# Standard Unity Asset EULA

* [Basic Motions FREE](https://assetstore.unity.com/packages/3d/animations/basic-motions-free-154271) - Kevin Iglesias (Not in use)
* [Clean Settings UI](https://assetstore.unity.com/packages/tools/gui/clean-settings-ui-65588) – Landan Lloyd
* [Colorable Office Chair](https://assetstore.unity.com/packages/3d/props/furniture/colorable-office-chair-104874) – Azusa
* [Door Free Pack Aferar](https://assetstore.unity.com/packages/3d/props/interior/door-free-pack-aferar-148411#content) – Andrey Ferar
* [Everyday Motion Pack Free](https://assetstore.unity.com/packages/3d/animations/everyday-motion-pack-free-115067) – gizmozman
* [HDRP Furniture Pack](https://assetstore.unity.com/packages/3d/props/furniture/hdrp-furniture-pack-153946) – Tridify
* [Interior Props Pack Asset](https://assetstore.unity.com/packages/3d/props/interior/interior-props-pack-asset-86452) – reach the enD
* [Low Poly Office Props LITE](https://assetstore.unity.com/packages/3d/environments/low-poly-office-props-lite-131438) – RRFreelance
* [Magic Mirror Lite](https://assetstore.unity.com/packages/tools/particles-effects/magic-mirror-lite-reflection-for-unity-34824) – Digital Ruby
* [MCS caves overhangs](https://assetstore.unity.com/packages/tools/terrain/mcs-caves-overhangs-144413) – Nathaniel Doldersum (Paid)
* [Mesh Combine Studio 2](https://assetstore.unity.com/packages/tools/modeling/mesh-combine-studio-2-101956) – Nathaniel Doldersum (Paid)
* [Modern Minimalist Sofa](https://assetstore.unity.com/packages/3d/props/furniture/modern-minimalist-sofa-136398) – Joe Louis Robinson
* [Office Room Furniture](https://assetstore.unity.com/packages/3d/props/furniture/office-room-furniture-70884) – Elcanetay
* [Paintings Free](https://assetstore.unity.com/packages/3d/props/interior/paintings-free-44185) – Webcadabra
* [Pictures Mini pack](https://assetstore.unity.com/packages/3d/props/furniture/pictures-mini-pack-194762) – Tatiana Gladkaya
* [POLYGON Prototype](https://assetstore.unity.com/packages/3d/props/exterior/polygon-prototype-low-poly-3d-art-by-synty-137126) – Synty Studios (Paid)
* [RealTime Painting](https://assetstore.unity.com/packages/templates/tutorials/realtime-painting-33506) – CodeArtist.mx
* [Simple Low Poly Sports Car](https://assetstore.unity.com/packages/3d/vehicles/land/simple-low-poly-sports-car-90186) – Hirschknoten3D
* [Simple Sky Cartoon assets](https://assetstore.unity.com/packages/3d/simple-sky-cartoon-assets-42373) – Synty Studios
* [Snaps Prototype | Office](https://assetstore.unity.com/packages/3d/environments/snaps-prototype-office-137490) – Asset Store Originals
* [Sports Car Model and Shader](https://assetstore.unity.com/packages/3d/vehicles/land/sports-car-model-and-shader-15813) – Mehdi Rabiee
* [Tablet based Single Camera System](https://assetstore.unity.com/packages/3d/props/electronics/tablet-based-single-camera-system-167401) – Mr Andrew Chapman
* [Winter Forest Environment](https://assetstore.unity.com/packages/3d/environments/winter-forest-environment-138452) – TriForge Assets (Paid)
* [Wooden Floor Materials](https://assetstore.unity.com/packages/2d/textures-materials/wood/wooden-floor-materials-150564) – Casual2D
* [Wood Pattern Material](https://assetstore.unity.com/packages/2d/textures-materials/wood/wood-pattern-material-170794) – FrOzBi
* [Yughues Free Wooden Floor Materials](https://assetstore.unity.com/packages/2d/textures-materials/wood/yughues-free-wooden-floor-materials-13213) – Nobiax / Yughues

# Public Domain

* [The Thundershower](https://www.rawpixel.com/image/3069746/free-illustration-image-women-art-abstract-antique) – Henry Lyman Sayen
* [Fruit pattern](https://www.rawpixel.com/image/2466552/free-illustration-image-pattern-william-morris-botanical) – William Morris
* [Vintage willow bough](https://www.rawpixel.com/image/495947/free-illustration-image-william-morris-pattern-floral-patterns) – William Morris
* [Woman with a Parasol, Madame Monet and Her Son](https://www.rawpixel.com/image/547292/monet-woman-painting) – Claude Monet

# Other

* [Oculus SDK License Agreement](https://developer.oculus.com/licenses/)
* [Valve Software OpenVR API](https://github.com/ValveSoftware/openvr/wiki/API-Documentation)