



UPDATE 2022-12-11: Sorry, but casting for these parts is now closed. Thanks to everyone who applied. I'll be reviewing all of the auditions over the next couple of days.

Gravia Voice Acting

Welcome, voice actors. Gravia is currently looking for several voice actors to supply the voices for the game's major characters. First a short description of the game, then a list of the characters, then some specifics about the project. Casting will be open through December 10.

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[Nolan Beckett - Male - Age 25-35 - 2500 words / 300 lines](#)

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About the Game

Gravia's a sci-fi, first-person, gravity-based Action/Puzzle game. Using your "Gravia Glove", you create small black holes called "Rifts", which attract and destroy objects. You can also use them to move yourself around quickly. Use this skill to complete a variety of platforming and puzzle-based challenges.

Trailer: <https://www.youtube.com/watch?v=bcWKyurrRek>

Steam: <https://store.steampowered.com/app/906470/Gravia/>

The full game is planned to be roughly an 8-10 hour experience, with about 80% of it complete so far. The script for the game is roughly 130 pages, with a linear storyline presented in short "comm" messages to the player, as well as some larger cutscenes. The tone of the game is fairly serious, with occasional light comedic elements. But overall, it's a tense adventure to save the day. Characters should generally sound "realistic", as opposed to sounding over-the-top or cartoony.

The cast of characters is somewhat ethnically diverse, but please don't consider that a requirement for voicing a character. I'm happy to consider pretty much any accent (or just your normal speaking voice) for any of the characters, as long as it sounds natural, and not like a caricature.

The Characters

Each character lists their name & age, how much dialog they have, and a non-final view of the character model. A brief description is included, along with some sample lines of dialog.

Nolan Beckett - Male - Age 25-35 - 2500 words / 300 lines



Nolan is the main character of the game, initially tasked with retrieving a Gravia Glove for his boss, before being drawn (largely against his will) into a much bigger mission to more or less prevent the end of the world.

Since this is a first-person game, the whole game is from his perspective, and Nolan isn't really *shown* in the game. He's wearing a combat suit for pretty much the whole game. But Nolan is assumed to be a young man in his 20s or 30s. He's strong and athletic, charismatic, and determined. But he also struggles with some cowardly decisions in his past that he has yet to overcome. He's not really the "hero type", and his first instinct is to run away and save himself. But he kind of has no choice but to press on.

Throughout the game, his personality ranges from frustrated, to freaked out, as he tries not to die while embarking on a mission he definitely doesn't want to be a part of.

Nolan doesn't have any particular accent or ethnicity. He should sound mature and grown-up, and reasonably heroic and confident (though not overly so).

Sample Lines:

Line 1:

NOLAN
(Frustrated, worried)
What's going on? This whole place is
falling apart. They're evacuating
everyone. Leo, we need to call this
off.

Line 2:

NOLAN
(Apologetically, working up the
courage)
I really am trying here. But like you
said, I don't have any idea what I'm
doing. If you don't want to help me, I
understand.
(Unsure, but overwhelmed)
But right now the best idea I can come
up with is to just stick my hand into
this thing and hope it doesn't kill me.

Line 3:

NOLAN
(Guilty, with admiration)
What you're doing to protect everyone

here, instead of just... running...

(Sigh, shakes his head)

I was in the army, just for the
benefits. Then the war started, and... I
wanted to think I was just objecting to
the war, but... I was scared. And I ran.
Changed my name, started a new life.
After a few years, I thought I was
free.

Hannah Huenecura - Female - Age 25-30 - 3000 words / 150 lines



Hannah's a scientist at Gravia Technologies, doing research on black holes and other weird gravity stuff. She's brilliant, and selfless, but also stubborn and naive at times. She's very happy to support Nolan from her lab, where she has access to all of the data and tools she needs to assist him.

Hannah is very friendly, but also tends to get frustrated easily when she doesn't understand something. She's loyal and determined, and brave in general (but maybe just not the kind of person to charge into battle.)

Hannah is the main supporting character in the game. Her accent is flexible, and I imagine her delivery to be confident but not overly assertive. She should be "likable", if that's a reasonable way to describe the way someone speaks...

Sample Lines: (Obviously don't read Nolan's line, it's just for context.)

Line 1:

Hannah just received some bad news. She's reluctant for Nolan to leave, but understands that he needs to.

HANNAH
(Understanding)
You should go. Sounds like they need you. If I think of something, I'll let you know.

NOLAN
(Sigh, pleading)

Hannah... Why don't you come with me? I can get you to the surface. You don't have to stay here.

HANNAH

(Almost tempted, regretful)

I can't leave them, Nolan. Those scientists and soldiers down there. I just can't turn my back on them. Not when I might be able to help.

Line 2:

HANNAH

(Solemn, mournful)

I used to come down here when I needed to think. Ada was such an inspiration. But when I learned more about how she died, I started to get... angry at her.

(Frustrated, mildly betrayed)

She was so brilliant, but so reckless. She should never have stepped through that Gateway. It didn't have to be this way.

Line 3:

HANNAH

(Ironic)

Ready for some more bad news?

(Pensive)

I've been monitoring the energy signature in the Threnody lab since this whole thing started. At first it was steadily increasing. Then it leveled off, and actually started to drop. That seemed like a good sign. But about an hour ago, it spiked. It's growing incredibly quickly now. Something changed...

Leo - Male - Age 35-45 - 1250 words / 90 lines



Leo works for a criminal organization that does all sorts of evil stuff, like blackmail and corporate espionage. He's in charge of planning and strategy for field missions. He's a bit of a jerk, and expects everyone to do exactly what he tells them to. He doesn't put up with anyone's excuses or nonsense.

Although he's a pretty bad guy, he tends to be in a good mood as long as things are going well. He's especially amused when his enemies and opponents suffer. (Think, schadenfreude.) He's quick to anger, though, the moment someone disappoints him.

So, he's a tough guy, likes to give orders, and he's used to being in charge.

His voice is fairly low and rough, and he usually sounds intimidating. No specific accent is needed, but I'm open to some variety here.

Sample Lines:

Line 1:

LEO
(Amused)
Heh, running at the first sign of
trouble?
(Friendly)
We couldn't have asked for a better
opportunity. They'll be so busy with
their little accident, they won't even
know you're there.
(More serious, commanding)

Stick to the plan. Get in, find a Gravia¹ Glove, and get out.

Line 2:

LEO

(Smiling)

Nice work, Nolan. I have to be honest, I didn't think you'd pull it off. There's an elevator to the surface just ahead. Let's finish this up.

Line 3:

LEO

(A bit intimidating)

Nolan, the Boss wouldn't have pulled the trigger on this if it wasn't the right time. Get the Glove, get to the surface for extraction. Then your contract's complete.

¹ Gravia is the first word spoken in the Trailer: <https://youtu.be/bcWKyurrRek?t=2> Accent on the first syllable, short-a sound for the first "a".

Director James Alviston - Male - Age 50-60 - 1400 words / 70 lines



James Alviston is the founder and Director of Gravia Technologies. He's a visionary scientist who discovered/invented the technology to create and control Rifts, which are like small black holes. He's exceptionally competent, but without any apparent arrogance or contempt.

Alviston is very hands-on with the technology, but he also cares deeply about all of the people working at the facility. He's protective, fatherly, and warm-hearted. But he also has his own personal goals and agenda, which may end up being at odds with the safety of those around him...

Alviston doesn't have any specific accent. His voice is commanding and strong, inspiring, but kind.

Sample Lines:

Line 1:

DIR. ALVISTON
(Smiling grimly)
My friends.
(Sadly)
I'm sorry.
(Long pause, then sadly)
The Threnody² Project is a complete
loss. All of my efforts to contain the
disturbance have failed. I'm now
ordering the full evacuation of all
staff. Drop what you're doing, and
leave immediately.

² Pronunciation: <https://www.merriam-webster.com/dictionary/threnody>

Line 2:

DIR. ALVISTON

(Warning, concern)

You always have a choice, Nolan. It might not be easy, but you have a choice. Every job you do for them is that much more leverage they have over you.

Line 3:

DIR. ALVISTON

(Nostalgic)

She always used to say, the thing that made her most sad in this world, is that people had lost their ability to experience awe. "We've been to the moon," she would say. "Just *think* about that. How can you not be amazed?"

Commander Afsane Flynn - Female - Age 35-40 - 1500 words / 60 lines



Command Flynn is in charge of the Military Security branch of Gravia Technologies. She's competent and cold, level-headed, but also fair and concerned with the safety of her troops. She almost never raises her voice, and inspires immediate confidence in those around her.

Much of her dialog in the game is in the form of pre-recorded training messages that aid the player throughout the game, though she does appear in a number of scenes in-person.

Flynn's accent is flexible, but whatever the accent, she should sound like a strong, military leader type. She isn't a dislikable character, but she's cold and unforgiving, and I expect most players to somewhat dislike her, like you might dislike a very strict instructor who never gives any positive feedback. But she isn't "mean", just precise and efficient.

Sample Lines:

Line 1:

CMDR. FLYNN
(Please, but restrained)
Well done. Just one simple test
remains. The 'Hard Armor' augment in
your AG³ Suit will be disabled for this
test.
(Pause)
Success in this program requires
complete trust in the technology we
use, and in the orders you are given.
This Rift Generator will turn on after

³ Pronunciation: "AG" is spoken as two separate letters. Like "A-G"

you drop down, slowing what would otherwise be a fatal fall. This requires a leap of faith on your part, but it's perfectly safe.

Line 2:

CMDR. FLYNN
(Confrontational)
Bullshit. I know everyone on my team, and I've never seen you before. So how did you get in here? And where did you get that suit?

Line 3:

CMDR. FLYNN
(Concerned, but still in control)
Something's going on in the Threnody⁴ labs. We're moving out. I'll brief you on the way.
(To one of the soldiers)
Murphy, you stay with him. He doesn't go anywhere until I get back.

⁴ Pronunciation: <https://www.merriam-webster.com/dictionary/threnody>

Applying

Please send audition requests to dan@graviagame.com. Please include the following, along with anything else you think is helpful:

- Your name and a little about yourself and your voice acting background
- Which character you're auditioning for
- Your rate/fee (See below about how I'm pretty ignorant of this)
- A demo reel of other work you've done
- Optionally, if you like, a recording of the sample lines below for your character. They're mainly for people without a formal demo reel, but good for anyone. (Hopefully this is obvious, but just in case: I won't be using the recorded sample lines for anything other than evaluating you as a candidate. The recordings won't be used in the game or anything else.)

Disclaimer

Gravia's a solo, indie project. This is my first time looking for voice talent, and I don't have a huge budget, but I'm also realistic about what I'm asking for. I was given a link to this page, as a good baseline for what to expect in terms of rates and compensation for voice talent: <https://www.voiceactingclub.com/rates>, so that's what I'll likely be using, but I'm open to discussion on the topic. I'm expecting either to be paying on a per-hour basis, or per-line basis, or equivalent. (Note that I'm most likely only going to be able to afford non-union voice actors for this project.)

For the selected voice actors, I'd anticipate the project to run something like this:

- An initial chat/call where we talk about the story and your character. Maybe a bit of initial line reading to explore the character and make sure it feels good overall?
- Recording of the full script. This is the part I'm most ignorant of. Once through? Record a bit at a time, and I review it? We'll sort out the best way to do this part.
- In the future, I expect most of the characters will need a few new lines as I have to adjust the game or the story. So, I'd definitely be looking for someone who will be available for some follow-up work over time.

Please be patient with me as I try to figure out how to manage this really big step in my game. I promise to respond to all applications, just to confirm I got your audition, generally the same day you send it. And after casting closes, and the final decisions are made, I'll follow up with everyone one way or the other.

Thanks.

-Dan