

Young Artist Academy™ Awards

Nominee Written Interview

Project: Too Much for Quiet

Trailer Link: N/A

Directed by: N/A (Original Music Project)

Website/Social Media Handles:

www.briannareyesperformer.com

<https://imdb.me/briannareyes>

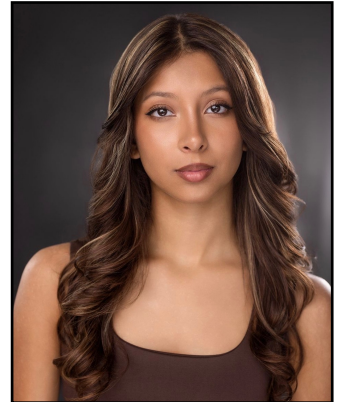
<https://www.instagram.com/briannareyesperformer>

<https://youtube.com/@briannareyesperformer>

<https://www.facebook.com/BriannaReyesPerformer>

<https://www.tiktok.com/@briannareyesperformer>

<https://www.threads.com/@briannareyesperformer>



Brianna Reyes

How would you describe the plot of this project?

The story behind this project is very personal to me. It's inspired by my own insecurities growing up and the way I would overthink everything I did, like a lot of teenage girls. The song reflects that inner dialogue and learning how to find your voice through it.

What was your fondest memory from working on the project?

My favorite memory was being in the studio with my producer, creating the first demo. We were experimenting with beats, lyrics, and really shaping the sound—it was such a creative and exciting moment.

Were there any cool locations or sets that were fun/different/strange?

This project didn't include a music video, so there weren't any locations or sets involved.

Do you recall any particular memories with castmates or crew that were impactful?

One of the most impactful moments was launching the song on the radio. Getting to talk about it live and connect with the people who helped bring it to life meant a lot to me.

Did the project inspire you to see the world differently? Or did you learn anything new about the production process?

This project was a huge emotional release for me. It taught me how powerful it is to have a voice and a platform to express things that are usually kept inside. I also learned a lot about the songwriting and recording process.

What stands out to you from working on this project?

What stands out the most is the production of the song and how everything came together to tell a story that feels honest and relatable.

If you were to produce a sequel or a continuation of this project, what would that be like?

A continuation would probably be a more stripped-back ballad, reflecting on growth—showing how I've moved past those insecurities and how far I've come since then.

What do you love most about the Entertainment Industry? What do you wish could be better?

What I love most is the connection you can create through art—how a song or performance can make someone feel seen. Something I think could be better is the level of comparison that exists in the industry, especially for young artists.