



AKIRA

Building a UX design application from scratch

WHO AM I

Alessandro, Italian, I love pizza and hate soccer.

- UI/UX Designer
- Full stack developer for 10+ years
- Lead UX Architect at Thunderbird
- FOSS lover and user

All opinions are mine and are not meant to offend or criticize the work of anyone. I'm just that guy in a meeting asking "is there a better way to do this?"

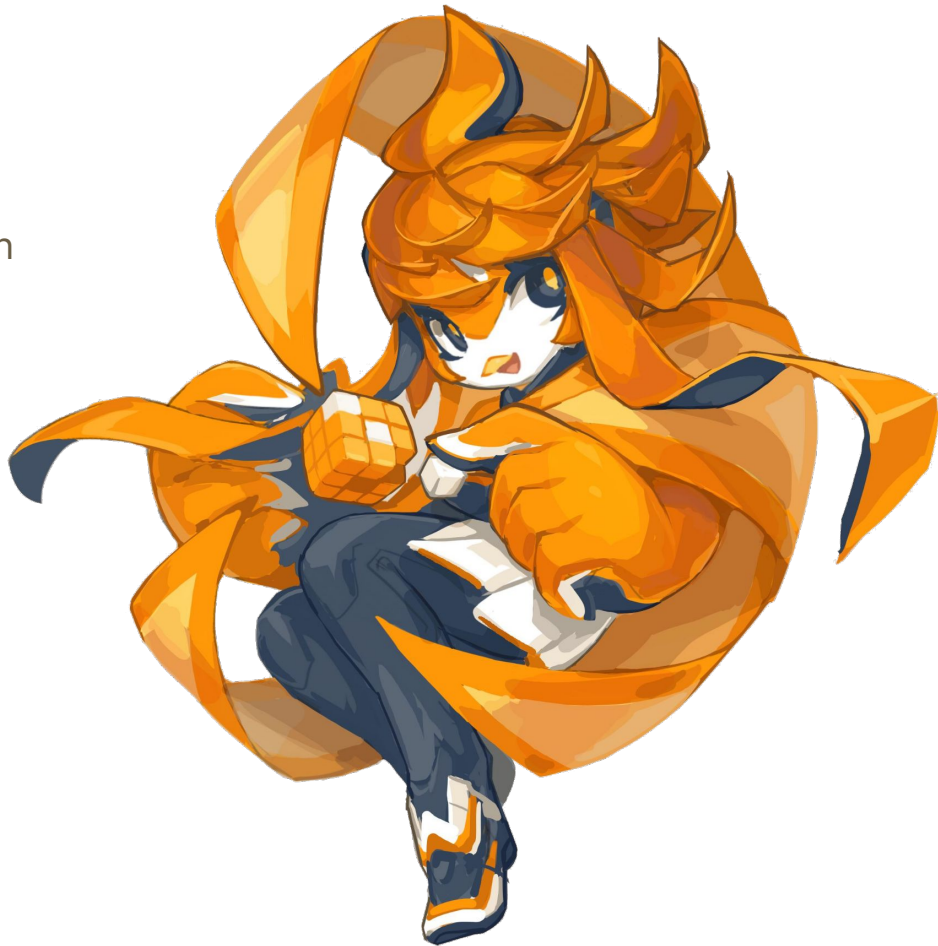


WHAT IS IT

2D vector graphical application for UI/UX design

Akira is NOT:

- Photo retouching or manipulation
- Digital painting
- 3D graphics
- Toolkit/Code generator
- Print design...maybe?



IS NOT A REPLACEMENT FOR

GIMP, Inkscape, Krita, Darktable, LibreOffice Draw, Pencil, Glade, or *(add any other graphical tool for Linux you might think about it)*

Akira aims to be the Linux alternative of:

- Sketch
- Figma
- Adobe Xd



WHY A NEW APP

Pretty much anything can be done with FOSS applications that can be done with proprietary or closed source applications.



Inkscape



GIMP



Krita



Figma

The problem is not the inability to create something, but rather the speed and efficiency in which you create that “something”.



WHAT ARE THE PROBLEMS

Currently available Linux design applications are not a viable solution for a large collaborative professional environment.

- They're not widely adopted
- They're not compatible with each other
- The usability and UX paradigms are outdated
- They lack features that are now standard and expected:
 - Reusable (linked) components
 - Built-in version control
 - Multiple Artboards
 - Many more...



CONTRIBUTING TO EXISTING APPS

Original attempt to fork Inkscape and slowly contribute upstream, but the complexity of the application was too disconnected from the primary goal I was trying to reach, which was to create a simple and very focused design application with a very narrow objective.

- Massive monolithic code base (my fault)
- Drastic code changes likely rejected
- Drastic UI changes likely rejected
- The goals and new features don't align with their current scope



THE STACK

The objective was to keep a very simple and easy to install stack, with few dependencies, and a clean and easy to read code base.

- GTK (yay)
- Vala
- elementary OS HIG, stylesheet, and icons
- Cairo (via GooCanvas API...for now)



KEY FEATURES

Artboards, dynamic symbols, multiple item's colors, smart guides, slice exports, version control, layers and pages, uneven border radius, smart primitives, smart image rendering, infinite canvas, smart zoom, multiple grids per artboard, images as fills, global and per-document color libraries, adaptive UI, smart export preview, etc.

Basically anything that it's currently available in **Sketch**, **Figma**, and **Adobe Xd**.

We don't want to reinvent the wheel, we want to grab that wheel and bring it to Linux.



IT'S DEMO TIME!

Let's do this...



FOLLOW AKIRA



<https://github.com/akiraux/Akira>



[@akiraux](https://twitter.com/akiraux)



[@akiraux@fosstodon.org](https://mastodon.social/@akiraux)



liberapay.com/akiraux



patreon.com/akiraux

