

NVIDIA Corporation Software License Agreement for the NVIDIA® OptiX™ ray tracing engine

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to fully comply with the terms and
conditions of this Software License Agreement
 (“Agreement”) by and between NVIDIA Corporation, a
Delaware corporation with its principal place of business at
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California 95050 U.S.A. (“NVIDIA”), and You. If You do not
wish to so agree, do not install or use
the Software.

For the purposes of this Agreement:

**“Licensee,” “You” and/or “Your” shall mean, collectively
and individually, Original Equipment
Manufacturers, Independent Hardware Vendors,
Independent Software Vendors, and End-Users of the
Software pursuant to the terms and conditions of this
Agreement.**

**“Derivative Works” shall mean derivatives of the Software
created by You or a third party on Your
behalf, which term shall include: (a) for copyrightable or
copyrighted material, any translation,
abridgement, revision or other form in which an existing**

work may be recast, transformed or adapted; (b) for work protected by topography or mask right, any translation, abridgement, revision or other form in which an existing work may be recast, transformed or adapted; (c) for patentable or patented material, any Improvement; and (d) for material protected by trade secret, any new material derived from or employing such existing trade secret.

“Intellectual Property Rights” shall mean all proprietary rights, including all patents, trademarks, copyrights, know-how, trade secrets, mask works, including all applications and registrations thereto, and any other similar protected rights in any country.

SECTION 1 - GRANT OF LICENSE.

NVIDIA agrees to provide the software and any associated materials referenced in Attachment A of this Agreement, which may include software in example source code, object code, documentation, and/or other materials (collectively the “Software”). Subject to the terms of this Agreement, NVIDIA hereby grants to You a nonexclusive, worldwide, revocable, limited, royalty-free, non-transferable, non- sublicensable (except as otherwise provided herein), fully paid-up license under NVIDIA’s copyrights to possess and use the Software with the following limitations:

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they will maintain a valid copyright on the end-user application; ii. they are prohibited from modifying, adapting, translating, reverse engineering, de- compiling, disassembling, or creating derivative works, in whole or in part, based on the Software, nor may they attempt in any manner to obtain the source code; iii. they disclaim any and all warranties on behalf of NVIDIA and other applicable licensors; iv. they disclaim, to the maximum extent permitted by law, NVIDIA's, its affiliated companies and its licensors' liability for all damages, direct or indirect, incidental or consequential, that may arise from any use of the Software; v. they agree not to export the Software, directly or indirectly, in violation of U.S. export control laws or any export or import regulations in other countries; and vi. they will, without limitation, indemnify, hold harmless, and defend NVIDIA and other applicable licensors and their respective affiliates and suppliers from and against any and all claims, lawsuits, costs, and expenses, including attorney's fees, that arise or result from their use or distribution of the end-user application.

(b) You shall have the right to modify and create Derivative Works of the NVIDIA-provided example source code portions of the Software. You hold all rights, title and interest in the Derivative Works that You create from the example source code,

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SECTION 2 - CONFIDENTIALITY. If applicable, any exchange of Confidential Information (as defined in the NDA) shall be made pursuant to the terms and conditions of a separately signed Non-Disclosure

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SECTION 4 - NO WARRANTIES. THE SOFTWARE IS PROVIDED "AS IS" WITHOUT ANY EXPRESS OR IMPLIED WARRANTY

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SECTION 5 - LIMITATION OF LIABILITY. EXCEPT WITH RESPECT TO THE MISUSE OF THE OTHER PARTY'S INTELLECTUAL PROPERTY OR DISCLOSURE OF THE OTHER PARTY'S CONFIDENTIAL INFORMATION IN BREACH OF THIS AGREEMENT, IN NO EVENT SHALL NVIDIA, SUBSIDIARIES, LICENSORS, OR ITS SUPPLIERS BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, INDIRECT, LOST PROFITS, CONSEQUENTIAL, BUSINESS INTERRUPTION OR LOST INFORMATION) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS PROHIBIT EXCLUSION OR LIMITATION OF LIABILITY FOR IMPLIED WARRANTIES OR CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. YOU MAY ALSO HAVE OTHER LEGAL RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION. NOTWITHSTANDING THE FOREGOING, NVIDIA'S AGGREGATE LIABILITY ARISING OUT OF THIS AGREEMENT SHALL NOT EXCEED ONE

HUNDRED UNITED STATES DOLLARS (USD\$100).

SECTION 6 - TERM. This Agreement and the licenses granted hereunder shall be effective as of the date You install the Software (“Effective Date”) and continue for a period of five (5) years, unless terminated earlier in accordance with the “Termination” provision of this Agreement.

SECTION 7 - TERMINATION. NVIDIA may terminate this Agreement at any time if You violate its terms. Upon termination, You will immediately destroy the Software or return all copies of the Software to NVIDIA, and certify to NVIDIA in writing that such actions have been completed.

SECTION 8 - MISCELLANEOUS.

SECTION 8.1 - SURVIVAL. Those provisions in this Agreement, which by their nature need to survive the termination or expiration of this Agreement, shall survive termination or expiration of the Agreement, including but not limited to Sections 2, 3, 4, 5, 7, and 8.

SECTION 8.2 - APPLICABLE LAWS. Claims arising under this Agreement shall be governed by the laws of Delaware, excluding its principles of conflict of laws and the United Nations Convention on Contracts for the Sale of Goods. The state and/or federal courts residing in Santa Clara County,

California shall have exclusive jurisdiction over any dispute or claim arising out of this Agreement. You may not export the Software in violation of applicable export laws and regulations.

SECTION 8.3 - AMENDMENT . The Agreement shall not be modified except by a written agreement that names this Agreement and any provision to be modified, is dated subsequent to the Effective Date, and is signed by duly authorized representatives of both parties.

SECTION 8.4 - NO WAIVER. No failure or delay on the part of either party in the exercise of any right, power or remedy under this Agreement or under law, or to insist upon or enforce performance by the other party of any of the provisions of this Agreement or under law, shall operate as a waiver thereof, nor shall any single or partial exercise of any right, power or remedy preclude other or further exercise thereof, or the exercise of any other right, power or remedy; rather the provision, right, or remedy shall be and remain in full force and effect.

SECTION 8.5 - NO ASSIGNMENT. This Agreement and Licensee's rights and obligations herein, may not be assigned, subcontracted, delegated, or otherwise transferred by Licensee without NVIDIA's prior written consent, and any attempted assignment, subcontract, delegation, or transfer in violation of

the foregoing will be null and void. The terms of this Agreement shall be binding upon Licensee's assignees .

SECTION 8.6 - GOVERNMENT RESTRICTED RIGHTS.

The parties acknowledge that the Software is subject to U.S. export control laws and regulations. The parties agree to comply with all applicable international and national laws that apply to the Software, including the U.S. Export Administration Regulations, as well as end-user, end-use and destination restrictions issued by U.S. and other governments. The Software has been developed entirely at private expense and is commercial computer software provided with RESTRICTED RIGHTS. Use, duplication or disclosure of the Software by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in the Agreement under which the Software was obtained pursuant to DFARS 227.7202-3(a) or as set forth in subparagraphs (c)(1) and (2) of the Commercial Computer Software - Restricted Rights clause at FAR 52.227-19, as applicable. Contractor/manufacturer is NVIDIA, 2701 San Tomas Expressway, Santa Clara, CA 95050. Use of the Software by the Government constitutes acknowledgment of NVIDIA's proprietary rights therein.

SECTION 8.7 - INDEPENDENT CONTRACTORS.

Licensee's relationship to NVIDIA is that of an independent contractor, and neither party is an agent or partner of the

other. Licensee will not have, and will not represent to any third party that it has, any authority to act on behalf of NVIDIA.

SECTION 8.8 - SEVERABILITY. If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to affect the intent of the parties, and the remainder of this Agreement will continue in full force and effect. This Agreement has been negotiated by the parties and their respective counsel and will be interpreted fairly in accordance with its terms and without any strict construction in favor of or against either party.

SECTION 8.9 - ENTIRE AGREEMENT. This Agreement (and NDA if applicable) constitute the entire agreement between the parties with respect to the subject matter contemplated herein, and merges all prior and contemporaneous communications.

ATTACHMENT A - SOFTWARE

- 1. NVIDIA OptiX ray tracing engine binary libraries**
- 2. NVIDIA OptiX ray tracing engine software development kit (SDK)**
- 3. NVIDIA OptiX SDK source code examples**