



Sound Design License Agreement

This Agreement ("Agreement") is made between:

Sound Designer: Michele Grimaldi ("Creator")

Game Studio / Individual: _____ ("Client")

Date: ____ / ____ / 2025

1. Ownership

All sound effects, audio assets, and related materials ("Works") provided by the Creator are original works and remain the intellectual property of the Creator.

2. License

The Creator grants the Client a non-exclusive, non-transferable license to use the Works only within the project:

Project Title: _____

The Client may not sell, sublicense, redistribute, or use the Works in other projects without the Creator's written consent.

3. Attribution

The Client agrees to credit the Creator as:

"Sound Design by Michele Grimaldi"

in the game's credits and any promotional materials where credits are displayed.

4. Protection

The Client acknowledges that unauthorized use, redistribution, or modification of the Works outside of the agreed project constitutes a violation of this Agreement and may result in legal action.

5. Acceptance

By signing below, both parties agree to the terms of this Agreement.

Creator (Sound Designer)

Name: Michele Grimaldi

Signature: _____

Client (Game Studio/Individual)

Name: _____

Signature: _____

Date: ____ / ____ / 2025