip.

I'll start working on sounds tommorow

Subject: Re: voice actor casting: donate your voice
Posted by [soldarumbede](#) on Tue, 12 Sep 2006 19:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd like to help with the voices my mother tongue are french and woloff(Senegalese tongue),but i'm also fluent in English.So if i can help

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Fri, 15 Sep 2006 14:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

As scorpion, in his infinite wisdom, did allow me to publish in this thread about my other work, here are the latest news....

Trailer of Miami Noon movie has arrived!

Point your browser to:

<http://www.mullmull.com/miaminoon/>

and download avi from there.

Subject: Re: voice actor casting: donate your voice

Posted by [DNA from the Lowlands](#) on Fri, 15 Sep 2006 23:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Anyone have any ideas about why standard microphones would work so badly? Is it old soundcards with new mics?"

Standard-mics (no-batteries needed) don't boost the signal before it's send.
On mics that do boost, neverready-batteries, can cause similar issues.

The windows sound-settings (for some cards?) allow you set a mic-gain as well.

Some sound-editors have a function called noise-gate.

It eliminates noise, you set a volume-level and only sounds-louder-than will remain.

The result is a telephone-effect, if you overdo this there will be 'gaps'.

Next you can add, (dunno exact) echo, reverb to make the gappy-sample fill up again.

The effect is elimination of static, clicks and other hollow-room-echoish effects.

edit: 'boast' to 'boost' DUH brag-mic

My voice could do: English, German. (Du-tch)

Subject: Re: voice actor casting: donate your voice

Posted by [Porcupine Floyd](#) on Fri, 15 Sep 2006 23:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

But noise gate is only aplicable if you record sounds with wide dynamic range, and if noise isn't too loud.

I preffer to remove noise using dedicated noise removal tool in Adobe Audition.

It gathers noise profile (you select it) and then removes from file leaving everything else intact.

If recording was done in 16 bits and dynamic range is at last ~ 40 dB it can remove all noise and leave recording at superb quality.

It would be great if people, who record sounds would set effects on card while recording (like

noise gate for example).

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sat, 16 Sep 2006 01:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi, all of you. this is a call for actors. after 20/9 i will delete it. thanks again to scorpion, for his hospitality.

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Fri, 22 Sep 2006 05:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by the scorpion:
sometimes it's just not immediately clear what character to assign. Because kaiden just got the second redneck guy some postings ago

yes, i hear all those voices in my head "hurry up with your goddman mod" and "we shall follow you and curse you in your nightmares if we encounter more than 5 bugs in the entire moooooooooodddddddd"

really spooky that is GEEZ DUDE FINISH YOUR GODDAMN MOD!!!

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 23 Sep 2006 20:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

aaarrrggg

the voices... again...

mod developemnt speed at this point doesn't depend overly much on me. we have a modular development process, and conincidentally, the modules that are the farthest from being finished are beyond my direct control.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sun, 24 Sep 2006 02:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

is there anything that i can help? i mean with voice acting etc.?

p.s. i heard its getting worse. the horses are mad at scorpion as they are not included. they have therefore bred a special Night-mare, which is trained to breed with Scorpions mode(s), to make it pregnant and unusable... aaaaaaaah

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 24 Sep 2006 02:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi borout

sorry i lost touch, was quite busy sometimes. where were we with your character? finished but i failed to specify what you should tweak/ clean up or even re-record? is that correct?

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sun, 24 Sep 2006 18:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, you said something about cleaning, but i could not understand which ones, there were a lot of them.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Sun, 24 Sep 2006 18:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Miami Noon released!

A mobster movie with a storyline, twists and turns, car chases and gun fights, all in the middle of a mob war. Margus, occasional hitman, freshly independent gangster, a supreme getaway driver, is this time driving through hell

Subject: Re: voice actor casting: donate your voice
Posted by [JohnnyK3886](#) on Sun, 01 Oct 2006 10:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by the scorpion:
aaarrggg

the voices... again...
I couldn't resist, dude. :innocent:

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Tue, 10 Oct 2006 01:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorpio
iv send you email. need the name of the file and what to do with them specifically.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 10 Oct 2006 06:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've re-sent the mail i had sent previously. hope this helps

Subject: Re: voice actor casting: donate your voice
Posted by [Will Gates](#) on Fri, 27 Oct 2006 20:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Voice 067 report. Battlesounds done. Speech almost done. Npc Speech edit done. Just have to re-record a few files to match new edit and I'll add a random "off" selection in a seperate folder so you can pick and choose. Get it to you monday morning I hope. Thanks. it's been fun.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Fri, 27 Oct 2006 22:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

great to hear. can't wait trying it out

i'm currently doing a test run for various purposes and have great fun playing with the custom characters

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Mon, 30 Oct 2006 16:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have finally fulfilled my promise also! All the required voices are in your inbox. Let me know if there is more you want me to do! Yay for holidays!

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 31 Oct 2006 00:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

got it, will put it into the game and test. thx a lot!

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Tue, 31 Oct 2006 04:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look forward to hearing your thoughts

Hope everyone is well on the board. I've been busy with my studies and thats why I've been absent! Sorry!

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 31 Oct 2006 06:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

gimme sum time, gonna have some studying to do tomorrow, will take most of the time but then i will ingame test the very nice contributions i received today

glad you "reappeared"

everybody else who's been doing some recording and then has gone AWOL btw can also just reappear without anybody getting angry or such...

there'll be another casting for remaining characters shortly.

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Tue, 31 Oct 2006 10:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

While its okay for us actors to disappear without telling, the same does not apply for you mister!! This comes before study!

Just kidding.. best of luck with the study!

Subject: Re: voice actor casting: donate your voice
Posted by [killacox](#) on Wed, 01 Nov 2006 15:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

dang i miss out? i have some great ideas and voices

like a real grim hard killer type who says L O L after gore headshots. actual Ls and Os and Ls
and another character who does simpsons quotes

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 06 Nov 2006 23:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by killacox:
dang i miss out? i have some great ideas and voices

like a real grim hard killer type who says L O L after gore headshots. actual Ls and Os and Ls
and another character who does simpsons quotes these are for sure funny character ideas, but
the characters for this mod have been written some time back i'm afraid

THERE ARE STILL REMAINING CHARACTERS TO BE CASTED

for instance german/ austrian accent (not really a necessity, but would be cool) spesking "mad
scientist" kind of guy.

also a "cold-blooded killer" type of guy, speaking obviously rather few lines

oh, and 2-3 female characters

there are more, but their scripts/ quests are not yet definitive

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Tue, 07 Nov 2006 04:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you like I can attempt to do anything else you need and i'll let you know asap if its not working
out..

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 07 Nov 2006 06:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool

i've sent a script and maybe i'll provide you some audio to work on if you're still into that

Subject: Re: voice actor casting: donate your voice
Posted by [tbird94lx](#) on Tue, 07 Nov 2006 07:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i did sum voices fer ya long back for UC..may as well jump in and offer my skills again..send me the script for the cold blooded killer and i'll give it a shot

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 08 Nov 2006 01:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

the lines are on the way. it's only an NPC though

Subject: Re: voice actor casting: donate your voice
Posted by [lockie](#) on Thu, 09 Nov 2006 06:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry scorp ive been on holiday in sunny spain , i'll do and send my stuff this w/end

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 09 Nov 2006 17:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that would be great, thx Lockie!

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sat, 11 Nov 2006 02:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

And I'll do some audio cleaning ASAP.

Sorry for big delay.

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Wed, 15 Nov 2006 05:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Voices done and sent. Let me know if they sound too similar to my last character and I'll change them..

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Wed, 15 Nov 2006 06:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Eh it will be harder than I thought.

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Wed, 15 Nov 2006 10:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah Porcupine, I found that when I was editing them too. As soon as you edit out the background sound it leaves the voices with a 'tunnel' effect.. Rather difficult.. I wasn't sure if a different programme would do better, and most of the better programmes aren't compatible with win98 (I know.. I'm pretty old school)

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 15 Nov 2006 22:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've noticed the tunnel/ hall effect on some edits

i think it isn't really necessary to eradicate the tiniest bit of background noise. remember that ja2 can't display current state of the art sound

so stereo/mono, 8bit 16bit the differences in the actual game are much smaller than what you see in the sound editing programmes

volume level is important as it can't be adjusted for each individual character through the game (you can only make all speech louder)
and as soon as the speeches are good to understand in the actual game, the first objective is reached

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Wed, 15 Nov 2006 23:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vicky, you can send them to me so I can check them out, but after I finish my last work ;]

You can make good sounding files with 22050 Hz range, but they have to be 16 bit to avoid data loss.

A shame we can't use FLAC or OGG in speeches.

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Thu, 16 Nov 2006 05:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont currently have any files to edit.. I did all I could while studying then left it..

Although scorpion if you want me to do a few volume adjusts and slight edits feel free to send them on again..

Subject: Re: voice actor casting: donate your voice
Posted by [Toan](#) on Sat, 25 Nov 2006 03:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

As soon as I get my microphone up and working again I can do voices for this...

My voice is pretty deep but I can definatley do a British, Russian, French and Italian acccent.

Contact me via PM for stuff you want me to say but in the meantime I'm still fiddling with the controls of my microphone to get it recording this again.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 27 Nov 2006 20:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

an email is on the your way. i never used the PN's in this board here, hope e-mail is okay too

Subject: Re: voice actor casting: donate your voice
Posted by [jEbUs](#) on Tue, 28 Nov 2006 04:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you still need voice actors - I'm a native Flemish speaker that can speak English fluently, yet apparently with a quite noticeable Arnoldesque accent.

wouterRB!pandora.be

(replace the exclamation mark with @, etc.)

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 28 Nov 2006 05:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

arnoldesque? that sounds very interesting. You'll get a message from me soon. gimme a day or two, okay? gotta adjust the lines

Subject: Re: voice actor casting: donate your voice
Posted by [jEbUs](#) on Tue, 28 Nov 2006 07:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's what they tell me. I've heard it twice from two people who couldn't have possibly ever met, so... I really, really don't hear it myself, though - although I'd guess that's normal.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Thu, 30 Nov 2006 19:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

absolutely. nobody can really hear his own accent. that's why so many people claim they have no accent whatsoever.

i sent you an e-mail with instructions and files.

@Toan

i think i've sent you an email as well

Subject: Re: voice actor casting: donate your voice
Posted by [Viruk](#) on Fri, 01 Dec 2006 21:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not sure if it's too late, I wouldn't mind being part of this too. I got me a real Scottish accent, not like Mr Spragg

Oh, mckean_alan@hotmail.com if you are interested. :naughty:

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 02 Dec 2006 05:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi Viruk

i must dissappoint you that at this stage, there's currently no playable characters available (that might even change tough)

but i have an NPC for you. The "Doc" has for some never got a voice actor...

i'll send you an email with more information, thx for your help

Subject: Re: voice actor casting: donate your voice
Posted by [lockie](#) on Thu, 07 Dec 2006 05:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

scorp , i can only apologise for not returning voice s , wife has me doing work around the house .
but it will happen very soon .. promise

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 09 Dec 2006 07:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool, i'm looking forward to it

on a related note, today i turned as much speech sounds as possible from .wav to .ogg

that means filesize was reduced massively.
some files caused a crash so they are still in .wav

i keep off course backups (and use myself in the game) .wav versions of all those speeches

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sun, 10 Dec 2006 01:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorp, sent those non-ogg files to me, and I'll check them out and try to make working ogg from them.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 10 Dec 2006 20:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i sent you a link from where you can get the files. it would be slow to send it by e-mail

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Sun, 10 Dec 2006 20:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes I got it. Thanks.

I need to get through the limits first

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sun, 10 Dec 2006 20:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i know it's a bit awkward, sorry. I had some problems with the web uploading stuff so i didn't want to send all the speeches again.

Subject: Re: voice actor casting: donate your voice
Posted by [Toan](#) on Mon, 11 Dec 2006 05:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll have the Bartender voice files you wanted by tomorrow, Scorpion. Just been busy lately getting my voice back.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 11 Dec 2006 06:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

great stuff, thx Toan

by the way, entertaining thread of yours about mercenary insertion into the trancaucasian republic

hope that goes on running for some time. I can drop some references to my mod if you like... such as ingame characters making cameo appearances or such.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Mon, 11 Dec 2006 07:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scorpion, what's the size of those files?

My e-mail account can get 1GB files, 10 MB each mail.

It would be fine if you could send them to me, as I can't get through queue on megaupload :S

.7z should do the talking pretty good on those files I think.

Subject: Re: voice actor casting: donate your voice
Posted by [Toan](#) on Mon, 11 Dec 2006 07:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You mean inputting the characters into the AIM or MERC replacements roster?

If so, cool... do I need to write up the details for Adria "Vamp" Boswell's stats at all or will you do that yourself?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 11 Dec 2006 07:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

porcupine floyd
okay, i can send the files, but that'll take time
particularly 10 megs a file ;-)

Toan: no, i meant the other side around... i could post some info about ingame characters into the RPG thread. The mercenary roster is unchanged, only the recruitable characters are different.
sorry for the misunderstanding

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Mon, 11 Dec 2006 07:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Btw. Scorpion did you tried resampling those files?

I mean, try different configurations, 8/22 16/22 8/44 16/44 etc?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 11 Dec 2006 07:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nope...
how do i do that? once i start oggdrop there's only the little fish icon where i can drop files to...

Subject: Re: voice actor casting: donate your voice
Posted by [Bearpit](#) on Mon, 11 Dec 2006 16:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You might try an evaluation version of Audio Editor Pro from www.mightsoft.com

It supports batch conversion and if it includes volume normalization across a batch this may be a good solution.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 12 Dec 2006 01:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try GoldWave. <http://www.goldwave.com/>.

It can't save to ogg as far as I recall, but it can change bit rate and sampling rate.

But if you will need to change BR or SR in all files, try Adobe Audition (2.0) or send them all to me (it supports batch actions on multiple files so no need to click so many times).

Subject: Re: voice actor casting: donate your voice
Posted by [Khor1255](#) on Tue, 12 Dec 2006 02:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I use Goldwave and the only thing I find it lacking is the ability to make my modded speech files exactly as loud as Ja2s. They are close but a little bit less audible even if I match their wave signature to existing files.

Sadly, I don't see any .ogg conversion available through this program. It handles about twenty different types but I don't see .ogg among them.

Subject: Re: voice actor casting: donate your voice
Posted by [AZAZEL](#) on Tue, 12 Dec 2006 02:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try what you will,sadly you'll never get the same sounds as in the game.Close maybe.Target should be at least that all new speech files have the same quality.

Wander how much of that background noise we all get when recording voice is due to the damn computer cooler close by,and bad fonic isolation of the room.And how much of the hassle is due to the fact scrips are written on the move, actors never see eachothers or know the whole scene where they participate.

Hehehe, imagine playing something recorded and cleaned by a bunch of friends that got together at one of them;a strategic reserve of booze should of course be taken out for this occasion.
:cheers:

Then think about that percent of extra quality that makes necessary unthinkable percentages of polishing work and those million-dollars equipments and actors.

Subject: Re: voice actor casting: donate your voice

Posted by [jEbUs](#) on Tue, 12 Dec 2006 03:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Scorpion, have you recieved my mail?

Subject: Re: voice actor casting: donate your voice

Posted by [Khor1255](#) on Tue, 12 Dec 2006 03:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh man, an alchohol fueled collaborative modding extravaganza would be a blast! If only there wasn't that freakin' giant ocean separating me from you guys I'm sure I'd find myself in Switzerland or Romania ready to collaborate or just be a general drunken pain in the ass.

I was fixing to go to Europe next summer but I'll have to put that on hold at least until my wife recovers from bringing another little modder into the world.

Subject: Re: voice actor casting: donate your voice

Posted by [the scorpion](#) on Tue, 12 Dec 2006 04:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

thx a lot for all the hints on the sound editing tools guys! i'm no much of a sound guy, and when i do stuff with sounds it appears to turn out sucky, so i try to get porcupine floyd and others to help me. Porcupine, can you download 80 megs? that would be one file all the speeches (except for the last one that i just received, they would be another 10 megs, unless i can drop them to .Ogg which i haven't yet tried

i just received an email containing speeches, but i think it was from Toan.

JeBus, to which email adress of mine were you sending it? try the email in my account if the swissmail thing doesn't support the files

Khor, Az.

planning modmaker meetings already failed for the german speaking room of the world. So it might be hard to do it in the international world either. But in case anyone is spending his holidays in an expensive hotel at St. Moritz just drop me a note

Subject: Re: voice actor casting: donate your voice

Posted by [gmonk](#) on Tue, 12 Dec 2006 04:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you're looking for an excellent sound editor with professional features, try out Audacity . The price tag isn't too bad and it incorporates professional sound editing functions. I've used it for game sounds before and it does an excellent job. It also has native ogg-vorbis support.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 12 Dec 2006 04:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

porcupine floyd: i'm trying to use audacity to make .ogg files out of that stuff

and maybe resend for cleaning up as .Ogg, 80MB would still be huge

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Tue, 12 Dec 2006 04:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

It would be a pretty funny experience.. but being at the arse end of the world on a wee little island doesnt really help my contribution much...

If it ever does happen just put a paper plate on a stick.. glue some brown wool to it as hair.. draw on some eyes.. a nose.. and a mouth and you have created the next best thing! My stand in! Probably more helpful too!!

I noticed what you meant scorp when playing the mod about the difference in sound volume.. Porcupine.. any ideas how to improve that? When I got all the sounds I normalised then so they were all equally loud but they are deathly quiet in comparison to the AIM Mercs etc...

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 12 Dec 2006 04:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes I can. It will be insane, but 10 MB per e-mail should do. Just send first mail and wait for an hour if you won't get it back as I don't know if mail quota is exactly 10 MB or something lower (9,5 or something).

Also, you need to split this one file to 10 MB or anything my e-mail account can get.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 12 Dec 2006 05:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I didn't noticed something:

Scorpion:

There is no sense in encoding shitty quality wav files to ogg and then decoding them to wav to clean them up and then encode them back to ogg.

It's a double loss of quality due to lossy character of ogg files (however they are way better than mp3).

We need a fast and flexible host to maintain those files.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 12 Dec 2006 05:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's true. we'd have to find a better way. i'll have to ask around if somebody can upload it to a good server from which all sound editors can download to clean up the sound

if i send the .wav files before compressed to ogg, it would be WAY more than 80 megabytes, so that couldn't really work

i'll ask around

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 12 Dec 2006 23:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could try at last using .7z for those files.

Or FLAC.

But FLACing everything and un-FLAC-ing would take a while too.

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Thu, 14 Dec 2006 03:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

you need anything from me?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Sat, 16 Dec 2006 23:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

borout: do you do any sound editing? i mean the kind of stuff porcupine floyd and vicki are doing.

else, there's still characters. i think i haven't heard of some guys for quite some time, so i can get you a new assignment

Subject: Re: voice actor casting: donate your voice
Posted by [borout](#) on Mon, 18 Dec 2006 03:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nope, cannot do.

last thing, (which i could not do) was to do some voices again. but as hard as i tried, i could not find the text (yeah, i do have ja edit).

so, any voice acting yes, and i can call some of my contacts too if they are interested.

p.s.

dont worry about files sizes, i finally have the broadband))))))))

Subject: Re: voice actor casting: donate your voice
Posted by [Snicker](#) on Fri, 29 Dec 2006 13:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yo.

I'm coming in pretty late in this, but I'm willing to volunteer if you still need a voice.

Young (19 years old) Canadian anglophone male voice here, but I can try to fake something else if necessary.

I did some dramatic stuff in high school, so I probably won't be totally unconvincing.

Subject: Re: voice actor casting: donate your voice
Posted by [Cycloid Torus](#) on Sat, 30 Dec 2006 11:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can do another if needed.

HNY,
T

Subject: Re: voice actor casting: donate your voice
Posted by [Mauser](#) on Sun, 07 Jan 2007 03:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

@ the Scorpion:

i will, as promised, start working on the "mad german scientist" character tomorrow.

but i didn

Subject: Re: voice actor casting: donate your voice
Posted by [Vicky](#) on Sun, 07 Jan 2007 18:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Mauser..

If you save the files as .wav and then send them on.. once they have been edited to perfection (hahaha) we will convert them to .ogg (i think).

Basically any recording programme is fine. A useful one is audacity which is free to download from their website.. I think there is a link to it earlier on this thread.

It is very easy to make files louder so that is not a problem. The main thing is to make files as clear as possible but really have fun with it!

Scorp is a real slave driver so he likely has more orders for you!

Subject: Re: voice actor casting: donate your voice
Posted by [sushi](#) on Mon, 08 Jan 2007 07:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you still need any voices?

If yes, I could help.

My languages: Polish, English, German and basics of Italian.

Subject: Re: voice actor casting: donate your voice
Posted by [Porcupine Floyd](#) on Tue, 09 Jan 2007 00:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Guys.

If you don't know how to avoid clipping (to apply a gain to audio file not extending 0 dB) just don't do it.

If audio file is too quiet it's not a problem to make it louder, but if it's too loud and thus clipping - it makes things more complicated.

Basically - Listen to your recordings and look at a graph. If they are barely distinguishable from noise - up the mic volume a bit. If the graphical display of a sound (waveform) fits a middle of the range - it's good (best for further editing).

I'm doing very little voices now as I don't have free time. Exams and lots of anthropology paperwork to do. But at the start of February I'll have plenty of free time to spare so I will finally be able to finish this editing.

Hope that isn't much of a problem.

Btw. Vicky how about you, any progress?

Subject: Re: voice actor casting: donate your voice
Posted by [Sinofdamnation](#) on Mon, 19 Feb 2007 13:45:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you still need any voices, I think I could give it a try.
I speak english and finnish...

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 20 Feb 2007 09:19:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

sushi

it seems i've overlooked your posting. sorry

hi SoD

welcome to the board

yes, there's still voices to be recorded. you'll get messages from me. If at one point the recording voices thing will ever be finished, i'll certainly proclaim it loud enough

so nobody need to hesitate. also there's always the possibility to overwrite new characters, we've not hit the maximum number (and we won't)

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 20 Feb 2007 09:33:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

SoD

my email is in my profile if you're still interested. You don't have an email account listed in your public profile and i don't know how to send emails to "hidden email" users in the new board.

maybe you can send me a message?

thx

Subject: Re: voice actor casting: donate your voice
Posted by [Starwalker](#) on Tue, 20 Feb 2007 10:33:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

the scorpionSoD

my email is in my profile if you're still interested. You don't have an email account listed in your public profile and i don't know how to send emails to "hidden email" users in the new board.

maybe you can send me a message?

thx

Click on the poster's name and choose 'Send a PM' to send a personal message within this board (without the need for email, if you need to send private things).

On the earlier version of this board this (PM) was only allowed for the board-managers, but it works for all now (at least it did for me).

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 20 Feb 2007 10:46:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

can i expect a 2 times poster to read a board PM?

old direct mail method was pretty cool imo.

Subject: Re: voice actor casting: donate your voice
Posted by [Sinofdamnation](#) on Tue, 20 Feb 2007 13:41:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

the scorpioncan i expect a 2 times poster to read a board PM?

Well, I didn't want to start spamming on my first day . I'll send you an email right away.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 20 Feb 2007 13:47:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

great attitude

if you look at my post count and add another 1000 for lost postings/ stats in last year's board upgrade, you'll see who is the spammer here

Subject: Re: voice actor casting: donate your voice
Posted by [Profesh](#) on Tue, 20 Feb 2007 20:32:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Count me in. (That is, provided the dialogue's up to scratch. *wink*)

Sample exclamations:

Belligerent English

Incredulous Aussie

E-mail's in my profile, if you're interested. Keep up the good work.

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Wed, 21 Feb 2007 13:05:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

good samples. *thumbup*

i gotta say, however, that we're currently only casting for NPC's... only once we have these npc's recorded we can have a look weather to add more new playable characters

so everybody volunteering now: it's npc's only ATM

Subject: Re: voice actor casting: donate your voice
Posted by [Annapolisjohn](#) on Mon, 26 Feb 2007 19:08:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd like to give it a try!

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Mon, 26 Feb 2007 21:51:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool. can you drop me some lines what your voice is like, accents you can speak, character you think would fit you etc my email is in my profile.

that would be nice, thank you

Subject: Re: voice actor casting: donate your voice
Posted by [Annapolisjohn](#) on Mon, 26 Feb 2007 22:27:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure ... It will take a little time to record something as I will need to figure out how.. As far as accents I have the typical North Eastern United States... Rough Voice

Subject: Re: voice actor casting: donate your voice
Posted by [Amalgam](#) on Wed, 28 Feb 2007 17:47:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im south american so i can do a decent mexican impression. Now we can have some chicano characters lol. If I could just make this mic work!

Subject: Re: voice actor casting: donate your voice
Posted by [Cube](#) on Fri, 11 Jan 2008 10:37:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you still casting for voices?
And if you are.
Could anyone help me out with the list of things that a character needs to be able to say?
Then i can start right away.
Oh and what is the format you need it in?

Subject: Re: voice actor casting: donate your voice
Posted by [the scorpion](#) on Tue, 15 Jan 2008 09:55:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I_cube:

i replied to your e-mail the other day, just in case you're waiting for a reply in this thread

Subject: Re: voice actor casting: donate your voice
Posted by [Thompson](#) on Thu, 23 Sep 2010 03:14:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Scorp.

Whoever did the Character Chrissy.. well, very darn good job. Also the profile design is just as

professional as the recording.

If you ever finish this game (past beta, if that's your interest) You got my vote, for that guy.

Also, I'm a bit concerned about the volume levels, of the characters of the game. For Example Irina.. can't hear her at all. It really is annoying. So, I'm volunteering to take all speech files that are too low to hear, and amplify them using Audacity.

Thanks, Scorp. Loving this mod! couple glitches... but I think I'll survive.

E.

Subject: Re: voice actor casting: donate your voice
Posted by [sorca_2](#) on Thu, 23 Sep 2010 03:51:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Thompson! I'm sorry to rain on your parade, but... judging from 1) the fact that this thread has been dead for nearly 3 years, 2) the giant red "BANNED" label under his name, and 3) the fact that his last post on this board was from over six months ago according to his profile, I'm guessing it's somewhat unlikely that he'll be getting back to you anytime soon.

I'd give you more information, but I'm relatively new to this board, so I don't have any details on his current status or even why he was banned.

:umbrella:

Subject: Re: voice actor casting: donate your voice
Posted by [usrbid](#) on Thu, 23 Sep 2010 06:29:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yo Thompson, Logisteric is collecting voices for 1.13 if you like to contribute.

Subject: Re: voice actor casting: donate your voice
Posted by [kraj0t](#) on Mon, 18 Oct 2010 12:12:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi there!

I am Spanish, speak English quite OK and can try talking with different accents. I could give voice to more than one character if you so wish.

Please PM me if you are still looking for voice actors. Any way I can contribute to JA2 community is fine to me

Subject: Re: voice actor casting: donate your voice
Posted by [Gorro der Grüne](#) on Mon, 18 Oct 2010 18:57:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

kraj0tAny way I can contribute to JA2 community is fine to me

Does this include donating to my bank account?

Subject: Re: voice actor casting: donate your voice
Posted by [Hawkeye](#) on Tue, 19 Oct 2010 01:10:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

kraj0tHi there!

I am Spanish, speak English quite OK and can try talking with different accents. I could give voice to more than one character if you so wish.

Please PM me if you are still looking for voice actors. Any way I can contribute to JA2 community is fine to me

I think guys are still looking for more voice actors for 'Shady Job' among others, get in touch there or drop a message to Inshy or Logisteric.
