

# **GREASEPUNK** *Paradise*

## Audition Instructions 2025

### **Open Audition Period**

August 1, 2025 (12:00 A.M. EST)

to

October 25, 2025 (11:59 P.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 outlines what we're looking for in audition submissions and explains our process to select a final candidate for each role. If this guide does not answer any of your questions, contact me at [john.hanke@greasepunkparadise.com](mailto:john.hanke@greasepunkparadise.com), or reach out on our social media accounts.

## 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 selecting a candidate for a role. All files submitted to us by candidates are deleted 60 days after the audition period has closed.

On some 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. More commonly we will directly cast

## Terms of Use

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## 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. However, **we do** make assurances in our consent form, which is a limited license for us to use your data specifically to review casting potential (and no other purpose).

## Compensation

If selected, we offer a non-union baseline rate of \$300 USD/hour for all selected voice actors, and \$600 USD/hour for performances considered hazardous to voice actor health (e.g., high-strain effort performances). 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, PayPal, and Wise. We also use other gig-work platforms like Voices.com and Guru.com as needed.

## 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**, but some episodes may approach **TV-MA**. This means a majority of the story and dialogue will include mild cartoon violence, some profanity, suggestive sexual themes, and casual (non-glamorized) use of substances (alcohol, tobacco, etc.). Our story does delve into some more complex topics, such as political intrigue and moral dilemmas which may be too complex for some younger audiences.

**The events 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 currently not negotiable and is the result of our inability to fulfill requirements around (1) determining a minor's legal capacity to enter into a legal contract with us and (2) meeting a wide range of child labor laws across many, widely 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 etiquette. Just like many other job application processes, we screen candidates using whatever public information we can find (including whatever is posted on social media). 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 specific 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 19<sup>th</sup> 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.

## Role Descriptions

### **Chief Royce (50s, Any Gender, Any Accent)**

Chief Royce is a seasoned law officer with a sharp tongue and a steady hand. Decades of navigating red tape, political pressure, and the slow erosion of departmental support have left their mark. Royce doesn't sugarcoat problems or waste time on empty optimism. They lead with blunt honesty, dry sarcasm, and just enough grit to keep the chaos in check. This chief is counting down the days to retirement, but until then, they'll show up, get the job done, and keep the rest of the force in line.

### **Deputy Song (30s, Any Gender, General North American Accent)**

Deputy Song is sharp, composed, and mission-driven to the core. Where others posture, Song executes. With a calm presence and precise delivery, they bring order to chaos without raising their voice or wasting time. They earn respect through competence, clarity, and results. Song follows protocol when it makes sense, breaks it when it doesn't, and never forgets what's at stake. Song may not yet wear the title of chief, but more than a few people already look to them like they do.

### **Edwin Vanderbilt III (40s, Male, UK-region Accent)**

Born into a life of wealth and privilege, Edwin has mingled with the aristocratic elite long enough to secure himself a coveted seat on Eden's governing council. His charismatic influence allowed him to navigate political landscapes of alliances and rivalries to secure his place as one of the council's most senior and powerful members. Those who have watched Edwin's steady rise have already positioned themselves to earn his favor, expecting him to soon claim his rightful position as council chair.

### **Vargas Santiago (50s, Male, UK-region or General North American Accent)**

A charismatic and widely admired figure in Eden, Vargas has served as the Warden of Hawthorne Correctional Facility for nearly two decades. Known for his firm, militaristic approach to dealing with the city's most dangerous criminals, he has gained a strong public reputation as a champion of justice. With a family legacy of warriors and conquest, it's no surprise that Vargas is known throughout Eden as "The General."

### **Sloan Malone (Any Gender, Any Accent)**

Sloan is the face of *Sentinel News at Nine*, and the voice that keeps the public calm while echoing the government's carefully crafted script. Smooth, composed, and unshakably professional, Sloan doesn't just report the news, they help shape the narrative. Whether they believe it or not is irrelevant; their job is to keep the public calm and political leaders happy. And when the cracks start to show, one has to wonder... just how far will Sloan go to keep the illusion intact?

### **Jordan Reed (Any Gender, Any Accent)**

Jordan may be young, but they've earned their place in the field. They are calm under pressure, sharp-eyed, and fearless in the face of chaos. While others read from the script, Jordan cuts

through the noise with razor-edged honesty and a dry, unwavering tone. They don't just report the story, they challenge the narrative. In a city muddled with spin and silence, Jordan sees it as a responsibility, and maybe a last stand, to report the truth while it still has the power to matter.

**Marvin Biggs (Male, Any Accent)**

Marvin is a warehouse worker caught up in something far bigger than he understands. But that's okay as long as he's with Reggie. Marvin is kind, thoughtful, and just a little offbeat in how he sees the world. He believes in helping out. Doing what feels right, and most of all: sticking by the people who matter. Like Reggie. Marvin may not have the right words for whatever is going on, but that's okay because Reggie likes to do the talking anyway.

**Reginald (Reggie) Thurmondpew (Male, Any Accent)**

Reggie fancies himself a thought leader ready to stand up and serve truth to power. The problem? He's leading an army of one, his loyal but unpredictable friend Marvin who rarely grasps the bigger picture. Reggie speaks like a man addressing history, even though nobody is listening. Still... in a city teetering on the edge of dystopia, even a voice like Reggie's might find its unlikely moment to spark a revolution that no one saw coming.

**Scooter (Any Gender, Explore Multiple Accents)**

Scooter is a scrappy, fast-talking hustler who makes up for what they lack in polish with relentless charm and nerve. Equal parts salesman, schemer, and survivalist, they're the kind of swindler who can sell you your own idea and make you feel like you got a bargain. Scooter doesn't have power, but sees angles where others see obstacles. Scooter talks fast, thinks faster, and always has one more idea up their sleeve.

**Juana Simona (Mid-30s, Female, Hispanic, Must Speak Spanish Fluently)**

Juana is a spy. She's methodical and perceptive, which always keeps her a step ahead. Whether she's running surveillance, pulling recon, or managing a mission in real time, she operates with quiet control and sharp attention to detail. She has a dry wit and a no-nonsense attitude that makes her seem guarded, but underneath is someone who watches closely, listens carefully, and doesn't speak unless it matters.

**Taggart (Mid-to-late 40s, Male, General North American Accent)**

Taggart is a seasoned field operative with a lopsided grin and a file full of mostly-successful missions. He's sharp when it counts, but he masks it behind charm, jokes, and a casual attitude that makes people underestimate him. He's the kind of guy who's seen enough to know when to take things seriously, and when to loosen up just enough to preserve one's sanity. Taggart's not reckless, but he's lived long enough to accept the risks that come with being a spy.

## Technical and Creative Guidelines

### Recording

At the beginning of each recording file, **please add slate** to include your full name and a description of your recording studio setup (e.g., microphone make and model, interface, DAW, acoustic treatment, and any other relevant hardware or details).

You **may include up to 3 takes for each role in ABCABC format**, and feel free to adlib or adjust lines while exploring your unique perspective on the character and scene.

We kindly ask that you **submit raw, unprocessed audio recordings** for your auditions. This allows us to evaluate the sound treatment of your unique space.

We are **looking for grounded performances** that showcase your acting skills, but some characters will test this line when approaching comedic moments and scenes. Just remember that we are aiming for believability, and that the characters being portrayed could actually exist in this world.

### File Naming and Formatting

We ask that you provide us with audition files in **.mp3 format** to reduce storage requirements, as we will be accepting thousands of audition files during this single casting call.

Please use the file naming pattern: ***Your First Name \_ Your Last Name \_ Role Name.mp3***

### Deadlines and File Submission

Once you have prepared your recording files, you can submit them via email to [casting@greasepunkparadise.com](mailto:casting@greasepunkparadise.com), including your consent form (if you opted not to submit the web form).

### Final Words

We expect the Greasepunk Paradise animated web comic series to have many more characters as the story progresses. This casting call will not be your last opportunity to work with us.

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

# **GREASEPUNK** *Paradise*

## ■ VOICE ACTOR AUDITION CHECKLIST

Review Before Submitting Your Audition Files

### ■ FILE FORMAT & NAMING

- Submit your file as an MP3
- File must be named: FirstName\_LastName\_RoleName.mp3

### ■ SLATE (REQUIRED)

- Begin with a brief slate including:
  - Your full name
  - The role you're reading for
  - A short description of your recording gear and space

### ■ AUDIO SPECIFICATIONS

- Submit a raw, untreated recording
- Do not use noise reduction, compression, or filters
- Background and ambient noise should be naturally captured

### ■ PERFORMANCE FORMAT

- Include a maximum of 3 takes
- Use ABCABC format

### ■ PERFORMANCE STYLE

- Keep performances grounded and believable
- Comedic delivery may bend a grounded performance

### ■ AGE REQUIREMENT

- You must be 18 years or older to audition

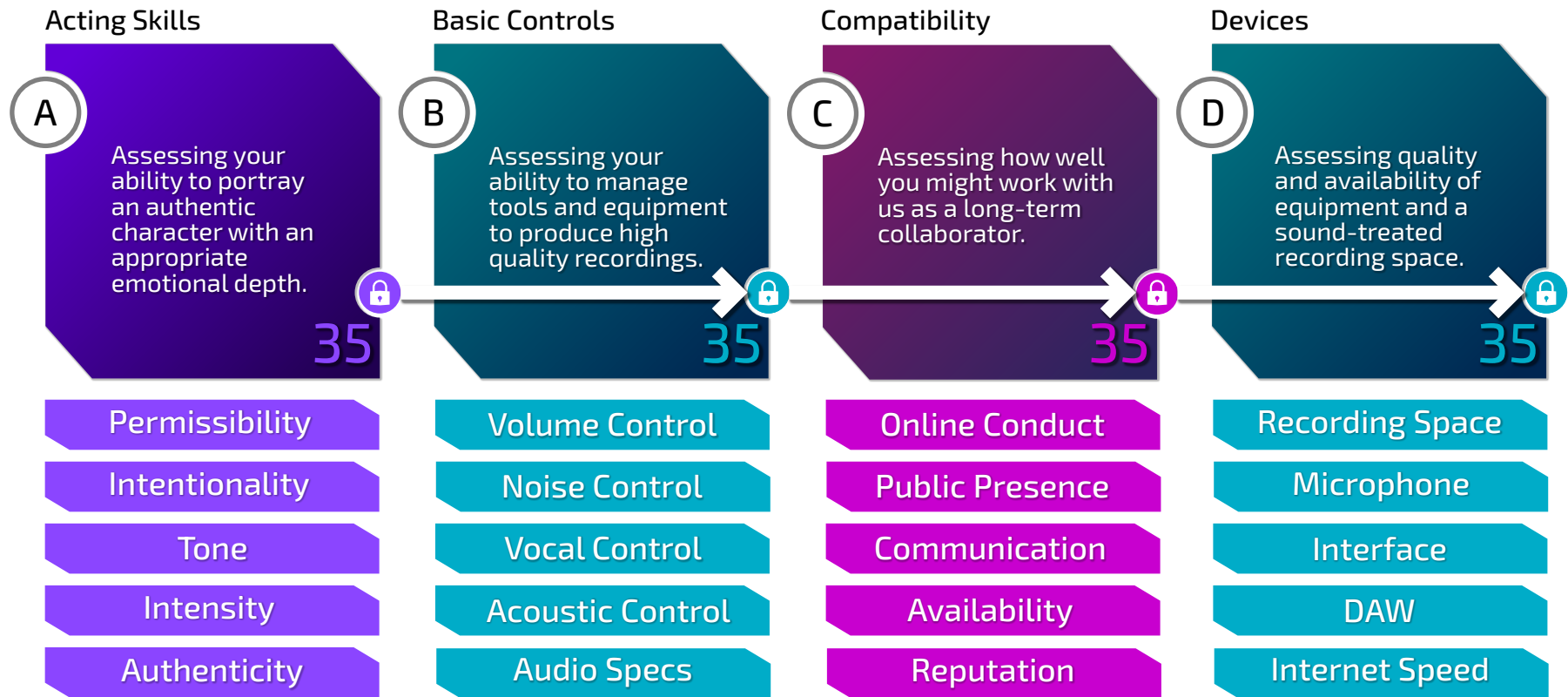
# Audition Scoring Rubric (v1)



Our official audition process evaluates 20 criteria in four stages (A-D). Candidates must achieve 35 points in a stage to proceed to the next stage in the process. Candidates will later receive scores to see what skills (or stage) they should focus on to prepare for future auditions.

General expectations will be outlined in each audition package, and may also include requirements specific to the role. Each of the 20 criteria will be scored using a 5-6-7-8 point system. Criteria will only be evaluated if the candidate reaches that specific stage.

Below Expectations	Receives 5 points.
Near Expectations	Receives 6 points.
Meets Expectations	Receives 7 points.
Exceeds Expectations	Receives 8 points.



### Permissibility

Did you follow the audition instructions, including submitting a raw, unprocessed audio file?

### Intentionality

Does your performance reflect a clear artistic choice beyond simply reading the lines?

### Tone

Did you convey emotions appropriate to the context of the script?

### Intensity

Did you match the emotional strength of the scene, whether subtle or forceful?

### Authenticity

Did your performance feel natural, believable, and grounded in character?

### Volume Control

Did you maintain steady input levels with proper mic distance and gain settings? Did you set gain for the loudest part of the recording?

### Noise Control

Did you demonstrate an ability to minimize the ambient noise? Did you include a sample of your ambient noise?

### Vocal Control

Did you manage plosives, sibilance, and mouth noise effectively? (No unexpected mouth gremlin noises.)

### Acoustic Control

Did you reduce echo and reverb through proper room treatment and mic placement?

### Audio Specs

Was your audio recorded and exported with the correct technical settings (file type, sample rate, bit depth, etc.)?

### Online Conduct

Do you engage with others respectfully and professionally in public online spaces?

### Public Presence

Do you have a discoverable professional presence (website, socials, portfolios, or profiles)?

### Communication

Do you communicate clearly, considerately, and in a timely manner during collaboration?

### Availability

Are you reasonably responsive and able to work within a flexible production schedule?

### Reputation

What do past collaborators or community members say about working with you? What do your peers within the voice acting community feel or say about you?

### Recording Space

Do you have access to a consistently available, sound-treated space for clean recordings?

### Microphone

Is your mic suitable for professional voice capture (not entry-level USB)?

### Interface

Do you use a quality audio interface (e.g., XLR or equivalent) as part of your setup?

### DAW

Do you record and edit using a Digital Audio Workstation capable of industry-standard output?

### Internet Speed

Is your internet connection fast and stable enough to support live-directed sessions if required?

# Audition Score Card

Candidate Name:

Role:

	Not Evaluated	Below Expectations	Near Expectations	Meets Expectations	Exceeds Expectations
<b>Stage A - Acting Skills</b>					
Permissibility					
Intentionality					
Tone					
Intensity					
Authenticity					
<b>Stage B - Basic Controls</b>					
Volume Control					
Noise Control					
Vocal Control					
Acoustic Control					
Audio Specs					
<b>Stage C - Compatibility</b>					
Online Conduct					
Public Presence					
Communication					
Availability					
Reputation					
<b>Stage D - Devices</b>					
Recording Space					
Microphone					
Interface					
DAW					
Internet Speed					

**Stage A**

**Stage B**

**Stage C**

**Stage D**