

# **Old School TV-like 3D Model Asset Manual**

## **About the Model:**

**The tv is inspired by the 80's/90's Style with textures. This model was made from scratch in Blender!**

## **Licensing:**

**Commercial:** If you pay \$5 or more, you can use this in your project commercially. All I ask is for credit for my work.

**Free-Use:** If you pay \$3.99 or at on-sale discount price, you can't use this asset commercially. Credit will be required unless you upgrade the license.

## **Game Engine Ready:**

This asset has been tested in Unity 3D and Unreal Engine 4. It should work properly. Textures are included. Make sure the textures have the right Texture type in Unity and Unreal Engine when importing.

**Contact:**

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**You can't resell this asset on other websites without permission. If found on other websites, the asset will result a copyright takedown and revoke of the asset license.**

**Refund Policy:**

**If you are not satisfied with the asset or purchased by mistake, a full refund will be issued on the platform you purchased from.**

**Itch.io:**

**No Refunds**

**Unity:**

2.9.3 You may request a refund from a Provider in the following circumstances:

(a) within 2 weeks of purchase of a license to an Asset where,

(i) the Asset was not as advertised (including any demo made available);

(ii) the Asset is not compatible with the most recent official release of Unity and no information was provided at the Unity Asset Store to indicate that Asset is so incompatible; or

(iii) the Asset includes unauthorized intellectual property.

(b) the Asset is removed from the Unity Asset Store within 4 weeks of purchase of a license to an Asset and,

(i) the Provider caused the removal; or

(ii) Unity removed the Asset because it is or is alleged to be defective, malicious, infringes intellectual property rights of another person, defames, violates a third party's right of publicity or privacy, or does not comply with applicable law.

2.9.4 Permitted refunds for any license purchased by redemption of valid credit(s) will be credited back to that credit account.

## Unreal Marketplace:

### REFUNDS

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#### ▼ What is the Marketplace refund policy?

When we receive a refund request, our immediate response is to examine the issue to determine if it's something Epic or the publisher can fix. If it is determined that the product has a technical issue, or the screenshots or video are misleading, we'll gather all the information we can and contact the publisher directly.

If the publisher is unable to respond or address the issue within 3 business days, we'll grant the refund, and request that the publisher update their product with the feedback we receive.