

# Voice-Over Workshop with Gin Hammond

## **DETAILS - Short Version**

### Who

You!

### Time/Dates

Saturday Oct. 1st and Sunday Oct. 2<sup>nd</sup> 11am – 4:30pm. (We may wrap it up at 4pm; the extra half hour is “wiggle room” for end-of-day questions and comments)

### Space

**15 McGraw St.**, Seattle, WA 98109 in Upper Queen Anne

### Cost

\$180 (only \$18/hr). Please send \$80 deposit by Sept 25<sup>th</sup> to hold your spot. Class limit 12.

### Contact

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(646) 283-8033

## **DETAILS - Looooong Version:**

One of the most wonderful things about voice-over work is that it can so thoroughly engage the imagination; if you use your imagination it's amazing how an entire story can come across in just a few words. This is the difference between simply reading vs. sounding connected to the material.

If you're handed sides that resonate with you, it's not always necessary to apply any particular techniques. However, if the copy doesn't resonate with you, or if your director has a very different take on the material, there are quite a few tools you can apply that will:

- Heighten your awareness of, and confidence in, what you're already doing right, and
- Help you translate even the lousiest direction into something great (or at least something that'll get you paid)!

### **The Tools**

- Personalization (who you are, who the person you're talking to is, how they are reacting, why you must say this right now ... basically a more involved version of “Given Circumstances”)
  - Highlighting Operative Words using:
    - Pitch

- Rate
  - Volume
  - "Good Thing / Bad Thing"
- Breaking up longer format text into Sizes and Speeds (Big and Fast/Slow; Small and Fast/Slow)
  - Applying the Laban Effort Actions to speech (e.g. thrust, float, glide, etc.) Very important for animation and video games.
  - Playing with a variety of commercial and video game genres, unless your particular group would like to focus on narration and audiobooks (same tools apply to all)

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And of course, we'll talk about the business, equipment, and putting together a demo reel.

### Pricing

- Workshop = \$180 per person (for 10 hours)

#### Notes on studio recording at Jack Straw:

If you are excited to getting your demo going asap, we can discuss recording at Jack Straw Studios <http://www.jackstraw.org/>

The cost would be between \$146.50 - \$194.00, depending on whether you would like an hour or half hour in the studio.

Participants who choose to record a demo reel should bring a flash drive or 2 blank CDs (the second one as a back-up). Otherwise, Jack Straw Studios charges \$3 per CD.

To be clear, this is to lay down the vocals only. Sound effects and music take about 4 - 5 hours total per individual demo. For sound effects and music I highly recommend Chris Inglesi of Bionic Earz <http://www.bionicearz.com/> who, for some crazy reason, charges a ridiculously low flat fee of \$99 if you mention my name. And he's amazing.

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If your goal is to use this class to get you well on your way to recording a demo, please start looking for copy (aka text) you'd like to use now! If you know that you prefer, say, audio books to commercials or video games, feel free to bring in what suits you -- The Tools apply to all V-O formats. Please note that you have the freedom also make up your own copy! Also, tons of demo reel examples can be found at

<http://www.voicebank.net/> . Just click on “Voice Over Demos and Clients.” And keep in mind that advertising is all around you, in magazines, on your cereal box, etc.

## BIO

Gin Hammond, recently nominated for an AUDELCO award, received her MFA from the American Repertory Theatre Institute at Harvard University/Moscow Art Theatre School. She has performed nationally at theatres such as The Guthrie, Arena Stage, The Longwharf Theatre, Seattle’s ACT, The Pasadena Playhouse, the ART, The Berkshire Theatre Festival and The Studio Theatre in Washington D.C., where she won a Helen Hayes Award for Outstanding Lead Actress for her performance of *The Syringa Tree*. Internationally, she has performed in Russia, Germany, Ireland, Scotland and England. Ms. Hammond also received a Kathleen Cornell award, and grants from Allied Arts and the NEA. Her voice(s) can be heard on Jim French’s *Imagination Theatre*, Sebastian T. Sweet’s *Rebecca Bowen* series, *Super Granny* and *Nancy Drew* video games, a wide range of industrials, audiobooks produced by Redwood and Cedar House Audio, and Halo 3. [www.ginhammond.com](http://www.ginhammond.com)

## A FEW TESTIMONIALS

Just wanted to say thanks again so much for a great voice-over workshop this weekend. I learned more with you in the first two hours than I did at another two-week v.o. class I took at a nearby community college! Your class was practical, inspiring, challenging, interesting, helpful and most of all, extremely enjoyable. You certainly have an excellent knowledge of your craft. Thank you for sharing it all with us. - Ingrid D.

I have to second (or is it third?) the sentiments below. This workshop was easily ten times more than I expected. Within the first hour we were all comfortable, at ease and ready to record our voices for playback to our peers. By the end of the second day, we had all learned numerous practical techniques for voiceover, gotten a comprehensive brief on the industry and where we each might fit into it and built a rapport that I’m certain will last. I can’t remember the last time I learned this much, felt so at ease and had so much fun all at the same time! If anyone else on this alias gets a chance to take this course, I highly recommend you do so! ☺ - Chris D

Not to rub it in, but those of you who didn’t make it (or if you missed the invite the first time) you **really** missed out. It’s a good mix of technique, business insights, recording practice and peer feedback. I’m a complete novice at this whole thing and got a tremendous amount out of it! Make the time for it if you can, it’s well worth it... - Chris K.

...what a full agenda and so much learned with the added bonus of a great group of people. Thanks... for giving us so much coaching and knowledge, Gin. -Cynthia B.

## AudioFile Review for Audiobook

**THE NEW MOON'S ARMS**

Nalo Hopkinson

Read by Gin Hammond

Gin Hammond's portrayal of Calamity Lambkin, a salty, irreverent Caribbean woman, is pitch-perfect... Hammond delivers this enchanting story without a flaw. Her voice, with its soothing low pitch and rhythm, captures island accents and makes listening a pleasure.

D.J.P. © AudioFile 2007, Portland, Maine [Published: AUG/ SEP 07]