*SCSTA **COLLEGE** FESTIVAL*

ANIMATED VOICE OVER

Description/Procedure:

- Character illustration and script will be provided to students 2 weeks before the festival.
- Contestants will be evaluated in two parts:
  - Preparation
  - Performance

Preparation (2-4 minutes)

- Goal: to demonstrate an understanding of script and character analysis through a short informative speech using PowerPoints
  - Students must state their name and school to begin
- PowerPoint must include:
  - Character Illustration
  - Include a copy of the character illustration
  - Clearly mark notes explaining:
  - Visual attributes considered
  - How those attributes influenced vocal choices
  - How the visual information supports the planned performance
  - Script
- Include a copy of the script in PowerPoint slides
- Clearly mark notes on the script slide(s) identifying:
  - Emotional state
  - Beat shifts
  - Subtext
  - Main objective
  - Physical choices
  - Vocal choices
- Slides should explain how these choices support the planned performance

Performance (1-3 minutes)

- Goal: to demonstrate the ability to transfer the preparation into a believable performance of the illustrated character
- Play a pre-recorded MP3 using contestant's laptop with HDMI capability (*Apple computer users must provide their own adaptor for HDMI connection*)
- Recording requirements:
  - Single take
  - No edits
  - No sound effects
  - No music
  - Clear, appropriate sound quality
  - Free from unwanted/aberrant sounds
  - Easy to hear
  - Appropriate recording gain
  - Demonstrates good microphone technique
- Recording

    - Contestants state their name and school at the beginning of the recording in their own voice
    - After the slate, there must be a 1-second pause.
    - The script performance then begins in the character's voice.
    - A 2-second pause must occur between each set of provided lines.
- Performance Expectations
    - The performance must demonstrate the choices presented during the Preparation speech
- Vocal, physical, and emotional choices should be:
    - Supported by the script and illustration
    - Believable for the character
    - Strong enough to make the audience believe the animation has come to life
- Overall Goal
    - Make vocal, physical, and emotional choices that are supported by the script and character illustration.
    - Create a performance that makes listeners believe the choices bring the animated character to life.

TIME LIMIT: **4-7 minutes** total

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VO Artist _____ **Preliminary Round** ☐ **Final Round** ☐

School _____ **Time:** _____ **Minutes** *(Limit 4-7 Minutes)*

Criteria	Superior 5 Points	Advanced 4 Points	Proficient 3 Points	Basic 2 Points	Emerging 1 Point
Interpretation of illustration	Clearly communicates and fully explores all aspects of the illustration, beyond the obvious ones; Creates a unique, fully realized, and believable character voice.	Clearly communicates and fully explores most aspects of the illustration, beyond the obvious ones; Creates a fully realized, and mostly believable character voice	Communicates and explores obvious aspects of the illustration; Creates a realized, and mostly believable character voice	Partially communicates and explores some of the obvious aspects of the illustration; Creates a character voice which may be believable	Insufficient exploration of the illustration; Creates a character voice which is not believable
Interpretation of script	Intellectual and emotional content of the script is communicated clearly and effectively; Emotions, physical choices, vocal choices, subtext, objectives, and beats exceptionally well planned; Demonstrated an understanding and sensitivity to character interpretation	Intellectual and emotional content of the script is communicated; Emotions, physical choices, vocal choices, subtext, objectives, and beats well planned; Demonstrated an understanding and sensitivity to character interpretation	Intellectual and emotional content of the script is communicated; Emotions, physical choices, vocal choices, subtext, objectives, and beats somewhat planned; Demonstrated some understanding and sensitivity to character interpretation	Intellectual and emotional content of the script may not be communicated; Emotions, physical choices, vocal choices, subtext, objectives, and beats do not seem planned; Demonstrated minimal understanding and sensitivity to character interpretation	Intellectual and emotional content of the script not communicated; Emotions, physical choices, vocal choices, subtext, objectives, and beats do not seem planned; Demonstrated little to no understanding and sensitivity to character interpretation
Preparation and presentation of slides	Superior speaking qualities; Spoke directly and fluently; Excellent vocal variety; Effective eye contact, gestures, and nonverbals; Confident and prepared; Slides well-designed and creative; Explained clearly and effectively	Advanced speaking qualities; Spoke directly and fluently; Very good vocal variety; Effective eye contact, gestures, and nonverbals; Confident and prepared; Slides well-designed; Explained clearly	Proficient speaking qualities; Spoke fluently; Good vocal variety; Capable eye contact, gestures, and nonverbals; Mostly confident and prepared; Slides complete; Explained	Basic speaking qualities; Some fluency; Minimal vocal variety; Eye contact, gestures, and nonverbals may be distracting; Somewhat confident and prepared; Slides included	Weak speaking qualities; Minimal fluency; Little to no vocal variety; Eye contact, gestures, and distracting nonverbals; Lacks confidence and seems under-prepared; Slides may not be complete or included
Voiceover Performance	Unique, fully realized character created vocally; Superior changes in inflections, pitch, projection, volume, and rate to create character; Superior vocal choices to create emotional and intellectual shifts	Fully realized character created vocally; Advanced changes in inflections, pitch, projection, volume, and rate to create character; Advanced vocal choices to create emotional and intellectual shifts	Character created vocally; Proficient changes in inflections, pitch, projection, volume, and rate to create character; Proficient vocal choices to help create emotional and intellectual shifts	Character created vocally; Basic changes in inflections, pitch, projection, volume, and rate to create character; Basic vocal choices to help create emotional and intellectual shifts	Ineffective vocal choices to create character; Minimal to no changes in inflections, pitch, projection, volume, and rate to create character; Weak vocal choices and ineffective emotional and intellectual shifts

Overall Performance	Demonstrates a superior level of accomplishment and potential within the discipline	Demonstrates an advanced level of accomplishment and potential within the discipline	Demonstrates a proficient level of accomplishment and potential within the discipline	Demonstrates a basic level of accomplishment and potential within the discipline	Demonstrates an emerging level of accomplishment and potential within the discipline

_____ TOTAL POINTS *(25 possible)*

Comments

Judge _____ Affiliation _____

FOR TALLY ROOM ONLY

Deductions (**-2** for over or under time in preliminary round; **Disqualified** for over or under time in Finals)