I'm writing this because it brings a great concern over me that lawmakers know little about the art industry. I don't say this to offend but to reveal how it really works. Many artists are scared off from pursuing art at a young age. Mainly because the myths of it making hardly any money has truth. It takes an extreme amount of courage to pursue it since most people will have to work their entire lives to have success. I don't say this to say other industries have it easier, but to say that the art industries don't have a commercial outlet available for equal opportunities. When jobs are available for artist the companies seek to take advantage of art and think of this person can make a drawing so well that it takes them no time to do so, so why should i grant them more money. The fact is that artist aren't talents and worked to gain their abilities, dedicating thousands of hours to do so. Regardless of artist knowing this, they sell themselves short since their isn't a lot of work available to them, since their isn't commercial jobs available. They do this as a way to survive.

Many people may say, "why don't they just pursue a regular job" ,and "why don't they just do art as a hobby." Truth be told I see why non artist would say that, but in order to be good at art these days, you need to dedicate 8 hours or more to become at a competent level or proficiency and even then it's not enough. All the great artist you can think of in your head, spent thousands of hours perfecting their craft. It's no different than a barber who spends thousands of hours to become the best at cutting hair. In all respect to them, they have an outlet, artist have not found a stable outlet. Absolutely no job security and most jobs are temporary. Find any animation job, that many artist look forward to working, say warner brothers. The artist still has less job security than other fields. Not because the job can't support them, but because the industry is still new and developing. With zero outlets, artists seek to live their dream through freelance. Which then again isn't easy.

The point is that it already isn't easy and were simply not asking to bend over backwards and give us the world. But reworking copyrights in a way could hurt artist as is. What i mean specifically is since most artist are freelance artist or working for a company, they post their works online. When they post it online, they do it since it's an avenue to directly reach out to consumers without a middleman. The internet is giving artist the extra support to gain traction and pursue their dream. Artist already struggle to pay back art school expenses since the rate of the schooling versus average salary is severely tipped unevenly. The internet acts as an extra revenue source and give artist the confidence necessary for success, without having to go through a company. They can create their own books, characters, stories, animations, etc. For the first time in human history artists can make their ideas happen without a company backing them. When they post their work online it is a way for them to give people a glimpse of their work for free, in hopes to gain a consumer. To say that any person or company can take their work and change an aspect of it and say it's their is fraud. It's as if i'm taking the mona lisa off of a gallery wall and changing the color of it and claiming it as mine. Let's say that you just spent 100 hours working on a painting and wanted to post it online as advertising to sell it, would you feel right if someone could come along and take it for free (using it for their advertisements). This is exactly what the chinese market does and you see them do it with american products all the time. It is extremely wrong and hurts creators on all levels. It's no different then me taking

the apple logo and using it for my own personal products unrelated to apple. Having copyrights where anyone can take content online and reuse it for their own good for free, is evil! I wouldn't go down the street to a grocery store and just take something without asking, would i? I believe in this world, copyright for the art community should be : Artists who post work online should have to have companies contact them for permission to use their work, if no contact is made they should not be allowed to use work. It's as simple as that. Sure these artists aren't going to copyright every work they do, since many do not have the time, money or confidence in their work to do so. It should just be a rule where you don't take whats not yours. Companies can be inspired and produce work similar to something but if enough people think that it's identical to the original then it should be plagiarism. Please consider all that i've said.

Summary: Artist are in a very very competitive industry, with little to no stability. The internet has granted them it, but they still have trouble generating money. Companies often undercut artist, so freelance is one of the very few viable options. Giving are work for free online is unacceptable and for a company to take that which is not theirs is stealing. No different than a person walking into a store and stealing an apple. It is easy to prove who is stealing from who when an artist has a posted date on their accounts. They shouldn't have to go through a third party to get the rights either. A store doesn't have to go through a third party to sell you products.

Final side note: Freelance artist often make fan art, fan art is art where people use characters from famous series and create something that pays homage to it. They sell it despite their being ip laws for these characters. I don't think its wrong that artist do it, since they are creating something that is non existent from the company they are borrowing characters from. If anything small content creators shouldn't be hurts from these ip laws. It should be the big companies since these small companies are getting their feet wet in how the creative industry works. Also most artist have difficulty creating their own original characters since they don't have a mainstream medium to do so like the big companies. When they create fan art they are actually generating more interest in the original product. Which is how i discovered alot of shows, films, games through this art form.