



How to collaborate with GNOME as a Visual Designer



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2005
Art GNOME

2023
GNOME Engagement Team

The objective of this talk is to involve people who want to be part of this community by being part of the GNOME 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.



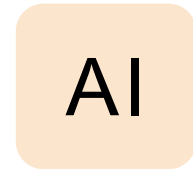


GNOME Animation Projects with Blender 3D

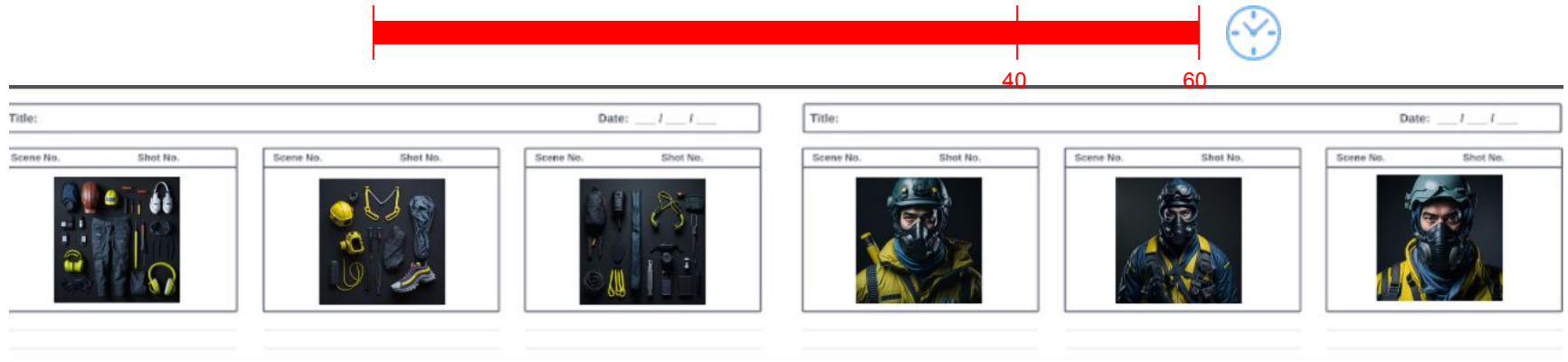
The principal idea is design marketing video animation

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.



Time Video Project 40 to 60 Seconds



The storyboard will be created with AI and Inkscape

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

Introduction GNOME Video Project with Artificial Intelligence

What is an AI Prompt?

An AI Prompt is any form of text, question, information, or coding that communicates to AI what response you're looking for. Adjusting how you phrase your prompt, AI could provide varying responses.

Why is an AI Prompt Important?

Further specifying your AI prompt unlocks the full potential of your marketing team. By consistently delivering strong prompts that generate the answers you need, AI has the ability to make your marketing team more efficient.



What About testing some Prompts for Artificial Intelligence?



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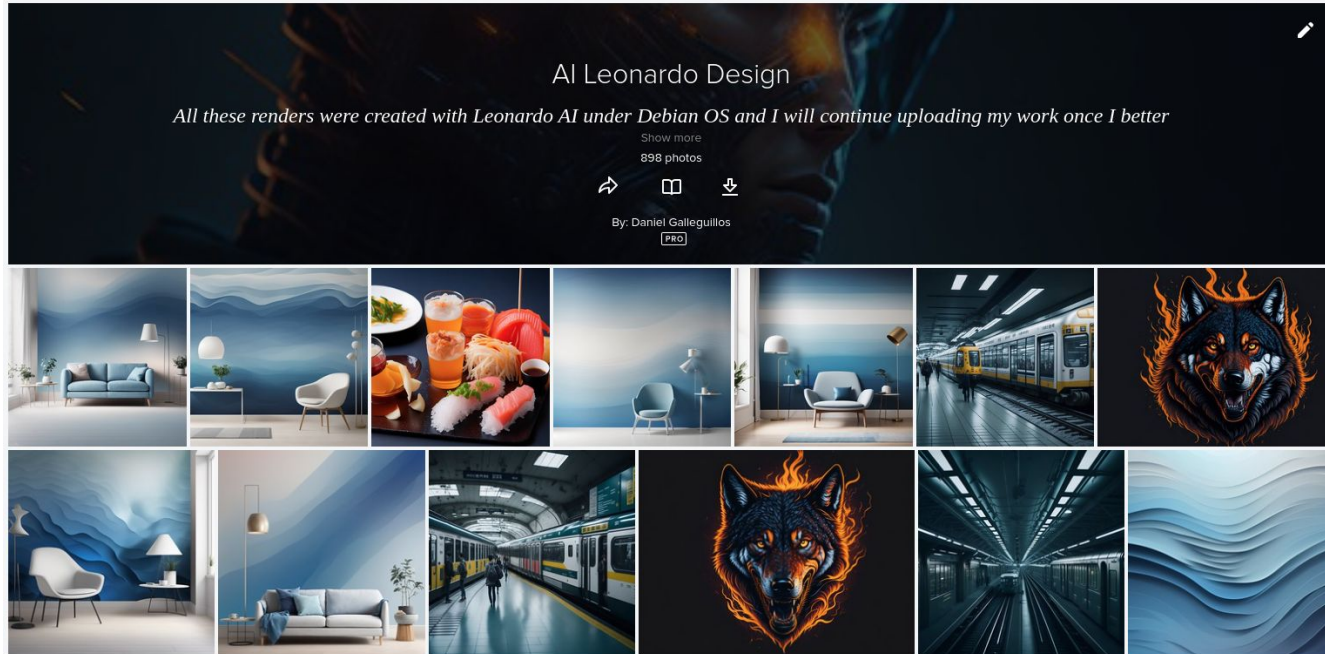


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https://www.flickr.com/photos/daniel_gc/albums/72177720312518312



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.



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.'

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

Blender is a free and open-source 3D computer graphics software



<https://www.blender.org>



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Jakub Steiner from **GNOME** showing his use of Blender for various design and animation tasks



<https://conference.blender.org>



Recraft.ai - Generative AI for professional design

Create and edit vector art, icons, 3d images and illustrations in a wide range of styles suitable for websites, print and marketing.



<https://app.recraft.ai>



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 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.

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



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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.





Thanks!

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