Cahill Consultants LLC

Digital Asset Commercial Use License

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Licensor: Cahill Consultants LLC (CahillNet)
Website: www.cahillnet.com
Contact: info@cahillnet.com

1. Introduction

Thank you for purchasing digital content from Cahill Consultants LLC.

Our digital assets are designed to help instructional designers, eLearning developers, organizations, and creative professionals produce engaging, professional content.

This license explains how you may use purchased assets in your own projects, including commercial projects and work developed for clients.

Our goal is simple: You should be able to use the content you purchase with confidence while respecting the intellectual property rights of its creators.

By purchasing, downloading, or using a digital asset governed by this license, you agree to the following terms.

2. What This License Covers

This agreement applies to digital products expressly identified as covered by the CahillNet Commercial Use License, including:

- Motion graphics and animations (WebM, MP4, and other supplied formats)
- Digital images and image collections
- Storyline interaction kits and templates
- JavaScript and GSAP components supplied with eligible products
- Other digital design assets expressly identified as covered by this license

The specific files, formats, and components included in your purchase are identified on the applicable product page.

Important: Books, standalone educational guides, courses, governance resources, and other informational products may have separate licensing terms. Their purchase does not automatically grant the commercial incorporation rights described here.

If a product has additional or different licensing terms, those terms will be identified on its product page or order confirmation.

3. Your Commercial Use Rights

When you purchase an eligible digital asset, Cahill Consultants LLC grants you a worldwide, non-exclusive, continuing license to use that asset in accordance with this agreement.

Your license permits you to:

- Incorporate assets into an unlimited number of permitted finished projects.
- Use assets in both personal and commercial projects.
- Include assets in eLearning courses, Storyline projects, SCORM packages, presentations, training videos, websites, social media content, advertisements, and digital communications.
- Use assets in work created for your employer or clients.
- Modify, resize, recolor, crop, combine, or customize assets as the supplied formats allow.
- Sell, distribute, or deliver finished projects that incorporate licensed assets.
- Publish finished projects to an LMS, website, or other appropriate delivery platform.

There are no recurring license fees, royalties, or additional charges based solely on the number of finished projects created or the number of people who view them.

The license continues indefinitely unless terminated under Section 11.

This license provides permission to use the purchased assets; ownership of the underlying assets remains with Cahill Consultants LLC or the applicable rights holder.

4. Individual and Team Licensing

The standard commercial license includes **one authorized creator**.

An authorized creator is the person who accesses and uses the original purchased asset files to develop new projects.

That creator may use the assets in unlimited permitted projects for their organization or clients.

Other employees or users may view, participate in, or receive completed projects without purchasing additional licenses.

Team members and contractors may also maintain, update, translate, or republish a previously completed project containing licensed assets, provided their use remains limited to that project.

However, when additional creators need access to the original assets to develop new, unrelated projects, additional licenses or an applicable team licensing arrangement are required.

An organization may replace its designated creator when responsibilities change, provided the previous creator no longer uses the original assets for new work under that license.

For team or agency licensing inquiries, contact info@cahillnet.com.

5. Using Assets in Client Projects

We recognize that many of our customers develop content for other organizations.

You are permitted to use licensed assets in projects created for your clients.

You may deliver:

- Published eLearning courses and SCORM packages
- Training videos and presentations
- Completed websites and digital communications
- Editable project files, including Storyline files containing embedded licensed assets, when needed for the client's ongoing use and maintenance

Clients may maintain, update, translate, and republish the specific project you deliver without purchasing another license solely for those activities.

However, clients may not extract the underlying assets and reuse them in unrelated projects unless they obtain an appropriate license.

If you provide editable source files, you must inform your client of this restriction and provide access to these licensing terms. A link or copy included with the project documentation is sufficient.

Client handoff does not transfer your general asset license to the client.

6. What Is Not Permitted

To protect the value of our digital products and the rights of our customers, the following activities are prohibited unless separately authorized in writing:

- Reselling, redistributing, or giving away purchased assets as standalone files.
- Uploading purchased assets to stock libraries, downloadable collections, marketplaces, or public asset repositories.
- Sharing original asset files or download links with individuals who are not authorized under the purchased license.
- Packaging assets into new templates, asset collections, or downloadable products primarily intended to provide others with reusable access to those assets.
- Selling or distributing lightly modified versions of purchased assets as competing standalone products.
- Claiming ownership or exclusive rights to the underlying purchased assets.
- Using purchased assets unlawfully or in ways that violate third-party rights.

You may incorporate assets into finished commercial products. You may not resell the assets themselves as reusable content.

For example, using a purchased animation in a training course that you sell is permitted. Selling that same animation as an individual downloadable motion graphic is not permitted.

Modifying an asset does not remove these restrictions.

7. Finished Projects and File Distribution

A finished project is a genuine course, presentation, communication, website, video, or other work in which the purchased asset supports the project's content or function.

You may distribute finished projects through normal delivery channels, even when those formats technically contain embedded asset files.

You are not required to implement extraordinary security measures to prevent extraction of embedded files.

However, you may not intentionally provide purchased assets for independent download, reuse, or redistribution outside the permitted finished project.

This distinction allows normal eLearning publishing and client delivery without permitting the creation of competing asset libraries.

8. Ownership and Intellectual Property

Cahill Consultants LLC and its applicable licensors retain their rights in the original digital assets, code, designs, documentation, and other protected content.

Purchasing a license does not transfer ownership of those underlying materials.

You retain rights in your own original content and modifications to the extent recognized by applicable law.

Some products may contain AI-assisted or AI-generated elements, as identified in their product descriptions. Copyright protection for such material may vary under applicable law. Cahill Consultants LLC grants only those rights and permissions it is entitled to grant and does not guarantee that an asset is unique or independently copyrightable.

Any separately identified third-party or open-source components remain subject to their applicable licenses.

Unless otherwise specified, you are not required to credit Cahill Consultants LLC when incorporating licensed assets into finished projects.

9. Product Files, Compatibility, and Support

Each purchase includes the specific files, formats, and features listed in the product description.

Editable source files, software applications, future versions, custom modifications, and ongoing technical support are included only when expressly stated.

You are responsible for confirming that purchased assets are compatible with your intended software and delivery environment and for testing completed projects before distribution.

Cahill Consultants LLC is responsible for supplying products that materially conform to their descriptions.

Some products may depict healthcare, pharmaceutical, financial, technical, or regulated environments. Such content is illustrative unless expressly stated otherwise and should be reviewed by appropriate subject-matter experts before use in professional or regulated communications.

10. Refunds and Product Issues

Digital purchases are subject to the refund and cancellation policy presented at checkout, together with any applicable consumer protection laws.

If a purchased product is defective, cannot be downloaded, or materially differs from its description, please contact info@cahillnet.com.

We want customers to receive the products and functionality represented at the time of purchase.

Nothing in this agreement limits rights or remedies that cannot legally be excluded.

11. License Violations and Termination

Your license remains valid indefinitely as long as you comply with its terms.

If a material violation occurs, Cahill Consultants LLC may provide written notice and, where the issue can reasonably be corrected, allow 15 days to resolve it.

Serious violations involving deliberate unauthorized redistribution or other breaches that cannot reasonably be corrected may result in immediate termination upon written notice.

If your license is terminated, you must stop using the original assets for new projects and delete original asset files and editable working copies under your control, except where legally required to retain records.

Previously delivered, compliant-client projects may continue to be used under the limited project permissions in this agreement unless the client participates in or continues the violation after notice.

12. Liability and General Terms

Products are provided subject to their expressly stated descriptions, commitments, and any rights that cannot lawfully be excluded.

To the extent permitted by applicable law, neither party is responsible to the other for indirect or consequential losses arising from this agreement.

Each party's aggregate monetary liability concerning an order is limited to the amount paid for that order, except where prohibited by law or in connection with fraud, willful misconduct, unpaid fees, infringement, or unauthorized disclosure of the other party's intellectual property or confidential information.

This agreement is governed by Illinois law, subject to applicable mandatory legal protections. No mandatory arbitration is imposed.

The license version accepted at purchase governs that order. Later changes to published terms will not retroactively reduce rights already granted.

If any provision is determined to be unenforceable, the remaining provisions will continue to apply to the extent permitted by law.

13. Questions or Additional Licensing

If you need additional creator licenses, organization-wide access, expanded redistribution rights, or custom asset development, please contact us.

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Thank you for choosing CahillNet.

We create professional digital assets to help learning and development professionals, organizations, and creative teams produce effective, engaging content.