

CASTING CALL FROM VOICEACTING, LLC

We are casting for a promotional animatic that will ultimately be used to pitch this project to independent and major film studios.

PLEASE NOTE: ALL CONTENT, IMAGES AND TEXT ARE COPYRIGHT 2006-2015 AND MAY NOT BE USED FOR ANY PURPOSE OTHER THAN SUBMITTING AN AUDITION FOR A ROLE. THE TITLE, TEXT, CHARACTERS, STORY IDEA AND GRAPHICS INCLUDED HERE ARE PROPRIETARY AND MAY NOT BE DISCUSSED, COPIED OR DISTRIBUTED WITHOUT EXPRESS WRITTEN PERMISSION FROM THE COPYRIGHT OWNER. VIOLATORS WILL BE PROSECUTED TO THE FULLEST EXTENT ALLOWED BY LAW.

Project: *Eagle Warrior – Reform* (First of a trilogy). This project is planned as an animated feature film.

Synopsis:

In *Eagle Warrior - Reform* (movie one), This story takes place during the Aztec period in Mexico. King Zeetal and his band are specifically based on Aztec culture/characteristics. The city Atua is based on the infamous Aztec city of Tenochtitlan, the capital of the Valley of Mexico and the center of Montezuma's reign. Tetoca is from another tribe called the Taxcans – a surviving remnant of a peaceful, one god-fearing, farming culture – not idolatrous, like the Aztecs and other surrounding tribes. Farmer Tetoca and Prince Coytull (son of Zeetal) overcome personal challenges and enemy tribal boundaries to fight together for freedom and justice in the ancient Valley of Mexico. They become close friends in doing so. Unhappy growing up surrounded by stone idols and war, Coytull asks Tetoca to teach him about the mysteries of the heavens and the 'Great One'. Tetoca falls in love with Coytull's sister Meyah and warns King Zeetal of a coming invasion by Spanish warriors. A volcanic eruption and earthquake ultimately end King Zeetal's reign and open the door to positive change.

COMPENSATION:

DISCLOSURE: The entire production of the Eagle Warrior animatic is a completely voluntary effort for everyone involved. VoiceActing, LLC is not being compensated in any way for casting, production, performance, audio or any other services that might be provided for the production of this animatic. Appropriate compensation will only be determined at such a time when the project is picked up for production by a film studio. Individuals selected for this animatic will be considered first for the final production. If you are cast for a role in the final production, fair compensation will be negotiated at that time. If your audition is accepted for this animatic and you are not cast in the actual production, you will be compensated for your performance in the animatic, in an amount to be determined, at the time production is completed.

Preliminary discussions with several studios that have viewed a previous animatic (with no voiceover) have received favorable response. We are confident that a new animatic pitch reel with great voiceover will be a much stronger vehicle for moving Eagle Warrior into production.

If you are cast for the animatic, you will receive an .mp4 video file of the completed animatic and permission to use your performance as part of your voiceover marketing. There is no other compensation implied or promised for your participation in this project. To put this in simple terms: Your audition is completely on spec.

CAST SELECTION:

Please do not contact VoiceActing Academy or the producers regarding acceptance of your audition. Inquiries regarding casting will not be answered. Final casting decisions will be made by the producer/writer and will be final. You will only be notified if your audition is accepted and you

are cast for a role in this animatic. VoiceActing Academy is only providing this casting call as a support service and although we may serve on a consulting basis, we are not in a position to make any final casting decisions.

AUDITION INSTRUCTIONS:

Please use the following guidelines when submitting your audition. Incorrect submissions will not be listened to. There are 8 pages to this audition, including description, sides, and a full animatic script for continuity on pgs 7 & 8.

You may submit an audition for one or more than one character. Please submit each role as a separate file with only that character's lines.

Direction: This script is not contiguous dialog, although there are a few interactive lines. For the most part this is a narrative by Tetoca with interjections from the other characters. Although the story takes place in Mexico, and the characters are Aztec, we are not looking for any sort of accent – looking more for attitude and characterization with the lines as opposed to a dialect, with two possible exceptions. Zeetal could have an Hispanic accent, but not too strong (Antonio Bandares was suggested by the writer). Cabrese could have a continental or non-descript European accent, possibly a tinge of Spain (not Mexican). All other characters can speak with non-accented American English.

Audio Slate: FirstName, LastName (provide spelling of last name); Character you are auditioning; email address (spell if necessary); your website (if you have one). Please keep your slate short.

Best Quality: Your recording should be up to conventional home studio recording standards. Please record with average level at -12db. Your recording should not contain any room echo or background noise. The quality of your recording will be taken into consideration during the casting process as it is entirely possible that portions of your audition may be used in the animatic production. It is equally possible that an additional recording session may need to be scheduled.

Number of takes: For Tetoca, please include no more than three takes for each line. For all other roles, please include no more than five takes for each line.

File Format: Submit as an .mp3 audio file at 44.1KHz, 128Kbps.

File Naming: Please use the following naming protocol ONLY. Please note that there are NO spaces. For phone number, use your full 10-digit number with no dashes or spaces. If outside the U.S., please add your Country code followed by a hyphen (3-). Mis-named files will not be heard:

U.S. submissions: Character_FirstnameLastname_0123456789.mp3

Outside U.S. (example for UK): Charactrer_FirstnameLastname_44-0123456789.mp3

Deadline: Your audition MUST be received by us no later than midnight, April 30, 2015.

Delivery: Send your .mp3 file(s) as an email attachment only to the address below. You may attach more than one audition to an email, provided the total size of attachments does not exceed 10MB. The words Eagle Warrior, the Character name and your last name MUST be in your subject line.

Please use the following email address:

EagleWarrior@voiceacting.com

Example subject line: Eagle Warrior – Tetoca - Lastname

Character Sides

TETOCA



"City of Gold" copyright 2006

Tetoca (tea-toe'-kuh)

Our lead is a Mesoamerican teen whose heart belongs to a dream. He's determined to rid himself from a tyrannical king that takes away his freedoms. His journey transforms him from an awkward son of a farmer, who prefers adventure to planting maize, to a warrior on the battlefield - fighting for his rights, his people, and his life. He earns the new birth name of the 'The Eagle' - all under the watchful eye of the 'Great One' who leads Tetoca away from mediocrity. Each step Tetoca takes turns the tide of history as he meets enemies near and afar. This budding hero learns and he teaches at the same time, becoming a man where a boy once stood, building his fighting skills, forming allies, and overcoming obstacles that hold him back from duty written in a culture of people meant to survive. The 'eagle spirit' will be carried on winds of ages past, from torrid jungles to dry plains, to the lofty volcanoes – to span all generations of time.

Age range: Late teens, early 20's (need a young sounding male)

Speaking characteristics: Attitude, Touch of sarcasm, Frustrated, Rebellious, Grows in confidence over time

Possible accent: none

COPY:

These were dangerous times.

I used to imagine a life without rules...and consequences...

My name is Tetoca... I liked a little adventure...

My best friend, Eeke, liked nosing around.

(spoken with disdain) King Zeetal... He made the rules I wanted to break.

He meant kill. I had to warn him that a greater enemy was here...

I saw the bearded men first.

(defiant) I bow to no one but the Great One.

Life got more... complicated...

Imagine meeting someone who was forbidden... AND beautiful. Princess Meyah.

I shouldn't have spied and Eeke shouldn't have been messing around.

She made me forget about myself.

Chaos was erupting and all Meyah could think of...

I met the exiled prince on a hunting trip.

Coytull was a click away from revolution.

Imagine the trust that was forming... ...and trust being thrown to the wind.

Captain Cabrese (ka-brāse') at your dis-service.

Zeetal feared the prophecy of his demise... and Cabrese... feared nothing for gold.

The Great One had his say. Some rules shouldn't be broken. Imagine the sound of freedom pounding your heart...

(With zeal) Oh feared warrior over all. Give me your vision and strength. Let me feel your might.
EAGLE CRY (trail).



PRINCESS
MEYAH

"City of Gold" copyright 2006

Princess Meyah (mai'-yuh)

Marked at birth by golden hair, Meyah is restless to uncover its origin. She tries to be just a girl, not a goddess as claimed - her songs voice her soul. She's not afraid of risk – in fact it lures her, while deep inside she pines away not knowing what happened to best friend, Coytull. Their pasts are entwined deeper than she knows, and she, like Coytull, follows a rebel path into the unknown. She stands alone as the one who can soften the cold heart of Zeetal. Meyah rebukes her jeweled crown and wears another as she enlists to the cause of mercy and justice. This golden princess wins the heart of many, as she keeps watch on her people. Tetoca is smitten with her unusual beauty, despite warnings to stay far from Atucans, while she proves to him she is not the enemy.

Age range: Late teens, early 20's (need a young sounding female)

Speaking characteristics: Musical, Unafraid, Determined, Hopeful, Confident, Playful

Possible accent: none

COPY:

(Giggle). This guy was a geek - yet something under that lizard hat intrigued me.

...was finding my brother, Coytull. Our people needed him. Our father drove him away.

PRINCE
COYTULL



"City of Gold" copyright 2006

Prince Coytull (coi'-tuhl)

He's a hunk of a Prince with yellowish-green eyes that mark him as born of a mysterious ancestry - kept secret by King Zeetal. Revolutionary blood courses through him while in exile, figuring out what to do with his life. He left his father's harsh government in the illustrious island city he called home - searching for a way to reform, driven by his conscience and determined to one day to abolish harsh punishments. A skilled marksman and natural

leader, he forms a new order of elite Jaguar Knight warriors that don't believe in stirring up war or making enemies, but serve as protection for all. Enlightenment guides this prince to kingship with a mighty change of heart. Although born to royalty, Coytull seeks counsel from an unlikely farmer friend, Tetoca - each helping one another become the leaders they are meant to be.

Age range: Late teens-early 20's,

Speaking characteristics: Assertive, Confident and driven, Expertly skilled, Resolved, A touch of ego

Possible accent: none

COPY:

You were a pathetic shot, but I had use for you.

I never believed in the evil traditions.

The aim is in the soul of the eye. Embody the arrow.

KING
ZEETAL



"City of Gold" copyright 2006

King Zeetal (zee'-tuhl)

The King of Atua parallels history's Moctezuma - a man exalted through war, oppression, and the practice of idolatry. He rules through the eyes of his stone gods, as tradition would have it. He's a man of extreme power, widely feared and thought to be a god himself. Yet Zeetal lives in fear of his children, who have rebelled against him, of losing his accumulated wealth and power, and of the unknown mysteries of life. He lives in spiritual darkness, whether midnight or noonday. He upholds the Atucan

warring traditions without mercy and at all costs, and his superstitions lead him to his own demise.

Age range: Older, Mature (early 50's)

Speaking characteristics: Powerful, Controlling, Unbending, Rigid, Lower register

Possible accent: Hint of Hispanic

COPY:

(With authority) No one enters my city without an invitation.

I was like the gods... WHO punished rule breakers.

(Angry) What was this report from a lowly farmer, who will not bow to me.

CAPTAIN
CABRESE



"City of Gold" copyright 2006

Captain Alonso de Cabrese (ka-brāse')

This conquistador 'magnifico' parallels history's Hernan Cortés - a brilliant military leader and colonizer, blinded by greed and glory. He convinces a small crew of soldiers that honor and gold will be theirs if they will follow him. He manipulates, lies and schemes, as he executes a plan to take over the country - ignoring the needs and desires of his men. He is fearless, despite the odds – a man who starts with good intentions that are fried in the heat of the tropics. He's a foe to himself as he shreds his own integrity for when gold presents itself – reason and compassion flit away. A man out for Spain becomes a man with no country on a path to self-destruction.

Age range: mid-30's

Speaking characteristics: Commanding, Greed, Cocky, Manipulative, Brilliant with a touch of madness

Possible accent: Continental or Southern Europe (Spain). Definitely not Mexican.

COPY:

No need to go back to Spain a poor man without honor.

Full VO Script (for continuity):

TETOCA:

These were dangerous times.
I used to imagine a life without rules... and consequences...
...My name is Tetoca. I liked a little adventure.

HOOVES POUNDING. TAPIR SNORT.

My best friend, Eeke, liked nosing around.
He and I could out run anything... but change.

MUSIC explodes.

(With disdain)

King Zeetal... He made the rules I wanted to break.

ZEETAL: (With authority)

No one enters my city without an invitation.
I was like the gods... WHO punished rule breakers.

TETOCA:

Punish? He meant kill.
I had to warn him that a greater enemy was here... I saw the bearded men first.

ZEETAL: (Angry)

What was this report from a lowly farmer, who will not bow to me.

TETOCA: (defiant)

I bow to no one but the Great One.

SHOUTS...CANNONS ROLLING, HORSES NEIGHING...
CANNON FIRE...MORE CANNON FIRE, YELLS...

Life got... complicated.

MEYAH SINGING
SPLASH. YELLING.

I shouldn't have spied and Eeke shouldn't have been messing around.

MEYAH: (Giggle).

This guy was a geek - yet something under that lizard hat intrigued me.

TETOCA:

She made me forget about myself.

BULLET CRACKS.

Chaos was erupting and all Meyah could think of...

MEYAH:

...was finding my brother, Coytull.
Our people needed him. Our father drove him away.

MUSIC foreboding.

TETOCA:
I met the exiled prince on a hunting trip.

COYTULL:
You were a pathetic shot, but I had use for you.

TETOCA:
Coytull was a click away from revolution.

COYTULL:
I never believed in the evil traditions.
The aim is in the soul of the eye.
Embody the arrow.

TETOCA:
Imagine the trust that was forming...
...and trust being thrown to the wind.
Captain Cabrese at your dis-service.
Zeetal feared the prophecy of his demise... and Cabrese... feared nothing for gold.

CABRESE:
No need to go back to Spain a poor man without honor.

MUSIC powers up. FIGHT SOUNDS. MEYAH SCREAMS.

TETOCA:
He riled up Zeetal's enemies...and me. Imagine the forces converging.

COYTULL:
A man is not a man without a fight.

CAPTAIN CABRESE:
Our courage and cunning will conquer those who think we are gods.

MUSIC under.

TETOCA:
The Great One had his say.

VOLCANO ERUPTS.

Some rules shouldn't be broken.

POWER MUSIC UP.

Imagine the sound of freedom pounding your heart...

DRUMS POUND.

(With zeal)
Oh feared warrior over all.
Give me your vision and strength. Let me feel your might.

EAGLE CRY (trail).
SOUND OF WIND BLOWING THROUGH RUINS. MUFFLED VOICES.
EPIC MUSIC UP.