



Audition Package – Alaster

Open Audition Period

November 11, 2024 (12:00 A.M. EST)

to

December 2, 2024 (12:00 A.M. EST)

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Audition Details

Introduction

Welcome, and thank you for your interest in auditioning for the Greasepunk Paradise™ animated web comic series! This document will provide background information about the project, story, and character, including sides taken directly from the story's prologue (but with a few redactions). Many other details about the project, story, and characters can be found on our website at www.greasepunkparadise.com. While we hope to provide enough guidance for you to deliver your best performance, we are happy to answer any questions. Feel free to contact me at john.hanke@greasepunkparadise.com.

Purpose and Scope

The purpose of our audition process is to identify and evaluate candidates for prospective roles (including those not yet announced). We do not use submitted audition files for any other purpose than to decide on casting for the role. All files submitted to us by candidates are deleted following written acceptance of an offer by the selected candidate.

On occasions, candidates who are not selected may be considered for closed auditions for other yet-to-be-announced roles. This means we do keep a roster of names and email addresses to directly contact candidates in the future. If given this opportunity, a second successful closed audition will provide the voice actor a right of first refusal (ROFR) for the yet-to-be-announced role.

Terms of Use

This document (including artwork and information contained within) is free to share and redistribute **in its original, unaltered form and for non-commercial use**. Its content was carefully curated so that there could be no harm or danger to us or our project in relation to its potential redistribution to the public.

Non-disclosure Agreements

Our audition process does **not** require signing a non-disclosure agreement (NDA), but selected candidates are expected to sign an NDA before official recording begins.

AI Rider Agreements

Due to the limited and temporary scope of how audition files are used, we **do not** sign any Artificial Intelligence (AI) Rider Agreements related to files submitted for auditions. While we fully understand and support the concerns of voice actors, we simply do not have the resources to sign hundreds to thousands of documents related to the audition process for a single character. However, our official position is to completely avoid the use or adoption of AI in all aspects of our projects. **We do** sign AI Rider agreements with selected candidates, which we provide before official recording begins.

Compensation

If selected, we offer a non-union baseline rate of \$250 USD/hour for all selected voice actors. Increased rates are negotiable based on the actor's demonstrated skill and experience. We also pay invoices as soon as possible once work is completed, usually a few hours after accepting the final products. Payments can be made using a variety of platforms, including Zelle, Venmo, and PayPal. We also use other gig-work platforms like Voices.com and Guru.com.

Tax Forms

For U.S. citizens (living in and outside the United States), we may also require some tax information so that we can fulfill our own tax obligations. More specifically, we must file a 1099-MISC for any U.S. citizen paid more than \$600 in a single tax year. This requires us to collect some information about you, including a Taxpayer Identification Number (TIN). If you do not already have a Taxpayer Identification Number (TIN) you can read about how to apply for one here:

[Taxpayer identification numbers \(TIN\) | Internal Revenue Service \(irs.gov\)](#)

Content Advisory Rating

Our project is aiming for a TV-equivalent rating of TV-14. This means the story and dialogue may include mild cartoon violence, some profanity, suggestive sexual themes, and casual (non-glamorized) use of substances (alcohol, tobacco, etc.). Our story does delve into spy thrillers, political intrigue, and moral dilemmas, all of which may be too complex for some younger audiences.

Any events that occur in our story **are not meant to symbolize real world events or politics**, but our story will inevitably draw similarities to real-world, human experiences. We will continue to be vigilant and mindful of real-world events so that we may remain empathetic to those who may be sensitive to specific themes or topics. Every attempt will be made to provide warnings at the beginning of any episode that may contain such content, allowing viewers to make personal decisions around whether to view it, or avoid it entirely.

Eligibility

Auditioning for any Greasepunk Paradise voiceover role requires the voice actor to be 18 years of age or older. This requirement is not negotiable and is the result of our inability to fulfill requirements around (1) determining a minor's legal capacity to contract work and (2) meeting a wide range of child labor laws across many varying legal systems.

We like to work with good people, and fortunately for us, that is often within our control. The internet provides a massive collection of records for us to evaluate a candidate's professionalism and proper etiquette. Just like many other job application processes, we screen candidates using whatever public information we can find (such as whatever is posted on social media). We **will not** inform you if you have been removed from our candidate pool due to behavioral red flags or evidence of unprofessionalism. We **do not** perform criminal background checks to evaluate candidate eligibility.

Background Information

Our Project

The Greasepunk Paradise animated web comic series is primarily a drama within an action-packed spy thriller. There are car chases, daring heists, and many other adventures, mostly taking place in the fictitious city called Eden. While the story will have many themes, the broad theme and core of the Greasepunk Paradise™ Universe is how different people view and handle power. Do they embrace it? How do they wield it? To acquire personal wealth? To carry out a personal vendetta? To achieve a moral cause? We explore all of these through a vast cast of characters. While doing so, we adopt a particular storytelling philosophy.

Our Storytelling Philosophy

There are no clear heroes or villains in our story; only people equipped with their own beliefs and circumstances. We use our cast of memorable characters to explore the conflicts that arise through competition for power and control. While everyone desires it, each character may have different motivations. Freedom. Justice. Wealth. Revenge. Love. Survival. We firmly believe a great story exists where the real evil lies within our characters' personal flaws and their struggle to overcome them in the pursuit of their goals and underlying motivations.

Our World and Historical Setting

While this may be overkill for an audition package, we want to provide candidates with enough contextual information about the story's setting to enable informed artistic choices made during the audition process. The following is a timeline leading up to the beginning of the Greasepunk Paradise story. Everything is set in an alternate Earth universe, which branches from Earth's historical timeline starting in the mid-to-late 19th century.

All this information will soon be made available on the website in our lore section.

1870s – The Founding of Eden

Edgar Brink, one of the world's greatest inventors and entrepreneurs announces a plan to deliver his legacy, a utopian city without poverty, hunger, and inequality.

1880s – Eden's Golden Age

Eden's innovations rapidly surpassed the rest of the world, enabling its technology to advance 100 years within a decade. The booming city expands with unprecedented speed, quickly rivaling even the largest cities on Earth.

1890s – Eden's Pinnacle of Prosperity

Eden becomes the largest and most advanced megacity in the world, inviting all who wish to live in a society of peace and prosperity. Many people do, and it begins to take its toll on the global economy, threatening the economic sustainability of several powerful nations.

1900s – Founding of The Council

Eden's founder dies unexpectedly, leaving the city and his legacy uncertain and without clear leadership. The founder's wealthy investors meet and agree to hold elections to establish a Council to serve as Eden's new governors. Several wealthy investors become council members.

1910s – Founding of the Citadel

Foreign spies are caught attempting to steal Eden's advanced technology. Eden's Council orders the construction of the Citadel to control information and protect the integrity of Eden's advanced technology.

1920s – Eden's Prosperity Decline

Eden's utopian vision begins to show cracks as a wealth gap begins to widen. Life is not terrible for the general population, but a social divide begins to separate an upper and lower class of citizen based on wealth.

1930s – A Beacon of Hope

Eden's population continues to grow as the world enters an economic depression. Its green pastures and robust, self-sufficient economy become a beacon of light in an otherwise dark time for humanity.

1940s – A Sanctuary from War

Eden remains neutral during a global war, citing its original pledge to peace and prosperity. Eden's population increases rapidly as victims displaced by war seek a new home untouched by its widespread destruction.

1950s – Eden's Civil Unrest

Eden struggles with overpopulation as the progression of its technology stagnates. The Council takes extreme measures to maintain stability despite growing civil unrest. Southern districts are abandoned as they become overrun by rising criminal syndicates. The Council pays a peace offering to crime bosses to slow their progress and maintain the peace.

1960s – Greasepunk Paradise Story Begins

Despite peace agreements, Eden's Council struggles to maintain control over the city. New gangs and criminal organizations appear at an alarming rate. More southern districts slip into the control of criminal syndicates. Council Chair Dugan faces tremendous pressure to act in response to increasing criminal activity spilling into Eden's northern districts.

Technical and Creative Guidelines

Recording

At the beginning of the recorded audio, please include at least your name and a description of your home recording studio setup (e.g., microphone make and model, and any other relevant hardware or details).

Please include at least one take for the script as written, but feel free to adlib or adjust lines while exploring your unique perspective on the character.

We kindly ask that you submit raw, unprocessed audio recordings for your auditions. We are looking for authentic performances that showcase your unique voice and acting skills.

We provide more dialogue lines on our sides than we expect you to record. We do this to provide candidates with variety, allowing actors to pick and choose what they consider to be their best work. If interested, feel free to offer multiple takes of the same lines (not required).

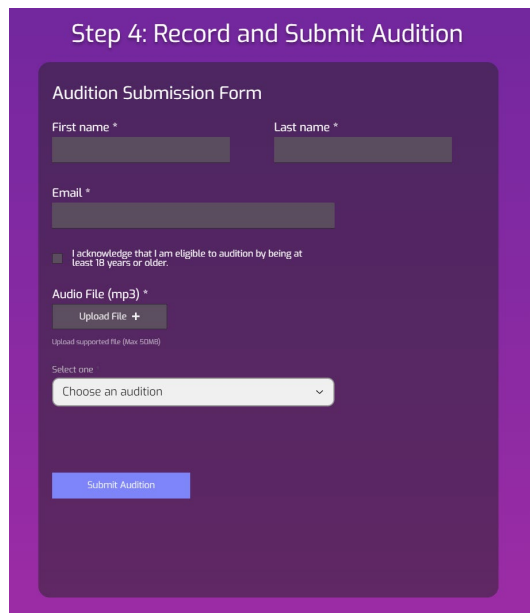
File Naming and Formatting

We prefer audition files to be .mp3 format, but we accept .wav as well. Be mindful that our website has a 50 MB file size limit on the submission form.

Please use the file naming pattern: *Character First Name _ Your Full Name _ Audition.mp3*

Deadlines and File Submission

Once you have prepared your recording file, you can attach it to the submission form on our website at: www.greasepunkparadise.com/auditions. Remember to enter your details and select the correct audition from the pulldown menu. Files will only be accepted during the scheduled audition window (see posted schedule on the same page as submission form).



The screenshot shows a web form titled "Step 4: Record and Submit Audition". The form itself is titled "Audition Submission Form" and contains the following fields and elements:

- Two input fields for "First name *" and "Last name *".
- An input field for "Email *".
- A checkbox with the text "I acknowledge that I am eligible to audition by being at least 18 years or older."
- An "Audio File (mp3) *" label above an "Upload File +" button.
- Small text below the upload button: "Upload supported file (Max 50MB)".
- A "Select one:" label above a dropdown menu with the text "Choose an audition".
- A blue "Submit Audition" button at the bottom.

Character Information

Alaster may have either a general North American accent -or- a UK region accent.

Alaster Brink is a man shouldering many burdens. From his father, he inherited a daunting legacy; a "City of the Future" that is failing to live up to its founder's dream. Later, when his sister died, her two young children came to live with him. Her old seat on the Council now lies vacant, ready to accept him, should he assume the family mantle. But to Alaster, that seat is cursed. It had consumed two people whom he loved dearly, and he worries that it might yet claim the rest of the Brink line as well. He works tirelessly to improve the city without wielding the power of the Council, but this decision has made his task even more challenging.

Other matters weigh on his mind as well, but none except perhaps Nate, his loyal advisor, seem to know the nature of these concerns.

Learn more about Greasepunk Paradise Universe Lore at:

www.greasepunkparadise.com/lore

Final Words

We expect the Greasepunk Paradise animated web comic series to have many more characters as the story progresses. Currently, I have already outlined over two dozen more characters for future episodes beyond the prologue (and it won't stop there). Missing out on a role now does not mean you have exhausted your last opportunity to work with us.

We will wrap this up by wishing you the best of luck on your auditions, and we hope to hear from you about how the process went so that we may continue to improve the auditioning experience.

Appendix I - Audition Sides

[REDACTED]

EXT. BRINK ESTATE - EVENING

We descend on a large mansion across from Eden's central park. Camera zooms in on a window on the lower floor. Alaster's office. The sound of a news report fades in as we get closer.

INT. BRINK ESTATE - ALASTER'S OFFICE - EVENING

A tired Alaster sits at his desk studying papers from an opened folder. A small box sits opened next to it. A news report plays on TV from a nearby shelf. It shows a reporter sitting at a news desk giving the evening news.

[REDACTED]

Alaster stops reading, turning his attention toward the TV.

[illegible]

Phone rings. Alaster turns off the TV.

Alaster picks up the landline phone to answer, but it's still ringing. He moves some papers aside, uncovering a second landline phone. He picks it up.

ALASTER
(into phone)
Been awhile since you used the
secure line.

NATE
(from phone)
You get the package?

ALASTER
(into phone)
I did.

NATE
(from phone)
It yours?

ALASTER
(into phone)
No. Similar to one of my older
prototypes, but... better.

NATE
(from phone)
Was afraid you'd say that.

ALASTER
(into phone)
Where did you find it?

NATE
(from phone)
Can't say now. Can we meet?

ALASTER
(into phone)
Where?

NATE
(from phone)
Usual place. Same protocol. Oh, and
uh.. pack an overnight bag.

NATE (CONT'D)
(from phone)
This could take awhile.

Click. The call disconnects. Alaster sighs. He returns the
phone to the receiver.

ALASTER
(to himself)
Of course.

ALASTER leans back in his office chair, looking up at the
clock as the rays of evening sun beam through his window
shades.

INT. BRINK ESTATE - EVENING

Cue [REDACTED].

ALASTER walks down a hallway, dressed ready to depart and carrying a large brown suitcase. He passes the open door of a ballet studio, pausing as he takes in the sight. We see NATALIE alone, gracefully performing a ballet routine.

ALASTER quietly steps just inside the studio, setting his suitcase down. He takes a seat on the suitcase, leaning back against the wall and crosses his arms. He smiles as his once weary eyes now become reinvigorated at the sight of her graceful movements. The warm, evening sun casts rays into the studio as she glides through various movements. NATALIE continues performing the routine, unaware of ALASTER's presence.

The routine ends as the song finishes. ALASTER applauds, catching NATALIE's attention.

NATALIE
(softly)
Alaster.

NATALIE (CONT'D)
How long have you been sitting
there?

NATALIE approaches ALASTER still sitting on his suitcase.

ALASTER
Long enough for you to remind me of
your mother.

NATALIE smiles softly, fighting back a few tears.

NATALIE
I wish she was here to see it.

A moment passes.

ALASTER
She did. I can feel it.

A loud rumble shakes the ceiling.

NATALIE and ALASTER both look up.

NATALIE
(looking up)
She sounds angry.

ALASTER chuckles.

ALASTER
(looking up)
Max. Another invention, no doubt.

ALASTER (CONT'D)
(looking up)
The boy sure does keep busy.

NATALIE
What's with the suitcase?

ALASTER
Ah. Boring business I must attend
to, I'm afraid.

NATALIE
Out of town?

ALASTER
Erm, no. But you know how these
councilors are. Yap yap yap.

NATALIE chuckles.

NATALIE
I do.

ALASTER slowly stands, feeling the age in his bones.

ALASTER
Nonetheless, I need to get going if
I'm to return by tomorrow.

Another rumble shakes the ceiling. ALASTER looks at the
ceiling once more before looking at NATALIE.

ALASTER (CONT'D)
Assuming the walls hold up until
then.

ALASTER and NATALIE exchange a smile. ALASTER leaves. Zoom in
on NATALIE. Another rumble.

ALASTER (O.S.) (CONT'D)
Do take care of your brother while
I'm out.

NATALIE looks up toward the ceiling.

Cue [REDACTED].

NATALIE
(looking up)
Gladly.

Appendix II – Character Art

ALASTER



ALASTER

