

Self introduction video (YouTube URL)*

Please record a roughly 5-minute long in-character self-introduction, either with video or audio only, and upload it unlisted to YouTube. If your original character has a profile or backstory, please provide it in the video description. Please see the URL for how to make it unlisted.

<https://support.google.com/youtube/answer/157177> *Your own character model is not required and will not be transferred to hololive production*

<https://youtu.be/Fbs8hbezo3Y>

Do you own a YouTube channel?*

Yes

If yes, what is the URL of your YouTube channel?

<https://www.youtube.com/@Madochannel/featured>

Do you own a Twitch channel?*

No

If yes, what is the URL of your Twitch channel?

N/A

Tell us your Twitter account (full URL) used for content creating activities.

If you do not have a Twitter account, please write "None".

<https://twitter.com/madocactus>

Skill and Experience

Please tell us your experience as a live streamer. In addition, please include the maximum number of viewers you've had at any one time.*

- An independent Virtual Youtuber who streams games, artwork, and singing concerts. Has consistently worked as a VTuber for over two and a half years.
- The maximum number of viewers I've had during a stream is 50.

Please tell us your experience in video creation. In addition, please include the name/s of software used.*

I've created and edited videos for over five years. I primarily produce shorts: such as clips, comedy skits, and song covers.

Work samples

- A trailer for my visual novel "malViolence" - scripted, edited and animated by me:
<https://www.youtube.com/watch?v=o9HZL00-V0o>
- An episode of my YouTube Shorts series "Incredible Indies" - edited, scripted, and voiced by me: <https://www.youtube.com/shorts/n4LkT0qCk24>
- A short "Fate/Grand Order" animation - drawn and animated by me:
<https://www.tiktok.com/@madocallie/video/7194101381924392235>
- A short "Berserk" animation - drawn and animated by me:
<https://www.tiktok.com/@madocallie/video/7199317661254241578>
- A short opera song cover - mixed and edited by me:
https://www.youtube.com/shorts/F-j_xN80yVM
- A clip of one of my gaming livestreams - edited by me:
https://www.youtube.com/shorts/_j0qjx3-Jbq

A list of the software I used for all of these videos, as well as for my audition video:

- Adobe Premiere Pro (for compiling visuals and audio, video effects, subtitles, and rendering)
- Adobe After Effects (for special effects in my audition video and "malViolence"'s trailer)

- Clip Studio Paint (for 2D animations and illustrations)
- OBS (for capturing raw stream footage)
- Blender (for making the 3D scenes in “malViolence”’s trailer)
- Live2D (for rigging and animating my current VTuber model)
- CakeWalk (for mixing my vocals in song covers)

How long have you been doing gaming commentary?*

Publicly, I’ve done gaming commentary for two years. Privately, I’ve done gaming commentary for five years.

How do you gauge your English language ability?*

Native

How do you gauge your Japanese language ability?*

Basic

Please tell us if you have any other skills/talents that would help you as a streamer (eg. music, drawing, voice acting, audience interaction, etc.).*

- I write, draw and code for my own video games. Recently, I released my debut work as a game director; “malViolence - Definitive Edition.” I also solo-developed “Bad Faith”; a critically acclaimed, top-selling horror visual novel on Itch.io.

You can find “malViolence”, “Bad Faith” and my other games here:

<https://madocallie.itch.io/>

- I’m a professional artist. I’ve made two award-winning webtoons; “I Admire You A Whole Lot” and “Seven Miles Down”. I also made all the assets on my VTubing channel; from my Live2D model to my overlays. Additionally, I’ve designed quality merchandise for many community-organized projects.

You can view my illustrations and comics on my portfolio:

<https://madocallie.portfolio.site/>

You can view my merchandise designs here:

https://drive.google.com/drive/folders/1nrVbGnTp_9kQycNuRSIUZj3Y6AuRN1F_?usp=sharing

- I have over 10 years of training as a classical singer. I can sing opera and musical theater, and I can perform in several languages; such as German, Italian and Japanese.

You can listen to my cover of "I'll Forgive You Even If You Die" here:

<https://drive.google.com/file/d/1UZ7U8c2WdLhCHEa4f5Q7NB-Cz1Srq7rj/view?usp=sharing>

You can listen to my cover of "Contrail" here:

<https://drive.google.com/file/d/1Hb6we1eLxDJR-HQ1svEHveT4AKhkuCnH/view?usp=sharing>

You can find a playlist of my short covers here:

<https://www.youtube.com/playlist?list=PLHeZlLwD-e2zOEwHN94lUgBg9Ea9ix0-m>

- I can speak and understand multiple languages. Besides English and Japanese, I know Chinese, French, and German.
- I have over 10 years of social media experience, so I can connect with fans on online platforms such as Twitter, Reddit and Tumblr.

What is the frequency of live streaming you can provide (eg. ● days a week, ● hours on Saturdays and Sundays, etc.)?*

Currently, I stream 3-4 times a week, for 2-3 hours on average. I spend the rest of my week promoting my streams and making shorts to reach new fans.

If I joined Hololive English, I would raise my stream frequency to 5-6 days a week.

Additional Information

Who is your favorite VTuber and why?*

My favorite VTuber is Suisei Hoshimachi.

I look up to Suisei as someone who was largely a self-starter before she joined Hololive. Suisei did everything by herself; creating her own model, overlays, and music videos. As an indie VTuber who dominantly works by herself, I admire Suisei's resolve to make her dream career a reality. Out of the many stories of all the incredibly talented members of Hololive, Suisei's challenging, yet rewarding journey to stardom intrigued me the most and inspired me to make my own path as a VTuber.

Suisei's art is of a very high standard. She is an incredible musician, illustrator and lyricist. When I log into D4DJ and play "Stellar Stellar" or "Next Color Planet", I'm blown away by the power and control in her voice. Her lyrics for "GHOST" and "TEMPLATE" are also incredibly profound; exploring themes such as her transient nature as a performer, or her determination not to be categorized by her fans. On top of this, her artwork is eye-catching and adorable; like many quality shoujo manga titles.

Perhaps the most distinct quality I admire about Suisei is her eagerness to try new things to improve her craft; such as making music videos in AviUtl, or creating her own 3D model in Blender. Her openness to innovation motivates me to expand my own VTubing skillset, such as learning CakeWalk for music mixing, and After Effects for video editing.

All in all, Suisei is a multi-talented powerhouse, and I respect her immensely as an independent VTuber. I firmly believe she is one of the coolest virtual talents active today, and she reminds me of what's possible as a self-starting VTuber who also wants to give everything to her craft.

In writing this section, I also want to mention Pavolia Reine. I was fortunate enough to meet Reine at last year's Anime Boston, where she was incredibly friendly and kind. I'm thrilled she enjoyed the illustration I made for her.

Please tell us why you want to join hololive production.*

I want to join Hololive English because the group could help me pursue my goal of applying classical singing techniques in the realm of J-pop and anime music.

Since I was a young teen, I've been a huge fan of J-pop and anime soundtracks. Historically, I couldn't pursue this style of music because my musical education was classical and fairly conservative. However, Hololive English has a strong emphasis on J-music of all forms and types. Being a VTuber for the company would give me the opportunity to explore my passion; such as performing the classical-style songs of Kalafina and Akiko Shikata.

As an example, combining my operatic skills and the alternative rap talents of Mori Calliope would open up new songs for Hololive to perform; such as "Liberate Me From Hell", from Gurren Lagann. If I joined Hololive English, I could perform this iconic song, and many others, in the way I've always wanted.

With Hololive English's support, I could also pursue a large-scale game development project, much like my visual novels "malViolence" and "Bad Faith". For example, I'd like to create an action/fantasy visual novel about the lore of Hololive English; such as how HoloCouncil formed, or how the members of HoloMyth met each other. It'd be a great way to introduce fans of plot-heavy VN franchises (such as the "Fate" series or "When They Cry") to Hololive English and its colorful cast of talents.

In the past, Hololive talents have produced ambitious creative projects. One example is Amelia Watson, who developed a rhythm game based on her original song "Chiku Taku". To this day, "Chiku Taku" is one of the most popular games on Itch.io. Another is Machina X Flayon, who is developing an RPGMaker game that expands on his backstory.

Similarly, doujin games such as "HoloCure" and "FLARE NUINUI QUEST" have gained huge followings because of the passion and care put into them. In fact, Hololive fangames are now so popular that there's an entire database dedicated to them: <https://softdevwu.dev/hologames/index.php>

Additionally, other members of Hololive English have expressed interest in creating visual novels. For example, Ceres Fauna wanted to make a visual novel similar to her "HoloweEn" horror stories, and Mori Calliope wrote a HoloEN visual novel for Valentine's Day.

All in all, with the popularity of Hololive-themed games, having a talent who knows how to lead and develop games would definitely benefit Hololive English - as well as Hololive as a whole.

In detail, what kind of activities and goals do you want to fulfill as a VTuber?*

MUSIC-RELATED ACTIVITIES AND GOALS

- Performing monthly karaoke streams, where I'd sing a variety of genres: from musical theater to opera to pop. I'd love to expose my audience to new kinds of music, alongside classic J-pop favorites.
- Bringing my singing voice into the public eye and diversifying my musical repertoire. I've always wanted to cover pop songs more seriously; particularly J-pop songs. I also want to develop my own original song.
- Collaborating with Yuki Kajiura or Akiko Shikata. I'm a longtime fan of both of their works, as they use their classical influences to create complex and memorable music. Because the timbre of my voice works well with their styles of composition, I'd love to create an original song with either of them.
- Collaborating on a J-Core song with MOSAIC.WAV, IOSYS, t+pazolite, or Camellia; since I've been a fan of their work for over 10 years.
- Covering the entire Kumikyoku Nico Nico Douga Suite; as a nostalgic tribute to older anime and game fans, as well as Nico Nico Douga itself.

GAMING-RELATED ACTIVITIES AND GOALS

- Dedicating one of my weekly streams to indie games. This will expose my audience to unusual forms of storytelling and help the games' developers receive social and financial support.
- Dedicating a series of shorts to visual novels or story-heavy games - similar to my current short series "Incredible Indies". I want to introduce Hololive's fans to the joys of these games, from their engaging writing to their various twists and turns.
- Hosting a Hololive-themed game jam on Itch.io. It'd encourage Hololive fans to learn gamedev skills, and it'll create more fangames that Hololive talents can play on-stream!

- Developing an action/fantasy visual novel about the lore of Hololive English, and releasing it on Itch.io and Steam for fans to enjoy.
- Collaborating with TYPE-MOON - my favorite visual novel company in Japan. The “Fate/” series inspired me to write my own visual novels; especially “malViolence” and “Bad Faith”. I’d love to work with them in any capacity; whether as an ambassador for one of their future games (such as “Fate/Extra Record”) or as a guest artist for “Fate/Grand Order”.
- Collaborating with a rhythm game like D4DJ or Groove Coaster. I’m a massive rhythm game fan - and I could show off my rhythm gaming skills while promoting a fun game for people to play.

ART-RELATED ACTIVITIES AND GOALS

- Hosting weekly drawing streams. To accompany these streams, I’ll post short speedpaints of my work; encouraging more people to check out my channel.
- Designing my own merchandise as a member of Hololive English. I have considerable experience in this - I even generated ideas with Toby Fox for “Undertale” merchandise.
- Collaborating with other prominent illustrators within Hololive; such as Ninomae Ina’nis, Airani Iofifteen and Nanashi Mumei. It would be awesome for us to create something wonderful together!

Do you have a management contract with another company?*

No

Are you applying for an audition for another company?*

No

Further Inquiries

Please fill in any questions, requests, concerns, etc.

If I'm not suited to a talent role in Hololive English, I'd love to join a behind-the-scenes position in the company. I adore Hololive and its talents, and I'd love to be a part of this wonderful organization in any way that I can.

QUESTIONS ABOUT JOINING AS A NEW TALENT

- Aside from the general criteria (multitalented, passionate and goal-driven content creators), what skills are you looking for in future members of Hololive English?
- What do you believe is required to be a successful Hololive talent?
- How do you onboard new talents after they join Hololive English?
- What do new talents find most surprising after they start working for Hololive?
- Is there anything I should read/watch that would help me have a shared understanding of being a corporate VTuber with my fellow talents?

QUESTIONS ABOUT RESPONSIBILITIES AS A HOLOLIVE TALENT

- What does a typical day look like for a member of Hololive English, aside from streaming? What would be my day-to-day responsibilities?
- How does organizing stream schedules work? Will I need to fill in a slotted timetable so that my streams don't clash with those of other members, or do I get to decide times on my own?
- As a member of Hololive English, what are the biggest challenges I might face in the position? Additionally, how do current members cope with said challenges?
- Is there any travel involved with this position? (I assume travel is required for HoloFes, but what about other events, like Hololive Meet?)

QUESTIONS ABOUT COVER/HOLOLIVE ENGLISH IN THE INDUSTRY

- How would you describe Hololive English's work culture?
- Where do you think COVER/Hololive English is headed in the next five years?
- Similarly, what gets you most excited about COVER's/Hololive's future?

MISCELLANEOUS QUESTIONS

- If I required equipment for streaming, how would COVER help me obtain said equipment? (eg. purchasing a capture card to stream from my Nintendo Switch).
- As a member of Hololive English, could I hire the stream moderators I worked with as an independent VTuber?
- Does COVER/Hololive English provide opportunities for learning new skills that would be beneficial for growth as a content creator? (For instance: mixing vocals for song covers, or improving video editing in Adobe After Effects)