**Link:**

<https://learn.unity.com/tutorial/copyright-for-creators?uv=2020.3&pathwayId=61a65568edbc2a00206076dd&missionId=61a64fafedbc2a0021b4614d>

**Free asset sources**

Here are some websites where you can find free assets and easily access and comply with license agreements:

* [Pexels](https://www.pexels.com/) provides free 2D images and videos. All assets on this site have the same license agreement: they are free to use, and payment and attribution are optional.
* [The Creative Commons search engine](https://search.creativecommons.org/) lets you filter searches according to Creative Common licenses and sources. This site indexes image, audio, and video files.
* [Open Game Art](https://opengameart.org/) provides 2D and 3D art, textures, music, and sound effects. All assets are free; however, there are multiple different license types, so be sure to check whether you need to credit the creator per asset.

## **Keep an assets list**

Real-time 3D projects can get big and complex. As soon as you bring the first asset into your project from a creator other than yourself, it’s a good time to start an asset list. This can be a simple log somewhere on your computer with the following information:

* Name of the asset
* URL where the asset is hosted
* The creator of the asset
* The license of the asset
* Attribution you will add to your project (if any)

Having this information saved and easily accessible can save a lot of future headaches and ensure artists are credited correctly.

## 8.Protect your own IP

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As a creator yourself, you own your copyrights! If you’re ready to share your work with the world, whether you are sharing it for free or selling it, it’s important that you know and understand your intellectual property rights and use a license agreement that expresses your wishes.

Issues to consider may include:

* Is your work intended for others to reuse in their own works, or only to use as-is? If you do not want others to change your work, then you’ll want to specify that no derivative works are allowed.
* Are you building your own reputation or brand, and is getting credit for the work important to you? If so, you will want to require attribution and perhaps even require a link back to your website or online store.
* Is it important to you that no one makes money from your work? If so, you can stipulate that it must be used for non-commercial purposes only.

For example, the Unity Asset Store’s standard EULA allows, subject to certain conditions, derivative works and commercial use. This license agreement is ideal for creators who provide resources for other creators. If you are planning to license your works elsewhere, you can examine the [Creative Commons license agreements](https://creativecommons.org/share-your-work/) and use the one that suits your needs.