

GraphicsGale - Nathan Donaldson:

· **Features:**

- Main image editing in center
- Layering
- Opening multiple types of images
- Saving as multiple image types
- Undo
- Redo
- Copy/Paste
- Grid Preferences(on/off or grid sizes)
- Snap to grids
- Onion Skin(view of previous transparent slide on current slide)
- Selection tools (square, circle, lasso, mover)
- Magic Wand
- Color Selection(select everything that is of a specific color)
- Drawing(Free, lines, curved lines, squares, filled squares, Text, etc.)
- Filling
- Color Replacer
- Antialiasing
- Transparencies in frames
- Frames
- Frame Modifications(Duplicate, order, deletion, properties, cut, copy, paste, etc.)
- Layer compression and properties
- Windows(Frame, Frames Preview, Color Palette, History, Layers, etc.)
- Image effects and modifications
- All frame modifications
- Screen or window capture
- Window selection
- Help guide

· **Pros:**

- Has a great way of viewing a larger part of the photo and a smaller portion at the same time. Works great for seeing what you are editing in a large and small scale.
- Able to change order of layers and frames easily.
- Can set up a grid to your liking.
- Compression of certain layers(if certain you are finished with those layers) will save you confusion.
- Being able to undo/redo/cut/copy/paste are very important for any editor.
- When creating new projects, can select dimensions and color depth.
- Easily switch between different project windows.
- Simple but nice image modifiers.

· **Cons:**

- Needs more depth in the help guide. Should explain with examples or just explain further.
- Tooltips would be nice, a text hover by the cursor when hovering over certain things.
- Would be nice to edit via the smaller image window.
- Not very many options to each tool.
- Layout is a little confusing at times.

Overall, this sprite editing tool is great. The best part about it is how smoothly you can deal with layers and frames. It is not so easy when it comes down to some certain tools in the editor though. They are not explained very well in the help guide so some tools are a little bit of trial

and error(especially if you are new). This editor does what it should do, but it just needs to be a little bit more user friendly.

Scott Neville

Aseprite

Aseprite is a paid sprite editor for pixel art animations, and comes with a wide host of tools. (It's worth noting this review is based on their advertizing, not on personal use.) This program is capable of creating several pixel frames and stringing them together for a gif or spritesheet, it's UI functions a lot like paint on the surface, with most of the special features for interacting with multiple frames. For example: a rotation method for pixel objects, using smart averaging and shading, being able to view previous frames faintly beneath the current frame, animating different portions of characters separately (which can then be strung together to create more complicated animations), smart brushes that shade based on surrounding colors, and custom brushes based on selected patterns in the image. All of these (and the dozens of tools I've left unmentioned) make it clear that a lot of work has gone into Aseprite, and those who are doing a lot of animation work would probably find value in these tools. Fortunately, as this product costs money, we can price our product to avoid direct competition.

Cashe Rumsey

Greenfish Icon Editor

Greenfish Icon Editor, or GFIE, is an open source image editor. They mainly advertise the use of layers and filters (like drop shadows and glows). Other things GFIE is used for is editing animated cursors and managing icon libraries. One nice thing about the editor is that there is a small, portable version that you can use on something like your flash drive. Their tutorials only highlighted rescaling images for use as icons. For example, take an existing image, scale it how you would like, and use it as needed (like a desktop shortcut icon). One obvious downside that I found was with actual image editing. In their tutorial, they explicitly recommended using another program like Photoshop to do the actual editing before using their program to scale. They said it is possible using this program, but they do not recommend it! Overall, this program might be good if you had a very specific use for it (rescaling images to use as icons); but I feel like other programs do what this does just as well, while offering other capabilities. It's great if you want something extremely lightweight merely to make icons with, but I failed to extrapolate any other useful applications for the software from general research. (It doesn't help that their tutorials were only about doing that and not highlighting their other advertised features.)

Eric Miramontes

Piskelapp

Piskelapp is a free, open-source sprite editor available as either a computer program to be downloaded and installed or as a web browser program on piskelapp.com. By creating an

account with Piskelapp, you can save your sprites and display them publicly if you wish. Piskelapp has all the basic drawing, resizing, color palette, frame, saving, and gif importing and exporting functions. The program also provides the user with a variety of extra features. Piskelapp provides functionality for: a primary and secondary color for both mouse buttons, layers for each frame, transformation of sprites, easily accessible options for keyboard shortcuts, a small preview box that shows the gif animation with a slider for frames per second, and a toggle button for onion skin (transparent image of the next frame on current slide). However, the different cursors for drawing and filling have very basic and limited options. Since Piskelapp is open-source, the source code for the program is hosted on Github.

Aaron McGhie

Unity Sprite Editor

This editor gives you a palette that you can work on a number of sprites at once. You can cut out each sprite with various selection tools, or you can trim them to all the used pixels. This palette for working on multiple sprites at once seems like it would be really useful for working on animations, where you can have multiple sprites as each frame of an animation side by side. Helping you see them at the same time so you can size and adjust them according to each other. It would also be useful for trying to create a character with accessories so that you can create them as separate sprites that are interchangeable, but you can work on them side by side so you can size them accordingly. It has an rgb alpha tool that allows you to see your workspace in black and white, so that you can see the shapes you are drawing a little more clearly. Other than those features, it seems to have most the standard features, like zoom, drawing tools etc. The only real downside I see to this program is that you have to download and install the entire unity game development software in order to use it. I feel like it would be a great program to use for building 2d video games graphics though.

Meysam Hamel

Krita

Krita is a graphic editor based on Qt 5 and KDE Framework 5. It is a free software distributed under GNU. Krita packs with some key features different from most of its kind, include the ability to work with both bitmap and vector illustration. The new Krita release with update and bug fixes.