

## **The Cult3D<sup>®</sup> Designer License Agreement in short**

By downloading the Cult3D Designer software from [www.cult3d.com](http://www.cult3d.com) or from a CD and entering the license agreement that comes with the software, you can create Cult3D files for internal use. The download is free of charge, but under this license agreement you are restricted to use the Cult3D files only for demonstration to employees or the board of your company. Objects that are created with this free of charge-license are provided with the background information "for internal use only".

### **Productline License Agreement**

When you want to publish 3D objects or animations created with the Cult3D Designer software on the Internet or on any other media, you must enter into a new license agreement. This license, which is valid for one productline, allows you to publish an unlimited amount of products within this productline on an unlimited number of websites on the Internet.

Productline means a class of goods or services, according to the Nice Agreement on Classification of Goods for the Purpose of Registration of Marks. Some examples of productlines are vehicles, furniture and clothing. The Sales Department at Cycore Computers will give you more information on the productline classification.

### **Annual service fee**

As long as the license is active you pay an annual service fee. When you have paid the fee you are entitled to free updates of the software and limited technical support. For additional support and consultations you may subscribe for a support offer pursuant to the Cycore Support Agreement. If you want to terminate the agreement you must destroy all copies of the software and its documentation.

### **Webstore License Agreement**

If your company is a reseller or webstore and want to make attractive presentations of the products with Cult3D Designer, you can either use the Cult3D Productline licenses of each one of your suppliers or sign a Webstore License Agreement with Cycore Computers. When dealing with more than a handful of suppliers, the advantages of a Webstore License are substantial. You will be in control of the publishing and never have to deal with licensing issues when signing up with a new supplier. To sign a Webstore License agreement you may not be the owner of the products' trademarks. There is no limitation in the number of products or productlines that are exposed under the Webstore License, but the publication is restricted to one single website.



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## **University License Agreement**

The Cult 3D University will enable you to improve your students' and employees' ability in their daily work (e.g., on your web site, in distance learning, exchanging ideas across borders, etc.).

There is no limitation in the number of products, productlines or websites that are exposed under the University License, but the publication is restricted to be non commercial.

All you have to do is acquire the Cult 3D University License and start exploring the opportunities of Cult 3D!

## **Art License Agreement**

If you are a creator and producer of art on the Internet you can apply for an Art License (\$0). Cycore grants to the Licensee a non-exclusive license to Non-Commercial use of the Software and Cult3D Models/Objects and to present the Cult3D Models/Objects of the Licensee's Art on the Website.

## **Web Agency License Agreement**

As a Web Agency and/or 3D modeling company Cult3D will enable you to improve your customers' ability to earn money on the web.

To become a Registered Cult3D Web Agency you have to fill in an Application and to pay the Cult3D annual support fee. As a Registered Cult3D Web Agency you will be entitled to free updates of the software and limited technical support and may exhibit Cult3D on your web-site.

## **The Cult3D Distribution Partnership**

Cult3D is, by far, the best 3D software for the web. The combination of quick downloads, high image quality and interactivity allows for superior solutions for end users. The easy, object oriented modeling and the possibility to create 3D objects from a couple of shots with a normal camera allow web agencies and 3D modelers to create these solutions cost effectively.



Both the Cult3D Viewer, required to view Cult3D objects, and the Cult3D Designer, required to model Cult3D objects, are distributed over the Internet. Therefore, the actual distribution of Cult3D software is not an issue.

However, even though the software is easily available for everyone hooked up to the Internet, there is a great task in building awareness with product companies, web-stores, web agencies and 3D modelers. We therefore plan to partner up with a select number of distributors in a joint marketing and promotion effort for Cult3D.

## **What we offer**

We offer the following benefits and support to Cult3D distributors:

- You get commission on direct Cult3D license sales directly related to your sales and marketing actions, i.e., there needs to be a clear link between the product or web-store company that acquires the license and you, i.e., without a web agency or 3D modeler in between.
- You also get commission on all (indirect) Cult3D license sales in your (geographic) market. For more information regarding commission levels, [click here](#) and we will send you an e-mail.
- You get access to all our sales and marketing material.
- We will refer you to capable Cult3D modelers and/or support you and your customers with our own Cult3D modeling resources.
- You will automatically subscribe to the Cult3D newsletter, which keeps you updated on new functionality, new business areas for Cult3D, etc.
- As a distributor of Cult3D you will be posted on our web-site with a link to your own site for easy referral of new business to you.

For additional benefits you can offer your customers, please see the partnership description for Registered Cult3D Web Agencies and Certified Cult3D Modelers in the partner section of our home page, ([www.cult3d.com](http://www.cult3d.com)).

## **How to order a Cult3D Designer License**

The easiest way to order a License is to fill in the registration form on [www.cult3d.com](http://www.cult3d.com). When you submit the order your printer will print out the License agreement. Please read the agreement carefully. If you accept the agreement it is to be signed by an authorized signee at your company and sent by post or fax to Cycore Computers. You can also contact our Sales Department to place an order. There are two alternative ways to pay for the license, with creditcard (we accept VISA, American Express, MasterCard and EuroCard) or by bank transfer. As soon as your payment is registered on our bankaccount we will send the serial number to you. When you have registered the serial number in the Cult3D Designer software the background information "for internal use only" disappears from the objects.