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## Introduction - Scott Sayre

Posted by ssayre - 2007/10/17 10:45

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Hi-

My name is Scott Sayre. I am a Principal Partner at Sandbox Studios. We have been working with Pachyderm for a little over two years now, primarily with Art Museums and Digital Libraries. I am the current Chair of the Pachyderm Governance Council and a co-founder of PachyForge.

I look forward to meeting other users and building the community.

Cheers,  
Scott

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## Introduction - Josh Archer

Posted by joshua - 2007/10/22 19:46

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My name is Joshua Archer, and I am both the principal of Archer Web Solutions, LLC, as well as a Software Engineer for the California State University Center for Distributed Learning. I've been involved with the Pachyderm project since 2003, and I'm the lead developer on Pachyderm, moderator of the Open Source Pachyderm Project, and Former and Founding Chair of the Pachyderm Advisory (Governance) Council.

I'm here to answer as many of your questions as I can, and to keep everyone informed on the development process for the core code. I'm hoping we can find this space to be provocative and inspiring, and that we may all work together well towards our common goals.

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## Introduction- Rachel Varon

Posted by rkvaron - 2007/10/25 02:37

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Hi Everyone:

My name is Rachel Varon and I work as a Project Manager at the NMC. I want to help you to create beautiful presentations. Please ask me any questions that you have about authoring in Pachyderm.

Rachel

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## Introduction - Catherine O'Neill

Posted by catherine - 2007/10/26 00:03

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Hello! My name is Catherine O'Neill. I am the Education Coordinator at Arthouse in Austin, Texas. We are glad to be using Pachyderm for several projects, and I look forward to participating on this board. I've already posted our public Pachyderm presentations in the Project Registry. When the Installed Server Registry is up, we will post that we have our server up and running as well.

PS - My avatar is one of my two dogs. His name is Harvey.

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## Introduction - Benjamin Slade

Posted by Bicinho - 2007/11/07 19:41

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In an effort to draw back the curtains a bit on my ambling Portuguese pachyforge persona, my name is Benjamin Slade and I am a pachyderm author by trade. I will be producing pachyderms for Arthouse at the Jones Center and Ballet Austin in the upcoming months, so expect to see a lot of me on the authoring and template editing forums. Regarding general authoring and presentation design, I hope I can be of help to relatively new authorers as well.

Thanks to everyone involved with the development of pachyderm on the tech side, you all have been extremely helpful

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already!

Until next time,

Benjamin Slade

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## Introduction - Peter Samis

Posted by psamis - 2007/11/10 15:53

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Greetings, All. I'm Peter Samis, and I'm sorry if my icon doesn't resemble my actual outside countenance exactly--but I felt it was better than a soccer ball and I'm getting tired of uploading the same picture all the time! ;-)

I've been involved in Pachy since the beginningâ€¦ That would be Pachy 1.0, which we developed at the San Francisco Museum of Modern Art back in 1999-2000 with designers from Perimetre-Flux and coders from Red Eye Digital Media, which was bought by Idea Integration, and later went bust as the dot-com went dot-bomb. Ancient history. The last millennium!

Pachy 2.0 is the result of an IMLS grant applied for by the NMC ([www.nmc.org](http://www.nmc.org)) and jointly administered with SFMOMA. We contributed our intellectual property and the NMC organized and ran the project, which enlisted skilled programmers and UI experts from many universities spread over the US and Canada. Shout-outs to D'Arcy and King, Tim Wang and Liang, to Tom Hapgood on template UI, and of course to the first Rachel, and Larry who had the vision.

Josh has been a slow and steady guiding force behind this whole thing, and I want to honor him for keeping it together at times when it might have fallen apart. And it's just great to have my old pal Scott steering this ship now.

We're in good hands.

If I've left anyone from the past out (and I have: Holly, Deb, Lou, Rick, others), please forgive me. The exciting thing for me and Tim Svenonius (also present at the creation at SFMOMA and still working on this good stuff) is to see Pachy become the spokesperson of a new generation, who will take it to places we certainly haven't thought of: to see what it becomes and enables in terms of rich visual interactive communication. We look forward to participating in this adventure. Free the Pachy from the bonds of the past!

And remind me I said this if I ever get old and grouchyâ€¦ ;-)  
[http://www.pachyforge.org/images/fbfiles/images/Little\\_Pachy\\_mini.jpg](http://www.pachyforge.org/images/fbfiles/images/Little_Pachy_mini.jpg)

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