Blend4Web Licensing Options

Under what conditions can I use Blend4Web?

Is the project
for you/your company
or
for a third-party
(you're a studio/freelancer)?

For myself/my company

For a third-party

Are you creating
a custom app
or
using the standard
Web Player?

Web Player

Custom app

Are you exporting
to single HTML
or
using the Web Player and
JSON export?

HTML export

Web Player + JSON

You can use Blend4Web for free
yet
keep the source files private

Do you agree to share
your project source files?

Yes

No

Use Blend4Web for free
but
publish the project sources *

Purchase a Pro license **

Are you creating
a custom app
or
using the standard
Web Player?

Web Player

Custom app

HTML export

Are you exporting
to single HTML
or
using the Web Player and
JSON export?

Web Player + JSON

Both you and your client
can use Blend4Web for free
yet
keep the source files private

Does your client agree
to share the project source files?

Yes

No

Inform your client he must
publish the project sources *

Purchase a Pro license
for yourself **

Does your client want to
distribute the app
(e.g. publish online)?

Yes

No

Your client can use
Blend4Web for free

Are you participating
in the Blend4Web
partnership program? **

Yes

No

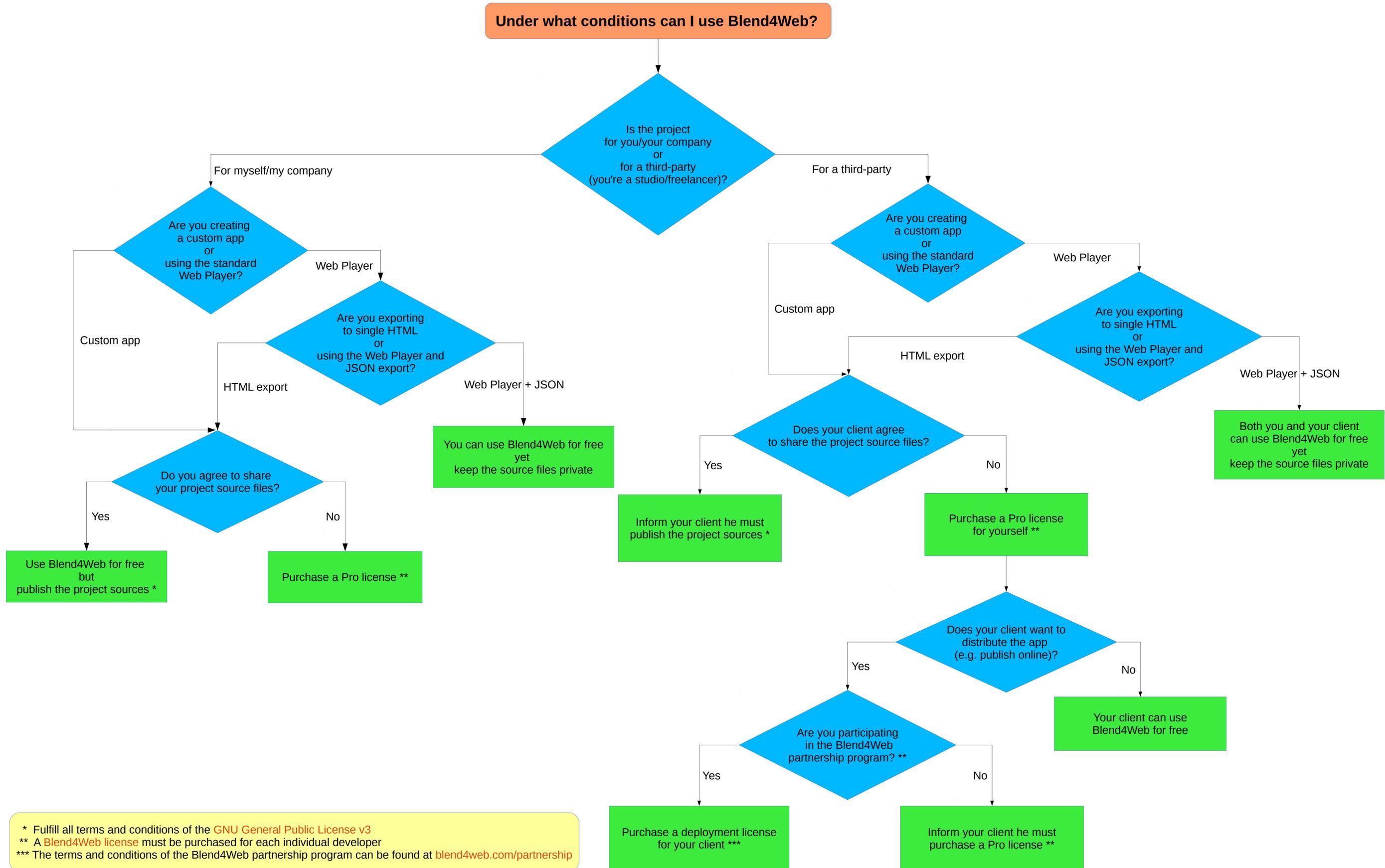Purchase a deployment license
for your client ***

Inform your client he must
purchase a Pro license **

* Fulfill all terms and conditions of the GNU General Public License v3
** A Blend4Web license must be purchased for each individual developer
*** The terms and conditions of the Blend4Web partnership program can be found at blend4web.com/partnership