Designing with Free tools in an Open Community: experiences from the Fedora Design Team

Who we are?



- Founded in April 2006 (Fedora Core 6 release cycle)
- Started as Art Team, rebranded as Design Team in 2009
- Team leader: Máirín Duffy, our rock star
- We strongly believe in Fedora's 4 Foundations: Freedom, Friends,
 Features, First
- Established since Fedora 8



Lesson Learned: You **can** do it in the community

- Fedora 7, Flying High: "voodoo"
- The large community: "we like the result but not the process"
- An important step into opening Fedora



What we do



- Distro artwork (wallpapers, splashes)
- Website graphics, from layout design to banners
- Marketing and release materials: CD/DVD art, posters, One Page Release Notes, T-shirts, etc.
- Design service: icons, logos, hackergotchi, etc.
- Usability and interface design
- Side projects: Echo theme, comics, photography and more
- Spin: Fedora Design Suite
- Have fun, do cool stuff, be friends

What we use

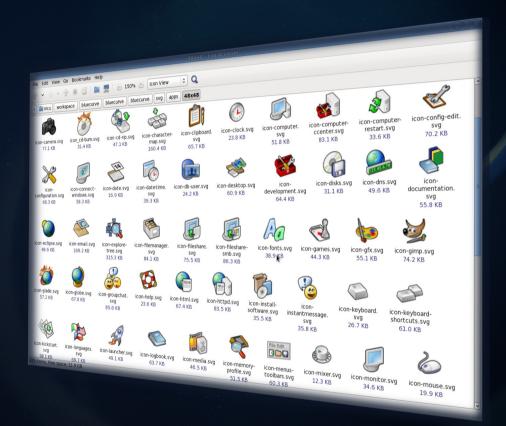


- Inkscape: we love it
- GIMP: everyone's proficient
- Scribus: for printing
- Blender: limited in-house experience, trying to grow
- Little tools: Agave, ImageMagick etc.
- Looking forward to: MyPaint, Alchemy
- We don't require the use of Free tools, but encourage it
- But we do require free formats and source files
- Proud to showcase the Free Linux Desktop as a viable tool

Lesson Learned: Source files and free license is not enough

- Bluecurve: Linux icon theme made with vector graphics
- Free license (GPL), source available, bad file format
- One-man project, no specifications, no knowledge
- Replaced and abandoned. Echo?





Collaboration tools



- Mailing list the main communication channel
- Wiki document and exchange
- IRC not convenient when the team is spread around the world, trying to use it better
- Ticketing system (trac)
- Shared storage (ssh) fedorapeople.org
- Blogs and aggregation
- Face to face meetings

Dreams





http://live.gnome.org/UsabilityProject/Whiteboard/DesignHub

Release artwork process

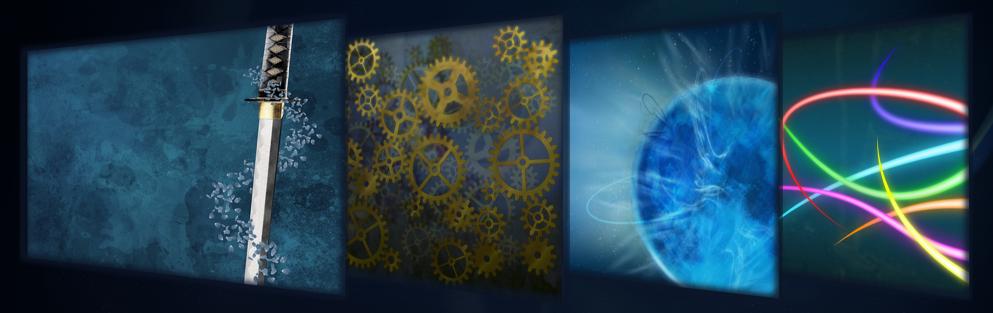


- 3 rounds process:
 - Gathering concepts
 - Selecting and improving
 - Final design
- Release early, release often
- Ideally done by Beta
- Other tasks waiting for it
- The key is cooperation



Lesson Learned: Drop the ego, teamplay

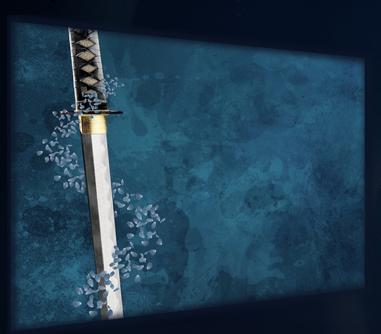




- Neon, Gears, InvinXible, Solar nobody backed down
- The only solution: a community vote
- Unwanted fights, flamewars, unhappiness, community breackage
- Learn to play, the process was adjusted

Lesson Learned: Check your sources!







- At the last minute discovered non-free art (photos and brushes) used
- Too late to withdraw from the voting process
- Solar won, the non-free images were replaced

Hot item: photography



- Photos add a human touch
- Use on the website, release notes, posters, book
- Need signed release forms
- Freedom and privacy (release forms) somewhat incompatible
- Still debating, "freedom" is a Fedora foundation

