

Voice Acting

Content Area: **Music**
Course(s):
Time Period: **Marking Period 1**
Length: **35**
Status: **Published**

Essential Questions/Enduring Understandings

- What is voice acting?
- How do you create a three dimensional character using voice alone?
- What are the stock characters of voice acting and how are their qualities articulated?
- How does voice acting differ from using voice in acting?
- How does keywording inform character choice and circumstance within voice acting?

Objectives

- Students will know various vocal exercises to strengthen their vocal power.
- Students will be skilled at using vocal modulation to demonstrate character.
- Students will know the differences of voice acting versus using voice in acting.
- Students will be skilled at creating dynamic stock character voices and applying them on command.
- Students will know how to keyword a script as a way to interpret meaning and intention through voice.
- Students will be skilled at using vocal techniques used in previous levels to devise voice characters.

Learning Plan

- Provide various voice exercises to be included as a daily regimen in class and at home.
- Practice diaphragmatic breathing in order for students to get breathing from their diaphragm, not their chest.
- Create versions of “The Hero”, “The Sidekick”, “The Anti-Hero”, “The Villain”, “The Monster”, and “The Creature” comparing these tropes to others in theatre history.
- Have students create a demo reel of their trope voices and compare and contrast their work from their peers.
- Use basic text like “There’s always tomorrow.” and have students make vocal choices without written context of character.
- Have students keyword a voice script from a video game based upon found circumstances within the limited copy.
- Have students re-dub video game scene with their own version of the character.

Assessments

- Students will brainstorm about the essential questions through regular written reflections in the Actor's Journal.
- Students will demonstrate their mastery of voice acting through their application during the re-dub of a video game scene.
- Students will create a demo reel showcasing each of their six trope voices.

Materials

- Scripts
- Computer
- Microphone
- Editing Software

Suggested Strategies for Modifications

[Acting 2/3 Accommodations](#)