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Subject: Re: New (additional) Radio Commands! Submit Yours!

Posted by [Blazer](#) on Sat, 25 Feb 2006 12:36:06 GMT

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He went as low as he could go... \$100. If anyone wants to donate they can send them to the normal donation address, but of course please indicate that you are donating for the radio commands project.

I'm just glad that we can afford him...the guy who does Kane's voice wanted over \$2,000 just to utter a single word!

Just to show that I'm serious, here's the entire email exchange I had with him:

email threadSubject: Re: Voice acting opportunity

Date: Thu, 23 Feb 2006 21:34:17 -0800 (PST)

From: Wally Wingert <\*@\*.com>

To: Charles Jones <\*@cisco.com>

How would \$100 sound? That includes all of the liners, plus use of my recording facility, etc. All you'd need to do is to drop them into your project.

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Charles Jones <\*@cisco.com> wrote:

Wally,

I completely understand that you have to charge a fee. It's great that you have recording equipment in-house, that makes things easier for both of us. As for the pricing, how do you determine the fee...in other words, do you charge "by the job", "by the word", total recording time, or some fuzzy combination of all of those?

If you can let me know a price range, I can try to put together a fund-raiser and see if I can get some donations from community members.

-Charles

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Wally Wingert wrote:

> Hi Charles...

>

> Recording professional voice tracks isn't a problem. I do it from home all the time to send to my agent and various clients that I do voice-over for.

>

> But I'd like to do a really great job for you. How much do you think you might be able to come up with for something like this? I get requests all the time to record tracks for stuff like this, so I've had to get in the habit of charging some sort of fee, otherwise I'd be doing free voice tracks all the time. I'd love to be able to do it for free, but I'm sure you understand.

>  
> So if you can tell me what your members might be able to come up with, I'm sure we can work something out.

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>  
> Charles Jones <\*@cisco.com> wrote:

>  
> Wally,

>  
> Thanks for replying, and my apologies for my slow response, I got slammed with work and just now coming up for air. To answer your question honestly, "as little as possible".

>  
> I realize that's probably not what you wanted to hear, and I am aware that we may simply not be able to afford your time. BHS is a non-profit org, as such the founding members pretty much pay for all of our expenses out of their own pockets.

>  
> So while I'm sure we cannot offer whatever your usual rate is for voice acting, I can reduce the time and effort on your part to a bare minimum. Since the in-game radio commands are relatively low quality (they may not have been originally recorded that way, but they have been processed to have the static low quality sound of a two-way radio transmission), the recording does not have to be studio-quality.

>  
> This means that recording the samples could be as easy as us shipping you a small digital recorder (with prepaid return shipping), that you could record samples on at your leisure and drop in the mail to send back, or even provide you with a 1-800 voicemailbox that you could call up and say the few phrases we need

>  
> Please let me know what you think about this. I know this is probably one of the strangest requests you have ever gotten. C&C:Renegade now has a pretty much cult following, with very dedicated fans who would be thrilled to have some added content with the one and only voice of Havoc.

>  
> -Charles

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> Wally Wingert wrote:

>  
>> Sounds great! What would be in your budget for something like this?

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>> Charles Jones <\*@cisco.com> wrote:

>>  
>> Wally,

>>  
>> My name is Charles Jones, and I am one of the founders of "Blackhand Studios" ( <http://www.blackhand-studios.org/> ). I am contacting you about doing some voiceover work. BHS is a non-profit organization created by leading members of the Command & Conquer: Renegade community. BHS's goal is to support the legacy C&C games, with our main focus being

>> C&C:Renegade.

>>

>> Our efforts are partially supported by Electronic Arts. No monetary  
>> support, but they know what our group is doing and have given us  
>> administrative responsibilities on some of the Renegade-specific gaming  
>> network.

>>

>> Some things BHS has done:

>> 1. Been officially given the old Westwood C&C:Renegade forums. BHS now  
>> owns and hosts them at <http://www.renegadeforums.com>

>> 2. Created, hosts, and maintains "RenGuard", a complex anti-cheat system  
>> for C&C:Renegade. ( <http://www.renguard.com> ).

>> 3. Has administrative privileges on "XWIS", which is the replacement for  
>> "WOL" (Westwood Online) - the network that C&C users connect to for  
>> multiplayer gaming.

>> 4. Created and released several patches to C&C:Renegade. The patches  
>> include bug fixes and enhancements.

>>

>> I could go on, but I think I have shown you enough to demonstrate that  
>> BHS is currently supporting this game. The reason I am contacting you  
>> is that, besides bug fixing, we also have several enhancements that we  
>> would like to add to the game. One of the enhancements on our whiteboard  
>> is adding more radio commands and voice queues.

>>

>> BHS has already been in contact with Cliff Hicks a.k.a. "Devinoch", who  
>> did the voice work for the existing radio commands. Cliff has generously  
>> volunteered to record more voice commands for us free of charge (as long  
>> as it was on his time schedule). We have also been in contact with Joe  
>> Kucan (the voice of "Kane"), who sadly only quotes us a very high price  
>> for voice work, so we will not be able to include samples from him.

>>

>> BHS would very much like to be able to include some new voice samples  
>> from you. Every C&C fan knows and loves Havoc, in fact the game  
>> C&C:Renegade is based upon the Havoc character.

>>

>> Please let me know if you would be willing to record some voice samples  
>> for us to include in our next core patch release. The time involved for  
>> you should be minimal, as we only require a few phrases. Since we are a  
>> non-profit organization (we are basically just a few technominded fans)  
>> we probably cannot afford to pay whatever your rate is for standard  
>> voice acting. We are hopeful that since we only need a phrase or two,  
>> and can provide the recording studio (which could be as simple as a  
>> laptop + microphone) that you would be willing to bless the C&C fans  
>> with your distinctive voice. If payment is absolutely necessary for  
>> legal reasons, we (BHS) could attempt to privately fund your time.

>>

>> Sorry for the long email. This project is pretty much a grass-roots  
>> project, and I wanted to fully explain who we are and why we are

>> contacting you. I look forward to your reply.  
>>  
>> -Charles  
>>  
>> Charles Jones  
>> Director, Blackhand Studios LLC

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