

heyo, for those of you who knew me back from my hylan-trash account, know that i made a journal evaluating and looking over Tda rules. (which i have reposted on [stash](#), because i was getting a lot of questions i couldn't answer at the time.) i wanted to take a moment to look over Tda's guidelines yet again, from readmes to their blog, plus due to recent events. Seeing as Tda is still a very prominent model style - it wouldn't hurt to look into what the guidelines are. i broke up the sections as best as i could; i will be repeating some info from my old journal about this, because the guidelines remain the same. i am not going in any specific order, but i will primarily be diving into specific rules that is something the community could have some clarity on.

i will also be mentioning a few users who might have run into trouble with the community due to lack of information.

**DISCLAIMER :** before anyone questions where i am getting my info from, and/or if it's right, i have spoken with Tda's OFFICIAL representative(narupajin on twitter) multiple times to help me clarify some rules. i am also looking at the most recent readme file, which is dated from 2017, alongside Tda's twitter and blog. it might not be correct down to the finest detail, but i did try my best to get everything down.

with that out of the way, let's dive in !

## Use this model within the limit of Piapro Character License and this Terms of Service.

this is simple to follow. the guidelines to Piapro's Character License is on their site, which is here. <http://piapro.jp/license/pcl/summary>

the guidelines are relatively simple to follow. i won't translate it because google translate does a decent job at it.

## Do not ruin the feature and image of Tda style. The edited model(s) shall be clearly recognized as Tda-styled model(s).

i am starting with this one, right off the bat. this has been a topic up for discussion for several years so let me clarify this.

you can edit Tda's model to extreme lengths because it is counted as *deforming* and *changing* the original shape.

however, the model **MUST REMAIN 100% Tda**, primarily the base. you can use parts from other creators, as long as it's **LEGAL**.

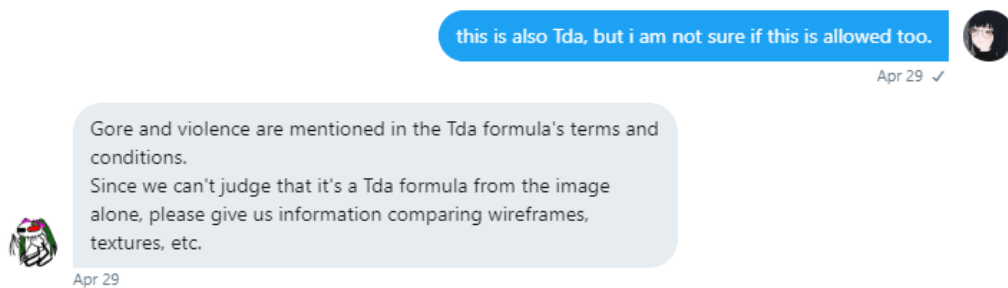
so for example, HatsuneDKaname's edits are in fact **LEGAL**. because the base is 100% Tda unless stated otherwise.

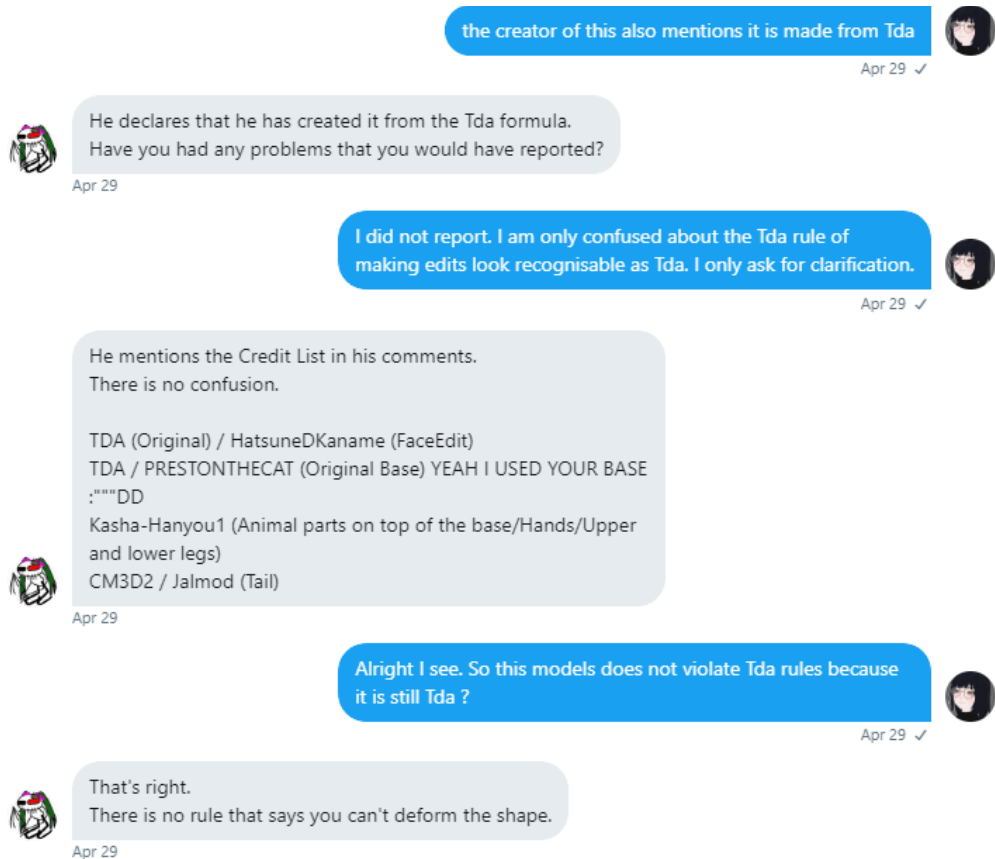
same goes for other creators such as qeuxin, who was told his face edits were illegal. **it's not.**

**05/02/20 EDIT :** narupajin touches on this topic briefly (and vaguely) in this [tweet](#).

here is my conversation with narupajin regarding HatsuneDKaname's edits

(narupajin did not know HatsuneDKaname is female, that is a mistake on their part)





which follows up to the next rule.

## Redistributing the unprocessed original model. Trading the original model is also forbidden.

when distributing Tda models, it **MUST BE EDITED IN SOME FORM.**

so adding facials, morphs, recoloring etc. - you can redistribute the model, **BUT IT MUST BE EDITED.**

you must also remove the CRYPTON logo on her ankle as well before redistributing.

## Editing this model into naked or base model(s).

**DO NOT MAKE NAKED TDA BASE MODELS.**

this is due to the fact it will fall into r18 territory that may violate Piapro's Character License.

Tda also covers this on their blog.

(the english translation provided is confusing, but in the original japanese form it briefly states that distribution of a naked base is prohibited)

[Blog Entry 47 \(2013\)](#)

So again -

THE BASE ***MUST BE COVERED.***

**Removing any part(s) from non-editable model(s) and attaching it/them to this model.**

**Removing any part(s) of this model, regardless of in the original form or edited form, and attaching it/them to other model(s) to create and/or edit the model(s) that is/are not Tda-styled.**

this is pretty self-explanatory. don't use illegal parts from other models on Tda, along with removing any Tda parts (regardless of being edited or not) and placing it on other models that are not Tda.

for example, using Tda hair on a YYB model - a violation of rules. easy and simple to follow.

this also applies to game rips. some companies do not allow their parts to be ripped, so do be wary about that when ripping parts.

***ESPECIALLY SIMS 4 CUSTOM CONTENT.*** if the creator of said custom content does not allow ripping or distribution of their work, you are not only violating their rules, but also Tda's.

**Any edit that violates public moral and orders (e.g. NC-17/X-rated expression)**

this is talking about violence, gore along with sexual content.

also self-explanatory. don't use Tda's model data for violence, gore and sexual content. alongside anything blatantly offensive (ie. racism, homophobia, antisemitism etc.)

Tda addresses this on their blog as well.

[Blog Entry 50 \(2014\)](#)

no guts, no blood, no fetish art, no n\*zis.

simple

**Lastly, When using this model for commercial purposes, you shall obtain prior permission from Crypton Future Media Inc., the copyright holder of Hatsune Miku, and then contact Tda.**

Tda has addressed this in several blog posts alongside several tweets on twitter, linked below.

[Blog Entry 53 \(2019\)](#) - [Blog Entry 52 \(2017\)](#)

Twitter [One](#) - [Two](#) - [Three](#) - [Four](#)

this is a very big issue within the MMDC (and VRChat, but i am primarily covering MMD), any form of commercial use with Tda, whether it be real currency or fake, *IT'S STILL COMMERCIAL USE.*

it's easy to understand, so please be wary of what commissions you are holding.

pose commissions are fine because you are not selling the model itself.

however, video and render commissions featuring a Tda model is a violation of their rules, as stated in the twitter mentions above.

if there are any questions you might have about certain things i did not mention, please let me know and i will try and back them up with what i can find, along with speaking to Tda's representative if needed for extra clarification.

thank you and i hope this cleared things up !  
happy modeling !!

***also thank you to SonicandShadowfan15, AkemiWhy and SmolSpoon for explaining some of the rules to me, since English is difficult for me to understand.***