

ORS

NOTES TO THE DIALOGUES

Version 1.0

Some further notes to the speakers are written down in this document.



Notes for the Voice Actors

General remarks:

The texts do not only contain the dialogues, but also notes on pronunciation and stage directions. The way of the pronunciation is relevant for you. I've tried to describe it as well as I could. In any case, create multiple versions of a dialogue so we can select the best recording. Try to see the things from the character's perspective and his situation.

Punctuation and formatting:

The punctuation is not unimportant. So take care on commas, dashes, points etc. In the following I would like to explain you, which meanings the various punctuations have.

- **Comma (,):** Here is a short break (like you would breath in shortly).
- **Point (.):** Here is a medium-length break (like you would breath in normally).
- **Dash (-):** Here is a longer break (like you would take a deep breath).
- **Three points (...):** Three points indicate that the sentence will continue. See it as a single sentence. The second way: The word, the sentence or the thought is interrupted and the three points indicate a break (slightly shorter than the dash).
- **CAPS:** Speak this word accented or with a slightly shouting.
- ***italic:*** It's just a specific term. A special pronunciation is not required.
- **[Text]:** Sometimes, further details are specified in square brackets. For example [laughs]: At this point the character should laugh. The manner of laughter depends on the mood of the character, which is explained in the notes.

Indexes:

All dialogues are provided with an identification number. The first number refers to the scene, the second on the current number of the dialogue within the document.

For example: (2-05) means scene 2, dialogue number 5.

For the index numbers please use the following notation:

For example: 2-05_001.wav means the first version of dialogue 5, scene 2.

File type:

Please use the following settings for your recordings: .wav / 48 kHz / 24 bit / Mono

Special:

The dialogues (3-45) to (3-52) are assigned to the following Voice Actors:

DoKamiKatze0, alainvega92, charmin, CMSFilm, don.dope, shawshank73, siegbert.pacher, Sleazebaeg, sven.juergen.wittke

Please take care of the syllables in texts like „Contact! Contaaact!“ – „Under attaack!“ – „Heavy fire incomiiing!“ and try to lengthen them if possible. Just try to imagine you really ARE on the Battlefield and improvise.

The dialogues (5-30) and (5-33) to (5-37) are assigned to the following Voice Actors:

andree, Manuel_Dragan, MaxMaron, Mr. Wrettom, Tonda, Veggie

The dialogue (6-27) is assigned to the following Voice Actors:

andree, Manuel_Dragan, MaxMaron, Tonda, Veggie