| | **THURSDAY 27/05** | | | | |
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| | **MORNING SESSION** | | | | |
| 9:00 | *Welcome to LGM 2010* | Louis Desjardin & Femke Snelting | | | |
| 9:30 | *Extending Python for Speed* | 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 cleanly, simply and DRY. | programming, raster images | http://mypaint.info |
| 10:00 | *A first outline for a UI for a fully GEGLed GIMP* | Peter Sikking | The (eternally) imminent integration of GEGL into GIMP—or rather, fully basing GIMP on GEGL—holds great promise. Lossless editing and unlimited re-adjustment and reordering of image editing steps are only the beginning. However there is big gap between the nuts and bolts of the GEGL graph and nodes, and the world of GIMP users doing high-end image manipulation for artistic results. User interfaces bridge 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 images, programming | http://mmiworks.net/blog |
| 10:30 | *The Nathive image editor, its plugin system and some Python-based implemented technologies* | Marcos Diaz | Nathive is a libre image editor focused on usability. The talk will focus on the project keys and goals, how Nathive works with Python, the plugin system, a Python-like syntax abstraction layer to C extensions, and some other programming solutions about GUI, full detailed debug logs, and automated package builds. | raster images, programming | http://nathive.org |
| 11:00 | *Writing GIMP scripts and plug-ins* | Akkana Peck | Much of the power of GIMP 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 images, scripting | http://shallowsky.com http://gimpbook.com |
| 11:30–14:30 | **WORKMEETINGS, BOF, LUNCH, WORKSHOPS** | | | | |
| | **AFTERNOON SESSION** | | | | |
| 14:30–16:00 | **Short talks** | | | | |
| | *Collaborative intellectual property* | Jose David Cuartas Correa | [video talk] This session shows how when we put together Free software, free content and open hardware, we get something that we can call: "Collaborative intellectual property." | free culture, collaboration | http://sologicolibre.org/en |
| | *PureDyne* | 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 a USB key 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, gnu/linux distribution | http://puredyne.goto10.org https://launchpad.net/puredyne |
| | *UpStage – an open source web-based platform for cyberformance* | 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, web | http://www.upstage.org.nz http://www.creative-catalyst.com |
| | *Open Source project to enable fashion design using open data formats* | 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. | vector, workflow, fashion | |
| | *The Rural Design Collective Summer Mentoring Program* | Rebecca Hargrave Malamud | [video talk] The Rural Design Collective in Port Orford, Oregon, 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. 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. The program is focused on teaching and using open source technologies. | design, education, collaboration | http://ruraldesigncollective.org |

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| | *How people use open source graphics in China and a book about the LGM* | Wang Lingzheng | In the past, a lot of people in China didn't know open source software and open source graphics, these people even include some young graphic designers who just graduated from art academies. Similarly some traditional library workers don't know about open source software, yet library theory and practice needs open source approaches too. Open source graphics is growing in China now that more and more people in China realize that open source software is important. | publishing, design | http://blog.artintern.net/blogs/in |
| 16:00–16:30 | **BREAK** | | | | |
| 16:30 | *Baroque Dreams: Live Multimedia Performance, Interpretive Culture, and Open Source Software* | 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, performance | http://www.barrythrew.com |
| 17:00 | *Using and teaching free software, being a final user and not dying in the attempt* | 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 | http://www.nomade.org.ar/sitio |
| 17:30 | *Designing with Free tools in an Open Community: experiences from the Fedora Design Team* | Nicu Buculei, Martin Sourada | The 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 | http://fedoraproject.org/wiki/Artv |
| 18:00 | *How to get contributors to your Free/Libre/Open Source project from Vietnam and Asia* | 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 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. | free culture, collaboration | http://foss.vn, http://2009.gnome.asia |
| 18:30 | *How to Run an Art School on Free and Open Source Software* | 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 | http://pzwart.wdka.nl/networked |
| 19:00 | END | | | | |
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| | **FRIDAY 28/05** | | | | |
| | **MORNING SESSION** | | | | |
| 9:00 | *Diffusion Curves in Inkscape vector drawings* | 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 | http://wiki.inkscape.org/wiki/Diff |
| 9:30 | *GNU LibreDWG – a free software library to handle DWG files from AutoCAD* | 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 a group of students at the University of São Paulo developed a new and relevant free software library (listed in the FSF High Priority Projects List) and how it became approved as an official GNU package. | vector, collaboration | http://gnu.org/software/libredwg |
| 10:00 | *Device Colour Management* | Kai–Uwe Behrmann | Devices seldom agree about colours by default. RGB (Red/Green/Blue) colour spaces in digital or analog cameras are different from laptop and desktop monitors and those are different from inkjet printers, even if they do not only support 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. | colour management | http://www.oyranos.org |

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| 10:30 | *Color Management and other new developments in Ghostscript* | Hin-Tak Leung | The Ghostscript team has a few on-going or soon-to-complete development efforts which would be of great interest 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 made under-the-hood improvements in the form of clist and going towards multi-threaded rendering. In the embedded/small-memory-footprint application area, we have been working on mupdf. These are just a few highlights. | colour management | http://www.artifex.com<br>http://www.ghostscript.com |
| 11:00 | *Best practises for designing/releasing/maintaining/packaging open fonts* | Nicolas Spalinger | Best practises for designing, releasing, maintaining and packaging open fonts. A review of dos and don'ts based on real world examples and community experiences. Various tips and tools for authors, designers and contributors to open font projects to Do The Right Thing in the complicated area of open fonts. | typography, design, distribution | http://planet.open-fonts.org<br>http://scripts.sil.org/OFL<br>http://pkg-fonts.alioth.debian.org<br>https://launchpad.net/~fonts |
| 11:30–14:30 | **BOFs, WORKSHOPS, MEETINGS, LUNCH** | | | | |
| | **AFTERNOON SESSION** | | | | |
| 14:30–16:00 | **Short talks** | | | | |
| | Styling TeX documents with Batch Commander | Ricardo Lafuente | Batch Commander is a tool that provides a graphical interface for styling (La)TeX documents. While the plaintext-based nature of TeX is ideal for automated typesetting, Batch Commander provides a GUI for editing document styles visually, instead of manually editing style files and recompiling. A quick previewing system and support for extensions make Batch Commander worth a look for anyone using TeX, LaTeX or ConTeXt for their own work. | lay-out, typography | |
| | *Another year of Open Source Publishing* | OSP | OSP (Open Source Publishing) is a multidisciplinary, multi-national design collective based in Brussels. Since 2006 they have been experimenting with Free Software for design. In this talk, OSP tours you at the speed of light through work done since LGM 2009. | design | http://ospublish.constantvzw.org |
| | *Font design and features for African languages* | Denis Moyogo Jacquerye | This presentation will discuss the requirements of orthographies for African languages in Latin scripts and shows how to implement them with modern fonts technologies. Good practices, mistakes and evaluation of fonts for African languages with high requirements will be discussed. The presentation will also showcase various font projects that are benefitting from the input, feedback and work of the Open Source community. | typography | http://www.africanlocalisation.net |
| | *Google's Font Initiative* | 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 demonstrations of a related Google font project. | typography, web | |
| | *Content centric architecture and distributed versioning* | 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 | |
| | *Phatch* | Stani Michels | Phatch is a user friendly, cross-platform Photo Batch Processor and EXIF Renamer with a nice graphical user interface. Phatch handles all popular image formats and can duplicate (sub)folder hierarchies. It can batch resize, rotate, apply shadows, perspective, rounded corners and many more actions – in minutes instead of the hours or days needed to do so manually. | raster images, Python | http://photobatch.stani.be |
| 16:00–16:30 | **BREAK** | | | | |
| 16:30 | *Elements of Typographic Freedom: Open Sources of Extraordinary Design* | 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 | http://techne.raysend.com |
| 17:00 | *Designing a Better Tomorrow: How design is informed by metaphors, images and associations of social progress* | 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 | http://www.mtschaefer.net |

| Time | Title | Speaker | Description | Tags | URL |
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| 17:30 | *Cantarell: Designing Typefaces Using Only Free Software* | Dave Crossland | This talk presents the techniques and software I used and developed for creating the Cantarell font family, 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, UK. The course involves two major projects, a theoretical dissertation and a practical type design. I wrote about the nexus of free software and typeface design, and used only free software to design Cantarell. | typography | http://abattis.org/cantarell |
| 18:00 | *sK1 Project: Past, Present and Future* | Igor Novikov | The project was started in 2003 as a Sketch fork. Since that time sK1 became an award-winning Open Source application 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 | http://sk1project.org |
| 18:30 | *Laidout and Desktop Publishing* | Tom Lechner | Laidout is 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. Being debugged currently are multicontact abilities. Discussion will also include experiences with various open source software for related tasks. | lay-out, workflow | http://www.laidout.org |
| 19:00–22:00 | **LGM DINNER** | | | | |
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| | **SATURDAY 29/05** | | | | |
| 10:00 | *Writing brush engines for fun and profit!* | Lukáš Tvrdý | 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, 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, not difficult at all! | bitmap images, plug-ins, programming | http://lukast.mediablog.sk/log |
| 10:30 | *Icon Workflows with Inkscape* | Jakub Steiner | Learn how to worry less about the file system and more about your artwork in this overview of Inkscape workflows. Various details of the workflow and tools are discussed with specific examples from projects including, but not limited to, Firefox, GNOME and Moblin. | design, workflow, web | http://jimmac.musichall.cz |
| 11:00 | *Generative Node-based Design With NodeBox 2* | 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 | http://beta.nodebox.net |
| 11:30 | *Scribus* | Peter Linnell | Scribus is an Open Source program that brings award-winning professional page layout to Linux/UNIX, Mac OS X, OS/2 Warp 4/eComStation and Windows desktops with a combination of "press-ready" output and new approaches to page layout. Underneath the modern and user friendly interface, Scribus supports professional publishing features, such as CMYK color, separations, Spot Colors, ICC color management and versatile PDF creation. | lay-out | http://www.scribus.net |
| 12:00 | *Blender Foundation, past and future* | Ton Roosendaal | Blender is the free open source 3D content creation suite, available for all major operating systems under the GNU General Public License. Ton Roosendaal presents work on Blender the past year, current status and plans for the future. | animation | http://www.blender.org |
| 12:30–15:30 | **BOFs, WORKSHOPS, MEETINGS, LUNCH** | | | | |
| | **SATURDAY AFTERNOON** | | | | |
| 15:30–17:00 | **Short talks** | | | | |
| | *How I made a free New Zealand coffee-table book using lots of Free Software* | Marcus Holland-Moritz | In 2009 I made a trip to New Zealand where I took about 15,000 photos. After I spent weeks selecting and processing the good shots and getting very positive feedback from my friends, I decided to try to make a book about my trip. I had already been using Scribus in the past, but not for anything beyond very simple one-page layouts. Trying to figure out how to do a whole book took me a while, not only working with (and on) the tools, but also reading a lot about design, typography and more esoteric stuff like colour management. | | http://nzbook.mhxnet.de |

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| | *Coding pictures with Shoebot* | Ricardo Lafuente | Shoebot is a graphics robot with which you can create complex images and animations using a very simple syntax on top of the Python programming language. It is specifically aimed at designers and artists who want to incorporate code into their creations, but it also provides for a good educational framework for introducing code–based approaches, with a simple interface and quick image–based results. | typography, vector, design | http://tinkerhouse.net |
| | *The New Folk Tradition: Aesthetic and Community Resonance between Open Source Graphics and Fiber Arts* | 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 | http://peteippel.com |
| | *Multi–touch support in Ubuntu* | Steve Conklin | A quick presentation about the current state of multi–touch support in Ubuntu, and the road map for the next release | | |
| | *Digital photography workflow on Linux with darktable* | Alexandre Prokoudine | State of the art digital photography workflow on Linux and how darktable finally makes it possible. | digital photography, bitmap images | http://prokoudine.info |
| | *Plana* | Ana Carvalho | Plana started as an academic project by Luís Camanho for a small independent publisher on illustration and comics. Free software was embraced almost from the very beginning. It was an answer to economic constraints but also reflection of our empathy with the libre graphics world. As a consequence, we got interested in copyright and embraced the sharing culture, informing and encouraging our authors to distribute their work for free. With five books published since 2008 we would like to share our experiences so far. | | |
| 17:00–17:30 | **BREAK** | | | | |
| 17:30 | *Mozilla Open Web Graphics* | Paul Rouget | A status update by Paul Rouget, Mozilla's lead Tech Evangelist in Europe: the status quo of HTML5, SVG, CSS3 and more. | web, video | http://blog.mozbox.org |
| 18:00 | *The Open Colour Standard: Physical colour for F/LOSS* | 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 | http://opencolour.org |
| 18:30 | *Inkscape for everybody* | Andy Fitsimon | Inkscape's popularity is growing day by day. How do we help new users master the tool? How do we welcome these users and invite them to participate in the community and contribute their art, their bug reports and their ideas to help us innovate? This talk briefly summarises the available resources out there from online tutorials, screen–casts, channels & forums to the offline books, magazines, courses, classes and user groups. Half talk, half debate, this session aims to set the scene for a discussion on the issues of supporting new users, and explore ways to do it better by sharing ideas and working together. | vector, collaboration | http://andy.brisgeek.com |
| 19:00–20:30 | **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 lastest highlights and give insight into the full creation process. | animation | http://durian.blender.org |
| 22:00 | **END** | | | | |
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| | **SUNDAY 30/05** | | | | |
| | **MORNING SESSION** | | | | |
| 10:00 | *Graphic Design and the Wide Open Space* | 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. | design | http://ericschrijver.nl |

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| 10:30 | *Viaduct – connecting apps and resources in a user friendly way* | 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. | workflow, collaboration | http://create.freedesktop.org/wik |
| 11:00 | *Joining Spirits with Aiki Framework: The New Web Engine for Open Clip Art Library* | Bassel Safadi, Jon Phillips | In the past, applying a 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. The new Aiki Framework aims to solve all these issues. | web, vector, collaboration | http://aikiframework.org http://openclipart.org |
| 11:30–12:30 | *Open Source Graphics and Web Services: A panel discussion* | 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. | webservices | |
| 12:30–13:30 | **LUNCH** | | | | |
| 13:30 | **CLOSING** | Discussion | Looking back and looking forward: LGM 2011? | | |
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| | **BOF** | | | | |
| THURSDAY | *OpenRaster* | | GIMP/GEGL, Krita and finally the MyPaint, Nathive teams get together! | | |
| FRIDAY | *Professional graphic designer meeting* | Cédric Gémy, Elisa de Castro Guerra | Every day there are more and more professionals using free software, but they are mainly single people and can be difficult to find. AFGRAL is an association that aims to promote free software in professional print circles. What we propose isn't really a talk but more a meeting to get people together, exchange their experiences and difficulties, and try to find solutions to help free software be recognized as a serious alternative. | design, workflow | http://creationlibre.org |
| FRIDAY | *Fonts* | Nicolas Spalinger, Dave Crossland | A general session for people interested in fonts who are attending LGM! | typography, web | |
| FRIDAY | *colour management round table* | Kai–Uwe Behrmann, ginger coons | | | |
| SATURDAY | *Unified swatch file format* | | This year we seem to have Olivier Berten of SwatchBooker on board, and Christoph mentioned possibility that an ink vendor will participate! | | |
| SATURDAY | *What about a Libre Graphics Foundation?* | Camille Bissuel | We have LGM, FSF, Blender Foundation, the CREATE project, wonderful libre graphics applications, so how about a Libre Graphics Foundation to help our projects? | LGM | http://www.yagraph.org |
| | *GIMP* | | The traditional annual GIMP meeting! | | |
| SATURDAY | *Blender Developer roundtable* | 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 | |
| | **LUNCHBREAK WORKSHOPS / DEMOS** | | | | |
| THURSDAY, FRIDAY, SATURDAY | *P2P Design Strategies* | 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 | http://p2pdesignstrategies.parco |
| THURSDAY | *UpStage* | Helen Varley Jamieson | Demo of UpStage | | |

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| THURSDAY | *Scribus plugin + scripter* | Cedric Gemy, Alessandro Rimoldi | A workshop for writing plugins and scripting Scribus! | | |
| FRIDAY | *Webdesign or any drawing (flyer, stick CD, jacket CD, interface, illustration) with Inkscape* | Elisa de Castro Guerra | Learn how to use Inkcape for any purpose **[workshop in French!]** | workflow, vector, french | |
| FRIDAY | *Phatch* | Stani Michels | How to use Phatch for batch editing your pictures | | |
| SATURDAY | *Blender Master class* | Durian Open Movie team members | Durian Open Movie team members will give art demos on using Blender to create stunning content. | animation | |
| SATURDAY | *A–B–C* | Ludi Loiseau, Seb Sanfilippo, Pierre Marchand, Dave Crossland | The people attending this workshop will learn about one way to dissect the shapes in the latin alphabet, and use this theoretical model to make a typeface together in a fast–paced design game. The game will involve drawing letters on paper, making use of a real–life version control system, and at the end a digital font will be uploaded to the Open Font Library. No previous experience of typeface design required. | typography, collaboration | |