

Name _____

The Copyright Conundrum: 3D Printing and Licensing

Open-Ended Response Questions

1. Imagine you want to 3D print a toy based on a popular movie character. What legal considerations should you keep in mind before proceeding, and how might fair use or licensing come into play?
2. Reflect on the statement, "3D printing challenges traditional copyright laws." How does the ability to replicate physical objects from digital designs impact copyright discussions?
3. Consider the benefits and potential drawbacks of Creative Commons licenses for creators and users of 3D models. How might these licenses foster creativity and collaboration?
4. Predict how discussions around copyright and 3D printing might evolve as technology continues to advance. How can society strike a balance between protecting intellectual property and encouraging innovation in 3D printing?

