

DESIGN WITH GNOME ENGAGEMENT TEAM

Daniel Galleguillos Cruz

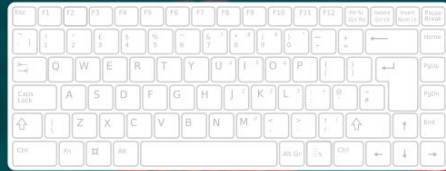




GNOME™.ASIA
2021

Clean your gadgets and protect yourself from Coronavirus

Taking care of our global community



Along with washing your hands several times a day, regular cleaning of your smartphone and, as a general rule, all of your electronic devices is also essential to ensure that you are protected against the coronavirus.



DO THE FIVE - Help stop COVID-19



HANDS

Wash them often



ELBOW

Cough into it



FACE

Don't touch it



FEET

Keep Safe Distance



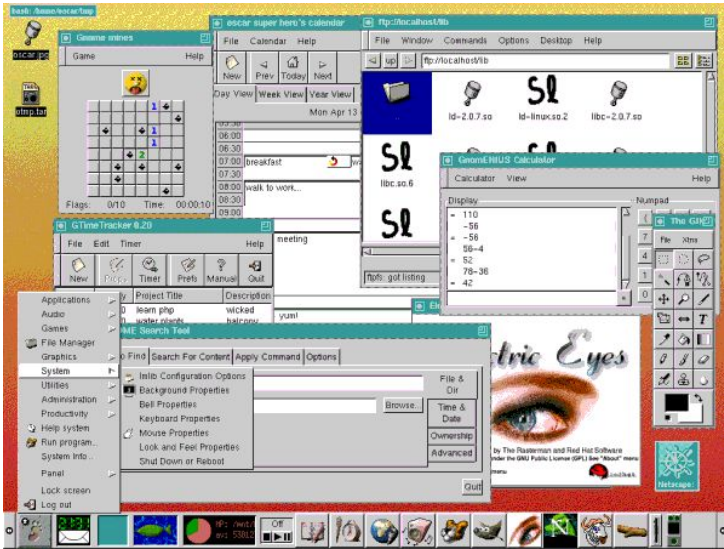
FEEL

Sick? Stay Home

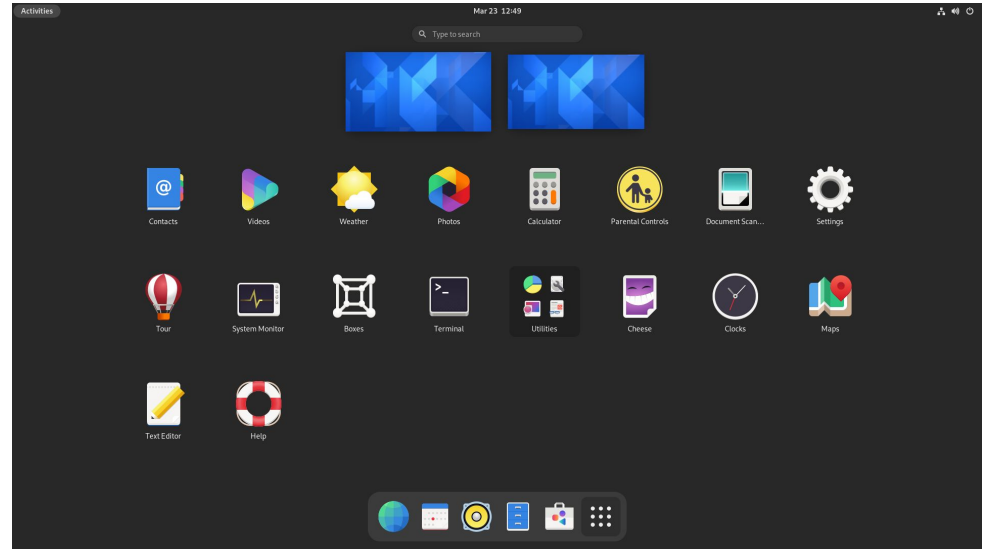
GNOME Graphic Designer Profile

- 2005 I started to collaborate with GNOME Art art.gnome.org creating Wallpapers and GDM.
- 2005 We held the **first Seminar for migration to Linux in Calama - Chile**.
- 2007 I met the **GNOME Chile** team into a Encuentro Linux and I talked about what I was doing with GNOME Art.
- 2008 I won the **GNOME Wallpaper Contest Release 2.24**
- 2009 I designed a **Big GNOME Graphic Poster** for Global Talks.
- 2009 I won the **Ubuntu Free Culture Showcase**.
- 2009 I'm still active until now to create **GNOME Hackergotchi**.
- 2010 I was Into the **GNOME Marketing Team** and I designed the **GNOME Annual Report 2009**.
- 2010 I created a **GNOME T-Shirt** for **GNOME Store** for **The GNOME Marketing**
- 2016 I created a **GPSAmi Logo**, a GUI app to read data from GPS devices.
- 2018 I Designed **The Annual GNOME Bugzilla Statistics for 2018**.
- 2019 I Designed the promotion for **UbuCon Latinoamérica 2019**.
- 2019-20 I created and Published **GNOME Stickers and Wallpapers** for COVID-19.
- 2020 I submitted my wallpapers for **Debian Release Bullseye**.
- 2021 I start working as a Designer for **GNOME Handibox** is an accessibility tool.
- 2021 I created all the Graphic Design and videos for **GNOME Latam 2021**.
- 2021 I created a proposal logo for **GNOME.Asia Summit 2021**.

How can I be a Graphic Designer for GNOME



GNOME release, version 1.0 - March 1999
Oscar Laycock



GNOME OS Nightly, version 41 - 2021
<https://os.gnome.org/>

What can I do as a Graphic Designer for GNOME

GNOME Graphic
Designer

Wallpapers

Full Icons Themes

GDM - GNOME
Display Manager

GNOME Shell
Themes

GTK3/4 Themes

GNOME OS
Mockup

GNOME Stickers
and Marketing

GNOME Videos
Design

What tools can I use as a Graphic Designer for GNOME



<https://inkscape.org>

```
flatpak install flathub org.inkscape.Inkscape
```



<https://www.blender.org>

```
flatpak install flathub org.blender.Blender
```



<https://www.gimp.org>

```
flatpak install flathub org.gimp.GIMP
```



<https://gitlab.gnome.org/World/design/app-icon-preview>

```
flatpak install flathub  
org.gnome.design.AppIconPreview
```

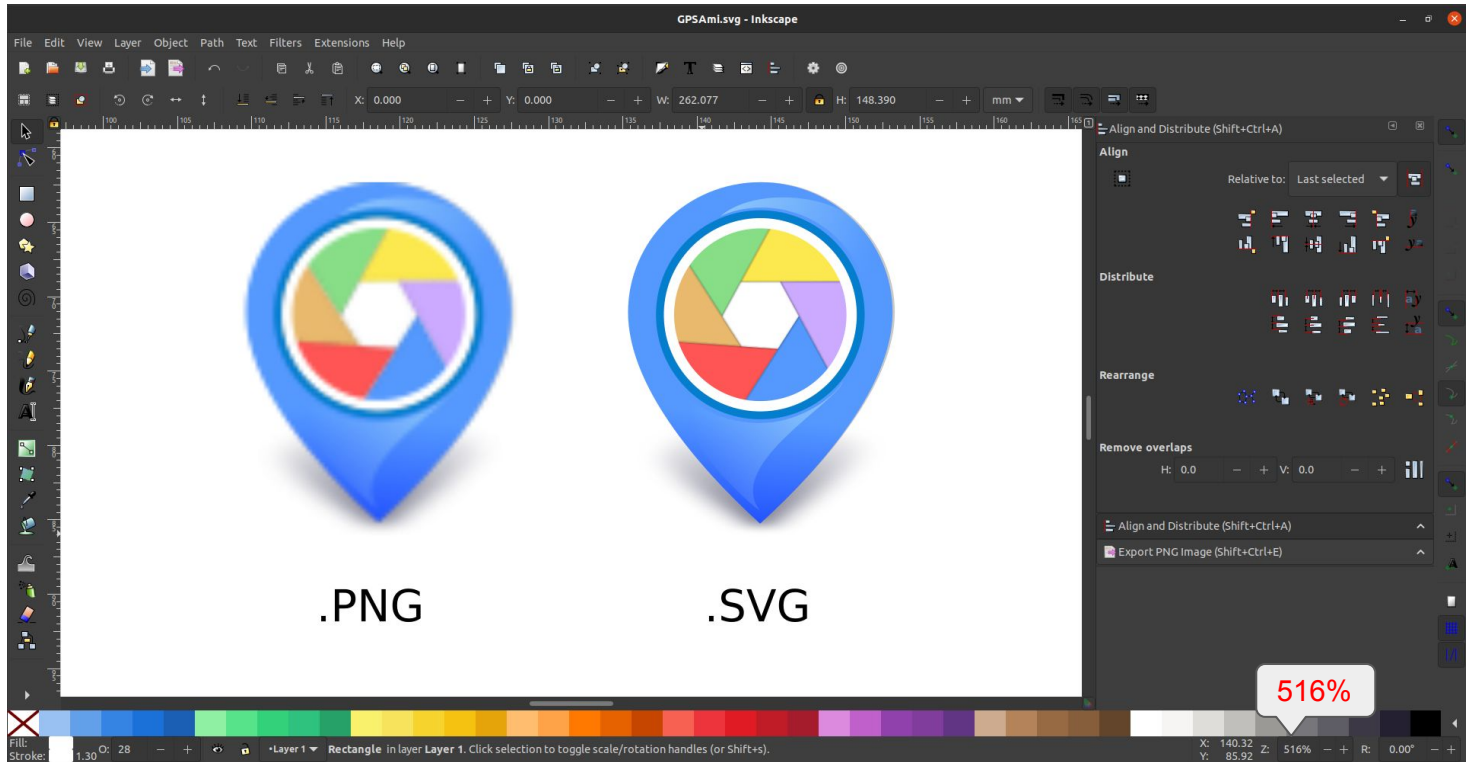
Design with GNOME Engagement Team

Inkscape is a free and open-source vector graphics editor used to create vector images, primarily in **Scalable Vector Graphics (SVG)** format. Other formats can be imported and exported.

Inkscape can render primitive vector shapes, e.g. rectangles, ellipses, polygons, arcs, spirals, stars and 3D boxes and text. These objects may be filled with solid colors, patterns, radial or linear color gradients and their borders may be stroked, both with adjustable transparency.



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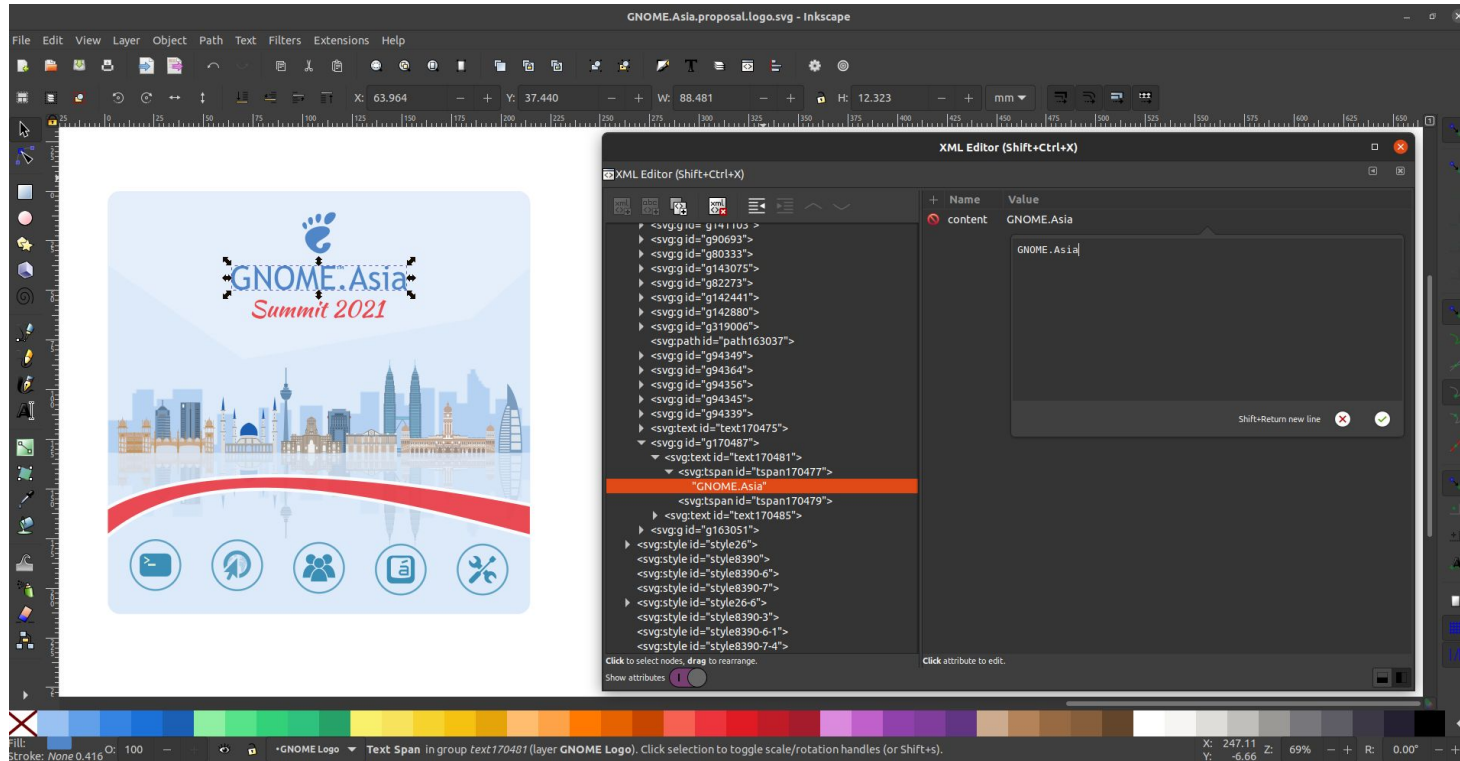
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Librsvg

A library to render SVG images to Cairo surfaces. GNOME uses this to render SVG icons. Outside of GNOME, other desktop environments use it for similar purposes. It is also used in Wikimedia to render the SVG images that appear in Wikipedia, so that even old web browsers can display them. Many projects which casually need to render static SVG images use librsvg.

Who uses Librsvg?

Librsvg is part of the GNOME platform. Inside GNOME, librsvg takes multiple roles:

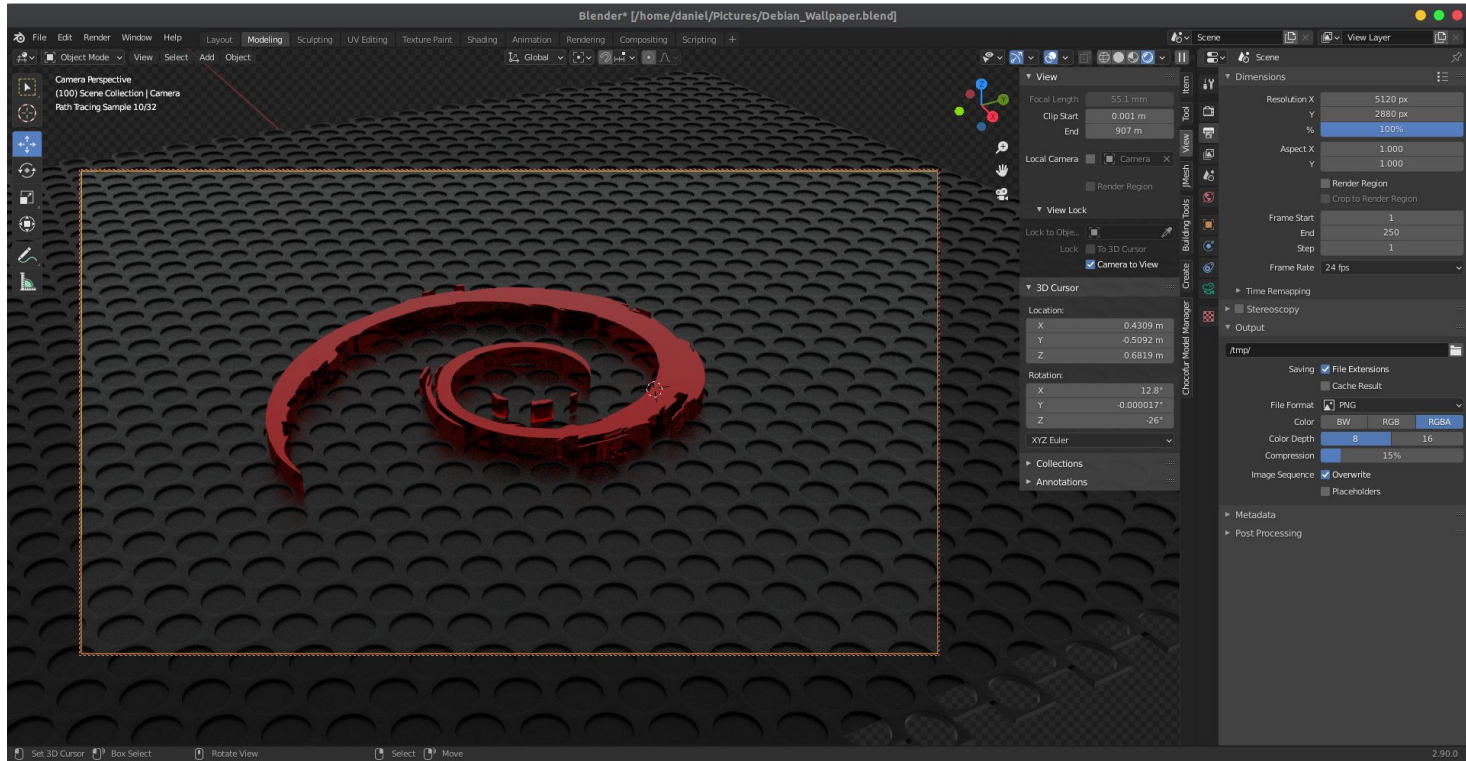
- Loads SVGs from the generic gdk-pixbuf loader infrastructure, so any application which uses gdk-pixbuf can load SVGs as if they were raster images.
- Loads SVG icons for the desktop.
- Creates SVG thumbnails for the file manager.
- Loads SVGs within GNOME's default image viewer, Eye of Gnome.

Blender is a free and open-source 3D computer graphics software toolset used for: creating animated films, visual effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality, and computer games. Blender's features include 3D modeling, UV unwrapping, texturing, raster graphics editing, rigging and skinning, fluid and smoke simulation, particle simulation, soft body simulation, sculpting, animating, match moving, rendering, motion graphics, video editing, and compositing.

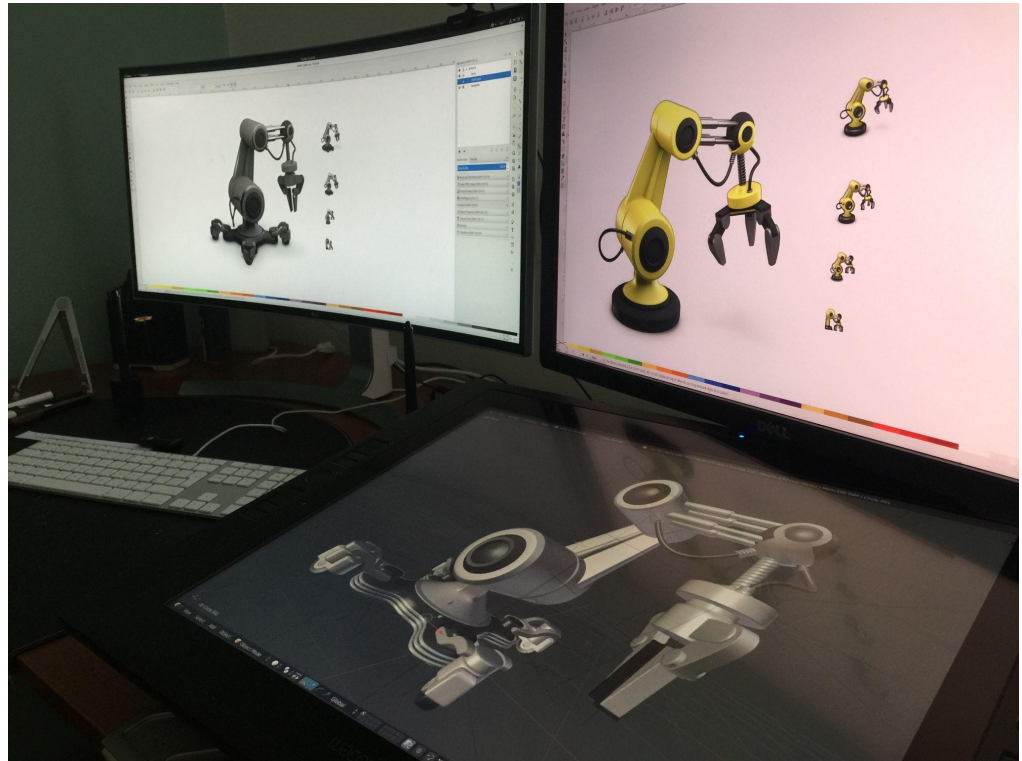
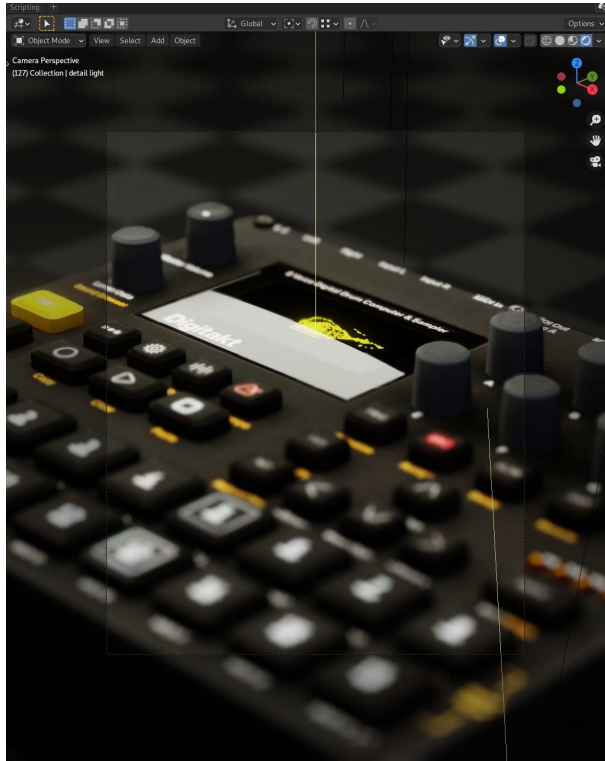


Blender Splash Screen 3.0.0

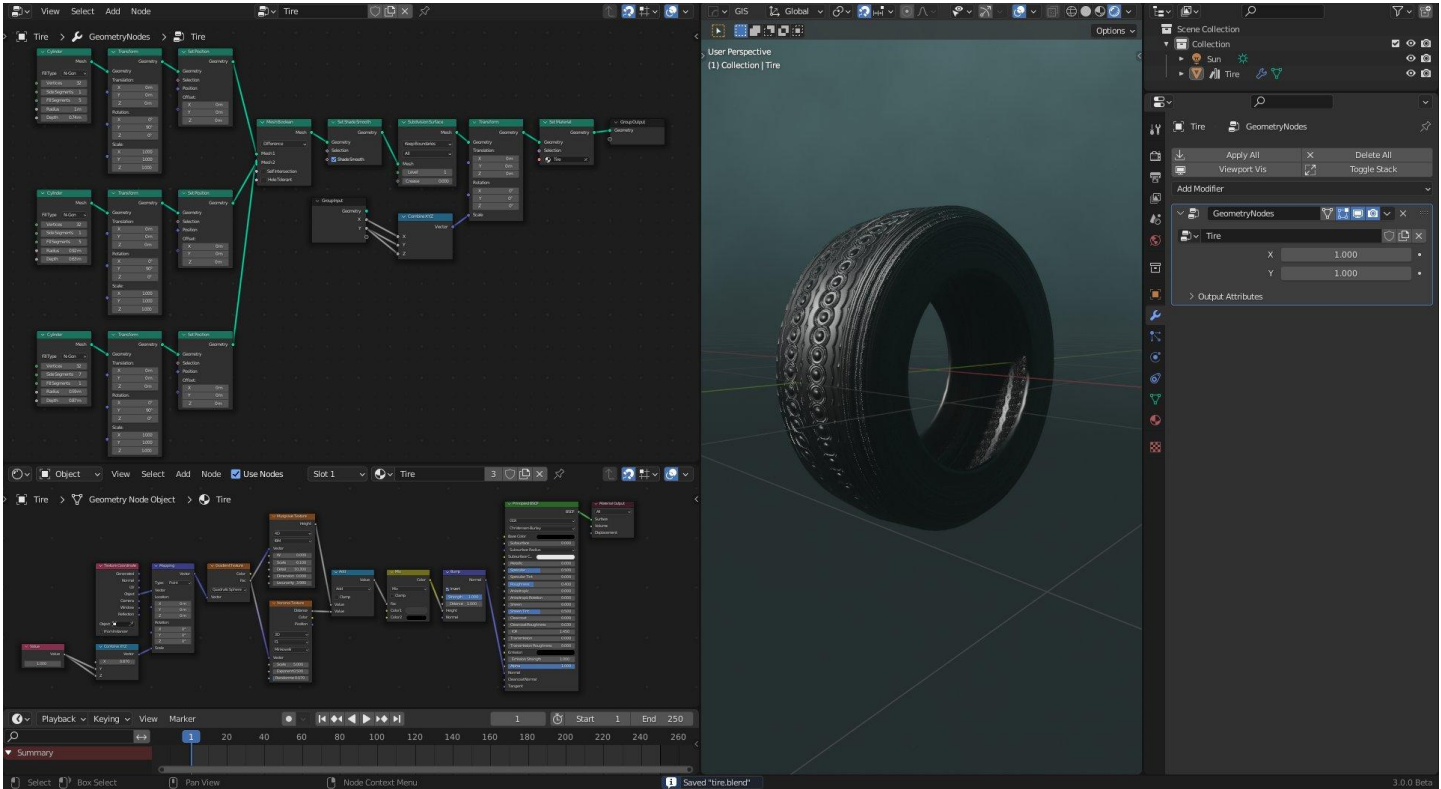
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GIMP is an acronym for GNU Image Manipulation Program. It is a freely distributed program for such tasks as photo retouching, image composition and image authoring.

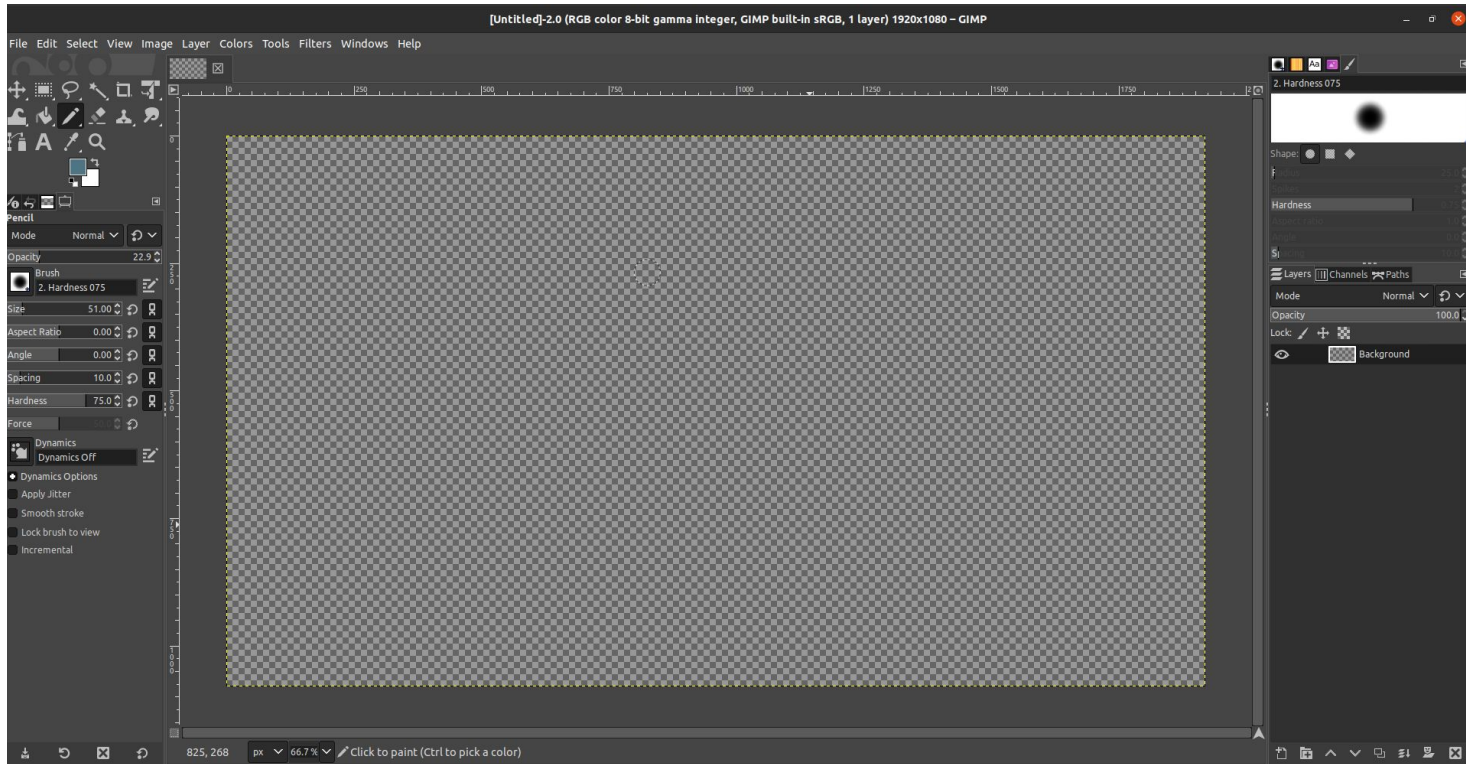
It has many capabilities. It can be used as a simple paint program, an expert quality photo retouching program, an online batch processing system, a mass production image renderer, an image format converter, etc.

GIMP format: XCF



GIMP Splash Screen 2.10.28

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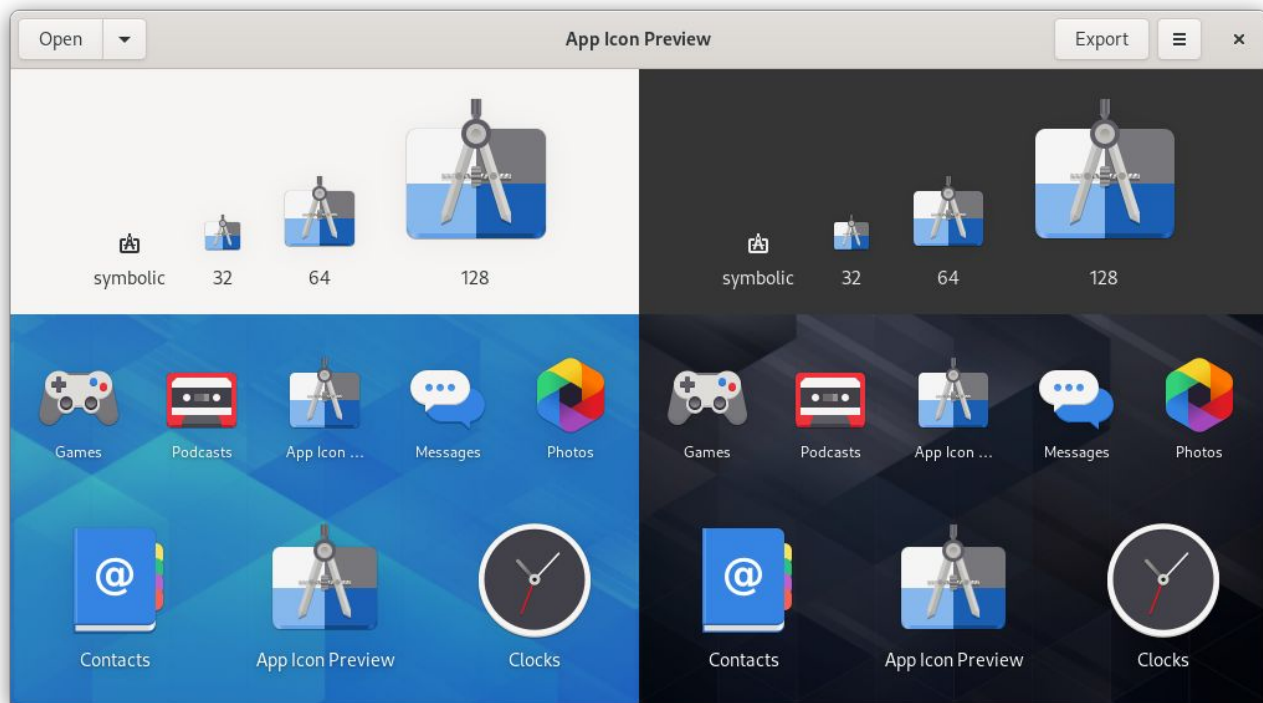


GIMP File Handling:



and many others Load, display, convert, save to many file formats SVG path import/export

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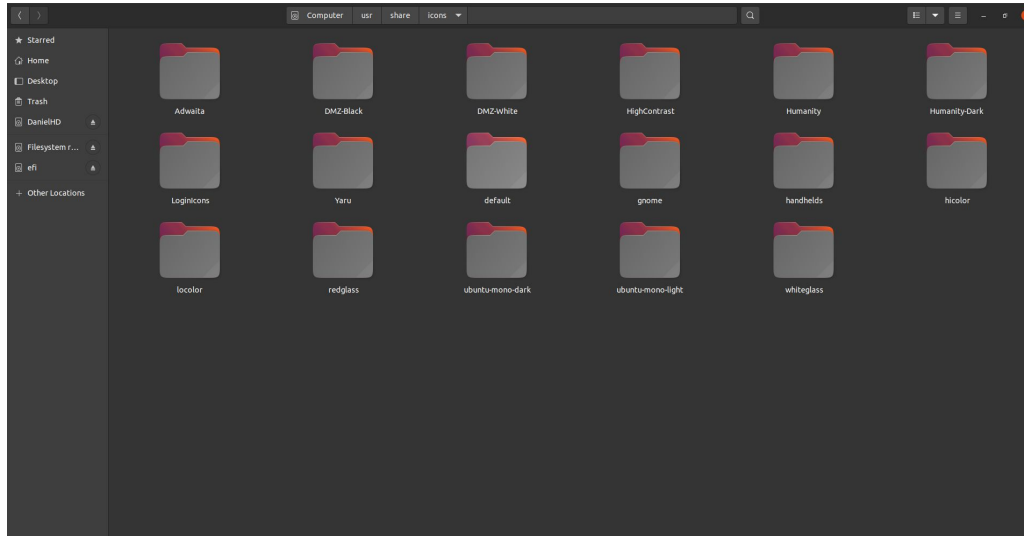


Designing an Icon for Your App (Tobias Bernard)

- Metaphors
- Sketches
- Start from a Template
- Inkscape Tips
- The GNOME Icon Style
- Perspective
- Material & Lighting
- Icon Grid & Standard Shapes
- Draw, Preview, Repeat!
- Symbolic
- Export



Where can I find my icons `.SVG` in GNOME



`/usr/share/icons/any_folder/scalable/`

Drawing GNOME App Mockups (Tobias Bernard)

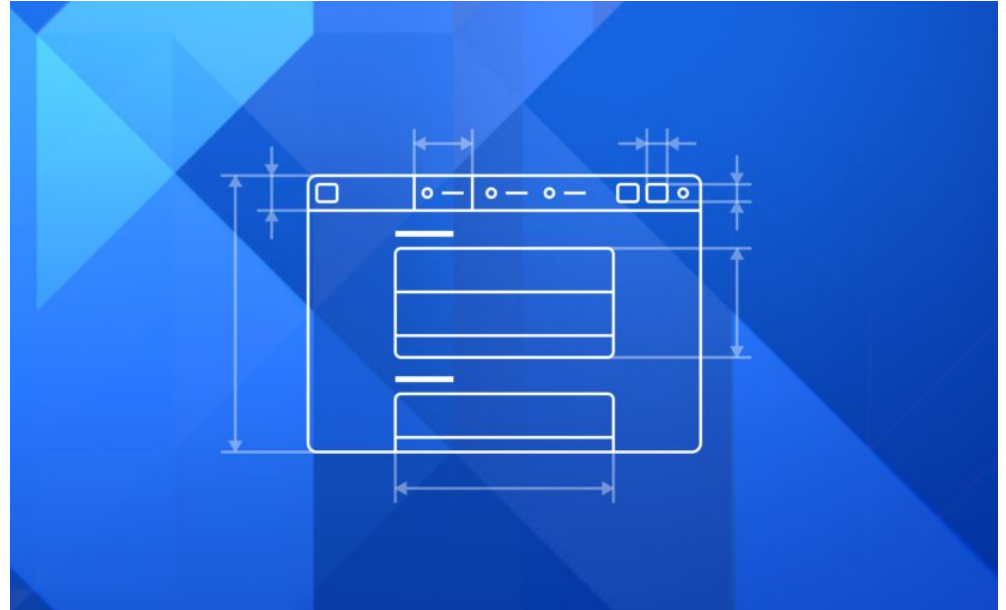
What's in a Mockup?

After you've designed the basic structure of your app (e.g. as a sketch on paper) but before starting implementation, it's good to check what your layout will look like with real UI elements.

Pre-Requisites

Inkscape: The vector drawing app we'll be using to draw our mockup.

Icon Library: A handy app for finding symbolic icons to use in mockups.

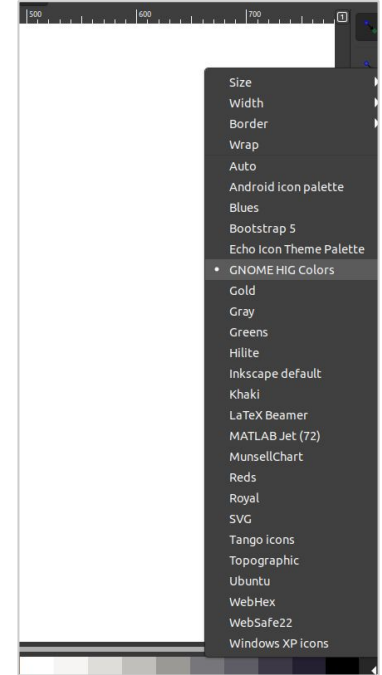


Drawing GNOME App Mockups (Tobias Bernard)

Color Palette

It's not as important for mockups as it is for app icons, but still nice to have: The GNOME color palette. Inkscape 1.0+ includes it by default, so you can just choose it from the arrow menu on the right.

Otherwise you can also get it via the dedicated color palette app, or download the .gpl from Gitlab and put it in
~/.var/app/org.inkscape.Inkscape/config/inkscape/palettes for Flatpak Inkscape or ~/.config/inkscape/palettes if it's on the host.



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GNOME Engagement Team

Coding

Translation

Engagement Team

Bugsquad

Accessibility



GNOME Engagement Team

The Engagement Team works to promote GNOME by helping our communications with users, developers, contributors, partners and anyone else who might be interested in the project.

Our main activities:

- News posts on gnome.org
- Social media
- Annual reports, Produced each summer in time for GUADEC - annual report planning
- Release marketing
- Press releases
- GNOME websites
- Friends of GNOME
- Merchandise - Designs for t-shirts, stickers, posters, badges and similar (see resources section below)
- Conferences and events.

GNOME Engagement Team priorities 2021-2022

The Engagement Team focuses on marketing, design, social media, conferences, events, and everything in between.

1. Give our public face a fresh look
2. Improve the onboarding process
3. Be the voice of the community
4. Finding sustainable ways to support the community
5. Ensure we have a cohesive community with close bonds



How do I get involved with or request help from the Engagement Team?

We have created various project boards on [GitLab](#) to help you seek help and get involved. Here is a brief description of each of the main boards you may wish to visit:

- **Events:** Plan large-scale GNOME event details and logistics (GUADEC, GNOME.Asia).
- **Event Sponsorship Requests:** Request support, funding, and SWAG for your event, release party, or local team.
- **Social Media and News:** Get help developing articles or posts, request promotion of GNOME-related items, coordinate official GNOME channels.
- **Engagement Assets:** Access all of the files, images, or other assets used by the Engagement Team.
- **General:** You are currently seeing the General Engagement board. We use this board to plan our team initiatives.

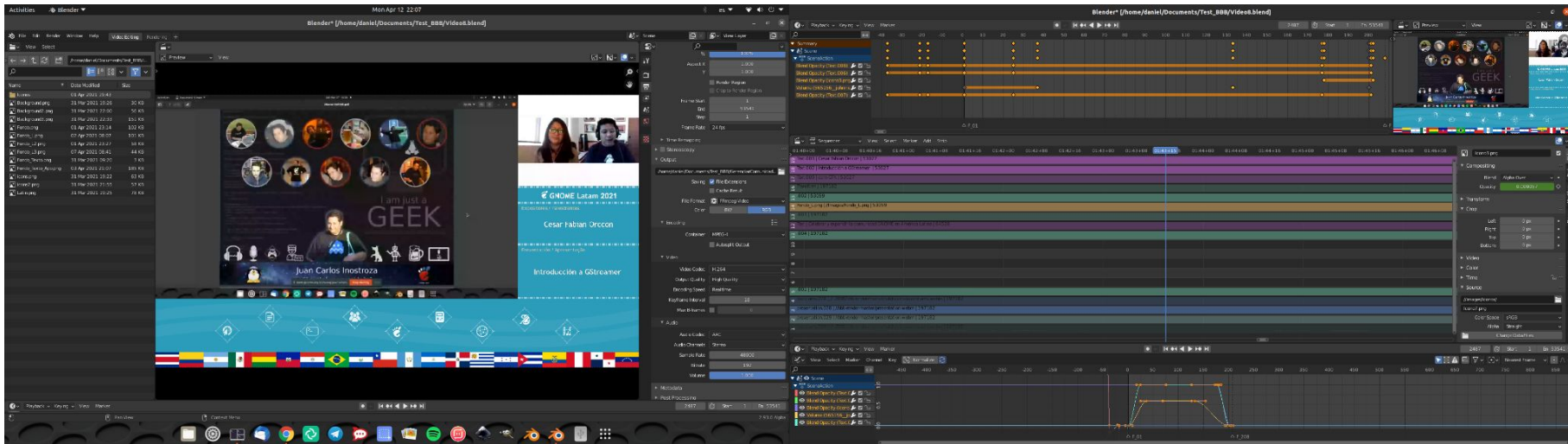
The Engagement Team has five main areas of focus. You can also get involved by joining one of these subgroups or attending working group meetings.

- **Social Media team** | coordinator: **Caroline Henriksen**.
- **Events and Conferences** | coordinator: **Kristi Proгри**.
- **Onboarding** | coordinator: **Sri Ramkrishna**.
- **Graphic Design** | coordinator: **Caroline Henriksen**.

Working group meetings for these subgroups are scheduled on events.gnome.org

Design with GNOME Engagement Team

The Engagement Team - GNOME Latam 2021 Videos



Creating Videos for GNOME Latam 2021 with Blender

The Engagement Team - GNOME Latam 2021 Videos

The screenshot shows a GitLab issue page for 'GNOME Latam 2021 Videos'. The issue is closed and has three comments. The first comment by Caroline Henriksen discusses the music for the videos. The second comment by Daniel Galleguillos mentions looking for a new song. The third comment by Daniel Galleguillos includes a video player showing a blue-themed intro with GNOME logos and the text 'INTRO_GNOME_Latam2021'. The right sidebar shows issue metadata such as assignees, milestones, and labels.

GNOME Latam 2021 Videos

Caroline Henriksen @Chenriksen · 7 months ago
Hi @dnlgalleguillos, the videos look great, awesome job! The only issue I see is that the Intro music feels very off-brand for GNOME. It's too electronic sounding. If you want to include music I suggest using something closer to our GNOME 3.38 and earlier [release video soundtracks](#), otherwise, I would just leave the music out entirely.


Edited by Caroline Henriksen 7 months ago

▼ Collapse replies

Daniel Galleguillos @dnlgalleguillos · 7 months ago
Sure, I'm gonna looking for another song and make a new Render and I tell you about the changes, thank you.

Reply...

Daniel Galleguillos @dnlgalleguillos · 6 months ago
Hi @Chenriksen This is the new song for the presentation, the song is from "4barrelcarb" and is Creative Commons, tell what do you think about it and I'll start to create the Renders. (video only for music test: no for presentation)



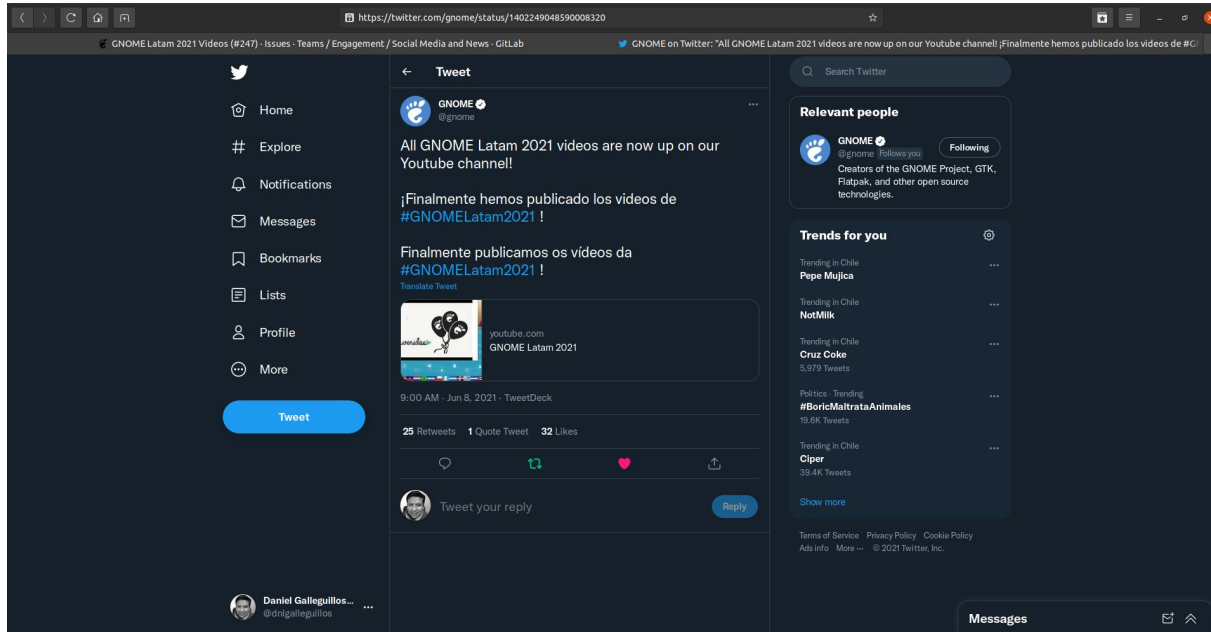
INTRO_GNOME_Latam2021

Edited by Daniel Galleguillos 6 months ago

▼ Collapse replies

Caroline Henriksen @Chenriksen · 6 months ago
Better than the first music choice, you can go ahead with the renders. Thanks

The Engagement Team - GNOME Latam 2021 Videos



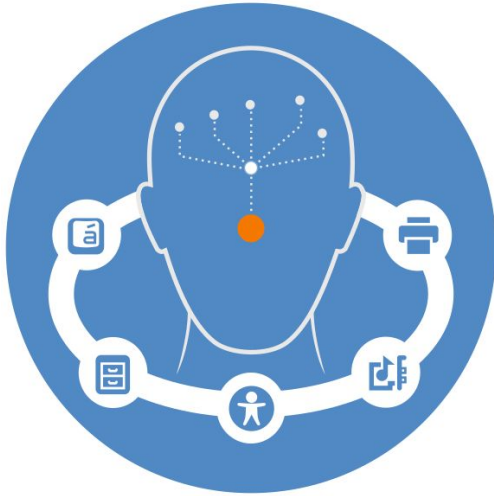
What I'm doing in this time?

GNOME Handibox Graphic Designer

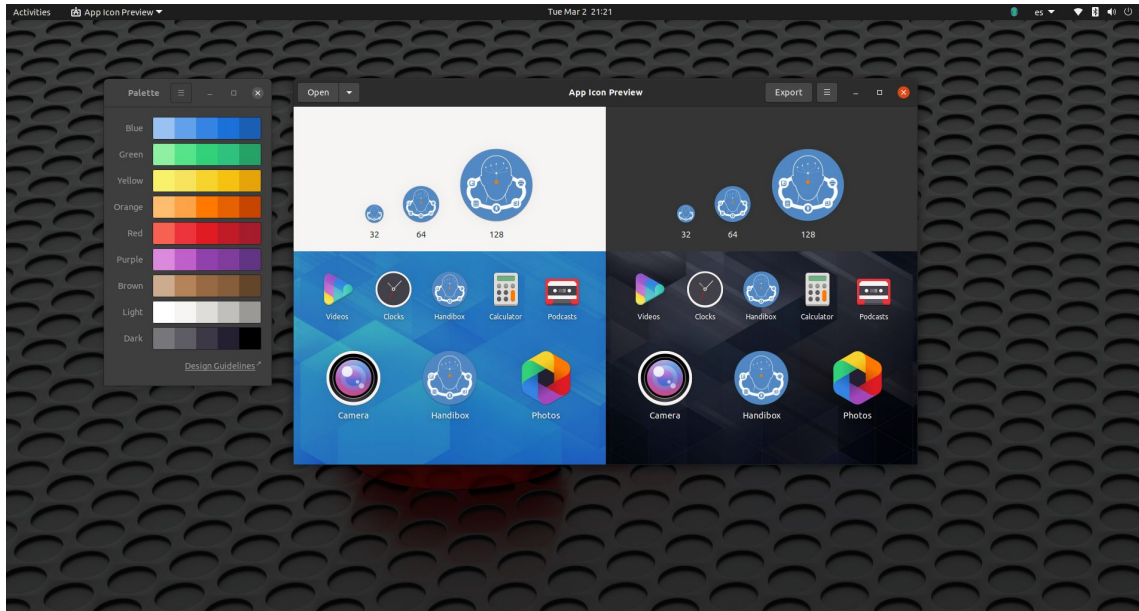
Handibox is an accessibility tool that will allow Human-Computer interaction with people who have some degree of motor disability. Through the Handibox, people will have the possibility to carry out elementary activities such as, using the Internet, writing emails, sending messages, etc. Additionally and as an extra plus, Handibox could serve as support in physical therapy activities for people who must perform exercises that involve neck movement.

We also seek to integrate with other accessibility applications existing in GNOME and, as possible, deliver more experiences that allow us to improve with new characteristics (eye blink detection) and enhancement to the Handibox project and for gnome accessibility apps.

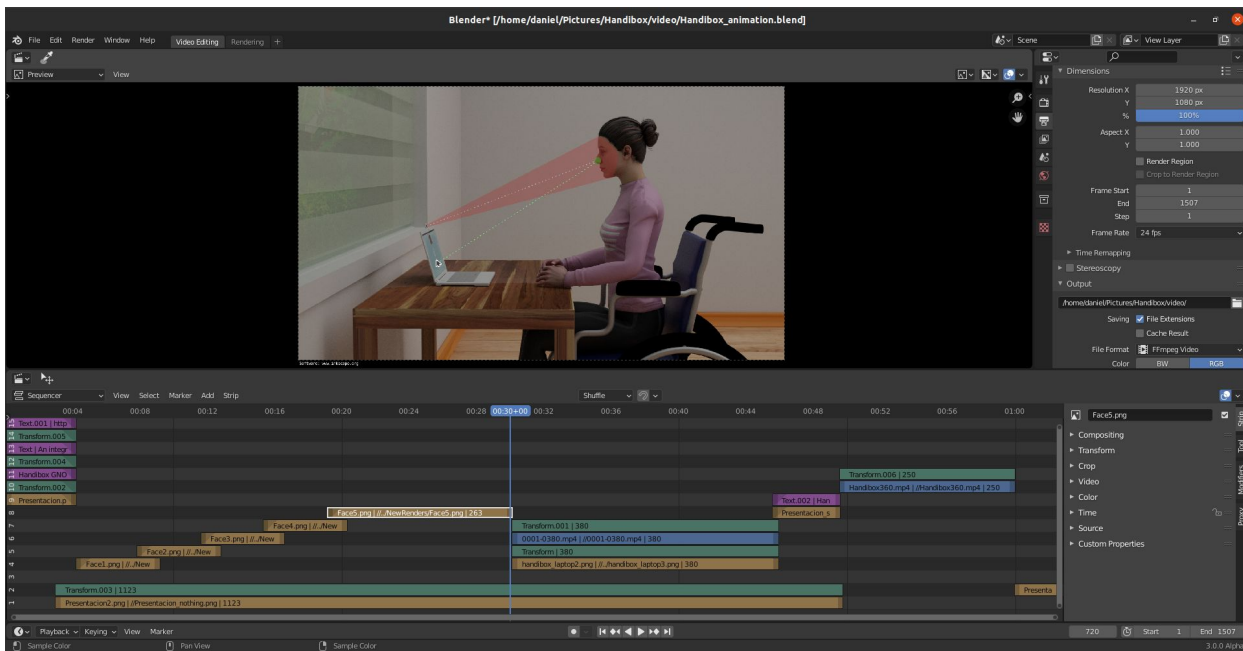
GNOME Handibox Icons

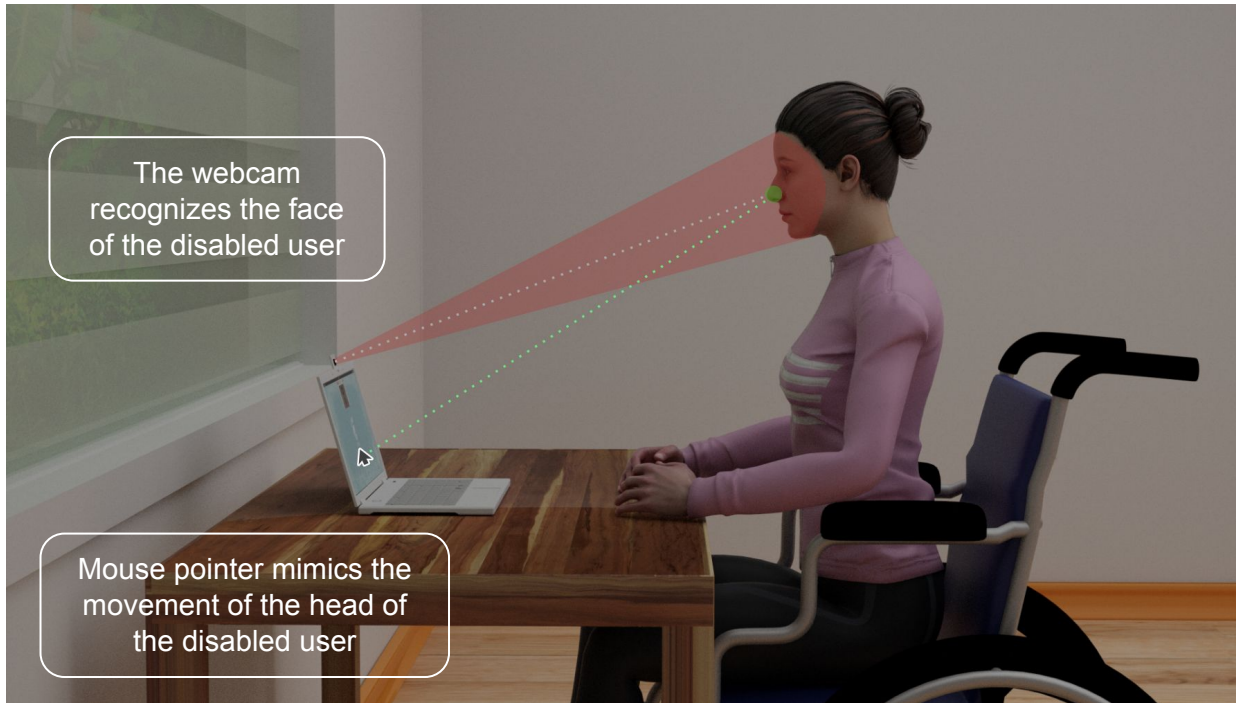


GNOME Handibox Icons

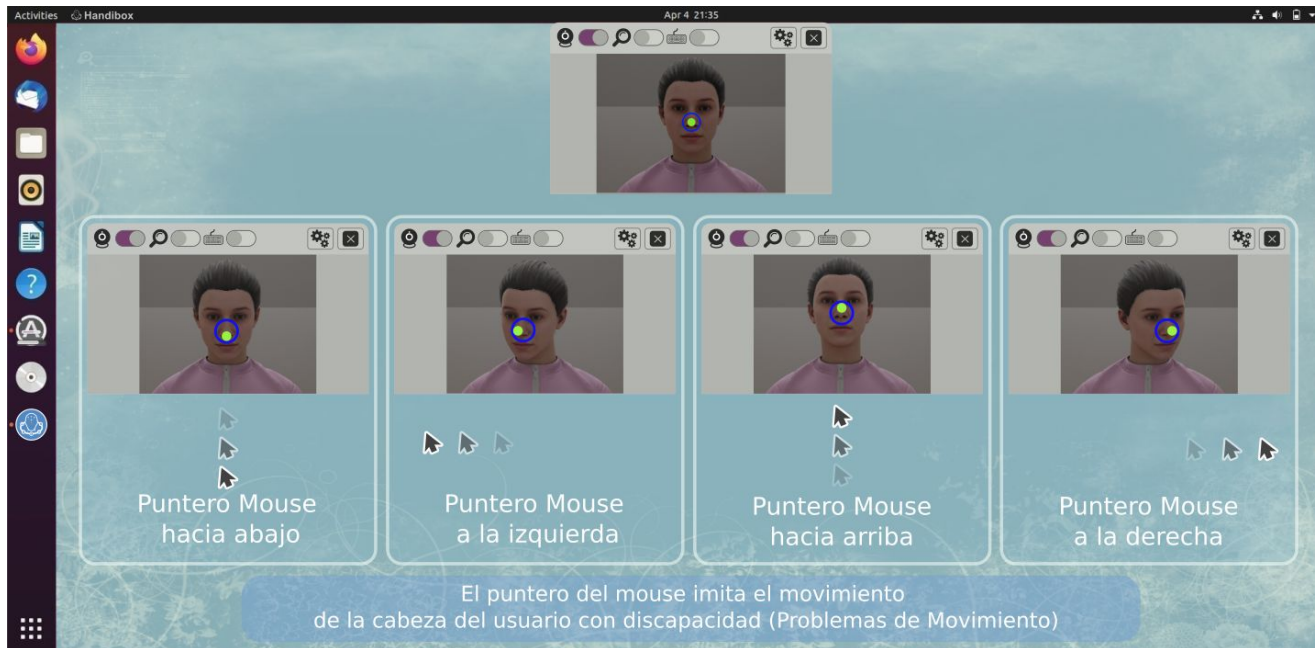


GNOME Handibox Blender Video





GNOME Handibox Mockup





Thanks!

dgalleguillos@gnome.org

[@dnlgalleguillos@floss.social](https://floss.social/dnlgalleguillos)

