

**(Reference) Simplified list of the scope of permissions under The License Agreement for
三号スタジオ アバター向けアセット (Sangou Studio Avatar Assets) .**

This English version is for reference only. The original version in Japanese shall prevail if any conflicts or inconsistencies exist.

1. Main purpose(s) of using the Digital Content

A Personal Use	B Corporate Use
	
Permitted to use in activities with commercial or non-profit-seeking purposes	Permitted to use in activities with commercial or non-profit-seeking purposes

2. Upload to internet services

C Upload to social communication platforms	D Upload to online gaming platforms	E Permission for use by third parties within the online service
		
Permitted	Permitted	Prohibited

3. Sensational Expressions

F Sexual expressions	G Expressions of Violence	H Political and religious activities
		
Permitted (Content Rating is required)	Permitted (Content Rating is required)	Prohibited

4. Editing

I Adjustment	J Modification	K Modifying other data with the Digital Content permitted as material	L Outsource of the modification process
			
Permitted	Permitted	Permitted	Permitted ONLY to be done between the User(s)

5. Distribution and redistribution

M Redistribution with no change(s)	N Distribution of modified digital content
	
Prohibited	Prohibited

6. Use on media and/or in other products

O Use in video production, live-streaming and broadcasting	P Use in publications and electronic publications	Q Use for tangible goods	R Integration into software, such as product development
			
Permitted	Permitted	Permitted if the modified version is obviously different from the original version (not to be mistaken as an official release)	Prohibited

7. Derivative work

S Creation of costume data by utilizing the parameters of meshes and weights	T Creation of new digital content on costumes and textures that comply with data format, without diverting the parameters of meshes and weights	U Creation of derivative works based on the Digital Content ("derivative works")
		
Permitted to use in private and personal arena only	Publicizing for both commercial and non-profit-seeking purposes (including distribution and transmission) is permitted	Publicizing for both commercial and non-profit-seeking purposes (including distribution and transmission) is permitted

8. Others

V Credit notation	W Assignment of Rights and Obligations, etc.
	
Not necessary, but preferred	Prohibited

9. Special note

X Special note

【言語】 日本語版の利用規約が優先して適用されます。 This agreement is primarily governed by the Japanese version. 본 이용 약관은 일본어 버전이 우선 적용됩니다. 本协议以日语版本为优先适用。 【本利用規約の適用範囲】 この利用規約が適用されるアセットは、「許諾対象データ」に記載のとおりです。 商品にアプリケーション（Windows向け実行ファイル等）が同梱されている場合、そのアプリケーションにこの利用規約は適用されず、「三号スタ

「ジオ アプリケーション利用規約」が適用されます。
<https://legal.sangoustudio.com/app/>

ワールドで使うことを目的としたアセットには、別の利用規約が適用されます。

この利用規約の最新版の掲載場所
<https://legal.sangoustudio.com/asset/>

【法人・団体による利用】

法人・団体による利用は、個人と同じ条件で許可します。ただし、有償で入手した場合、本アセットを取り扱うことができるのは、1件の入手につき1名です。複数の方が取り扱う場合は、その人数分を入手してください。

【改変・統合作業の外部委託】

本アセットの改変・統合作業を第三者に委託する場合、委託者および受託者の双方が、三号スタジオまたは三号スタジオの指定する配布元から本アセットを正当に入手している必要があります。いずれか一方のみが入手している場合、利用・改変・データ共有を行うことはできません。

【性的表現・暴力的表現における棲み分け】

利用条件F・Gという棲み分けとは、次のすべてを行うことをいいます。公開する場所が年齢制限または成人向けの区分を備えている場合は、その区分を用いて公開すること。区分の外から見える場所に、該当する表現を出さないこと。その区分を備えていない場所では公開しないこと。性的表現または暴力的表現に当たるかどうかは、公開する場所の定めるところによります。

【ワールドへの配置】

本アセットをワールドに含めてアップロードすることは、そのワールドが公開されているかどうかを問わず、装飾として配置すること、および来訪者が手に取れるようにすることに限り、許可します。これを超えて、本アセットが備える動作や仕掛けを来訪者に使わせること、および来訪者が本アセットを身に着けられるようにすることは、利用条件Eのとおり許可しません。

【出版物・電子出版物に利用する場合のクレジット表記】

本アセットを出版物・電子出版物に利用場合は、クレジット表記が必要です。表記は「三号スタジオ / Sangou Studio」としてください。いずれか一方のみでもかまいません。これ以外の場合、クレジット表記は任意です。

この項において出版物・電子出版物とは、書籍、雑誌、同人誌、写真集、画集およびこれらの電子版のほか、イラスト、写真、映像などの作品を単体で販売する場合をいいます。無償で公開する場合、有体物（グッズ）への利用、および配信・放送（有償のものを含みます）は含みません。

【本アセットをモチーフとした装置の製造】

本アセットをモチーフとした電子機器、入力装置その他の装置を製造し、または配布することは、営利・非営利を問わず許可しません。

【この利用規約と異なる条件での利用】

この利用規約と異なる条件での利用をご希望の場合は、この利用規約に記載の問い合わせ先へ個別にご相談ください。権利者が承諾した場合、その承諾した内容が、この利用規約に優先して適用されます。

承諾は、この利用規約に記載の問い合わせ先から、権利者が書面（電子メールを含みます）により行ったものに限り、承諾を受けた方との間においてのみ効力を有します。権利者から承諾を得たと主張する場合は、権利者の求めに応じて、その承諾を示す必要があります。権利者が明示的に承諾しない限り承諾があったものとはみなされず、返答が無いことをもって承諾とみなすこともできません。

【この利用規約を変更する場合の周知】

この利用規約の条件を変更する場合、効力発生日を定めただうえて、変更する旨、変更後の内容および効力発生日を、効力発生日の14日前までに、この利用規約の最新版の掲載場所において掲示します。ただし、変更が利用者の一般の利益に適合するものであるときは、効力発生日までに掲示すれば足ります。

【English (reference translation)】

Scope

The assets to which this agreement applies are those listed under "The Digital Content to be licensed".

If a product includes an application (such as a Windows executable), this agreement does not apply to that application; the "Sangou

Studio Application Terms of Use" applies to it instead.
<https://legal.sangoustudio.com/app/>

Assets distributed for use in worlds are covered by a separate agreement.

The latest version of this agreement is published at:
<https://legal.sangoustudio.com/asset/>

Use by corporations and organizations

Corporations and organizations may use the assets under the same conditions as individuals. However, where the assets were obtained for a fee, each acquisition permits one person to handle them. If more than one person will handle them, please obtain one copy for each person.

Outsourcing modification or integration

If you outsource modification or integration of the assets to a third party, both the client and the contractor must have legitimately obtained the assets from Sangou Studio or from a distributor designated by Sangou Studio. If only one of them has obtained the assets, use, modification, and sharing of the data are not permitted.

Content rating for sexual and violent expression

"Content Rating" in items F and G of Conditions of use means doing all of the following. Where the place of publication provides an age restriction or an adults-only section, publish using that section. Do not show such expression anywhere that is visible from outside that section. Do not publish in a place that does not provide such a section. Whether an expression is sexual or violent is determined by the rules of the place of publication.

Placement in worlds

Including the assets in a world and uploading it is permitted, whether or not that world is public, only for placing them as decoration and for allowing visitors to pick them up. Beyond this, allowing visitors to use the functions or mechanisms of the assets, and allowing visitors to wear the assets, are not permitted, as stated in item E of Conditions of use.

Credit in publications

Credit is required when the assets are used in publications, whether printed or electronic. Please credit "三号スタジオ / Sangou Studio". Either name alone is acceptable. In all other cases, credit is optional.

For the purpose of this section, "publications" means books, magazines, doujinshi, photo books, art books, and their electronic editions, as well as the sale of an individual work such as an illustration, a photograph, or a video. It does not include works released free of charge, use in physical goods, or streaming and broadcasting (including paid streaming).

Manufacture of devices based on the assets

Manufacturing or distributing electronic devices, input devices, or other apparatus based on the assets is not permitted, whether for commercial or non-commercial purposes.

Use under terms different from this agreement

If you wish to use the assets under terms different from those set out in this agreement, please contact the Licensor individually at the contact address given in this agreement. Where the Licensor consents, the content of that consent takes precedence over this agreement.

Consent is valid only where it is given by the Licensor in writing (including by email) from the contact address given in this agreement, and it is effective only between the Licensor and the person who received it. If you claim that the Licensor has given consent, you must show that consent when the Licensor asks. Consent is not deemed to exist unless the Licensor has expressly given it, and a lack of reply may not be treated as consent.

Notice when this agreement is changed

If the conditions of this agreement are changed, the Licensor will set an effective date and post the fact of the change, its content and the effective date at the address where the latest version of this agreement is published, at least 14 days before the effective date. However, if the change is favourable to users in general, posting by the effective date is sufficient.

The Digital Content to be licensed

三号スタジオが配布するアセット一式

(3Dモデル、テクスチャ、マテリアル、アニメーション、シェーダー、Unity用パッケージ、Unity用のツール、エディタ拡張、スクリプト、およびこれらに付属するデータ一式)

※商品に同梱されるアプリケーション (Windows向け実行ファイル等) を除きます

All assets distributed by Sangou Studio

(3D models, textures, materials, animations, shaders, Unity packages, Unity tools such as editor extensions and scripts, and all accompanying data)

* Applications bundled with a product (such as Windows executables) are excluded.

Licensors and their contact information

Licensors : 三号スタジオ / Sangou Studio

Email : contact@sangoustudio.com

X(Twitter) : [@SangouStudio](https://twitter.com/SangouStudio)

Website : <https://legal.sangoustudio.com/>

Credit notation

三号スタジオ / Sangou Studio

Recommended hashtags

[#SangouStudio](https://twitter.com/SangouStudio)

License period and modification of the license

There is no fixed term regarding the period. Any change(s) on the term(s) would be effective on the date designated by the Licensors. (Including but not limited to announcement(s) made on official website(s) and blog(s).) The User(s) shall check the information released by the Licensors as regularly and reasonably as possible.

This English version is for reference only. The original version in Japanese shall prevail if any conflicts or inconsistencies exist.

The License Agreement for 三号スタジオ アバター向けアセット (Sangou Studio Avatar Assets)

三号スタジオ / Sangou Studio as Copyrights owner(s) (the "Licensor(s)") grants the license to use the Digital Content("the License") as defined under this Agreement to the licensee(s) (the "User(s)") in accordance to the terms stipulated in the License Agreement for 三号スタジオ アバター向けアセット (Sangou Studio Avatar Assets) ("this Agreement") . The User(s) shall read and agree with the terms under this Agreement before using the Digital Content. Where the User(s) purchases, downloads, installs, or otherwise starts using the Digital Content in any manner, the User(s) is deemed to have agreed on this Agreement. Where the User(s) is a minor or is not legally competent or has limited mental capacity, the User(s) shall obtain consent from his custodian, such as a person with parental authority in advance in order to agree on the terms of this Agreement.

Standard terms

[Article 1 \(Terminology\)](#)

[Article 2 \(Consent to Use\)](#)

[Article 3 \(Disclaimer\)](#)

[Article 4 \(Ownership of rights, Handling of Open Source Software, etc.\)](#)

[Article 5 \(Prohibited Acts and Termination of license\)](#)

[Article 6 \(Liability and Dispute Resolution\)](#)

[Article 7 \(Precaution against Anti-Social Forces\)](#)

[Article 8 \(Governing Law, etc.\)](#)

Terms for particular cases

[1. The Digital Content to be licensed](#)

[2. Conditions of use](#)

[3. Special note](#)

[4. Licensor\(s\) and their contact information](#)

[5. Credit notation](#)

[6. Recommended hashtags](#)

[7. License period and modification of the license](#)

[8. Version of this Agreement](#)

Standard terms

Article 1 (Terminology)

Terminology used under this Agreement are defined as follows:

the Digital Content

Any digital data and its part(s) as described in the Digital Content to be licensed under the terms for particular cases.

the User(s)

Any person, who can be an individual or a legal entity, who has obtained the Digital Content lawfully by purchase or download from the Licensor(s) or a third party designated by the Licensor(s).

Non-profit-seeking with charges

Non-profit-seeking with charges refers to the act of receiving consideration (regardless of the form, name, or recipient thereof; the same applies below) with a view to recovering the cost of raw materials and necessary expenses, without the purpose of generating profit. Where profit is generated from the consideration, the transaction is deemed to be profit-seeking; but where there is no obvious gain to the seller in a transaction, marginal profit is permitted.

Profit-seeking

Profit-seeking refers to an act(s) that is not non-profit-seeking compensation and is intended for commercial purposes or to receive compensation.

Avatar

Images, icons, 3D model data, etc, that are used to indicate the existence of something.

Social communication platform

A service that enables one-way or two-way online communication with other parties.

Online gaming platform

Any service that provides operating environments for online game(s) or the game in itself, that needs to operate online.

Adjustment

Corrections to be made within the minimum necessary to ensure proper use of the Digital Content. This includes minor modifications to parameters such as weights and rigs, etc.

Modification

Any modification of the Digital Content in whole or in part beyond the scope of the Adjustment to make it different from the Digital Content.

Part(s)

Components of the Digital Content, materials and other digital content that derive from break-down of this digital content, including its parameters, such as weights and rigs, etc.

Assignment of Rights and Obligations, etc.

This refers to the assignment or letting of rights and obligations to third parties, or asking third parties to take security of, or causing third parties to undertake all or part of the rights and obligations.

Article 2 (Consent to Use)

1. The Licensor(s) grants a non-exclusive, worldwide license to use the Digital Content to the User(s) in accordance with terms and conditions under this Agreement for a period and/or amended period stipulated in the terms for particular cases. However, where the User(s) is a minor or has limited mental capacity or legally incompetent, the User(s) must obtain consent from custodians or persons with parental authority in advance.
2. Where there is any inconsistencies or conflicts between the provisions of the terms for particular cases and the standard terms, the terms for particular cases shall supersede the Standard terms. The special note shall also supersede the other provisions under this Agreement.
3. The User(s) may copy the Digital Content for use within the scope of this License.
4. Permission to use the Digital Content includes an extended sub-license, which covers the use of the Digital Content on other third-party services or in other apps, by authorizing these third-party services or apps to use the Digital Content, so that the scope of the License covers the minimum necessity to fulfill the purpose of licensing to use the Digital Content on the third-party services. This means, for example, where the User(s) uploads the Digital Content to the third-party service or apps, the third-party operator is granted an extended sub-license to use, copy, distribute, etc, for the purpose of providing its service to the User(s). However, the sub-license will not extend to circumstances where, having reasonably considered common sense, the particular system's features or operations, or the terms of use for the system are damaging or unjust to the Licensor(s); or the terms of use for the system would cause loss(es) to the Licensor(s) or put the Licensor(s) at a disadvantage.
5. Where explicitly authorized under the terms for particular cases, the User(s) may instruct a third party to adjust or modify the Digital Content. In this case, the User(s) may request the relevant Consignee(s) (the "Consignee(s)") to follow the User(s)'s instructions. The User(s) is obliged to prohibit the use of the Digital Content for any purpose other than such kind of adjustment or modification based on the Digital Content, and the User(s) will be jointly and severally liable to the Licensor(s) together with the consignee(s), for the consequences of conducting such kind of adjustment or modification.
6. Any use of the Data in a manner not described in this Agreement requires the explicit permission of the Licensor(s) in advance.

Article 3 (Disclaimer)

The Digital Content is provided in its present state. The Licensor(s) does not guarantee the Digital Content is free from infringement of third party rights, absence of defects and all liabilities that may arise in legal, cultural and other business practice in the process of use; nor does the Licensor(s) guarantee the Digital Content is suitable for any particular purpose(s). The User(s) shall be responsible for the use of the digital and the Licensor(s) bears no liability in the course of using the Digital Content. The Licensor(s) shall not be liable for any damage caused by the use or inability to use the Digital Content. Where the Licensor(s) are held liable for the loss, under the circumstance where there is no intentional wrongs or grossly negligence on the part of Licensor(s), or where the Licensor(s)' act is not prohibited by law, the compensation shall not exceed the price of the Digital Content, and shall ONLY be applied to any direct damage caused in the case.

Article 4 (Ownership of rights, Handling of Open Source Software, etc.)

1. The Intellectual property rights subsist in the Digital Content and its part(s) (in whole or in part, regardless of form), which includes copyrights, belongs to the Licensor(s) and/or third parties. All rights are reserved by the Licensor(s) or third parties, unless otherwise specified or granted to the User(s) under this Agreement.
2. The Digital Content may contain third-party toolkit/plugin/program/materials and/or open source toolkit/plugin/program/materials. In such a case, the License is granted in accordance with the terms and conditions under the respective Third-party or Open Source license(s) (hereinafter referred to as the Third-party License(s)). This Agreement does not limit the rights enjoyed by the User(s) under the Third-party License(s), nor does this Agreement confer any other rights. Where there is any

inconsistencies or conflicts between this Agreement and the Third-party License(s), the latter shall prevail.

Article 5 (Prohibited Acts and Termination of license)

1. The User(s) shall not use the Digital Content in a way that may bring:
 - a. Infringement of the intellectual property rights (including copyrights, patents, trademarks, etc.), intrusion of privacy, infringement of legal name (rights to use the name), Portrait rights, etc. of the Licensor(s) or any third party.
 - b. Any act that violates the terms of service provided by the Licensor(s) or any third party and causes damage.
 - c. Defamation of individuals or organizations, or defamation of their reputation.
 - d. Any act that violates or may violate the terms under this Agreement, laws and regulations, or public order and morals.
 - e. Any act that may incur losses to the Licensor(s) or any third party; or any act that may damage public confidence in them or their reputation.
 - f. Hindrance to the distribution, update, or stopping release of the Digital Content by the Licensor(s) or any third party designated by the Licensor(s).
 - g. Any other act that the Licensor(s) deems inappropriate based on reasonable grounds.
2. Where the User(s) violate(s) any clauses in this Agreement, the Licensor(s) reserve(s) the rights to terminate the License. In this case, the Licensor(s) shall not be liable for any loss or damage caused by such termination.

Article 6 (Liability and Dispute Resolution)

1. If the User(s) causes damage to the Licensor(s) or any third party by violating this Agreement, the User(s) shall be liable to all direct and indirect damages. The User(s) shall assume responsibility and expense in order to minimize such damages; besides, the User(s) shall follow the Licensor(s)'s instructions on the measures to be taken. If the Licensor(s) is to provide instructions on the measures, the User(s) shall comply with the instructions by the Licensor(s).
2. If a dispute arises between the Licensor(s) and a third party due to a violation of this Agreement by the User(s), the User(s) shall be responsible for taking all necessary measures to resolve the dispute, and bear all expense, if any. If the Licensor(s)'s instructions are given, the User(s) shall follow those instructions.

Article 7 (Precaution against Anti-Social Forces)

1. The User(s) (in the case of a legal entity, with respect to its directors and staff members) MUST NOT be a member of Anti-Social Forces (member of or affiliated to gangs, gangsters, mafia, triad, or any kind of organized crime groups, including those who has been a member or has had affiliation within 5 years, or any other kind of equivalent), and the User(s) shall not involve in any illegal activities such as violence, frauds or intimidation, or crimes against business sustainability. The User(s) guarantees they do not and will not be involved in these activities.
2. The User(s) shall not provide the Digital Content or its part(s) (including modified versions) to Anti-Social Forces, or instruct Anti-Social Forces to adjust or modify the Digital Content or its part(s).
3. Where the User(s) breaches any provisions in this article, the Licensor(s) may terminate this Agreement without prior notice. Under such circumstances, the Licensor(s) shall not compensate or indemnify the User(s) in any way. The User(s) will be required to compensate for any damages caused to the Licensor(s).

Article 8 (Governing Law, etc.)

1. This Agreement is governed by and interpreted in accordance with the laws of Japan. All disputes arising in connection to the clauses under this Agreement shall fall under the jurisdiction of courts in Japan, and the court within Japan that governs the location of the Licensor(s) shall be the court of first instance.

2. The License is originally made in Japanese. The translation of this Agreement, if any, is for REFERENCE ONLY and is not intended to be legally binding to the User(s) or the Licensor(s). However, where the terms for particular cases and any instructions of a particular license else state, are made and given in a language other than Japanese ONLY, the User(s) shall follow the terms for particular cases and any instructions given in such cases.
3. If any provision of this Agreement, or any part of them, or any particular instruction given under this Agreement, is held to be invalid or unenforceable by law, the remaining provisions shall continue in full force and be effective.

Terms for particular cases

1. The Digital Content to be licensed

三号スタジオが配布するアセット一式

(3Dモデル、テクスチャ、マテリアル、アニメーション、シェーダー、Unity用パッケージ、Unity用のツール、エディタ拡張、スクリプト、およびこれらに付属するデータ一式)

※商品に同梱されるアプリケーション (Windows向け実行ファイル等) を除きます

All assets distributed by Sangou Studio

(3D models, textures, materials, animations, shaders, Unity packages, Unity tools such as editor extensions and scripts, and all accompanying data)

* Applications bundled with a product (such as Windows executables) are excluded.

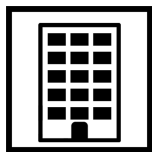
2. Conditions of use

(1) Main purpose(s) of using the Digital Content



A. Personal Use

Permitted to use in activities with commercial or non-profit-seeking purposes



B. Corporate Use

Permitted to use in activities with commercial or non-profit-seeking purposes

The User(s) are granted permission stated above to use the Digital Content, which covers any personal use (including use as an avatar or other purposes on a particular system) and self-expression in private life(include but not limited to taking memorial photos and videos, posting on websites/social media, printing paper copies, etc.).

(2) Upload to internet services



C. Upload to social communication platforms (including VRChat, Virtual Cast, cluster, etc.) for personal use.

Permitted



D. Upload to online gaming platforms for personal use.

Permitted



- E. Upload to social communication platforms or online gaming platforms for the purpose of providing to third parties on the particular platform.
[Prohibited](#)

(3) Sensational Expressions



- F. Sexual expressions
[Permitted \(Content Rating is required\)](#)



- G. Expressions involving violence
[Permitted \(Content Rating is required\)](#)



- H. Use in political activities and religious activities
[Prohibited](#)

(4) Editing



- I. Adjusting or reducing the number of polygons without distorting appearance, or converting the file format.
[Permitted](#)



- J. Modify the Digital Content or its part(s), or use the modified version of the Digital Content under the terms that would apply to the original version of the Digital Content (which includes cases where the Digital Content or its part(s) forms the basis of new Digital Content).
[Permitted](#)



- K. Use the Digital Content or its part(s) for the purpose of modifying other digital content (which includes cases where the Digital Content or its part(s) is used as a supplement in the course of modifying other Digital Content).
[Permitted](#)

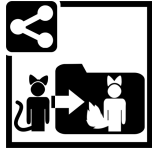


- L. Instruct a third party to make adjustment or modification to the Digital Content and provide the Digital Content to a third party for such purposes.
[Permitted ONLY to be done between the User\(s\)](#)

(5) Redistribution and distribution



- M. Redistribution of the original version**
[Prohibited](#)



- N. Distribution of modified version of the digital content**
[Prohibited](#)

(6) Use on media and/or in other products



- O. Video production, live streaming (including YouTube), and broadcasting**
[Permitted](#)



- P. Use in physical and electronic publications**
[Permitted](#)



- Q. Use in tangible goods (Merchandise)**
[Permitted if the modified version is obviously different from the original version \(not to be mistaken as an official release\)](#)

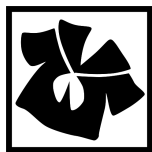


- R. Distribution as a bolt-on part of software (such as games) where they cannot be easily extracted, which is purely for the purpose of product development, etc**
[Prohibited](#)

(7) Derivative work



- S. Create new costumes or accessories for the Digital Content by using meshes and weights extracted from the Digital Content (except for cases where the changes can hardly be noticed)**
[Permitted to use in private and personal arena only](#)



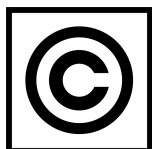
- T. Create new costumes, accessories, or texture, etc. that conform to the standards of the Digital Content, without using meshes and weights extracted from the Digital Content.**
[Publicizing for both commercial and non-profit-seeking purposes \(including distribution and transmission\) is permitted](#)



- U. **Create derivative works (so-called “doujin works”, also known as fanart) using the Digital Content as a main theme/bedrock, without using the original version of the Digital Content directly.**

Publicizing for both commercial and non-profit-seeking purposes (including distribution and transmission) is permitted

(8) Others



- V. **Credit for use**

Not necessary, but preferred



- W. **Assignment of Rights and Obligations, etc.**

Prohibited

3. Special note



- X. **Special note**

【言語】

日本語版の利用規約が優先して適用されます。

This agreement is primarily governed by the Japanese version.

본 이용 약관은 일본어 버전이 우선 적용됩니다.

本协议以日语版本为优先适用。

【本利用規約の適用範囲】

この利用規約が適用されるアセットは、「許諾対象データ」に記載のとおりです。

商品にアプリケーション（Windows向け実行ファイル等）が同梱されている場合、そのアプリケーションにこの利用規約は適用されず、「三号スタジオ アプリケーション利用規約」が適用されます。

<https://legal.sangoustudio.com/app/>

ワールドで使うことを目的としたアセットには、別の利用規約が適用されます。

この利用規約の最新版の掲載場所

<https://legal.sangoustudio.com/asset/>

【法人・団体による利用】

法人・団体による利用は、個人と同じ条件で許可します。ただし、有償で入手した場合、本アセットを取り扱うことができるのは、1件の入手につき1名です。複数の方が取り扱う場合は、その人数分を入手してください。

【改変・統合作業の外部委託】

本アセットの改変・統合作業を第三者に委託する場合、委託者および受託者の双方が、三号スタジオまたは三号スタジオの指定する配布元から本アセットを正当に入手している必要があります。いずれか一方のみが入手している場合、利用・改変・データ共有を行うことはできません。

【性的表現・暴力的表現における棲み分け】

利用条件F・Gにいう棲み分けとは、次のすべてを行うことをいいます。公開する場所が年齢制限または成人向けの区分を備えている場合は、その区分を用いて公開すること。区分の外から見える場所に、該当する表現を出さないこと。その区分を備えていない場所では公開しないこと。性的表現または暴力的表現に当たるかどうかは、公開する場所の定めるところによります。

【ワールドへの配置】

本アセットをワールドに含めてアップロードすることは、そのワールドが公開されているかどうかを問わず、装飾として配置すること、および来訪者が手に取れるようにすることに限り、許可します。これを超えて、本アセットが備える動作や仕掛けを来訪者に使わせること、および来訪者が本アセットを身に着けられるようにすることは、利用条件Eのとおり許可しません。

【出版物・電子出版物に利用する場合のクレジット表記】

本アセットを出版物・電子出版物に利用する場合は、クレジット表記が必要です。表記は「三号スタジオ / Sangou Studio」としてください。いずれか一方のみでもかまいません。これ以外の場合、クレジット表記は任意です。

この項において出版物・電子出版物とは、書籍、雑誌、同人誌、写真集、画集およびこれらの電子版のほか、イラスト、写真、映像などの作品を単体で販売する場合をいいます。無償で公開する場合、有体物（グッズ）への利用、および配信・放送（有償のものを含みます）は含みません。

【本アセットをモチーフとした装置の製造】

本アセットをモチーフとした電子機器、入力装置その他の装置を製造し、または配布することは、営利・非営利を問わず許可しません。

【この利用規約と異なる条件での利用】

この利用規約と異なる条件での利用をご希望の場合は、この利用規約に記載の問い合わせ先へ個別にご相談ください。権利者が承諾した場合、その承諾した内容が、この利用規約に優先して適用されます。

承諾は、この利用規約に記載の問い合わせ先から、権利者が書面（電子メールを含みます）により行ったものに限り、承諾を受けた方との間においてのみ効力を有します。権利者から承諾を得たと主張する場合は、権利者の求めに応じて、その承諾を示す必要があります。権利者が明示的に承諾しない限り承諾があったものとはみなされず、返答が無いことをもって承諾とみなすこともできません。

【この利用規約を変更する場合の周知】

この利用規約の条件を変更する場合、効力発生日を定めただうえで、変更する旨、変

更後の内容および効力発生日を、効力発生日の14日前までに、この利用規約の最新版の掲載場所において掲示します。ただし、変更が利用者の一般の利益に適合するものであるときは、効力発生日までに掲示すれば足够了。

【English (reference translation)】

Scope

The assets to which this agreement applies are those listed under "The Digital Content to be licensed".

If a product includes an application (such as a Windows executable), this agreement does not apply to that application; the "Sangou Studio Application Terms of Use" applies to it instead.

<https://legal.sangoustudio.com/app/>

Assets distributed for use in worlds are covered by a separate agreement.

The latest version of this agreement is published at:

<https://legal.sangoustudio.com/asset/>

Use by corporations and organizations

Corporations and organizations may use the assets under the same conditions as individuals. However, where the assets were obtained for a fee, each acquisition permits one person to handle them. If more than one person will handle them, please obtain one copy for each person.

Outsourcing modification or integration

If you outsource modification or integration of the assets to a third party, both the client and the contractor must have legitimately obtained the assets from Sangou Studio or from a distributor designated by Sangou Studio. If only one of them has obtained the assets, use, modification, and sharing of the data are not permitted.

Content rating for sexual and violent expression

"Content Rating" in items F and G of Conditions of use means doing all of the following. Where the place of publication provides an age restriction or an adults-only section, publish using that section. Do not show such expression anywhere that is visible from outside that section. Do not publish in a place that does not provide such a section. Whether an expression is sexual or violent is determined by the rules of the place of publication.

Placement in worlds

Including the assets in a world and uploading it is permitted, whether or not that world is public, only for placing them as decoration and for allowing visitors to pick them up. Beyond this, allowing visitors to use the functions or mechanisms of the assets, and allowing visitors to wear the assets, are not permitted, as stated in item E of Conditions of use.

Credit in publications

Credit is required when the assets are used in publications, whether printed or electronic. Please credit "三号スタジオ / Sangou Studio". Either name alone is acceptable. In all other cases, credit is optional.

For the purpose of this section, "publications" means books, magazines, doujinshi, photo books, art books, and their electronic editions, as well as the sale of an individual work such as an illustration, a photograph, or a video. It does not include works released free of charge, use in physical goods, or streaming and broadcasting (including paid streaming).

Manufacture of devices based on the assets

Manufacturing or distributing electronic devices, input devices, or other apparatus based on the assets is not permitted, whether for commercial or non-commercial purposes.

Use under terms different from this agreement

If you wish to use the assets under terms different from those set out in this agreement, please contact the Licensor individually at the contact address given in this agreement. Where the Licensor consents, the content of that consent takes precedence over this agreement.

Consent is valid only where it is given by the Licensor in writing (including by email) from the contact address given in this agreement, and it is effective only between the Licensor and the person who received it. If you claim that the Licensor has given consent, you must show that consent when the Licensor asks. Consent is not deemed to exist unless the Licensor has expressly given it, and a lack of reply may not be treated as consent.

Notice when this agreement is changed

If the conditions of this agreement are changed, the Licensor will set an effective date and post the fact of the change, its content and the effective date at the address where the latest version of this agreement is published, at least 14 days before the effective date. However, if the change is favourable to users in general, posting by the effective date is sufficient.

4. Licensor(s) and their contact information

Licensor(s) : 三号スタジオ / Sangou Studio

Email : contact@sangoustudio.com

X(Twitter) : @SangouStudio

Website : <https://legal.sangoustudio.com/>

5. Credit notation

三号スタジオ / Sangou Studio

6. Recommended hashtags

#SangouStudio

7. License period and modification of the license

The License period begins on the date the User(s) start(s) to use the Digital Content, and there is no fixed term regarding the period. Where the Licensor(s) amends the terms under this Agreement (including but not limited to, changes or deletions) by releasing the update on their websites or blogs, or disseminates the information in any reasonable manner, in the event that the User(s) use the Digital Content on or after the effective date of the change, such usage will be deemed as an agreement to the changes. Therefore, the User(s) shall check the information released by the Licensor(s) as regularly and reasonably as possible.

8. Version of this Agreement

1.0

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