

Promoting Intellectual Property Rights in the ASEAN Region

New types of designs

Stephan HANNE | EUIPO | 21/07/2020





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SOME EXAMPLES







Displays



Projected images



Holographics



Virtual spaces



A BASIC DISTINCTION

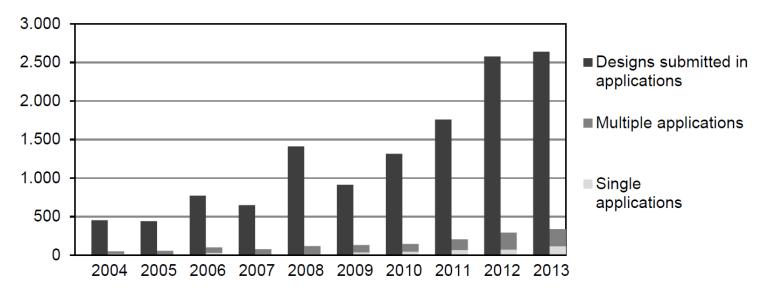
Graphical user interfaces (GUIs)

Virtual reality



STATISTICS – RCD FIGURES

Figure 1: RCD applications in Class 14.04, 2004-2013.



Source: Filitz/Henkel/Ohnemus, Digital Design Protection in Europe: Law, Trends, and Emerging Issues



STATISTICS – TOP 10 Classes for International registrations

Class	2016	2017	2018	2019	Growth rate (%): 2018–2019	2019 share of total (%)
Class 14: Recording and communication equipment	2,094	2,038	2,031	2,974	46.4	13.6
Class 6: Furnishing	2,386	2,031	2,352	2,205	-6.3	10.1
Class 12: Means of transport	1,558	1,499	1,662	2,056	23.7	9.4
Class 9: Packages and containers	1,150	1,251	1,206	1,394	15.6	6.4
Class 26: Lighting apparatus	842	1,354	1,196	1,355	13.3	6.2
Class 23: Heating and cooling equipment	1,169	1,280	1,064	1,168	9.8	5.4
Class 32: Graphic symbols and logos	1,020	1,081	867	<mark>1,14</mark> 4	31.9	5.2
Class 10: Clocks and watches	1,333	1,375	1,288	996	-22.7	4.6
Class 11: Articles of adornment	1,103	856	867	973	12.2	4.5
Class 2: Clothing	659	1,094	698	943	35.1	4.3



VIRTUAL MIGRATION – THREE CHARACTERISTICS

VIRTUAL MIGRATION

- 3D product to 2D graphic or virtual space
- No physical embodiment
- Often fluid features (animation, interactive)

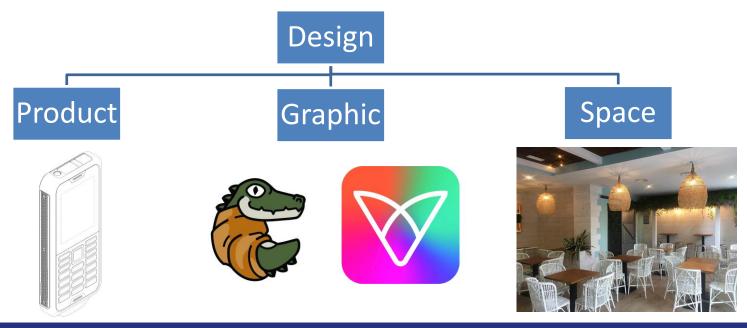


STATUTORY DEFINITIONS

(a) "design" means the appearance of the whole or a part of a product resulting from the features of, in particular, the lines, contours, colours, shape, texture and/or materials of the product itself and/or its ornamentation; (b) "product" means any industrial or handicraft item, including inter alia parts intended to be assembled into a complex product, packaging, get-up, graphic symbols and typographic typefaces, but excluding computer programs;



• <u>3D product to 2D graphic or virtual space</u>





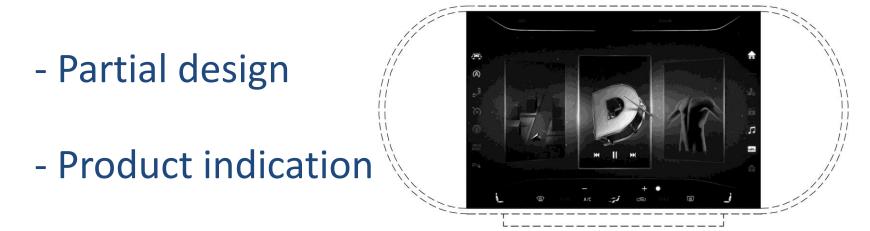




(Source: https://www.landmarkusa.com/vr)



No physical embodiment



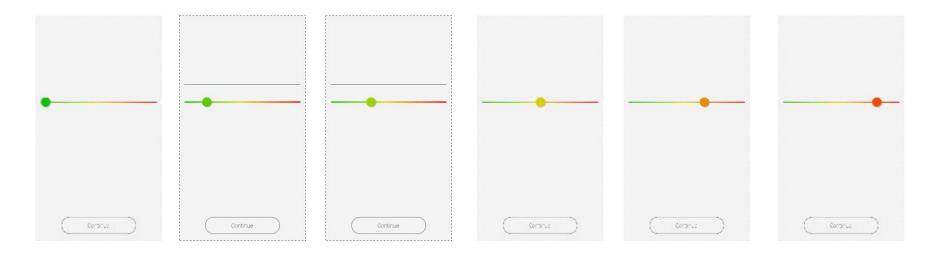


- Often fluid features (animation, interactive)
 - Subject-matter of protection?
 - Formal representation requirements



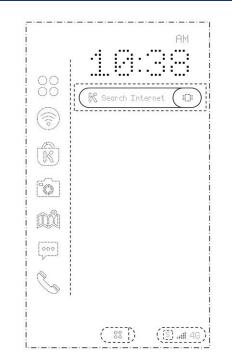
FORMAL REPRESENTATION REQUIREMENTS - ANIMATION

Registered Community designs: Static views only



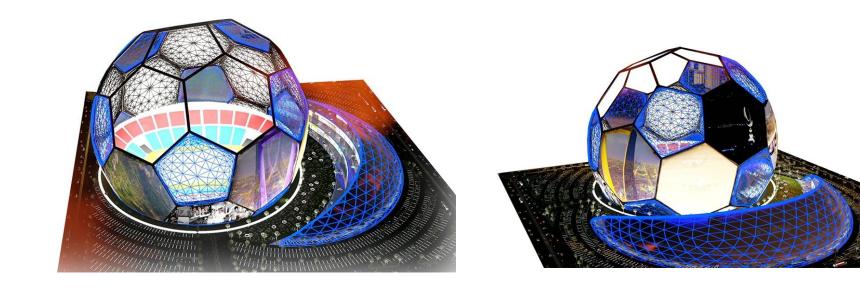








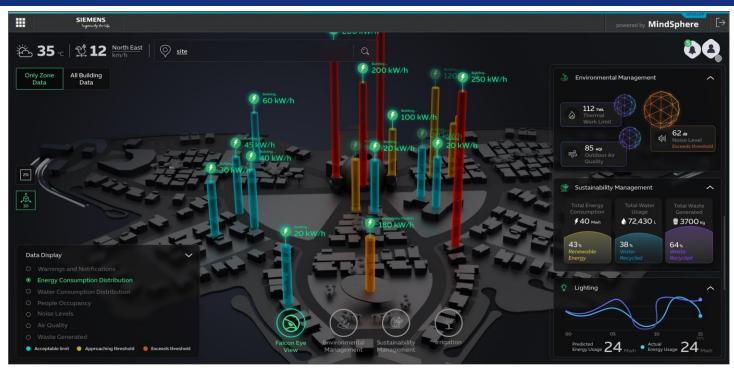




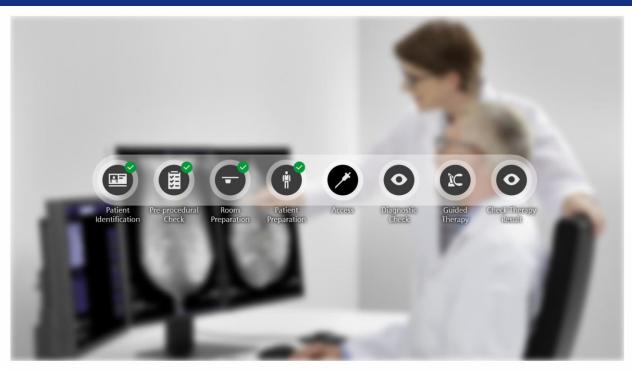














International studies and recommendations

- ID5 "Study of practices on protection of new technological designs" (<u>http://id-five.org/study-of-practices-on-protection-of-new-</u> <u>technological-designs/?red=finished-project</u>)
- WIPO SCT/37/2 "Analysis of the Returns to the Questionnaire on Graphical User Interface (GUI), Icon and Typeface/Type Font Designs"

(https://www.wipo.int/meetings/en/doc_details.jsp?doc_id=365358)



International studies and recommendations

- WIPO SCT/42/6 "Proposal by the delegations of Japan and the USA for a joint recommendation: Industrial design protection for graphical user interface (GUI) designs" (<u>https://www.wipo.int/meetings/en/doc_details.jsp?doc_id=454505</u>)
- ID5 "Catalogue of Partial Design Protection" (<u>http://id-five.org/comparative-study-of-partial-designs-as-effective-means-of-protection-industrial-design-innovation/</u>



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