

Objectives

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

The concept of The GNOME Human Interface Guidelines will be explained:

- .- Design Principles
- .- Tools & Resources
- .- Guidelines
- .- Patterns
- .- Reference

A general concept of these work tools:



I will explain Librsvg, a library to render Scalable Vector Graphics - SVG, associated with the GNOME Project.

And it will end with the concept of the GPL and Creative Commons Licenses.