# The Outstanding Advantages of Being a Linux-Based Artist

By Thomas Hancock

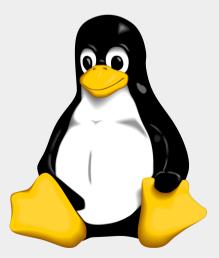
## Who am I?











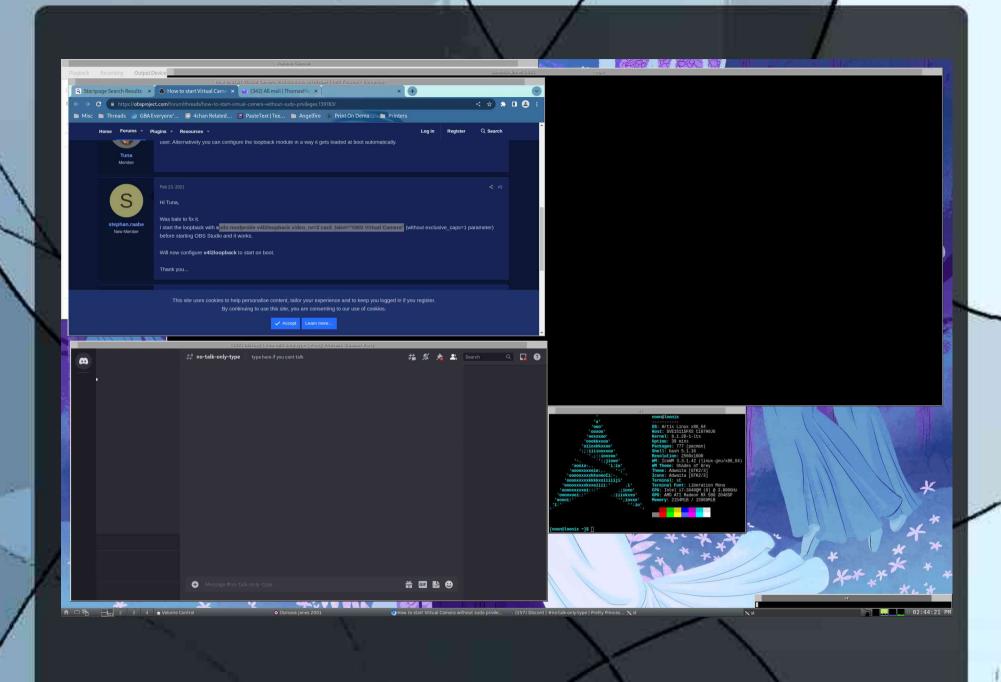


Greater Columbus Arts Council

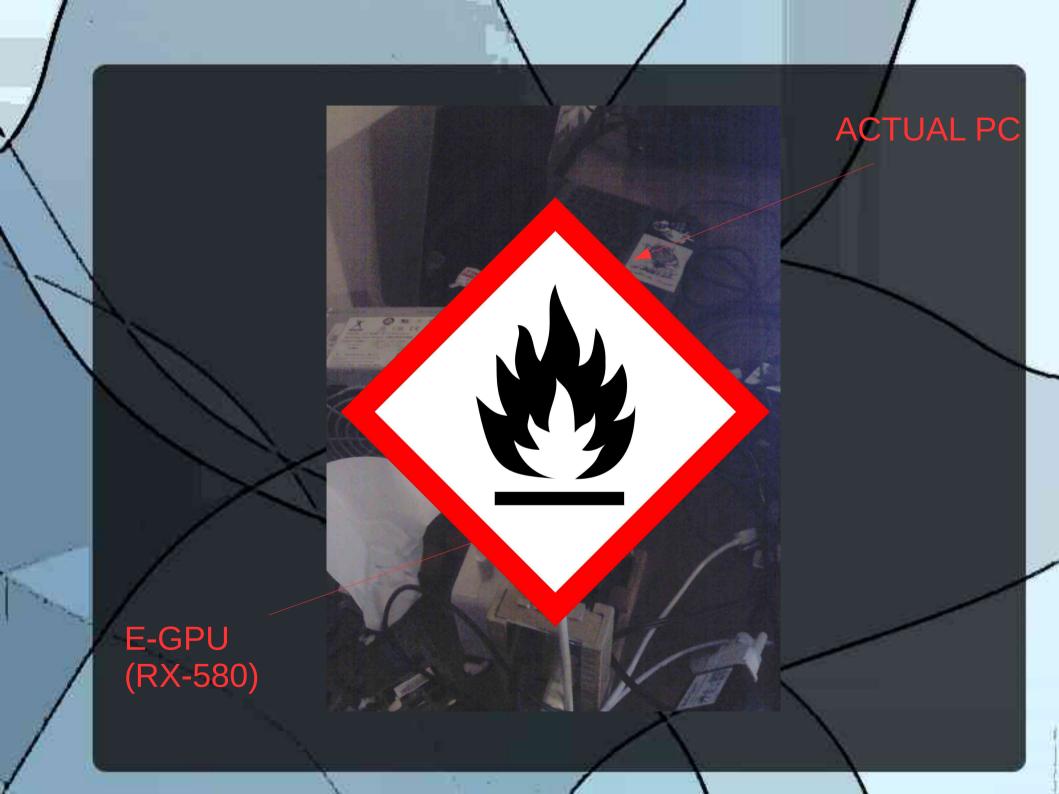
## How I discovered Gnu+Linux

- Little tux icons popping up on software download sites
- Lack of understanding on how to "share" software and seeing the big FREE label plastered around distributions.
- Known at the time (2011/2012) as a way to "speed up your old computer".









# How did Linux play a role in my designs?

- Optimized my workflow for rendering and processing.
- Allowed me to lower cost of utilities used to produce/make art.
- Extended the life useful yet older components.

# Reviewing what I learned

# Objectives:

- Techniques
- Compatibility
- Programs
- Project examples
- How you can get started



# Choosing your workspace

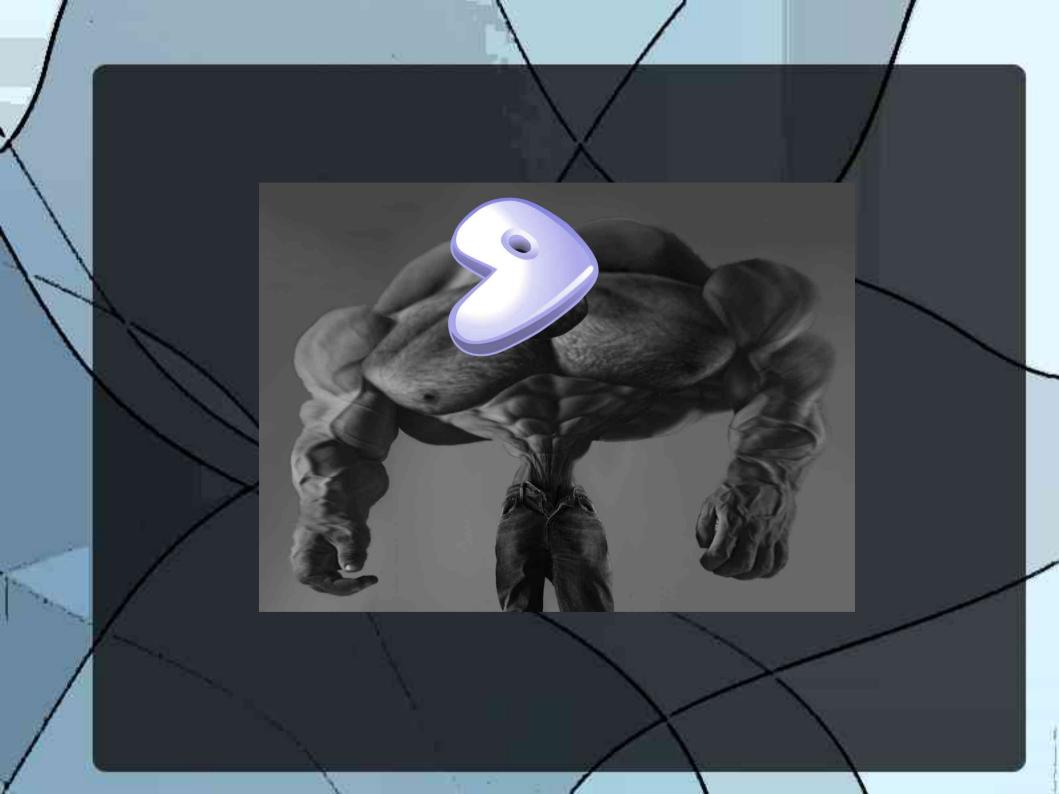
- Operating system can make a difference, choose something where the least user choice is hindered.
- More options=More Tailored operating environment for digital design work
- WM>DE (Suggested)
- If new to linux, Choose lightweight de (e.g.lxqt, xfce, trinity)

# Window Managers/Desktop Environment Recommendations

- Easy:XFCE, Unity(Maybe), LxQt
- Medium:IceWM, Trinity Desktop Enviornment (TDE), Window Maker
- More Difficult: Ion3, Waimea, JWM, FVWM

# Recommended Operating Systems

- Easy: MX Linux, Debian, Linux Mint
- Medium: Void Linux, Devuan
- More Difficult: Artix Linux, Parabola/Hyperbola





# Device support

- Printers
- Drawing tablets & Displays (plug and play devices)
- GPUs (Nvidia still has some issues)
- Architecture

# Plug and play devices

- Some display converters don't immediately work on windows, or may not even work at all. Linux usually will detect these devices immediately.
- Drawing tablets are built into kernel (unless your kernel is custom)

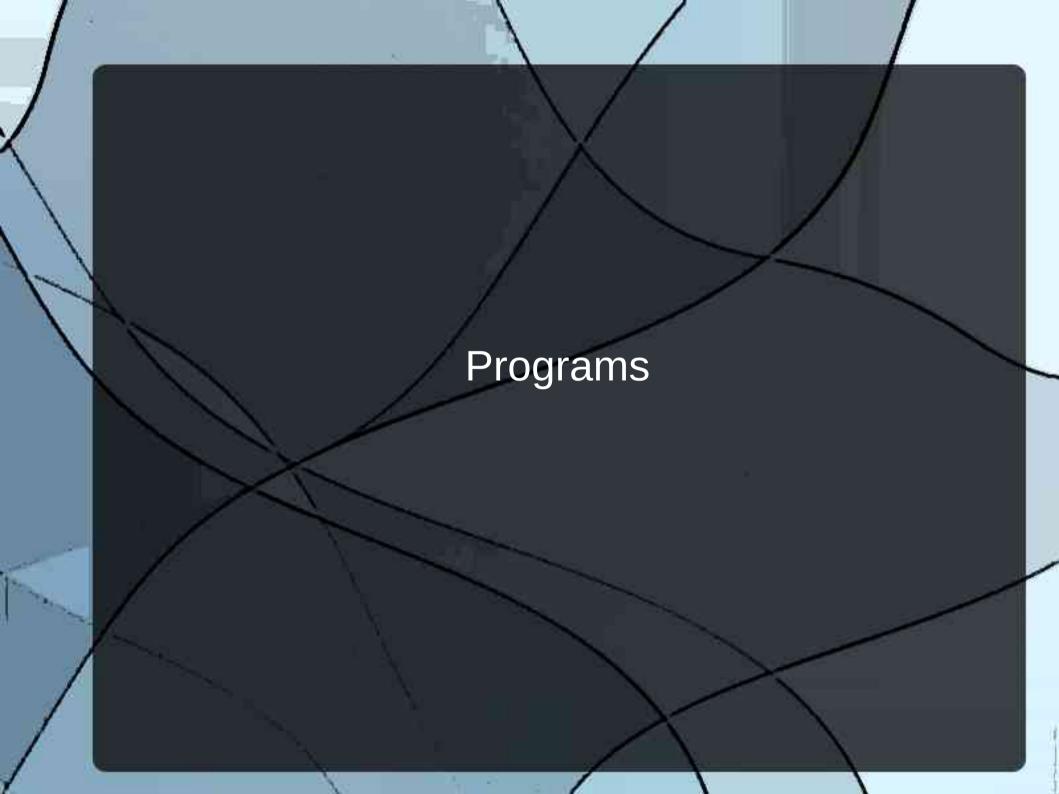
#### Printers

- CUPS
- Printing support not always installed by default
- Will automatically recognize printer once brand-related driver is installed (hplip, cnijfilter2)
- Support for Legacy Devices



# Legacy Device Support

- Video drivers from even 20 years ago still are supported.
- If application is not installable on hardware, it can be easily set up from source code.
- Devices even as old as i586 are supported.
- You can also use the most up-to-date hardware as well.



#### Blender

- One of the most popular 3d modeling programs today.
- Modular plug-ins
- Open source rendering options (Radeon Prorender, cycles, etc.)
- Can compile to your specific system (even 32 bit hardware IN SOME CASES)



## LibreSprite

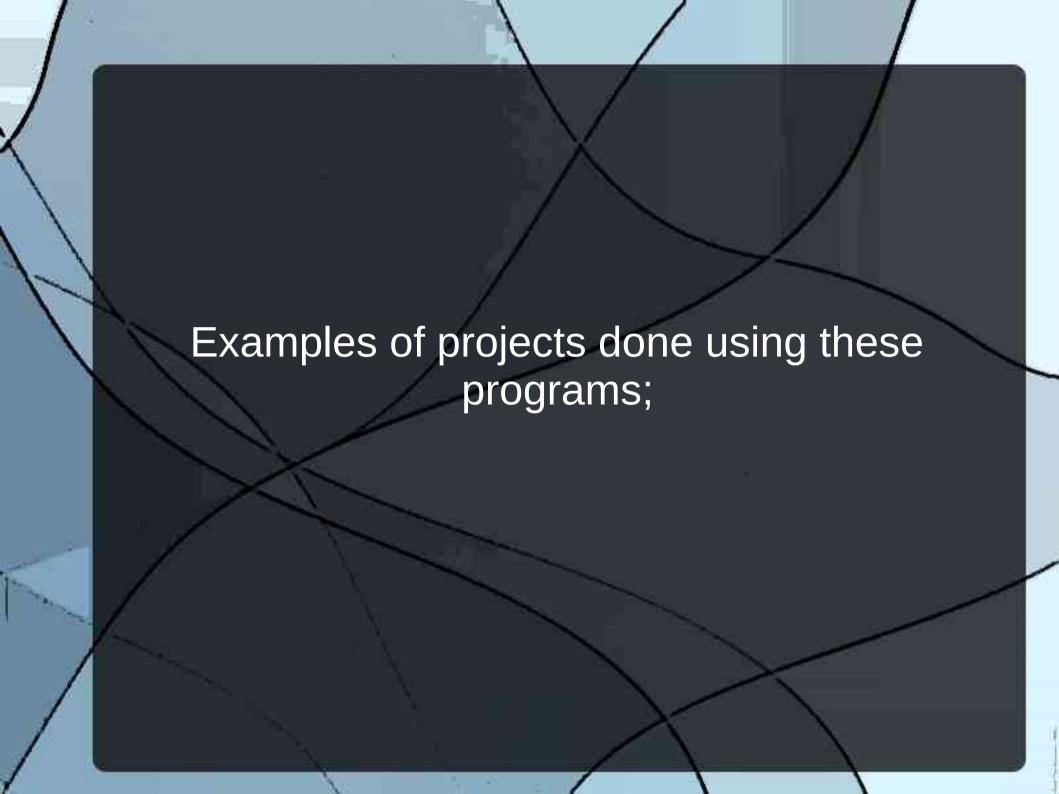
- Pixel art program with animation support.
- Fork of Aesprite before they went closed source
- Tries to implement the newer features while keeping open source.



#### Color Calibration

- XICCD & colord
  - Allows you to set the specific color profile (.icc)
  - Starts up directly with xorg
  - Can have different color profiles for each monitor.

Lets do some demos for these next ones



# Pixel Bros

- Medium: Tee Shirt
- Program(s):CSprite, Illustrator

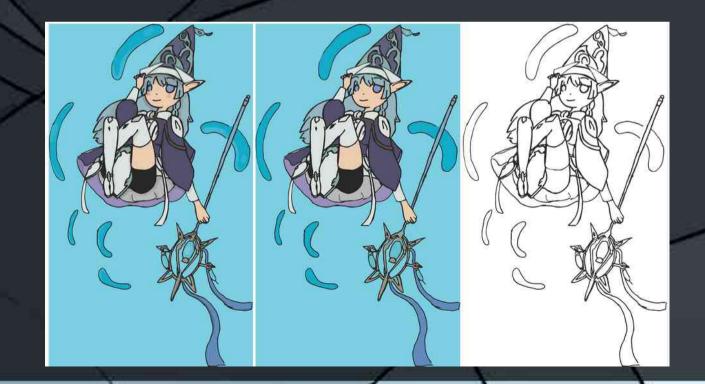


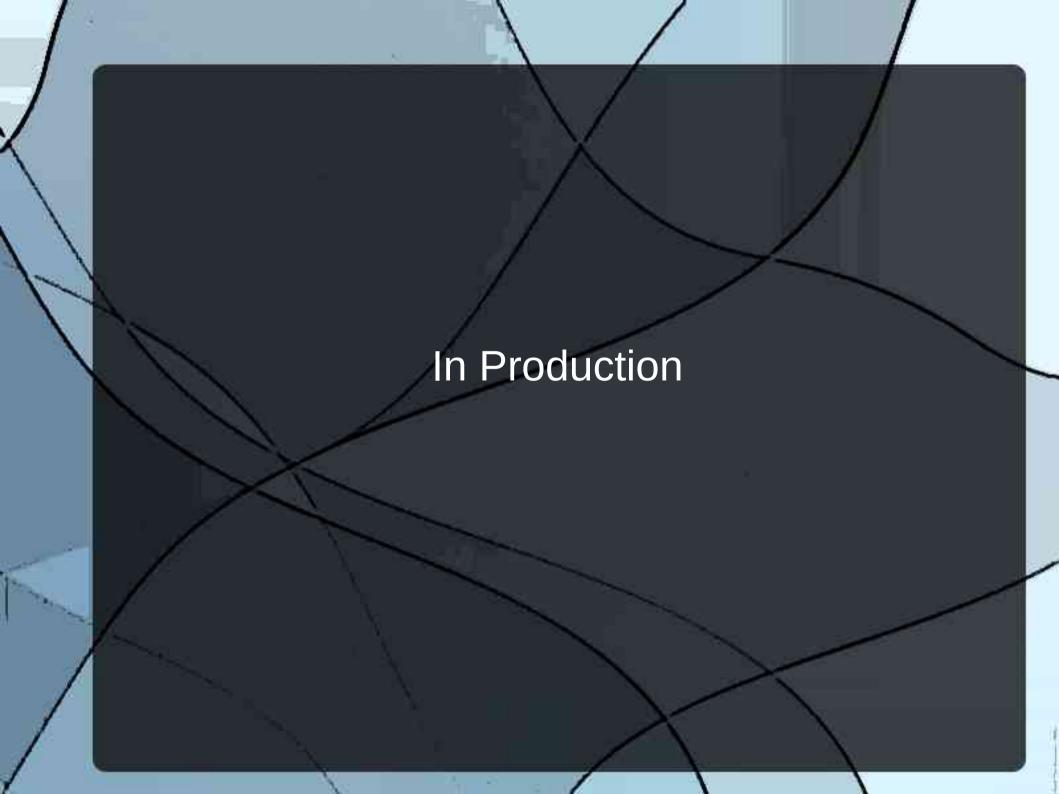




# Water Enchantress of the Temple- Tribute to Kazuki Takahashi

- Medium: Scanned from physical drawing, final result, Digital
- Program: Krita



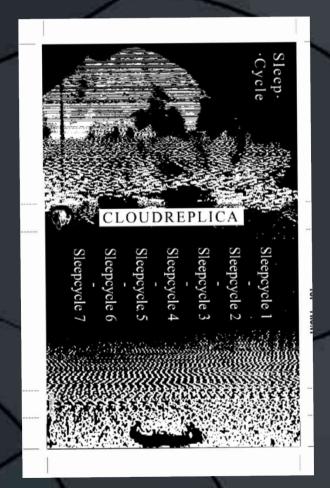


# Upcoming Musical albums

PingaPong64



 (May be out by the time I present) CLOUDREPLICA





- Medium: Tee-shirts
- Program(s): Blender, Krita, Libresprite

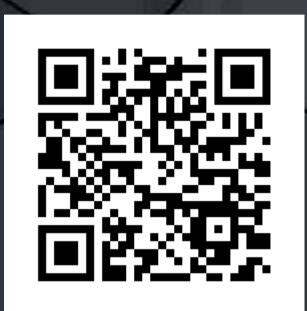


## How you can get started?

- 1) Find a slower computer you use less.
- 2) Reinstall your OS (Windows/Mac OSX) but partition drive so only half is used for that system
- 3) Install Linux to the other half. Start with an easy system like Debian or Mint.
- 4) Switch between the systems until you feel more comfortable with using Linux.
- 5) Once you feel comfortable with that distribution try something harder.

# Thank you!

- Where you can reach me:
- tomhancock.neocities.org/about



Any Questions?