

---

Subject: Voice Acting

Posted by [zunnie](#) on Fri, 20 May 2011 20:47:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hey guys does anyone know of a good program to manipulate a voice?

I want to record briefings and objective messages etc. But my voice isn't the greatest around lol

Or is someone interested in DOING them for me maybe?

Plz join irc.mp-gaming.com #mp-coop4 if you are interested

Greetz zunnie

---

---

---

Subject: Re: Voice Acting

Posted by [\\_SSnipe\\_](#) on Sat, 21 May 2011 06:41:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

scramby?

---

---

---

Subject: Re: Voice Acting

Posted by [Dave Anderson](#) on Sat, 21 May 2011 08:39:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I use Adobe Soundbooth. I know very little about it as I just started using it, but so far I've been able to achieve every effect I've wanted so far. Other than that, I know nothing about editing sounds.

Attached is an example, I was trying to achieve the 'Cabal' voice effect.

Another, a soundbyte for a video with my product launch when the time comes.

---

#### File Attachments

- 1) [Decreased\\_Productivity.wma](#), downloaded 176 times
- 2) [FaultTrack\\_Production.wma](#), downloaded 167 times

---

---

---

Subject: Re: Voice Acting

Posted by [Spyder](#) on Sat, 21 May 2011 08:39:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Morphvox pro

---

---

Subject: Re: Voice Acting

Posted by [kamuixmod](#) on Sat, 21 May 2011 12:40:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

im using a programm for 670 Euro but i dont know much about it so far now im able to re-produce custom GlaDos voices

---

---

Subject: Re: Voice Acting

Posted by [renalpha](#) on Mon, 23 May 2011 10:59:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

use fruity loops with auto tune. This will clean out your voice. But yes you need a studio mic. After that try pitching your voice.

---