

SCHEDULE LGM 2019

WED. 29.05.	FORMAT	NAME	SPEAKER
11:00	Photowalk	The official LGM photowalk!	Tatica Leandro & Pat David
18:00	Official opening LGM		

THUR. 30.05.	FORMAT	NAME	SPEAKER
09:30	Welcome		
10:00		State of Libre Graphics	Boudewijn Rempt
10:25	Presentation	Smart Colorization and Extension Manager in GIMP	Jehan
10:50	Presentation	Commandlines, CMYK, touch and non-destructive editing with GEGL	Øyvind Kolås
11:15-12:30	Lightning Talk - Session		
12:30	LUNCH		
14:00-16:00	BoF	Life cycles and sustainability of open source arts projects	Helen Varley Jamieson, Vicki Smith & Paul Rohrlach
14:00-16:00	Workshop	When in Doubt, Print it Out - Screenless Interface Techniques	Brendan Howell
14:00-16:00	Workshop	Developing nature photographs with Open Source software	Anna Simon
14:00-16:00	Workshop	Introduction to live coding with PraxisLIVE and Processing	Neil C Smith
16:00	BREAK		
16:00	ORGA-MEETING		
16:40	Presentation	I choose you, font	Nathan Willis
17:05	Presentation	Making fonts without font editors	Ana Isabel Carvalho & Ricardo Lafuente
17:30	Presentation	A Rustic 2D graphics stack	Ryan Levick + Raph Levien
17:55	Presentation	CoreIDRAW bidirectional interoperability for FOSS applications	Igor Novikov
19:00	LGM BBQ		

FRI. 31.05.	FORMAT	NAME	SPEAKER
09:30	Presentation	Don't Go Pro	Brent Patterson
09:55	Presentation	Teaching the Art with the Open Source - Two experiments in integrating FLOSS into fine arts education	Eylul Dogruel
10:20	Presentation	Open Design, Libre Graphics: Why terminology matters	Ana Isabel Carvalho & Ricardo Lafuente
10:45	Presentation	Non-destructive procedural 2D-vector modelling	Pascal Bies
11:05-11:30	BREAK		
11:30-13:30	BoF	Free Culture Aware Educators	Ginger Coons
11:30-13:30	Meeting	librtprocess: combining efforts for early raw processing functionality	Carlo Vaccari, Ingo Weyrich & Johannes Hanika
11:30-13:30	Workshop	Transient Mainstream for Pi's	Peggy Sylopp
11:30-13:30	Workshop	GEGL and GIMP non-destructive capabilities workshop	Øyvind Kolås, Michael Natterer & Jehan
13:30-14:30	LUNCH + ORGA MEETING		
14:30	Presentation	A new spline	Raph Levien & Jacob Rus
14:55	Presentation	Streamline and automate: Scripting Linux-based Photographic Workflow	Dmitri Popov
15:20	Presentation	No design without research - Why and how to incorporate design research practices into our free software projects	Belén Barros Pena
15:45	Presentation	USER PERSPECTIVE in the funding model	Livio Fania
16:05	BREAK		
16:30 - 18:30	Meeting	PIXLS.US Community Meeting	Pat David, Mica Semrick, Darix, Ingo Weyrich, Morgan Hardwood, David Tschumperle & Tobias Ellinghaus
16:30 - 18:30	Workshop	From Bauhaus to Libre Graphics: Image-makers for social reform and environmental protection	Larisa Blazic
16:30 - 18:30	Workshop	Explore Inkscape—from the Basics to the Latest Features	Mihaela Jurkovic, Jabier Arraiza
16:30 - 18:30	Workshop	GIMP and large scanned images	Liam Quin
19:30	PARTY		

SCHEDULE LGM 2019

SAT. 01.06.	FORMAT	NAME	SPEAKER
09:30		SLEEP LONGER!	
10:00	Presentation	HDR Support in Krita	Boudewijn Rempt
10:25	Presentation	Turning the Community into a Business	Tatica Leandro
10:50	Presentation	Generating video in realtime with recurrent neural networks	Douglas Bagnall
11:15-11:45		BREAK	
11:45-13:45	Workshop	(Sensual) Portrait photography and post production	Stefan Schmitz
11:45-13:45	Workshop	Creative coding with Shoebot	Ricardo Lafuente & Stuart Axon
11:45-13:45	Workshop	Comic Book Workflows	Tom Lechner
11:45-13:45			
13:45 - 14:30		LUNCH	
14:30 - 15:30	LT		
15:30	Presentation	PrePostPrint	Quentin Juhel
		freieFarbe presents an Open Standard for Professional Colour	
15:55	Presentation	Communication	Jan-Peter Homann & Holger Everding
16:20	Presentation	Flowers and samples — an audio reactive self exploration	René Dudfield & Macarena Pivaral
16:40		BREAK	
17:00-19:00	Workshop	NO DOTTED LINE: Making a remixable sex ed book	Nor Greenhalgh
17:00-19:00	Workshop	3D photography	Tobias Ellinghaus & Henrik Elburn
17:00-19:00	Workshop	Paged.js: use CSS to design books	Julie Blanc
17:00-19:00	Workshop	(Sensual) Portrait photography and post production	Stefan Schmitz
20:00		Cinema evening	Les fées spéciales & Mert Akbal

SUN. 02.06.	FORMAT	NAME	SPEAKER
09:30		SLEEP LONGER!	
10:00	Presentation	Continuous integration, build, and test for Libre Graphics apps	Simon Peter
10:25	Presentation	Filmulator—Simplified raw editing with the power of film	Carlo Vaccari
10:50	Presentation	10 years of darktable	Johannes Hanika & Tobias Ellinghaus
11:15-11:45		BREAK	
11:45-13:45	Workshop	Twilight	Peggy Sylopp
11:45-13:45	BoF	How designers can improve the state of design in FLOSS communities	Redon Skikuli & Kristi Çunga
11:45-13:45	Workshop	Lantern workshop	Simon Budig
11:45-13:45	Workshop	Inside the Blender: Developing the libre 3D creation suite	Julian Eisel
13:45 - 14:30		LUNCH	
14:30	Presentation	The Free Character Creator	Frédéric Guimont
14:55	Presentation	Get the Most Out of Live Path Effects	Jabier Arraiza & Mihaela Jurkovic
15:20	Presentation	Creating photorealistic illustrations in vector graphics	Pieter Barendrecht
15:45	Orga Meeting + LGM 2020		
16:30	Goodbye		

Update: 19.03.2019.

This schedule might slightly be revised until the conference.