Entertainment Litigation

What does an entertainer or creative artist need for a healthy, dispute-free career?

An artist needs protection, and litigation in the entertainment and intellectual property fields commonly involves:

- managers with conflicting interests and divided loyalties; contracts that demand exclusivity, but have no express obligations to implement the contract terms; copyright infringements; and unauthorized use of an artist's name, likeness or persona;
- proper credit for the artist and a full accounting of all compensation due and owing.

The artist (and the litigator) needs education, as litigation often involves:

- a misunderstanding of the legitimate needs and the reasonable expectations of the parties with whom the artist contracts, and the legitimate positions of the adversary, and
- the misguided belief that only trial by combat will best achieve the artist's objectives.

While each field in the creative arts has its own special customs and practices, but these issues are common to them all. *Entertainment Litigation* is a thorough exposition of the basics that manages to address in a simple, accessible way the pitfalls and the complexities of the field, so that artists, armed with that knowledge, and their representatives can best minimize the risk of litigation and avoid the courtroom.

Written by experts in the field, *Entertainment Litigation* is the manual for anyone practicing in this fast-paced, ever-changing area of law.

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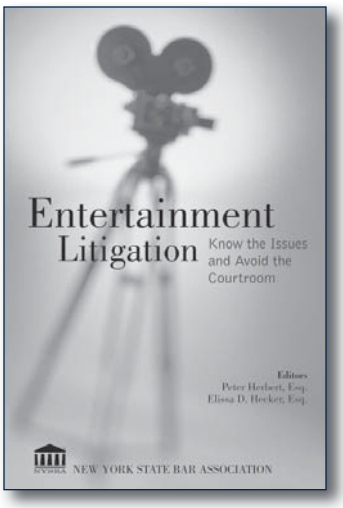

Key Benefits

- Keep up-to-date with recent changes representing clients in the entertainment field
- Understand the nature of artist-manager relations
- Increase your versatility across several entertainment mediums

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