

**PRESENTED AT**

Entertainment Law 101-  
Entertainment Law Institute

November 8, 2023  
Austin, Texas

# **ESSENTIALS OF COPYRIGHTS AND TRADEMARKS FOR CREATIVES**

**Stephanie K. Hay**

Stephanie K. Hay  
The Hay Law Group, PLLC  
Houston, Texas

stephaniekhay@haylawgroup.com  
(713) 955-8682

# ESSENTIALS OF COPYRIGHTS AND TRADEMARKS FOR CREATIVES

## INTRODUCTION

### A. FUNDAMENTALS OF COPYRIGHT LAW

- I. Copyright Statute
- II. What is Copyrightable?
- III. What is not Copyrightable?
- IV. What Are the Rights of a Copyright Owner?
- V. Who Owns the Copyright?
- VI. Duration of Copyrights
- VII. Registration
- VIII. Notice
- IX. Works in the Public Domain

### B. FUNDAMENTALS OF TRADEMARK LAW

- I. Trademark Statute
- II. What Are Trademarks?
- III. Name Selection and Clearance
- IV. Identifying Trademark Classes
- V. Filing Basis: In Use v. Intent to Use Applications
- VI. Enforcement & Maintenance

### C. APPLYING COPYRIGHT LAW TO THE PRACTICE OF ENTERTAINMENT LAW

- I. Copyrights in the Music Industry
  - Types of Music Copyrights
  - Music Licenses
  - Album Artwork, Pictures, Videos and Other Content
- II. Copyrights in the Film & Television Industry
  - Original Work or the Acquisition of Rights
  - Registration
  - Work Made for Hire: Scriptwriters
  - Characters and Titles
  - Licensing
- III. Copyrights in Podcasting
  - Ownership
  - Music and Use of Other Works
- IV. Influencers Use of Copyrights
  - Who Owns the Content Created for Brands
  - Who Owns the Materials Commissioned by the Influencer

### D. APPLYING TRADEMARK LAW TO THE PRACTICE OF ENTERTAINMENT LAW

- I. Trademark in the Music Industry
  - Artist and Label Names
  - Merchandise
- II. Trademarks in the Television and Film Industry
  - Titles & Clearance Reports
  - Use of Famous Names and Trademarks
  - Creation of Merchandise
- III. Use of Trademarks in Podcasting
  - Show Names
  - Merchandise
- IV. Influencer's Use of Trademarks
  - YouTube Channel
  - Branding

## INTRODUCTION

This paper discusses the copyright and trademark laws relevant to the entertainment industry and how you may encounter them within the legal practices of music, film and television, podcasting, and influencer dealmaking. Issues such as filing processes and procedures, registration, enforcement, infringement, and defenses are beyond the scope of this discussion.

## FUNDAMENTALS OF COPYRIGHT LAW

### I. Copyright Statute.

Title 17 of the United States Codes is the federal statute that governs copyright law and its amendments enacted by Congress.<sup>1</sup> As amended, the federal Copyright Act of 1976 and the 1909 Act provide the rules governing copyright law today. Like most areas of law, the statute sets out the rules and case law serves as the authority to interpret those rules. Since copyright is governed by federal law, cases must be prosecuted in federal court.

While the Copyright Act of 1976 is today's primary authority, the 1909 Act is often referred to not only because it was in effect until 1978 but also because many works created before its enactment are still governed by the laws applied to registration, notice, duration, and renewal. Most practitioners will focus on works created before 1978, so the application of the 1909 Act will be irrelevant. However, it's mentioned to make you fully aware that the date a work was created under copyright law matters in reference to the appropriate application of laws.

17 U.S.C. §102(a) defines what works qualify for copyright protection:

*In accordance with this title, copyright protection subsists in original works of authorship fixed in any tangible medium of expression, now known or later developed, from which they can be perceived, reproduced, or otherwise communicated, either directly or with the aid of a machine or device.*<sup>2</sup>

17 U.S.C. § 101 defines what qualifies as fixed:

*"[a] work is 'fixed' in a tangible medium of expression when its embodiment in a copy or phonorecord, by or under the authority of the author, is sufficiently permanent or stable to permit it to be perceived, reproduced, or otherwise communicated for a period of more than transitory duration. A work consisting of sounds, images, or both that are transmitted is 'fixed' for the purposes of this title if a fixation of the work is being made simultaneously with its transmission."*<sup>3</sup>

The court in *Feist Publications, Inc. v. Rural Telephone Service Co.*,<sup>4</sup> established what qualifies as a work original to the author to qualify for copyright protection:

*"To qualify for copyright protection, a work must be original to the author," which means that the work must be "independently created by the author" and it must possess "at least some minimal degree of creativity." The term "independent creation" means that the author created the work without copying from other works.<sup>5</sup> The copyright law protects "those components of a work that are original to the author," but "originality" does not require "novelty."<sup>6</sup> A work*

---

<sup>1</sup> US Copyright Office. (n.d.). Copyright Law of the United States and Related Laws Contained in Title 17 of the United States Code. Retrieved October 12, 2023, from <https://www.copyright.gov/title17/>

<sup>2</sup> Id at 8.

<sup>3</sup> Id. at 3.

<sup>4</sup> [Feist Publications, Inc. v. Rural Telephone Service Co.](#), 499 U.S. 340 (1991)

<sup>5</sup> Id. at 345.

<sup>6</sup> Id. at 348.

*may satisfy the independent creation requirement “even though it closely resembles other works so long as the similarity is fortuitous, not the result of copying.”*<sup>7</sup>

## I. What is Copyrightable?

17 U.S.C. §102(a) and 17 U.S.C. §103(a) list the following works of authorship as protectable under the statute:

- a. Literary works;
- b. Musical works, including any accompanying words;
- c. Dramatic works, including any accompanying music;
- d. Pantomimes and choreographic works;
- e. Pictorial, graphic, and sculptural works;
- f. Motion pictures and other audiovisual works;
- g. Sound recordings;
- h. Architectural works;
- i. Compilations; and
- j. Derivative works.

While most works fall under this list, it is worth noting that it was never intended to be exclusive or exhaustive. It only serves to illustrate what is protectable. The categories are also not mutually exclusive; therefore, a work can fall under more than one category.<sup>8</sup> In the practice of entertainment law, most works will be categorized as literary works (i.e., a young adult novel), musical works (i.e., a song jointly authored by a client who composes the music or writes the lyrics), dramatic works (i.e., a movie script), motion pictures, sound recordings (i.e. a producer who makes a recording of an artist’s vocal performance), compilations (i.e. best of albums) and derivative works (i.e. movie sequel).

## II. What is not Copyrightable?

While the list of works in section 102(a) is not exhaustive, section 102(b)<sup>9</sup> does provide a list of things that cannot be copyrighted. They include:

- a. Generic information, such as facts, numbers, and ideas;
- b. Familiar symbols;
- c. Procedures, methods, systems, processes, concepts, principles, discoveries, or devices; and
- d. Common knowledge includes standard calendars, height and weight charts, tape measures, and rulers.

The biggest misconception amongst creatives is that copyright protection exists in their ideas. Copyright protects the creative expression of an idea but not the idea itself. Several people may have the same idea. How they uniquely express the idea in a fixed tangible medium of expression creates copyright protection. Even if the idea is fixed, only the expression of the idea is protectable. Another party can use the idea if their expression of the same idea differs. Thus, individuals looking to protect their idea for a movie should flush out the idea by writing the script or treatment and include as much detail as possible. Someone may come behind them and write a script using the same idea without infringing. However, infringement may be found if their script expresses the idea with a degree of similarity, among other factors.<sup>10</sup>

Although ideas are not protectable under copyright law, contract law may apply. If a studio or producer signs a non-disclosure agreement for disclosure of a movie pitch and then later produces a movie using the pitched idea, they may be subject to a breach of contract action under the terms of the non-disclosure agreement. Disclosure of the idea without a contract is non-actionable. To avoid the matter, most studios and producers will not sign a non-disclosure

---

<sup>7</sup> Id. at 345.

<sup>8</sup> McJohn, S. M. (2019). *Examples & Explanations: Copyright* (6th ed., p. 32). Wolters Kluwer.

<sup>9</sup> [17 U.S.C. § 102 \(b\)](#)

<sup>10</sup> McJohn, S. M. (2019). *Examples & Explanations: Copyright* (6th ed., p. 403). Wolters Kluwer.

Find the full text of this and thousands of other resources from leading experts in dozens of legal practice areas in the [UT Law CLE eLibrary \(utcle.org/elibrary\)](https://utcle.org/elibrary)

## Title search: Essentials of Copyrights and Trademarks for Creatives

First appeared as part of the conference materials for the  
2023 Entertainment Law 101 session

"Intellectual Property: The Essentials of Copyrights and Trademarks for Creatives"