

[FULL NAME]

Voice Actor | [Specialization: e.g., Creature Sounds, Character RPG, Tactical FPS]

[Phone Number]

[Email Address]

[Portfolio/Demo Reel Link]

[Home Studio Specs: e.g., XLR, SourceConnect, Treated Booth]

[Date]

[Casting Director Name/Studio Name]

[Project Title/Code Name]

Dear [Name or "Casting Team"],

Introduction: [State the specific role you are applying for and how you heard about the project. Briefly mention your familiarity with the studio's previous titles or the specific genre of the game.]

Vocal Range & Experience: [Highlight your vocal archetype-e.g., gravelly anti-hero, high-energy sidekick, or versatile NPC specialist. Mention your years of experience in the industry and any notable training in motion capture (mocap) or performance capture (pcap) if applicable.]

Project Fit: [Explain why your specific texture and tone align with the world-building of this project. Reference a specific character trait mentioned in the casting call and how you intend to bring depth to that role.]

Technical Capabilities: [Confirm your ability to record remotely with professional-grade equipment or your availability for in-studio sessions at the project's location. Mention your proficiency in taking live direction via remote software.]

Thank you for your time and for considering my voice for [Project Title]. I have attached my character reel and look forward to the possibility of a custom audition.

Sincerely,

[Your Name]