I had a lot of trouble transitioning into GiMP from Photoshop. I had used Photoshop for years and had become quite comfortable in the ecosystem. So, going over to GiMP was tricky, because I knew that I could do certain things, like 3D text manipulation, or color isolation, but I didn't know how to do them in GiMP. So, there was a medial period of adjustment that I had to make. I have gotten used to it at this point though, and while I still think Photoshop is by far the better product, I really appreciate that GiMP is a free, open source software. Now I can finally stop making fake emails to get the free trial of Adobe studio every time I have a project due that has a visual element to it. I had similar problems with Audacity, but I was able to adjust to that much quicker, as the UI was not as complex. I am really grateful for the opportunities to get outside of my comfort zone with these new programs though, as before I was only versed in Adobe products like Photoshop and Premiere, which cost a ton of money. Having a free alternative, and knowing how to use it, is really nice.