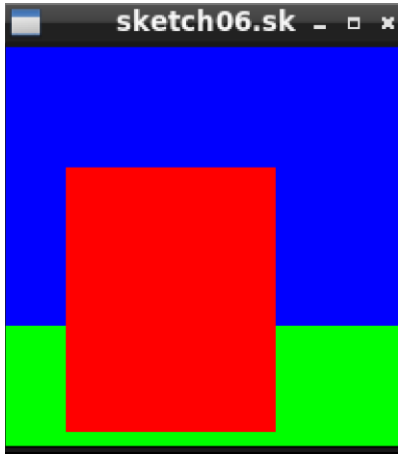# Screenshots
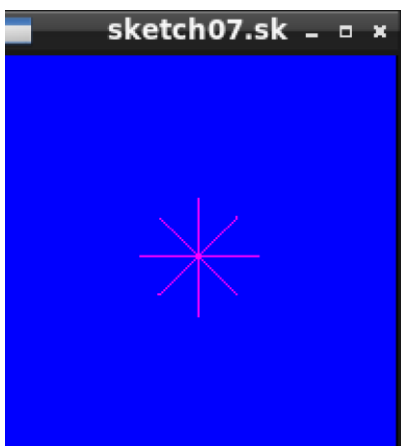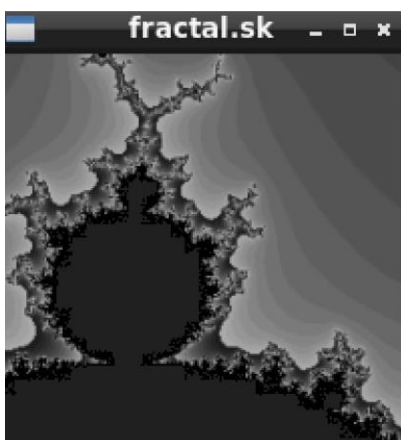
SK File Renderer
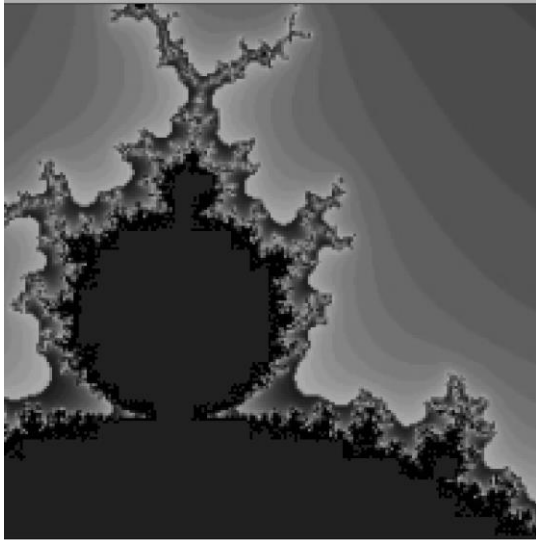

sketch06.sk being rendered

sketch07.sk being rendered
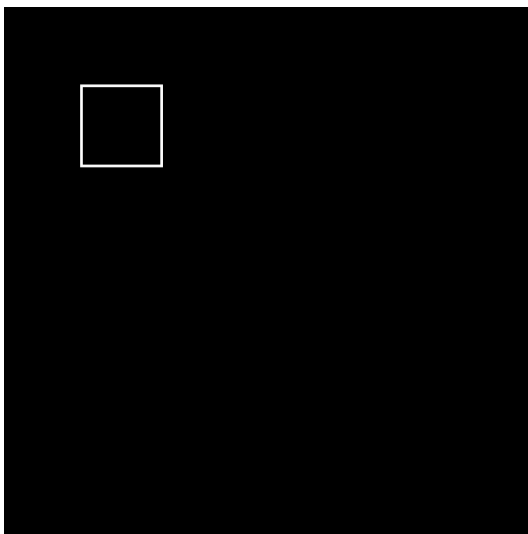
Converter

fractal.sk (created through "./converter fractal.pgm") being rendered

fractal.pgm rendered by third party software

sketch02.sk rendered

sketch02.pgm (obtained via "./converter sketch02.sk") rendered by third party software

Note: rendering library used by sketch is sometimes leads to slightly incorrect pixel drawing due to the way the library handles drawing straight lines. Results vary from platform to platform, but my code still provides the graphics library with the correct instructions.