



Welcome²



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This talk⁰²

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

Open 

Ephemeral

by nature



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

Girfriend duhhh!



Open 

2?

Early adopters &
tech enthusiasts .



Open³

3? never got to ask!

Open! Free! Positive!




So O² 

What do you do?

A desktop for Me

cof cof my wife

So O² 

Your user is?


Me! already told you?

and please stop pestering your wife

So O² 

3 adjectives?


fun, cool, yours?

So O² 

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 

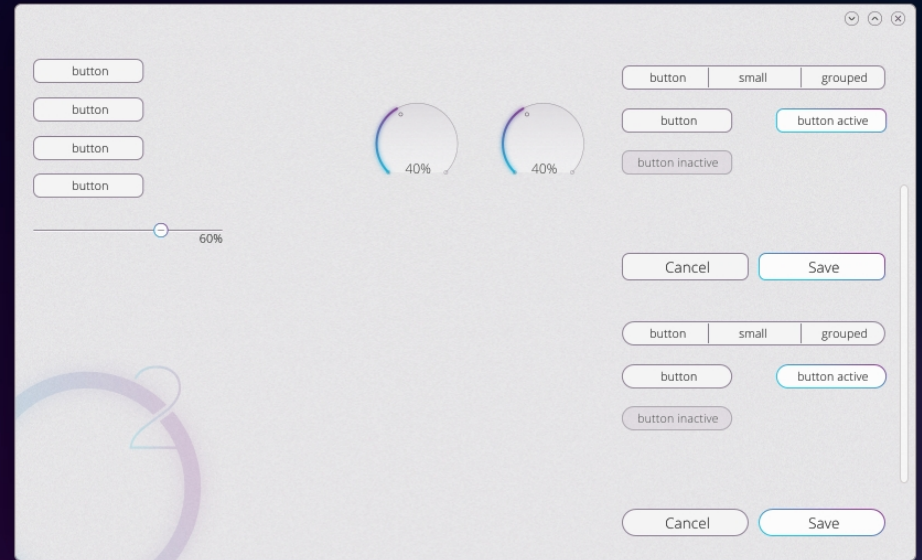
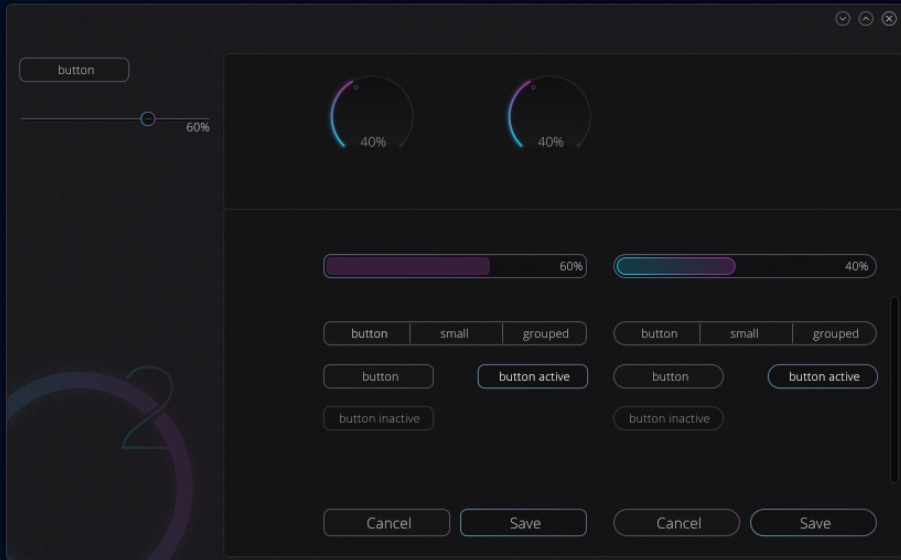
Consistency *(not just making everything the same)*

The Oxygen² experience.

Better support for variable information densities.

So O² 

Currently



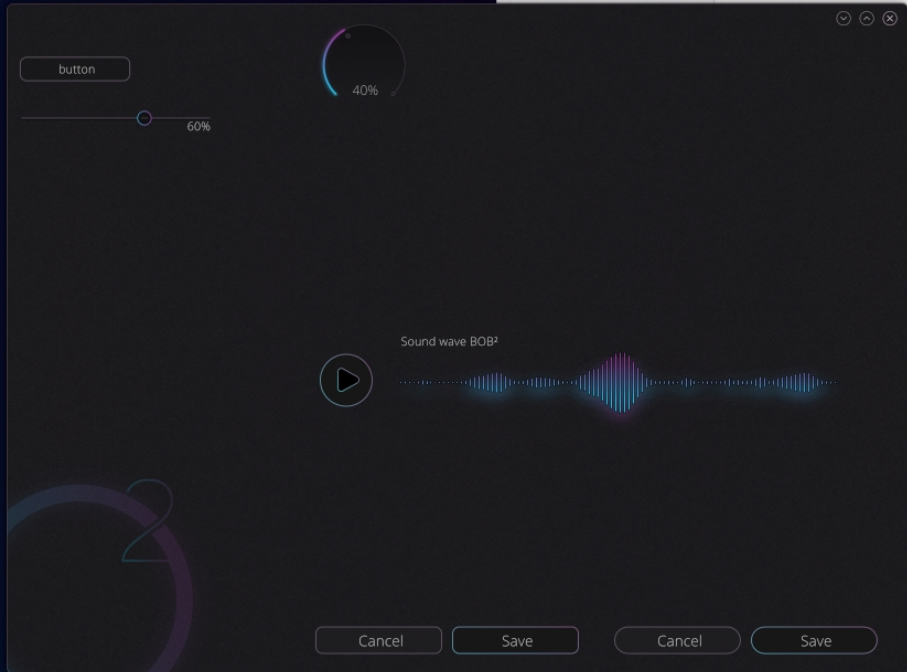
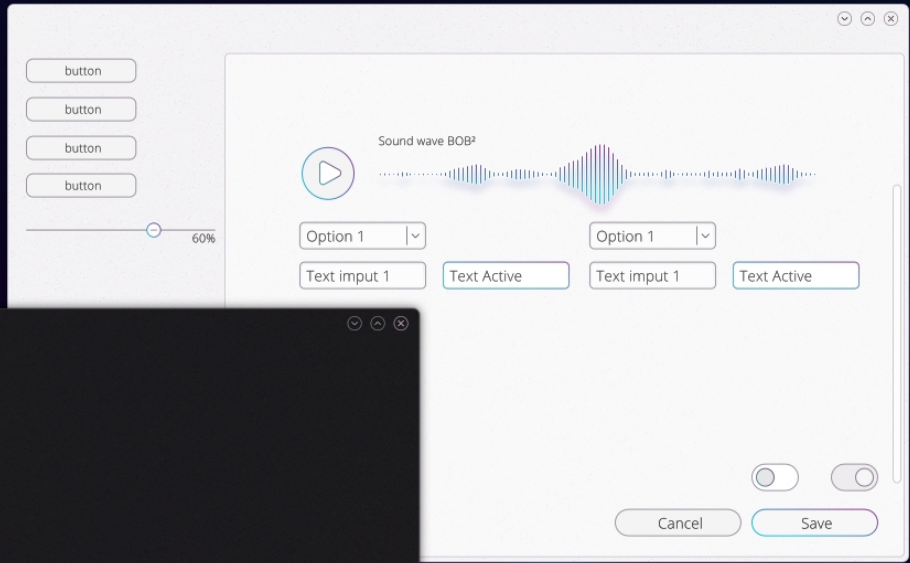
A dark-themed UI control panel featuring several interactive elements:

- A button labeled "button".
- A slider set to 60%.
- Two circular progress indicators, each showing 40%.
- Two horizontal progress bars, one at 60% and one at 40%.
- Two sets of dropdown menus labeled "Descriptive long label" and "Label". The first set shows "Option 1" selected in the "Descriptive long label" menu, with a tooltip listing "Option 1", "Option 2", "Option 3", and "Option 4". The "Label" dropdown shows "Option 2". The second set shows "Option 3" and "Option 4" in their respective dropdowns.
- Additional dropdowns labeled "Descriptive long label" and "label:".
- Buttons labeled "button", "button small", "button", and "button inactive".
- Two checkboxes, one of which is checked.
- A "Cancel" button.
- A tooltip with the text "Save tooltip" pointing to a button.

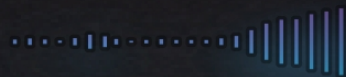
Save tooltip

A light-themed UI control panel with the following components:

- Buttons labeled "button", "button", and "button".
- A slider set to 60%.
- Three tabs: "Tab Active", "Tab Normal", and "Tab extra".
- An "Expanded light dropdown" menu with "Option 1" selected and a tooltip listing "Option 1", "Option 2", "Option 3", and "Option 4".
- A "Tooltip" pointing to a dropdown menu with "Option 1" selected.
- "Cancel" and "Save" buttons at the bottom.



Sound wave BOB²



button

button

button

button

Cancel

Save

The real world



All OK with the
ethos of the style



The real world



What I believe is needed

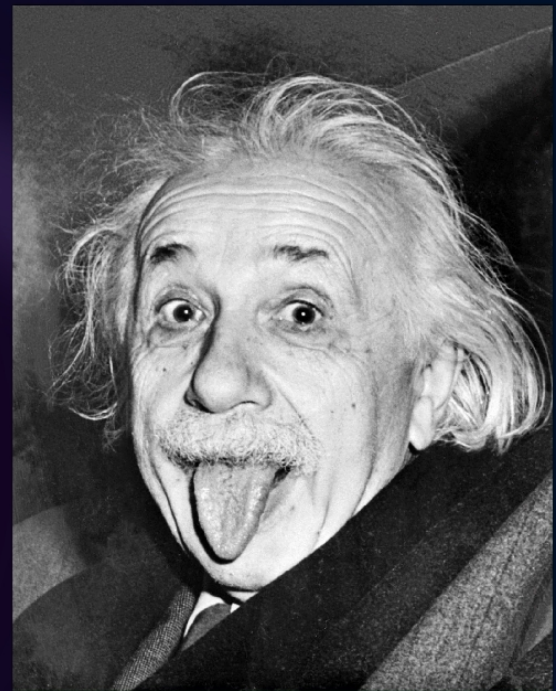
What I can't live without?



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

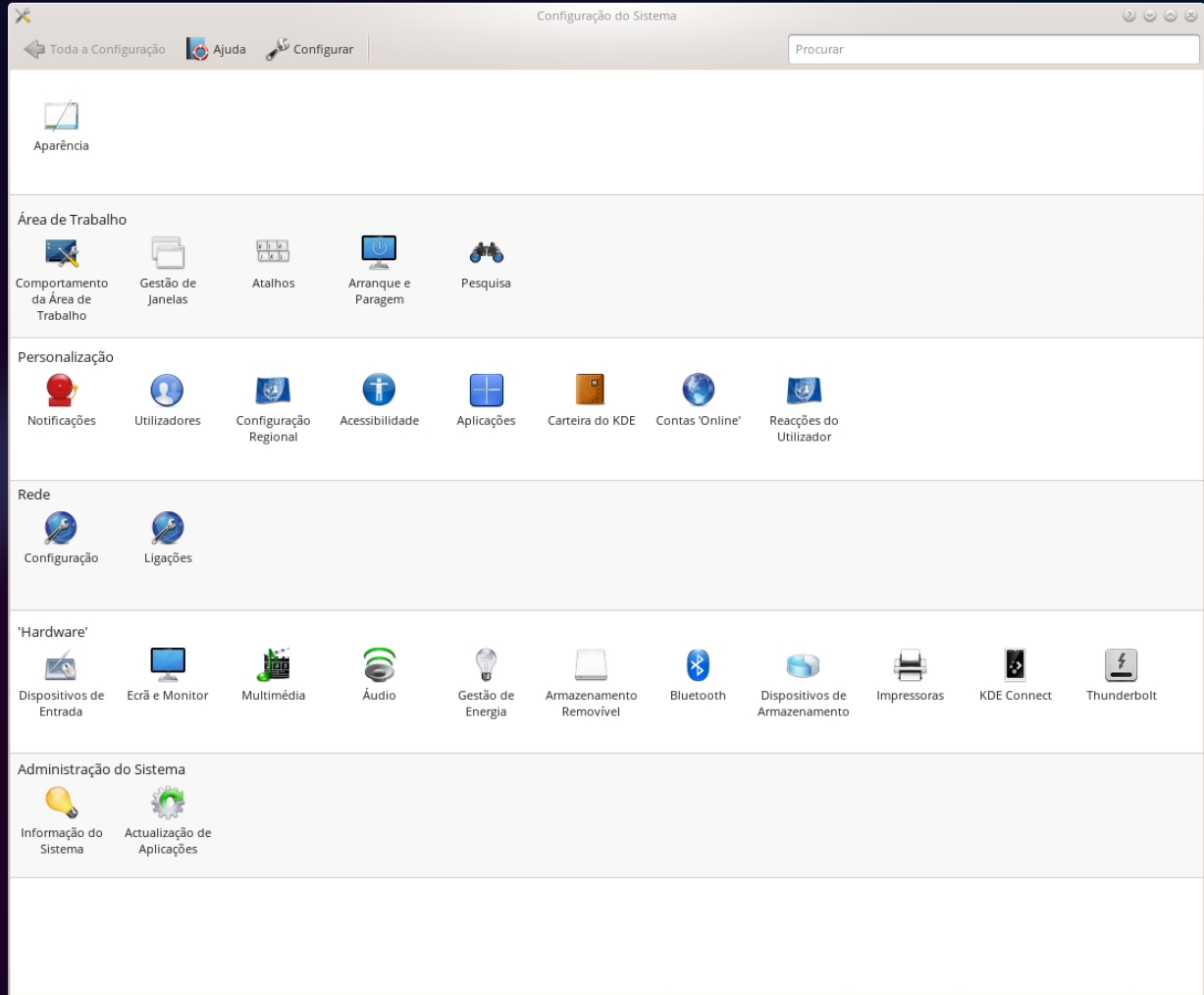


ICONS

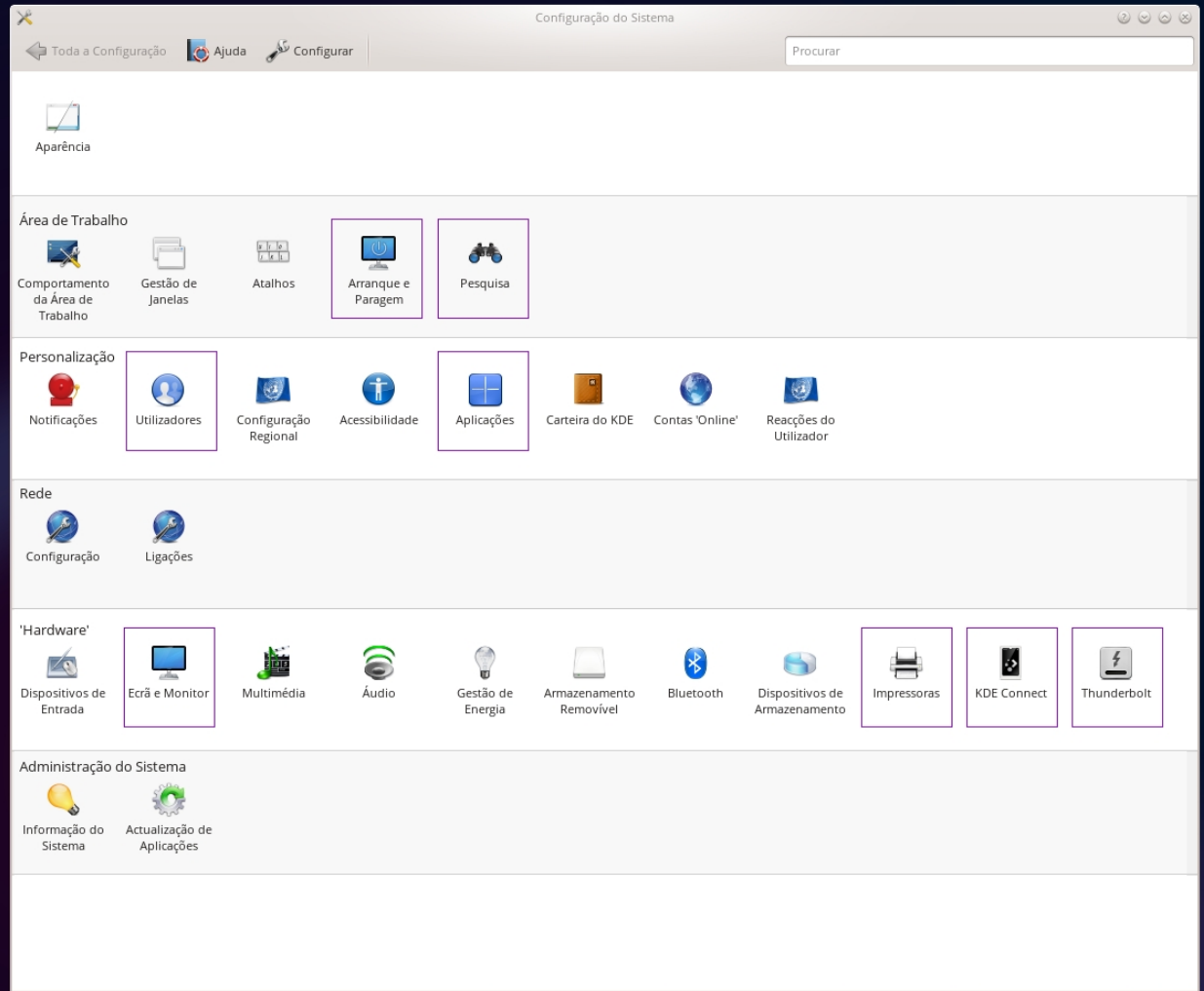
I kinda like this old thing



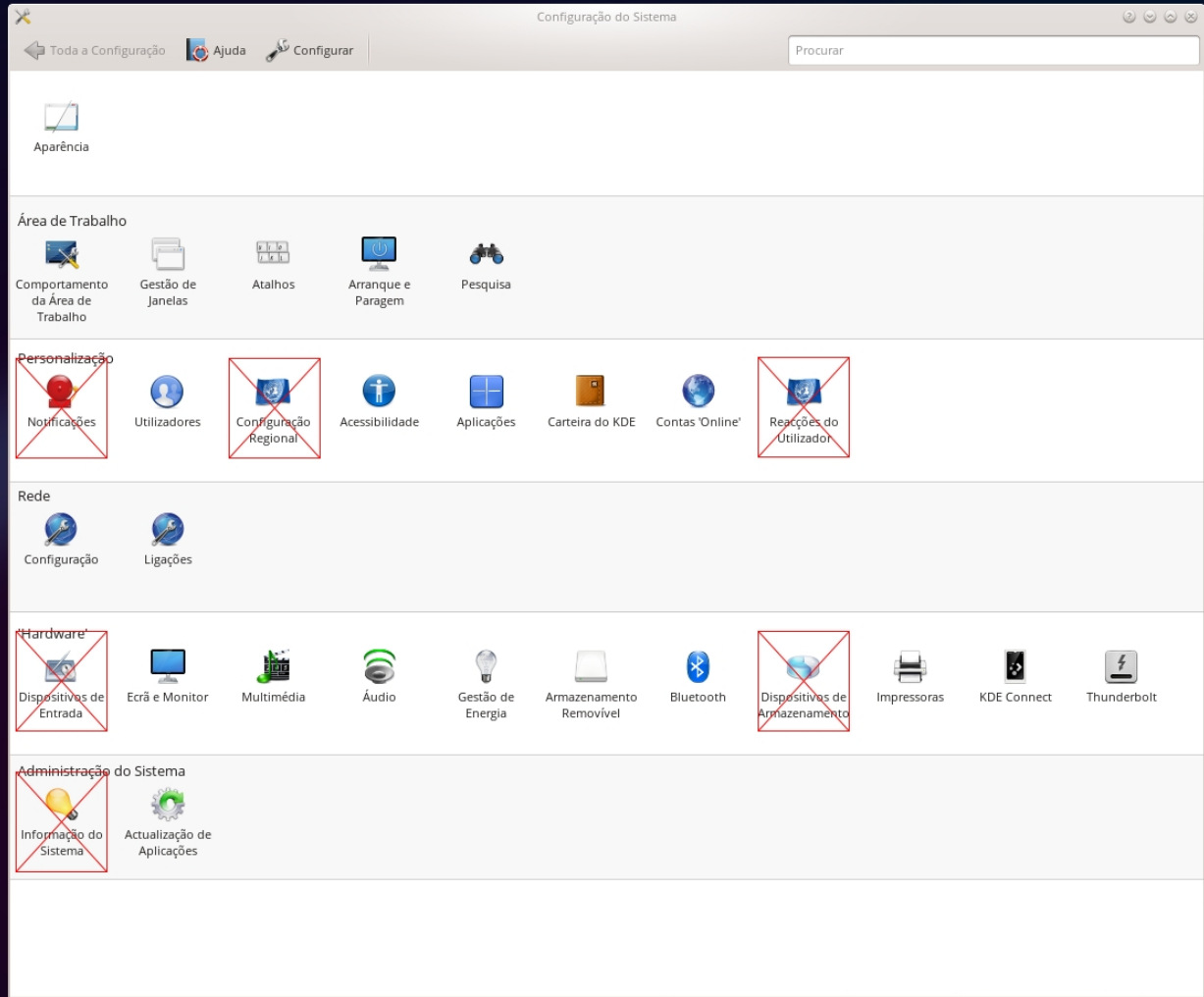
System Settings



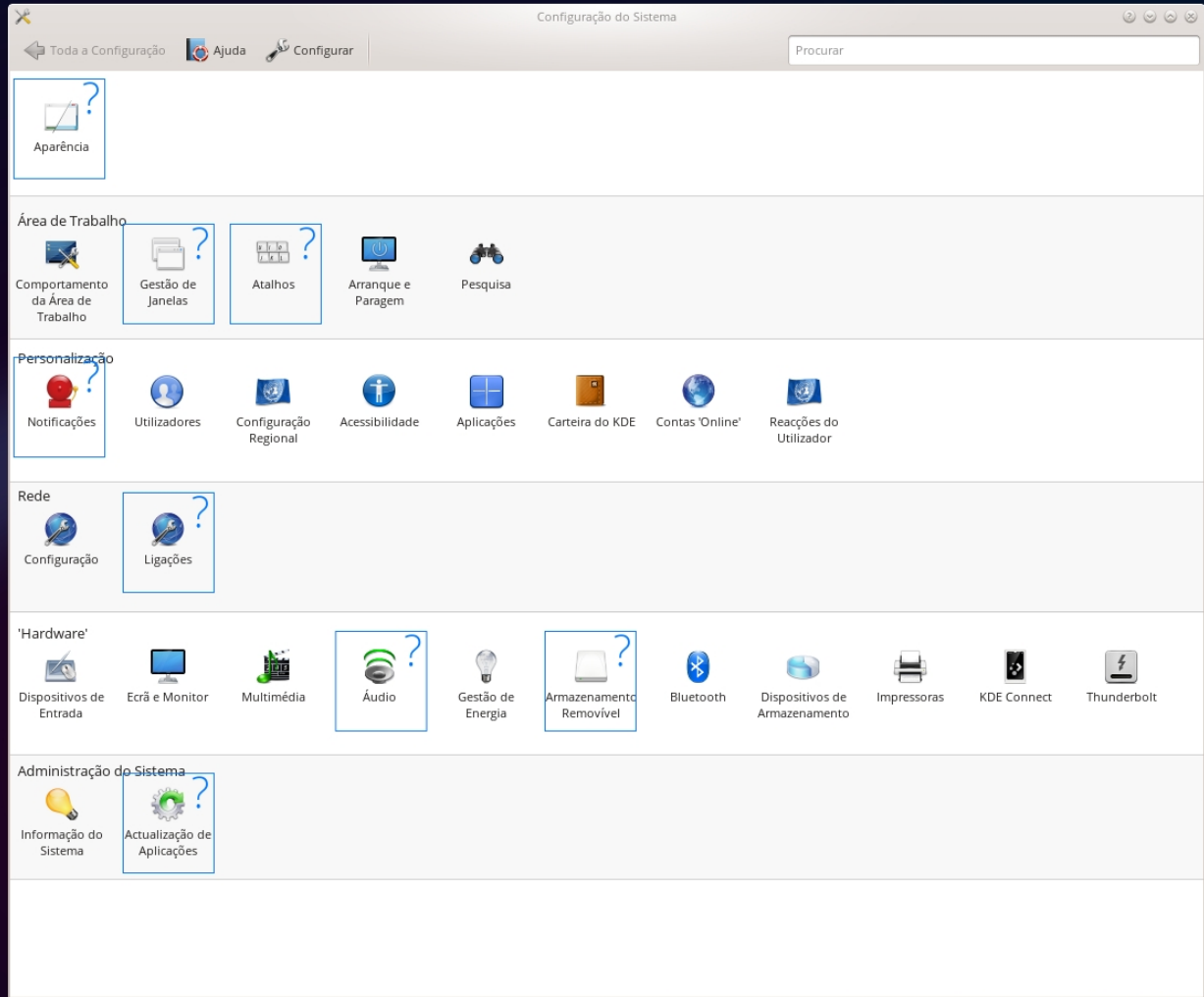
System Settings



System Settings



System Settings



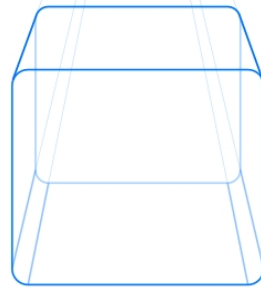
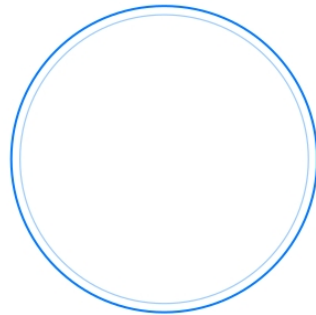
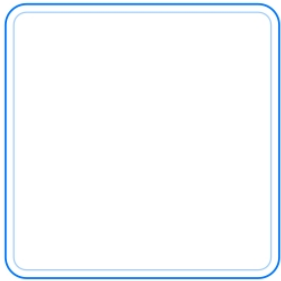


actions

The real world



ICONS



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Mentoring for all things Design&Open
Fun!





Questions^o

and thank you