



SIGGRAPH 1994

*21st International Conference
On Computer Graphics and
Interactive Techniques*

*Orange County Convention Center
Orlando, Florida
July 24-29*

Course Notes

29

**COPYRIGHT PROTECTION
FOR SOFTWARE, GRAPHICS,
AND MULTIMEDIA**

Organizer and Lecturer
Pamela Samuelson
University of Pittsburgh

TUTORIAL 29

COPYRIGHT PROTECTION FOR SOFTWARE, GRAPHICS AND MULTIMEDIA

Pamela Samuelson,
University of Pittsburgh Law School

SIGGRAPH '94
Wednesday, July 27, 1993
1:30-5:00pm

ABSTRACT

This course will begin with an overview of intellectual property law and the basic elements of the copyright law. It will discuss the prerequisites for copyright protection, what rights one gets when one owns a copyright, how courts determine whether infringement has occurred, and what remedies are available when infringement has been found. It will then go over the major computer software copyright cases, including those involving copying of internal aspects of computer software, of the whole or parts of user interfaces, and other issues that have been decided by the courts. Special issues affecting graphic designers and multimedia developers will also be explored. The course will concentrate principally on US copyright law, but will also describe differences between US law and that of member nations of the European Community and Japan.

BIOGRAPHY OF INSTRUCTOR

Pamela Samuelson is a professor of law at the University of Pittsburgh School of Law. Before becoming a professor, she practiced law with a major New York law firm. She specializes in intellectual property law, with a particular emphasis on software protection and other digital media issues. She is the author of numerous articles and reports on software intellectual property issues in both legal and computing journals. She is a contributing editor for the Communications of the ACM, for which she writes a regular "Legally Speaking" column.

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SCHEDULE FOR COURSE

- Introduction to IP and Copyright 1:30-3:00
- Software Copyright Law 3:00-3:30
- Break 3:30-3:45
- Software Copyright Law 3:45-4:15
- Copyright Issues for Graphics 4:15-4:30
- Copyright Issues for Multimedia 4:30-5:00

OPENING DISCLAIMER: WHAT THIS COURSE IS AND ISN'T

- explanation of basic contours of the law
 - law is not for lawyers but for practitioners
 - my job is to make it comprehensible
- This will help you understand
 - what kinds of things you have to license
 - when to talk to a lawyer
 - what lawyer is talking about
- But I won't give "legal advice"
- Questions of general interest addressed during session
- Other questions answered at break or after session