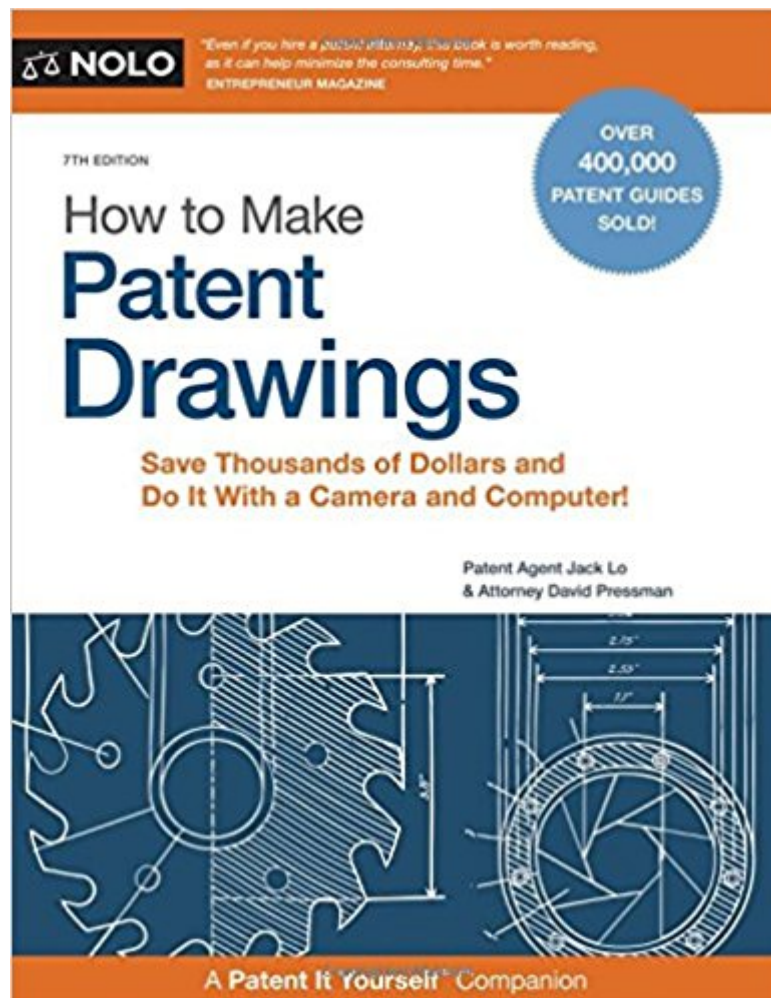




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# How To Make Patent Drawings: Save Thousands Of Dollars And Do It With A Camera And Computer!



## Synopsis

Save on patent drafting by doing it yourself! If you're trying to patent your invention, you know need a drawing to complete your USPTO application. Professional patent drafters charge per sheet for their patent drawing services and it can cost you hundreds of dollars. But with *How to Make Patent Drawings* you'll be able to complete this crucial step and create a patent drawing that complies with the strict rules of the USPTO. This book is a good companion for *Patent It Yourself*. The 7th edition is completely updated to reflect recent changes to patent law and the newest advances in technical drawing. It includes all necessary forms with step-by-step instructions.

## Book Information

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## Customer Reviews

“Even if you hire a patent attorney, this book is worth reading, as it can help minimize the \$200-per-hour consulting time you'll need with your attorney.”

Entrepreneur Magazine “The authors, a patent agent and a patent attorney, illustrate how to create formal patent drawings that comply with the rules of the U.S. Patent Office, a crucial and sometimes expensive step in the patenting process.”

• Mechanical Engineering  
Jack Lo is an inventor and a registered patent agent with many years of experience in preparing and prosecuting patent applications, including making formal patent drawings. He is the co-author of *How to Make Patent Drawings*. San Francisco Patent Attorney David Pressman is a graduate of

Penn State University (BSEE) and George Washington University Law School (JD) where he was on the Law Review. He has over 40 years of experience in the patent profession -- as a patent examiner for the U.S. Patent Office, a patent attorney in corporate and private practice, a university instructor, a columnist, and as author of the Patent and Trademark entries to the World Book Encyclopedia. His books have charted the path for over 300,000 inventors. Dave is also co-author of How to Make Patent Drawings (with Jack Lo), Patent Pending In 24 Hours (with Rich Stim), and Patents For Beginners (with Rich Stim).

All the detail an artist needs to get involved in patent drawing.

Bottom line - get the software.

The advice is helpful. If you are an inventor who wants to save some money, you can do the figures yourself, using common drawing packages like OpenOffice or Microsoft Office. There is likely no need to hire a professional drawer to make the figures. Note that for mechanical type applications, that some CAD package could come in handy, if you feel a need to have complex figures. The drawings on the book cover are examples of such objects. The discussion is easily readable; little legal jargon. And also note that the PTO has always allowed hand drawn figures. Yes, to this day. So in the last contingency, just do it by hand. And keep the figures simple. One qualification is if you file for a design patent. These are indeed about the look and feel; literally the surface stuff. Here the figures you submit need to look like an instantiated product. I have gotten 6 patents using figures made in OpenOffice, without anything more specialised. I did not read this book before doing so, but its advice rings true.

The most valuable part of this book is that it makes the novice patent seeking individual aware of how absurdly complicated the USPTO is. The wonky page margins, substandard requirements for mechanical drawings and an exhaustive concordance of information science worst practices seem better suited to the late 1940's. I'm almost positive the standards actually are from the late 1940's. Nevertheless, those are the requirements and the book does lay them all out. But, for a technically oriented book it leaves some to be desired in the way the information is communicated. It's like reading a contract and it's the responsibility of the reader to make their own tables and matrices to avoid flipping between pages. You also need to be able to pretend you're living in late 1940's Russia to where things like clean paper and black ink are difficult to find and White-Out is

more important than anything. It's really strange. Contemporary technology like CAD and word processing are kind of shoe horned into the text between manual drafting techniques and vellum. Overall it's worth the price and there's a ton of good information in the book, but you've got to make it useable information on your own.

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