**Intellectual Property** is an idea or a thing that someone has created, designed or owns

It means that a media producer can't just use images or other assets they find

They have to **do things** to deal with the copyright, patent and trademark issues

Copyright is much tougher if you're producing a commercial product

That means, a product you're getting paid to produce

Because you're getting paid you have to make sure that you pay the IP rights holder as well. It's really not OK just to rip someone off

What can be done by media producers?

- 1. use **open source** images
- 2. use **creative commons** images
- 3. use images under a **fair use** deal
- 4. pay for images
- 5. create your own images

1. Use open source images - some images are made freely available to anyone to use. There are copyright free for any purpose

There are lots of excellent places to get open source images from

- **2. Use creative commons images** these images can be used under certain conditions
- Usually you have to attribute the image say who produced it and provide a link to their work
- You still might not be able to use an image commercially it depends upon the exact license being used

Most of the images I use on my slides are, like the one on the right, **open source images**. I can use them any way I want.

The one on the left isn't and needs an attribution added

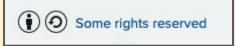




Image by <u>Vancouver Film School</u> on Flickr. Used under a <u>Creative</u> <u>Commons Attribution license</u> (CC BY 2.0)

This is a image I used on the Jobs in the Media Industry slides. It is a **Creative Commons image** that I had to **attribute** and link to

The symbol on the original image links to a license



The license tells me that I can use it if:

- I say who produced it
- provide a link
- if I make any changes I have to share them under the same terms



Image by <u>Ilmicrofono Oggiono</u> on Flickr. Used under a <u>Creative</u> <u>Commons Attribution license</u> (CC BY 2.0)

- 3. Use fair use images sometimes it's OK to use images under a fair use deal
- For example, teachers can often use images in schools if they don't sell them
- Sometimes images can be used at a very small size only for example, to show a company's trademarked logo

The Starbucks logo is used on Wikipedia under a fair use deal to represent the company but can only be used on one page



TIV

This is a **logo** of an organization, item, or event, and is protected by copyright and a nonregistered trademark. The use of **low-resolution** images on the English-language Wikipedia, hosted on servers in the United States by the non-profit Wikimedia Foundation, of logos for certain uses involving identification and critical commentary may qualify as **non-free use** under the Copyright law of the United States. **Any other uses of this image, on Wikipedia or elsewhere, may be copyright infringement.** Certain commercial use of this image may also be trademark infringement. See Wikipedia:Non-free content and Wikipedia:Logos.

Use of the logo here does not imply endorsement of the organization by Wikipedia or the Wikimedia Foundation, nor vice versa.

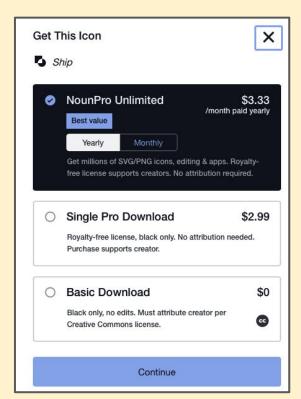
**4. Pay for images** - this is the easiest way to do it for commercial products

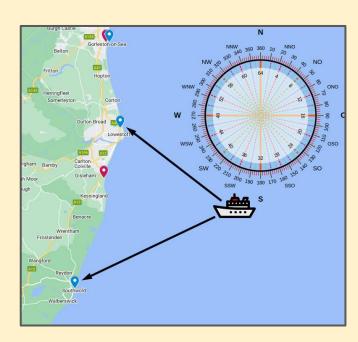
But it can get expensive. For example, TV shows often can't play hit songs on them because of the price

I used a ship image in a presentation

I could have opted to pay for it and to be able to use any way that I wanted. I chose to use the free version and had to

attribute it





Ship by Arthur Shlain from Noun Project (CC BY 3.0)

The ship icon was cheap. Other images can be expensive...

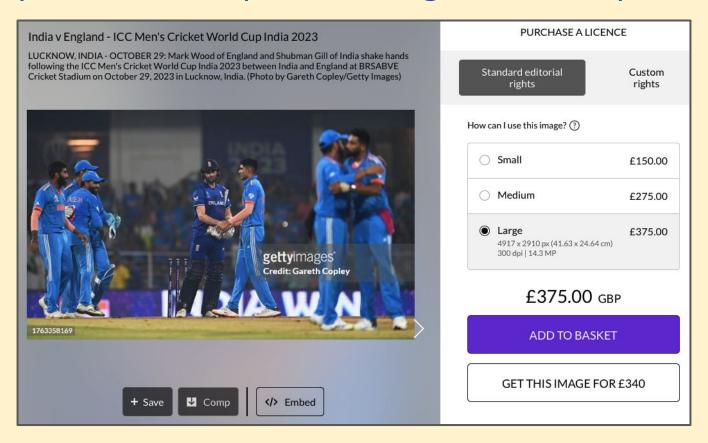


Image used to illustrate the fees charged by agencies such as Getty Images. Used at small scale, with a watermark under a fair use rationale for non-commercial and educational purposes only.

**5. Produce your own images** - take your own photos, employ a photographer, make your own logos or diagrams

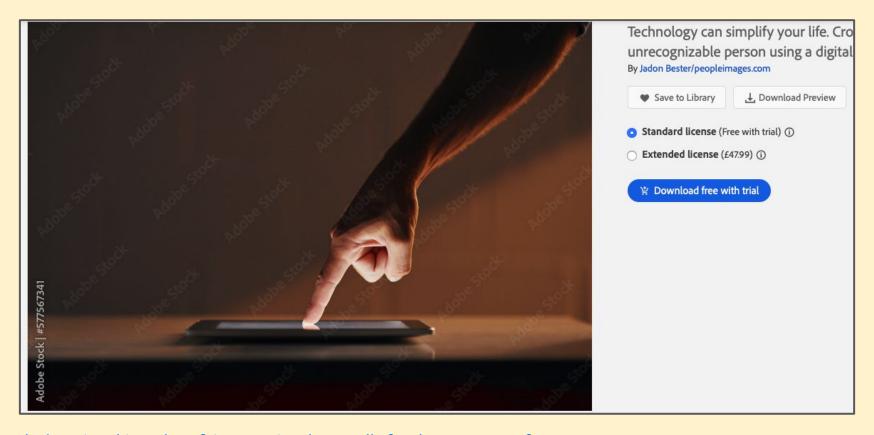
Big media producers will have people employed to do this. Small ones might need to hire a freelance artist or photographer

#### Watermarks and symbols

Watermarks are used to stop people using images that they shouldn't. They can't be legally removed

Symbols such as © show that something is copyright - but you should always assume an image is unless it says otherwise. ® is used for sounds to show copyright. ™ is used for trademarks. CC is used for Creative Commons

#### Example of a watermarked image:



Yeah, I'm using this under a fair use rationale as well - for the same sort of reasons...