

## Pixel Hollow Studios – Licensing Agreement

Last updated: 5/16/25

Thank you for supporting Pixel Hollow Studios! By downloading or purchasing these pixel art assets, you agree to the following licensing terms:

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### Automatically Applies to All Purchases and Free Downloads

#### You CAN:

Use these assets in personal, educational, or commercial projects that earn under \$10,000 USD gross revenue

Modify, recolor, and integrate them into your games, apps, or creative works

Use them in both free and paid projects

Include them in compiled games or apps (.exe, .apk, etc.)

> If your project grows beyond this tier, just reach out—we love to celebrate success with you.

#### You CANNOT:

Resell, repack, or redistribute these assets (even if edited or modified)

Use these assets in NFTs, AI model training, or any blockchain-based product

Upload these assets to any asset-sharing or marketplace site

Credit is appreciated but not required, especially for Ko-fi or Patreon supporters.

Suggested credit:

> "Art by Pixel Hollow Studios" or a link to [pixelhollowstudios.com](https://pixelhollowstudios.com)

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## Licensing Overview

All licenses are:

Per-project

Non-exclusive

Non-transferable

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### Commercial+ License (Required for \$10,000–\$50,000 Gross Revenue)

If your project earns \$10,000–\$50,000, you must upgrade to a flat Commercial+ license:

\$75 for 1 asset pack

\$125 for 2–3 packs

\$200+ for larger projects (case-by-case)

> Contact: [pixelhollowstudios@gmail.com](mailto:pixelhollowstudios@gmail.com) to arrange payment and license registration.

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### Royalty Licensing (Required for \$50,000+ Gross Revenue)

If your project earns more than \$50,000, a revenue-based royalty agreement is required:

Revenue Range	Royalty %
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\$50,000–\$100,000	3% (on amount above \$50K)
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\$100,000–\$250,000	5% (on amount above \$100K)
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\$250,000+	8% (on amount above \$250K)
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Royalties are calculated on gross revenue.

Payment terms (monthly, quarterly, or milestone-based) will be agreed upon directly.

> Pixel Hollow Studios is happy to work with honest, creative teams to find solutions that work for both sides.

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#### Flat Buyout Option (By Approval Only)

Flat buyout licensing is only available when royalties are not legally feasible (e.g., publisher restrictions).

Buyouts:

Begin at \$500+

Must be requested and approved in writing

Are handled case-by-case

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#### License Tier Adjustments

If your project exceeds a revenue threshold after launch:

You must upgrade your license or begin royalty discussions within 30 days.

No penalty if you reach out in good faith—just a fair adjustment.

Failure to comply may result in license revocation or legal action.

> Success shouldn't be stressful—we're here to grow with you.

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### Merchandise License (Not Included by Default)

If you wish to sell physical or digital merchandise using these assets (e.g., prints, shirts, pins, stickers):

Merch License starts at \$250

Covers up to 1,000 units sold

Assets must be part of a larger project (e.g., a game or comic), not sold standalone

Approval is required for all merch designs

> Contact: [pixelhollowstudios@gmail.com](mailto:pixelhollowstudios@gmail.com)

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### General Terms

Assets are provided “as is” with no guarantee of compatibility across all engines

Pixel Hollow Studios retains full ownership and copyright of all artwork

Redistribution, resale, or misrepresentation is strictly prohibited

All licenses are per-project, non-exclusive, and non-transferable

Violations may result in license termination and legal action

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Thank you for walking gently with us through the Hollow.  
Your support helps this forest grow.

—Pixel Hollow Studios