











개발자와 함께 성장하는

오픈소스

내가 만든 SW, 전세계인의 SW로





삼성리서치 박춘언



참여 중인 공개 SW 프로젝트



rive.app



thorvg.org



lottiefiles.com



enlightenment.org



공개 SW 프로젝트 활동

• 개발

- 코드 작성
- 패치 리뷰
- 기술 토론
- 이슈 관리
- 버그 리포트 등

운영

- 패키지 배포 & 버전 관리
- 인프라 관리 (서버, 홈페이지, 소스 Repo)
- 커뮤니티 활동 (+ 홍보 / 에반젤리스트)
- 문서 작성
- 지역화 등





EFL 한국 커뮤니티 운영자 (2013- 2018)











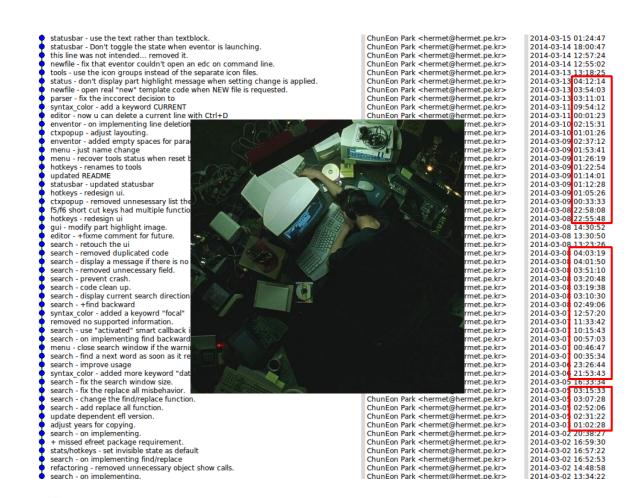






To succeed, make it personal







원동력?



rey @rlaguilarc:matrix.org Sep 17 12:13

Hey there!

I'm working on a product (Canva) that is exploring the idea of adding support for rendering lottie files. I think you've done a great job with rlottie so I'm trying to convince the team that rlottie is the way to go: D. Now, it seems that the library isn't properly maintained

anymore so I was wondering what your plans are in this front.

If we decide to use rlottie, what would you advice as the way to go:

- 1. Fork the project and maintain our own version.
- 2. Contribute to the existing rlottie project.
- 3. Wait for rlottie to be integrated to thorvg.



Hermet Park @hermet Sep 17 22:52

@rlaguilarc:matrix.org hi, rey. i think you have 2 options 1 or 3. we are planing to migrate the lottie animatiyear (for optimal project maintenance by us), probably it will be started after thorugy 0.5 (just next version, beginning of Oct).

and from v0.5 i guess 1 - 2 months will be taken in releasing the lottie animation in thorvg.

I don't know your project milestone, if you think it's too late you can consider the option 1

→ 6 replies



Traker Chris <trakerchris@gmail.com>

to me ▼



iFire @ifire:mozilla.org [m] Jun 24 00:13

I want to thank the thorvg team for supporting us with our flood of bugs and feature requests. Hope it was helpful for your mission.

Mira Grudzinska @mgrudzinska Jun 24 01:28

Hi @ifire:mozilla.org! Thanks for reporting all the bugs - now we can race who solves more:D

JunsuChoi @JSUYA Jun 24 11:02

Hi @ifire:mozilla.org Thanks to you, thorvg's svg features are improving a lot. Thank you.

Sun, Nov 19, 2017, 7:16 PM

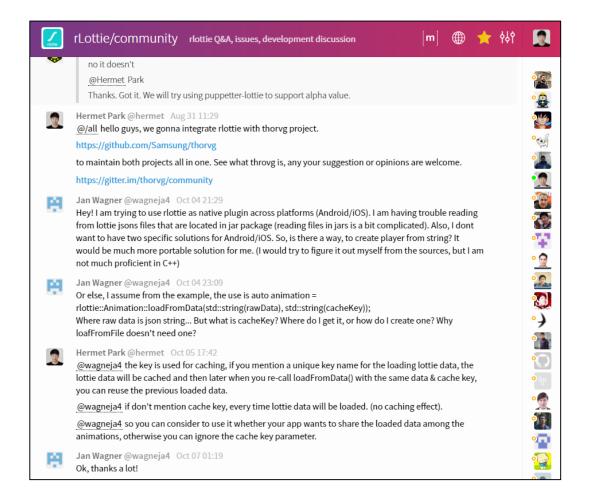




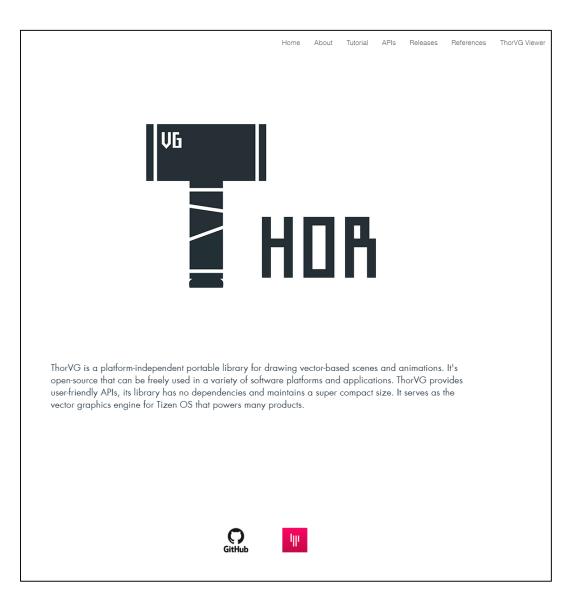


Hello Hermet, I use your program every day. I am not a programmer, I learn with your examples and other codes that I try to understand and transform. I post my creations on e17stuff (triki1). At this moment, I want to create an animated background, I put my animations sprites and tween well. Now, I would like to know how I can move my tween animation from the left to the right of the screen in a loop. I send you the beginning of my project, based on Metal-Slug. I would like my animation of the boat to move from left to right continuously, can you give me an edc example? If you can help me, it's very cool. Anyway, congratulations and thank you for this fabulous program. I'm French, sorry for my english.

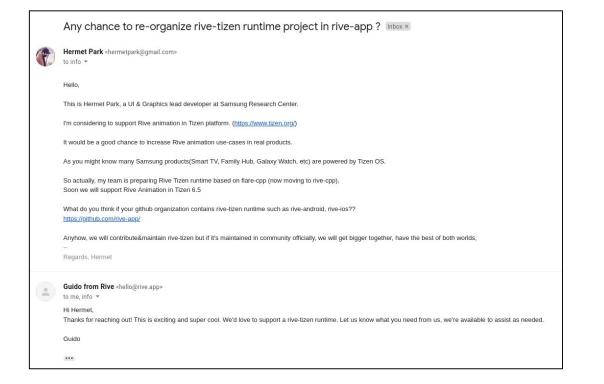






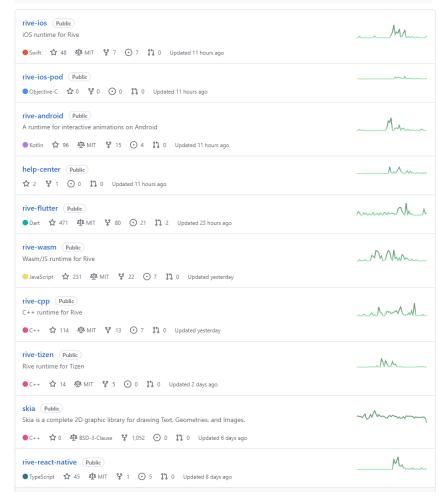


커뮤니티 협력

















공개 SW가 번창하기 위해서는





직접 구축한 공개 SW, 전세계인의 SW에 탑재

2021년 월간 사용자 수:

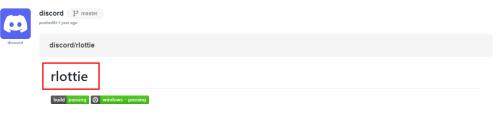
Telegram: 5억 5천만 명+

Discord: 1억 4천만 명+

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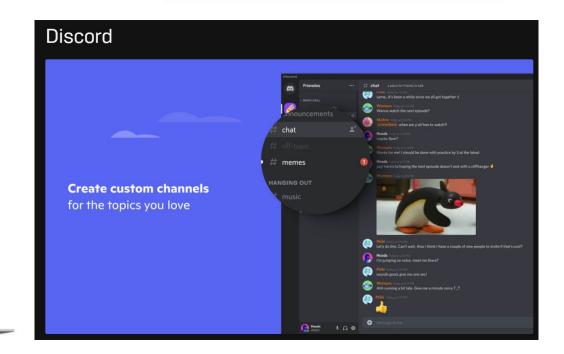


rlottie is a platform independent standalone c++ library for rendering vector based animations and art in realtime.

Lottie loads and renders animations and vectors exported in the bodymovin JSON format. Bodymovin JSON can be created and exported from After Effects with bodymovin, Sketch with Lottie Sketch Export, and from Haiku.

For the first time, designers can create and ship beautiful animations without an engineer painstakingly recreating it by hand. Since the animation is backed by JSON they are extremely small in size but can be large in complexity!

Here are small samples of the power of Lottie.





Programming is not a Zero-sum game...





