

www.quickatemotion.com

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Rules and SOP - Reveal to Backgrounds

These are normal backgrounds but with some USP



What's different?

The background starts from a transparent background and forms the full screen up to X seconds, and then loops continuously up to 60 seconds.

We do this so the user can place it over any footage, allowing it to act as a transition into a new background.

If the user wants to use only the background itself, they can simply cut the footage from the point where the loop begins [X seconds] and use it directly.

Duration of Overlays

Minimum - 30 seconds

Maximum - 60 seconds

Recommended - 30 seconds

X - can be any number as per your anticipation. May be 3-4-5 seconds

Here's a live example on our website.

Example of Reveal to Background



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AI-USAGE RULES

Al tools may be used only as assistance, not for direct commercial output.

All outputs you use must be heavily edited and must not include or resemble:

- · nudity/explicit content
- minors
- · celebrities or public figures
- copyrighted characters/IP
- · logos or branded products
- political/religious
- · sensitive material

ORIGINALITY & PROHIBITED SOURCES

- All work you deliver must be 100% original, created by you.
- You must NOT:
 - Download or use any direct elements from stock / commercial websites.
 - · Import ready-made elements from any source.
 - Use unlicensed images, textures, vectors, or motion assets.
 - Deliver copied, traced, or minimally modified stock content.

References / usage of stock assets from other websites are allowed ONLY if:

- · Used solely for inspiration.
- Recreated and redesigned by you transformed by at least 50–70% to make them completely original.

Any element suspiciously similar to a stock asset or trademarked content will be rejected.



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Friendly Reminder:

- Al tools or stock website assets are allowed and can be a great part of your workflow.
- Just ensure the outputs you use are license-safe, originally edited by you, and do not include any copyrighted or sensitive content.
- As long as you use Al and stock assets responsibly, we have no problem with Al assistance in your creation process.
- Make sure that no directly downloaded stock asset can be extracted from your project files.
- You must not place any unmodified or standalone stock elements inside the project. If you use stock or reference material for inspiration, you must transform it significantly (30–50% or more), create new elements from it, render your own version, and only use your original output. The final files you deliver must contain YOUR creation, not the original downloadable asset.