

## How artists can (finally) get paid in the digital age

About 100 years ago, humans figured out how to record sound onto a wax cylinder. On the same time, we figured out how to record light. For the first time, you could store art on a thing. Art used to be completely **ephemeral**, so if you missed the symphony, you just didn't get to hear the orchestra. For the next 100 years; humans built infrastructure to essentially help artists to put their art on a thing, and get that thing around the world to the people. 10 years ago, the internet matures and a hundred years of infrastructure, supply chains, distribution systems and monetization **schemes** are completely **bypassed**. So now we are figuring the next 100 years of infrastructure for our creators.

I started a company called Patreon. It's basically a membership platform that makes it easy for creators to get paid every month from their fans to earn a living. Even Google's starting to work on this with Fan Funding as a way for creators to **monetize** live **streaming**. Newspapers are starting to experiment with membership.

The next hundred years of infrastructure is on the way, different this time because of the direct connection between the artist and their fans. Within 10 years, kids graduating high school are going to think of being a creator as a viable option, sustainable and respected profession.

I think that if you dedicate your life to be good on something, it deserves to get paid of, but on the same time technology have put this artist on a pinch. But things like these, make the artist to receive a real paid for his work