

For Immediate Release:

Libre Graphics Meeting 2011 in Montreal

Cutting edge creative tools meet free culture

May 10-13, Ecole Polytechnique Engineering School - Programmers and artists from around the world are headed to Montreal for the 6th annual Libre Graphics Meeting in May. The Libre Graphics Meeting is an annual gathering for the users and developers of free and open source creative software: artistic tools that are free for anyone to use and modify. LGM gives software developers, artists, musicians, designers and other creative professionals the opportunity to collaborate, share their work and learn from each other.

A Preview

Every year, Libre Graphics Meeting focuses on individual and group interaction, emphasizing free media and the software that produces it. This year's attendees can expect a similar format that will include workshops, presentations, demonstrations, and birds-of-a-feather (BOF) sessions. Leading up to the conference, special lab sessions bring developers and artists face-to-face to make improvements in creative software. Gaps can form when developers and their users don't meet face to face; LGM gives artists and educators a voice in the building of their tools. Both content creators and developers will present, bringing a diverse community together to advance the technologies and strategies of high-quality free creative software.

Submit a talk!

LGM's strength comes from the presenters who talk about their work and inspire others by sharing their experiences, techniques, and best practices. Whether you are a developer, an artist, or an enthusiast, you can be a part of this year's event by sharing your story and your work.

The LGM community wants to hear your proposal for a session. Submit your idea any time between now and April 1, 2011 by visiting http://create.freedesktop.org/wiki/Conference_2011/Submit_Talk

Topics of interest include: development of the applications, color standards and color management, designer and developer collaboration, web services, workflow, exchange between floss and artists, power-user techniques, and graphics business best practices.

- Proposals should have a title
- Describe your proposal in at most two paragraphs
- Include a short bio & contact informations

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- Include any special technical setup you require other than radio-microphone, beamer, laser pointer, computer, network
- Talks are 30 minutes including Q&A and setup.
- Lightning talks are 5 minutes
- Tell us if you have specific date & time constraint to present your talk
- Tell us if your trip to LGM is already sponsored or if you need help from LGM to get to Montreal. In the last case, please evaluate your needs (cost of economy plane ticket for the round trip, for instance).

Help keep LGM free

Libre Graphics Meeting is an invaluable meeting ground for industry leaders and end users alike. It has also been free of charge since the very beginning -- but as the open source community continues to expand, attendance keeps increasing.

Your support is a vital means for the continued success of LGM, whether you are a readers, an attendee, or simply a fan of free graphics software. Click here to make a donation: http://pledgie.com/campaigns/14610

Highlights from LGM 2010

Last year's Libre Graphics Meeting, the fifth since the project's inception, took place in Brussels and was highlighted by important work on open color management systems and data interchange formats. The vector graphics standard file format, SVG, headlined many of the the discussions and interaction that took place, as it has become an integral element in communicating freely created content through websites and printed pieces. All major projects represented at LGM 2010 -- Scribus, Gimp, Inkscape, and Open Font Library -- spent time planning activities for the months and years ahead. Other hot topics in presentations and discussions included Blender, Krita, Open Web Graphics and Services, Python, Rawstudio, and many more.

Continuing with the success of recent LGM incarnations, more attention was given to the rising numbers of professional graphics users and youth attendees. In fact, of the 51 sessions held during the 4 day extravaganza, 20 were given by creative professionals. Specific workshops were organized to engage students from art and design schools around the world. Nathan Willis writes of one such event:

"Denis Jacquerye, widely known from his work with the DejaVu fonts, discussed font design and features for African languages, encouraging the community to build more such fonts."



About the Libre Graphics Meeting

The Libre Graphics Meeting exists to unite and accelerate the efforts behind Free, Libre and Open Source creative software. Organised by volunteers from the international Libre Graphics Community since 2006, this annual meeting is the premiere conference for developers, users and supporters of projects such as GIMP (http://www.gimp.org/), Inkscape (http://www.inkscape.org/), Blender (http://www.blender.org/), Krita (http://koffice.org/krita/), Scribus (http://www.scribus.net/), Hugin (http://hugin.sourceforge.net/), Open Clipart Library (http://www.openclipart.org/), and Open Font Library (http://www.openfontlibrary.org/). At LGM, teams gather to work on interoperability, shared standards, and new ideas. Work at prior LGMs has pushed the state of the art in important areas such as color management, cross-application sharing of assets, and common formats.

For More Information

For more information, visit http://www.libregraphicsmeeting.org

Get involved by joining the Create mailinglist (http://create.freedesktop.org) or propose a talk via http://create.freedesktop.org/wiki/Conference_2011/Submit_Talk

"LGM 2011 is hosted by the Libre Graphics Community and Polytechnique"

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