

GIMP & GEGL

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- [GIMP & GEGL Made Much Progress In 2015](#) [2]

Alexandre Prokoudine of GIMP has written an annual report on the project and its GEGL port.

In 2015 much progress was made on GEGL, painting improvements were made, improved file format support happened, and much more. Lots of progress was made and can be found right now in the GIMP 2.9 test releases though it will culminate with the GIMP 2.10 stable release in the future.

- [GIMP and GEGL in 2015](#) [3]

The GIMP project has released its annual year-end retrospective, looking back on development on the GIMP editor itself, project infrastructure, and closely related software projects like the Generic Graphics Library (GEGL). Highlights from the past twelve months include the conversion of more tools to using GEGL operations, support for a new perceptual color space, and improvements to image-blending modes. Several new features were added to support painting (including on-screen-canvas flipping and rotation), and work was put into the UI themes.

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[1] <http://www.tuxmachines.org/taxonomy/term/144>

[2] http://www.phoronix.com/scan.php?page=news_item&px=GIMP-2015-Progress

[3] <http://lwn.net/Articles/669892/rss>