

---

Subject: Anyone need voiceovers done?

Posted by [Halo38](#) on Wed, 20 Feb 2008 14:35:48 GMT

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

---

Hi all

Long time no see

Our company is hiring an American voice over artist for an hour tomorrow (21st) to do just 10 minutes of work for a client of ours.

I remember over the years everyone has been talking about getting custom voiceovers for their mods for radio commands etc... But I don't know if any of you did, if you're interested and want something done PM me with the script. Obviously high quality projects closer to completion get preference. Things like radio commands would be quick to do.

The guy we are hiring has quite a range of voice talent (see attached file)

You'll need to get your scripts to me by today, so i have time to go over them

I can't make any promises mind.

#### File Attachments

---

1) [TOM RIVERS \(American\).mp3](#), downloaded 247 times

---

---

Subject: Re: Anyone need voiceovers done?

Posted by [mrÅ£Å\\$Å-z](#) on Wed, 20 Feb 2008 15:02:30 GMT

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

---

\*lol\*

---

---

Subject: Re: Anyone need voiceovers done?

Posted by [crazfulla](#) on Thu, 21 Feb 2008 08:04:19 GMT

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

---

Edit check your PM

---

---

Subject: Re: Anyone need voiceovers done?

Posted by [Halo38](#) on Thu, 21 Feb 2008 17:37:32 GMT

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

---

LOL

Just got them back from the voice artist they are hilarious, I'll send them to you crazfulla asap,

---

very busy tonight and tomorrow mind.

Also got a full set of standard renegade voice radio commands done, also hilarious!

---

---

Subject: Re: Anyone need voiceovers done?

Posted by [crazfulla](#) on Sun, 24 Feb 2008 20:16:22 GMT

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

---

They aren't the complete radio commands -.-

"Enemy Armor Spotted" is just "Armor"

Someone might have to edit that recording abit  
use "spotted" from "Enemy Spotted"

---