



[|Back to index|](#)

## LICENSE OF THE CODE



All files written in Python® released in the ManuelbastioniLAB package, are released under GNU General Public License 3.

ManuelbastioniLAB - Copyright © 2015-2018 Manuel Bastioni

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details: <https://www.gnu.org/licenses/gpl.html>

## LICENSE OF THE DATABASE



All data files released in the ManuelbastioniLAB package, including all the meshes and data contained in .blend files or in any other 3d file format (for example .obj and .mtl), all the images and all the json files are released under GNU Affero General Public License 3.

ManuelbastioniLAB - Copyright © 2015-2018 Manuel Bastioni

This program is free software: you can redistribute it and/or modify it under the terms of the GNU Affero General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Affero General Public License for more details: <https://www.gnu.org/licenses/agpl.html>

## LICENSE OF MODELS GENERATED BY THE SOFTWARE.

The AGPL can be an obstacle in case someone wants to create a closed source game or closed source 3D models using 3D characters made with the lab because the AGPL will propagate from the base models and from the database to the output models.

For this reason it was decided to consent a double license ONLY for the models generated by the official software\*, NOT for the source code, NOT for the json database and NOT for blend files included in the distribution:



The default license for models generated by the software is AGPL 3: <https://www.gnu.org/licenses/agpl.html>. As derived product of the AGPL'd database, the models must be distribuited under AGPL 3, with the same copyright of the database.



Alternatively, for closed source games or closed source 3D models, it's possible to choose, for characters generated by the official[\*] software, the Attribution 4.0 International, giving to Manuel Bastioni the credit as required by that license:

<https://creativecommons.org/licenses/by/4.0/>.

## NOTE ABOUT 2D RENDERING

Rendered two-dimensional images or two-dimensional videos of a scene that includes 3D models generated with ManuelbastioniLAB are not considered a derived product of the licensed 3D database and 3D base models.

Assuming that the rendering depicts a non-reverse-engineering scene[\*], due to many factors (i.e. the transformation from 3D space to 2D space, the position and the type of camera used, the other 3D elements included in the scene, the position and type of lights, the post production, the composition of multiple characters, the path of the camera, ecc.) the original 3D data is fundamentally modified and transformed sufficiently that it constitutes an original work.

For this reason, the author of the 2D rendering is the sole copyright owner of 2D image/video created by him and the sole responsible for the use of his 2D image/video.

## DO YOU HAVE A QUESTION ABOUT THE LICENSES?

Please visit the [FAQ page](#).

It includes a clear example of the correct way to give the attribution (<http://www.manuelbastioni.com/faq.php#faq1-3> ) and contains other interesting info.

\* **Official software** = officially released on [www.manuelbastioni.com](http://www.manuelbastioni.com). Also see the page [Certificate SHA-256](#) .

\* **Reverse engineering scene**. For example, an orthographic rendering of a shadeless plane with lab textures on it, will be considered as reverse engineering scene for textures extraction.

"Python" is a registered trademark of the Python Software Foundation.

[|Back to index|](#)