# Terms and Conditions of Remotion (v5.0)

These Terms and Conditions will take effect upon the release of Remotion 5.0 and will apply to version 5.0 and all subsequent versions. The current Terms and Conditions are available in version 4.0.

## About these Terms and Conditions

These Terms and Conditions reflect the way Remotion's business works. They also help define Remotion's relationship with its Users as they interact with the Remotion Software and Remotion's Services. The User must read this document carefully; understanding it is important because a User must accept these Terms and Conditions to use Remotion's offerings.

These Terms and Conditions govern

- the use of the Remotion Software and Remotion's Services; and
- any other related Agreement or legal relationship with Remotion

in a legally binding way. Capitalized words are defined in the relevant dedicated section of this document (i.e., "Definitions and legal references").

Remotion Software and related Services are provided by:
**Remotion AG**
**Neunbrunnenstrasse 38**
**8050 Zürich**
**Switzerland**

Contact email:
**legal@remotion.dev**

Unless otherwise specified, the Terms and Conditions detailed in this document generally apply when using the Remotion Software and/or related Services. Single or additional conditions may apply in specific scenarios. Such cases are additionally indicated within this document.

## Definitions and legal references

### Terms and Conditions

All provisions applicable to the use of the Remotion Software and/or Service as described in this document, including any other related documents or agreements, and as updated from time to time.

### Remotion

Indicates the legal entity (i.e., Remotion AG) that provides the Remotion Software and Services to Users.

### Remotion Software

The software provided by Remotion which allows Users to create media (e.g., videos and images) using the React framework.

### Remotion Project

Any software project and product that includes the Remotion Software, either partially or as a whole.

### Service

The term "Service" encompasses both services and products offered by Remotion that are associated with the Remotion Software. Such services can be found on remotion.dev and remotion.pro.

**Illustrative Example: remotion.dev** One such Service offered by Remotion is found on the website remotion.dev. This site provides comprehensive documentation, examples, and templates specifically designed for Users of the

Remotion Software.

**Illustrative Example: remotion.pro** Another Service is the website remotion.pro, which includes the Remotion Store. This platform serves as a marketplace where Users can purchase and sell digital products. Available products in the Remotion Store include first-party items developed by Remotion and third-party items developed by Users, all of which undergo a review and approval process by Remotion before listing.

### Agreement

Any legally enforceable or contractual relationship established between Remotion and the User, which either (partly or in whole) overrides or supplements these Terms and Conditions.

### User

Any natural or legal person that uses the Remotion Software and/or Services. Therefore, within these Terms and Conditions, User can mean a single person or a group of people (e.g., a company with employees or freelancers working as a group).

### Free License User ("Free License")

Any User qualifying as

- an individual using the Remotion Software for personal or commercial use;
- an organization or team of individuals with up to 3 people;
- a non-profit or not-for-profit organization; or
- evaluating whether the Remotion Software is a good fit, and is not yet using it in a commercial way.

### Non-profit organization

For purposes of the Free License, a non-profit or not-for-profit organization is an organization that is formed and operated primarily for charitable, educational, scientific, artistic, public-benefit, or similar non-commercial purposes, and that does not distribute profits, dividends, or other economic gains to owners, members, shareholders, founders, employees, contractors, affiliates, or other private persons, except for reasonable compensation for services actually provided.

Remotion may request evidence of non-profit or not-for-profit status. For organizations based in the United States, relevant evidence may include recognition as a tax-exempt organization under Section 501(c)(3) of the Internal Revenue Code, registration on Candid.org, or comparable public records. For organizations outside the United States, relevant evidence may include registration with a competent public authority or other documentation that Remotion considers sufficient.

An organization does not qualify merely because it describes itself as non-profit or not-for-profit. Governmental entities, public-sector bodies, educational institutions, commercial subsidiaries, trade associations, industry groups, and organizations that primarily serve commercial interests do not qualify as non-profit or not-for-profit organizations for the Free License unless Remotion grants written permission.

### Company License User ("Company License")

Any User that does not qualify as a Free License User.

### Enterprise License User ("Enterprise License")

Any User who qualifies as a Company License User but requires advanced needs (e.g., custom terms and conditions, feature requests, and private support). The Enterprise License has a Minimum Spend of $500 per month.

Within these Terms and Conditions, any reference to the Company License User ("Company License") also applies to the Enterprise License User ("Enterprise License").

For an Enterprise License, contact Remotion separately through the email hi@remotion.dev.

Enterprise License Users have the opportunity to tailor these Terms and Conditions to better suit their needs. This includes the possibility of negotiating with Remotion on amending, adding, or removing certain provisions in these Terms and Conditions.

Remotion commits to offering support throughout the purchasing, onboarding, and any necessary compliance processes, aligning with the User's internal policies or legal obligations.

Among other Users' feature requests, those from Enterprise License Users will receive priority consideration. While Remotion cannot assure the implementation of a request, the Enterprise License User is promised a thorough evaluation, an answer if that request is going for implementation, and followed by updates on the progress of any features requested.

Although Remotion cannot promise solutions to issues encountered by Users, Enterprise License Users will be provided, if requested, with a private communication channel for reporting and receiving support for any challenges experienced with the Remotion Software.

### Remotion for Automators

Remotion for Automators is a Company License option priced at $0.01 per render, with a Minimum Spend of $100 per month. It is for organizations building automations such as video editors, prompt-to-video tools, automated video pipelines, embedding the Remotion Player, or any other type of automation.

An automation is defined as: Owning code that calls one of the following APIs or commands programmatically: `renderMedia()`, `renderStill()`, `renderFrames()`, `renderMediaOnLambda()`, `renderMediaOnLambdaAndStream()`, `renderFramesOnLambda()`, `renderFramesOnLambdaAndStream()`, `renderStillOnLambda()`, `renderMediaOnCloudRun()`, `renderStillOnCloudRun()`, `renderMediaOnVercel()`, `renderStillOnVercel()`, `renderMediaOnWeb()`, `renderStillOnWeb()`, `npx remotion render`, `npx remotion still`, `npx remotion lambda render`, `npx remotion lambda still`, `npx remotion cloudrun render`, `npx remotion cloudrun still`, or using the `<Player>` component.

Free License Users may build automations without purchasing Renders. The Remotion for Automators option and its Minimum Spend apply only to Company License Users.

### Remotion for Creators

Remotion for Creators is a Company License option priced at $25 per Seat per month, with no minimum number of Seats required. It is for organizations creating low-volume videos for themselves using Remotion, without setting up an automation.

### Seat

A Seat is defined as a license that permits a single person to use the Remotion Software for the purpose of creating low-volume media for their organization. Seats are applicable to the option called Remotion for Creators, where a single person either writes Remotion code themselves or leverages agentic coding tools such as Claude Code, Codex, OpenCode, or similar.

### Renders

The rendering capabilities of the Remotion Software are used in a self-hosted cloud or on-premise infrastructure (e.g., AWS, Google Cloud, or Azure) or in the browser. Remotion does not provide a rendering service. Renders refer to the capability of using the Remotion Software to render on the server or in the browser but do not include the costs of such cloud services, as mentioned above. These cloud service providers will charge Users separately. Renders are applicable to the Remotion for Automators option.

### Minimum Spend

The Remotion for Automators option comes with the requirement of having a minimum expenditure threshold called Minimum Spend, which is $100 per month. The Remotion for Creators option, when purchased alone, has no Minimum Spend. When both options are activated simultaneously, the $100 per month Minimum Spend applies, and spending on Seats counts towards this minimum. The Enterprise License has a Minimum Spend of $500 per month.

### Remotion Dashboard

The Remotion Dashboard serves as a centralized hub for facilitating license management and billing operations. Through this platform, Company License Users can review their billing details, track payment history, and access corresponding invoices. The dashboard is designed to handle Remotion's two core licensing models, which can be subscribed to individually or simultaneously, depending on the organization's needs.

- **Managing Remotion for Creators:** For teams focused on content development, the dashboard manages the Remotion for Creators subscription through the concept of Seats. This section allows users to adjust their plan according to the number of individuals actively working on a project using the Remotion Software.
- **Managing Remotion for Automators:** For organizations leveraging programmatic video generation, the dashboard manages the Remotion for Automators subscription. This is governed by the concept of Renders. Users can scale their subscription here based on the actual rendered volume of media (such as videos and images) produced by their automated workflows.

### Personal Data

Defined in Privacy Policy.

## Content by Remotion

Unless where otherwise specified or clearly recognizable, all content available on remotion.dev, remotion.pro, and in the Remotion Software is owned or provided by Remotion.

Remotion undertakes its utmost effort to ensure that the content provided by Remotion infringes no applicable legal provisions or third-party rights. However, it may not always be possible to achieve such a result. In such cases, Users are kindly asked to report related complaints using the contact information provided in this document.

## Access to external resources

Through Remotion, Users may have access to external resources provided by third parties. Users acknowledge and accept that Remotion has no control over such resources and is, therefore, not responsible for their content and availability.

Conditions applicable to resources provided by third parties result in such third parties' terms and conditions or, in the absence of those, applicable statutory law.

## Consideration before use

Remotion Software and the Services may only be used within the scope of what they are provided for, under these Terms and Conditions and applicable law.

Users are solely responsible for making sure that their use of the Remotion Software and/or Service violates no applicable law, regulations, or third-party rights.

Therefore, Remotion reserves the right to take any appropriate measure to protect its legitimate interests, including by denying Users access to the Remotion Software or Service, terminating contracts, reporting any misconduct performed through the Remotion Software or Service to the competent authorities - such as judicial or administrative authorities - whenever Users engage or are suspected of engaging in any of the following activities:

- violate laws, regulations and/or these Terms and Conditions;
- infringe any rights of Remotion or those of a third party;
- considerably impair Remotion's legitimate interests.

## Software license

### Proprietary license

Remotion is not open-source software according to the Open Source Initiative (OSI) definition. Instead, it operates under a proprietary license called the Remotion License. While the source code may be visible or source-available, this does not make Remotion open-source software. All use of the Remotion Software is strictly governed by the proprietary Remotion License as outlined in these Terms and Conditions.

Depending on the type of entity and phase of use, Users need to purchase a software license to use the Remotion Software.

The Remotion Software is licensed under three models, which are

- Free License ("Free License User");
- Company License ("Company License User"); and
- Enterprise License ("Enterprise License User").

For differences in the subcategories, refer to the section "Definitions and legal references" of this document.

Any User qualifying as a Free License User is allowed to use the Remotion Software for free. All other Users (i.e., Company License Users and Enterprise License Users) are required to purchase the software license.

Remotion confirms the following:

- All Users (i.e., Free License Users, Company License Users, and Enterprise License Users) have access to the same Remotion Software.

### Allowed use cases

The software license hereby grants using the Remotion Software in a non-commercial or commercial way for the purpose of creating media (e.g., videos and images) and modifying the Remotion Software to the User's liking for the purpose of fulfilling a User's custom use case or contributing improvements back to the Remotion Software.

### Disallowed use cases

It is not allowed to copy or modify the Remotion Software for the purpose of selling, renting, licensing, relicensing, or sublicensing one's own derivative of the Remotion Software.

It is not allowed to reverse-engineer, disassemble, reverse-compile, or otherwise attempt to derive the source code of any part of the Remotion Software or Services that is not provided by Remotion in source code form.

It is not allowed to operate a rendering service that allows end-users to bring or upload their own Remotion code. Offering a rendering service in this way might obscure the fact that Remotion needs to be licensed, and any such rendering service requires prior explicit and written approval from Remotion. The conditions under which a rendering service may be operated, including acceptable configurations, are described in "Remotion Software used for a rendering service".

Unless otherwise expressly agreed, the software license is non-assignable/non-transferable, which means a license holder is not allowed to assign/transfer the license to anyone else.

It is not permissible to indicate or try to imply in any manner, that a User stands in a qualified relationship with Remotion or that Remotion has endorsed the User without any prior written approval, the User's products or services, or any third party's products and services for any purpose.

## Commercial use

For the purposes of these Terms and Conditions, "commercial use" refers to the utilization of the Remotion Software by an entity that qualifies as a Company License User in the execution of any project and applicable to both internal operations and external engagements/offerings.

Internal tooling, internal workflows, and other internal business operations of a for-profit company may constitute commercial use when they use the Remotion Software. Whether a resulting product, service, output, or other benefit is offered to end-users for free or for payment is not decisive; the commercial setting and use of the Remotion Software by the Company License User are decisive.

## Evaluation

Users qualifying as Company License Users are granted the right to evaluate the Remotion Software free of charge solely to determine whether the Remotion Software is suitable and feasible for a project. The evaluation phase is not intended for production use, long-term internal use, or ongoing business operations.

The decision to use the Remotion Software in one's technology setup marks the end of the evaluation phase. Subsequent to this terminated evaluation phase, any entity meeting the criteria of a Company License User is obligated to procure the appropriate licensing, regardless of whether or not the product incorporating the Remotion Software has been released to the public, used internally, or otherwise operated in a non-public environment.

## Company License

The Company License is available in two options, which can be combined or purchased individually:

- Remotion for Automators (Renders) - $0.01 per render, $100 per month minimum. For organizations building automations such as video editors, prompt-to-video tools, automated video pipelines, embedding the Remotion Player, or any other type of automation.
- Remotion for Creators (Seats) - $25 per Seat per month, no minimum. For organizations creating low-volume videos for themselves using Remotion, without setting up an automation.

When both options are activated simultaneously, a combined Minimum Spend of $100 per month applies. Spending on Seats counts towards this Minimum Spend.

The configuration and adjustment of the Company License rely fundamentally on the principle of honest declaration. As such, the accurate self-reporting of usage becomes an essential element of licensing the Remotion Software. It is mandatory for every Company License User to ensure that their license configuration accurately reflects their actual usage of the software.

A Company License must be clearly associated with the Company License User and the specific use case for which it is obtained. The User must provide truthful, complete, and accurate information when obtaining, configuring, or administering such a license.

For the purpose of simplifying license management, Remotion will issue a reminder notification to Company License Users prior to the renewal date of their license. This reminder will include a link to make modifications that may be required for the upcoming billing cycle.

### Renders (Remotion for Automators)

Renders under the Remotion for Automators option are priced at $0.01 per render, but charged in increments of 1000 renders (i.e., $10), with a Minimum Spend of $100 per month. Server-side and client-side renders share the same allowance.

It is important to clarify that Remotion does not offer a rendering service. The term "Renders" describes the permission to utilize the Remotion Software for rendering but does not include the costs of any associated infrastructure or cloud services.

One render means outputting a video, an audio file, a still image, or an image sequence. An image sequence counts as one render, regardless of the number of frames. Only successful renders count.

Successful renders produced for internal tooling, internal workflows, or other internal business operations count toward chargeable Renders unless they are classified as development renders or failed renders under Remotion's usage reporting mechanics.

Displaying a Remotion composition using the Remotion Player does not constitute a render, and therefore no per-render fee applies. For Company License Users, embedding the Remotion Player on a website to display compositions (e.g., as product showcases, personalized previews, or other automated visual content) is considered automation and requires the Company License under the Remotion for Automators option at the Minimum Spend. Free License Users may embed the Remotion Player without purchasing Renders.

The Renders model is tailored to accommodate varying project and campaign needs, offering the flexibility to modify usage on a monthly basis. This usage-based licensing approach ensures adaptability to changing needs. Company License Users gain access to the Remotion Dashboard, a tool designed to facilitate license management and billing. Through this dashboard, Company License Users can adjust their Renders to match their actual monthly rendering activity.

### Server-side rendering

The Remotion Software's server rendering functionality is designed for operation within a self-managed cloud infrastructure using cloud services such as AWS, Google Cloud, or Azure. Company License Users will incur separate charges from these cloud service providers.

The deployment of Remotion Software in a purely local setting, without using server rendering, does not require the purchase of Renders.

### Client-side rendering

The Remotion Software's client-side rendering functionality is designed for operation directly in the browser using the WebCodecs API, without requiring server-side infrastructure. Rendering occurs entirely within the user's browser environment.

Client-side rendering includes telemetry. See the section "Telemetry" for details.

### Seat (Remotion for Creators)

A Seat is defined as a license that permits a single person, on behalf of a Company License User, to use the Remotion Software for the purpose of creating media for their organization. A Seat costs $25 per month, with no minimum number of Seats required.

A holder of a Company License is entitled to operate the Remotion Software on multiple local machines. This provision is intended to facilitate flexibility and efficiency in the development process without compromising the integrity of the software license.

A Seat is transferable within a company. Only people actively using Remotion in their organization need an active Seat.

Company License Users gain access to the Remotion Dashboard, a tool designed to facilitate license management and billing. Through this dashboard, they can adjust their Seats according to the number of people actively working on a project using the Remotion Software.

### Ownership of generated media

Remotion does not pose any restrictions on media generated with the Remotion Software.

Users hold the rights and ownership, but also the responsibilities to the media assets generated with the Remotion Software.

### Determination of company size and team size

A Company License is required when the combined total headcount of all involved parties, as defined below, is 4 or more, unless a Free License exemption applies. Headcount means all personnel, regardless of whether they use the Remotion Software.

For the purposes of this section, "involved parties" are parties that jointly operate the Remotion Software on the same Remotion project — that is, parties that own, control, or directly use the Remotion codebase. A party that merely receives generated media produced with the Remotion Software is not an "involved party" and its headcount is not aggregated (see "Clarification about partnerships").

For collaborative engagements — such as a development studio and its client jointly building and operating a Remotion project, or two agencies collaborating on the same Remotion codebase — the total number of employees from all such involved parties will be aggregated to determine the need for a Company License. This provision equally extends to scenarios wherein a company hires part-time employees or engages with independent contractors.

By contrast, where a studio or freelancer operates the Remotion Software entirely in-house and delivers only a finished media file (e.g., an MP4) to a client that never owns, controls, or uses the Remotion Software, the client's headcount does not aggregate with the studio's. The studio alone is the User in this case.

For the Company License under the Remotion for Creators option, a Seat is only required for those individuals, across all involved parties, who are directly engaged in the project using the Remotion Software.

### Corporate groups and per-use-case licensing

For the avoidance of doubt, within a large enterprise and corporate group, Remotion licensing is granted on a per-use-case basis. A license obtained for one use case, project, product, or customer engagement may not be reused for another materially distinct use case, project, product, or customer engagement unless Remotion has expressly agreed to such coverage.

Parent companies, subsidiaries, affiliates, business units, and other members of a corporate group may be covered by the same Company License when their use of the Remotion Software belongs to the same licensed use case and the license configuration accurately reflects that scope and its usage.

A Company License does not automatically cover every legal entity, business unit, affiliate, or use case within a corporate group. Each materially distinct use case that uses the Remotion Software must be properly licensed, unless the applicable Agreement expressly grants broader coverage.

### Clarification about partnerships

Receiving generated media from the Remotion Software does not trigger the requirement for licensing, however, using the Remotion Software itself does.

Sending media assets created by the Remotion Software to a client does not count toward the company/team size. However, a client that owns the code written for the Remotion Software or uses the Remotion Software does count toward the company size threshold.

Examples:

- An end-user uses a web-based video editor, which is built on top of the Remotion Software. This end-user, who receives generated media, does not need a Company License nor does this end-user count toward the threshold of the company/team size.
- A software development studio creates a web-based video editor for one of their clients. The total number of personnel across both companies counts toward the company/team size.

- A three-person production studio writes Remotion compositions in-house, renders the videos itself, and delivers only the finished MP4 files to an enterprise client. The client never receives the project code, never operates Remotion, and has no access to it. The client's headcount does not count toward the studio's team size; the studio alone is the User and qualifies for the Free License if it has 3 or fewer personnel.

### License ownership in collaborative engagements

The Company License must always be obtained by the owner of the Remotion project, which is the party that owns or controls the Remotion codebase. In a collaborative engagement — meaning an engagement in which the client owns or controls the Remotion codebase and the agency or development studio operates the Remotion Software on the client's behalf (e.g., an agency building a Remotion project that the client will own, run, or continue to develop) — it is the project owner, typically the client, who is required to hold the Company License.

This section applies only where the client owns or controls the Remotion codebase. Where a studio or freelancer owns the codebase, operates the Remotion Software itself, and delivers only finished media to a client, the studio is the sole User and is solely responsible for licensing; the client is not a project owner and is not required to hold a license (see "Clarification about partnerships").

An agency or contractor may administer and manage the Company License on behalf of the project owner. For this purpose, the Remotion Dashboard provides a collaborative workspace: the license holder can invite all involved members of the engagement, enabling the agency to manage licensing operations on the client's behalf without the client needing to transfer ownership of the license account.

### Self-reporting

The Company License User is required to self-adjust the number of Seats and Renders according to the size of the team actively working with the Remotion Software and the utilization of server and client-side rendering (i.e., the monthly render volume).

The Company License User is responsible for following Remotion's technical instructions for usage reporting, including the telemetry requirements described in the section "Telemetry". The Company License User must review their reported usage and configure their license or report usage so that production renders, internal tooling renders, and other chargeable renders are accurately reflected.

The Company License User recognizes that Remotion is entitled to request details about the actual monthly usage and the manner in which the Company License User uses the Remotion Software.

### Software piracy

Users who meet the criteria for a Company License User but fail to properly license the Remotion Software, or neglect to license it altogether, are required to compensate Remotion for the unpaid licensing fees. In cases of significant infringement, as determined at Remotion's discretion, Remotion will impose an interest charge of 10% per month on the outstanding amount. Remotion is authorized to pursue any lawful measures to obtain reparation for such unauthorized usage.

### Remotion Software used for a rendering service

It is acceptable to allow third parties to render videos through a service if those third-party users modify parameters of hosted Remotion code (i.e., an abstraction layer on top of the Remotion Software is given).

It is also acceptable for services to generate Remotion code through artificial intelligence and render it.

It is not acceptable for services to allow end-users to bring/upload their own Remotion code. Offering a rendering service in this way might obscure the fact that Remotion needs to be licensed. Any such rendering service requires prior explicit and written approval from Remotion. This prohibition is also stated among the "Disallowed use cases", which apply to all Users.

Examples:

- It is allowed to build a video editor that enables end-users to edit their video through a drag-and-drop user interface since end-users don't edit/upload Remotion code.
- It is allowed to build a prompt-to-motion graphics service that generates Remotion code using artificial intelligence and renders it. Allowing end-users to edit Remotion code is permitted if the code was initially generated by the service.
- It is not allowed to offer a cloud rendering service that enables end-users to upload their own Remotion projects and render media out of them.

### Native application distribution

Users may use the Remotion Software within a native desktop application (e.g., using Electron or Tauri) and distribute that application, provided the User introduces an abstraction layer between the end-user and the Remotion Software. This means the end-user must not have direct access to edit or upload Remotion code, similar to the rules for a rendering service.

When the Remotion Software is bundled within a distributed native application, the regular licensing requirements still apply, including reporting renders and fulfilling any other obligations that apply to the relevant license option (e.g., Remotion for Automators).

In the event that the distributed native application is no longer actively developed or maintained, the User is required to hold an active Company License for at least one year following the release date of the last published version of that application. If the User publishes a new version of the application at any point, they are required to renew their Company License and maintain it as long as the application is distributed and for one year thereafter.

### End-user code access

If an end-user is granted direct access to a Remotion codebase and is able to view or modify it, that end-user is considered to be directly engaging with a Remotion project. In such cases, the end-user is required to obtain their own Company License if they qualify as a Company License User, independently of any license held by the service or platform provider that granted the access.

### Download functionality and attribution

Any party that provides functionality allowing end-users to download a Remotion project or code based on the Remotion Software must ensure that the exported code clearly indicates it is built with Remotion and includes a link to the Remotion licensing page (remotion.pro/license), so that end-users understand their licensing obligations.

An end-user who downloads and subsequently uses such a Remotion project is subject to the same licensing requirements as any other User of the Remotion Software. If the end-user qualifies as a Company License User, they are required to obtain a Company License independently.

### Going beyond or below licensed usage

In the event that Company License Users exceed their allocated Renders due to rendering more videos than permitted, or if they exceed their Seats by onboarding additional people, a 30-day grace period will be granted to make necessary adjustments to their license. License modifications can be made at any time through the Remotion Dashboard, having charges adjusted on a prorated basis for the current billing cycle.

When proration is applied:

- Upon license upgrade - Should a User increase their license scope by acquiring additional Renders or Seats, the added cost will be calculated based on the remaining time in the current billing cycle. This additional fee will be reflected in the invoice for the upcoming billing cycle.

## Telemetry

Company License Users and Enterprise License Users using Remotion for Automators are required to obtain a license key from remotion.pro and include it in their rendering configuration (see technical instructions). The license key enables telemetry, which sends an event for each render performed.

Company License Users need to use the same license key across environments. Whether a render is classified as production, development, or failed depends on the rendering method. For client-side rendering, Remotion classifies local hosts such as `localhost` as development based on the host/domain sent with the telemetry event. For server-side rendering, the User must follow Remotion's technical instructions to configure whether a render is a production or development render. Successful renders that are not classified as development or failed are chargeable renders.

The purpose of telemetry is twofold: it creates accountability for the Remotion Team by providing visibility into how the Remotion Software is used, and it gives Users insights into their own rendering activity.

The information collected through telemetry is limited to the following:

- IP address;
- domain name;
- whether the render was in production or development; and
- whether the render was a video or a still image.

No information about the content or metadata of the rendered media, or any user data, is collected. For further details, refer to the telemetry documentation.

If a User is unable to enable telemetry due to firewall restrictions, corporate policies, or other technical limitations, the User is required to provide Remotion with a monthly report of their rendering activity as an alternative. Remotion will communicate the format and requirements of such report to the User. The report must be verifiable and accurately reflect the User's actual rendering volume.

## Warranty notice

The Remotion Software is provided "as is" without warranty of any kind, expressed or implied, including but not limited to the warranties of:

- merchantability;
- fitness for a particular purpose; and
- non-infringement.

In no event shall Remotion be liable for any claim, damages, or other liability, whether in an action of contract, tort, or otherwise, arising from, out of, or in connection and use of the Remotion Software.

Remotion does not provide a service to you; it exclusively licenses software. Policies commonly seen for service providers, including SLA, warranty, certifications, insurance, and liability commitments, do not apply. A commitment to supporting the software does not turn the agreement into a service-provider agreement or trigger further obligations that Remotion cannot fulfil.

## Support

The User should not hold the expectation to receive any support related to the Remotion Software.

Even though Remotion is not required to provide resources and help, it tries to do so on a best-effort basis. For further information on support, please refer to the Support Policy.

## Security

Remotion shares responsibility with its Users to keep the systems that the Remotion Software is running on secure.

If a potential vulnerability in the Remotion Software is discovered, the issue can be reported privately to security@remotion.dev to help resolve it.

Given that the Remotion Software needs to be permitted the execution of expensive and useful computation, it is required for all Users to establish and maintain their own security measures.

Remotion offers an overview of security best practices, but this summary is intended merely as a concise reference highlighting the key security considerations associated with deploying projects using the Remotion Software, but it does not replace the comprehensive details found within the full documentation.

The source code of the Remotion Software can be studied on GitHub.

The Remotion Software itself does not process any personal data of Users. If Users feed personalized data into a media generation, Users need to follow Remotion's security best practices as well as establish and maintain their own security measures.

For data privacy regarding Services such as on remotion.dev and remotion.pro, please refer to the Privacy Policy.

## Data protection and Remotion's role

Remotion does not offer a hosted rendering service. Server rendering runs in the User's own infrastructure and client-side rendering runs in the end user's browser. As a result, rendered media, project source code, and the User's own end-user content are not transmitted to Remotion as part of the licensing platform (i.e., on remotion.pro), and Remotion does not process such content on the User's behalf.

In connection with the licensing platform, Remotion processes limited personal data (such as account, billing, store, support, license verification, and telemetry data) for Remotion's own purposes, including operating its commercial relationship with the User. For this data, Remotion acts as an independent controller and not as the User's processor acting on the User's instructions.

For this reason, a separate GDPR Article 28 Data Processing Addendum is generally not required for the licensing platform in its current form. Remotion's role and the categories of data involved are explained in the DPA Statement, and how Remotion handles personal data is described in the Privacy Policy. Telemetry is limited to the operational and license metadata described in the section "Telemetry" and does not include rendered media content or other user data.

Where a User's integration causes personal data of the User's own end users (for example, end-user IP addresses or technical identifiers) to be transmitted to Remotion, the User is responsible for providing any notices and obtaining any consents required under applicable data protection law. Enterprise License Users or Users whose setup differs from the standard licensing platform may contact Remotion at privacy@remotion.dev to discuss any specific data protection requirements.

## Payments

Remotion uses Stripe as its designated payment service provider to streamline transaction processes. All financial transactions are conducted in United States Dollars (USD).

The User will pay all applicable taxes, duties, withholdings, backup withholding, and the like. Remotion may charge, and the User will pay, applicable federal, national, state, or local sales, use, value added, or similar taxes that Remotion is legally obligated to charge or collect. Such taxes will be stated on the invoice delivered to the User where required by law.

Should any portion or the entirety of a payment due to Remotion under this agreement be subject to withholding, on grounds that such deduction is mandated by the tax regulations of any country or pursuant to any tax treaty

between Switzerland and any such country, the obligated payment amount shall be suitably adjusted. This adjustment aims to ensure that Remotion receives a net amount equal to the payment that would have been made in the absence of such withholding.

Remotion may change its fees and payment terms at its discretion; provided however, that such changes will not take effect for the User until the start of the next billing cycle. Remotion will provide written notice to Users for any changes to the fees that affect the Remotion Software and/or Services. Continued use after the price change becomes effective, constitutes the User's agreement to pay the changed amount.

Fees will be billed to the credit card (or any other payment method) a User provides in accordance with the payment terms in effect at the time a fee or charge is due and payable.

Users acknowledge and agree that Remotion will (automatically) charge their credit card (or any other payment method) on record, in connection with the use of Remotion's offerings, that is:

- in advance of each renewal term, for the license setup a User has selected;
- in arrears/delay for any additional usage of the Remotion Software and Services a User may have used or added to their account in the Remotion Dashboard during the prior billing cycle; and
- on purchases of any Services on remotion.dev and/or remotion.pro.

The term of a Company License shall be automatically renewed for successive terms equal in duration to the initial term.

Through the Remotion Dashboard, a tool designed to facilitate license management and billing, Users can review their billing details alongside a comprehensive record of payments and corresponding invoices.

A User can upgrade or downgrade their license, the functionality of such license modification is explained in the section "Going beyond or below licensed usage".

A User represents and warrants to Remotion that all of their payment information is true and that they are authorized to use the payment method. A User will promptly update their account information with any changes that may occur (e.g., a change in billing address or credit card expiration date).

If a payment is not received or cannot be charged to their credit card (or other payment method) for any reason in advance, Remotion reserves the right to terminate their license for the Remotion Software and/or terminate the access to Services, this will lead to the termination of this agreement as well. In addition, Remotion reserves the right to use any legal means, such as debt collection and/or judicial proceedings, to charge for the missing payment(s).

## Refund policy

All Remotion Store purchases and fees are non-refundable, except as stated otherwise in these Terms and Conditions.

Using the Remotion Software for evaluation purposes is provided at no cost; therefore, no refunds will be granted. Furthermore, self-managing the license to represent the actual use is mandatory for every Company License User.

## Assignability and transferability

Unless otherwise expressly agreed, the license for the Remotion Software and use of Remotion's Services are non-assignable/non-transferable, which means one is not allowed to assign/transfer Remotion's offerings to anyone else.

## Legacy plan

Unless a different arrangement has been specifically agreed upon or provided by Remotion to a User, having procured the license for the Remotion Software based on an old pricing plan (i.e., a plan that has been updated, replaced, or abandoned), Remotion reserves the right to transfer the User to a new plan that is the closest to the old pricing plan procured by the User.

## Price adjustments

The prevailing financial, economic, and commercial conditions that exist at the time these Terms and Conditions start to be effective between a User and Remotion do not remain constant throughout its term. As a result, the pricing initially agreed by the parties may lose some of its value over time. To compensate for such business risk, Remotion reserves the right to adjust the pricing of its offerings.

## Grandfathering

Remotion does not provide automatic grandfathering or automatic price locks. Users interested in a Company License may request written assurance from Remotion about future pricing. Any such assurance applies only to the scope, duration, currency, and adjustment basis expressly agreed in writing. Unless Remotion expressly agrees otherwise in writing, Remotion reserves the right to adjust prices in accordance with these Terms and Conditions.

## Term and termination

The term of these Terms and Conditions will begin with a User's acceptance and continue for as long as the Remotion Software and/or the Service are being used. The term of a Company License shall be renewed for successive terms equal in duration to the initial term unless the User cancels the license before the renewal date.

The User has the right to terminate a Company License at any time by canceling via the Remotion Dashboard. Such termination will be effective at the start of the next renewal period.

In addition to any other remedies Remotion may have, if any breach of these Terms and Conditions is caused by the User, Remotion may terminate this agreement upon 10 days' notice.

The User acknowledges that Remotion reserves the right to terminate accounts regarding the Remotion Dashboard that are inactive for an extended period of time and the right to modify or discontinue, temporarily or permanently, the Remotion Software and/or Services (or any part thereof).

All of the User's content on the Services (if any) may be permanently deleted by Remotion in its sole discretion upon any termination of the User's account.

## Common provisions

### No waiver

Remotion's neglect to assert any right or provision under these Terms and Conditions shall not constitute a waiver of any such right or provision.

No waiver shall be considered a further or continuing waiver of such term or any other term.

### Service interruption

To ensure the best possible service level, Remotion reserves the right to interrupt the Service for maintenance, system updates, or any other changes.

Within the limits of law, Remotion may also decide to suspend or terminate one or more Services. If a Service is terminated, Remotion will cooperate with Users to enable them to withdraw Personal Data or information in accordance with applicable law.

Additionally, the Service might not be available due to reasons outside Remotion's reasonable control, such as "force majeure" (e.g., labor actions, infrastructural breakdowns or blackouts, etc.).

### Intellectual property rights

Without prejudice to any more specific provision of these Terms and Conditions, any intellectual property rights, such as copyrights, trademarks, trade names, service marks, word marks, patent rights, design rights, illustrations, images and/or logos related to Remotion, are the exclusive property of Remotion and are subject to the protection granted by applicable laws or international treaties relating to intellectual property.

Users hold the rights and ownership, but also the responsibilities to the media assets generated with the Remotion Software.

### Third-party rights

The software license grants only those rights to the Remotion Software that are set out in these Terms and Conditions. It does not include a license to patents, trademarks, or any other intellectual property rights held by third parties, such as rights relating to media formats, codecs, or fonts.

Depending on the User's use case and jurisdiction, the User's encoding, decoding, distribution, or other exploitation of media may require a license from a third party or the payment of royalties or other fees. Such licenses, royalties, and fees are not included in the software license and are the User's sole responsibility.

Unless otherwise noted, third-party software redistributed by Remotion is licensed separately and remains subject to its own license terms.

### Changes to these Terms and Conditions

Remotion reserves the right to update or modify these Terms and Conditions at any time without prior notice. However, if Remotion makes changes that are believed will materially impact these Terms and Conditions or the User's rights, then Remotion will appropriately inform the User of these changes by giving prior written notice.

Such changes will only affect the relationship with the User in the future.

The continued use of the Remotion Software and Service will signify the User's acceptance of the revised Terms and Conditions. If Users do not wish to be bound by the changes, they must stop using the Remotion Software and/or Service before the revised Terms and Conditions become effective (the case for impactful changes). Failure to accept the revised Terms and Conditions gives Remotion the right to terminate the license and this agreement.

The applicable previous version will govern the relationship prior to the User's acceptance. The User can obtain a previous version from Remotion.

### Assignment of contract

Remotion reserves the right to transfer, assign, replace, or subcontract any rights or obligations under these Terms and Conditions, taking the User's legitimate interests into account. Provisions regarding changes to these Terms and Conditions will apply accordingly.

Users cannot assign or transfer their rights or obligations under these Terms and Conditions in any way without the written permission of Remotion (see section Assignability and transferability).

### Contacts

All communication, relating to the use of the Remotion Software and Service according to these Terms and Conditions, must be sent using the contact information stated in this document.

### Severability

Should any provision of these Terms and Conditions be deemed or become invalid or unenforceable under applicable law, the invalidity or unenforceability of such provision shall not affect the validity of the remaining provisions, which shall remain in full force and effect.

### Applicable law and jurisdiction

These Terms and Conditions shall, in all respects, be governed by and construed in accordance with Swiss law. Any dispute, controversy, or claim arising out of these Terms and Conditions and/or any other specific additional terms agreed on between a User and Remotion that is not resolved through negotiation shall be subject to the exclusive jurisdiction of the courts of the Canton of Zurich, the venue being Zurich, Switzerland.