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Pushing Pixels

Leaving no pixel behind

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My old [blog](#) was on [java.net](#). You can view the list of my old articles and blog entries [here](#).

The list of conferences

- [AnDevCon '11](#) – presenter of the [Designing for the Mobile Form Factor](#) technical session. Slides can be found [here](#).
- [JavaOne '09](#) – presenter of the [Flamingo: Bringing the Ribbon Component to Swing](#) technical session. Slides can be found [here](#).
- [EclipseCon '09](#) – presenter of the [On The Shoulders of Giants: Harnessing the Power of Eclipse Enterprise Ecosystem](#) session. Slides can be found [here](#).
- [JavaOne '08](#) – co-presenter of the [High Resolution Monitors](#) birds of feather. Slides can be found [here](#).
- [OSCON '07](#) – presenter of the [Advanced Effects in Java Desktop Applications](#) technical session. Slides can be found [here](#).
- [JavaOne '07](#) – co-presenter of the [Bringing Life to Swing Desktop Applications](#) technical session and moderator of the [Next-Generation UI Elements for Swing Applications](#) birds of feather.
- [DesktopMatters '07](#) – “Swing Effects” slides can be found [here](#).
- [JavaOne '05](#) – co-presenter on BoF that introduced Web Services & XML community at java.net. My part was on the [jaxb-workshop](#) project (see below).

Inactive open source projects

Major projects (historical snapshots [hosted on GitHub](#)):

- **Flamingo** – ribbon component for Swing applications
- **Substance** – a cross-platform look-and-feel for Swing applications. Includes
 - Plugin for SwingX components
 - Plugin for Flamingo components
- **Trident** – animation library for Java applications. Includes
 - **Onyx** animation blueprints for Swing
 - **Amber** media trend analysis

Minor projects (historical snapshots [hosted on GitHub](#)):

- **Laf Plugin** – support for third-party components in look-and-feel libraries
- **Laf Widget** – support for common “feel” widgets in look-and-feel libraries
- **LightBeam** – performance benchmark for Swing look-and-feel libraries
- **Rainbow** – SVG file viewer that illustrates various animation, transition and translucency techniques.
- **BindMark** – a comparative benchmark for Java XML binding frameworks and libraries
- **Checkers** – a collection of Checkers games
- **Ixent** – a framework for non-photorealistic rendering
- **JAXB Workshop** – a collection of tools for JAXB 2.0 including Eclipse and IDEA plugins for XJC
- **Matrix rain** – Matrix screensaver for Swing apps

- *Strider* – ripple effects for Swing applications.
 - *Trellis* – a collection of Tetris-inspired games
 - *XSOM* – XML Schema Object Model (part of JAXB 2.0). I was a small-time contributor.
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Thanks for stopping by. My name is **Kirill Grouchnikov** and I am a user interface engineer. I have been doing client side development professionally over the last decade or so, in a variety of UI toolkits and libraries that spanned Motif, MFC, VB, Ada, Delphi, Swing and SWT. I currently work at Google on the [Android](#) team.



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I have a particular interest in creating polished, responsive and well behaving user-facing applications that help the end users achieve their goals quickly and painlessly. **Pushing Pixels** is where I write about my own explorations of this area.

In the last few years I worked on a number of open-source projects for Java desktop applications. These projects are currently inactive, but you can find the snapshots of the latest released sources, documentation and build scripts on [my GitHub page](#).

Recommended

- [The customers don't care about the technology](#)
- [Problem solving and innovation](#)
- [Trust is hard to build and easy to destroy](#)
- [Sun setting down on the core Swing](#)
- [Party Of One: Conclusion](#)
- [Animations – the big picture](#)
- [Your application will be with you momentarily](#)

Recent Posts

- [The art of “The Crimson Petal and the White” – interview with Luke Dunkley](#)
- [Visual effects of Tron: Legacy and beyond – conversation with GMUNK](#)
- [The new dimensions of cinema experience](#)
- [The Art of “Tangled” – interview with Claire Keane](#)
- [The art and design of “Chloe” – interview with Phillip Barker](#)

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