This book provides a detailed guide and optimum implementations to each of the stated 3D printing technology, the basic understanding of its operation, and the similarity as well as the dissimilarity functions of each. Effective understanding of these technologies will make you quickly identify issues, the book also includes practice pointers and clause-by-clause analysis of the most common and often troublesome provisions of IT contracts.

Company law constantly evolves to keep up with societal changes and technological advances. Contemporary forms of creativity can threaten the comfortable conceptions of copyright law as creative communities continually find new ways of expressing themselves. In this context, Non-Conventional Copyright identifies possible new spaces for copyright protection. With current copyright law in mind, the contributions explore if the law should be more flexible as to whether new or unconventional forms of expression — including graffiti, tattoos, lad art, artistic and bio art, engineered DNA, sport movements, jokes, magic tricks, DJs, 3D printing, works generated by artificial intelligence, perfume making, typefaces, or illegal and immoral works — deserve protection. Vitally, the contributors suggest that it may be time to challenge one of the bedrock principles of copyright law by testing the flexible ways and means of its protection. Additionally, some contributors cast doubts about whether copyright is the right instrument to address and regulate these forms of expression. Contemporary in topic, this thought-provoking book will be essential reading for intellectual property law scholars, practitioners and policymakers. Creative people and those involved in the creative industries will also find this book an engaging read.

"As the 3D printing market grows, there is evidence of intellectual property infringement, at present on a small scale. The interest and activity is growing every year. This highlights the potential for future intellectual property law issues. The report looks at the challenges."
Focuses on the novel issues raised for IP law by 3D printing for the major IP systems around the world.

Free trade promotes economic growth through international competition and the efficient allocation of resources while also helping to stabilize food supplies between countries that have an overabundance of products and countries that have a shortage. However, sudden price surges can threaten the social cohesion of developing countries and may lead to malnutrition and stalled growth. Balancing trade liberalization and protectionism is imperative for the provision of food security for all. The Handbook of Research on Globalized Agricultural Trade and New Challenges for Food Security is an essential publication that seeks to improve food security, food independence, and food sovereignty in the conditions of globalized agricultural trade and addresses the contemporary issues of agricultural trade including major commodities and food products traded between major countries, directions of trade, and trends. The book also examines the effects of market liberalization, administrative restrictions, other forms of trade liberalization, and protectionism. The book presents an overview of the novel issues raised for IP law by 3D printing for the major IP systems around the world. It is the first of its kind, this book explores the work of the future. Work in the Digital Age: A Coursebook on Labor, Technology, and Regulation focuses on certain technologies: the platform economy and gig work, big data and artificial intelligence, gamification, artificial intelligence, metaverse, and blockchain technology. This book provides a platform for discussing the regulation of digitalization and emerging technologies from employers, unions, individual workers, national courts and governments, and international organizations. This book brings together a wide variety of academic discussions on 3D printing from different disciplines as well as presenting new views, broadening the discussion beyond the merely technical dimension of 3D printing. Bibi van den Berg is Associate Professor at eLaw, the Center for Law and Digital Technologies at Leiden University, The Netherlands. Bibo van der Hof is Full Professor at eLaw in Leiden and Eleti Kosta is Associate Professor at TILT, the Tilburg Institute for Law, Technology and Society at Tilburg University, The Netherlands.
This book presents various practical breakthroughs of 3D printing (3DP) technologies in developing different types of tools and gadgets to be used against COVID-19 pandemic. It presents multidisciplinary aspects of 3DP technology in social, medical, administration, and scientific areas. This book presents state-of-the-art applications of 3DP technology in the development of PPE, ventilators, respiratory equipments, and customized drugs. It provides a comprehensive collection of the technical notes, research designs, literature prospective, and clinical applications of 3DP technologies to effectively deal with the COVID-19 pandemic. This book will be beneficial for the medical professionals, pharmacists, manufacturing enterprises, and young scholars in understanding the real potential of 3DP technologies in aiding humans-based activities against the COVID-19 crisis. Having interdisciplinary applications in applied science, this book will also be useful for wide range of academicians, research scholars and industry stakeholders.

Ten years after the first FabLab (a so called fabrication laboratory) was opened at MIT, more than 120 FabLabs exist all over the world. Today, it is time to look back at a decade of FabLab activities. This book shows how small production devices, such as laser cutters and 3D printers, and dedicated educationists, researchers and FabLab practitioners transform the fields of learning, work, production, design, maker culture, law and business on a global scale. Focusing on the core aims of FabLabs and FabLabs within countries, such as Germany, India or the USA, and distinguished academic institutions, such as MIT or Stanford University, discuss theoretical questions and introduce practical approaches concerning FabLab activities.

As 3D printing is becoming popular, many people are striking a fortune and making it big in the industry. Such achievement may not be a cakewalk, but then seeking ways to get a breakthrough is by far the only way to get there and realize what others have conceptualized into moneymaking means. If you have always had interest in 3D printing and you are into making money with this technology, it is about time you worked smart to beat the challenges ahead. 3D printable models can be created with a computer-aided design (CAD) package, via a 3D scanner, or by a plain digital camera and photogrammetry software. 3D printed models created with CAD result in reduced errors and can be corrected before printing, allowing verification in the design of the object before it is printed. Several projects and companies are making efforts to develop affordable 3D printers for home desktop use. Much of this work has been driven by and targeted at DIY/Maker/enthusiast/early adopter communities, with additional ties to the academic and hacker communities. Three-dimensional printing makes it as easy to create single items as it is to produce thousands and thus undermines economies of scale. It may have as profound an impact on the world as the coming of the factory did. Just as nobody could have predicted the impact of the steam engine in 1750—or the printing press in 1450—it is impossible to foresee the long-term impact of 3D printing. But the technology is coming, and it is likely to disrupt every field it touches.

This Handbook provides a scholarly and comprehensive account of the multiple converging challenges that digital technologies present for intellectual property (IP) rights, from the perspectives of international, EU and US law. Despite the fast-moving nature of digital technology, this Handbook provides profound reflections on the underlying normative legal dilemmas, identifying future problems and suggesting how digital IP issues should be dealt with in the future.

As technologies advance and media platforms proliferate, attorneys must be able to guide clients across the multimedia landscape, helping them to avoid pitfalls while maximizing the value of intellectual property. Scott on Multimedia Law, Third Edition is the one completely current resource that can take you from start to finish throughout the complex multimedia arena. Based on years of professional experience, the author combines reliable analysis of the substantive law with practical, how-to advice, including insightful discussions of key topics and analysis of various trends and practices in multimedia law. The new and updated Scott on Multimedia Law, Third Edition immediately enables you to: Fully account for every intellectual property dimension of multimedia law, including: trademark, copyright, moral rights, international aspects, patents, trade names and trade secrets Provide reliable advice on the licensing of each type of content, including video, videogames, text, still images, digital images, music, performance, and more Follow all the necessary steps to clear rights Enter into effective agreements with vendors and distribution partners Anticipate the relevance of tort, privacy, and publicity law in order to prevent third party claims from interfering with the commercialization of your client’s products Draft effective employment, development, and distribution agreements Work competently with guilds, unions, and trade associations— including the writers’ guild, directors’ guild, and animators’ guild And more Scott on Multimedia Law, Third Edition includes more than 60 forms covering numerous transactions across a wide variety of media. The accompanying CD-ROM contains electronic versions of the forms, making it simple to use or adapt them for your own practice. This highly practical addition enables you to immediately support the widest variety of client needs—and save time throughout all stages of bringing multimedia products to market.

This ground-breaking and timely contribution is the first and most comprehensive edited collection to address the implications for Intellectual Property (IP) law in the context of 3D Printing and Additive Manufacturing. Providing a coverage of IP law to the three regional markets within the United States, China, and the European Union, this book delivers a thorough overview of the techniques, legal aspects, and regulatory frameworks associated with 3D printing and Additive Manufacturing.

This book offers a summary of the status of the legal landscape of IP and 3D printing technologies in the three major jurisdictions covering the UK, the EU and the USA. It provides a comprehensive overview of the legal landscape in these three jurisdictions and includes an analysis of the key legal challenges surrounding the online distribution of content, with particular focus on intellectual property rights, competition law and the regulation of new technologies. The WIPO Magazine explores intellectual property, creativity and innovation in action across the world.