This talk

1. Designing in an open world
2. O² Objectives/Ideas
3. The reality
Open

The point?

The Fun of creation

Scratching my hitch

Working with great people

Openly giving back
Open

Work

Work

So much of that Work thing!
Open

What we got?

A design Platform.
Open

So how does it work?

1. What do you do?
2. Your user is?
3. In 3 Adjectives
Open

1?

A Desktop for Matthias Ettrich

Girlfriend duhhh!
Open

2?

Early adopters & tech enthusiasts.
Open

3? never got to ask!

Open! Free! Positive!
So $O^2$

What do you do?

A desktop for Me

cof cof my wife
So $O^2$?

Your user is?

Me! already told you?

*and please stop pestering your wife*
So $O^2$

3 adjectives?

fun, cool, yours?
So \(O^2\)

Less Ephemeral

Respect the art :P
So O²

Components? {
  id: O²
  anchors.fill: kde
  theme {
    widget: undefined; plasma: undefined
    icon: undefined; everything: undefined
  }
  opacity: 0
}
So O²

Consistency *(not just making everything the same)*

The Oxygen² experience.

Better support for variable information densities.
So $O^2$

Currently
The real world
All OK with the ethos of the style
The real world

What I believe is needed

What I can't live without?
The real world

Turns out time is limited running really fast does no meaningful difference!
The real world

Turns out I'm the worst user ever!!!

ICONS
The real world

ICONS

I thought it was gonna be easy!
The real world

ICONS

I kinda like this old thing

OXYGEN
System Settings
System Settings
System Settings
System Settings
The real world

ICONS
nuno@nuno-icons.com
url = git@invent.kde.org/pinheiro/oxygen2.git
Join Now
Mentoring for all things Design & Open Fun!
Questions
and thank you