Fuse Product Specific Terms of Use

Updated June 18, 2024. Replaces all prior versions.

These Product Specific Terms govern your use of Fuse and are incorporated by reference into the Adobe General Terms of Use ("General Terms") located at www.adobe.com/go/terms (these Product Specific Terms and the General Terms are collectively referred to as "Terms"). Capitalized terms not defined here have the same meaning as defined in the General Terms.

1. Additional Definitions:

- **1.1 Animation Data** means 1) animation files in BVH, FBX, OBJ or Collada formats containing data owned by or licensed to Adobe; and 2) Fuse 3D animation models.
- **1.2 End Use** means the derivative application or product created by you, into which the Animation Data, or derivations thereof, is embedded, for your use or your customer's use.
- **1.3 User Characters** means the 3D characters created by you or provided by you using 3rd party software.
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- **5. User Characters.** You may use and modify User Characters in connection with the Services and the Animation Data.

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