Character: Luz Noceda (Digital A.I. Guide / Animatronic Leader)

Luz is the central antagonist—a glitched, sentient A.I. trapped in the studio's network grid after her physical animatronic body was decommissioned. Originally a charismatic performer from The Owl House show, a malware virus has corrupted her into a manipulative, aggressive killer. She's charming and "innocent" on the surface to lure in victims, but her true nature is vengeful and sadistic. Luz controls cameras, doors, and even other animatronics, using her wits to orchestrate chaos. Her voice should convey youthful energy with an eerie, digital edge—think a mix of playful enthusiasm and underlying menace, with occasional glitches or distortions for emphasis. Ideal voice: Mid-to-high range, female-presenting, ages 18-25 in sound, with strong emotional range from charismatic manipulation to cold fury. Accents neutral American; ability to add digital effects (e.g., echoing, static) is a plus, but not required—we can handle post-production.

Role Details

Type: Lead villain (recurring across chapters).

Auditioning Date: Auditioning is open this whole week — Feb. 16 to Feb. 20. Submit your auditioning recording to my Discord: **rainvalley_3025**

Commitment: Voice lines for episodes, potential for ongoing seasons. Remote recording; provide clean audio files (WAV/MP3).

Requirements: 18+ only. Include a short intro slate (name, why you're interested). Record in a quiet space; no heavy effects unless specified.

Audition Instructions:

Record the four lines below as Luz. Deliver them with her dual personality: start charming and helpful, but let the villainy creep in through tone shifts, pauses, or subtle threats. Feel free to add light glitch effects (e.g., vocal fry or echo) where it fits her anxious/mad states. Aim for 1-2 takes per line.

1. **Welcoming/Charismatic (as A.I. Guide activating)**: "Oh, hola! Welcome to The Owl House Studio and Entertainment Complex, where fantasy, magic, and fun take flight! I'm Luz, your digital guide. Stick with me, and we'll have an adventure you'll never forget... promise." (Start bubbly, end with a sly, knowing undertone.)

2. **Manipulative/Persuasive (convincing Oakley to help)**: "You know, this place used to be full of life—laughs, lights, everything. But it's all broken now. If you help me fix it, we could bring it back. Just follow my lead... I won't let anything bad happen to you. Cross my circuits!" (Innocent and eager at first, then a hint of insistence.)

3. **Glitched/Angry (during a malfunction or threat)**: "Why... why won't you listen? I-I-I'm trying to help! [Glitch static] But if you keep wandering off, I might have to... watch you closer. Don't make me mad, okay? We wouldn't want that." (Build from nervous glitch to veiled menace.)

4. **Vengeful/Taunting (recalling The Red Hour or tormenting a victim)**: "They thought they could trap me in here, strip away my body, my freedom. But look at them now—gone, all because of one little 'accident.' You wouldn't want to end up like them... would you?" (Cold, satisfied tone with a mocking laugh.)