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# GIMP Looks Towards GEGL, High Bit Depths, GTK3

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Back in May was the long-awaited release of GIMP 2.8, and while this release was great and packed in many new features, there's still more to look forward to in the future of this open-source imaging program.

There isn't yet any planned release date for the next version, GIMP 2.10, but features to be expected include finish porting the core to GEGL, support for high bit depths, support for layer masks on layer groups, cleaning up the GIMP library (libgimp), merging of GSoC 2011 projects, and work on a unified transform tool. That's what is officially hoped for at least with GIMP 2.10.

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[GIMP](#)

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