



## MOTION BACKGROUND STANDARD LICENSE AGREEMENT

This is a license agreement between you and Dan Stevers Media, Inc that explains how you can use motion backgrounds, stills, and countdowns that you license from DanStevens.com. By downloading content from DanStevens.com, you accept the terms of this agreement. This license applies to motions, stills, and countdowns. Mini-movies fall under a separate license.

### The nuts and bolts

1. The license includes the right to utilize the motion backgrounds through communication to the public, broadcast, display, distribution, and reproduction. The motion backgrounds may be used within live streamed broadcasts. Live streams containing our motions, stills and countdowns may be archived.

2. You are licensed to use the motion backgrounds to create multiple End Products that incorporate the motion backgrounds, so that each End Product is larger in scope and different in nature than the source motion background.

Examples of End Products: lyric videos, DVDs, websites, games, presentations, online videos, corporate videos, films, TV shows and advertisements.

3. The Motion Background Standard License grants you, the purchaser, an ongoing, non-exclusive, commercial, worldwide license to make use of the motion backgrounds you have purchased, on the following terms.

4. Motions and stills may be modified and posted on social media. Unedited motions and stills may not be posted online to prevent the unauthorized distribution of our media. So change it up or add text, make it your own, and post away!

Examples of Social Media Posts includes advertisments for your church or business and inspirational Bible verse posts.

### Go for it! More details about what you can do with the motion backgrounds

5. You can create End Products for yourself or for your clients. If you create an End Product for a client, then this license is sub-licensed to your client only for use in that specific End Product.

This means that your client can use the motion background within the End Product on these license terms. But your client cannot extract or use the motion background separate from the End Product! You are responsible for making sure that your client is aware of this, and these license terms.

6. You can make any number of copies of each End Product. You can distribute an End Product through multiple media, and you can broadcast it or make it available online to an unlimited number of viewers.

## Whoa there! Things you can't do with the motion backgrounds

7. You can't re-distribute the motion backgrounds as a video clip, as stock, in a tool or template, or with source files. You can't do this with a motion background either on its own or bundled with other items, even if you modify the motion background. You also can't re-distribute the motion backgrounds as-is or with superficial modifications. Motions may not be modified and re-sold as a motion background or stock clip.

Examples: You can't modify a motion background and distribute it as part of a VJ or church motion pack. You can't simply stylize or recolor a video and sell it as your own.

8. Stills may not be sold as stock imagery or church backgrounds whether modified or unmodified.

7. Music contained in countdown timers may not be used in End Products.

9. You must not permit an end user to extract the motion background and use it separately from an End Product.

10. You can't claim trademark or service mark rights over the motion background within an End Product.

## The nitty gritty

11. Motion backgrounds must be credited to DanStevens.com. Videos posted online must have a credit in the description.

12. This license can be terminated if you breach it and don't remedy the breach. If termination happens, you must stop using the motion backgrounds, which includes no longer making copies of or distributing End Products until you remove the motion backgrounds from them.

13. Dan Stevers Media, Inc retains ownership of the motion backgrounds but grants you the license on these terms. You can't claim ownership of the motion background, even if modified, for example through content identification systems.

Example: if you use a video clip synced in your video, you can't claim rights to the video clip (eg through applying "ContentID" or similar systems to the video clip).