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Have Fun, Get Paid: How to Make a Living with Your Creativity

Christopher Duncan

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Christopher Duncan : Have Fun, Get Paid: How to Make a Living with Your Creativity before purchasing it in order to gage whether or not it would be worth my time, and all praised Have Fun, Get Paid: How to Make a Living with Your Creativity:

1 of 1 people found the following review helpful. must have read for anyone coming up in the arts (any art)By Gene EckhartHaving spent a lifetime in various artistic pursuits professionally, Having read another of Christopher Duncan's books on leadership (Unite the Tribes), I was very interested to see what he had to say in this book. I've had careers in multiple artistic disciplines (by choice) and have been through many of the ups and downs involved with the

development, promotion, marketing and execution of creative pursuits. One element of Christopher's trademark style of writing is his humor and his down to earth and easy to read writing style. That makes the book fun and interesting to read. That being said, the real reason for reading this book is the relevance and honesty of his message. Although laced with humor, he speaks to real issues that must be understood and addressed if you truly want to take your creative pursuit (whatever it might be) to the level that you're being paid for it, whether it's part time or full time. He also does it in a practical fashion. Some of the points that he makes might not align with 'the romance' of getting paid for your art, but they certainly align directly with 'the reality' of it. This book contains solid advice from someone who has obviously been there and genuinely wants to share his experience with others and see them succeed to. My advice is to read the book so that you can learn some of the lessons without having to learn them the hard way. Take advantage of his experience and the information he's sharing. Read the book, make a plan, and then go out, have fun and GET PAID!

From performers who bask in the spotlight to those who find inspiration in the midnight glow of a computer monitor, the world has no shortage of creative people. While the day-to-day realities of a ballerina may be quite different from that of a novelist, actor, graphic artist, musician, or software developer, they share many things in common. Chief among these is the desire to make a living with their art. Maybe you're working to build a sustainable, full-time creative career. Or perhaps you're happy in the corporate world but would like to turn your love for music, dance, painting, or programming into a steady stream of extra income. Either way, if you're like most creative souls, you tend to focus on your passion to the exclusion of all else—and you may scorn the details of business and promotion. Yet as *Have Fun, Get Paid: How to Make a Living with Your Creativity* shows, developing business skills couldn't be more important for those who want to achieve success and generate steady income from their work. With decades of professional experience in creative fields such as music, software, writing and speaking, bestselling author Christopher Duncan demystifies the path to getting paid for your artistic talents. With lighthearted stories and down-to-earth advice, he starts with the basics and shows you how to build a solid, dependable career. All that's required is consistent effort and a bit of commonsense. In *Have Fun, Get Paid* you will learn how to: Find paying work and get the gigs Market your talent without selling your soul Build an image as a highly sought after professional Manage the business details of your creative career Harness the power of relationships for long term success With advances in technology and the global reach of the Internet, creative people are empowered today—as never before. *Have Fun, Get Paid* will show you how to take control of your dreams and bring them to life.

About the Author Christopher Duncan is a creative creature whose work includes writing, speaking, consulting, music, video, and the occasional encounter with technology. In previous lifetimes, he made a living playing guitar in smoky bars of dubious integrity and also paid the bills as a software developer in cubicle city. A reformed serial entrepreneur, he also ran a sales and marketing company and, like any good techie, bears the battle scars of several dot-com adventures. He can be reached at www.ChristopherDuncan.com.