

CHARACTER DEMO REEL

HOW TO MAKE A CHARACTER DEMO REEL

[“How To Make A Video Game Demo Reel”](#)

For recommendations of people who do **Writing, Post-Production**, and **Live Direction** for demo reels
[CLICK HERE](#)

There are 3 parts to a Demo Reel.

- Writing
- Recording
- Post-production

⚠ If you feel like you can't do writing or post-processing I recommend finding other people to do it

Writing

This is where you create your script. Your demo should have **5–7 really strong voices** that are as different from each other as possible. The goal is to show variety, no two voices should sound alike.

✓ **Tips for Writing Your Script:**

- Think in terms of **archetypes** (hero, villain, sidekick, mentor, quirky shopkeeper, announcer, monster/creature, etc.).
- Write **8 or so/more voices** you'd love to play, then narrow it down to your best 5–7.
- Each scene should be **2–4 sentences**, with 3 being the sweet spot. Long enough to show personality, short enough to keep pace.
- A good time to shoot for is around **10-15 seconds in duration**. Think of it as a mini scene!
- Mix tones: comedic, dramatic, intense, lighthearted. Show **emotional range** as well as vocal range.
- If a scene is conversational, **voice both characters yourself!** It's like a two-for-one showcase.
- Don't be afraid to **change lines** if they feel unnatural when spoken. The written script isn't locked. Your performance is what matters.
- Keep the **whole reel around 60–90 seconds**.

Example:

Here is my demo reel: [Character Demo Reel - Stephen Bryson](#)

And here is the script I wrote:

https://docs.google.com/document/d/14J45UAXsLkCR6xtSNLsjQiPHM-IUwxf3eT_zEXN01Y/edit?tab=t.nfiwclddfsy7

Recording

Here's the fun part!

Recording Tips:

- Record in a **quiet space** with good mic technique (about 6–8 inches away, slight angle, pop filter if needed).
- Do **3–5 solid takes** per character. Don't be afraid to improvise or exaggerate on the first few rough passes.
- Record all takes **back-to-back**, then come back later with fresh ears to pick the strongest.
- Bring **energy**! Most people underplay when recording alone, but a demo reel should pop and grab attention immediately.
- If you feel totally lost here, that's okay! It probably just means you need more practice before making a demo.

If you want to really up your game, try a **live direction session** with a coach or demo producer. Having someone direct you in real time can bring out stronger reads, more variety, and keep your pacing tight. It's the closest thing to being in a professional booth.

Post-Production

Make sure all music and SFX are free for use and not copyrighted

This is where your reel really comes alive. It's also the hardest part and where I highly recommend hiring someone if you don't feel confident. **Bad post-production can make or break a demo.**

But if you're doing it yourself, here's the order I suggest:

1. **Mixing** (the hardest step)
 - Clean up background noise.
 - Normalize levels so everything is balanced.
 - EQ to bring your voice forward and cut muddiness.
 - Light compression to tame peaks and keep everything consistent.
 - Fade transitions between scenes/music for smooth flow.
2. **Sound Effects (SFX)**
 - Add sounds that match the scene:
 - Charging an attack? Add a power-up sound.

- Evil lair? Add a rumble or echo.
- Goofy mascot? Add funny, exaggerated SFX to match the energy.
- Keep them supportive. never let SFX distract from the voice.
- You can also add a SFX in between the transitions of scenes to really make it smooth.

3. Music

- Pick tracks that fit the theme/tone of each scene.
- Blend them between characters for smooth transitions (avoid hard cut-offs).

Where to Find Assets:

- Free/royalty-free music & SFX: Freesound.org, Pixabay, YouTube Audio Library, etc.
- Mixing tutorials: YouTube has tons of guides! look up EQ and compression basics for voice acting.

Bonus Tips!

- Put your **strongest character first**, and another strong one last. The middle is where you can experiment.
- Keep it **short and snappy**. 60–90 seconds max.
Update your reel every year or two as your skills improve.
- Always remember: the **voice is the star**. Music and SFX should enhance, not overpower.

That's it! 

A demo reel is your calling card as a voice actor. make it professional, dynamic, and uniquely you!

-Stephen Bryson

VIDEO GAME DEMO REEL

HOW TO MAKE A VIDEO GAME DEMO REEL

[“How To Make A Character Demo Reel”](#)

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I recommend reading through the “How To Make A Character Demo Reel” as I will be using it as a base for this “How To”

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Writing

Unlike character demos, video game reels often focus on **scenarios, combat lines, emotional beats, and dialogue trees** rather than quick one-liners.

✓ Tips for Writing Your Script

- Include **combat barks / effort sounds**: “Reloading!”, grunts, battle cries, pain sounds, exertions, etc.
- Include **emotional beats**: anger, fear, grief, hope, desperation. Anything that shows subtle acting skills.
- Include **interactive dialogue snippets**: short exchanges that might appear in a branching dialogue or cutscene.
- Include **antagonist / villain moments**: subtle menace or tension, not over-the-top cartoonish voices.
- Keep **scenes 3–6 sentences** (roughly 10–20 seconds each). Video game reels are often slightly longer per line than character demos.
- Mix **high-intensity, calm, and intimate moments** to show range.

Pro Tip: Video game casting directors care about emotional truth and believability. Your lines should feel **realistic, cinematic, and situational**.

Example: [Video Game Voice Acting Demo - Jordan Reynolds](#)

Recording

This is where the performance comes alive.

✓ Recording Tips:

- Use a **quiet, well-treated space** with proper mic technique (6–8 inches away, angled, with pop filter).
- Do **3–5 takes per line**, trying different levels of intensity and emotion.
- Record **effort sounds** carefully (grunts, yells, exertions). These are often used for combat and reaction animations.
- Bring **subtlety and realism**: not everything should be shouted or exaggerated like a cartoon.
- Consider a **live direction session** with someone experienced in video game VO. Live direction is invaluable for hitting pacing, intensity, and emotional beats correctly.
- Use your **scene scripts as mini cutscenes**. Imagine the camera and story, not just the words.

Post-Production / Mixing

Video game reels require **clean audio and professional mixing**, often more polished than a casual character demo.

✓ Post-Production Steps(My suggestion):

1. **Mixing** (the hardest step)
 - Clean up background noise.
 - Normalize levels so everything is balanced.
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 - Light compression to tame peaks and keep everything consistent.
 - Fade transitions between scenes/music for smooth flow.
2. **Sound Effects (SFX)**
 - Add sounds that match the scene:
 - combat sounds, footsteps, environmental noises. Only if it enhances the demo without overpowering the VO.
 - Keep them supportive. never let SFX distract from the voice.
 - You can also add a SFX in between the transitions of scenes to really make it smooth.
3. **Music**
 - Pick tracks that fit the theme/tone of each scene.
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-Stephen Bryson

RECOMMENDATIONS

RECOMMENDATIONS (WIP)

If you would like to add yourself or anyone you can recommend to this list DM me @stephenbrysonva

Free

- **Dark Tree Audio** – Discord: @darktreeaudio | Email: darktreeaudio@yahoo.com
[Examples](#)
Free: Interview the VA & discover their niche → Writing → Recording → Editing & Mixing. Sometimes original music is included. Handles Commercial, Character, Narration & Education reels.

Budget-Friendly (\$45 – \$150)

- **Kiera Rhodes** – [Website](#)
\$45 for Post-Production. Also offers Demo Cards & Social Banners.
- **Solar** – [VGen](#)
\$50 for Writing, Editing, Graphic, & Video.
- **Stephen Bryson** – DM on Twitter/Discord @stephenbrysonva
\$100 for Writing & Post-Production.
- **Jake Parr** – [Example 1](#), [Example 2](#), [Example 3](#), [Example 4](#)
\$100 for Writing & Post-Production.
- **Jake Walters** – DM @_jakeVA (Twitter) / jakeVA (Discord)
[Example](#)
\$271 for Post-Processing.

Mid-Range (\$200 – \$600)

- **MLA Entertainment** – [Website](#)
\$200–\$325 for Writing, Mixing, Live Direction, Video & Art. Live Direction also sold separately.
- **Mytoastercanmix** – [Website](#)
\$100 for Writing | \$200 for Post-Production.
- **SJ Harris** – [Link](#)
\$82 for 2hrs Coaching | \$406–\$475 for Writing, Mixing, Coaching.
- **Jonathan David Bullock** – DM @JonDavidTalent (Twitter)
[Example](#)

\$600 for **Writing, Post-Production, & Live Direction.**

 Premium (\$1000+)

- **The Voice Actors Studio** – [Website](#)
\$1000 – \$2,495 (likely includes **Writing, Post-Production & Live Direction**).
- **Scary Good Studios** – [Website](#)
\$1200 for **Writing, Post-Production, Original Music/SFX & Live Direction.**

 Other Unique Options

- **All Ages of Geek** – [Website](#) (scroll down)
Includes **Writing, Editing, Graphic Design**. Also offers **Logo & Website Design**.