Maria Pallante
Register of Copyrights
U.S. Copyright Office
101 Independence Ave. S.E.
Washington, DC 20559-6000

RE: Notice of Inquiry, Copyright Office, Library of Congress Copyright Protection for Certain Visual Works (Docket No. 2015-01)

Dear Ms. Pallante & U.S. Copyright Office Staff:

I am not a visual artist, but I work with many in the video game, mobile game, and social game industry. I have seen plenty of freelance artists struggle to establish themselves in an industry that depends heavily on visual art, yet are at the lower end of the industry pay scale.

As a writer, game designer, and content creator myself, I feel the new law is too permissive against visual artists. It places too much of a legal and financial onus on artists to protect their own work and brand, and unfairly burdens less well-off artists with now necessary registration fees. It gives an advantage to larger studios and businesses with the resources that most artists lack, especially in such a competitive economy.

I'd rather have the visual artists speak for themselves, such as at these blogs:
http://digital-doodle.tumblr.com/post/124514342906/i-interrupt-a-long-term-hiatus-to-help-raise

http://myemail.constantcontact.com/Artists-Alert--The-Return-of-Orphan-Works-Part-2---ARTISTS--LETTERS.html?soid=1102063090742&aid=DEeIBiwWgJ4

http://artlicensingshow.com/your-copyrights-could-be-undergoing-drastic-changes/

As a fellow creative, I share their concerns and feel that the new law negatively impacts not only visual artists, but anyone creating a work. In this digital age, it is too easy to take another's work without attribution or compensation. This new law would make this act of theft or plagiarism even easier.

Please reconsider the law and rewrite it with visual artists in mind.

Sincerely,

Monte Lin