Licensing: How to open-source your work

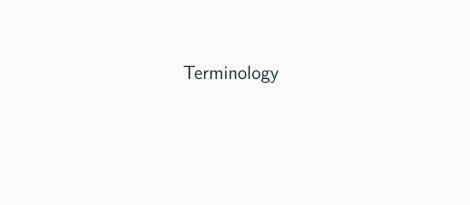Jeffrey Fisher   Skylar   John Evans

Introduction

Presenters

We intend that after this presentation you:

▶ Know what permissions popular licenses grant you
▶ Have a good idea of what licenses you may want to use for your projects
▶ (maybe) Have some understanding of the issues if you want to make money from open-source work

What this presentation is **not**

We will avoid promoting a particular choice. However, we may mention pros and cons of particular choices. Also, this presentation is focused on free and open-source licenses.
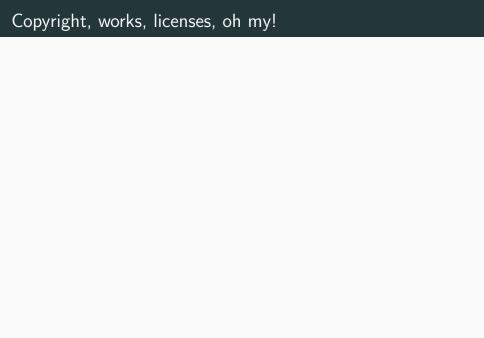
We are not lawyers. We focus on well-understood truths, or point out when something is not well-understood. We cite our sources. If you want custom license terms or to use less well-understood licenses, you should probably consult a lawyer.

Terminology

Free and Open Source Software (FOSS)

The free software movement and the open-source software movement are separate.

Most licenses that fit the free software definition also fit the open-source software definition, and vice versa. ("Categories of Free and Nonfree Software," n.d.)

Copyright, works, licenses, oh my!

Just stick it online, right?

Permissive licenses

Copyleft licenses

Licenses for non-software works

Licenses for non-software works

Home 3D printing has made sharing 3D models common practice.

Similar to source code files, 3D model files can be considered creative works, and can be licensed as such.

Note: This does not mean that the design or the physical prints are protected. Patents would be required for that.

Working with others and in a community

Dependencies and using other people's code

Non-FOSS licenses

Creative Commons

In recent years, the Creative Commons family of licenses have become popular.

3D printing repository websites such as Thingiverse and Printables have these licenses available for users to select from when uploading their designs.

While it is not well explained on these sites, the Non-Commercial versions of these licenses are not free or open source. ("Creative Commons 4.0 BY and BY-SA Licenses Approved Conformant with the Open Definition," n.d.)

Practical and economic considerations

Bibliography

Bibliography

"Categories of Free and Nonfree Software." n.d. Free Software Foundation. https://www.gnu.org/philosophy/categories.html.

"Creative Commons 4.0 BY and BY-SA Licenses Approved Conformant with the Open Definition." n.d. Creative Commons. https://creativecommons.org/2013/12/27/creative-commons-4-0-by-and-by-sa-licenses-approved-conformant-with-the-open-definition/.