



Lectures...Workshops...Seminars for 2012 This Is What It's ALL About!

All lectures, workshops, and seminars are held at Voicetrax's studios in Sausalito unless otherwise noted. We realize that with the multitude of classes to choose from it may be a bit daunting to know what curriculum strategy would work best for your specific situation. We encourage you to contact our registrar for guidance at (415) 331-8800. We can help you identify the courses that are most appropriate for your needs at each particular stage of your training.

**For actual dates and prices of classes, please see registration form.*

FOR INTERMEDIATE/ADVANCED STUDENTS



¡ANIMANIA!

Director:	Length:	Class Notes:
LA Agent	10-hour weekend seminar	None

Bolster your confidence, test your creativity, sharpen your technical abilities and strengthen your auditioning techniques by working on cartoon and game scripts with one of the best known animation agents in the business. With her trademark straightforward style, this authority in the animation field will provide succinct feedback and direction, while still maintaining the fun and inventiveness that character work is supposed to have.

ANIMATION 101 W/BOB BERGEN

Director:	Length:	Class Notes:
Bob Bergen	10-hour weekend seminar	None

One of the most sought after voice actors and instructors in the country brings his popular, widely acclaimed seminar to Voicetrax. You'll explore all the vital skills, techniques and necessary information that aspiring animation actors need to know including effective mic technique, creating and sustaining characters, breaking down copy and understanding how the demo process and the "business of the business" really works. You'll develop and expand your own cast of characters and gain confidence in your ability to perform and audition "in-character".

BEST DAMN DEMO PERIOD!

Directors:	Length:	Class Notes:
Samantha Paris, Sirenetta Leoni, SF Agent	21-hour, 6-week workshop	This course includes heavy homework assignments. Students must have home recording capabilities.

During this information packed workshop you'll develop a clear understanding of the demo production process from start to finish including copy selection, recording, editing, post-production, design, branding, marketing strategy and costs. Samantha, Sirenetta and a seasoned SF talent agent will help you to discover what your strengths are and how to highlight them in a way that will grab the attention of agents and producers as well as common mistakes to avoid. By the last week of class, students will have produced, performed, self-directed and packaged their own mock demo.

CHARACTER UNIVERSITY

Director:	Length:	Class Notes:
Susan Blu	10-hour weekend seminar	None

Do you hear the bell? School is in session and we want to know, will you make the grade? We're not joking when we say, "Susan wrote the book on voice acting". She's the co-author of the best-selling voice over book of all time "Word of Mouth, A Guide to Voice-over Excellence". She's also directed more than a thousand episodes of animated television and as a top voice talent created numerous unforgettable cartoon and commercial characters. It's safe to say that Susan has earned her Ph.D. in Voice-over Arts. At this institution of higher learning – Voicetrax style, Professor Blu will educate you on her unique philosophy of animation character development. Learn many of the strategies, styles and techniques that she's used successfully as a director and actor so that you can create, enhance and sustain memorable characters of your own. Now get to class!

FOR INTERMEDIATE/ADVANCED STUDENTS (continued)

COMMERCIALS VS. CARTOONS VS. VIDEO GAMES

Directors:	Length:	Class Notes:
LA Agent & Booth Director	10-hour weekend seminar	None

Join these two voice-over veterans for a side-by-side-by-side look at the contrasting styles between commercials, animation and video games. They'll help you find the appropriate lively tone and energy for your Saturday morning characters then teach you how to "dial it down" while sustaining the reality and intensity required for video game characters. You'll work on developing the funny yet conversational and believable characters that commercial copy demands. By the end of class, you'll have a clearer understanding of when to go BIG, BROAD AND CARTOONY and when to tone it down and deliver a more realistic read.

DEMO DECONSTRUCTION

◆ Back by Popular Demand/Revised/Extra Night!

Directors:	Length:	Class Notes:
Samantha Paris, Chuck Kourouklis	6-hour, 2-week workshop	This course includes homework.

Join our fearless leader and her trusty lieutenant in this guided tour through the complex and ever changing world of demos. Sam and Chuck will ask *you* to become the producer who has to cast a project utilizing only the Internet. The second night, the results of your exhaustive search will be reviewed by Sam, Chuck and the rest of the class. Together you will deconstruct, bit by bit, what worked and what didn't, ultimately applying what you discover to your own demo strategy. Learn to address the needs of producers in your demo and ensure you stand out amongst the rest.

DIRECT THYSELF

Director:	Length:	Class Notes:
Samantha Paris	10-hour weekend seminar	None

You unlock the sound booth door with the key of imagination. Beyond it is another dimension, a dimension of sound, sight and mind. You've just crossed over to "The Self Direction Zone" (insert spooky music here). Imagine if you will, you're in a sound booth hired by an inexperienced "director" who has a vague notion of the kind of performance he wants but no clue on how to get it out of you. Your phone rings. It's your agent and he asks you to record an audition and email it back within the hour. Voice actors run into these alarming scenarios all the time. By always being prepared to self direct, you can escape with a competitive audition no matter the circumstance. Having to articulate a clear analysis of a script as a "director" for your classmate, you will gain confidence in your ability to break it down for yourself when you have to. Spend a weekend in the director's chair channeling your "inner Samantha".

GAMEROLOGY

Director:	Length:	Class Notes:
Jacque Shriver	10-hour weekend seminar	None

The burgeoning and robust video game industry is alive in well in our own backyard. Most San Francisco voice actors will eventually get an opportunity to audition for a video game. Increase your chances to be cast in games by understanding the basics including the different genres, how they work, who plays them, gamer language, where sound design fits into the big picture and where dialog fits into that. Who better to get you up to speed than one of Sony Entertainment's top dialog directors? During this fast-paced seminar you'll learn how casting decisions are made and what game directors listen for in auditions and demos. Get a chance to polish your auditioning, performance and dialogue skills. Jacquie will help you hone your "efforts," which, if you aspire to work in games, you'll need to be able to perform confidently, quickly and with conviction. If you're not quite sure what "efforts" are then run (while huffing and puffing, of course), don't walk to sign up for this class.

FOR INTERMEDIATE/ADVANCED STUDENTS (continued)

INSIDE & OUT: DIALECTS

Director:	Length:	Class Notes:
Sirenetta Leoni	12-hour, 4-week workshop	This course includes weekly homework assignments. Students will receive the first week's assignment a few weeks before class begins.

Widen your range by exploring the dialects that voice actors encounter most frequently including British, Southern, Mid Atlantic and "Brooklynese" amongst others in fun, unusual, creative ways. Each week you'll be asked to take on a different dialect and sustain it throughout the session. After four weeks, you'll have a greater level of comfort with dialects, a solid understanding of what it takes to perform dialects believably and consistently and know where to go for reliable dialect resource materials on the web.

KEEPING IT REAL

Director:	Length:	Class Notes:
Jeannie Elias	10-hour weekend seminar	None

A significant amount of today's television and radio commercial scripts require a "real" person relating directly to their audience or to the other characters in the spot. These days even the specs for the announcer often ask for a "non-announcery", conversational and casual read. In this class you'll tap into your ability to launch the story in an organic way, with a definitive point of view that integrates strong intention and fully realized characters that are 3-dimensional and genuine in their expression. You'll concentrate on finding that honesty through improv, script analysis and acting games that are both great fun and will help you improve your access to the authentic expression required to nail today's commercial copy and book that gig!

SCENE STUDY W/SUSAN BLU

Director:	Length:	Class Notes:
Susan Blu	10-hour weekend seminar	<i>Class may be repeated.</i>

Too often the truth of the character like heart, soul, circumstance, relationships to other characters is overlooked in voice work. That approach leads to a one dimensional performance. So many actors take the easy way out by substituting wacky voices or resorting to stereotypes instead of tapping into their real feelings and emotions. Susan has designed this scene study acting class to help students develop strong acting abilities using real situations, both dramatic and comedic. You'll learn to explore feelings and life experiences that will help you broaden your horizons. Get into the inner workings of your characters and create them from the ground up or as we say in the biz, from the voice down. And it goes without saying (but we're saying it anyway) that working with legendary director and voice actress Susan Blu is an opportunity that you cannot afford to miss!

SCRIPT ANALYSIS

Director:	Length:	Class Notes:
Samantha Paris	12-hour, 4-week workshop	This course includes weekly homework assignments.

Simply put...if you don't get the script, you don't get the gig! Samantha will help you unravel the mysteries of script interpretation as you analyze a variety of TV and radio commercials and animation scripts while discovering how to dissect copy intelligently. You'll learn to look for hidden clues (aka "bunnies") and not just the ones buried in the body of the copy, but the ones you can glean from the sound effects, visuals, directions, music, length, even the agency name.

FOR INTERMEDIATE/ADVANCED STUDENTS (continued)

TAKING ON THE PROTOTYPES

Director:	Length:	Class Notes:
Thom Pinto	10-hour weekend seminar	None

Producers frequently cast voices or write character specs using “prototypes” as a frame of reference. Whether they’re looking for someone who sounds like the hot “celebrity du jour” or a veteran voice actor who is highly regarded within the industry but not a household name, this seminar will give you a chance to immerse yourself in a wide variety of styles while listening, duplicating, and broadening your own vocal range by “borrowing” from the most sought-after spokespeople and character actors. By mimicking another actor’s syncopation, tone or attitude it will not only widen your interpretation possibilities, but it can open the door, inspire creativity and be the foundation of a whole new character for you to develop.

TAMING OF THE MIC, PART DEUX

Director:	Length:	Class Notes:
Chuck Kourouklis	10-hour weekend seminar	None

In Taming of the Mic, we held your hand through figuring out p-pops, over modulation, proximity effect, as well as the Fred Astaire footwork needed to call from hallways, across the street, or across a battlefield and then return to your nominal mic position “mark”. Part Deux will feature a greater emphasis on actual audition copy and self-direction. That’s right, figuring out the “geography” of your performance and executing is all on you this time! Get those high-tech pop-testers back out too, ‘cause Chuck will want you nice and clean for this one.

TIMING IS EVERYTHING

◆ Revised!

Director:	Length:	Class Notes:
Jeff Howell	10-hour weekend seminar	None

It has been said that comedy is a serious business. So it’s back to basics to focus on the rules of comedy with award-winning comedy producer and casting director, Jeff Howell. Jeff will work with you to strengthen your basic comedy skills. As you tackle one funny commercial script after another, Jeff will provide helpful, corrective feedback on your script analysis, character, improvisation, scene setting and....timing....abilities. By the end of the seminar, you’ll know where to look for the “funny” in each script, but even more important you’ll know how to deliver the “funny.”

A word about waiting... plus private lessons, demos, minutes, and more

Voicetrax is committed to limiting the number of students in each class to a level that allows for the best training opportunity for everyone. This means that you may not always be able to get into a particular workshop or seminar. However, we do enforce a waiting list policy that ensures that you will be able to take the appropriate class as soon as possible.

If you find that your training calendar is empty one month, or you're simply looking for a more intensive workout, consider signing up for private lessons or one of our popular "foursomes," "sixsomes" or small group labs. Depending on your particular training needs, you can take private lessons and/or small group lessons from one of the following individuals (the cost of these sessions starts at \$125/hour):

**Frank Coppola – Jeff Howell – Chuck Kourouklis
Sirenetta Leoni – Samantha Paris* – Thom Pinto* – Brian Sommer**

*Voicetrax also offers "Cyberprivates," via the Internet with the asterisked instructors above. For details and instructions, contact Voicetrax at (415) 331-8800.

Please note that all Voicetrax instructors are also working actors and directors, and as such, their schedules are subject to last-minute changes on occasion. In the event that your private lesson date is changed, you'll have the option of rescheduling to the soonest open date that is convenient for you.

Voicetrax also produces demos and "house minutes" for Voicetrax-trained students who are competitive and ready to enter the auditioning arena and professional voice actors who have trained or worked with Voicetrax previously. For details, call the Voicetrax office at (415) 331-8800.

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