

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 Graphic Design Tools and being able to carry out our work officially for the community.



I will talk about Open Source Softwares like, Blender3D, Inkscape, Icon Preview and GIMP and how can we use this Softwares and Licence our work with Creative Commons and GPL licence to create GNOME Graphic Design.

I will talk about my experience as a GNOME Graphic Designer from 2005 until now and I can tell the process in this case GNOME Engagement Team with a coordinator Caroline Henriksen for all the Social Media team and what is the protocol that exists in this team and the communication channels.

I will talk about Handibox, an accessibility tool that will allow human-computer interaction to people who have some degree of motor disability and my role with examples like Videos and Renders as an Artist for this application and the interaction with the Engagement Team.

All my work in my GNOME Wiki: wiki.gnome.org/DanielGalleguillos