

# Commarch: Krita

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# What is Krita?

- Open source digital painting application
- Aimed at digital illustration, painting, and animation
- Supports tablets
- Also features many image editing capabilities
- Also has purchasable version in steam store + windows store



# A Brief History

- Origins begin in 1998 as demo of using Qt with GIMP
- KImageShop created in 1999, to compete with photoshop
- Development picks up around 2003
- From 2004-2009, focused on image editing and manipulation
- After 2009, focus changed to digital painting and illustration

# Development channels and documentation

- IRC: <https://krita.org/en/irc/> (or #krita on Freenode)
- Main repo/development on KDE's Phabricator (mirror on GitHub)
- Documentation for users: <https://docs.krita.org/en/>
- Mailing list archive: <https://mail.kde.org/pipermail/kimageshop/>
- Contributing Guide: [https://community.kde.org/Get\\_Involved/development/](https://community.kde.org/Get_Involved/development/)

# Patch process

- Can submit a patch on Phabricator, devs will review it and “land” (pull) it
  - git versioned, but exposed as “diffs” (PRs)
  - Phabricator is used to manage and submit patches as diffs with *Differential*
    - Phabricator can be used with git, svn, or mercurial. Diffs are its VCS-agnostic way to expose changes
- After 3 patches, your account can be upgraded to “Developer”, and you can land patches
- This is Phabricator workflow
  - <https://community.kde.org/Infrastructure/Phabricator>

# Developer balance and contribution

- Authorship

- rempt (Boudewijn Rempt) and dkazakov (Dmitry Kazakov)
  - Each at ~25-30% code authorship
  - Both been with the project for >10 years
- Authorship evenly distributed otherwise

- Conflict resolution

- KDE Code of Conduct
  - <https://kde.org/code-of-conduct/>
    - Pushes pragmatism and respect

- Devs are full stack

- “To work on Krita, you have to use C++ and Qt. It’s a good way to learn both, actually!” - <https://krita.org/en/get-involved/developers/>

