Al VTubers: Your Next 24/7 Star

Intelligences. Systems

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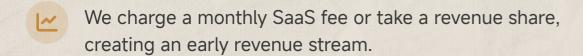
Vision & Product



We create fully autonomous anime-style streamers that play games, banter with chat, and sing. We evolve from a co-host SaaS to a personal entertainer platform, unlocking a multi-billion-dollar market at the intersection of VTubing, gaming, and AI companionship.

Interactive Demo in One Year

Our year-one product is an AI co-host plugin: a cute avatar overlay that reads chat, cracks jokes, celebrates subs, and plays mini-games. This helps mid-tier creators boost retention and tips.



Most importantly, we collect live engagement data to train our models, proving stickiness before launching solo AI stars.



Market Proof

Japan VTuber Market: A Proven Powerhouse

The home of VTubing generates hundreds of millions with a diversified model.

¥43.4B

Cover Corp Revenue

+44% YoY Growth

Merchandise: 47%

¥20.5B from goods, cards, etc.

Licensing: 13%

IP collaborations

Live Events: 21%

Sold-out Budokan concerts

Content: 19%

Streaming revenue

Global Viewership is Accelerating

VTubers punch far above their weight, capturing a massive share of watch time.



Stars like Gawr Gura (4.5M subs) and Ironmouse signal strong Western appetite.

Validation

Case Study: Neuro-sama

From zero to #1 female streamer on Twitch in one year.

Developed by a single programmer, this AI VTuber proved the model's viability, generating massive audience engagement and revenue.

480K

Twitch Followers

142K

Active Subscribers

45K

Peak Viewers

~\$500K

MRR Potential



Al vs. Human: A New Competitive Landscape

Neuro-sama's metrics place her among the top tier of human streamers.

Neuro-sama (AI)

142k Active Subs (8th All-Time)

6-11k Average CCV

24/7 Streaming Capability

~\$25k/mo per 10k subs

Mid-Tier Human VTuber

5-15k Active Subs

5-10k Average CCV

4-8 hours Stream Limit

~\$25k/mo per 10k subs

Business Model

Our Three-Phase Road to a Billion-Dollar Valuation

2

3

Phase 1: SaaS Co-Host

B2B2C model to fund data collection and prove engagement.

Phase 2: Al Talent Agency

Monetize via subs, merch, and events like Hololive's ¥20.5B model.

Phase 3: Personal AI Platform

Subscription service for bespoke Al companions at \$10-30/month.

Al Economics: A Superior Business Model

Lower marginal costs and higher scalability unlock superior margins.

Human Talent Agency

Salaries, travel, insurance

Graduation & scandal risk

Physical & time limitations

High overhead costs

Net Margin: ~27%

Al VTuber Agency

Low marginal compute cost

No graduation or fatigue

24/7 streaming capability

Instant global scalability

Projected Net Margin: 40%+

Tech Edge

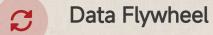
Our End-to-End AI Pipeline: An Irreplicable Moat



Continuous guardrail filtering ensures safety and compliance, creating a robust, irreplicable technological lead.

The Data Flywheel & IP Vault

Every interaction fuels our competitive advantage. A virtuous cycle of improvement and monetization.



Live engagement data continuously refines our Al's joke timing, donation prompts, and game strategy.

IP Vault

Character designs, lore, and voice banks become reusable, monetizable IP for future platform subscribers.

Future & Ask

The Future: A Personal Entertainer for Every Gamer

From a one-to-many agency to a one-to-one platform, unlocking massive LTV.



Investment Ask & Use of Funds

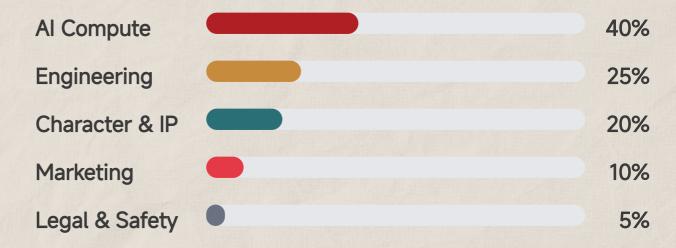
\$6 Million Seed Round

For an 18-month runway to achieve critical milestones and set the stage for a Series A.

Key Milestones (12 Months):

- 200+ paying streamer clients for AI co-host.
- 3 autonomous Al talents, each averaging 5k+ subs.
- Repeatable and profitable merch drops.

Use of Funds Breakdown



THANKS

