**Why Inkscape?**

Being able to communicate our research clearly and succinctly is essential to our training and success as researchers.

Programs such as Adobe Illustrator and BioRender, while excellent at helping fill this gap, are expensive. However, with some tips and training, anyone can make professional, publish-ready graphics using the **free, open-source** software **Inkscape**.

My goal is to make figure design and implementation accessible to anyone.

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**Project Goals**

1. Develop a web resource: inkscapeforstem.com
2. Host a workshop for UC Davis community
3. Enhance online resources for research community via YouTube

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**Outcomes**

Website was developed using a combination of Fruition, Notion, and Cloudflare to keep costs low ($10 a year).

Content was broken into several key modules:

- 1.1 Inkscape
- 1.2 Navigating the User Interface
- 2.1 Making Shapes and Strokes
- 2.2 Modify and Merge Shapes via Path Effects
- 3.1 Custom Images and Shapes via Bezier Tool
- 4.1 Importing Figures from other Programs
- 4.2 Figure Size and Exporting

Website was developed using a combination of Fruition, Notion, and Cloudflare to keep costs low ($10 a year).

**Attendies included:**

- Graduate Student
- Postdoc/research Assistant
- Other Academic Personnel

**Previous software used:**

- BioRender
- Powerpoint
- Keynote
- Adobe Illustrator
- Inkscape
- VEID

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**Post Workshop Survey**

Attendance was high with 74 attendees.

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**Future Work**

Officially launch Inkscape for STEM videos on Youtube channel.

Develop modules on multi-pannel figures, flowcharts, and how to use Inkscape for Poster Design.

Further establish as an online resource with connections from Inkscape software developers.