

Read me

Voice materials for games, video production, corporate and individual creators

No need to list the rights and credits when using the materials.

This is a collection of general-purpose voice materials designed to eliminate post-purchase worries and allow you to concentrate on your production.

The file formats are wav (48kHz 24bit mono), ogg, and mp3.

Includes text files with Japanese and English translations of the recorded lines.

The works sold on this label are original works that ensure transparency of rights. You can use the package without worrying about the rights after purchase.

▣About Use

No credit required, use for commercial purposes OK

Can be used in adult-oriented works

Reverb, effects, and other processing to suit the scene is OK.

Prohibited items

Redistribution, sale and distribution of the material itself as the main content.

Re-editing the audio and replacing it with other words, or using it in a way that drastically changes the original intent of the dialogue

Use for AI learning, etc.

Use that is deemed to lack consideration for voice actors, even in cases other than those listed above

This package is royalty-free material with no additional charge for use after purchase. No credit statement is required, but copyright is not waived, so you may not use the voice actors under other names.

The purchaser agrees to use the work at his/her own risk and assumes full responsibility for the use of the work after purchase.

The philosophy of MITSUGETSU Eight

We aim to create materials that allow creators to concentrate on their work.

In recent years, there has been a lot of talk about the rights issues of materials purchased from major material sales sites, such as "unintentional infringement of a third party's rights".

(Cases in which materials sold as materials were themselves plagiarized, compliance violations, AI-generated materials, etc.)

The contents of corporate projects and personal works that creators are engaged in are not the end of the process of publication, but are important works that continue to exist and become the "property of the people involved".

We plan and sell materials so that such works can continue to be published with peace of mind after their creation.

In order to ensure the transparency of rights, we ask voice actors to appear in our

works after explaining the purpose and obtaining their permission for the voice material.

We would be happy to help make your creative work more comfortable through our materials.
Thank you for your cooperation.

If you have any other questions regarding the use of our materials, please feel free to contact us.
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