

SKIN BUILDER 8

Merchant Resource Agreement

- All skins and material presets generated within Skin Builder 8 may be packaged and sold based on the following agreements:

- Skin Builder 8 copies current loaded textures on figure into your folder of choice once a material preset has been assigned and saved. Due to this aspect you may not sell or distribute skins that have been created from other Sellers\Vendors\PA's be it in an original or modified state. You may however do this with other merchant resources which allow for modification of that skin. For clarification please see rules of those Merchant Resources you wish to use.

- The Skin Builder 8 watermark may be removed from saved texture files if the seller\user wishes to do so.

- No Freebie skins are to be created or distributed using Skin Builder 8.

- You may not create another merchant resource package that uses any aspect from Skin Builder 8 and it's file contents.

- You may only sell character skins for use on characters designed **ONLY for Genesis 8 Female(s)** unless stated otherwise via a product update or future change where the agreement rules might change, or special permission has been granted.

- No texture conversion is allowed onto other figures and sold in that manner. Conversion is allowed **ONLY** for personal use.

- Skins created for selling may **NOT** be converted into another UV format for Genesis 8 Female, and must remain based on the base UV for Genesis 8 Female, unless special permission has been granted.

If you have any further questions regarding the merchant resource agreement, please ask your questions via the product support thread or send a PM to ZevO.

Thank you for your support and we hope you enjoy the product and create some amazing stuff. The Skin Builder team.