



Preparing artwork for scientific papers *getting started in scientific illustration*



Target: PhD students, Post-Docs

Scope: The workshop aims at providing a **basic knowledge of graphic design** and a first introduction to open-source graphic software **to produce publication quality artwork** for scientific papers, posters or presentations.



When: The workshop is divided in two sessions of 4h:

- **6 May 2022:** 14:00-18:00
- **13 May 2022:** 14:00-18:00

Where: The course will be held **online**. Participants will **receive the link via mail after registration**.



Registration: is **FREE but required** as the course is **limited to 100 participants**¹.

Registration Form: <https://forms.gle/wxodw4RyzJCUkAe78>

Deadline: 30 April 2022

Requirements: Students should have access to a PC, Mac or Linux machine with GIMP and Inkscape **installed before starting the course**.



- **GIMP:** <https://www.gimp.org/downloads/>
- **Inkscape:** <https://inkscape.org/release/inkscape-1.1.2/>



Info:

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¹ Priority will be given to Third- and Second-year PhD students, followed by First-year PhD students. Post-Docs, senior scientists and undergraduate students will be ranked according to registrations date and time.



Programme overview: the course will consist of **theoretical** lectures, **practical** activities and (some) **discussions**. The main topics are summarized below (*programme may change depending on the edition*):

DAY 1

- Understanding artwork guidelines
 1. *2D image definition*
 2. *Colour theory and colour spaces (RGB, CMYK)*
 3. *Image Resolution (dpi, video and print formats)*
 4. *Vector vs bitmap (examples, fonts and pt) → different software*
 5. *Changing and image dimension: scaling with or without resampling*
 6. *Exporting an image: image formats and compression*
- Basic rules of graphic design
- Getting started in Gimp / Photoshop
 1. *Setting image size and resolution*
 2. *Levels and blending modes*
 3. *Image regulation: levels, curves and colour adjustment*
 4. *Selections and masks*
- Getting started in Inkscape / Illustrator
 1. *Shapes and paths*
 2. *Text and arrows*
 3. *Schemes*

DAY 2

- Preparation of a multi-panel figure starting from scratch:
 1. *The planning process*
 2. *Finding references: on line resources*
 3. *Data preparation and organization (keeping your kitchen clean)*
 4. *Production*
- The Art of Scientific writing (*special guest: Prof. Stefano Gianni*)