

### 3. Voice-Over (VO) & Radio

#### Overview

A focused, highly technical discipline where the voice is the sole performance tool. Sessions are short and efficient, requiring intense concentration and immediate responsiveness to direction.

#### Key Industry Terms

- **Cans:** Industry terminology for studio headphones.
- **Popping:** The unpleasant distortion caused by hard plosive air bursts against the mic (e.g., "P" or "B" sounds).
- **Wild Track:** Recording audio lines independently without syncing to moving visuals.

#### The Working Environment

- Small, windowless, soundproof recording booths.
- Intimate and exceptionally quiet; the isolation or close headphone audio can occasionally feel daunting to beginners.

#### Key On-Site Team Members

- **Sound Engineer:** Manages the technical recording equipment and audio levels.
- **Creative Lead / Director:** Directs vocal performance, character tone, and pacing.
- **Agent / Producer:** May listen in remotely to oversee project standards.

#### Expectations & Hours

- **Expectations:** Sharp listening skills and vocal agility to adjust pitch, accent, or speed instantly on instruction. Must be able to stand completely still to avoid micro-clothing rustles.
- **Hours:** Highly efficient (typically 1–3 hours) with minimal downtime, making scheduling around school hours easier.

#### Communication Guidelines

- **Primary Contact:** The Studio Manager or Producer.
-  **The "No-Go" Zone:** Never interrupt the sound engineer while they are recording. **Do not enter the booth** whenever the red-light indicator is active.

#### What to Pack

- **Hydration:** Room-temperature water to keep vocal cords lubricated.
- **Silent Clothing:** Avoid noisy fabrics (e.g., nylon, puffer jackets, or loud/jangly jewellery).

**Post-Project Aftercare**

- **Vocal Health:** Encourage quiet time and vocal rest for a few hours after the session (avoid loud shouting or singing) to prevent vocal strain.