



Thiagoliuth License For non-commercial use of TL HanddrawnPack

About this license.....	1
Plain English description.....	2
License.....	3
Definitions used in this license.....	4
Providing Attribution.....	5
Attribution.....	5

About this license

This license is written exclusively for digital assets packages. Those assets can be found as multiple individual designs intended to be used on bigger projects.

That being said, it's expected that it's not used as they are, but as a part of something more complex, originated from the creativity of the artist.

This license allows for non-commercial use only. Posting your projects online, gifting them, or just using for personal use is fine, as long as they are not used with commercial purposes.

A separate commercial license can be achieved directly with the seller (or it may later be added to the selling page, I recommend verifying it first).

Plain English description

(this does not form part of the license)

- The validity of the license relies on demonstrating that you have purchased the asset pack.
- The license cannot be transferred to another person.
- The assets may not be used for commercial purposes.
- The assets must be used on larger works of art, being the distribution of the assets by themselves forbidden.
- The assets can be modified to be used on your own projects.
- When using it for media growth purposes (as content on an Instagram page, for example) attribution must be provided.
- You cannot use these assets to make new assets to sell or otherwise distribute.
- You take full responsibility for whatever happens when you use the asset pack.

License

This license is for the asset pack named: **TL HanddrawnPack**

There can be only one *licensee* per purchased license. This license is not under any circumstances reproducible, or transferable. This license may not be duplicated.

This license is valid only when proof of purchase of the *asset pack* can be demonstrated by the *licensee*.

All *content* of the *asset pack* named in this license is, and remains, copyright of the *creator*.

The use of any part of the *asset pack* for *commercial* purposes is prohibited.

The *licensee* is granted a royalty-free, non-exclusive copyright license to use the *base items* to create *derivative work* which is **not** for a *commercial* purpose.

If the *licensee* is an individual this license allows for installation and use of the *base items* on any computer that is normally located in the *licensee's* household

If the *licensee* is a business, then this license allows for one individual to use the *base items*; each individual user must have a separate license.

The *licensee* may only make *modifications* to the *base items* and only for use in their own *derivative work*.

Derivative works are the copyright of the *licensee*.

If any of the *base items* or *modifications*, are extracted from a *derivative work*, then those extracted items shall be considered the copyright of the *creator* and covered by this license.

The use of any *base item(s)* to create a new item which performs a similar function as the *base items* (i.e. an asset or other item intended to be used in the creation of *derivative works*), shall be considered a *modification* of the *base item* for the purposes of this license.

The *licensee* must provide *attribution* when sharing or otherwise distributing any *derivative work* that uses any of the *base items* or *modifications*, from the *asset pack* to which this license is attached.

The *licensee* may not *sell* or *distribute* the *asset pack* or its *contents*, nor any *modifications*.

This *asset pack* and its *content* are provided as is and without warranty of any kind.

The *licensee* is solely responsible for the method and appropriateness of their use and assumes all risks associated with doing so.

To the fullest extent permitted by applicable law, under no circumstances or legal theory shall the *creator* hold any liability to anyone for any form of direct or indirect damages of any kind that may arise from the use of the *asset pack* and its *content*.

This license does not seek to remove any rights held under fair use or equivalent legal doctrines.

End of license

Definitions used in this license:

Asset pack – the overall named package of files to which this license is attached.

Attribution – providing credit to the *creator* when sharing any *derivative work*, *modifications*, or *content*. Different *creators* may have specific requirements about how this is done, but generally it should include the *creator's* name, the *Asset Pack* used and a link to where the *Asset Pack* can be found.

Base item(s) – refers to the individual files contained within the *asset pack* that are intended to be used to generate derivative work. This may be a whole file, or a part of a file extracted either by the user or by a program that the asset pack is loaded in to. When the *base item* is seen as an image or 3D object the terms of the license apply to the appearance of the image or object itself, independent of file format. *Base items* do not include anything which is clearly intended to be a gallery item or example images shared as part of the *asset pack*.

Content – the files contained within the *asset pack*. This includes but is not limited to the *base items*

Commercial – something which is primarily intended for commercial advantage or monetary compensation. This may include, but is not limited to, income-generation of any kind (whether direct or indirect), the enhancement of reputation, pro-bono work, or work where payment is received “in kind”.

Creator – Me, Thiago Liuth. the creator of the assets to which this license is attached. The creator may be referred to as Thiagoliuth when distributing the asset pack and should be referred to as Thiagoliuth when providing *attribution*.

Distribute/Distributed/Distribution – making something available, by any method, to third parties, either on its own or as part of a larger collection.

Licensee – the first individual or entity exercising permissions granted by this license.

Modifications/Modified – any modification or alteration of any part of the *content* and any file(s) resulting from it that is not a *derivative work*.

Sell/Selling/Resell/Reselling– Selling something, either on their own or as part of an overall package with other items, for monetary or any alternative payment in kind, by the *Licensee*.

Derivative work – any map, image or other creative work, within which the *base Items*, either modified or unmodified are used as just a part of the overall creation. A derivative work must be larger in scope and different in nature to the *base items*. Whilst the *base items* may contribute to the aesthetic of the *derivative work*, the *derivative work* itself must have a creative intent that is independent of the use of the *base items* themselves.

Providing Attribution

Attribution should ideally include the asset pack name, that it was created by Thiagoliuth, and the location that the asset was, or can be, downloaded from. It should include at least the first two.

Attribution can be a pain, and it is easy to forget. If you are using these assets for personal, non-commercial purposes then I will not, under most normal circumstances, take issue with you failing to attribute (though I may politely point it out). That said I consider attribution to be a courtesy to me and to others who may want to use these assets, as well as a requirement so please do try to remember it.

If you share your work via an online gallery or platform (such as Patreon), then so long as you clearly provide attribution stating you use Thiagoliuth assets (with a link or contact details for myself) somewhere obvious and likely to be viewed, I consider it unnecessary to provide attribution for each piece of work you provide through that site.

Attribution

Thiago Liuth (Thiagoliuth)

Email: thiagoliuth@gmail.com