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

Cost is certainly a factor, but it is also a matter of protecting the brand or reputation for your design. As an example, there is little to no enforcement of protecting copyright when an amateur, unlicensed artist creates a print of a licensed character (ie. Disney/Marvel's Iron Man) and sells it online or at conventions, despite the fact that it's a clear violation of copyright law. At the same time, many of these amateurs and hobbyists might pursue obtaining a license if it were more monetarily feasible to do so, or if companies had clearer communications as to how to obtain a license (or, for that matter, if they do not wish to license their brands out at all, which should certainly also be an option for them.)

There too, the areas of parody and satire art should out of necessity continue to be protected, to allow freedom of speech and criticism to any artist of any level.

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

The proverbial genie is out of the bottle as far as this area goes. There is little to no education, and even less enforcement, of copyright violation by the copyright owners. I believe this can be chalked up to a combination of lack of concern and improbability of expense. To use my previous example, Disney is unlikely to waste the money to have their legal team go after the amateur artist who is selling his Iron Man prints for $10 at a comic book convention. The money involved in the legal pursuit is essentially wasted money, as it will cost more to Disney to legally force this person to stop what they're doing than it does to simply ignore it. And by that same token, the smaller independent publisher who is willing to fight tooth and nail to protect their creation might be unable to afford legal counsel in the pursuit of protecting their copyrights.

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

The Copyright Office has done much to ease the burden of making it simpler to register your copyright or trademark for creative works. Continued simplification of this process should be an ongoing goal of the office. It would be equally helpful to make the cost of registering a little easier for the smaller independent artist. Continuing effort to meet these two criteria might dilute some creator's issues with taking the time (and expense) to register their work. There, too, the standard idea that a work is considered "copywritten" once it appears in some form of published document (a book, a printed photo, a website, etc.) should continue to remain in effect.

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?

I think if the path to obtaining a license were simpler, there would be more interest in pursuing it. For the amateur or hobbyist, it's simply easier to beg forgiveness than ask permission at this point. If a person is creating unlicensed work of a known property, selling it, and there's no enforcement of the copyright law to cease the practice unless the owning entity decides to invest time and money to go

after them, then truthfully…other than an individual's artistic integrity…why not continue to do it? At the same time, creators need to have a solid, efficient, and affordable way to protect their creations, particularly smaller publishers who wish to do so.

5. What other issues or challenges should the Office be aware of regarding photographs, graphic artworks, and/or illustrations under the Copyright Act?

Of primary importance here is the protection of the creator's creation, whether it is a large corporation or a single individual. What is done with it, how it is done, and by whom, is and should be left up to the original creator of any work. The Copyright Office's job should be to assist that creator in the ease of protecting their creation.