

For Immediate Release:

## **Framework 0.7 is Faster and Open Clip Art 2.8 Goes Creative Commons Zero**

San Francisco, December 15, 2010 UTC – Aiki Framework (<http://aikiframework.org>) is ending 2010 on a series of high notes that make up it's latest Release of Version 0.7. Lead Aiki Developer, Bassel Safadi (<http://bassel.ws>), along with fellow Fabricatorz (<http://fabricatorz.com/about>) have spent a month leading to the upgrade pushing revisions, planning Aiki's future, and deploying new features to Aiki's growing list of sites.

Aiki Framework is a leading open source, web-based content management system. Version 0.7 is marked by a number of enhancements to the package, including revamps of core elements by Aiki Developer, Roger Martin (<http://rg1024.wordpress.com>). As a result, Aiki processing speed has been supercharged. Bassel has also been working tirelessly to enhance existing features while also killing bugs to improve user experience in the admin panel, as well as allowing developers greater control of the sites they build on the platform.

Aiki's flagship site, The Open Clip Art Library (<http://openclipart.org>), has seen a month of growth and renewed focus on future goals for the project. Open Clip Art Library 2.8 brings over 1,000 new and remixed images into the Public Domain. Going even further to solidify OCAL as a leading provider of Open Source Content, registered users have grown by an astonishing 2,500 since November 1. The ever-expanding Community of artists continues to deliver solid themed content, as the latest Package Release brings a collection of over 75 Winter Holidays 2010 Clip Art (<http://www.openclipart.org/packages-holidays2010>).

This release also sees the update of the site to use Creative Commons updated CC Zero Public Domain Dedication tool. The goal of this tool is to work internationally and take into account concerns by those living in jurisdictions around the world that have other types of rights around the creation of a work. By visiting the site, one will notice now all references to waiving copyright on clip art contributions are using this tool.

Fabricatorz and Open Clip Art Library founder Jon Phillips stated, "Open Clip Art Library is used all around the world by Wikipedia, teachers, artists, and plain old Mom's as a key source for graphics. By updating our licensing tool, we are in compliance with the latest Creative Commons recommendation for releasing works into the public domain globally, and leading on the net with trying to increase sharing. This type of sharism is crucial to the open web."

Beyond licensing, a new "Collections" system has also been launched. Registered OCAL members now have the ability to aggregate their favorite clip art into created lists. Each created list will appear on the user's profile page. This is only a first step in a larger plan for "Collections", so users are encouraged to test out this feature and report any bugs. Profile editing continues growing more robust and usable, thanks to OCAL Developer Chovynz (<http://www.openclipart.org/user-detail/chovynz>). Users now have access to their profile by simply selecting their username in the header. Selecting the re-worded 'My Profile' will now lead users to their management page. Improving usability even further, Bassel has invoked "pretty urls" for all clip art uploaded to Open Clip Art Library.

With these new updates in place, the Librarians want to open the floodgates for Community involvement. Developers will be pleased to learn that a major behind-the-scenes update has taken place, and The Open Clip Art Library is now backed by the latest Version of Aiki Framework. On top of that, Framework auto-updates are in place, so OCAL will always be on the cutting edge as Aiki rockets toward the future. The Open Clip Art Library's progression has been mapped out on Launchpad (<http://launchpad.net/openclipart>). Here, users can learn where OCAL is heading and how they can help. All are encouraged to file any suggestions and bugs they find while utilizing The Open Clip Art Library, as well as helping to fix existing issues. Any who are unsure of how best to help are welcome to get started by logging into OCAL's irc chat (#openclipart at freenode.net).

The invitation to contribute extends to Aiki Framework, whose future is also mapped out on Launchpad (<http://launchpad.net/aikiframework>). Aiki's Developers welcome feature requests and bug filing. For those just beginning their Aiki Framework adventure, online documentation is in place ([http://www.aikiframework.org/wiki/Main\\_Page#Documentation](http://www.aikiframework.org/wiki/Main_Page#Documentation)) and is continually being updated with definitions, tutorials, and latest feature breakdowns. Aiki's irc channel (#aiki at freenode.net) is also a great place to ask questions and learn from those who are doing. Get started and be a part of a powerful and Open future.

## **Highlights**

- \* Aiki Framework 0.7 Release
- \* Faster processing & bug fixes
- \* New Open Clip Art Library 2.8 Release
- \* 2,500+ new registered users last month
- \* Winter Holidays 2010 Clip Art Package Release
- \* Call for Aiki Framework & Open Clip Art Library Developers

## **For more information**

- \* <http://aikiframework.org>
- \* <http://openclipart.org>
- \* <http://fabricatorz.com>
- \* [http://en.wikipedia.org/wiki/Open\\_Clip\\_Art\\_Library](http://en.wikipedia.org/wiki/Open_Clip_Art_Library)
- \* <http://www.facebook.com/pages/Open-Clip-Art-Library/345650985985>
- \* <http://aikilab.org>

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