

“Unity-Chan” License Terms and Conditions

Summary Version

Version 1.01

March 6, 2014 Original Version

March 28, 2014 Revised Version

[Introduction]

The terms and conditions of this “Unity-Chan” license (“License”) are established by Unity Technologies Japan G.K. (“Company”), with regard to the characters in and to which the rights are held by the Company in declaring that it will grant widely to creators a license to use our characters and the digital asset data of such characters for the creators’ secondary creative activities.

[What are the characters to which this License shall apply?]

The characters that are the subjects of this License include “Unity-Chan” (Kohaku Ootori) as well as the group of characters published in the booklet “Unity-Chan! Art Log” and the group of characters to be published in the “unity-chan! Official Website” (<http://unity-chan.com>) (“Unity Characters”)

Creators may draw illustrations, make cartoons, or create figures based on the design, image, or world view of the Unity Characters under this License. Creators may also publish on the Internet or otherwise perform, present, publicly transmit, exhibit, or distribute any secondary work of the Unity Characters created by such creators at sales exhibits among fan circles (*doujinsokubaikai*) or other places of sale (“Distribution, etc.”).

[What is the digital asset data that is the subject of this License?]

The digital asset data that is the subject of this License are the various digital asset data of the Unity Characters including “Unity-Chan” provided by the Company.

The digital asset data are generally the digital asset data of the Unity Characters that are officially provided for use, including the following:

- A set of digital asset data of the Unity Characters subject to Distribution, etc. in an archive format (including 3D models, material data and animation data with a shader, voice data, and other data);

- 2D graphics data of the Unity Characters published on the official web site; and
- The official logo of “Unity-Chan”.

Under this License, the creators may enjoy making games, interactive contents, and technology demonstration models by installing the digital asset data of the Unity Characters into the Unity game engine without separately obtaining approval from the Company. Creators may also enjoy publishing such secondary work on the Internet or inviting third parties to play the games, or the Distribution, etc. of the same at sales exhibits among fan circles (*doujinsokubaikai*) or other places of sale, regardless of whether it is in an executable form that makes such games playable or in the original form of the Unity project.

In addition, in cases where a creator him/herself conducts the Distribution, etc. of the new digital asset data that is additionally created by such creator based on the digital asset data of the Unity Character, the creator is requested to give a third party who is going to use such digital asset data a notice clearly describing the contact information of the distributor and that it is available on the condition that such third party agrees to be bound by this License, in a manner understandable to the third party, along with the explanation of the digital asset data subject to Distribution, etc. Please note that no distribution is allowed unless a third party agrees to be bound by this License.

[What you can do under this License]

- Creation of the secondary work of the Unity Characters;
- Publication and Distribution, etc. of the created secondary work; and
- Distribution, etc. of the newly created digital asset data of the Unity Characters on condition that a third party who is going to use the same agrees to be bound by this License.

[What you cannot do under this License]

- Use of the Unity Characters for advertisement and promotion in a manner that implies that you own its copyright;
- Use of a third party work by pretending that it is the creator’s work;
- Use of the work or characters, the rights in and to which are owned by a third party, along with the Unity Characters, without acquiring such third party’s approval;
- Use the Unity Characters in a manner that would harm the value or dignity of the Company and the Unity Characters;
- Use of the Unity Characters for the purpose of giving displeasure to, or discriminating

- or hurting any third party;
- Use of the Unity Characters for any remark that is prejudiced religiously or politically;
or
- Use of a work in a manner that may mislead the public to believe that such work is the official product of the Company, without the Company's approval.

[Regarding the licensed logo]

In cases where creators publish or conduct Distribution, etc. of the secondary work created by them, creators are requested to indicate the following licensed logo on such secondary work in a manner that can be easily seen by third parties in order to make it known that creators are conducting the secondary creative activities using the Unity Characters under this License.



These contents are licensed under the "Unity-Chan" License Terms and Conditions (http://unity-chan.com/download/license_en.html). You are allowed to use these contents only if you follow the Character Use Guidelines (http://unity-chan.com/download/guideline_en.html) set by Unity Technologies Japan G.K., for the usage of its characters.

[Detailed examples of character use]

The Character Use Guidelines describe what creators “can do” and “cannot do” under this License, giving examples, and creators are also required to follow the instructions therein. Please confirm the contents of the Character Use Guidelines along with this License.

[Inquiries]

If you have any inquiries about the use of the Unity Characters and the digital asset data

that does not fall under any of the above examples, or any doubts as to whether such use falls under any of the above examples, please contact the Company at the following address. The Company will examine in detail and determine as to whether it is possible to grant a license in each case, and may conclude an agreement, if necessary.

Unity Technologies Japan G.K.

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