

## **INTELLECTUAL PROPERTY LAW 101**

**COPYRIGHT** - REGISTER IT AS SOON AS YOU HAVE A FIRST DRAFT - GO TO [WWW.COPYRIGHT.GOV](http://WWW.COPYRIGHT.GOV) - **FORM PA FOR SCREENPLAYS/PLAYS - FORM TX FOR NOVELS, POEMS, ESSAYS, ETC.** Never sell copyright unless they offer you a lot of money!

**REGISTRATION AT WGA** - CHEAPER AND FOR ONLY 5 YEARS - YOU CAN GO ONLINE AND DO IT AT [WGA.ORG](http://WGA.ORG)

**OPTION AGREEMENT** - A PRODUCER WANTS TO SHOP AROUND YOUR SCREENPLAY SO THEY NEED TO OPTION IT TO HAVE THE RIGHT TO TRY TO SELL IT. They must pay you at least a \$1 to make it legal. In the agreement it must state how much you get if they sell it.

**COLLABORATION AGREEMENT** - GET ONE AS SOON AS YOU START TALKING ABOUT AN IDEA WITH SOMEONE YOU WANT COLLABORATE WITH TO TURN YOUR IDEA INTO A SCREENPLAY. Save your friendship and get a collaboration agreement.

**MANAGERS** - 20/10% COMMISSION - They give you advice and more. **AGENTS** - 10% STANDARD - they have to be bonded and are the only ones who can negotiate. Managers are not allowed to negotiate.

**ADAPTATION** - WORKS IN PUBLIC DOMAIN ARE WORKS CREATED BEFORE 1923 - you can adapt a person's life but you must get their life rights.

**BUYING LIFE RIGHTS** IS ABOUT GETTING SOMEONE TO AGREE NOT TO SUE YOU FOR DEFAMATION. YOU CAN BUY THEM FOR AS LITTLE AS \$1.

**YOU CAN GET MOST CONTRACTS OFF THE INTERNET, THE WGA, OR WRITE YOUR OWN LEGAL CONTRACT...** YOU BASICALLY HAVE TWO DEFINE BOTH PARTIES BY LEGAL NAME, WHAT EACH ONE IS AGREEING TO DO AND BY WHEN AND WHAT EACH ONE IS GETTING IN EXCHANGE AND THEY BOTH MUST SIGN AND DATE IT.