

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

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

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“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 specifically 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.
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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.
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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.
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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

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And now, the legal language . . .

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