Inkscape: Open SVG Creation for All
Introduction

- Open Source
- Standards-compliant SVG editor
- Active Community
SVG

- W3C Standard
- Vector Graphics
- XML-based
- etc.
Cross-Platform

- Linux, UNIX, OS X, MS Windows...
- Same files can be used on all platforms
- Bugs found easier, different features thought of

Open Source

- Source under GPL
- Development is open/transparent
- Focus on being inclusive
Interoperability & Collaboration

- Interoperability
  - Focus on standard SVG sharing in and out
  - Work with proprietary and Open Source software

- Collaboration
  - Open to commercial groups
  - Actively collaborating with other OS groups
Recent Changes

- Version 0.46
  - Docking UI
  - On-canvas gradients
  - New tools
  - LPEs, Filters, Color Management

- Version 0.47
  - In flux. Very active
  - Base refactoring, but new features coming in
Different User Types

- Illustration
- Diagrams
- Fine art
- Mapping
- Vinyl cutting
- Scrapbooking
- Many, many more.
Open Development Community

- Focus on openness and being inclusive
  - Low barrier to entry
  - “Contributors” instead of “developers” and “users”
  - Use existing projects/libraries when possible
  - One-off contributions happen
Future

- Release 0.47
- New work
  - SVGT 1.1
  - SVGT 1.2
  - Animation
  - Styles
  - Object libraries
  - Scripting
- More and more