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# Artist Guide

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This document serves as a guide to any artistic related work for the Arabeyes Project.

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## License

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## Introduction

Every now and then we are fortunate enough to run across talented individuals who can make great artistic contributions to our project. This is done by designing logos, banners, icons, fonts, etc.

We will touch on those subjects and try to expand on the ones that need elaboration. However, most of it is very straight-forward and assumes that you are already familiar with a certain set of tools of your choosing. We will make recommendations but will not explain how to use those tools here, as it is outside the scope of this document.

## Credits

One must thank and credit those who have contributed directly and/or indirectly in this document.

- Roozbeh Pournader - for his post on the developer list: <http://lists.arabeyes.org/mailman/listinfo/developer> ht-

[tp://lists.arabeyes.org/archives/developer/2003/February/msg00150.html](http://lists.arabeyes.org/archives/developer/2003/February/msg00150.html)  
[<http://lists.arabeyes.org/archives/developer/2003/February/msg00150.html>]

## Translations

Currently there are no known translations of this document.

## Feedback

If you have any questions or suggestion, please do make them known on the 'doc' mailing list here: <http://lists.arabeyes.org/mailman/listinfo/doc> [<http://lists.arabeyes.org/mailman/listinfo/doc>]

## Graphic Images

Designing graphic images requires not only talent but skill at using the available tools. You may either hand-draw something on paper and then scan it, or use a vector drawing program. Then you can manipulate the image to its final form, adding effects and final touches using an image manipulation program.

If you are going to use a vector drawing program, there are several for Linux.

- Kontour [<http://www.koffice.org/kontour>] or now Karbon14 [<http://www.koffice.org/karbon/index.phtml>] - A vector drawing program for KDE which is bundled with Koffice as well.
- Gestalter [<http://www.linotux.ch/gestalter/>] - a free vector drawing program. The user interface is loosely modeled after Adobe Illustrator. The central element is the Bezier curve used as a base part for almost every other object. Complex paths are possible, compound paths can be constructed, grouping of elements is enabled, and everything can be screened by a mask. Adding and deleting of nodes is implemented as well as transformations (translation, rotation, scaling, and skewing).
- Sodipodi [<http://sodipodi.sourceforge.net/>] - a general purpose vector drawing application which uses a subset of W3C SVG as its file format. It uses an advanced imaging engine, with antialiased display, alpha transparency, and vector fonts.

Once you are satisfied with the image or if you don't use vector drawing programs to begin with you can manipulate the image itself. This can be done by programs such as GIMP [<http://www.gimp.org/>].

## Logos and Banners

We are constantly looking for new designs for logos and banners for Arabeyes, as well as the various individual projects. There is a distinction between a logo and a banner that many people (incorrectly) fail to make.

A logo is a small graphic that is often simple (due to its small size) and generally excludes text. That is unless it is a calligraphic type of logo where the entire logo is essentially a drawn word/phrase. On the other hand a banner is bigger and generally has text in it.

To give a better idea, let us look at the specifications of each (and those to be used for Arabeyes logos and banners).

## Logo Specifications

- Fill type (background) must be transparent<sup>1</sup>.
- Image file format must be open and free from license restrictions. We recommend PNG [<http://www.libpng.org/pub/png/>].
- Dimensions should be 100px x 100px (or very close to it, give or take 10 pixels)

## Banner Specifications

There are two types of banners for Arabeyes. One that is displayed on Arabeyes.org pages and another are the ones deployed on other sites to advertise/recruit volunteers. Because the latter may have other specifications imposed by the hosting site, you may have to check with them. However, a good rule is to follow our standard and adjust as you are being asked to by the host.

- Fill type (background) must be transparent.
- Image file format must be open and free from license restrictions. We recommend PNG [<http://www.libpng.org/pub/png/>].
- Dimensions should be 160px (length), 100px (height), or very close to it, give or take 10 pixels.

## Icons

Icons are those little nifty looking images that identify an application on your desktop or in your menu. They are also found inside GUI applications (e.g. Open File icon, Save icon, etc). The following are some of the most popular free icon editors.

- KIconEdit [[http://freshmeat.net/redir/kiconedit/5145/url\\_homepage/prog.html#KICONEDIT](http://freshmeat.net/redir/kiconedit/5145/url_homepage/prog.html#KICONEDIT)] - The KDE Icon Editor is a small graphics drawing program especially for creating icons using the standard KDE icon palette. It has most of the tools which are needed for easy creation of icons including Line, Ellipse, Circle, Rectangle, Freehand, Eraser, and Spraycan.
- GNOME Iconedit [<http://savannah.nongnu.org/projects/giconed/>] - The GNOME icon editor<sup>2</sup>.

## Fonts

Designing fonts is whole art on its own and requires a tremendous amount of patience and consistency. The first thing you need to have are font charts. Once you have the charts you will need the necessary tools to draw the fonts.

## Unicode Charts

Here is a list of the Unicode [<http://www.unicode.org/>] charts that relate to Arabic:

- <http://www.unicode.org/charts/PDF/U40-0600.pdf>  
[<http://www.unicode.org/charts/PDF/U40-0600.pdf>]
- <http://www.unicode.org/charts/PDF/U40-FB50.pdf>

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<sup>1</sup>This is not available in the JPEG format.

<sup>2</sup>As of the writing of this document it seems that the project has not fully moved to Savannah yet.

[<http://www.unicode.org/charts/PDF/U40-FB50.pdf>]

- <http://www.unicode.org/charts/PDF/UFE70.pdf> [<http://www.unicode.org/charts/PDF/UFE70.pdf>]

Pay special attention to the following:

- Punctuations: 060C, 061B, 061F, 0640, 064B, FD3E, FD3F
- Harakat: 064B - 066D, 0670
- Alef Wasla: FB50, FB51
- Word Ligatures: FDF2

## Font Tools

There are several free font editing/modifying/converting tools out there, in addition to commercial ones of course. For a quick discussion on font types, you might want to check the Font HOWTO [<http://www.tldp.org/HOWTO/Font-HOWTO/>]. Most sepecifically, Section 2.1 titled "Types of Fonts".

Here is a list of some free font editors:

- pfaedit [<http://pfaedit.sourceforge.net>] - Postscript Font Editor (supports: postscript, TrueType, OpenType, cid-keyed and BDF).
- xmbdfed [<http://crl.NMSU.Edu/~mleisher/xmbdfed.html>] - BDF font editor (supports: PK/GF, HBF, PSF, CP, FNT, vfont (Sun-console), Windows FON/FNT, TrueType, etc).
- GFE [<http://www.gnu.org/software/gfe>] - GNU's Font Editor (supports: BDF and PCF fonts).

It is not enough to be able to create fonts. You may also want to convert fonts from one format to another. Here are some useful converters:

- ttf2bdf [<http://crl.NMSU.Edu/~mleisher/ttf2bdf.html>] - A TTF to BDF font format converter.
- ttf2pt1 [<http://ttf2pt1.sourceforge.net>] - A TTF to Postscript (type-1) font format converter.
- pcf2bdf [<http://www.tsg.ne.jp/GANA/S/pcf2bdf>] - A PCF to BDF font format converter.

## Publishing Your Work

Now that you have found the tools you need and want to share your new creations with the rest of the team you will need to find a place to publish your temporary work. There are many free webhosting services out there on the Internet, among them:

- GeoCities [<http://www.geocities.com/>]
- Angelfire [<http://angelfire.lycos.com/>]
- Tripod [<http://www.tripod.lycos.com/>]

You may also want to check with the following links for a more comprehensive listing of available free webhosts.

- WebHost4Free [<http://www.webhosts4free.com>] - They have a very nice list of free hosts.
- FreeWebSpace [<http://www.freewebspace.net/>]

Once you have found your webhost, you will want to let everyone know about your new page. This is done via the appropriate Arabeyes mailing-list [<http://lists.arabeyes.org/mailman/listinfo>].