



# Producing printed matter




**Producing printed  
matter  
using free software**



**Producing printed  
matter  
using free software  
only**




**Do we have what is  
needed?**



**Do we have what is  
needed?  
YES.**

# Layout




# Layout Typography




**Layout**  
**Typography**  
**Bitmap editing**







**Layout**  
**Typography**  
**Bitmap editing**  
**Vector editing**




**Layout**  
**Typography**  
**Bitmap editing**  
**Vector editing**  
**Font management**



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**Colour management**



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**Colour management**  
**Font editing (?)**



**Layout**  
**Typography**  
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**Vector editing**  
**Font management**  
**Colour management**  
**Font editing (?)**


# Scribus

# Scribus Gimp



**Scribus**  
**Gimp**  
**Inkscape**





**Scribus**  
**Gimp**  
**Inkscape**  
**Font Matrix**



**Scribus**  
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**Argyll, Lcms, GCM**



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**Font Matrix**  
**Argyll, Lcms, GCM**  
**FontForge**  
**...and more**



**Some key concepts:**

**Bleed**

**Cropmarks**

**CMYK**

**ICC profiles**

**Communication**

# Some tips

**Learn basic typographic rules**

**Better and quicker layout through gestalt theory (laws of perception)**

**Use enough pixels. Avoid unpleasant surprises**

**Understand colour management**

**Communicate with the printer**

# Standard colour profiles:

<http://www.eci.org>

**Find me at**

**<http://www.parkbildform.se>**

**Perhaps useful resources at**

**<http://www.parkbildform.se/downloads>**