

# Pixelartchemist Asset License Agreement and Terms of Use

## Definitions

- **Redistribution**
  - The act of making the assets available for download or edit on another project such as a software application or a web page/site to it's end user(s). In our terms of use and license agreement, this is prohibited.
- **Asset files**
  - The files you have downloaded on the store page. - .PNG, .JPG, etc.
- **Raw (files)**
  - An unmodified version of the files. These are the files from the asset store as you have downloaded them.
- **The artist**
  - Me, the artist (Pixelartchemist)
- **You**
  - You, the downloader and/or the buyer/purchaser. Whether personally or on behalf of an entity.

## You CAN:

- Use the asset(s) for commercial use.
- Use the asset(s) for non-commercial use.
- Use the asset(s) forever.
- Use the asset(s) in any number of projects.
- Edit the asset(s) for your project needs
  - Derivative Work(s). However, any and all such Derivative Work(s) shall be governed by the terms of this Agreement.
- Use the asset(s) in any game engine.
- Use the asset(s) in any video/film.
- Print the assets on a product box or user manual as long as they are part of screenshots.

## You CANNOT:

- Use the assets for printed media in any form. e.g. T-shirts, cups, paper, etc.
- Resell and/or redistribute the asset files. Nor a modified version of it. Whether directly, or through your project as your own.
- Resell and/or redistribute the asset files within reward sets. Nor a modified version of it. Whether directly, or through your project as your own.
- Resell and/or redistribute the asset files under the form of "Template" formats. Nor a modified version of it. Whether directly, or through your project as your own.
- Make these assets (modified or raw) available for use to the end user of your project.
  - A project that uses the asset (or part of the asset) as a graphical object in any manner is allowed.

- A project where the end users will be able to save/export and/or access/edit the raw/modified version of the asset itself is NOT allowed.

#### **How to:**

- Credit me, the artist, **Pixelartchemist**?
  - A link back to the store page you bought the asset from.
- Repost and share my resources when you feel like it?
  - A link back to the store page you bought the asset from.

#### **Clarifications**

- Any and all intellectual property rights in the Asset and its' Derivative Works are and shall be owned by the Artist. To the extent that any such intellectual property rights automatically vest in the Purchaser, then in consideration of the Licence granted to the Purchaser to create Derivative Works (which the Purchaser hereby acknowledges is adequate and sufficient consideration) the Purchaser hereby assigns by way of present and future assignment, any and all such rights to the Artist. The Purchaser shall execute and deliver such documents and perform such acts as may be required for the purpose of giving evidence of and/or full effect to such assignment.
- Using the assets bought in your project does not entail that the artist is a part of your art team or your project team. Nor does it make the artist liable to your project.
- If the end user of your project can use any, or a slightly modified version - of the assets included in your purchase, this is prohibited.
- Artist reserves the right to change or modify parts of this Agreement at any time in order to prevent misunderstanding or misinterpretations not originally intended by the Artist.
- Anything not covered that needs clarification - Feel free to contact me.
  - [pixelartchemist@gmail.com](mailto:pixelartchemist@gmail.com)
  - <https://twitter.com/pixelartchemist>