

Sonoro Sound Ambience Sound Library

# Legal

In purchasing this library, you *DO NOT* own the sound recordings. You own a license to use them for certain purposes.

Here are the things you can do with this library under our license.

- I. Use it in any production you're involved with. Feel free to use audio files into timelines that are yours or others when you're working on a project and export them in the final export.
  
- II. Copy it for your own backup, for example to a private cloud account or your own backup drive.
  
- III. Deliver the sounds on stems. Turning in Sound Effects stems is appropriate and required for most deliveries. This is fully covered in your license.
  
- IV. Deliver the original sound files in "Audio File" folders as required by the NEL/DAW used. Original master files are also requirements of most deliverables. You are completely okay to furnish the original files used in the project in such deliverables.
  
- V. Alter the sounds with effects into anything you'd like. In fact, if you want to significantly alter the sounds themselves (and by significant we mean so that we couldn't tell that they came from our sound library) you're welcome to do *anything you want with them including sell such remade sounds*.

Here's what you *CANNOT* do with your library:

- I. You cannot give or sell any portion of the library to anyone.
  
- II. You cannot copy any portion of the library "to the production drives for everyone on the project to use." This falls under copying the library for anyone's use other than your own. If someone else is using your library, generally, it's not covered in this license. And as much work as it is to hack

a copy protected sample library, you can't distribute to *anyone* such a thing, because we still own the samples.

- III. You cannot make a backup of the library to a drive and "Give a Backup" to anyone or "lose the backup" at a friend's studio, etc. If you leave these sounds somewhere that someone else has access to, they will copy them. They will use them. We'll find out. And you'll be liable.
  
- IV. You cannot deliver any part of the library to a production as a deliverable *except* for the actual sounds used in the timelines of the project. So, this means you can't use AM River.wav and then deliver the entire river library.
  
- V. You cannot cave under pressure or threat from anyone and give them a copy of the library for free – regardless of what they say they'll do for you. Now if they say they're going to do something *to you*, you'd better call the Police. The best thing to do is to point them in the direction of Sonoro Sound and have them purchase the library themselves. At least they'd have access to the bulk of the library.
  
- VI. You cannot degrade the value of this library for anyone else by copying it, selling it, or allowing others to use it (which means they've copied it for themselves even if they didn't tell you), because the other people who have this have paid for this, know its value, and are relying on this exclusive library *to give them a competitive edge in the marketplace so their families can eat* ( as you should be doing). So, don't ruin their chances (or yours) for success.
  
- VII. You cannot use the sound recordings from this library to create another sample or sound effects library, nor can you sell recordings from this library individually on stock audio sites.