

SHOTMAP STUDIO TERMS OF SERVICE

Last Updated: May 2026

Product Definitions

Product / Term	Meaning
Desktop App	The local, desktop version of Shotmap Studio distributed as installed software.
Desktop License	A one-time/lifetime license to use the Desktop App, subject to the Desktop EULA and license restrictions.
Free Trial	A limited trial period activated through a trial code or trial access sent by email. A Free Trial does not automatically convert into a paid subscription unless a checkout flow clearly states otherwise.
Shotmap Studio Access	The web/iPad subscription product for browser and iPad/PWA access to Shotmap Studio.
Included Access	One year of Shotmap Studio Access included with an eligible Desktop App purchase. Included Access is not a separate paid subscription and does not automatically renew.
Standalone Access	A paid Shotmap Studio Access subscription purchased separately from the Desktop App. Current launch pricing is \$11.99/month or \$59/year unless changed on the checkout page.
Local Projects	Projects saved locally on a user device or browser/app storage. Local Projects do not automatically sync across devices and are not cloud-stored in the current V1 product.

1. Acceptance of Terms

By accessing or using Shotmap Studio, Shotmap Studio Access, the Desktop App, the website, trial features, or related services, you agree to these Terms of Service and any supplemental terms that apply to a specific product.

2. Products and Services

Shotmap Studio currently includes a one-time/lifetime Desktop App license product and a separate Shotmap Studio Access web/iPad subscription product. The Desktop App and Shotmap Studio Access are separate products. Buying one product does not grant rights to the other except where Included Access is expressly provided with an eligible Desktop App purchase.

3. Local-First Project Storage

Shotmap Studio is currently local-first. Project files and drafts may be stored locally on the user device, desktop file system, browser storage, or installed web app storage. Local Projects do not automatically sync between desktop, browser, iPad, or other devices. Users are responsible for exporting, saving, backing up, and transferring their own project files.

4. Accounts and Email Access

Some features require an account or email-based sign-in. Users are responsible for maintaining access to the email address used for trial codes, license delivery, Included Access redemption, subscription management, support, and billing notices.

5. Free Trial

Free Trial access may be provided through a trial code or email-based trial flow for a limited period. A Free Trial is temporary, may be limited, and does not automatically convert into a paid subscription unless the applicable checkout or billing flow clearly states otherwise.

6. Shotmap Studio Access Subscriptions

Standalone Access is a recurring subscription product for web/iPad access. Current launch pricing is \$11.99/month or \$59/year unless different pricing is shown at checkout. Subscriptions may renew automatically until canceled. Cancellation affects future renewals and does not by itself create a prorated refund unless required by law or expressly stated in the Refund Policy.

7. Included Access

Eligible Desktop App purchases include one year of Included Access. Included Access is not an automatically renewing subscription, is not a separate cash-equivalent credit, and may require redemption using the purchaser email or redemption link. Unless otherwise stated, Included Access must be redeemed within 12 months of the Desktop App purchase, and the one-year period begins on the date of redemption.

8. License Grant

Subject to these terms, Shotmap Studio grants a limited, non-exclusive, non-transferable license to use the applicable software or service for lawful production planning and related professional or personal work.

9. User Content and Project Files

Users retain ownership of their project files, uploaded images, notes, schematics, exports, and other user-created materials. Shotmap Studio does not claim ownership of user projects. Users are responsible for ensuring they have rights to any content they import or upload.

10. Restrictions

- Reverse engineer, decompile, tamper with, or attempt to bypass licensing, entitlement, trial, or subscription systems.
- Redistribute unauthorized copies or access credentials.
- Use the products or services unlawfully or in a way that disrupts service operation.
- Resell, sublicense, or transfer access except where expressly permitted.

11. Service Availability and Changes

Web-based services may be unavailable due to maintenance, outages, network conditions, third-party service failures, or updates. Features, prices, availability, and product names may change over time. Future cloud sync,

shared workspaces, team accounts, or account-based project storage are not part of the current V1 local-first product unless expressly released.

12. Termination

Shotmap Studio may suspend or terminate access for violations of these terms, abuse, fraud, chargeback abuse, or attempts to circumvent access controls. Termination does not remove the user responsibility to preserve and back up Local Projects.

13. Disclaimers

Shotmap Studio is provided “as is” and “as available” without warranties of any kind to the fullest extent permitted by law. Users are responsible for reviewing exports, project files, and production documents before relying on them.

14. Limitation of Liability

To the fullest extent permitted by law, Shotmap Studio will not be liable for indirect, incidental, consequential, special, punitive, or lost-profit damages, including loss of project files, production delays, or data loss.

15. Governing Law

These terms are governed by the laws applicable to the business location of Shotmap Studio, without regard to conflict-of-law principles, unless a different rule is required by applicable consumer law.

16. Contact

Questions about these Terms may be directed to the official support contact listed on shotmapstudio.com.