**Body Mechanics Rigs - Individual License Agreement**

Designed and built by Joe Daniels

[josephsdaniels@gmail.com](mailto:josephsdaniels@gmail.com)

[artofjoe.blogspot.com](http://artofjoe.blogspot.com/)

Thank you for your purchase of ONE Pack of Joseph Daniels’s Body Mechanics Rig for Personal Use.

The purchase of this Body Mechanics rig pack entitles you, the purchaser, use of these rigs on as many computers as you like, for non-commercial purposes. You may modify the rig and character model as you see fit, but may not sell or give away any of the contained files or modifications of them.

If you are an instructor looking to purchase these rigs for your institution or workshop, please read the VolumeLicenseInfo document that came with these rigs. In the payment section of Gumroad, select the appropriate volume licensing option for your case.

These rigs may not to be used as a rigging tool. They are for purposes of practicing animation only. If you are looking to build a rig for a personal project, short film, commercial, or game, I recommend purchasing [The Setup Machine 2](http://www.anzovin.com/tsm/), which was used in the creation of these rigs.

By downloading these rigs you agree to refrain from using these assets (or modifications of them) for commercial purposes. You may not animate these characters performing lewd acts, or create otherwise offensive imagery with them. We don’t want to see it, I assure you.

You agree to give proper credit for the rigs in the work created with them. Attribution should state: “Body Mechanics Rigs by Joe Daniels - artofjoe.blogspot.com”

These rigs are provided “as is”, and Joseph Daniels will not be responsible for any damages incurred from the use of these files. As much as I might like, I cannot give technical support for the files purchased, though I plan to update the rigs as needed.

If you have any questions, please contact me from the link above.

Cheers,

Joe