

THE FORCE UNLEASHED

mouths and meshed them with our characters!" Wilkinson says. "Apparently, the skeletal structure is so important that if the teeth aren't set right in the computer, the face will look a little off."

Although it sounds grueling, Wilkinson says that it was fun. "It was relaxed, because they're fun guys," she laughs. "They know what they're doing, and they were getting to play with this new technology. Everyone is very talented in their particular creative field, so I was working with a bunch of geniuses, which was quite cool." The atmosphere, she adds, was helped by the fact that, "everyone who works for that company is in their dream job. They've been wanting to work for Lucasfilm since they were children. To be around people living out their dreams was refreshing!"

THE SECRET APPRENTICE

Wilkinson estimates that during the entire process she worked with about 70 different people—quite a change from a normal voiceover job, where an actor doesn't have that much contact with the game makers. "Because of the technology involved, there were probably 400 people working on the project," she says. "My character has small horns, so I was working with a man doing prosthetics, along with the 20 people who were working the high-tech cameras, and the motion capture people. There were all kinds of groups working with this amazing new technology, making sure it would live up to their expectations."

In most voiceover jobs, actors record their lines separately—quite often in different studios around the world—which then are combined in the editing suite. If



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their colleague
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The Force
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