

**how to get paid and also not sued for doing your job and
or hobby
or a so called list of tips for artists and content
creators**

(or baby's first copyright lecture)

**prologue
introduction**

all of the information i will give would probably be obvious in a normal context but you never know what will happen while you do your own stuff.

this is nothing more and nothing less than a list of warnings.

i may be young and stupid BUT there is nothing wrong for just being careful.

also this will probably be a very long, confusing ramble. sorry for that.

so now let's get to the issue.

**act 1
a fanproject is born**

so you've decided to make a fanproject! cool! a fancomic/fangame/fanfic/fanart is a great way to polish your creative abilities! but do not forget - if you feel like it and also you feel like you put a lot of work into your content, you CAN get paid for it. of course if you want and AREN'T CLOSE TO BEING SUED FOR YOUR CONTENT.

why sued? well. most content exists with a license.

**act 2 scene 1
licenses**

licensing is very important when it comes to creating stuff. (this is only true if the person reading this still lives in a world where copyright matters - if it

doesn't, everything is fair game).

while copyright is a different kind of collossus that i do not wish to tackle in a single document, types of licenses are pretty straightforward! there are six most used licenses (practically eight but the additional two will also be talked about). here they are:

CC BY
CC BY-SA
CC BY-NC
CC BY-NC-SA
CC BY-ND
CC BY-NC-ND

act 2 scene 2
attribution (or how to not be an asshole)

you see the BY part that is repeated in all of these license types? yeah? the BY means YOU HAVE TO credit the original owner of the media. unless the original owner (from now on abbreviated to OO) says that you don't have to credit them, just do it. not because "hey it's the law", do it because it is just scum behavior to not credit the OO. and because crediting doesn't hurt.

there are of course exceptions. you wouldn't credit the whole team that made a very very very long cartoon when you do a singular fanart right? (but generally that's the thing with fanart, as long as you do not take something from an indie artist, credit is not the most important thing).

remember - crediting doesn't hurt.

act 2 scene 3
share-alike

the SA is not the Very Bad Thing You Could Think Of. SA is just an abbreviation of share-alike, which just means "if the OO says so, use the same license as them when redistributing/deriving/changing the original thing". it's just something along the lines of "if i do not get paid for this, then maybe noone should? (CC BY-NC-SA)". a very personal thing tbh.

act 2 scene 4
non-commercial

if a license has NC in it, do whatever with the original thing (while also crediting the OO, do not forget that), BUT do not ask for money. you can share it as much as you want, you can change it as much as you want but please for the love of god do not use it for commercial purposes. that's just the general vibe of NC. i think.

act 2 scene 5
nonderivative

ND in our context does not mean neurodivergent but it means non-derivative. What does it actually mean? well. "just keep the original thing in its original state, share it if you want but do not change it, or derive anything from it. keep it as it is." or something like that.

act 2 scene 6
mixing letters

now that we know what the abbreviations mean, let's put this knowledge into use.

NC-SA? well it's NonCommercial-ShareAlike. so it means "use it however you want, just not use it for money".

NC-ND? NonCommercial-NonDerivative. "share it if you want, don't change it or use it for money".

quite easy right?

act 2 scene 7
secrets of the universe

well actually there are two more things about licenses i want to talk about, the previously mentioned two additional licenses - All Rights Reserved and CC-0. well what are they?

All Rights Reserved just means only the OO can freely do

anything with the media in question.

CC-0, or Public Domain, is almost the same as CC BY. you can really do anything with the media in question BUT there is one difference - you do not have to credit the OO. an example of CC-0 media are the cthulhu mythos. you can really do anything with cthulhu and his friends and lovecraft can't do anything about it. mostly because he's dead but that's another thing.

that pretty much summarises the bare minimum of copyright knowledge you'll need before just doing stuff.

act 3 **the thing about fanarts**

fanart is probably the most easiest part of content creation when it comes to the issue of copyright. just as long as you do not generate any money from the art, you are safe.

that's why sometimes commissions are just s l i m y. sometimes you will be fucked if you do a commission of a fanart, sometimes not. it just really depends and it really is up to chance.

but yeah. fanart is really the safest way of creating fancontent but it also could be very inaccessible for some people, as not all people feel comfortable with their artistic skills (which is a shame in itself!) so that's why we'll have to talk about other ways of creating fancontent

act 4 **the thing about fanfics**

fanfics are really easy to make. wattpad is just the epitome of "anyone can write anything here". wattpad is truly the birthplace of very cursed things but this is a part about fanfics in general, not just wattpad so let's go with the main thing.

getting paid for writing fics theoretically impossible. there have been cases of fanfics being sold as a literal novel.

first case: after.

after started as a series of... uhh... wattpad harry styles fanfiction? what the fuck? they are selling this as a novel series? AND also movies? well uhh kinda? they had to change the fact that it is a harry styles fanfiction and now it is not about harry. and it is kinda succesful right now. the novels and the movies sell so yeah. you can definetely be paid for your "hard work".

case two: fifty shades of grey.

fifty shades was originally a twilight fanfic. yeah. and it sold so fucking hard that we still have to suffer the consequences of it being published.

third case: harry potter(?)

jkr literally stole another whole fucking series of wizard school novels while writing hp. and i'm not counting the countless other ripoff accusations. hp sells really well even in the terf-posting era of jkr.

wow uhh... all of these examples are either (arguably) bad media and or (not arguably) made by terrible people? do you have to be a "bad" writer or a terrible person to be able to publish your stuff? i... i don't have an answer for that. i'm really sorry but the publishing industry is a terrible place and sometimes you can't do anything about it. you can always try to combat it but i'm not sure it will give you anything.

well that was depressing.

act 5 scene 1
the thing about fangames

it's only going to get more depressing. get your shit ready.

act 5 scene 2
fnaf fanverse

WAIT HOLDUP WHY ARE WE TALKING ABOUT FNAF NOW?

it'll just be easier to do everything here on an example. believe me.

so what is the fanverse? well it is an initiative where scott cawthon himself (the creator of the original fnaf games (the OO here) for the uninitiated) takes fnaf fangames, gives them a budget and thanks to that - people get paid for their hard work. believe me it's a dream come true - because some developers do really put very much effort into their fangames, even to the point where one could say it's a full game on its own! but putting the fnaf fangame label on themselves only limits them.

and by putting the label on - they destroy their chances for being paid.

listen listen. i understand some people just want to do their stuff just for fun and i do understand that. but. and this is a big but - this information is not for you then. sorry not sorry. this is just a rulebook for people that want to get paid.

now coming back to the issue. let's make a quirky q&a section to demonstrate the faults of the fanverse!!!

q: how do i sign up for the fanverse initiative?

a: you can't. you can only be picked by scott himself.

q: well how do i get picked?

a: nobody knows.

q: is scott even at least a bit professional when it comes to contacting him?

a: personally? i don't think so. he takes too much time to even respond. two weeks for a single email? seriously?

q: why even the fanverse initiative exists?

a: for scott to get more licensing deals to make even more merch and then by proxy - get more money.

end of the q&a section.

well the only thing i would want to add to this whole fanverse discussion is

don't bother. there is no reason for you to make an ambitious game exactly for the fanverse. do something original.

act 5 scene 3
do something original

well you want to make something original? good. you want to make a fangame? cool. you want to get paid? uhh scratch that.

it's either fancreation or money. sorry. if you have an issue with that then advocate for destroying copyright laws or at least make them lighter.

well then i hope you have scratched the fangame part. so what now? well i ask you - do you have anything that could be related to the original media that is already licensed? by that i mean characters, characteristic places and characteristic events. if you don't have them - why would your game even be caled a fangame? because game jolt people do it anyways? if your friend told you to jump off a cliff would you do it? (/j) if you do in fact have anything already licensed in your game - change them. differentiate them from the original media. afton? who's afton??? my game has Scrimbledeedy McGlupshitto as it's main antagonist.

remember that scott doesn't own the "scary spooky restaurant with haunted robots" idea. nobody owns a very general idea.

huh you also want music in your game? okay! is it licensed? it is? well then i hope you're talking about a niche indie artist that is your friend because if you don't then i hope you have a shit ton of money for the licensing deal. if you want music - just do it yourself, even if it will be "shitty". or hire someone who could make some tracks for you (this will cost you a lot less than to get a licensing deal).

well then now i think you should have something that is at least original to the point where you can't be sued when you sell it to others.

now let's talk about why nintendo are assholes.

act 5 scene 4
nintendo and their c&dss

"what the fuck are c&dss?" you may ask. well it's my way to say Cease and Desists - which in normal words mean "fuck off stop doing whatever you're doing with my media and never do it again or i will sue you to death". or at least something similar.

if you don't know - nintendo are very much known for almost suing their fans for creating fancontent. free fancontent might i add.

people generally see it as scummy behavior (which it kinda is) but why do they even bother? well it's because if they don't fight for their right of a trademark, they might lose it. that's why most nintendo fangames get shot to death. an unfortunate fate.

now, they also do c&d people that put out music from their games for other people? it still is a trademark thing i guess. but.

but there is a solution to not get c&d'd.

nintendo would have to put the music out there themselves.

but they don't. which more and more people can't understand.

but nintendo is nothing more nothing less than just a company. they as a company do not have any feelings. they are cold because that's how the company world exists.

final act
closing remarks

well it was terribly depressing. at least i think so.
but you know - you maybe learned a thing or two while
reading this. maybe.

the world maybe is a terrible place but i think it is a
good idea to keep at least a little bit of hope. maybe
it'll be better. maybe YOU will try to make it better.
just know - please value your time.

i think this is all i want to say and i hope y'all are
well. stay safe and try to make a change.