GIMP has been developed as a community effort since very early on, after its original authors left the project. This begs the question of sustainability when contributors wish to stay longer while not being able to afford being penniless volunteers forever.

We have seen skilled developers come and go for years, the latter becoming a growing concern. Contributing takes a crazy amount of time and people have family, work and other responsibilities to take care of. Thus when core team
contributors are willing to be paid for making Free Software, we have decided that GIMP as a project should encourage such endeavours by putting more emphasis on their funding.

There are currently 2 such crowdfunding projects. You can consider these crowdfundings as ?official? as can be and completely endorsed by the GIMP project...

[...]

ZeMarmot is a Libre Art project born as an idea in 2014, launched in 2015 with production starting in 2016. In particular, it is an Open Animation short film (Creative Commons BY-SA license promoting sharing and reuse) led by the film director, Aryeom, and GIMP co-maintainer, Jehan.

[...]

What these donations through GNOME still cannot do is funding paid development, so if that?s what you want, please fund the developers directly as explained above. GIMP project obviously welcomes the 2 types of donation, for community needs through GNOME and for paid development through the 2 crowdfundings listed.

[3]

GNU GIMP

Source URL: http://www.tuxmachines.org/node/153869

Links: