

Artwork Project

The Artwork Project is a community-established process for defining a look and feel for OpenIndiana.

Where to begin?

We're currently needing ideas for motifs/themes. See the related page for details.

Process

The Artwork Project will use a three step system for generating artwork for a specific version of OpenIndiana (this however, will depend on how the release cycle will actually work. Most likely major releases would have new artwork, while minor updates won't have major appearance changes)

Planning

Contributors can submit artwork samples or other materials that would propose or suggest a general motif for that version's artwork and design. Once the submission process is closed, developers and users may deliberate and vote on which motif they would like to see form the final artwork. The motif would have to work across multiple aspects of the OpenIndiana brand, including:

- Wallpapers
- Splash screens
- GNOME theme (JDS window border, controls, icons, etc) and other utilities
- Marketing materials (website, CD labels, flyers, etc)

Design

Based off the motif, contributors may now discuss and ultimately decide ways to implement the motif within the distribution.

Implementation

Once the artwork is ready (or as elements of it are ready), it can then be incorporated into its relevant locations in the distribution (packages, etc)

Communication

Right now, there is currently no dedicated outlet for discussing the artwork project, aside from the wiki (which does have powerful collaborative abilities to begin with). If demand calls for it, a mailing list for such activities could be established. The entire process will be as open as possible in order to allow for views, opinions, and concerns to be acknowledged

This is a rough page, so things will begin to diverge and change sooner or later, don't worry.