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- “Content” means animations, characters, clothing, faces, hair, geometries, images, materials, meshes, morphs, motion files, props, PoserPython scripts, textures, bump maps, transparencies, and similar files and data created with the intent of being used within the Program and/or third party applications.

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- "Vendor Resource" means content that is included with or part of the Program that is specifically identified in the Documentation or listed in this EULA as a Vendor Resource. The following figures, their figure geometries and their associated textures are Vendor Resources:

Pauline, Pauline Casual

Paul, Paul Casual

La Femme 1 Base (not Pro version)

L'Homme 1 Base (not Pro version)

La Femme 2 Lite (not Pro version)

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Vendor Resources may be used to create derivative works for use in the Program based on the Figure files, geometry or texture maps. In addition to the rights granted for Restricted Content you may use Vendor Resources for the following:

- Create and distribute derivative figures and figure clothing based on the geometry and character files.
- Create and distribute textures maps based on the figure's texture maps.
- Create modified or improved character files for the figures.
- Export the modified or derivative figures for inclusion in game engines.

You may not:

- Distribute the unmodified character files, geometry or textures.
- Repackage the unmodified Vendor Resources for use in any software other than the Program.
- Distribute any character, texture or geometry based on Vendor Resources that competes directly with Company base figures.

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