Pixelorama is an open-source application designed for creating pixel art. It was built using Godot, an open-source, multi-platform 2D and 3D game engine. Although still in baby stages, Pixelorama already boasts a clean user interface and a long list of features that enable users to get started with pixel art projects.

The Pixelorama update is version 0.6 and it ships with a handful of exciting features which include support for multiple themes, a splash screen, layer opacity, more localizations, improved brushes, colour palettes, and constrained angles in straight lines.

[2]

Source URL: http://www.tuxmachines.org/node/135822

Links: