



# How to collaborate with GNOME as a Visual Designer



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Chile

GNOME Engagement Team - GNOME Chile - GNOME Handibox - GNOME Latin American

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The objective of this talk is to involve people who want to be part of this community by being part of the Engagement Team with Open Source Design and Web Development tools being able to carry out our work officially for the community.

This talk will show and explain how you can collaborate as a graphic artist for GNOME Engagement Team. I will talk about all the GNOME Guidelines and the process for release your Project with a respective Open Source Licences.

The guidelines section covers the standard conventions used in GNOME UX design. These are all generally applicable, and are relevant to all applications and design patterns.



## GNOME Animation Projects with Blender 3D

The principal idea is design marketing video animation

Creating audiovisual content for your brand requires creativity, innovation and certain resources.

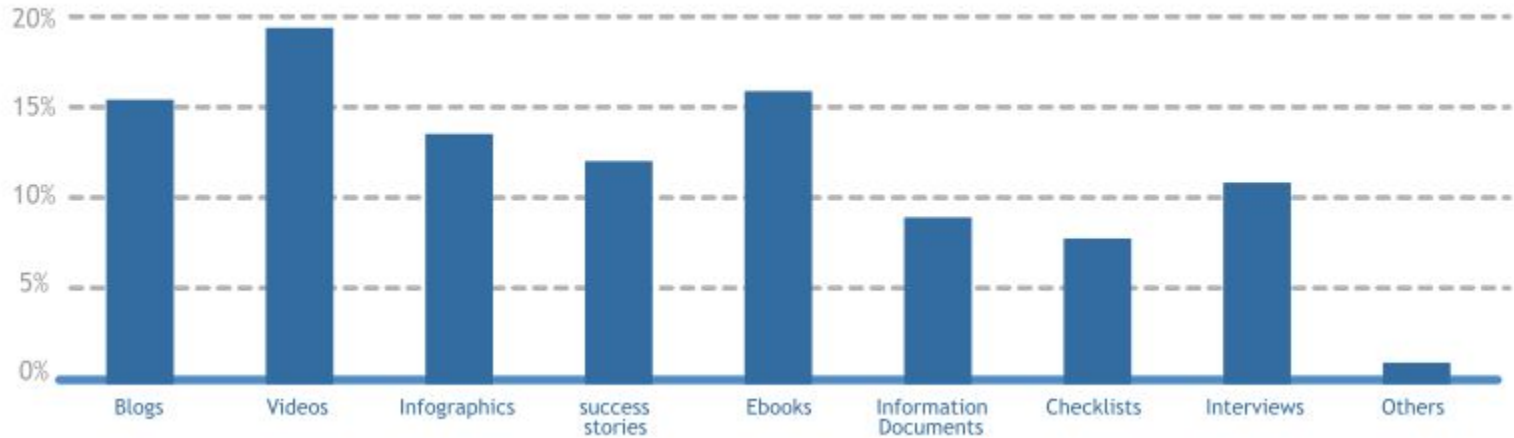
But when you combine all these components, you get a piece that has the potential to multiply your results. So gather all the ingredients to build a solid video marketing strategy and get going.





What are the main media we use in the content strategy?

2020 - 2022





### Introduction GNOME Video Project

Video marketing is an emotionally engaging way for GNOME to connect with customers and catch their attention in a digitally Open Source Software world.

GNOME Desktop - Mobile  
Engagement Team

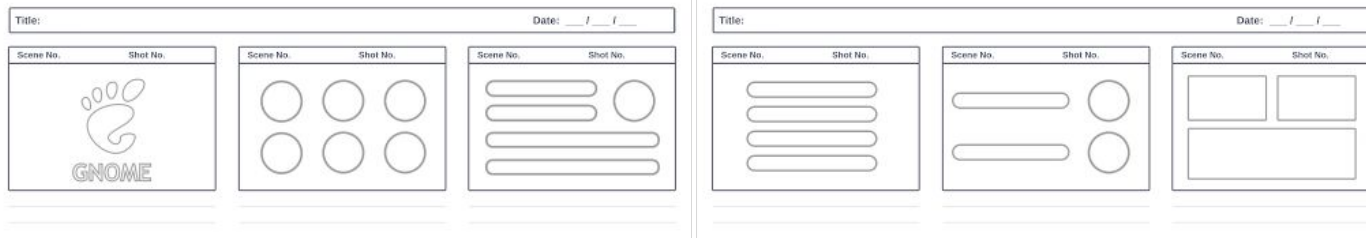
GNOME Applications  
Developers Team

After 6 months of hard work, the GNOME project is proud to present version 43. This latest GNOME release comes with improvements across the board, ranging from a new quick settings menu, a redesigned Files app, and hardware security integration. GNOME continues the trend of GNOME apps migrating from GTK3 to GTK4, and includes many other smaller enhancements.

Excellent idea to start preparing our Storyboard for this video project



## Time Video Project 40 to 60 Seconds



The storyboard will be created with Inkscape

Video allows you to demonstrate concepts faster and more clearly and video allows you to create a personal connection with viewers



### Open Source Software Tools



Blender

Design with Geometry Nodes, Video Editor with Effects and Render the Final Format



Inkscape

Create Mockups and all the Video Components



Audacity

Audio Editor or create Music



GitLab

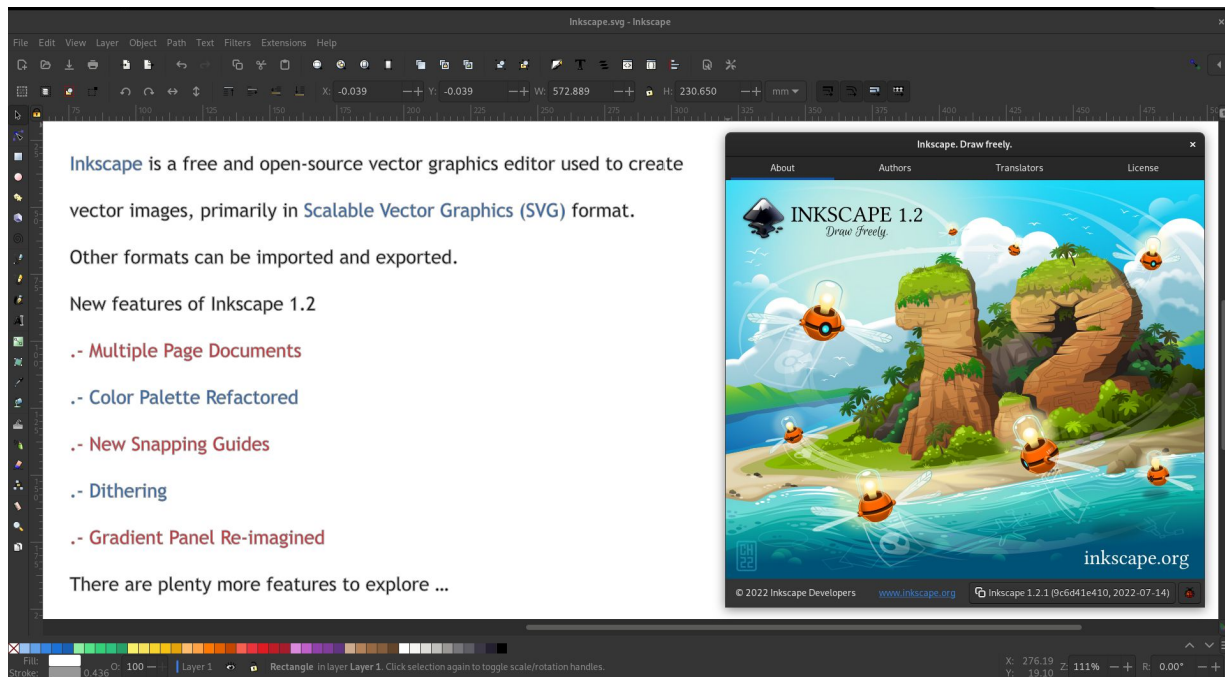
Upload all the Video Project and receive feedback on all your project

Discover the best applications in the GNOME ecosystem and learn how to get involved.





## Inkscape



**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.

New features of Inkscape 1.2

- .- Multiple Page Documents
- .- Color Palette Refactored
- .- New Snapping Guides
- .- Dithering
- .- Gradient Panel Re-imagined

There are plenty more features to explore ...

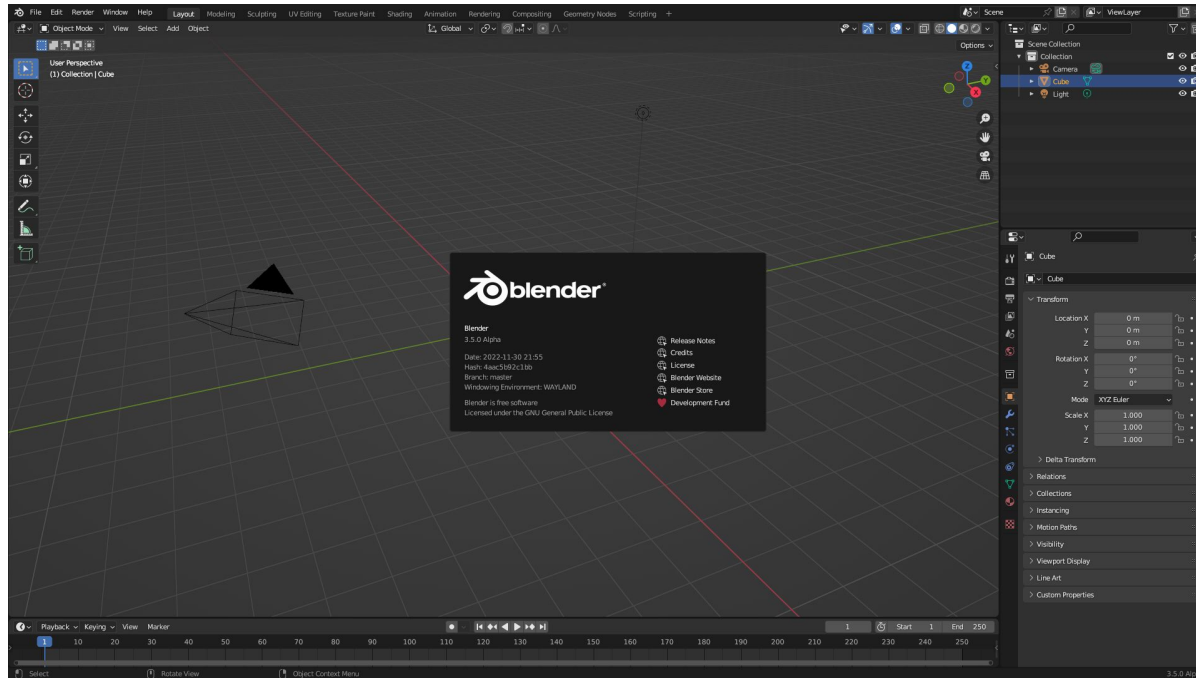
The screenshot shows the Inkscape application window with a menu bar (File, Edit, View, Layer, Object, Path, Text, Filters, Extensions, Help), a toolbar, and a status bar. A text box is overlaid on the left side of the workspace, and a preview window titled "Inkscape, Draw freely." is open in the center, displaying the Inkscape 1.2 splash screen with the text "INKSCAPE 1.2 Draw freely." and "inkscape.org".

## 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.



## Blender 3D



**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

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 and Match Moving - Rendering - Motion Graphics - Video Editing - Compositing

### Guidelines

The guidelines section covers the standard conventions used in GNOME UX design. These are all generally applicable, and are relevant to all applications and design patterns.

<https://developer.gnome.org/hig/guidelines.html>

Create a [gitlab.gnome.org](https://gitlab.gnome.org) folder for this project

Once the project is accepted, authorization will be given to be able to upload all our Files and final Renders, in addition to receiving all the information on the progress of the project through the comments.

GNOME Engagement Team

Social Media team - Graphic Design | coordinator: **Caroline Henriksen**

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.



## Guidelines

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App Naming



App Icons



Pointer & Touch



Keyboard



UI Icons



UI Styling



Writing Style



Typography



Navigation



Scaling & Adaptiveness



Accessibility



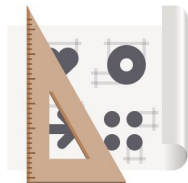
## Development Apps

A variety of tools and resources are available for GNOME UX design, designers and developers should use the tools with which they are most comfortable.



### App Icon Preview

App icon creation assistant



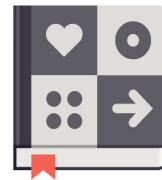
### Symbolic Preview

Symbolic icon creation assistant



### Color Palette

Reference for the GNOME color palette



### Icon Library

For finding icons to use in GNOME UI



### Typography

For selecting text styles and commonly used characters



### GNOME Social Media and release the videos under Creative Commons License

[twitter.com/gnome](https://twitter.com/gnome)

[youtube.com/@GNOMEDesktop](https://youtube.com/@GNOMEDesktop)

[release.gnome.org](https://release.gnome.org)

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

[reddit.com/r/gnome](https://reddit.com/r/gnome)

GNOME Global Events

Who can watch all the release videos?

GNOME is open-source software. This means that the source code of the GNOME project is available to the general public under the GPL license. Anyone can download the source code for free, modify the code for their own use, and even create their own version of GNOME and release that themselves.



Explore these featured Creative Commons Licensed resources below - from literary works, to videos, photos, audio, open education, scientific research and more! Or you can **share your work**, and help light up the global commons!

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What do we expect from the people who watch the videos projects?



people can understand how GNOME works and how you can get involved into this great community

Coding

Develop Apps

Engagement Team

Translation

Documentation

GNOME Circle



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

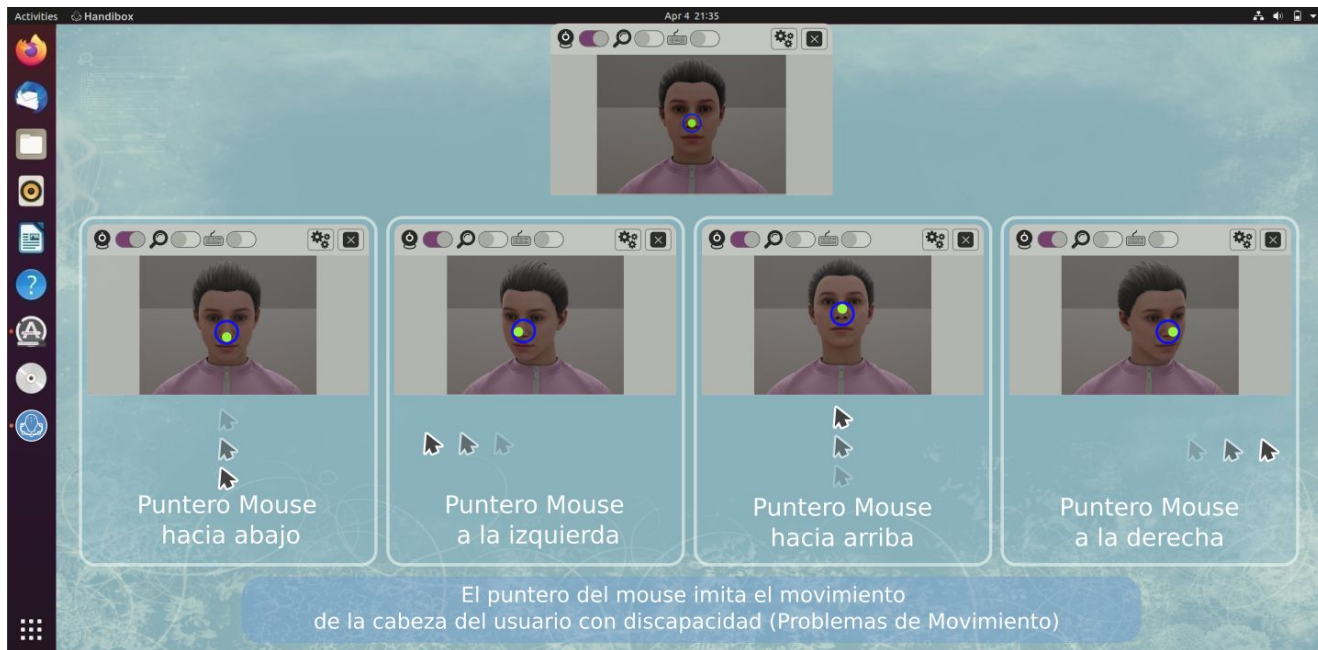
We have created various project boards on [GitLab](#) to help you seek help and get involved.

Here is a brief description of each of the main boards you may wish to visit:

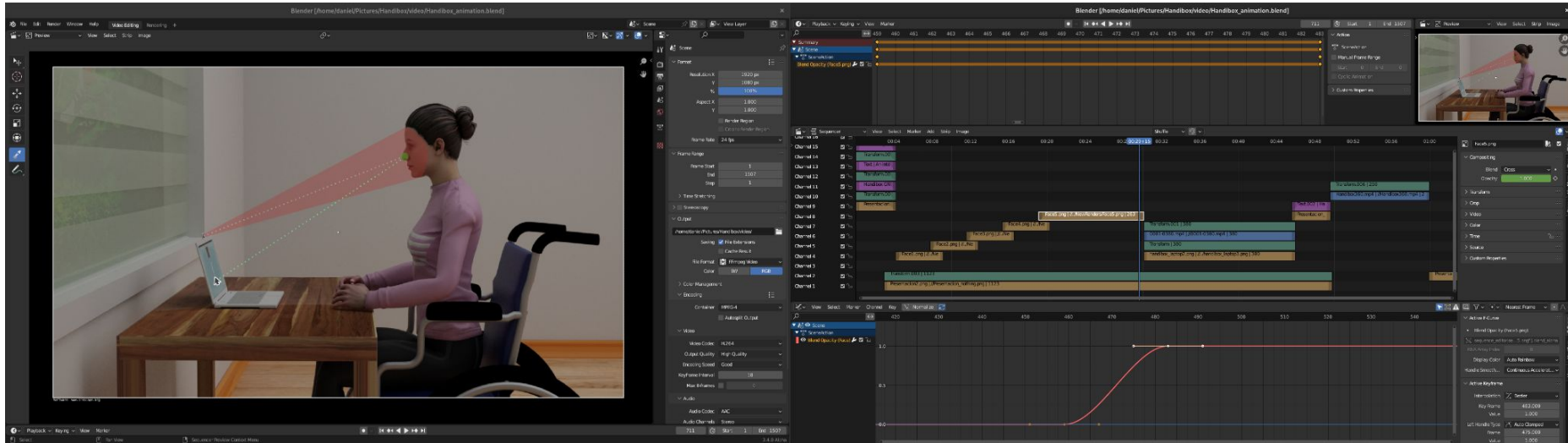
- **Events:** Plan large-scale GNOME event details and logistics (GUADEC, GNOME.Asia).
- **Event Sponsorship Requests:** Request support, funding, and SWAG for your event, release party, or local team.
- **Social Media and News:** Get help developing articles or posts, request promotion of GNOME-related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



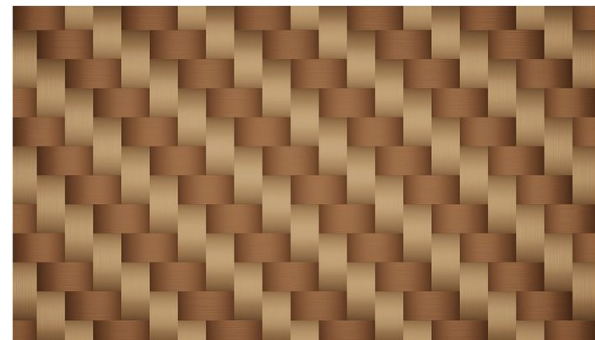
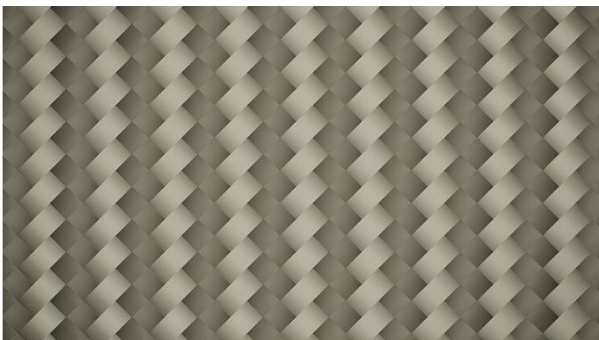
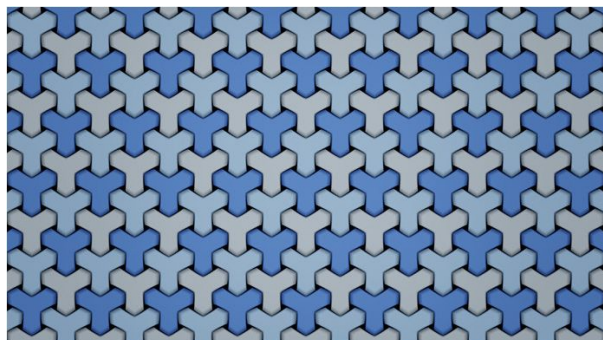
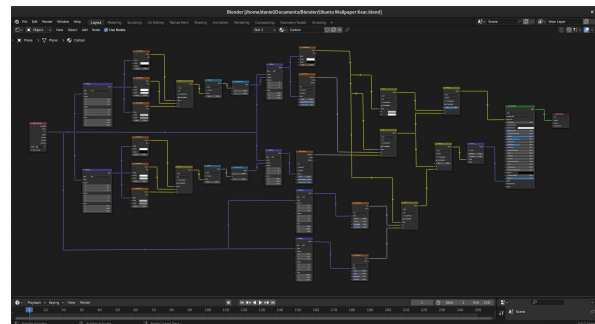
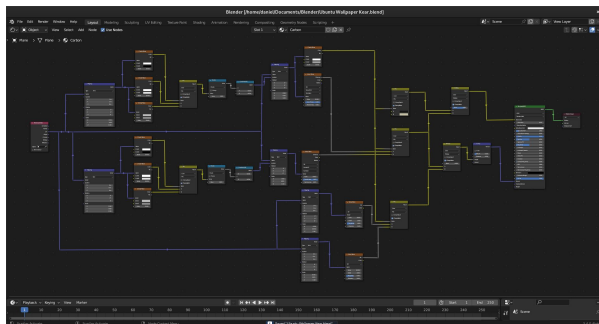
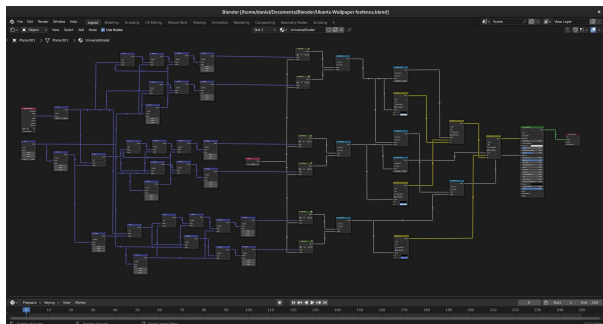
## GNOME Handibox Mockup



## GNOME Handibox Video Marketing



## Submitted a proposal for **Kinetic Kudu 22.10 Ubuntu Wallpaper Competition**





# Thanks!

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