

Cekay 3D Custom VRChat World Commission Terms & Conditions (revised 10/10/24)

By commissioning me, you acknowledge that you have read the following terms in their entirety, and that you will be held to these terms as they were defined on the date you purchased your commission.

I reserve the right to cancel a commission in the event of abusive behavior directed at me, regardless of progress. If this occurs, a refund will be issued as outlined in section 2.c.

1. Payment

- a. An invoice and finalized plan defining the features of your world will be sent
 - i. The total price stated in the invoice is to be paid in full before work begins
- b. If additional third-party assets or prefabs are required (a game or lighting system for example), the cost for a commercial license will be factored into your world cost

2. Refunds

- a. All unfinished project files will be delivered in the event of a refund, and no further work will be done
- b. If you request a cancellation or refund, the amount refunded will be determined based on work completed vs. work remaining, at my discretion
- c. If I choose to cancel a commission, you will be issued refund based on work completed vs. work remaining, at my discretion
- d. In the event I am unable to finish a commission due to life events, you will be issued a full refund

3. Progress

- a. I will provide you with an estimated date of completion. World creation is a long process, so this date is non-binding and subject to change
- b. A WIP world will be uploaded as private to my VRChat account
 - i. Weekly updates will be made to this world (or shown via screenshots if they are still being staged)
 - ii. You can explore this world at any time using the link I send
- c. You may request any changes you like during development, but large deviations from the project scope defined in the invoice from section 1.a may incur additional cost (extra rooms, more scripted functionality, a different aesthetic, etc)

4. Delivered Files & Publication

- a. You will receive a link to download a full copy of the completed Unity project
 - i. I will assist you in uploading it to your VRChat account, or you can have me upload it to my account if you'd rather not work with Unity
- b. All commissioned worlds are to be uploaded as public, not private
- c. You may use any of the project's assets in your personal non-commercial projects, as long as you provide proper credit as outlined in the world's credits page
- d. The world's Unity project (and all of its constituent assets) are not to be sold or distributed to other people or file sharing sites, in part or in whole

- i. If I find you have done so, your ongoing support as defined in Section 5 will be forfeited

5. Ongoing Support

- a. After final publication and delivery of files, you will have a 2-week period to request minor tweaks and changes at no charge
 - i. After this, your commission will be considered completed
 - ii. I can help you with changes or additions that you make to your world, but this will be at my discretion and availability
- b. Your world has a 6 month warranty, in which I will fix any features or assets that break as a result of updates to VRChat itself
- c. I make no guarantee that your world will make it out of VRChat labs, since this is ultimately controlled by VRChat. You will be responsible for driving traffic to your world to get it out of Labs

Basic content (present in every commissioned world)

- Quest compatibility
- Baked lighting
- Network-friendly (Synchronization for late joiners on all objects that require it)
- Performance options (Reflections, real time lights, etc)
- Aesthetic options (Basic post processing, night mode, etc)
- Mirror toggles (HQ/LQ)
- Audio link
- Picture frames for photos of your choice
- Ambient sounds (Rain, fire, traffic, etc)
- Join/Leave notifications
- Interactable objects
- Seats
- Custom skybox/backdrop (where applicable)
- Video player(s)
- LTCGI (global illumination for video players and lights)
- VRSL audio linked light fixtures (if making a club world)

Considerations

- I won't implement VRChat's paid subscriptions functionality in commissioned worlds
- I cannot currently add overtly NSFW elements to worlds
- I will not add anything created with generative AI to worlds
- I am not able to take commissions consisting solely of copyrighted content (e.g., porting or re-creating a level from a video game)