

# Biography

Open Source Publishing makes graphic design using only free and open source software—pieces of software that invite their users to take part in their elaboration. Founded in 2006 in the context of Brussels art organisation Constant, the OSP caravan now comprises a group of individuals from different background and practices: typography, graphic design, cartography, programming, mathematics, writing, performance. Through a collaborative practice, they work on workshops, commissioned or self-commissioned projects, searching to redefine their playground, digging towards a more intimate relation with the tools. True to their name, OSP publishes all the the source files to their projects through their website <http://osp.constantvzw.org>.

Sarah Magnan

Graphic designer, Sarah started to experiment in ERG (Brussels) possible links between graphic design and new media art. From links to links she became curious and interested by collaborative work, sharing matters on web, on print and more widely on archiving matters: which status to gives to archive, how to make it born or reborn, how to share it, show it, confront it.

Pierre Huyghebaert

Exploring several practices around graphic design, he currently drives the studio Speculoos. Pierre is interested in using free software to re-learn to work in other ways and collaboratively on cartography, type design, web interface, schematic illustration, book design and teaching these practices. Along with participating in OSP, he articulate residential spaces and narratives through the artists temporary alliance Potential Estate and develop collaborative and subjective mapping with Towards and others Brussels urban projects.

Ludivine Loiseau

Formed at the Ecole Estienne (Paris), Ludi relearned everything in Brussels. She immersed herself in the centre for graphical delicacies Speculoos and met the OSP group aboard a van on route to Poland in 2008. Ludi questions the contemporary role of typography and her practice is reflected in her courses at the Ecole de Recherche Graphic, where she is a lecturer in typography and free software. Ludi also works with Mathieu Gabiot on advancing the issue of licensing furniture objects, and supports an ephemeral publishing project, Le Calendrier.

Colm O'Neill

Backgrounds in photography brought Colm to digital experiments from the very start of training as a graphic designer. Frustrations with the single and unidirectionnal workflow of most digital professions, everything to made sence when he's later received as an OSP intern for a few months. Then fully committing to the team, while blancing a student life in all of this. Interests in the digital formats and ways to peel off the layers of the web, he's working on alternative networks to exchange knowledge, networking digitally, and ways to expose their inner workings.