Subject: Re: Video Game Sound Design Jobs
Posted by LizardBat on Wed, 24 Aug 2011 07:57:58 GMT
View Forum Message <> Reply to Message

Yeah. I used to send myself cassettes of my works in the post to date them by the government and therefore prove copyright. How funny is that? I do need to register my tracks when I start working with a publisher or designer. The works I am sending are mostly already copyrighted publicly. A very good point AA90!

And again with the freelance position. I am worried about getting roped into working with one company that owns my copyrights to my music. You get paid a lot less and then you are stuck working for a single employer, and if they have no work for you, you're doomed!