HOW TO BE A GRAPHIC DESIGNER FOR GNOME ENGAGEMENT TEAM

Daniel Galleguillos Cruz

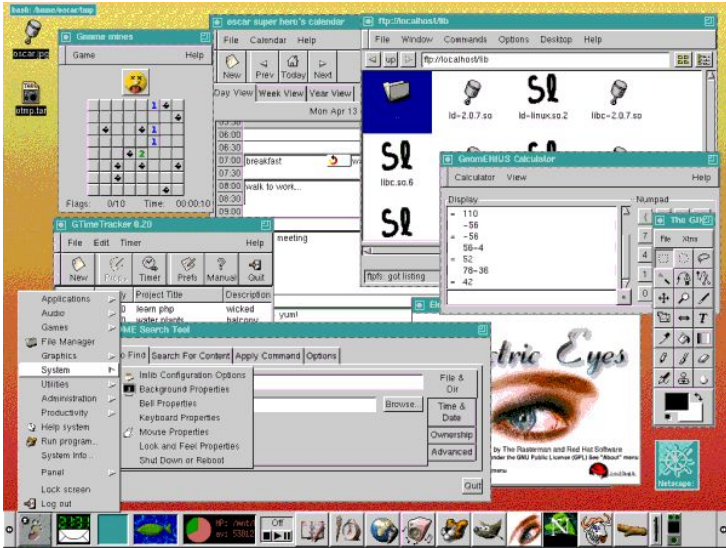Engagement Team

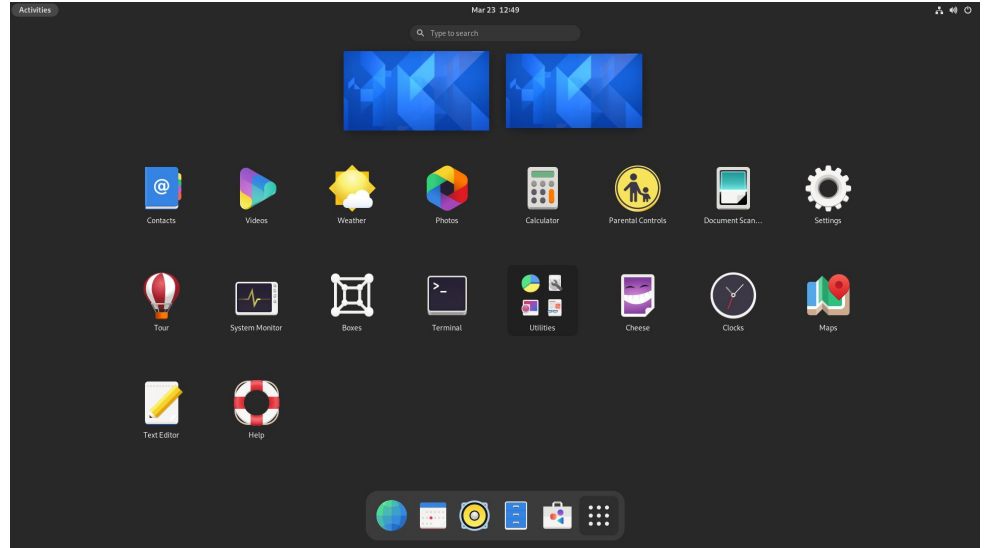# How to be a Graphic Designer for GNOME Engagement Team

- 2005 I started to collaborate with GNOME Art art.gnome.org creating Wallpapers and GDM GNOME Display Manager.

- 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.

- 2010 I was Into the GNOME Marketing Team and I designed the GNOME Annual Report 2009.

- 2016 I created a GPSAmi Logo, a GUI app to read data from GPS devices.

- 2020 I submitted my wallpapers for Debian Release Bullseye.

- 2021 I created all the Graphic Design and videos for GNOME Latam 2021.

- 2021 - 2022 I'm designing GNOME T-Shirt for GNOME Store.

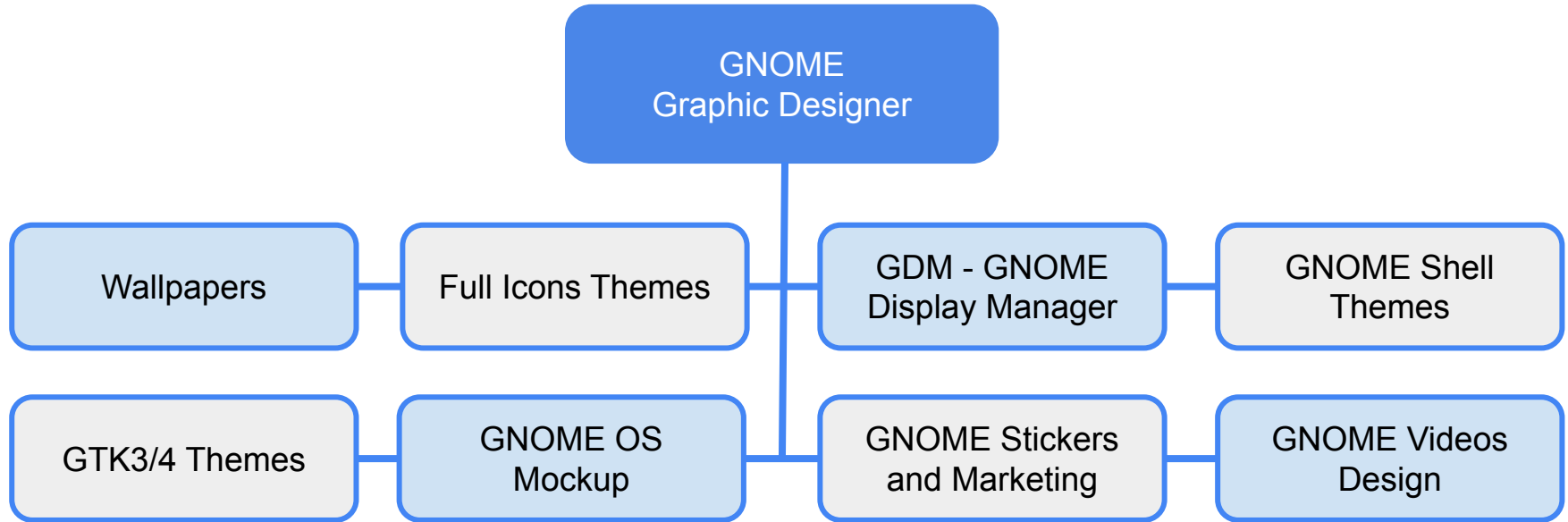- 2021 - 2022 I start working as a Designer for GNOME Handibox is an accessibility tool.

wiki.gnome.org/DanielGalleguillos

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The evolution of the GNOME desktop design

GNOME release, version 1.0 - March 1999
Oscar Laycock

GNOME OS Nightly, version 42 - 2022

https://os.gnome.org

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What can I do for GNOME as a Graphic Designer?

```
                    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 |

https://gitlab.gnome.org/Teams/Engagement

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What Softwares can I use for GNOME Engagement Team?

Inkscape

Blender

GIMP

Development Apps

App Icon Preview
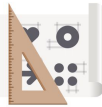
Symbolic Preview

Contrast

Icon Library

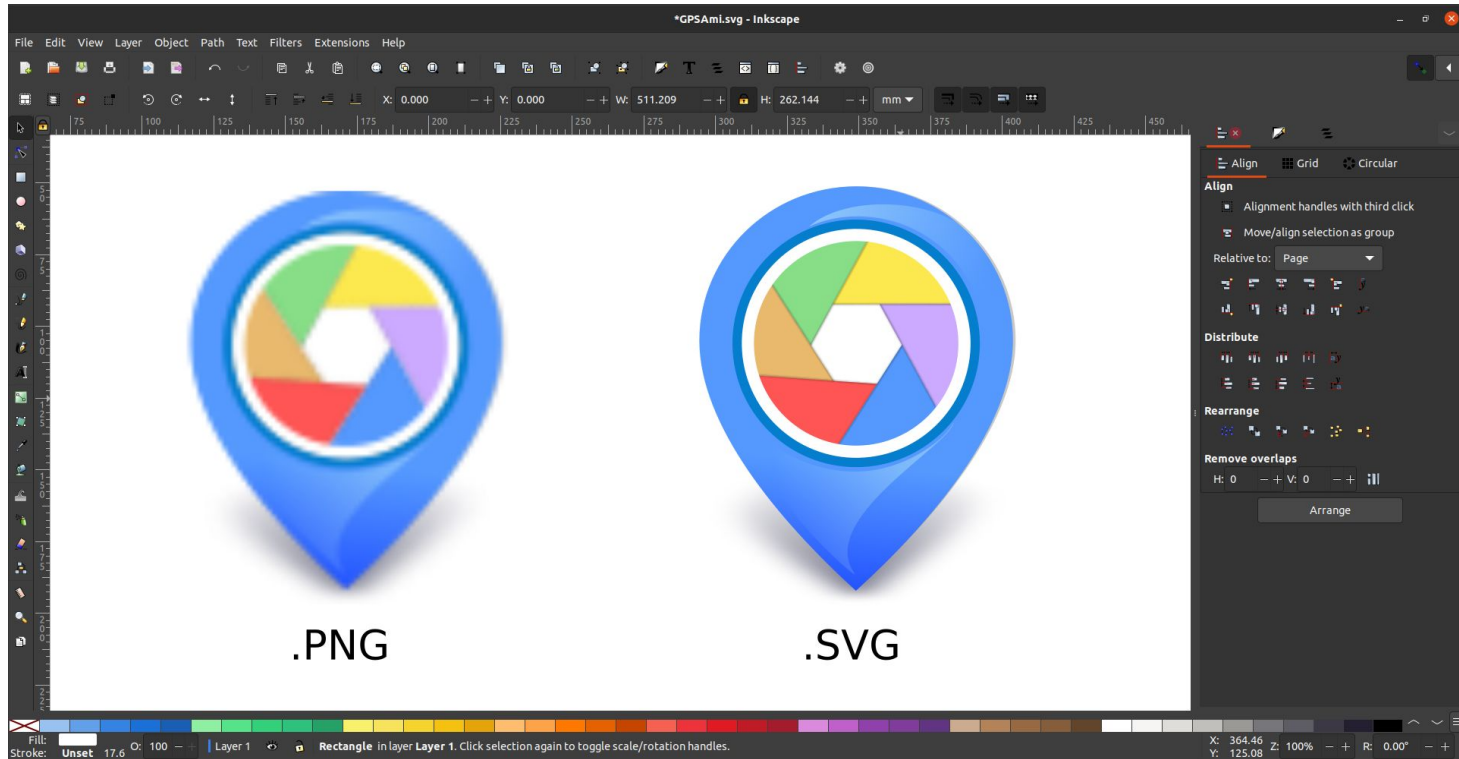https://apps.gnome.org

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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
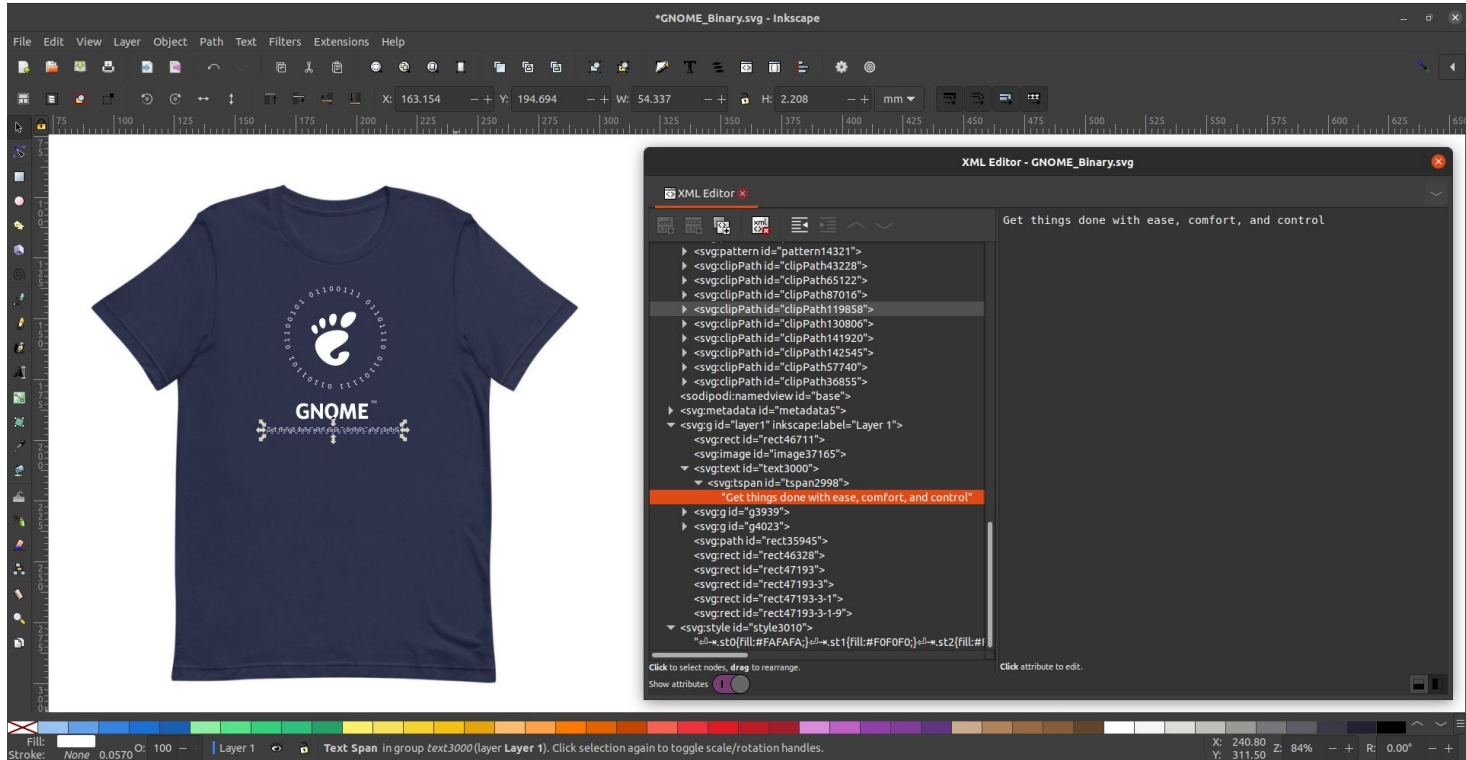
- There are plenty more features to explore …

INKSCAPE 1.2
Draw Freely.

inkscape.org

https://inkscape.org

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https://gitlab.gnome.org/hub/gpsami

Used by GNOME Global Community conferences

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Photo CC Licensing: Ana Rey from GUADEC 2012 - A Coruña, Galicia.

Inkscape XML Editor

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.

https://gitlab.gnome.org/GNOME/librsvg

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Martin Owens - Inkscape Developer

https://www.patreon.com/doctormo

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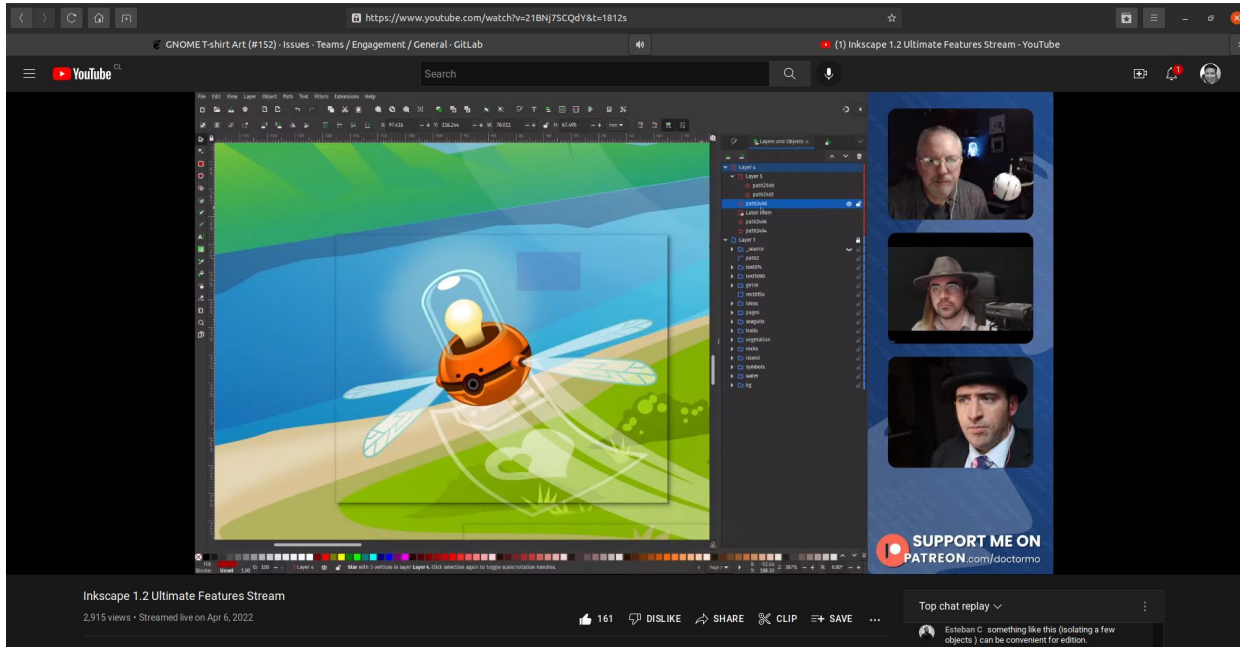
Blender is a free and open-source 3D computer graphics software toolset used for:

Creating Animated Films	Visual Effects Art	3D Printed Models	Motion Graphics

Interactive 3D Applications	Virtual Reality	Computer Games

https://www.blender.org

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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

Oksana Dobrovolska

Blender 3.2 Splash Screen by Oksana Dobrovolska

Inkscape is a free program that uses SVG (Scalable Vector Graphics) for its file format, and these SVG files can be imported into blender as Bezier curves. Inkscape has some great tools for making advanced shapes that would take forever to make in Blender itself.

.svg
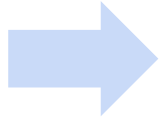
Import Scalable Vector Graphics .svg

.blend

Import Scalable Vector Graphics .svg

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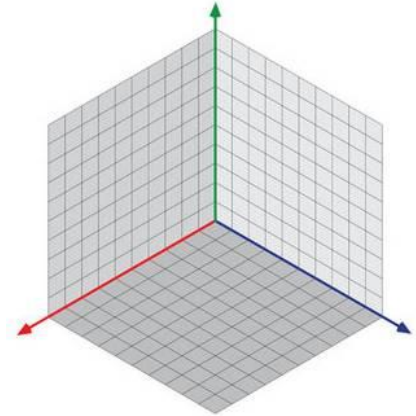
Debian Bullseye wallpaper proposal from Inkscape to Blender 3D
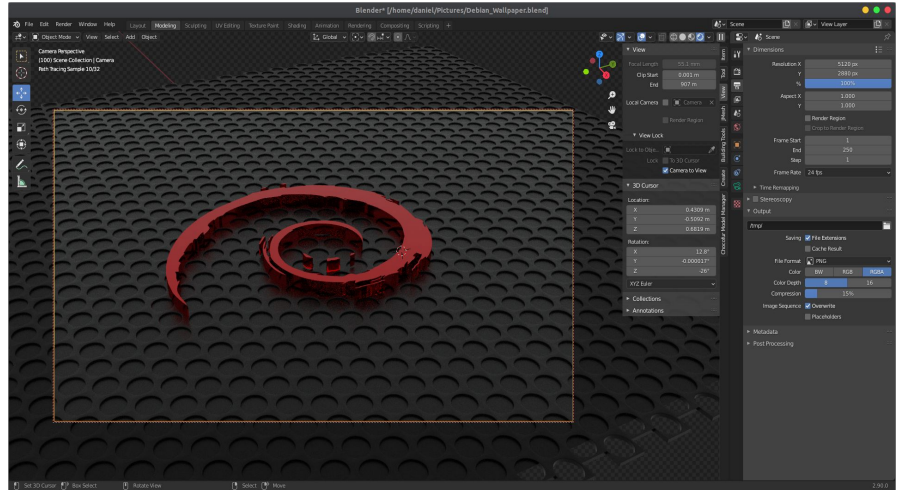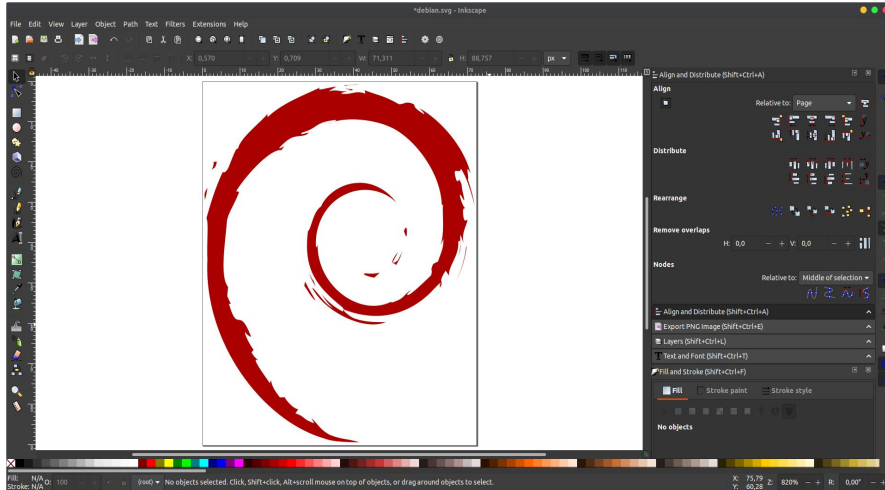
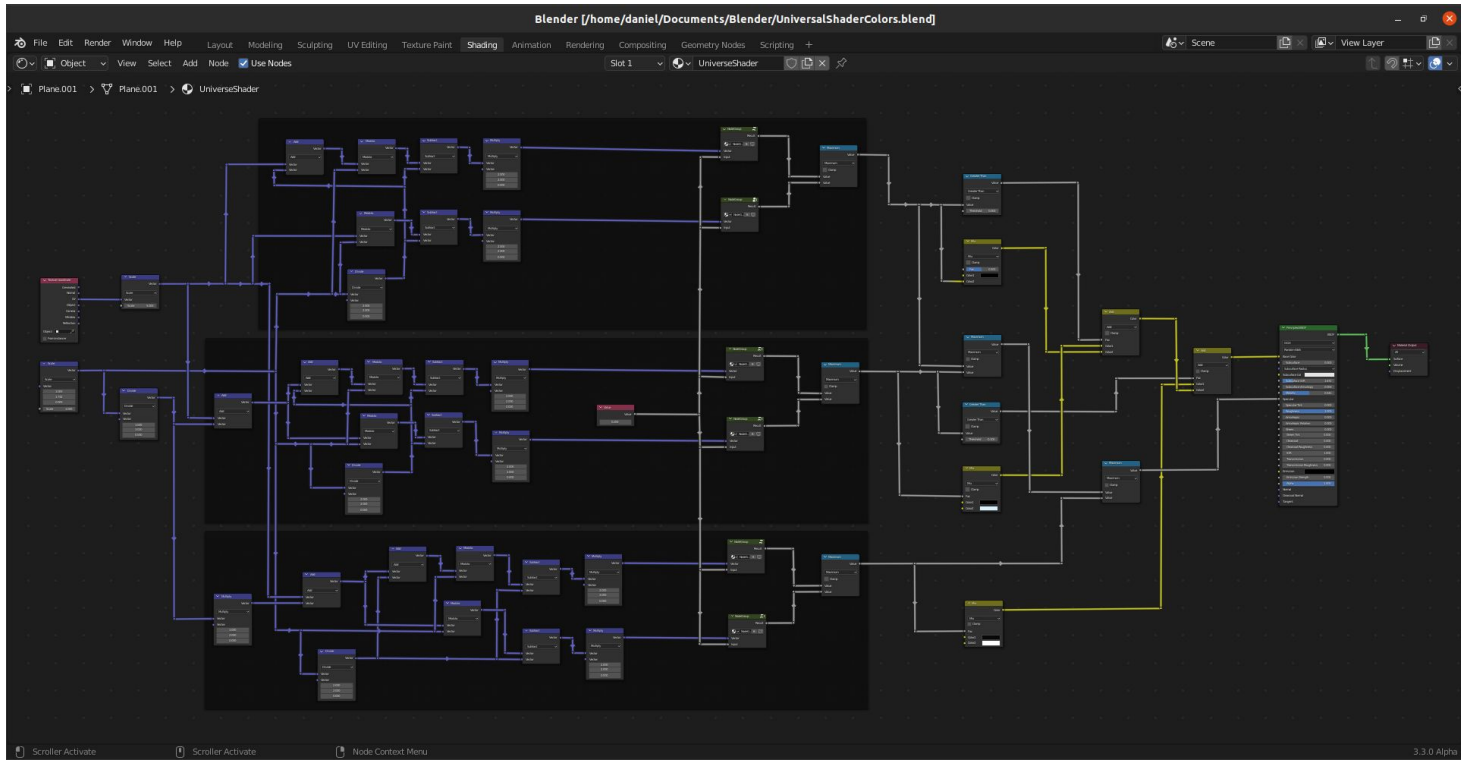Import Scalable Vector Graphics .svg from Blender 3D then add a Camera, Texture, Light and Render

Debian Bullseye wallpaper proposal

Debian Bullseye wallpaper proposal from Inkscape to Blender 3D

Debian Bullseye wallpaper proposal

GNOME Blender and Inkscape for Jakub Steiner

Blender 3.3.0 Alpha - Shader Editor Nodes

Blender 3.3.0 Alpha - Shader Editor Nodes

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 2.10.32

https://www.gimp.org

https://www.gimp.org

GIMP File Handling:

bmp	gif	jpeg	mng	pcx	pdf
png	ps	psd	svg	tiff	xpm

and many others Load, display, convert, save to many file formats SVG path import and export
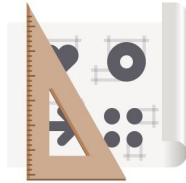
https://www.gimp.org

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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

https://apps.gnome.org

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.

App Naming

App Icons

Pointer & Touch

Keyboard

UI Icons

UI Styling

Writing Style

Typography
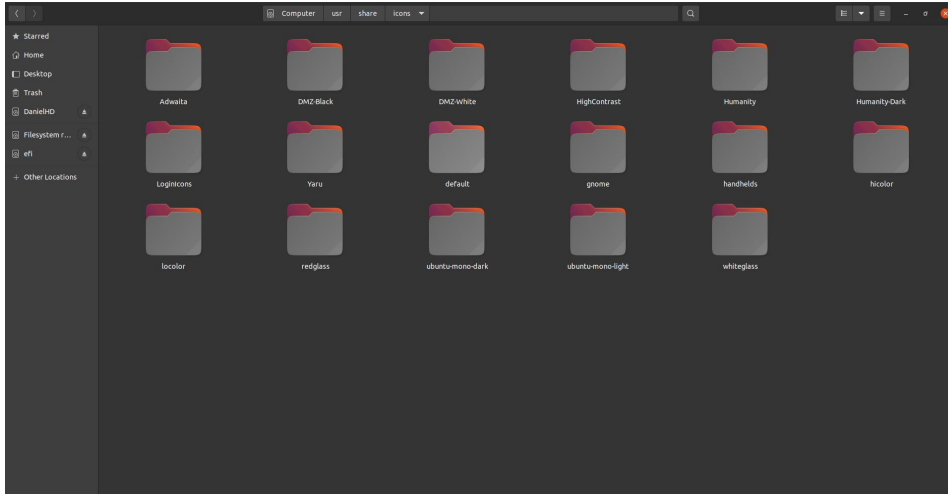
Navigation

Scaling & Adaptiveness

Accessibility

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

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Guidelines - App Icons

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

https://developer.gnome.org/hig/guidelines/app-icons.html

Where can I find my icons .SVG in GNOME?

Copy and Paste any .svg icon to your Personal Folder and use
Inkscape to understand all the process

/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.

https://blogs.gnome.org/tbernard/2021/03/22/drawing-mockups/
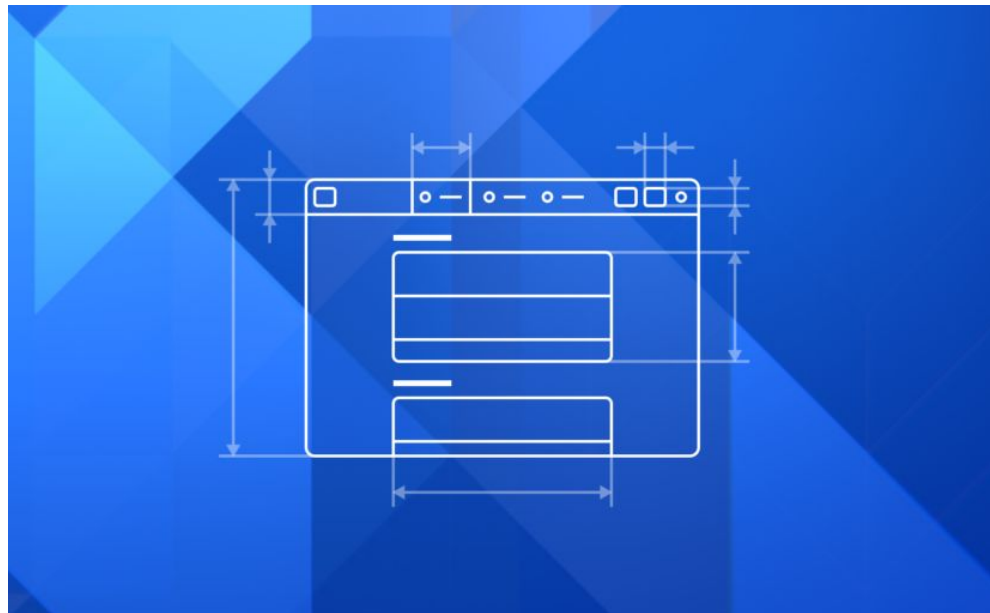
Color Palette

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.

Tool for viewing the GNOME color palette
as defined by the design guidelines.

flatpak install flathub org.gnome.design.Palette
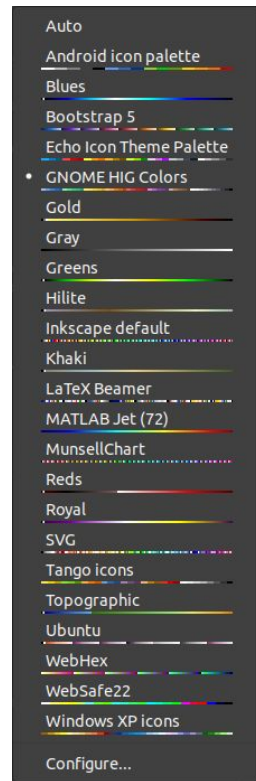
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GNOME Engagement Team

Coding		Translation
	Engagement Team	
Bugsquad		Accessibility

https://gitlab.gnome.org/Teams/Engagement

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.

- 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.

https://gitlab.gnome.org/Teams/Engagement

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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

https://gitlab.gnome.org/Teams/Engagement/General

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.

https://gitlab.gnome.org/Teams/Engagement/General

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The Engagement Team has four 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 Progri.**

- **Onboarding | coordinator: Sri Ramkrishna.**

- **Graphic Design | coordinator: Caroline Henriksen.**

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

https://gitlab.gnome.org/Teams/Engagement/General

The Engagement Team - GNOME Latam 2021 Videos
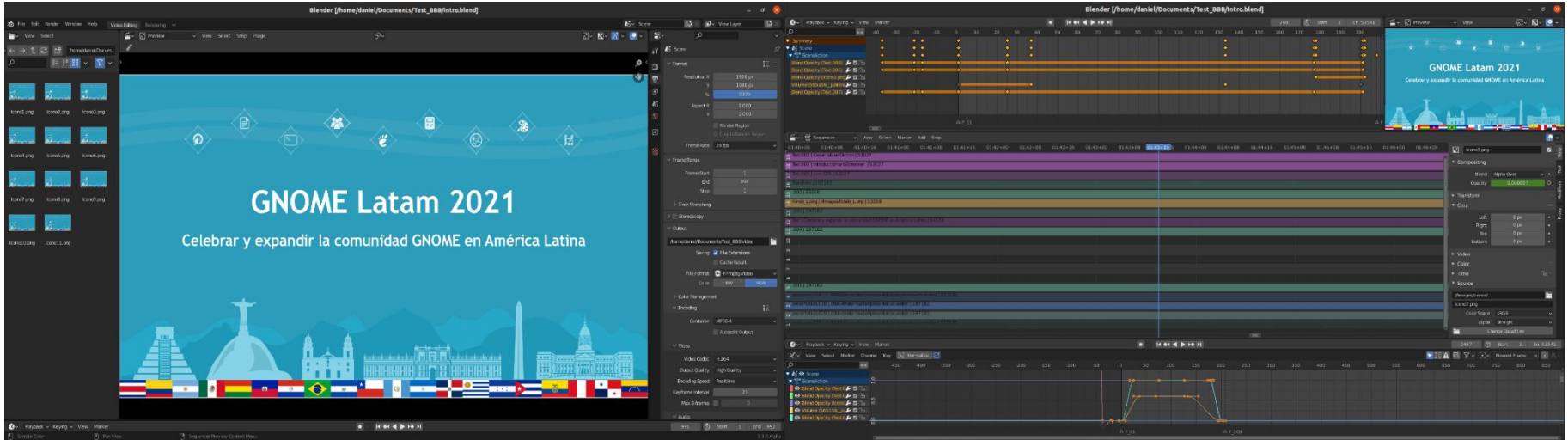
Creating Videos for GNOME Latam 2021 with Blender

https://gitlab.gnome.org/Teams/Engagement/Social-Media-and-News/-/issues/247

The Engagement Team - GNOME Latam 2021 Videos

The Engagement Team - GNOME Latam 2021 Videos

https://gitlab.gnome.org/Teams/Engagement/Social-Media-and-News/-/issues/247
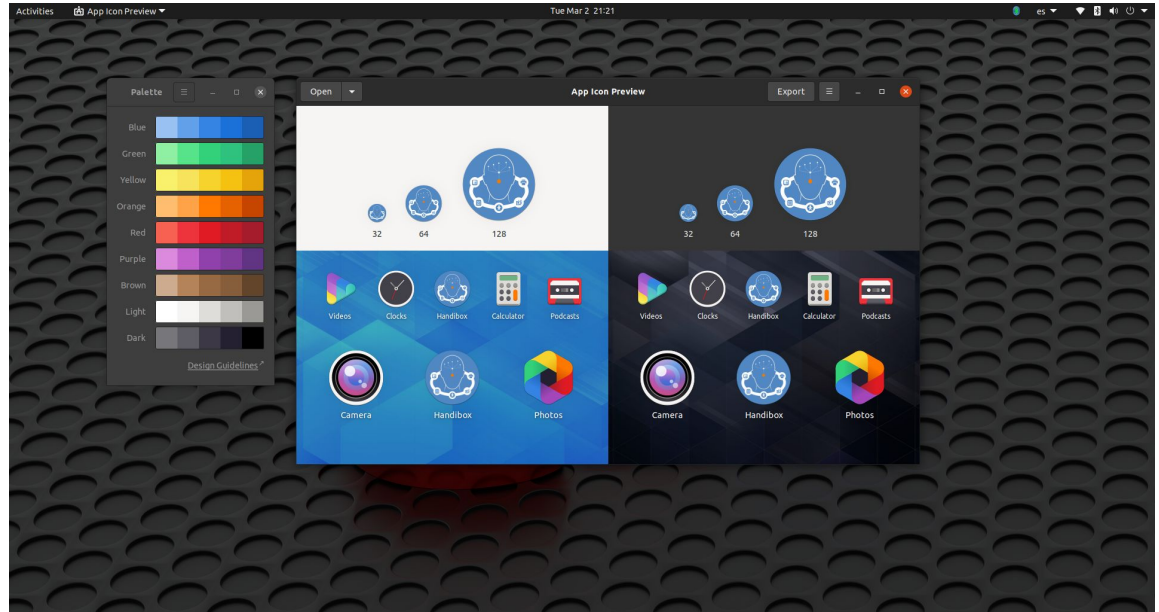
What I'm doing in this time?
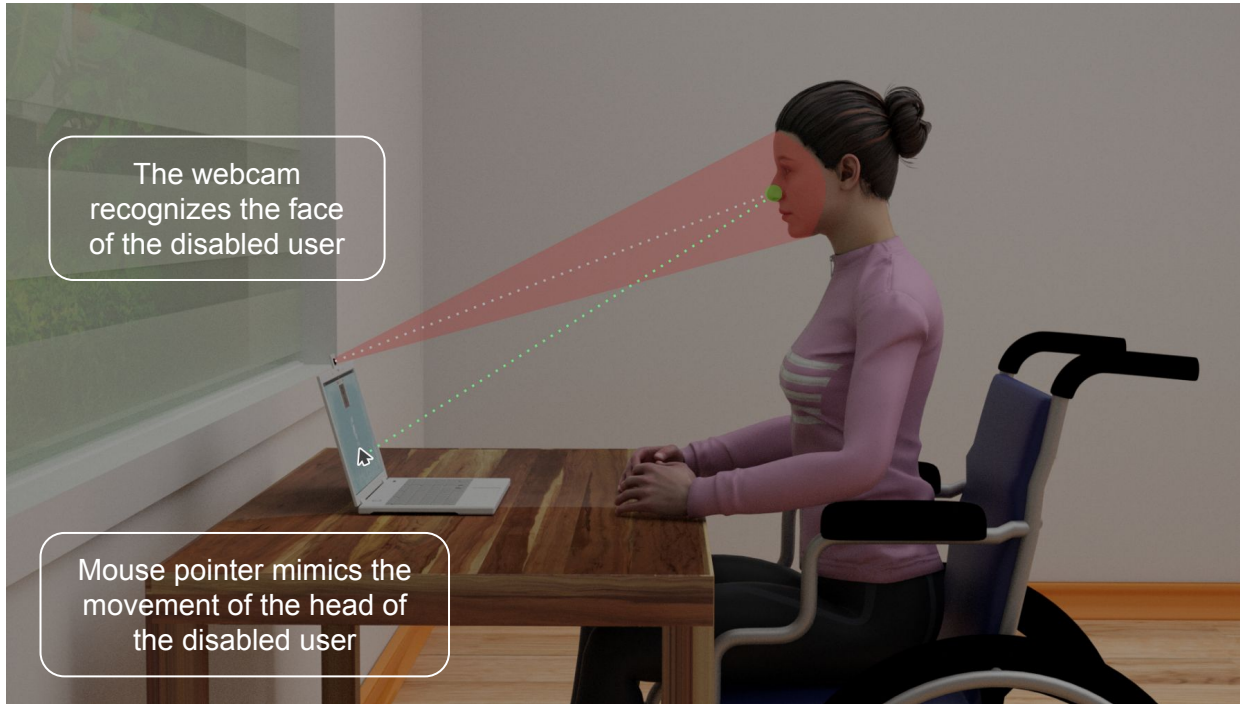
GNOME Handibox Graphic Designer

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.
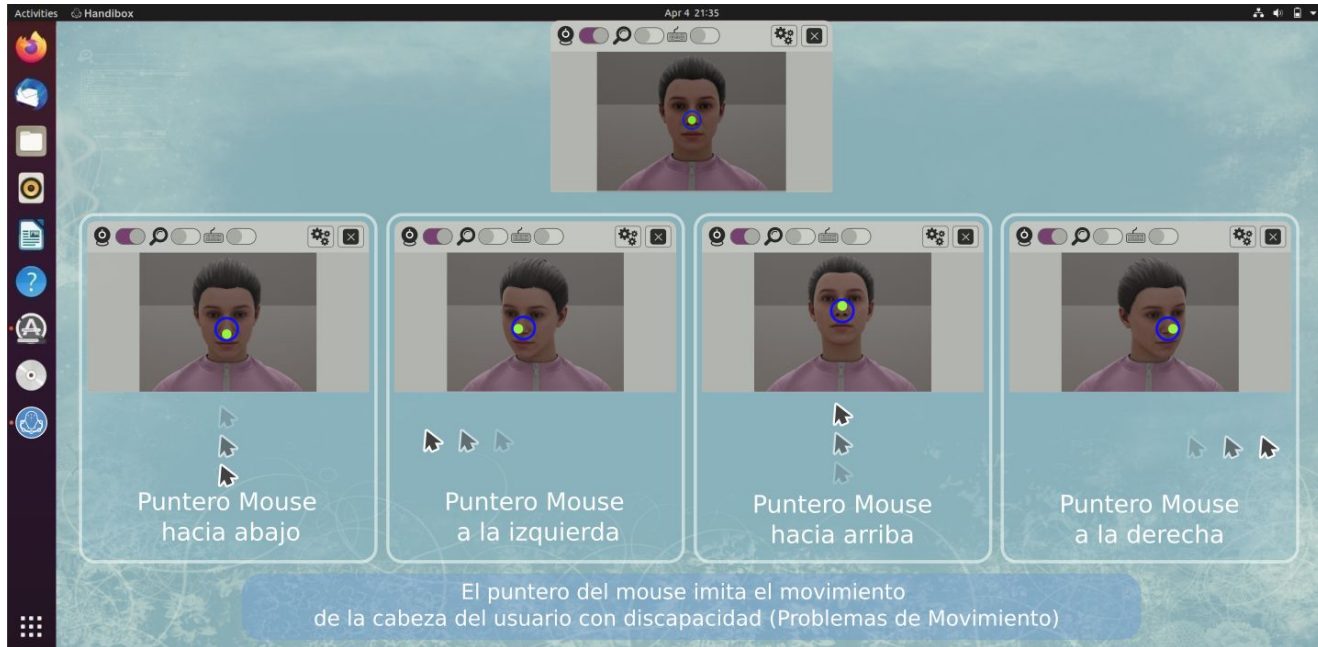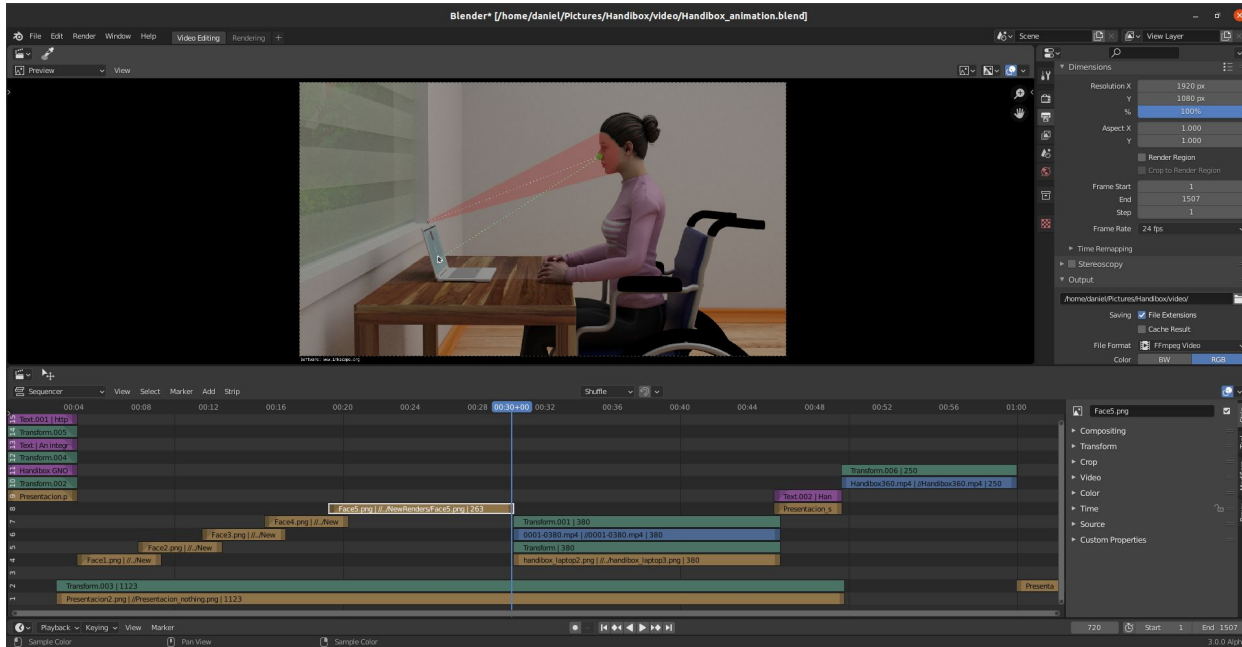
https://gitlab.gnome.org/fabioduran/handibox

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GNOME Handibox Icons

https://gitlab.gnome.org/fabioduran/handibox

The webcam recognizes the face of the disabled user

Mouse pointer mimics the movement of the head of the disabled user

https://gitlab.gnome.org/fabioduran/handibox/-/issues/30

GNOME Handibox Mockup

https://gitlab.gnome.org/fabioduran/handibox/-/issues/30

GNOME Handibox Video Marketing

https://gitlab.gnome.org/fabioduran/handibox/-/issues/30

GNOME T-shirt Art

https://gitlab.gnome.org/Teams/Engagement/General/-/issues/152

GNOME T-shirt Art

https://gitlab.gnome.org/Teams/Engagement/General/-/issues/152

An easy and elegant way to use your computer, GNOME 42 is designed to help you have the best possible computing experience.

Get things done with ease, comfort, and control.

Thanks!

dgalleguillos@gnome.org

dnlgalleguillos@floss.social

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