

# Vibraart – End User License Agreement (EULA)

**Last updated:** [17/12/2025]

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By purchasing, downloading, or using the Licensed Assets, you agree to be bound by this EULA. If you do not agree, do not download or use the Licensed Assets.

## 1. Licensor Information

**VIBRAART LLC**  
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Kalispell, MT 59901  
United States  
Email: support@vibraart.com

## 2. License Grant

Subject to your compliance with this EULA and the applicable product description, Vibraart grants you a **non-exclusive, non-transferable, non-sublicensable license** to use the Licensed Assets for:

- Personal projects
- Business and client projects
- Commercial end products (marketing materials, websites, ads, printed items, etc.)

This license applies worldwide and remains valid unless terminated under this EULA.

## 3. Permitted Use

You may:

- Modify, adapt, and combine the Licensed Assets into your own original end products
- Use the assets in finished designs, advertisements, websites, social media, and print
- Use assets in client work, provided the client does not receive the raw files

## 4. Restrictions

You may **NOT**:

- Resell, redistribute, share, or sublicense the Licensed Assets as standalone files

- Offer the assets as stock, templates, bundles, NFTs, or giveaways
- Share download links, access credentials, or raw source files
- Use the assets in any way that competes with Vibraart's products
- Claim ownership of the Licensed Assets

## 5. AI & Machine Learning Restriction

Unless explicitly stated otherwise in writing:

- The Licensed Assets **may not** be used to train, fine-tune, or improve AI, machine learning, or neural network models
- Automated dataset creation using the Licensed Assets is strictly prohibited

## 6. Marketplace & Print-on-Demand Use

You may use the Licensed Assets in **end products** sold on third-party platforms (e.g., Etsy, Shopify, Amazon, Merch by Amazon), provided:

- The assets are embedded into a finished design
- The raw files are not extractable or downloadable

Vibraart is not affiliated with and is not responsible for third-party platform policies.

## 7. Ownership & Intellectual Property

All Licensed Assets remain the exclusive property of **Vibraart LLC** or its licensors. This EULA grants you a **license to use**, not ownership.

## 8. Updates & Modifications

Vibraart may provide updates, additions, or replacements to Licensed Assets. All updates are subject to this EULA unless stated otherwise.

## 9. Termination

This license automatically terminates if you violate this EULA. Upon termination, you must:

- Cease all use of the Licensed Assets
- Delete all copies in your possession or control

Sections relating to ownership, restrictions, and liability survive termination.

## 10. Disclaimer

The Licensed Assets are provided “**AS IS**” without warranties of any kind. Vibraart does not guarantee that the assets will meet your specific requirements or be error-free.

## **11. Limitation of Liability**

To the maximum extent permitted by law, Vibraart shall not be liable for any indirect, incidental, or consequential damages arising from the use or inability to use the Licensed Assets. Vibraart’s total liability shall not exceed the amount paid for the product.

## **12. Indemnification**

You agree to indemnify and hold harmless Vibraart from any claims or damages arising from your misuse of the Licensed Assets or violation of this EULA.

## **13. Governing Law**

This EULA is governed by the laws of the **State of Montana, United States**, without regard to conflict-of-law rules.

## **14. Contact**

For questions regarding this EULA or licensing, contact:  
**[support@vibraart.com](mailto:support@vibraart.com)**