

# THTR 48G: INTRODUCTION TO VOICE-OVER ACTING

## Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2024
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	THTR 20A.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

## Student Learning Outcomes

- Develop the voice as an instrument of expression as it pertains to the varying voice-over industry styles.
- Employ appropriate technologies, marketing strategies, and skills for the casting process as it pertains to all forms of voice-over production.

## Description

Introduction to voice-over acting, providing an overview of required skills, general industry knowledge, and career opportunities. Instruction and practice in techniques of the various genres and performance styles, including character (animation, video games, toys), commercial (radio, TV, online), and narration (audio books, documentaries, corporate training videos, e-learning, websites). Fundamental components also include microphone technique, home studio setup, auditioning, and marketing.

## Course Objectives

The student will be able to:

1. Recognize and navigate the various available performance work opportunities within the voice-over field, and the process of career management.
2. Practice vocal self-care and awareness.
3. Demonstrate a familiarity with the processes by which actors are auditioned, cast, and utilized for all forms of industry production.
4. Recognize and deliver appropriate voice modulation and variety as it pertains to the varying industry styles.
5. Demonstrate skills in the practice and performance of script work for voice acting, and the subsequent critiquing of the work, including self-evaluation.
6. Demonstrate an understanding of the proper use and set up of recording equipment and recording/editing software, both in studio and in home.

## Course Content

1. The voice-over industry and marketing strategies
  - a. Types of voice-over work, including commercial, narration, character
  - b. Self-promotion, branding, demos, networking
  - c. Agents, unions, freelance, pay-to-play sites, social networks, managing income
2. Voice development, care, and health
  - a. Warm-ups: breath, body, facial, vocal
  - b. Practice: articulation, diction, range, phrasing, word emphasis, pitch, rhythm and timing, pacing, volume, tone, attitude
3. Auditioning for voice-over
  - a. Techniques and required skills
  - b. Research and navigate audition opportunities
  - c. Voice-over reel development, industry basics, and examples
4. Exploring voice-over styles and genres
  - a. Character (animation, video games, toys)
  - b. Commercial (radio, TV, online)
  - c. Creation of voice-over reel: copy and recordings
5. Script work with direction and self-evaluation
  - a. Working with a director, making adjustments
  - b. Self-evaluation for home recording
6. Home studio setup
  - a. Room acoustics (location and sound treatment materials)
  - b. Recording equipment (including microphone with stand, pop filter, and headphones) and proper equipment usage
  - c. Recording software (computer and programs)

## Lab Content

1. Skills practice in working with studio equipment
2. Performance rehearsal of original and previously developed scripts, done individually, in partners, and in groups
3. Group projects in creating and rehearsing a radio play
4. In-home studio research, including purchase options and design planning
5. In-home studio recording projects, including self-direction, equipment and software practice, and standard delivery applications

## Special Facilities and/or Equipment

1. Flexible, open-space classroom and recording studio.
2. Recording equipment (including microphone, mic stand, pop filter, music stand, headphones), along with recording/editing software and playback abilities.
3. Qualified Teaching Assistant/Technician for tutorial and studio support, including recording, playback, and editing of student work.
4. When taught online/virtual or hybrid, ongoing access to a computer with email address, software and hardware, and internet access.

## Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Cooperative learning and group project performance assignments; graded for demonstration of complete preparation and incorporation of industry standards and expectations

Class performances focusing on skill and execution; graded for demonstration of complete preparation and incorporation of industry standards and expectations

Research papers of industry standards and expectations

Presentations/performance of script work demonstrating a level of competitive industry standards

Participation and critique of peer performances and projects; graded for comprehension and contribution

Individual projects; graded for comprehension and contribution

## Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations, demonstrations, and classroom discussion

Group projects, including developed radio plays, followed by in-class discussion and evaluation

Instructor-led exercises and repetitive voice practice for vocal development and expansion of range

Performance presentations followed by critique and directed adjustments

## Representative Text(s) and Other Materials

Alburger, James. *The Art of Voice Acting, 6th ed.*. 2019.

## Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Research/interview paper assignment of a voice-over book, website, or business professional
2. Review and evaluation of handouts and relevant reading material
3. Research and planning of creative projects, including individual marketing materials
4. Create and write one or more scripts for performance in specified genre
5. Research and evaluate scripts for performance, including individual performance projects, and group radio play project
6. Written proposals of in-home studio set up, including research, budget assessment, location, and equipment design

## Discipline(s)

Theater Arts