

THURSDAY 27/05

MORNING SESSION				
9:00	<i>Welcome to LGM 2010</i>	Femke Snelting + team		
9:30	<i>Extending Python for Speed</i>	Martin Renold	Python is a nice high-level language, but most graphic applications have some code that must run fast at any price. Everyone knows that it is possible to write C/C++ extensions for Python. Not everyone knows that it can be done quite clean, simple and DRY.	programming, raster image
10:00	<i>A first outline for a UI for a fully GEGLed GIMP</i>	peter sikking	The (eternally) imminent integration of GEGL into GIMP—or rather, fully basing GIMP on GEGL—holds great promises. Lossless editing and unlimited re-adjustment and reordering of image editing steps are only the beginning of it. However, there is big gap between the world of the nuts and bolts of the GEGL graph and nodes, and the world of GIMP users doing high-end image manipulation towards artistic results. User interface bridges this gap and peter sikking, principal interaction architect at m+mi works and lead interaction architect of GIMP, will outline in this talk the UI principles that can unlock the power of GEGL in a GIMP context.	raster image, programming
10:30	<i>Featuring Nathive image editor and its Python port</i>	Marcos Diaz	Nathive is a libre software image editor, focused on usability. The project keys and goals will be listed, and since the project is currently being ported from C to Python, this process will be detailed and we'll delve into some programming aspects.	raster image, programming
11:00	<i>Writing GIMP scripts and plug-ins</i>	Akkana Peck	Much of the power of GIMP, the GNU Image Manipulation program, comes from its plug-in architecture. Most of the functions you use in GIMP, including everything in the Filters menu, are implemented as plug-ins. Happily, writing GIMP plug-ins is easy. This talk will show you how to write new plug-ins or extend existing ones in two languages: Script-fu and Python	raster image, scripting
11:30-14:30	WORKMEETINGS, BOF, LUNCH, WORKSHOPS			
AFTERNOON SESSION				
14:30-16:00	short talks			
	<i>PureDyne</i>	Aymeric Mansoux	Puredyne is the USB-bootable GNU/Linux operating system for creative media. It is a live distribution, you don't need to install anything. Simply boot your computer using the live USB or CD/DVD and you're ready to start using software such as Pure Data, Supercollider, Icecast, Csound, Fluxus, Processing, Arduino, Gimp, Inkscape and much more.	multimedia, linux distribution
	<i>openArtist - creative tools for creative people</i>	florian stöffelmayr	OpenArtist is a linux distribution for creative people. It focuses on and features all flavours of digital arts : 2d, 3d, audio, video, vjing, hardware interfacing (arduino, robotics, reactable..). OpenArtist is an ubuntu-based distribution which tries to be more recent and way more useful than e.g ubuntuStudio. It features many programs which are not available in other distributions. The one thing which sets openArtist apart from other distributions is its universal approach. It has its own, selfexplaining menu-system, comes with its own documentation, has builtIn sharing, and the preconfiguration of the system exceeds any comparable distriubtions.	workflow, sharing, linux distribution
	<i>UpStage - an open source web-based platform for cyberformance</i>	helen varley jamieson	Artists use UpStage to collaborate in real-time on live performances for an online audience, using the web interface to manipulate graphics, animations, text, text2speech, audio, web cams and drawing, creating live performances that are accessible to anyone with a standard browser and internet connection. The application, which is open source and written in Python, sits on a server so there is no need for artists or audience to download or install anything.	multimedia

	<i>The Rural Design Collective Summer Mentoring Program</i>	Rebecca Hargrave Malamud	The Rural Design Collective is a not-for-profit professional mentoring program with a local focus designed to help motivated, creative people begin an independent career on the Internet. The mentoring program is structured on a three month time-frame where mentees are matched to projects that suit their creative skills. The mentees learn-as-they-earn, working on real projects that help their community or establish their credibility as a professional. They complete the three months with a real project and professional client relationships. The mentoring program takes place in a state-of-the-art computing environment where the participants are outfitted with hardware and software that is considered industry standard in their particular field of interest. They learn to work remotely using collaborative tools and social-networking sites, and are required to meet production deadlines and interact with their clients one-on-one either using online communication tools or by conducting on-site meetings. We are focused on teaching and using open source technologies rather than proprietary technologies, and emphasize that there are alternatives to commercial software.	design, education, collaboration
	<i>Open Source project to enable fashion design using open data formats.</i>	Susan L. Spencer	This presentation invites developers to help create a suite of open source software to create and modify clothing patterns in open data formats to match an individual's body measurement and generate customized patterns as printable files. Current applications are proprietary, do not interoperate, and are expensive. An open source solution would enable individual and small label designers to create and provide custom sized patterns without purchasing high-cost proprietary software. Schools and educational environments would have access to fashion design software without purchasing multiple licenses of proprietary software. Future development opportunities arising from this project are cutting and layout software, and incorporation with 3D body scanners.	vector, workflow, fashion
	<i>How people use opensource graphics in china and book about Lgm meeting</i>	Wang Lingzheng	The focus is "describe opensource graphics in china, and want edit one book about LGM meeting to Chinese reader' In the past, there are a lot of people didn't know opensource software and opensource graphics, these people even conclude some young graphics designer who graduated from Art Academy, as well as some traditional library worker don't know opensource software,library theory and practise needs opensource too. SO, opensource graphics Introduction is great in China.At present,more and more people in China realize that opensource software is so important	publishing, design
16:00-16:30	BREAK			
16:30	<i>Baroque Dreams: Live Multimedia Performance, Interpretive Culture, and Open Source Software</i>	Barry Threw	This talk will cover the issues of bringing live interpretive performance back into electronic music and multimedia performance culture. Issues of technology obsolesce, interface, types of users, hardware, and historical cultures patterns will be discussed. Ways the open source community can help build tools that will be useful to the video or music artists interested in interpretive performance of works will be suggested.	multimedia
17:00	<i>Using and teaching free software, being a final user and not dying in the attempt.</i>	Lila Pagola	This talk shares the experience of some pieces of design made completely with free software (books, booklets, and others) for a team working in Córdoba, Argentina from 2005 to present. The option for free software try to "align" poetics and politics, being coherent with the topics communicated by the pieces (free software and culture, patents, DRMs, etc.), and representing an "live example" of viable alternatives to privative and/or illegal software for graphic design.	workflow, education
17:30	<i>Designing with Free tools in an Open Community: experiences from the Fedora Design Team</i>	Nicu Buculei, Martin Sourada	Fedora Design Team is an Open Community consisting from people from all around the world collaborating on various projects, from desktop wallpapers to posters, icons, website and application mockups, CD/DVD art and more. Everything created by the team is licensed freely, according with Fedora's foundations: Freedom, Friends, Features, First.	design, collaboration

18:00	<i>How to get contributors to your Free/Libre/Open Source project from Vietnam and Asia</i>	Hong Phuc DANG	There are so many great F/LOSS projects out there, that get me excited. And we have millions of people studying IT, design, communication, translation and many other subjects in the world. Everyone could contribute to F/LOSS. So, when I sometimes read about projects I still cannot believe that many are lacking contributors. As a user and small and humble contributor I am happy about the many improvements in the F/LOSS world, but I am selfish and I would like to see moving things forward even more. So, I figured out that I want to support projects, that are looking to get more contributors. My presentation focuses on how projects can specifically attract contributors from Vietnam and Asia. The ideas I am proposing might also be true for other parts of the world. Sometimes it is just a small thing that might keep people away from a project and be it the time of the regular IRC meet up, that might not permit a young student from Vietnam to participate.	free culture, collaboration
18:30	<i>How to Run an Art School on Free Software / Open Source</i>	Florian Cramer, Aymeric Mansoux, Michael Murtaugh	Open Source plays an increasingly important role in arts and design through Web applications and open licenses. The Networked Media design programme of the Piet Zwart Institute has, for years, employed Open Source more radically for all course work, on servers and clients, with a focus on the command line, coding and FLOSS philosophy to foster rethinking of media instead of off-the-shelf design.	education, free culture
19:00	END			
FRIDAY 28/05				
MORNING SESSION				
9:00	<i>Diffusion Curves in vector drawings</i>	Jasper van de Gronde	Diffusion Curves are an exciting and flexible new primitive for creating images with smooth color transitions. However, the best method to display diffusion curves so far is to rasterize them, which is unsuitable for use with SVG for example. I will present the basic idea behind Diffusion Curves, an alternative interpretation and an approach to creating a purely vector based representation (discussion welcome).	vector
9:30	<i>GNU LibreDWG – a free software library to handle DWG files from AutoCAD.</i>	Felipe Corrêa da Silva Sanches	LibreDWG is a library to handle files in the DWG format used by AutoCAD. I will present a general overview of the history of the project explaining how did the creation of a students free software group at University of São Paulo resulted in the development of a new and relevant free software library (that is listed in the FSF High Priority Projects List) and how did it become approved as an official GNU package.	vector, collaboration
10:00	<i>Device Colour Management</i>	Kai-Uwe Behrmann	Devices seldom agree about colours by default. Rgb (red/green/blue) colour spaces in digital cameras or analog cameras are different from laptop and desktop monitors and different from inkjet printers if they do not even support only a Cmyk (cyan/magenta/yellow/key-black) colour space. The talk gives an overview of how these diverging colours can be brought together by the configurable Oyranos Colour Management System on a system level. It will further discuss what is required by applications to make use of the provided ICC profile information. A demo of monitor colour compensation for the desktop with compiz in the KDE environment will be shown at the presentation. Many of the device related work was done by Google Summer of Code students.	colour management
10:30	<i>Color Management and other new developments in Ghostscript</i>	Hin-Tak Leung	The ghostscript team has a few on-going or soon-to-complete development which would be of great interests to the free graphics community. We have done some major work with ICC-profiles which is about to be merged into trunk for release in August (hopefully). We have also integrated freetype as a font-renderer, and under-the-hood improvements in the form of clist and going towards multi-threaded rendering. These are just a few highlights.	colour management
11:00	<i>Phatch</i>	Stani Michels	Phatch photo batch processor	pixel images, Python

11:30-14:30	BOFs, WORKSHOPS, MEETINGS, LUNCH			
	AFTERNOON SESSION			
14:30-16:00	Short talks			
	<i>Designing elastic typefaces</i>	Ricardo Lafuente		typography, vector, design
	<i>Another year of Open Source Publishing</i>	Open Source Publishing		design
	<i>Font design and features for African languages</i>	Denis Moyogo Jacquerye		typography
	<i>Google's Font Initiative</i>	Dave Crossland	Raph Levien is a longtime contributor to the libre graphics community (libart, Ghostscript, Advogato) and launched Spiro at LGM 2007 in Montreal. Now working for Google, he is leading an initiative to sponsor libre font projects and services. This talk by Dave Crossland, a sponsored type designer, will outline the sponsorship opportunity for type designers wishing to design fonts that can be shared and collaboratively improved. It will also offer one of the first public demonstration of a related Google font project.	typography
	<i>Content centric architecture and distributed versioning</i>	Eric Schrijver	In traditional information architectures, content is the thing that is passed through the system. the definition of the system is solid. the content is arbitrary, replaceable, disposable. It should be the other way around.	design, workflow
	<i>short talk</i>			
16:00-16:30	BREAK			
16:30	<i>Designing a better Tomorrow. How design is informed by metaphors, images and associations of social progress</i>	Mirko Tobias Schaefer	Making the world a better place has been a powerful engine of ingenuity and has driven technological development from Claude Chappe's signalling system to Samuel Morse's telegraph, from Paul Otlet's information indexes to Ted Nelson's hyperspace. Information technology in general and the World Wide Web and its label Web 2.0 in particular tell a legend of empowering users and enabling participation.	design, reflection
17:00	<i>Elements of Typographic Freedom: Open Sources of Extraordinary Design</i>	Christopher Adams	Type is a Tool. This talk aims to give an inspiring overview of excellence in the typographic arts, with a special emphasis on fonts and world-class book design using free software.	typography, free culture
17:30	Cantarell: Designing Typefaces Us	Dave Crossland	This talk presents the techniques and software I used and developed for creating the Cantarell font, and looks at the future of free software type design. During the last 2 years I undertook the prestigious MA Typeface Design programme at the University of Reading, England. The programme is divided into two projects, a theoretical dissertation and a practical type design. I wrote about the nexus of free software and typeface design, and using only free software designed the typeface Cantarell.	typography
18:00	<i>sK1 Project: Past, Present and Future</i>	Igor Novikov	The project has been started in 2003 as a Sketch fork. Since that time project became an award-winning Open Source software and supports a lot of unique and professional publishing features. This year is a serious milestone in project development - global refactoring, multiplatform versions etc.	lay-out, vector
18:30	<i>Laidout and Desktop Publishing</i>	Tom Lechner	Discusses Laidout, a desktop publishing program that I use primarily to make cartoon books. It can lay out images and gradients (including mesh gradients) onto booklets, as well as onto arbitrary polyhedral surfaces. Other novel features include controlled multiple image import, and image mesh warping. I hope to debut multitouch features (via Xinput2) at LGM. Discussion will also include experiences with various open source software for related tasks.	lay-out, workflow
19:00-22:00	LGM DINNER			

SATURDAY 29/05				
10:00	<i>Writing brush engines for fun and profit!</i>	Lukáš Tvrđý	Among free software graphics application, Krita is unique in that its painting system is plugin-based: all Krita brush engines are plugins. Starting with the sumi-e hairy brush engine I worked on during the 2008 Google Summer of Code Project, I continued writing over half a dozen experimental, funny and useful brush engine for my Master's Thesis at the VŠB-Technical University of Ostrava. This presentation will start with a live demonstration of these brush engines. The second part will be more technical: I will give an introduction into the art of writing brush engine plugins for Krita. It's easy and fun and not difficult at all!	bitmap images, plug-ins, programming
10:30	<i>Generative Node-based Design With NodeBox 2</i>	Frederik De Bleser, Tom De Smedt, Lucas Nijs	NodeBox 2 is an open-source application that generates visual output based on programming code, a node-based interface or natural language (i.e. English). In the user interface you connect nodes (building blocks) together to create interesting visuals. Nodes can be opened to examine or edit the (Python) source code. AI techniques allow the system to evaluate written text and transform it into nodes using analogy and conceptual association.	games, Python
11:00	<i>GIMP</i>	TBC		
11:30	<i>Scribus</i>	Peter linnel		animation
12:00	<i>TBC</i>	TBC		lay-out, digital photography
12:30-15:30	BOFs, WORKSHOPS, MEETINGS, LUNCH			
	SATURDAY AFTERNOON			
15:30-17:00	Short talks			
	<i>Collaborative intellectual property</i>	Jose David Cuartas Correa	I would like to made a video conference to show how when we put together Free software, free contents and open hardware, we get something that we can call: "Collaborative intellectual property".	free culture, collaboration
	<i>48 Hour Film: Producing a 5-minute animated short with free and open source software</i>	Jason van Gumster	In the summer of 2009, we participated in the 48 Hour Film Project for Richmond, Virginia. The goal of teams in the 48 Hour Film Project is to produce a 4-7 minute short film over the course of 48 hours. Although this contest is targeted at live action filmmakers, our team decided to take on the huge (and somewhat crazy) task of producing an animated film in that time period... and we did it with the help of free and open source software. With an international team of 24 artists and technicians, we used Blender, GIMP, and Inkscape for producing art and assets, Ardour for sound mixing, Subversion for revision control, and MediaWiki for project collaboration. This talk serves as a post mortem to that project, discussing the good, the bad, and the ugly in our production process. It covers how the tools used in this project, along with their corresponding user and developer communities, played a huge part in allowing us to successfully finish in the required time.	animation, collaboration
	<i>The New Folk Tradition: Aesthetic and Community Resonance between Open Source Graphics and Fiber Arts</i>	Pete Ippel	I discuss revivalist trends in art with relationship to the hand-made and folk tradition, specifically in fiber arts. Innovative artists, having digital fluency, easily navigate networked communities and collaborate openly. By comparing pixels to patchwork, vectors to stitches, bitmaps to patterns, and layers to quilts, they investigate the overlap among a variety of disciplines.	design, culture
	<i>Open Source Framework Development Demo with Aiki.</i>	Ronaldo Barbachano	This talk will outline the new Aiki Open Source Framework, and will include a demonstration of installation, configuration, and setting up a database-driven site.	web, collaboration, workflow
	<i>Digital photography workflow on Linux with darktable</i>	Alexandre Prokoudine	State of the art digital photography workflow on Linux and how darktable finally makes it possible.	digital photography, bitmap images

	<i>Demo of the LiVES video editing and VJ application</i>	salsaman	I would like to show a demo of the LiVES application, including clip editing J Ving, and the multitrack editor.	multimedia
17:00-17:30	BREAK			
17:30	<i>Icon Workflows with Inkscape</i>	Jakub Steiner	Learn how to worry less about the filesystem and more about your artwork in this overview of Inkscape workflows. Various details of the workflow and tools is discussed on specific examples from projects including but not limited to Firefox, GNOME and Moblin.	design, workflow, web
18:00	<i>Mozilla</i>	TBC		
18:30	<i>The Open Colour Standard: Physical colour for F/LOSS</i>	ginger coons	Jumping off of previous discussions about the barriers preventing professional designers from using F/LOSS graphics programs, this talk will present the Open Colour Standard. OCS is a project intended to add precise colour to the F/LOSS graphics workflow. It aims to make professional colour management a reality for F/LOSS graphics.	colour management
19:00	<i>Inkscape</i>	TBC		vector, collaboration
19:30	BREAK			
20:30	Durian Open Movie sneak peeks	Blender team	Four team members who work on the third Open Movie "Sintel" will show some of the last highlights and give insight in the full creation process.	
SUNDAY 30/05				
	MORNING SESSION			
10:00	<i>Graphic Design and the Wide Open Space</i>	Eric Schrijver	Graphic design as a discipline seems to be firmly focussed on print media, leaving designing for the screen to interaction and web designers. This is a shame. As we spend more time online, public space itself is becoming digital, and in this space the pluriformity of contemporary graphic design is sorely missed. In interface and web design, aesthetic decisions by a few major software developers have a disproportionate effect on the visual landscape. In this talk I will try to examine why it is that designers (and other visual professionals) seem to be hesitant to get involved, not only in open source, but in digital technology in general. I will contextualise this question by examining how designers have historically reinvented their profession in response to new technologies.	design
10:30	<i>Viaduct - connecting apps and resources in a user friendly way</i>	Jon A. Cruz	Viaduct is a project started as a collaborative effort between Scribus and Inkscape developers. The goal is to create a set of standards, formats, APIs and helper programs to allow for simple management of creative applications and assets. Graphics professionals are used to a more seamless integration between tools, with a few commercial offerings including such "glue" software to manage and coordinate tools and their use. The Viaduct project was started to fill in the gap that exists in the free software world in this regard. The presentation will cover some of the goals and initial progress on the project, then move on to a call to action for all free software creative projects to participate and ensure the best inclusion possible.	workflow, collaboration
11:00	<i>Joining Spirits with Aiki Framework: The New Web Engine for Open Clip Art Library</i>	Bassel Safadi , Jon Phillips	In the past, applying free software development style to web applications blocked development on the Open Clip Art Library. The project has nearly joined the #FAIL list multiple times. Since web sites are centralized pieces of software running continuously, there is a need for secure access to the live code. This forces a division of managing a running website, merging software changes from developers, and keeping development on the software progressing healthily. To complicate matters, a site like Open Clip Art Library has an active base of librarians and artists uploading and editing new clipart.	web, vector, collaboration
11:30-12:30	<i>Open Source Graphics and Web Services: a panel discussion</i>	Nathan Willis	This session will be a moderated panel discussion of some specific questions that relate to how the FOSS graphics suite can or should react to the RIA movement, which is largely non-free. In addition to Picnik and the other well-known services, Google Docs has now added a Drawing app, so RIA isn't going away.	web
12:30-13:30	LUNCH			

13:30	CLOSING		Discussion / looking back and looking forward ... LGM 2011? LGM foundation?	
	BOF			
	<i>Professional graphic designer meeting</i>	Cédric Gémy / Elisa de Castro Guerra	There are every day more and more professional using free software but they are mainly single people sometimes difficult to find. Afgral is an association that aim to build a dynamic to promote free softwares in professional print process. What we propose isn't really a talk but more a meeting to get people be together, exchange about their experience, difficulties and try to find solution to help free software being recognized as serious alternatives.	design, workflow
	<i>Fonts</i>		A general font-related BoF with the intereste people attending LGM	
	<i>OpenRaster</i>		GIMP/GEGL, Krita and, finally, MyPaint teams	
	<i>colour management round table</i>	Kai-Uwe Behrmann, ...		
	<i>Unified swatch file format</i>		This year we seem to have Olivier Berten of SwatchBooker on board, and Christoph mentioned possibility of an ink vendor to participate.	
	<i>GIMP</i>		Traditional annual GIMP meeting. Self-explanatory.	
	<i>Blender Foundation + Community meeting</i>		Ton Roosendaal presents work on Blender the past year, current status and plans for the future. Audience is welcome to give feedback, with time for open discussions on general Blender topics.	
	<i>Blender Developer roundtable</i>	Ton Roosendaal, Campbell Barton	Everyone who wants to get into Blender coding can get personal feedback from experienced Blender developers, including Ton Roosendaal and Campbell Barton.	animation, development
	<i>What about a Libre Graphics Foundation?</i>	Camille Bissuel	We have LGM, FSF, Blender Foundation, the Create project, wonderful libre graphics softwares, but what about a Libre Graphics Foundation to help ours difficult projects ?	LGM
	SHORT TALKS IN RESERVE			
	<i>Batch Commander</i>	Ricardo Lafuente	Batch Commander, it's a GUI for styling *TeX files	
	<i>Augmented Reality for Designers Artists and no programmers</i>	Jose David Cuartas Correa	I would like to made a video conference to show the different tools available for designers, artists and no programmers, to made Augmented Reality applications, based in free software.	multimedia
	<i>Demo of the LiVES video editing and VJ application</i>	salsaman	I would like to show a demo of the LiVES application, including clip editing JVing, and the multitrack editor.	multimedia
	WORKSHOPS			
	<i>Webdesign or any drawing (flyer, stick CD, jacket CD, interface, illustration) with Inkscape</i>	Elisa de Castro Guerra	Learning how use Inkscape for wich purpose.	workflow, vector
	<i>Scribus plugin+scripter workshop</i>	Cedric, Andy Fitsimon		
	<i>Blender Master class</i>	Durian Open Movie team member	Durian Open Movie team members will give art demos on using Blender to create stunning content.	animation
	<i>Phatch</i>	Stani Michels	How to use Phatch for batch editing your pictures	
	<i>Helvetica Serif</i>	Seb Sanfilippo	Collaborative design of a typeface	typography, collaboration

	<i>P2P design strategies</i>	Emanuele Bonetti	In these workshops a group of graphic designers is asked to respond to a brief in a short time working only using peer-to-peer methods. Each workshop is based on the previous one since they are first of all meant as tests to verify the validity of the methodologies. At the end of each workshop all the participants are asked to give feedback, both in an informal discussion and filling a questionnaire. Participants' reactions together with the external observations are the base for the next workshop.	design, collaboration
	RESERVE			
	<i>The Status Project</i>	Heath Bunting	Identity is constructed as ourselves as human beings, that can possess one or more natural persons (straw men) and control one or more artificial persons (corporations). Most human beings have one natural person, but fail to see themselves separately or that they could possess several	mapping, visualisation