
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 isnt 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 then that, I know nothing about editing sounds.

Attached is an example, I was trying to acheive 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 201 times
 - 2) [FaultTrack_Production.wma](#), downloaded 192 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.
