Patent Eligibility of Computer Software – The New Landscape



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The Software Patent

- Covers a method or apparatus
 - that is produced by executing steps on a processor
 - as commanded by the processor.
- The invention may include
 - a method defined by lines of code or
 - a new machine produced as the commanded interconnections are made.

A software claim recites:

- A nontransitory medium
- Which contains a set of instructions
- To be executed on a processor
- Which causes the processor to perform selected steps

A software patent



(12) United States Patent Rosenfeld

(10) Patent No.: US 6.307.576 B1 *Oct. 23, 2001 (45) Date of Patent:

- (54) METHOD FOR AUTOMATICALLY ANIMATING LIP SYNCHRONIZATION AND FACIAL EXPRESSION OF ANIMATED CHARACTERS
- Inventor: Maury Rosenfeld, 1040 N. Las Palmas Ave. No. 25, Los Angeles, CA (US)

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This patent issued on a continued pros-Notice: ecution application filed under 37 CFR

1.53(d), and is subject to the twenty year patent term provisions of 35 U.S.C.

154(a)(2).

Subject to any disclaimer, the term of this patent is extended or adjusted under 35

U.S.C. 154(b) by 0 days.

Appl. No.: 08/942,987

Filed: Oct. 2, 1997

- (51) Int. Cl.⁷ G06T 15/70

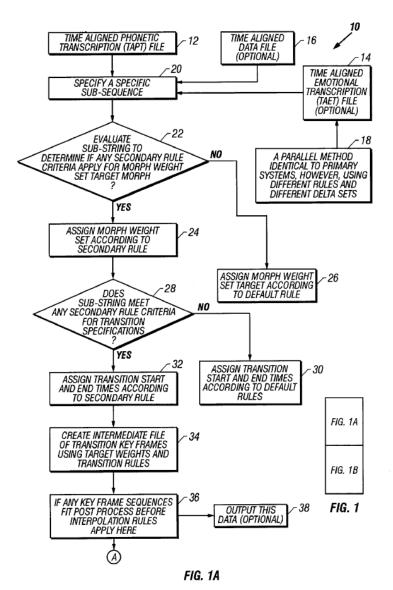
Field of Search 345/473, 951, 345/953, 956, 957, 955

(57)

ABSTRACT

A method for controlling and automatically animating lip synchronization and facial expressions of three dimensional animated characters using weighted morph targets and time aligned phonetic transcriptions of recorded text. The method utilizes a set of rules that determine the systems output comprising a stream of morph weight sets when a sequence of timed phonemes and/or other timed data is encountered. Other data, such as timed emotional state data or emotemes such as "surprise, "disgust, "embarrassment", "timid smile", or the like, may be inputted to affect the output stream of morph weight sets, or create additional streams.

26 Claims, 4 Drawing Sheets



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1. A method for automatically animating lip synchronization and facial expression of three-dimensional characters comprising:

obtaining a first set of rules that define output morph weight set stream as a function of phoneme sequence and time of said phoneme sequence;

obtaining a timed data file of phonemes having a plurality of sub-sequences;

generating an intermediate stream of output morph weight sets and a plurality of transition parameters between two adjacent morph weight sets by evaluating said plurality of sub-sequences against said first set of rules; ...

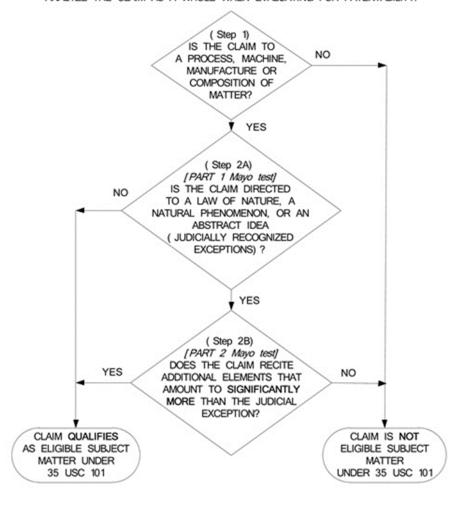
generating a final stream of output morph weight sets at a desired frame rate from said intermediate stream of output morph weight sets and said plurality of transition parameters; and

applying said final stream of output morph weight sets to a sequence of animated characters to produce lip synchronization and facial expression control of said animated characters.

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PRIOR TO EVALUATING A CLAIM FOR PATENTABILITY, ESTABLISH THE BROADEST REASONABLE INTERPRETATION OF THE CLAIM. ANALYZE THE CLAIM AS A WHOLE WHEN EVALUATING FOR PATENTABILITY.



Reasons for seeking a patent

- Preventing copying by a competitor.
- Securing market share
- Demonstrating competence of the patent holder
- Having a capital asset on the balance sheet. This increases a company's value at exit
- Making money

Program management considerations

- Agreements with the employees, joint developers, vendors, and occasionally customers to maintain its ownership
- Agreements often protect intellectual property rights in general
- Have a procedure to have employees write disclosures - the disclosure can be on the contract administrator's list

Thank you!

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