

**KENNY BLYTH – Q&A SESSION**

**ABOUT HIS WORK ON *EVIDENCE 111***

1. **Q: Have you ever worked on some other projects that are accessible for the visually impaired?**

A: Yes, I am the loud American narrator in a fun Zombie audio cartoon aimed at 9 to 13 years olds called 'Once Upon A Time In Zombieville'. It was commissioned to bring Cartoon humour and fun to those who are visually impaired, so a sort of Cartoon radio play. The story's main character is a boy whose Dad emigrates to Canada. Although himself visually impaired, he and his new friend Sam, take on the evil Voom Buckstop and his army of Zombies. https://www.bbc.co.uk/programmes/p05l30yb

1. **Was working on this project somewhat different than for other games?**

A: I found working on this Game a similar process to Zombieville. As actors working in Games, we often have to work in isolation. Unlike in radio plays where you are almost always working together round the microphone. It's always helpful to hear the other characters voices, but this is not a luxury we always have. This was certainly a lot of fun to make.

1. **Your character has a strong Scottish accent, do you think that using various accents shape your characters somehow?**

A: Yes, I think a characters' accent is important. Because I work in nearly 30 accents (Scots is my natural one) when I am working on a character in a play, game or cartoon, I often try several different options. In this case, the director had decided already that a Scottish accent was what was required. So, we had to decide which one suited the character. There are after all, many different variations of even Scottish accents.