

# Virtual World License: Open Source, Non-commercial

## (User's Version)

### Plain Language Summary

The following is a plain language summary of the license. For details, see the actual license which follows this summary. Note that the word “Work” below means the item(s) which is licensed. It might be a script, a mesh item, an animation, etc. Or might be a combination of items.

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More details about the license are found here: [Background & Supporting Information](#)

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If you give this Work to another person – or you include this Work in a package which you plan to distribute – you need to include the following three informational pieces:

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For: *[Name(s) of the Work Being Copyrighted Inserted Here]*

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Open Source. This is an open source Work. The source files are found at: *[Location of Source Files Inserted Here]*

Subsidiary Creations (see below more information): *[List of Subsidiary Creations Insert Here – OR “None” if There Are None.]*

2. Include a copy of this “Plain Language Summary” and a copy of the actual license (found below).
3. Indicate if you have modified the Work and where you modified it. (Your help and generosity is appreciated! If you made a modification and are sharing it, be sure to include your name so you can be properly credited.) Additionally, if you have modified it, include either a “Modify, Transfer” version of the Work in your distribution package or provide a link to the modified source files. The Work must be reproducible from the source files and clear instructions on how to do so should be provided.

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- **Sharing or Distributing Free (No Cost) Packages which Include the Licensed Work**

You can share or distribute this Work as long as you do not charge for. If you include it in a package along with other items, everything else in the package must be free of cost as well. Any distribution of this Work must include the three informational pieces described above under “Sharing this Work.”

- **Personal Projects.**

If you are using this Work for your own private use, you can make changes to it and use it in any manner you desire. (If you, however, give it to someone else – or share it in some way – then you need to include the three informational pieces described above under “Sharing this Work.”)

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Your license may include “Subsidiary Creations.” If it does, you’ll find those listed in the Copyright Statement, above. These items, if included above, are exempted from the terms of the License. In other words, you can sell Subsidiary Creations. You do not have to make them open source, nor follow the other terms of the license. This applies only to Subsidiary Creations and not to the Work itself.

*While it may seem that having the right to sell Subsidiary Creations is a non-brainer, some licenses are vague on whether this possible – and may even require you to reveal your source files to the public if your creation uses or interacts with the Licensed Work in some way. Subsidiary Creations were specifically included in the Virtual World License to protect you and your creations.*

- **Using the Work to Transfer “Subsidiary Creations”**

The Work covered by this License may be used to transfer Subsidiary Creations. (If the Work isn’t used for that purpose, you don’t have to worry about it.) The best way to describe this is to use an example. Let’s say that the Work covered by this license is a Skin Applier. Let’s also say that you see

“skins” listed as a Subsidiary Creation in Copyright Statement. In that case, this License allows you to package your own skins with the Applier and transfer them to a mesh avatar, as long as the following are met:

- 1) The Applier must be used to transfer the skins to a *non-commercial* avatar only. You cannot use it to transfer skins to commercially sold avatar.
- 2) Since you are distributing the Applier along with the skins, you must include the three informational pieces described above under “Sharing this Work.”
- 3) The Applier, itself cannot be sold, but you are under no other restrictions as far as the skins are concerned. You can sell the skins. You can package the Applier and skins together, and you can use whatever permissions are appropriate, i.e. “No Modify” or “No Modify/No Transfer,” etc.

### **What is NOT Permissible Under the License**

- **Selling the Licensed Work**  
You cannot sell the Licensed Work. If your License includes Subsidiary Creations, you can sell these, but you cannot sell the Work or any modification of it
- **Using the Work to Transfer Subsidiary Creations to *Commercial* Products**  
As described above, some works covered this license may be used to transfer Subsidiary Creations. An example is an Applier which might be used to transfer skins from you to a customer. The customer then applies the skins to a mesh avatar. The license requires that you can only use the Work to transfer skins to a *non-commercial* avatar. It cannot be used for a commercially sold avatar.
- **Non-commercial Distribution of the Licensed Work Without Including the License**  
The license allows you to give away the Work as long as it is not included in a commercial package. If you distribute it, you must include the License which is one of the three informational pieces listed above under “Sharing This Work.” You cannot distribute it if you do not include these items.
- **Including the Licensed Work in a Commercial Package**  
The Work cannot be included in a package or with packages in which one or more items are being sold. It can only be packaged with other non-commercial items.
- **Sharing or Distributing Work as No-Modify, No Transfer (Without Instructions)**  
When you share or distribute the Work, it must be done in a way that people can reproduce the Work. The best way to do that is to distribute the Work using “Modify, Transfer” permissions. The only situation in which you can distribute it

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And now, the legal language . . .

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- p. **Avatar** means a representation of a person or entity in the virtual world.
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