So copyright people, it probably doesn't occur to you that a lot of people posting their art online are young and learning. They post their art for encouragement and feedback. Maybe a few of them like me post their works to places like Redbubble or Society6 to make a miniscule profit off their works. And that's just for art. For writers, we just have so much to say and whether it's painstakingly written fanfiction or original short stories the reason for sharing them online is always the same. Encouragement and feedback. It allows young artists to grow and gain confidence before entering their work into a more professional atmosphere.

1. What are the most significant challenges related to monetizing and/or licensing photographs, graphic artworks, and/or illustrations?

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Basically young artists are just that, young. They probably don't understand copyright law and at that age why should they? If we are now expected to license and monetize all works to keep them from being used without our permission that is going to seriously limit some peoples artistic expression. And what would be the parameters for posting work publicly? Would sharing on facebook with your family and friends count? Would it only count if it was posted to an art website like Deviantart or Redbubble? And if we have works posted on places like Redbubble and we are making a small profit(In my case I make 20 dollars maybe every six months) does that mean our works are exempt from the public posting rule? This is such a slippery slope you would be dropping us down please don't.

2. What are the most significant enforcement challenges for photographers, graphic artists, and/or illustrators?

I mean, it's already hard for artists to enforce their rights to publicly posted works. People are always sharing unsourced art or poetry and removing any watermarks. Most people online understand how unfair this is to the content creator and so we all try very hard to not share around stolen art. It's already hard to do that in the point and click ease of browsing the internet. So often we see something nice and share it without a second thought. It's already hard to be aware of this issue.
But this law would make it open season. Because now art wouldn't be stolen, it would be protected under fair use. If somebody took a persons art and started selling it on T-shirts without the artists knowledge they could claim it was under fair use and the artist would have to fight that claim.

3. What are the most significant registration challenges for photographers, graphic artists, and/or illustrators?

Mostly it's an issue of knowledge and money. Most people don't know how to register or license their own works. And I'm almost positive it costs money, something that most of us starving artists dont have in excess. For somebody with a huge portfolio of work it would be difficult and expensive to get all their works registered

4. What are the most significant challenges or frustrations for those who wish to make legal use of photographs, graphic art works, and/or illustrations?

Honestly I don't know the answer to this one. When I'm working professionally as a video editor there are websites like Pond5 or Videoblocks designed specifically for content creators to obtain photographs, illustrations, music or whatever for professional use. The only difficulty is that it costs money. Which is should. This is a work somebody else created, why should it be free to the world?

5. What other issues or challenges should the Office be aware of regarding photographs, graphic artworks, and/or illustrations under the Copyright Act?
I think the people writing this law aren't considering fanworks. A lot of young people(the ones I mentioned in #1) and a lot of people my age as well, really enjoy creating art for things we like. 'Fanworks' are works created based on content somebody else created. Fanart for a TV show, ornate GIFs showing a scene from a film, short stories based on a webseries. These are all examples of fanworks that are created in the spirit of fun and self expression and would now be in a legally tricky area.
The defense of fanworks is usually based in how transformative they are of the original work and there has yet to be any outlining of how exactly to one can be transformative 'enough.' So what happens to the kid that favors realism in their art and so has beautifully painted an exact copy of a screenshot from a scene in *Orphan Black*? What happens to the teenager who created high quality GIFs or graphics of a scene from Agent Carter. There is a lot being pulled directly from the source material but it is still transformed by the artists creativity. I don't know how well that argument would fly if these two had their work stolen or even tried to have it licensed in the first place.
As I mentioned at the start, so much of this is about retaining the right to be freely creative online without worrying that our work could be stolen and used legally.

Sincerely,
Ilana Hack