

Specifically, the Copyright Office is interested in four main areas: the use of copyrighted materials to train AI models and whether this constitutes infringement; the extent to which AI-generated content should or could be copyrighted, particularly when a human has exercised some degree of control over the AI model's operations; how liability should be applied if AI-generated content infringes on existing copyrights; and the impact of AI mimicking voices or styles of human artists, which, while not strictly copyright issues, may engage state laws related to publicity rights and unfair competition.