



The Pixel Lab Licensing Terms

Updated 2024-02-16

- Overview

What is www.thepixellab.net?

The Pixel Lab offers the **biggest VDB and VFX 3D asset library in the world**, with thousands of assets in categories like smoke, fire, explosion, cloud, atmospheric, fluid simulations, energy effects, and much, much more! We also offer material packs, lighting rigs, model packs, and other design assets for Unreal Engine, Octane, Redshift, Arnold and Cinema 4D.

- Costs

A simple approach to licensing

Our goal is to have a very simple pricing structure that is clear and understandable, so you can stop worrying about legal compliance and focus on your projects!

- Single Product Purchase: Individual License

Every purchase comes with an "Individual License" which is good for one artist/seat.

A purchase allows you unlimited use of this asset, including for multiple projects, in perpetuity for any type of work, including commercial work. You may not resell or re-distribute the asset. You may not share or use the asset with multiple artists or seats. The Individual License is limited to the single artist assigned during the purchase.

- Studio Licenses

If you are a studio with more than 1 individual, we have pricing tiers:

- **Small Studio License** (1-5 artists/seats)
- **Big Studio License** (6-20 artists/seats)
- **Enterprise License** (20+ artists/seats)

-More Information:

If you are a studio and would like to purchase, simply e-mail me your request and team size information to joren@thepixellab.net, and I will provide you with a quote and licensing agreement for your team. Then you can all share the assets freely in perpetuity without worrying about legal compliance.

Based on team sizes, we also offer price discounts and custom options.

If you have questions, please let me know. I look forward to helping you and your team. Thank you and good luck with your projects!

Cheers,

Joren Kandel

CEO/Owner of The Pixel Lab

Trusted by Leading Brands

