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

I believe the challenge is getting people to pay for what they are using, and setting up a royalty system like music would help in that regard.

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

It's also frustrating with the internet being what it is for theft of art. Most of the time you have to rely on fans of your work to notify you when something is stolen, and then go through many hoops to try and get it taken down. If this new copyright law goes into effect, anything of mine out there is free game, and there is nothing I can do about it.

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

The challenge is money and time if it was a manual process. With the internet being what it is, many US people are outsourcing not only goods, but arts as well. It is difficult for a US based artist to get well paying jobs when there is someone overseas who will do my $200 job for $10. So, in order to compete, I need to sell myself short. Which doesn't leave much money leftover to mail in copyrights and pay for them. I need my time to make art and I need the money made to pay my bills.

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?

The biggest frustration I would assume if finding the original artist to get permission for use. Especially with the internet and people cropping images to remove your signature, sometimes it's difficult to find out who the artist is to even ask.

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

The fact that our law for digital art is severely lacking. There is no royalty system like in other countries. I Highly suggest looking at other countries and see how they are running things,a nd the community response to such to see how well their system is or isn't working. If I were to make royalties off my work like musicians, then I wouldn't have to worry as much about people pirating my work.