•I am an artist. I have been an artist for 24 years – professionally for 13.
I have a Bachelor's Degree in Fine Arts with a Concentration in Digital Art which I received from the Metropolitan State University of Denver in 2013. I have work published in the form of Children's Books, print trade publications and Board Games, among others.

•I work in the fields of illustration, concept art, graphic design, and fine art.

•Each of those fields is based on a business model that has at its core the default principle that any work I create is my own copyrighted property. When I create a work, I then license the permission to utilize that copyright for a specific purpose to my clients. The visual works that I create are, in essence the resources of my company which I in turn allocate to build revenue. Infringing upon my visual media is literally analogous to theft of my money and business resources.

•Given that my visual works are my own company's resources it is imperative that I and only I have the power to decide to whom they are licenses and for what compensation.

•My visual works are an evergreen product – they may be licensed many times for many uses by different clients, they do not become valueless after they are published. Every piece I create is added to an inventory of works which create a revenue stream that I can tap into whenever I license the product to a new client.

In a digital era, it is very easy to create a duplication or facsimile of a visual work, which means that the inventory of visual creators needs to be protected to prevent the deterioration of their business model. It is therefore imperative that their rights to control their own work is protected.

-Kenneth J Kokoszka

•Ken Kokoszka Illustration