

JOEL STEUDLER MUSIC LICENSE AGREEMENT

The licensee is granted a non-exclusive, perpetual license to use the tracks of music contained in this collection in non-commercial *and* commercial media productions.

There is no limitation placed on number of uses.

No attribution is required.

Tracks may be modified for use in derivative media. The licensee may **not** claim to be the copyright holder of modified tracks.

ACCEPTABLE USE CASES

The licensee **may** use these tracks of music...

1. synchronized to visual media. This includes streaming videos, film, TV, ads, or even physical presentations.
2. as part of a live video streaming presentation, like Twitch or YouTube livestreams.
3. as part of a podcast or audio drama, in conjunction with an audio presentation.
4. in a video game, on any platform, as part of the game experience.
5. generally speaking, in any situation where the tracks of music are part of a multi-media presentation that is not a vehicle to re-sell the music tracks.

UNACCEPTABLE USE CASES

Tracks (either unmodified or modified) may **not**...

1. be resold as standalone media, either alone or in packs.
2. be posted singly or included on albums of music distributed on any service where revenue is collected for plays of that music. This includes Spotify, Amazon Music, Apple Music, SoundCloud, YouTube and other similar platforms.
3. be sold as an NFT or resold in any digitally tokenized form.

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If you have any questions, please contact Joel at
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