October 2011



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you can use the sculpt maps to create your own prims by using Sculpty Rezzer, which can be used within the builds you sell in Second Life® or at the Second Life Marketplace[™].

you must not sell or give away the original or modified sculpt maps to any thrird person in or outside Second Life®.

Sculpt Maps are protected by an Alpha Channel.

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you can use the the pre-created Examples, which are no transfer, as an aditional help to recreate the textures alignments, the proportion and the position of each sculpted prim.

The easy way is to use Sculpty Rezzer to re-create the Model with you as the creator.

you must not sell the Model as is. You can only sell the model within your own creation, with limited permissions.

you must not sell the model as Freebie or with full permissions or copy and transfer permissions.

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you must not share these files or sculpt maps created from the files with anyone in or outside Second Life®

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