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Re:Collect’s assets are almost all original, however some are from other sources. These assets include licenses that allow the user to include them in their educational applications, such as in the case for Re:Collect, and even commercial purposes.

These assets include: 3D models and animations from Mixamo, Unity Asset Store assets such as Oculus Integration, and DearVR (purchased by GGC, available on the Unity Asset Store and the DearVR website).

Links to their license and terms of use:

Adobe -

<https://community.adobe.com/t5/fuse-beta/licensing-royalties-ownership-eula-and-tos-q-a/td-p/7676380?page=1>

<https://helpx.adobe.com/creative-cloud/faq/mixamo-faq.html>

Unity –

<https://support.unity3d.com/hc/en-us/categories/201253946-Asset-Store>

<https://assetstore.unity.com/browse/eula-faq>

<https://support.unity3d.com/hc/en-us/articles/205623589-Can-I-use-assets-from-the-Asset-Store-in-my-commercial-game->