



Legal Matters

Copyright and other IP helps you protect your rights as an artists. This is your quickguide.

Use this worksheet to better understand the legal aspects that effect your work or project. This form helps you to ask the right questions in a follow up meeting with us or with legal council.

Start with your case description (1), then check all possibilities (2), then make a todo-list how to deal with the legal matters (3). If needed please make an appointment at the Business Station to discuss further.

Ownership of your work legally is called INTELLECTUAL PROPERTY (IP) rights:

1. Copyright (NL: auteursrecht) relates to your artistic creations. © is automatic !
2. Designs (NL: modellen) specifies how a products look
3. Trademarks (NL: merken) signal the origin of products to consumers
4. Patents (NL: octrooi) protects technical inventions in all fields of technology

Other legal topics:

- *Legal form of your practice (rechtsvorm)
- *Quotations & Invoices (offerte, factuur)
- *General Conditions (algemene voorwaarden)
- *Collective Rights, Licensing
- *Personality Rights (portretrecht)
- *Quitclaim
- *Creative Commons /Open Acces

References:

<https://www.wipo.int/portal/en/>
<https://euipo.europa.eu/ohimportal/en/home>
<https://www.bno.nl/page/english>
<https://www.beroepkunstenaar.nl/en>
<https://www.kvk.nl/english>
<https://pictoright.nl>
<https://creativecommons.org>

STEP 1 describe your case, include the work involved

STEP 2 check the legal topic that is involved

Check topics on theright and choose

notes from checking references:

STEP 3 make a todo-list to deal with legal matters

You can also bring your questions to the Business Station.
Make an appointment at wdkabusinesstation@hr.nl

- COPYRIGHT**
when you made it, you own it
also if someone else made it, they own it.
Make sure you have the rights to work you use.
If you sell work, you sell the manifestation not the copyright.
- TRADEMARK**
Trade marks are signs used in trade to identify products.
Your trade mark is the symbol your customers use to pick you out.
It distinguishes you from others using words, marks, shapes, patterns, colour, sound, motion, etc
- PATENT**
by registering your invention of a technical product or process you can prohibit others to copy, use or sell your invention. This gives you time to further develop applications and earn back the resources you have committed to your research and development.
- DESIGNS**
'The appearance of the whole or a part of a product resulting from the features of, in particular, the lines, contours, colours, shape, texture and/or materials of the product itself and/or its ornamentation' (Article 3 of the Design Regulation)
- NON IP**
Other legal topics see left column <<<
Use references to get a first understanding of the topic

