THE BRL-CAD PROJECT

Theme of writing this document

* To make it clear to someone who is new to **BRL-CAD PROJECT**.
* What are the possible ways of getting involved and contributing to **BRL-CAD PROJECT**.

No matter if you are a developer, documenter, software tester, graphic artist, research developer, polyglot (multilingual person) or someone who just wants to be involved in a unique open source project, **BRL-CAD** has place for you.

The possible ways of contributing and getting involved in **BRL-CAD** are

**Developers:**

People having knowledge of coding fall under this category. Regardless of your level of experience as a developer **BRL-CAD** offers tasks like

* Deuces List([http://brlcad.org/wiki/Deuces#Code](http://brlcad.org/wiki/Deuces))
* ContributorQuickies([http://brlcad.org/wiki/Contributor\_Quickies#Code](http://brlcad.org/wiki/Contributor_Quickies))
* SourceCodeClean-Up(http://brlcad.org/wiki/Code\_Cleanup)
* TODOLists(http://sourceforge.net/p/brlcad/code/HEAD/tree/brlcad/trunk/TODO)

**Documenters:**

If you are not a developer but have knowledge of writing documents then you can also contribute to **BRL-CAD** by helping it in writing, updating and improving different projects documentation. The tasks in which you can contribute are

* Documentation Deuces([http://brlcad.org/wiki/Deuces#Documentation\_and\_Training](http://brlcad.org/wiki/Deuces))
* Documentation Contributor Quickies([http://brlcad.org/wiki/Contributor\_Quickies#Documentation](http://brlcad.org/wiki/Contributor_Quickies))
* You can write a document while learning a specific tool of **BRL-CAD** and can convert the previous documents of **BRL-CAD** into Doc-Book format.

**Software tester:**

If you are a software tester you can find bugs in the **BRL-CAD** software and file a bug report on BRL-CAD’s official bug tracking page on source forge (<http://sourceforge.net/p/brlcad/bugs/>). In this you will create a test frame work that will test the specific portions of code and if you find any problem with the code you can report it.

You can get the quality assurance that is testing tasks at ([http://brlcad.org/wiki/Contributor\_Quickies#Quality\_Assurance](http://brlcad.org/wiki/Contributor_Quickies))

**Graphic artist:**

If you are a graphic artist and have good creativity then **BRL-CAD** certainly needs your quality artwork to make it look more polished which will help **BRL-CAD** marketing and promoting its software

You can find the list of artwork tasks at ([http://brlcad.org/wiki/Contributor\_Quickies#Outreach](http://brlcad.org/wiki/Contributor_Quickies))

If you have interest then you can learn the **BRL-CAD** user interface and can help to make its user interface more user-friendly, creative and more consistent.

You can find the list of user experience tasks at ([http://brlcad.org/wiki/Contributor\_Quickies#User\_Interface](http://brlcad.org/wiki/Contributor_Quickies))

**Research developer:**

If you are a research developer you can study the problems related with **BRL-CAD** software and can recommend solutions and improvements based on your research work.

You can find the list of tasks related to research at ([http://brlcad.org/wiki/Contributor\_Quickies#Research](http://brlcad.org/wiki/Contributor_Quickies))

**Polyglot:**

If you are a polyglot that is having knowledge in different languages then you can contribute to **BRL-CAD** by making their software available in different languages other than English.

Moreover you can also contribute and get involved in **BRL-CAD** by participating in programs like

* **Google Summer of Code**(http://brlcad.org/wiki/Google\_Summer\_of\_Code)
* **Google Code-In** (<https://developers.google.com/open-source/gci/>)
* **European Space Agency (ESA) Summer of Code in Space** (<http://brlcad.org/wiki/ESA_Summer_of_Code_in_Space>)

And you can also communicate and actively interact with the existing developers to discuss your intentions through

1. **Internet Relay Chat (IRC)** (<http://brlcad.org/wiki/IRC>)

2. **E-mail Mailing Lists** (<http://sourceforge.net/mail/?group_id=105292>)

3. **On-line Forums** (<http://sourceforge.net/forum/?group_id=105292>)