

Free and Open Media

Public Domain, Copyleft, and Copyfree  6,000,000+ Accessible Works in Archive.org Alone
via Wikipedia

- **Public Domain** is a range of creative works whose copyright has expired, or was never established; as well as ideas and facts which are ineligible for copyright. A public domain work is a work whose author has either relinquished to the public, or no longer can claim control over, the distribution and usage of the work.
- **Copyleft** is a play on the word copyright to describe the practice of using copyright law to offer the right to distribute copies and modified versions of a work and requiring that the same rights be preserved in modified versions of the work.
- **Copyfree** is a type of permissive license. The term is a play on the word copyleft as well as the word copyright, describing a practice that contrasts both of them of using copyright law to remove restrictions on distributed copies and modified versions of a work imposed by both copyleft licensing and copyright itself.

(a few) Alternative to Copyright Licenses

GNU Variants	Creative Commons	Copyfree	Open Publication License
Free Art License	Open Game License	Public Domain	Against DRM License

(some) Places to Acquire non-Copyrighted Works

Archive.org	Music, movies, books, audio, software, TV News	CreativeCommons.org	Music, movies, books, software, pictures
Sourceforge.net	Software	wileyopenaccess.com	Open access journals
Github.com	Software	doaj.org	Open access journals
LibreVox.org	Audio books	Gutenberg.org	Books
livedistro.org	Complete Operating Systems	FreeMusicArchive.org	Music
flickr.com	Pictures	Vimeo.com	Video

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thepowerofopen.org	The world has experienced an explosion of openness. From individual artists opening their creations for input from others, to governments requiring publicly funded works be available to the public, both the spirit and practice of sharing is gaining momentum and producing results.
	Creative Commons began providing licenses for the open sharing of content only a decade ago. Now more than 400 million CC-licensed works are available on the Internet, from music and photos, to research findings and entire college courses.
free-culture.cc	All creative works—books, movies, records, software, and so on—are a compromise between what can be imagined and what is possible—technologically and legally. For more than two hundred years, laws in America have sought a balance between rewarding creativity and allowing the borrowing from which new creativity springs. The original term of copyright set by the First Congress in 1790 was 14 years, renewable once. Now it is closer to two hundred. Thomas Jefferson considered protecting the public against overly long monopolies on creative works an essential government role. What did he know that we've forgotten?

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