

Contents

<i>Acknowledgments</i>	<i>page</i> viii
<i>List of Abbreviations</i>	ix
Introduction	1
1 3D Printing Technology’s Capabilities and Effects	9
2 How 3D Printing Works and Why it Matters	26
3 Primer on Intellectual Property Law	42
4 Can You Patent a 3D Printable File? (and Why it Matters)	60
5 Patents – Direct Infringement, Individual Infringement, and “Digital” Infringement	82
6 Patents – Indirect Infringement and Intermediaries	104
7 3D Printing and Trademarks: The Dissociation Between Design and Manufacturing	121
8 Creativity and Utility: 3D Printable Files and the Boundary Between Copyright and Patent Protection	143
9 Design Rights, Tangibility, and Free Expression	178
10 DMFs and Optimizing Innovation Incentives	203
Conclusion	228
<i>Index</i>	230