

International Guild of Miniature Artisans, Ltd.

CODE OF CONDUCT BEFITTING AN ARTIST

All artists should hold themselves to the highest standards of ethical conduct, respecting each other's creativity, skills and unique place in the world of miniatures. The following guidelines and standards for artists were written by a group of IGMA Artisans and Fellows based on real situations which have arisen in the course of sharing their beautiful work with the world. These guidelines answer many questions about how they feel about their work being copied and outline their wishes as to how they would like their work to be respected, given those various situations.

Inspiring others is often a part of the artist's mission and each new artist should use such inspiration to develop his or her own signature form of miniature art.

Artists who teach their techniques expect their students will go on to use those techniques in the process of creating work that is distinctly the students' own.

No artist should take a class and then teach that same class, which offers the same techniques as the original, using another teacher's written/visual materials or patterns without express written permission from the original teacher.

No artist should copy the work of another artist and offer it for sale. To do so is disrespectful of fellow artists and may negatively impact the collector and student base the original artist has worked hard to build up over the years.

Mere copying does not truly benefit the person who is doing it. Copying what you love is a good way to learn; but the goal of learning is to stretch yourself, and use what you have learned to take the next step. Ultimately, artists should develop work that expresses their own creative vision, and offers something new to collectors.

A wise artist will keep a record of the pieces they have made.

Artistic work is protected by international copyright law from the time of its creation.

All creators of tangible work have a legal right to protect that work, and to ask that others refrain from making copies for sale. This includes miniaturizing the work of any other artist or company; including, but not limited to, miniaturized art, product design, packaging, advertising, logos, etc. If one didn't create the design, then one must ask permission to use it if it is not in the Public Domain.

Appearance of a work on the internet does not mean it is in the Public Domain. When a work has entered the Public Domain, it means that all copyrights on that work have expired. Copyrights are usually in force until at least 50 years after the death of the holder.

By holding ourselves to the highest standards, we demonstrate the kind of respect and support for our fellow artists which benefits the miniatures world in general.

This code is not intended to be legal advice. If you have questions you should consult a copyright attorney.