



OPENAU



The OpenAV Release System

Harry van Haaren

LAC, ZKM Karlsruhe

2 May, 2014

Introduction

- What is OpenAV?
- Details of release system?
- Why use this release system?
- Reflection on experience until now

OpenAV Productions

- Software for Artists
- Synths, effects and tools
- Created for live-performance

www.openavproductions.com

Overview of Release System

- What is a release system?
- Balance between money and time
- Steps of OpenAV release system:
 - 1. Write the Software
 - 2. Announce and Contributions
 - 3. Release and Maintain

Using the OpenAV Release System

- Write the software:
 - Develop software in private
 - Share code with trusted users
 - No financial support while creating
- Announce and Contributions
 - Create demo / promotion material
 - Announce, time passes / financial contributions
- Release and Maintain
 - Share code publicly, GPL licensed
 - Maintain / bugfix

Why use this release system

- Financial support
- Motivation to contribute
- Code always becomes open-source
- Tradeoff release date / financial support

Balance of Time and Money

- Factors of balance
 - Time invested
 - Experience in domain
 - Theoretical knowledge of domain
- Improvement of tool for user?
- Waiting time vs Money vs Improvement?

Example Release

- Developer writes code
- Tests, updates and bugfixes
- Announces 1.0, with promo material

Example Release



Example Release



Example Release



Example Release



Example Release



Example Release



Example Release



Example Release



OpenAV's Experience

- It works!
- Quantities of money / time?
- Need good publicity and demo material!
- Takes time to build up userbase / respect

Details of OpenAV's Experience

- 5 releases made (Sorcer, Fabla, ArtyFX, Luppp, ArtyFX 1.1)
- 120 euros : 12 months, 10 euros a month (4 projects)
- 520 euros : 52 weeks , 10 euros a week (Luppp)

Overview of OpenAV's projects

- \approx 870 hours clocked
- € 1000 recieved
- € 1.15 per hour

Reflection of OpenAV

- Potential for sustainable development
- Communication with user community is key
- Demo material must show how user will benefit

OpenAV Workshop!

OPENAV

WORKSHOP

16:30

Thanks for your time!

