

ENTERTAINMENT, MEDIA AND TECHNOLOGY

The Entertainment, Media and Technology Industry Team at Sheppard Mullin is a full-service multi-disciplinary group representing the major motion picture studios, television networks and other domestic and international entertainment, media and communications companies in all areas, including:

- motion picture and television development
- finance, production and distribution
- advertising/sweepstakes
- branded entertainment
- games
- intellectual property
- licensing and merchandising
- mergers, corporate finance, acquisitions and other strategic corporate transactions
- music
- First Amendment
- convergence, online/technology
- publishing
- sports

Our transactional attorneys have represented clients in some of the industry's largest and most complex distribution, licensing and financing transactions, as well as mergers, acquisitions, joint ventures and other strategic corporate activities.

Our litigators have extensive trial and appellate experience, and have litigated a wide variety of issues, including those involving distribution rights, profit or revenue participations, audit claims, talent disputes, copyright, idea submission and trademark claims, First Amendment, defamation and right of publicity claims, labor and employment claims, insurance disputes and antitrust, unfair competition and vertical integration claims.

We also have an FCC team to serve our entertainment clients' regulatory needs.