

## Clutter for Builders User License Agreement

By purchasing items or receiving gifts from Clutter for Builders, henceforth referred to as Clutter, or Kat Alderson, you are purchasing/receiving a license which grants limited rights to use any textures, mesh objects, poses/animations, sounds, scripts, and/or kits (henceforth referred to as components) contained within a package, and you agree to the following terms and conditions:

1.) The components (textures, objects, poses/animations, sounds, scripts, and/or kits) purchased or received from Clutter may not be resold, given away, or otherwise distributed as such (full perm, or otherwise) to any avatar, under any circumstances. This includes, but is not limited to, BIAB's (Business in a Box), Resell/Reseller/Resale Shops, Freebie Stores, Yard Sales, Builders Kits, group gifts, distributing to friends, alts, business partners, etc. This also applies to the Second Life Marketplace™, as well as all other websites.

Altering said items/components for the purpose of reselling and/or redistribution as components is also prohibited.

2.) The components purchased or received from Clutter are strictly for content creation only in the virtual world of Second Life™. At this time, exports and uploads to all other grids are strictly prohibited, except to those people who have purchased a limited license for a specific grid. This includes, but is not limited to, InWorldz, and Sansar™.

3.) Mesh kits purchased or received from Clutter which include baked textures, as well mesh kits that have add-on texture packs available may not be sold or otherwise distributed to any avatar under any circumstances without some modification on the part of the seller. Before distribution, the seller must do something to make the product *visibly* unique.

4.) Finished goods made with components purchased or received from Clutter may be sold and/or distributed with Copy OR Transfer permissions. They may NOT be sold or otherwise distributed with Copy AND Transfer permissions, under any circumstances.

In other words:

**You may NOT:**

\* Sell and/or distribute any textures, objects, poses/animations, sounds, scripts, and/or kits that you buy or receive from Clutter as such, full perm or not.

If you have a business partner or alt that needs the components/kit to work on, they will need to purchase their own copies from Clutter. Or you may purchase a gift copy for them *using the gift option on our vendors or on Marketplace*, either of which will require you to enter their name.

*Some other examples:*

A. You cannot take textures from my packs and then sell or distribute them as textures, whether as singles, or in a pack.

B. You cannot take one of my textures, change the color of it, and then sell or distribute it as a texture.

C. You cannot take objects from my mesh kits, and sell or distribute them as individual pieces, a kit, or part of a kit.

D. You cannot add my animations/poses to your objects without first changing the permissions to No Copy OR No Transfer.

E. You cannot sell my animations/poses without first adding them to a scripted decorative or wearable object.

\* Use any components that you buy or receive from Clutter anywhere other than in Second Life™, unless you have previously purchased a limited license for a specific grid.

\* Sell or otherwise distribute a mesh kit that I made textures for (whether the textures came in the kit, or if they were acquired as an add-on), without adding something to it to make it VISIBLY unique. This does not include adding animations or scripts to the item, unless the script makes it blink or do a color fade, etc. In other words, add-on kits are to get you a little further along in your design process and are not meant to complete your project.

*Example:* If I made a chair and an add-on texture pack for it, you would need to add a pillow or blanket (or some other object) to the chair before you can sell it. Or you could add decorative detail to the textures.

\* Sell and/or distribute a finished product that contains any component that you buy or receive from Clutter with both Copy AND Transfer permissions.

*Example:* If you are using an object from a merchant that allows you to distribute it with copy AND transfer permissions, but you have used my textures on it, then you cannot distribute it with both copy and transfer permissions. It must be either No Copy or No Transfer.

**You MAY:**

\* Sell finished products made with components from Clutter,

distribute finished products you've made using components from Clutter as group gifts, hunt prizes, etc -- as long as the permissions are No Copy OR No Transfer.

\* Use an item acquired from Clutter that includes textures (in the kit, or as an add-on) unaltered, as part of a finished build. As long as it is a *part of a finished product*, you do not have to alter the textures for it.

*Example:* You buy a plant with baked textures from Clutter and put it into a pot that you textured yourself, created yourself or bought from another merchant.

\* Download Clutter textures to your computer for finishing clothing designs, adding AO shaders, adjusting color, etc. -- for use in your creations in Second Life™ only (**not** for purposes of reselling or redistribution as textures, or uploading to another grid, as outlined above).

\*\*\*\*\*

All items/components acquired from Clutter for Builders (Clutter) and/or Kat Alderson directly remain Copyright © 2011 Kat Alderson.

If you have any questions about allowed usage please IM Kat Alderson (notecards get lost).

These terms were updated on March 5, 2018 and are effective immediately.