

History of Gephi

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2006 and Web Atlas

The origin of Gephi lays in [Web Atlas](#), a project started in 2006 involving Mathieu Jacomy, who was interested in the exploration of web-based graphs. This was about the same time [Eytan Adar](#) was developing his [GUESS software](#)

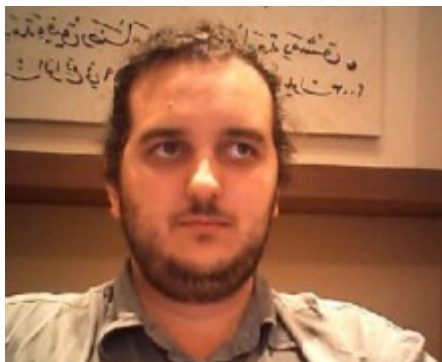


Figure 1. Mathieu Jacomy

In 2007/2008, this project morphed into Gephi, developed by a team of students at Université Technologique de Compiègne (UTC).



Figure 2. The initial Gephi team

Gephi has evolved in several major milestones:

- version 0.6 (2009): the initial public release. Contains already the filter system.
- version 0.7 (2010): Major overhaul of the graphics interface. Started using OpenGL framework for graphics acceleration. A system of plugin is created.
- version 0.8 (2011): Introduced dynamic graphics. This version is the one where Gephi started becoming very popular.

- version 0.9 (2016): An optimized graph engine is introduced. The codebase for the project is mavenized. The compatibility issues with Mac OS are solved.