



Inkscape v0.47 and Beyond

Jon A. Cruz
Chief Agitator



Introduction

- Open Source
- Standards-compliant SVG editor
- Active Community
- Most attending have at least heard of it



Version 0.47

- Long overdue
 - 0.46 unusually long release cycle
 - 0.47 has gone longer
- Blessing and curse of agile approach
 - Always builds
 - Always usable
 - Many people use the latest SVN



Why So Long?

- Refactoring
 - Removing ghosts of ages past
 - Improved architecture for new decisions
- New Features
 - Many new features
 - Summer of Code additions
 - “Real life” intrusions



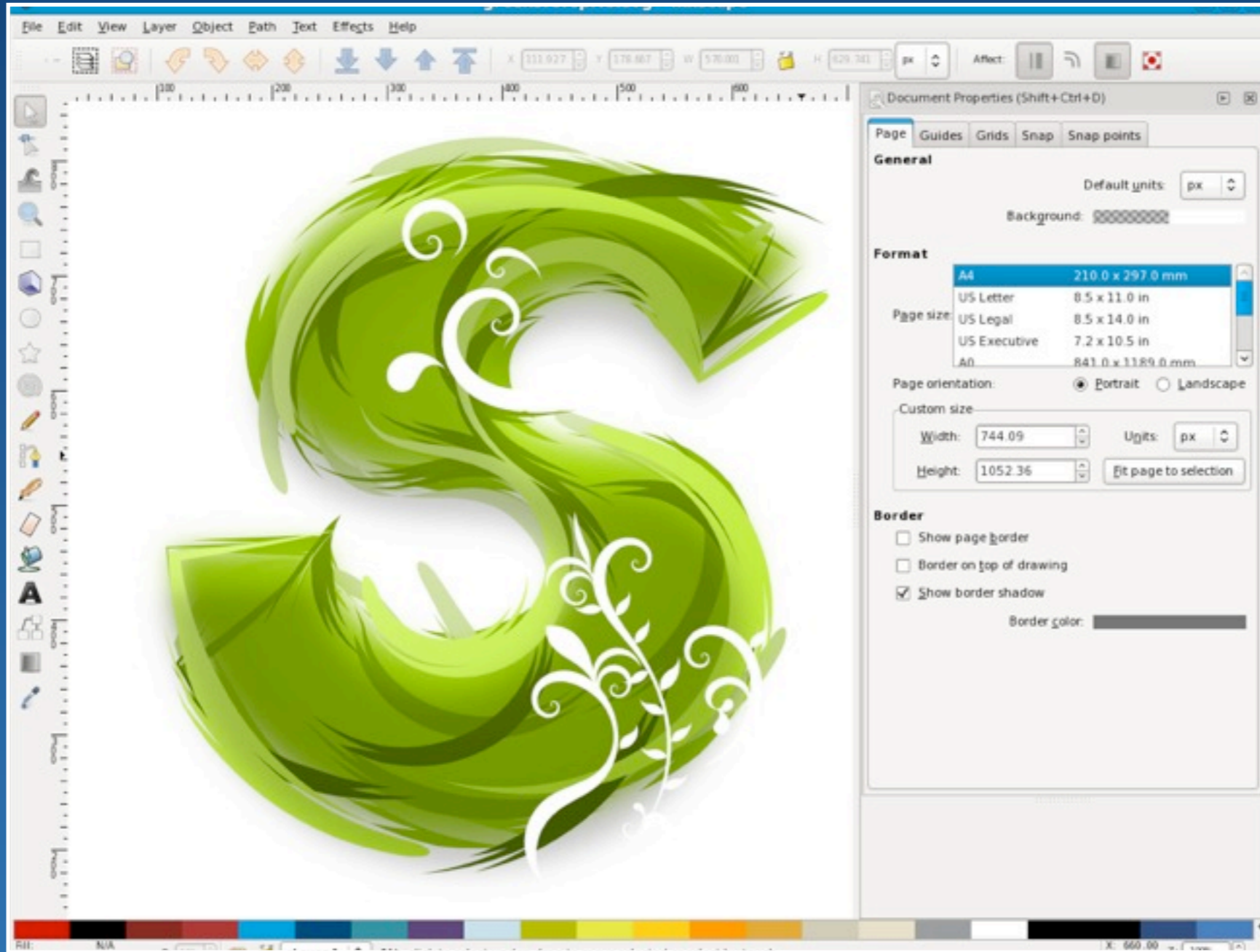
What's New?

- Read the Release Notes
 - Updated as code is changed/features added
 - Decently organized
- Check for yourself
- or...



Demo

- Rough demo of current SVN/prerelease
 - Crashes might occur
 - Translations still pending



Artwork CC-BY-SA Andy Fitzsimon



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What's Next?

- Google Summer of Code 2009
 - Connector tool improvements
 - CMYK/Color managed workflow improvements
 - Inkscape API
 - Lib2geom development
 - Multiple path editing in node tool
- LGM Inspired additions



And Then?

- Potential areas for improvement
 - Spot color / ICC named colors
 - SVG animation
 - Interesting input devices
 - “Programmer friendly” SVG
 - Adaptive UI



Contact

- Inkscape
 - <http://www.inkscape.org>
 - IRC: #inkscape freenode.net
 - Jabber: [inkscape@conference.gristle.org](jabber:inkscape@conference.gristle.org)
- Jon A. Cruz
 - jon@joncruz.org