BUILDING A CREATIVE COMMONS LICENSE

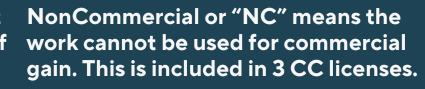
So you're looking at using a CC license on your work... First you need to understand the building blocks of the licenses so you can choose the right one.

CC Licenses have three layers:

- 1. Legal Code The legally enforceable terms and conditions of the license.
- 2. Commons Deeds Webpages with a plain language summary of the of the legal code. Not legally binding, but much easier to understand.
- 3. Machine Readable A metadata summary of the license. This can be attached to works to allow search engines to understand and identify CC licensed works.

The four elements that combine to make up the CC Licenses are:

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ShareAlike or "SA" means adaptations NoDerivatives or "ND" means that of the work must be given the same or personal adaptations made cannot be in 2 CC licenses.

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The resulting CC Licenses are:



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Outside of the CC Licenses, there are also two CC Public Domain Tools:





CCO is used by creators to donate their work to the public domain. As some countries do not allow this, CCO also includes legal mechanisms to waive all rights and allow anyone to use the work as if it were in the public domain. As an extra precaution, it includes a guarantee that no damages will be pursued. The Public Domain Mark can be applied to works that are known to have crossed into the public domain and, as such, are free of copyright. This mark has no legal standing or effect, it is only used as a label to help identify these works to the general public.



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