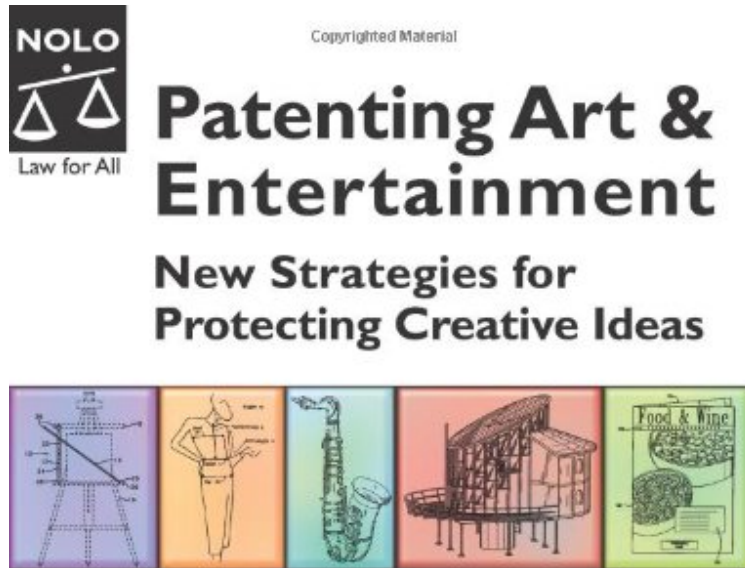


Patenting Art Entertainment: New Strategies for Protecting Creative Ideas

Gregory Aharonian, Richard Stim Attorney
ePub | *DOC | audiobook | ebooks | Download PDF



This plain-English legal guide will help you:

- understand what can be patented
- decide if a patent is right for you
- examine how others have protected their creations



by Gregory Aharonian &
Attorney Richard Stim

*"No! publications ... guide people
steeply through the law, when
where and why of the law."*
—The Washington Post

Copyrighted Material

DOWNLOAD 



READ ONLINE

#4282945 in Books NOLO 2004-07-25 Original language: English PDF # 1 11.00 x 1.00 x 8.50l, 1.18 #File Name: 1413300324346 pages | File size: 59.Mb

Gregory Aharonian, Richard Stim Attorney : Patenting Art Entertainment: New Strategies for Protecting Creative Ideas before purchasing it in order to gauge whether or not it would be worth my time, and all praised Patenting Art Entertainment: New Strategies for Protecting Creative Ideas:

4 of 4 people found the following review helpful. Good Book for People with Good Ideas By Bert Krages I picked this book up thinking that applying patent and related law to art and entertainment was a rather narrow focus but found the book to be both interesting and comprehensive. Changes in the area of intellectual property protection in recent years, particularly regarding the practices of the US Patent and Trademark Office, have blurred the lines of protection in some areas of the law. The art and entertainment areas are good examples where the changes have had the most effect and practitioners in those fields are well advised to become familiar with them. The book clearly describes some of the

most ambiguous areas and does an excellent job of describing why and when some forms of intellectual property protection may be more suitable than others. It also deals concretely with the issue of costs and - egads - when someone might actually want to retain an attorney. My quibbles with the book are minor. Patent infringement cases do not necessarily cost \$500,000 to prosecute and many cases involving inventions with modest commercial success are resolved at much less cost. Also, in terms of the efficacy of protection, nothing beats a timely registered copyright in terms of recovery for time and cost expended. But these are my opinions and others may (and probably do) disagree. In any case, the candid and practical guidance in this book will be of interest to anyone working in the creative fields irrespective of whether they have invented new ways to create art, designed bigger and better inflatable dolls, or developed new designs for clothing and accessories.² of 3 people found the following review helpful. Learn to patent your art and entertainment yourself. By K. G. This book has got everything and anything a nascent patent seeker needs to go it alone, and even the tools if one needs more than one's own help. It is full of example after example of those who've gone before and succeeded where naysayers so often have said "it can't be done." Art and entertainment are supposed to be too elusive to define and patent; yet, this book brings to light the fact that it's possible to pin those definitions down after all - then patent them. You can't go wrong with all the possibilities shown in this book. Gregory Aharonian and Richard Stim have you covered on so many fronts within the art and entertainment venues, you can only succeed. Even better, you've got nothing to lose. Even if you're denied a patent by the USPTO - and they're blunt about that possibility here - you won't always regret not having tried, or even wonder, "What if I had tried"? Patenting is part art unto itself. Add to that the eclectic theories and arguments pro and con of this still-growing discipline, and you have a very unique niche of law of which to be part. This book gives you every tool you could need as a novice (and even not-so-novice) self-patent seeker. It even gives detailed advice on how to get a professional, a.k.a., lawyer, to help you on more complicated matters best not left to one's self.

Many legal experts argue that copyright law is dying, that artists and entertainers need a new approach to intellectual property protection. Patenting Art Entertainment provides an answer. This book shows that patent law can protect the methods and processes used to create art and entertainment -- as well as the design and appearance of products. Included are examples in the fields of painting, graphic art, music, architecture, film, furniture design and much more! Co-authored by Gregory Aharonian and Richard Stim, the book shows how to document the creation of your art and entertainment inventions, apply for and obtain a design patent, get a utility patent and do a patent search. Patenting Art Entertainment provides in-depth (but concise) information of all aspects of this cutting-edge method. It covers how the creation of arts and entertainment became formal sciences, the limitations of copyrights, how the U.S. Patent and Trademark Office handles such applications -- and more.

This book explains how to get patents for art and entertainment, in language so clear and enjoyable to read, it can be understood by creators themselves (even if they aren't lawyers). (Lionel S. Sobel Entertainment Law Reporter 20090101) About the Author Richard Stim specializes in small business, copyright, patents, and trademark issues at Nolo. He practices law in San Francisco and has represented photographers, software developers, crafts people, publishers, musicians, and toy designers. He is the author of many books, including Music Law, and Profit From Your Idea. Stim also produces audiobooks, and performs and records with two bands. Gregory Aharonian is the publisher of the newsletter Internet Patent News Service and has earned an international reputation as a patent searcher and iconoclast.