

AI Video & Animation Platforms

A practical guide for solo creators & small studios

...and how to tell whether you actually need an enterprise agreement

Who this is for: Independent animators and small teams (1–5 people) making their own original animations

What it answers: Which platform fits, whether your uploads get used for training, and when contacting sales is worth it

Last reviewed: June 2026

Platforms covered: Seedance, Kling, Google Veo, Gemini Omni, Runway, Figma Weave

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The big idea: for a small team, the question usually isn't "should we go enterprise?" — it's "does a normal paid plan already protect our work?" For most of these platforms, the answer is yes. For one (Runway), it isn't — and that's exactly when reaching out about enterprise terms makes sense.

Start Here: The 60-Second Version

You're a small team making your own animations. Before paying anyone or signing anything, here's what matters most: when you upload your characters, sketches, or reference footage to one of these tools, does the company get to use them to train its AI? For original IP you plan to build a brand or business around, that's the question that should drive your choice.

The short answers

- You do NOT need an enterprise agreement to protect your work on Google Veo (paid tier) or Kling (paid API). Both already promise not to train on your uploads at normal paid pricing — no lawyers, no minimums. ^[5, 12]
- You DO need to think about enterprise (or avoid the platform) with Runway. Its standard and even its paid "Unlimited" plan let it train on everything you upload and generate. Protection only comes with an enterprise contract. ^[18, 20]
- Free tiers almost always train on you. Free Google AI Studio, Kling's free queue, and Runway's free plan all use your content. If your work matters, use a paid tier. ^[7, 8, 12]
- Nothing here runs on your own computer. All five are cloud-only — none let you download the model. If you need fully offline/private generation, you'd need an open-weight model instead (see the last tip). ^[1, 2, 11]
- Seedance and Kling are Chinese-owned, so your uploads are processed under Chinese data law. For most hobby/portfolio animation that's fine; for anything sensitive or client-related, weigh it carefully. ^[1, 7]

⚡ If you just want a quick recommendation

Want the simplest safe choice? Use Google Veo on a paid Gemini API / Vertex AI plan — strong protection, no enterprise deal needed.

On a tight budget and OK with Chinese data handling? Kling's paid API protects your uploads and costs less per clip.

In love with Runway's look? Great — just don't upload original characters you care about until you've talked to them about enterprise / no-training terms.

Platform Comparison at a Glance

This table is built around what a small animation studio actually cares about — not enterprise procurement. The most important row is "Trains on your uploads on a paid plan?" because that decides whether your original work is safe without a special contract. ^[5, 12, 18]

What matters	Seedance	Kling	Google Veo	Gemini Omni	Runway
Owner	ByteDance	Kuaishou	Google	Google	Runway AI
Based in	China	China	USA	USA	USA

What matters	Seedance	Kling	Google Veo	Gemini Omni	Runway
Latest model	Seedance 2.0	Kling 3.0	Veo 3.1	Gemini Omni	Gen-4.5
Run on your own computer?	No	No	No	No	No
Trains on your uploads on a PAID plan?	Unclear — treat as a risk	No (explicit opt-out)	No (paid API / Vertex AI)	Pending	Yes — all non-ent. tiers
Free tier trains on your work?	Consumer apps only	Yes + public queue	Yes (free AI Studio)	Consumer app only	Yes
Cheapest tier that protects your work	Enterprise (unclear otherwise)	Paid API (Standard+)	Paid API / Vertex AI	N/A yet	Enterprise only
Commercial use OK on paid?	Yes	Yes (Standard+)	Yes	Pending	Yes (Standard+)
Need enterprise to protect your animations?	Likely / unclear	No — paid API is enough	No — paid tier is enough	TBD	YES if you want protection
Best fit for a 2-person studio	Quick experiments only	Budget + protected (if OK w/CN)	Reliable + protected US / EU	Watch for launch	Best look — get ent. for your IP

Color key:

Good for small studios	Caution / trains on you	Depends / conditional	Not available yet	Just info
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Do You Actually Need an Enterprise Agreement?

Enterprise agreements sound serious and expensive — and for a two-person studio, they often are. The honest answer is that most small creators don't need one, as long as they pick the right platform and pay for it. Here's how to tell which side of the line you're on.

✓ You probably DON'T need an enterprise agreement if...

You're using Google Veo (paid) or Kling (paid API) — your uploads are already protected from training.

Your animations are personal projects, portfolio pieces, or low-stakes client work.

Your volume is modest — a handful of clips a week, not thousands.

You're comfortable with the platform's default region and jurisdiction.

You don't have clients contractually demanding data-protection guarantees.

⚠ It's worth contacting sales about enterprise / a no-training agreement if...

You love Runway's quality but don't want it training on your original characters — enterprise is the only way to turn that off.

You're building valuable original IP (characters, a series, a style) you plan to license, sell, or franchise.

You've taken on a paying client who requires written data-protection or confidentiality terms.

You need your data kept in a specific region (e.g. the EU for GDPR reasons).

Your volume is growing fast and you want predictable pricing, higher limits, or an SLA.

You're feeding in third-party or client-owned material you're not allowed to expose.

♦ Reality check for a 2-person studio

Enterprise plans often carry minimum spend commitments and slower, sales-led onboarding — sometimes overkill at your size.

Before assuming you need "enterprise," ask whether the vendor offers a no-training data agreement on a mid-tier "Pro / Team / Creator" plan. Some do.

If a platform only protects your work at the enterprise level (Runway) and you can't justify that yet, the cheaper move is often to switch to a platform that protects you on a normal paid plan (Veo or Kling).

You can also keep your truly precious original assets off the cloud platforms entirely and use an open-weight model you run yourself.

What to ask when you reach out

If you do decide to contact a provider, you'll get a much faster, more useful answer if you ask specifically. A short email beats a sales call. Try asking:

- ✓ "On which plan, exactly, do you commit in writing not to use my uploads or generated videos to train your models?"
- ✓ "Is a no-training / data-processing agreement available below the full enterprise tier?"
- ✓ "What is the minimum commitment or monthly cost for that protection?"
- ✓ "Where is my data stored and processed, and can I choose the region?"
- ✓ "Do I get full commercial rights to what I generate, with no watermark?"
- ✓ "Can I delete my uploaded content and have it removed from your systems on request?"

Platform Profiles

Google Veo 3.1 — the safe default

Owner / based in	Google — USA
Run it yourself?	No — cloud only
Trains on paid uploads?	No, on paid Gemini API / Vertex AI
Free tier?	Free AI Studio DOES train on your content — avoid for real work
Enterprise needed?	No — the paid tier already protects you

Best for

Small studios that want reliable protection without contracts

For a small team, Veo is the lowest-drama choice. On a paid Gemini API or Vertex AI plan, Google contractually does not use your prompts, uploads, or outputs to train its models — and you don't need an enterprise deal to get that; it's the default on paid usage. You can also pick a region (including the EU) if where your data lives matters. ^[9, 11, 12]

The one catch: the free Google AI Studio tier does train on what you submit. So treat the free tier as a sandbox for throwaway tests only, and move to paid before you upload anything you care about. ^[12]

Kling — the budget-friendly protected option

Owner / based in	Kuaishou — China
Run it yourself?	No — cloud only
Trains on paid uploads?	No — explicit opt-out in the paid API terms
Free tier?	Free queue is public and broadly licensed — don't use for original IP
Enterprise needed?	No — the paid API already protects you
Best for	Cost-conscious creators OK with Chinese data handling

Kling is a pleasant surprise for small budgets: its paid API agreement explicitly says it won't use your data to train or improve its models. That's a stronger written promise than Runway gives at the same price level, and you get it without an enterprise contract. ^[5, 6]

The trade-off is jurisdiction. Kling is owned by Kuaishou, a Chinese company, so your uploads are processed under Chinese data law no matter what the contract says. For original animation that isn't personally or commercially sensitive, that's usually acceptable; for client work or anything regulated, think twice. Also avoid the free tier — free generations can land in a public queue. ^[7, 8, 21]

Runway — best looking, but read the fine print

Owner / based in	Runway AI — USA
Run it yourself?	No — cloud only
Trains on paid uploads?	Yes — on ALL non-enterprise tiers, including paid Unlimited
Free tier?	Yes, trains on you
Enterprise needed?	Yes — it's the only way to stop training on your work
Best for	High-end creative work — once you've sorted out terms

Runway is widely loved for cinematic quality and its editing tools, and it's US-based. But here's the catch every small creator should know: Runway's Terms of Use state that your inputs and outputs may be used to train and improve its models — and that applies to all non-enterprise

tiers, including the paid Unlimited plan. Paying for Runway does not, by itself, protect your animations. ^[18, 20]

This is the clearest "should I contact them about enterprise?" case in this guide. If you're committed to Runway for the look and you're producing original characters or IP you care about, an enterprise (or negotiated no-training) agreement is the only way to turn off training. If you can't justify that yet, the simpler move is to do your protected work on Veo or Kling and use Runway only for content you don't mind contributing to their training data. ^[18, 19]

Seedance — capable, but opaque on data

Owner / based in	ByteDance — China
Run it yourself?	No — cloud only
Trains on paid uploads?	Not clearly disclosed — treat as a risk
Free tier?	Via consumer apps (CapCut / Dreamina)
Enterprise needed?	Unclear; enterprise access is mainly aimed at larger orgs
Best for	Quick experiments, not original IP you want kept private

Seedance (by ByteDance, TikTok's parent) produces impressive results and is reachable through BytePlus or third-party services like fal.ai and Replicate. The problem for a careful creator is transparency: there's no clearly published, accessible no-training commitment for ordinary users, and like Kling it runs under Chinese data law. ^[1, 3, 4]

For a two-person studio, treat Seedance as a place to experiment with style and ideas — not as the home for original characters or animations you intend to own and monetize. If you want to use it seriously, ask ByteDance/BytePlus directly about a data-processing agreement before uploading anything important. ^[1, 2]

Gemini Omni — promising, but wait

Owner / based in	Google — USA
Run it yourself?	No — cloud only
Trains on paid uploads?	Expected to match Veo (no training on paid) — not yet confirmed
Free tier?	Currently consumer app only
Enterprise needed?	Unknown until the developer API launches
Best for	Keeping an eye on — not production yet

Gemini Omni is Google's newest model, announced at I/O in May 2026. It's a single model that handles text, images, audio, and video together, with conversational editing — genuinely exciting for animators. Right now it's live in Google's consumer apps, but the developer API isn't generally available yet. ^[14, 15]

For a small studio, the practical advice is simple: don't build your workflow on Omni yet. When its paid API launches on Google's platforms, it's expected to inherit the same no-training protection as Veo — at which point it becomes a strong option. Until then, use Veo. ^[16, 17]

If You Want Full Privacy: Run Your Own

None of the five platforms in this guide can run on your own hardware — they're all cloud services, so your uploads always leave your machine. If your top priority is that your original animation work never touches someone else's servers at all, the only real answer is an open-weight model you download and run yourself. ^[1, 2]

- Open-weight video models like Wan 2.1, CogVideoX, or Mochi can be downloaded and run on a capable GPU, entirely offline.
- Quality generally trails the top commercial models, but the gap keeps narrowing — and nothing you make ever leaves your computer.
- This takes more technical setup and hardware, so it's best suited to teams comfortable with a bit of tinkering.

For most two-person studios, the sweet spot is a paid plan on a platform that contractually protects you (Veo or Kling) — you get strong quality and protection without the hardware headache. Keep the self-hosted route in mind for your most sensitive, signature work.

What About Figma Weave?

Figma Weave (formerly Weavy, acquired by Figma in October 2025) is a bit different from the five platforms above. It isn't a single AI model — it's a node-based canvas that lets you route your work to many third-party models (including Veo, Kling, Seedance, Runway, and more) in one place, with built-in editing tools. So the real question isn't "is Weave safe?" It's "is the model I picked inside Weave Verified?" ^[23, 24]

The key mechanism: Verified vs. Unverified models

Figma labels every model in Weave as either Verified or Unverified, and this label is what tells you how your uploads are handled. ^[22]

✓ Verified by Figma — protected

Figma has a formal contract with the model provider.

Your content is used only to deliver the service to you — it is NOT used for model training or improvement when accessed through Weave.

The agreement includes contractual indemnity (Figma backs it legally).

Look for the "Verified by Figma" badge: hover over the model in the left toolbar and check the top-right of the pop-up.

⚠ Unverified — depends on the provider

Governed by that provider's own terms and privacy policy, not a Figma contract.

"Unverified" does NOT automatically mean it trains on you — it means data handling follows the provider's published policy, so you have to read it yourself.

Figma links the provider's Terms of Service and Privacy Policy at the bottom of the model node.

On Enterprise plans, an admin must approve unverified models before they can run.

Why this can actually be safer than going direct

Here's the useful twist for a small studio: a model that would train on you by default if you used it directly can be protected when you run it through Weave on a Verified node, because Figma's contract with the provider overrides the default. Runway is the clearest example — risky direct, but safe as a Verified model in Weave. Always confirm the badge before uploading original characters, though. ^[22, 25]

Models available in Figma Weave (April 2026)

Weave lists 12+ providers across images, video, and 3D. The table below groups the video and image models most relevant to animation. Verified status changes as Figma signs new contracts, so the in-app badge is always the source of truth — this is a snapshot, not a guarantee. ^[25, 22]

Category	Models / Providers in Weave	Use for animation
Cinematic video	Google Veo, OpenAI Sora, Seedance, Kling, Runway, Luma, Wan, Grok, Pixverse, MiniMax/Hailuo, Lightricks	Main animation generation
Image (realism)	Black Forest Labs Flux, Ideogram	Backgrounds, photoreal frames
Image (control / edit)	Google Nano Banana, Seedream, Imagen	Character consistency, precise edits
Illustration / brand	Recraft, Bria	Stylized art, brand-consistent assets
3D	Rodin, Hunyuan 3D, Meshy, Trellis, SAM 3D	3D assets / models

♦ How to check which are Verified (do this in-app)

Figma maintains the live Verified/Unverified list inside Weave and on its official help page — the badge is authoritative because contracts change.

In the canvas: hover the model in the left toolbar; a "Verified by Figma" badge in the pop-up's top-right corner means it's protected.

No badge = unverified: click the node and read the provider's linked Terms and Privacy Policy before uploading anything original.

As of early 2026, Figma describes verification as an expanding list — more models are being verified over time, so re-check periodically.

Bottom line for a small animation studio

- Figma Weave can be a genuinely safer front door to these video models than going direct — as long as you use Verified models and confirm the badge before uploading. ^[22]
- It's SOC 2 compliant and aimed at professional studios, with its own separate Terms of Service and Privacy Policy (the regular Figma "Content Training" toggle does not govern Weave). ^[26]
- Treat any Unverified node exactly like going direct to that provider — check its default training policy first. ^[22]
- One caveat worth knowing: Figma's broader AI training practices (on its main design platform, not Weave's routing specifically) were challenged in a proposed class-action in late 2025; Figma denies wrongdoing and says it only trains with explicit consent on de-identified data. ^[27]

Quick Glossary

Training on your data — when a company uses the images, videos, and prompts you upload to improve its AI. The concern: your original characters could end up influencing a model anyone can use.

Paid tier vs. enterprise — "paid" usually means a normal subscription or pay-as-you-go API anyone can sign up for. "Enterprise" means a custom, negotiated contract, often with minimum spend, that can include extra protections like a no-training guarantee.

DPA (Data Processing Agreement) — a written contract about how a company handles your data. Some vendors offer one below the full enterprise tier — worth asking about.

Data residency / jurisdiction — where your data is stored and which country's laws apply to it. Matters most for client work, regulated content, or EU (GDPR) requirements.

Open-weight / self-hosted — a model you can download and run on your own computer, so your data never leaves your machine. The only truly private option.

Aggregator (e.g. Figma Weave) — a platform that doesn't make its own AI model but gives you access to many third-party models in one place. Your data safety depends on the specific model you choose and how the aggregator contracts with that provider (see Verified vs. Unverified).

Verified model (Figma Weave) — a model the aggregator has a formal contract with, guaranteeing your content isn't used for training. Look for the badge; unverified models fall back to the provider's own default policy.

Commercial rights — whether you're allowed to sell or publish what you generate. Usually granted on paid plans; often restricted (and watermarked) on free tiers.

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Numbered references match the [n] markers throughout this guide. All sources were checked in June 2026. Where possible, official provider terms and documentation are used; some context

comes from secondary write-ups. Terms change often — always confirm directly with the provider before you pay or sign.

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