

LIBRE GRAPHICS MEETING 2010 BRUSSELS 27-30 MAY

The Libre Graphics Meeting (LGM) is the annual working conference for free software graphics application developers and users. Its fifth edition will take place 27-30 May 2010 in Brussels, Belgium. Teams from GIMP, Inkscape, Blender, Krita, Scribus, Hugin, Open Font Library and many other projects gather to improve their software and discuss new ideas for interoperability and shared standards.

The Libre Graphics Community would like to ask the Python Software Foundation for a donation of \$3000 to help cover travel costs for volunteer developers and presenters that would otherwise be unable to journey to Belgium.

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The Libre Graphics Meeting

The Libre Graphics Meeting has been organised by volunteers since 2006 to unite and accelerate the efforts behind Free, Libre and Open Source graphics software. This annual meeting is the premiere conference for developers, users and supporters of major projects used in creative work such as illustration, typography, graphic design and 3D-modeling. LGM gives software developers, artists, designers and other graphics professionals the opportunity to collaborate and learn from each other. LGM emphasizes the sharing of collective creativity, innovation and ideas and is free for everyone to attend.

Consisting of very different projects, both in scale and in approach to their work, teams participating in LGM gather to work on interoperability, shared standards, and new ideas. As a result, work at prior events has pushed the state-of-the-art in important areas such as cross-application sharing of assets and common formats.

At LGM 2010, all major graphics projects will be present in Brussels to showcase latest developments and future plans. Important work on open color management systems and the SVG vector graphics standard for print and web will take place at LGM2010. In addition, an increasing number of artists, designers and academics is involved this year, and specific activities will be organised for students from art and design schools.

[HTTP://WWW.LIBREGRAPHICSMEEETING.ORG](http://www.libregraphicsmeeting.org)

Libre Graphics Meeting
27-30 May 2010
Venue: De Pianofabriek
Fortstraat 35, 1060
Brussels (Belgium)



Python: Binding the Libre Graphics Universe

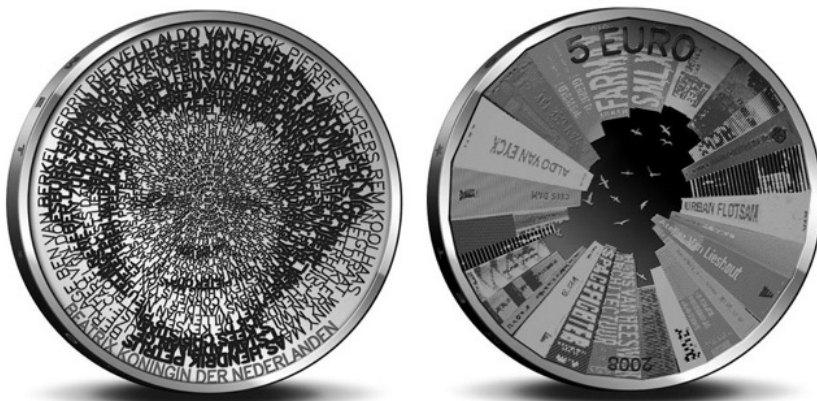
Many popular F/LOSS graphics projects are integrally written in Python, and many of them have been showcased and supported by the diverse community of developers, designers and artists present in LGM. By supporting this meeting, the PSF would not just support one project, it supports a whole community.

Projects written in Python:

- sK1 – Powerful vector graphics editor
- PiTiVi – Video editor for Linux
- MyPAINT – Fast and easy graphics application for digital painters
- PHATCH – Photo Batch Processor
- FONTY PYTHON – Gather your fonts and structure them into collections
- FONTTOOLS – Convert OpenType and TrueType fonts to and from XML
- NATHIVE – The Usable Image Editor
- THINGS – A vector animation API
- SHOEBOAT – A pure Python graphics robot

Python is the scripting language of choice for the largest projects present within LGM: the Inkscape vector editing software, Scribus Open Source Desktop Publishing, GIMP, the popular image editor and Blender 3D content creation suite. Blender is probably the largest project worldwide to have switched to Python 3 and breeding a new generation of Python 3 developers.

Furthermore, a Python API was recently added to the Fontforge font editor, and also Fontmatrix, GEGL, Krita and exiv2 use Python in a significant way, either as a scripting language or by providing bindings to their API's.



Stani Michiels's award-winning design for a Dutch commemorative Euro coin was only made possible thanks to Python, by means of its bindings to the Cairo library (PyCairo). It's also one of the most relevant success stories of the Libre Graphics Community.

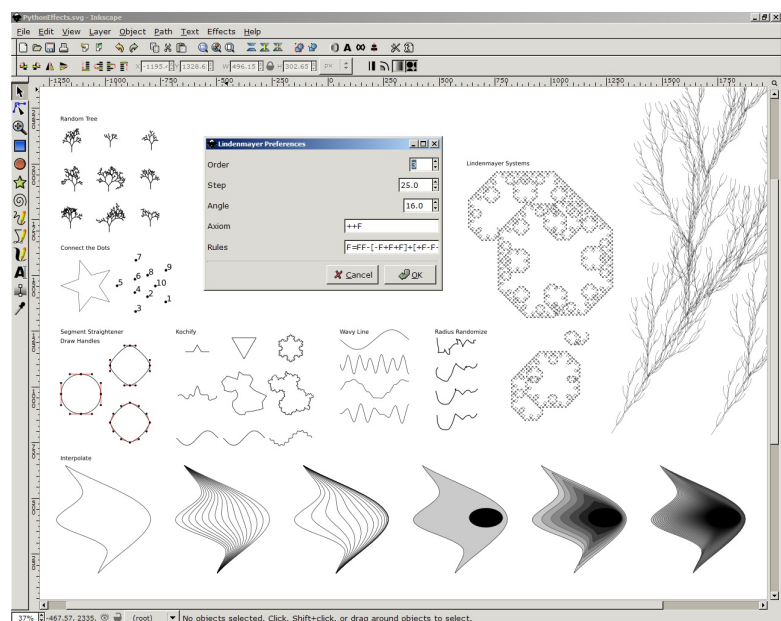
Python: interfacing between developers and designers

The tight relationship between Python and F/LOSS graphics applications, combined with LGM's emphasis on bridging the gaps between developers and users, makes Python an ever-increasingly relevant asset for designers, developers and artists alike. LGM, by supporting those projects and encouraging interaction between the authors and their audience, has been a significant venue for that cross-pollination to happen. The work by Stani Michiels for example, that resulted in an award-winning Dutch coin, could not have been done without the LGM. It was by attending this meeting that he learned new Python libraries (such as pyCairo) which were essential in making the work.

Diversity was a hot topic at the latest PyCon USA. Anna Martelli Ravenscroft gave an excellent talk on how diversity is a dependency for the python community to achieve innovation. Also Mark Shuttleworth made a strong statement in his keynote that programmers and designers should collaborate more. By offering a stimulating context for the interaction between developers, designers and artists, LGM has the potential to stimulate diversity in the Python community too.

The easy extensibility of one's work flow provided by the Python is one straightforward plus; furthermore, Python is increasingly the language of choice for introducing students to programming, as is the case at the Piet Zwart Institute, one of the partners in LGM 2010. Applications like Shoebot and Nodebox are aimed at designers who use code to find new possibilities in their work, inspiring beginners to discover more advanced uses of the Python language.

The introduction of a Python scripting interface to Inkscape opened the doors to many developers and enthusiasts, who now can easily create their own image effects, more often than not with eye-opening results. Here is a small example of what was made possible by this happy marriage.



Supporting LGM

The LGM does not charge a conference fee for visitors. Previous meetings were made possible through support from amongst others: the École Polytechnique Montréal, the LGM user community (raising money on pledgie.com), Sourceforge, River Valley Technologies, Intel Communities, OpenCandy, QT, sK1, GIMP, Gnome foundation, GroupeEyrolles and also the Python Software Foundation. This year, The Flemish ministry of culture supports LGM.

Your contribution to LGM 2010 would be solely used to pay for flights or train tickets and lodging of participants who have not been able to find other means of sponsoring their travel to Brussels.

Sponsoring Benefits

Sponsoring the LGM will increase the visibility of the Python language amongst developers, designers and artists. If you wish, we can organise a booth to display the materials of your choice. We will list the Python Software Foundation and logo on our website and posters plus we will add a description in our program guide. We will also include the Python Software Foundation in press releases and other communications.

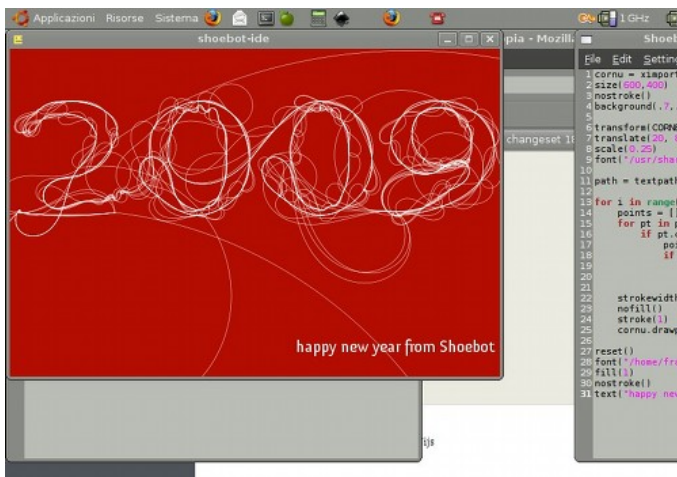
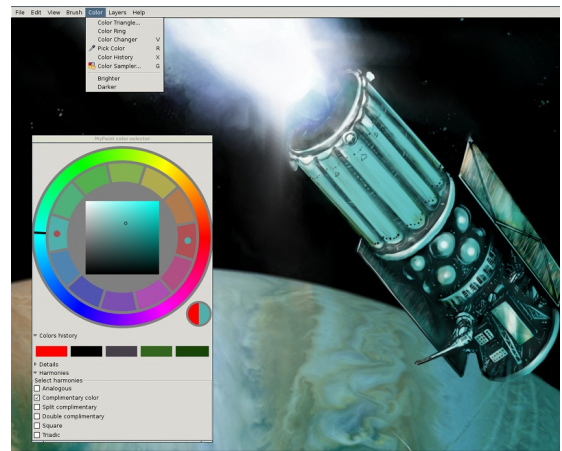
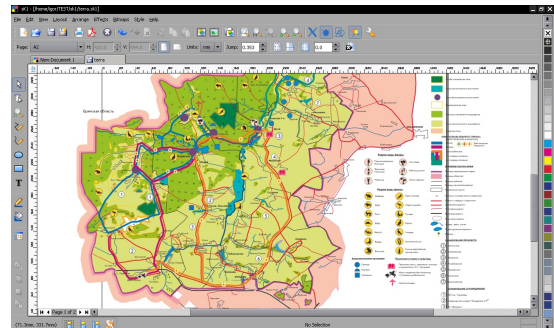


Graduation catalogue designed by OSP (2008) in collaboration with students of the Piet Zwart Institute. The general concept was to have 500 different variations for the cover, one for each copy. Python scripting in Scribus made this possible.

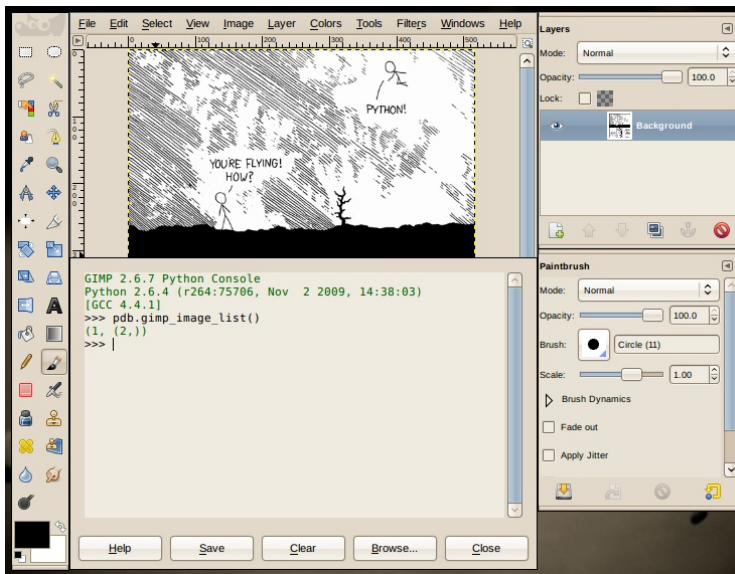
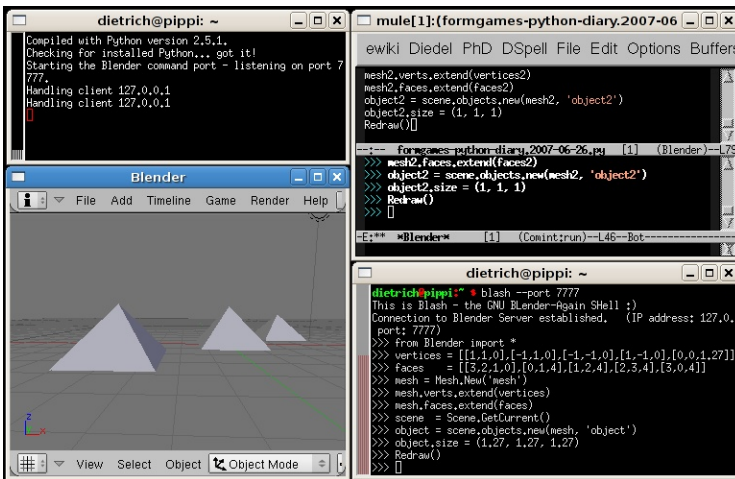
Partners

The LGM 2010 is organised by volunteers from an international community of developers and users and Constant in collaboration with De Pianofabriek, Master Networked Media and Research programme Communication in a Digital Age (Piet Zwart Institute, Willem de Kooning Academy, Rotterdam) and the Bruxelles Linux User Group (BXLUG).

sK1 and MyPaint are good examples of applications integrally written in Python which are very relevant to the Libre Graphics community: sK1 is aimed at pre-press professionals, whereas MyPaint is a realistic paint media simulator.



Shoebot is a "code sketchbook" based on Python, aimed at graphic artists and designers who want to incorporate image generation through code into their workflows. The intuitive and clear nature of Python makes it a great tool to introduce people to programming, showing the results of their experiments through immediate visual output.



Both Blender and Gimp include consoles that enable on-the-fly application scripting, allowing for image tweaking as well as changing the application interface itself. Blender 2.5 provides full Python 3 support, being one of the first large applications to make the switch to version 3.