

Eyemagnet Limited to sponsor Gnash development

LinuxReviews New Zealands

Technical director Steve Castellotti of Eyemagnet has offered the Gnash proejct "a few paid hours of Gnash development time"

Gnash is a GNU project which aims to replace Adobes proprietary Flash player. The project needs more good programmers. Now a small corporation in New Zealands is offering to pay developers to work on the project. Eyemagnet needs Gnash for their own purposes, so they do not mind spending a small amount in order to improve the technology.

Steve Castellotti posted this to the Gnash mailing list on March 12th:

```
[Gnash-dev] cash for gnash
From: Steve Castellotti <@eyemagnet.com> (Eyemagnet Limited)
To: @gnu.org
Date:
Thu Mar 12 08:20:54 2009
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hey all-

I'd like to float an idea, see if anyone is interested.

I'm the technical director for a company called Eyemagnet. We use [almost] 100% Open Source software to create interactive advertising installations and exhibitions. We've done screens at Times Square, interactive texting SMS messages and votes for encore songs at live concerts, motion-detection "games" similar to Eyetoy, and so on.

The only bit of software we use which isn't Open Source is of course the Adobe Flash Player. We're attempting to fill that gap by helping people contribute to the Gnash project.

In fact we've started doing that already. A few months back

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a student worker to help us create a series of plugins and code (Python module) for Compiz Fusion.

We've contributed a few patches to Gnash already and I believe has already made it into the latest release, 0.8.5.

We're still a small organization but are trying our best to have active and contributing members of the Open Source community. We have more hours of work than our existing crew can handle.

So my question is, is anyone interested in picking up a few hours of Gnash development time?

Going forward our main focus will be on performance improvements to the rendering engine (ideally OpenGL), and helping establish a set of "recommended practices" for anyone who wishes to develop content specifically targeting the Gnash player.

Everything to be released back to the project under the GPL of course.

If anyone is interested please feel free to contact me off-line. We're pretty relaxed around how to structure any agreements and happy to sponsor any work for college credit where appropriate.

Cheers

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Nice, huh?

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