

## cebas Visual Technology Inc. Subscription (Licensing model)

cebas has launched a new subscription model that replaces the old upgrade model. The subscription model, similar to a license model, will give both existing users and new users immediate and secured access to current and future features upgrade for finalRender with lesser wait-time and long-term cost-saving.

How users will benefit from the new model.

<b>Product services / Features</b>	<b>Old Upgrade Model</b>	<b>New Subscription-based Model</b>
<b>Technical Support</b>	yes (Installation/Licensing)	yes (Installation/Licensing)
<b>Cost saving</b>	n/a	yes
<b>Full License Cost</b>	US\$ 1,295	US\$ 24.50/month (with one full year Subscription payment of \$294)
<b>Upgrade cost</b>	US\$ 345 for a Major Release	None! Included in Subscription payment
<b>Availability</b>	Each Major Release could easily take up to 2 Years to show up	Instant enhancements and new features alert
<b>Renewal</b>	Users had to buy the next version	Users are automatically upgraded
<b>New 3ds Max Versions</b>	Recompilations for older builds may not be available	New 3ds Max versions are included

## Frequently Asked Questions:

Q: What happens if my subscription ends ?

Subscriptions are renewed on a yearly basis at US\$ 294 per year (US\$ 24.50 per month applicable to full year subscriptions). If you choose not to renew your subscription, you would not be able to access finalRender and future developments. You may renew subscription at a later date and this is entirely up to you.

Q: Why did cebas modify the licensing method?

The new subscription model is more efficient in delivering upgrades and enhancement to users and allows cebas developers to refine and customized features to industry needs with instant availability.

Q: Do you offer auto-renewal ?

Not really as cebas will not be storing any of users' private information such as your credit card or banking details. At the end of a subscription year, users will be reminded via email and users have to re-subscribed at members login and do the renewal once-per-year.

Q: What happens if I drop out of subscription but later decide to go back on ?

If you decide not to renew your subscription, the finalRender license will expire after one year and you will not be able to use the product anymore. Licenses are paid and renewed on a yearly basis and there will be no chargebacks or refunds if you decide to terminate the subscription before the year is over. A trial copy is available for new users to test before subscription.

Q: I'm a new user, do I have to pay subscription or is there something else?

New users come in on the subscription model at US\$ 294per year (which is only US\$ 24.50/month). There are no other hidden costs besides the subscription fee.

Q: Why do I have to pay a full year subscription and not monthly?

cebas best practice works similar to many of the other software offered in the market. We can only provide long-term cost savings to our valued users on a yearly subscription where users recognize cebas' leading edge technology and unique features and intend to work with it on major projects and/or longer term projects.

Q: How do upgrades work, if I am already using an older finalRender ?

Existing owners of a previous version of finalRender pay the same affordable price for a yearly subscription and will enjoy the same, immediate benefit of constant upgrades and enhancements that are only offered via the subscription model.

Q: What about plugin-support for older versions of 3ds Max ? How does this work ?

cebas' subscription model is aimed at increasing the speed of availability to users and enhancing the output of new features as well as the quality of existing features of finalRender. Usually, cebas supports up to 3 versions of 3ds Max beginning from the latest release of Autodesk 3ds Max (example: 3ds Max 2015, 2014,2013). However, it is the user's responsibility to backup files and maintain them. New developments and bug fixes will be introduced to the latest 3 versions of 3ds Max only.

Q: What happens when I phase out or discontinue with my subscription ?

Ending a Subscription does not mean we are going to remove any existing versions from your workstation. All our plugins do support 3ds Max' dedicated network rendering mode. Users can perpetually continue using any version of **finalRender Subscription** in dedicated network rendering mode, even though they do no longer pay for subscription. This is to ensure that older projects can still be re-rendered at any time, independent of the Subscription status. However, it is the user's responsibility to backup files and maintain them.

Users can rest assured that they will be able to render old scenes and re-load them as needed. Modifying and adding new effects will not be possible without an active Subscription.

Q: Does finalRender now work in the cloud ? (No, it does not.)

cebas' finalRender will work exactly the same like it did before. It is a standard 3ds Max application (plug-in) that runs on your own personal computer.