

full GEGL integration in GIMP

works

peter sisking

user interaction architect

works

peter sikking

man + machine interface works

works

tick tock

works



@antOonsblender

I think I would go nuts if I had
that many noodles going in
the compositor
I get lost if I just have 6 of them.

Anita Potter, @apotterdd

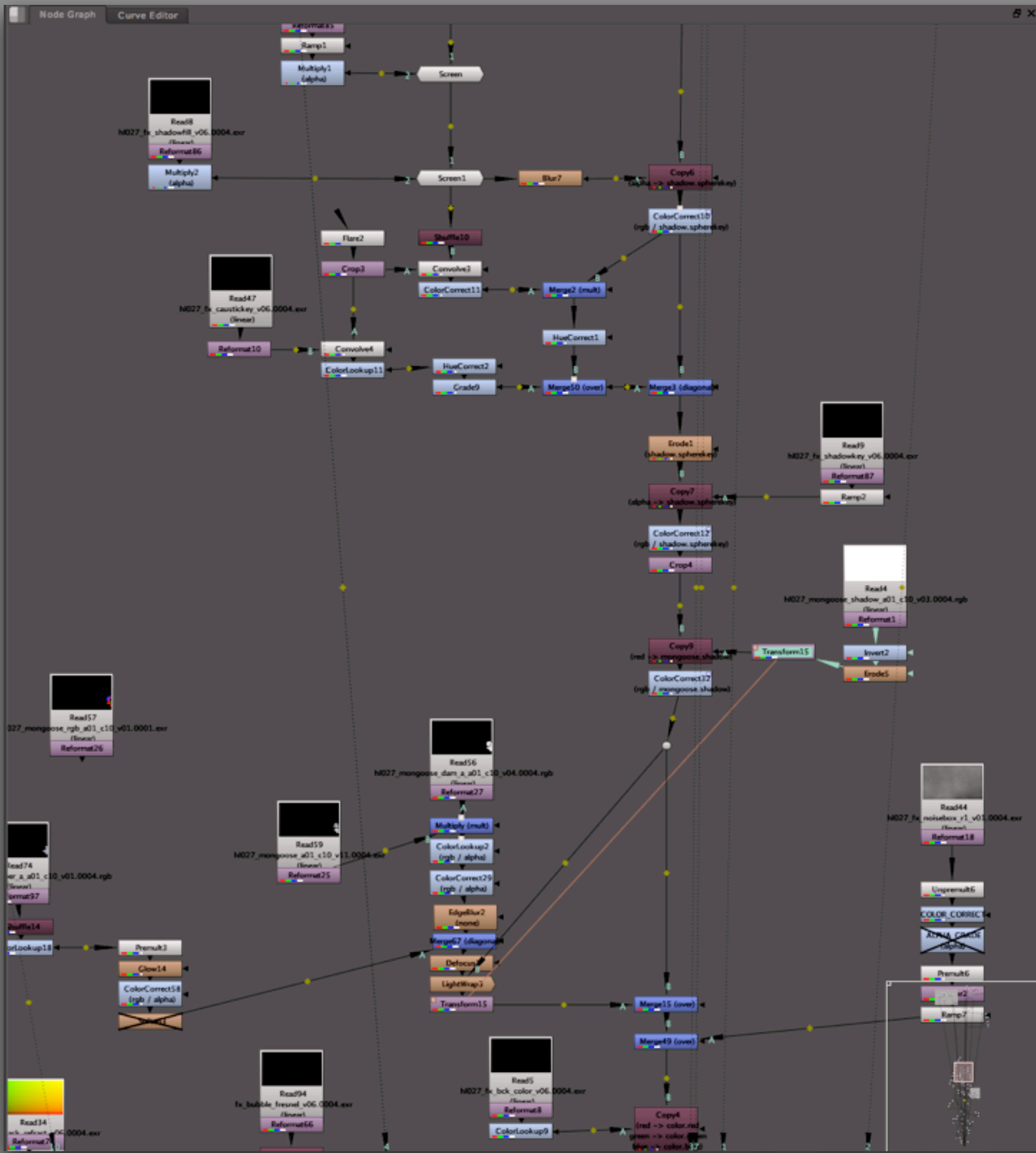
works

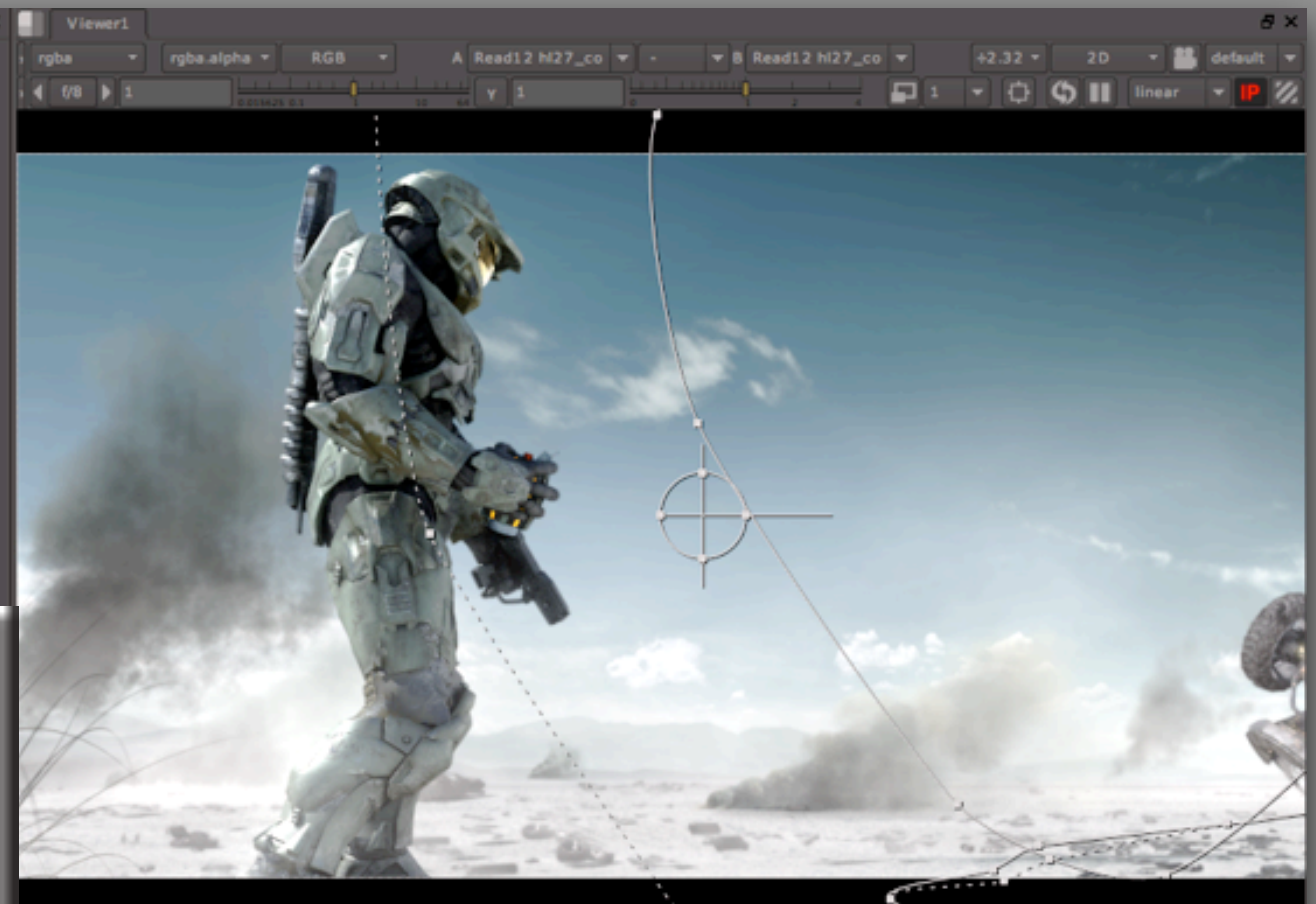
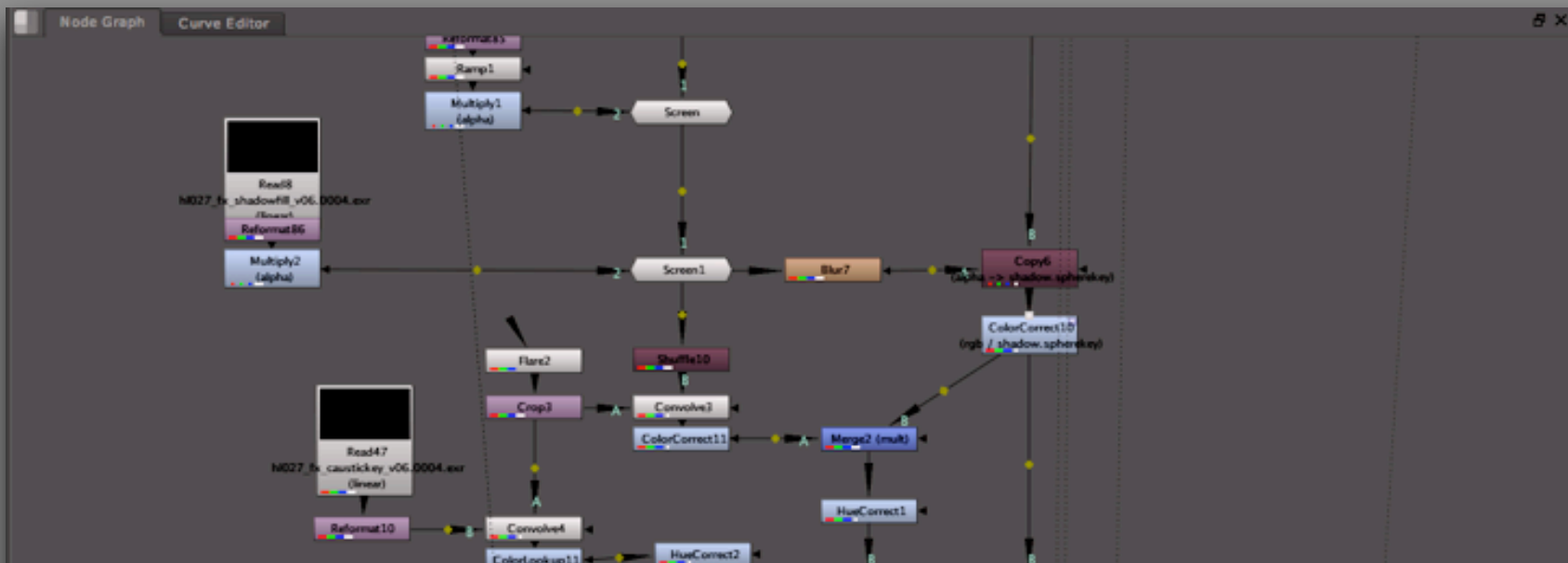
nuts

works

context

works



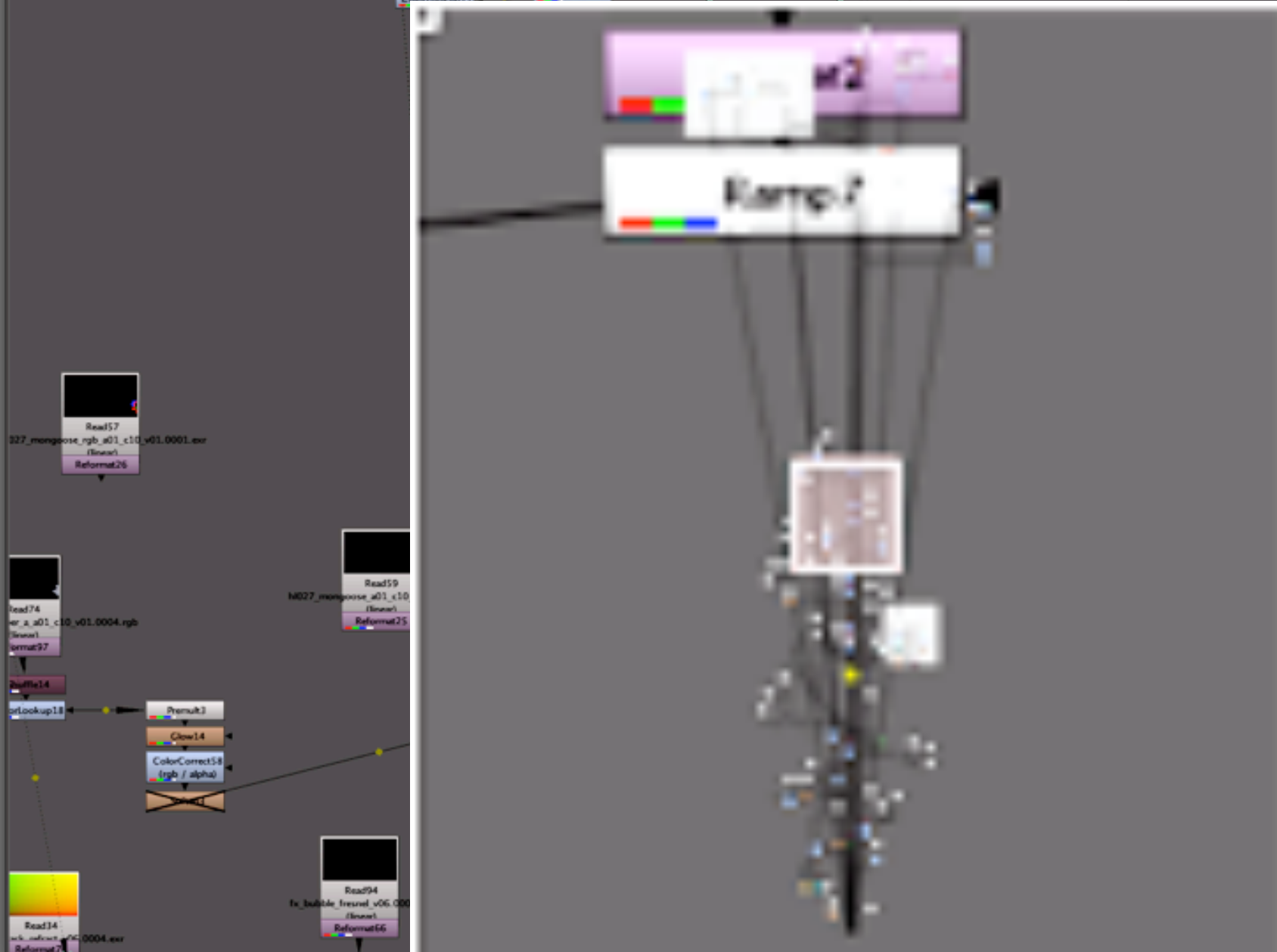


This image shows a 'Transform15' node in a software interface. The node has the following parameters:

- translate**: x: 63, y: 0
- rotate**: 0
- scale**: 1
- skew**: 0
- center**: x: 960, y: 540
- filter**: Cubic
- clamp**: checked
- black outside**: checked
- motionblur**: 0
- shutter**: 0.5
- shutteroffset**: start, 0

This image shows a 'ColorCorrect58' node in a software interface. The node has the following parameters:

- channels**: rgb
- master**:
 - saturation**: 0.4
 - contrast**: 1
 - gamma**: 1
 - gain**: 1.7
 - offset**: 0



time





product vision

works

high-end photo

product vision

works

original art

product vision

works

production of web assets

product vision

works



hand-
crafted

works



works



holy trinity

works

tool

holy trinity

works

menu

holy trinity

works

layer

holy trinity

works

which?

holy trinity

works

$\frac{1}{3}$

works

$$\frac{1}{3} + \frac{1}{3} \times \frac{2}{3}$$

works

$$\frac{1}{3} + \frac{1}{3} \times \frac{2}{3} = \frac{5}{9}$$

handcrafted

works

**BIG +
handcrafted**

works





FLOW

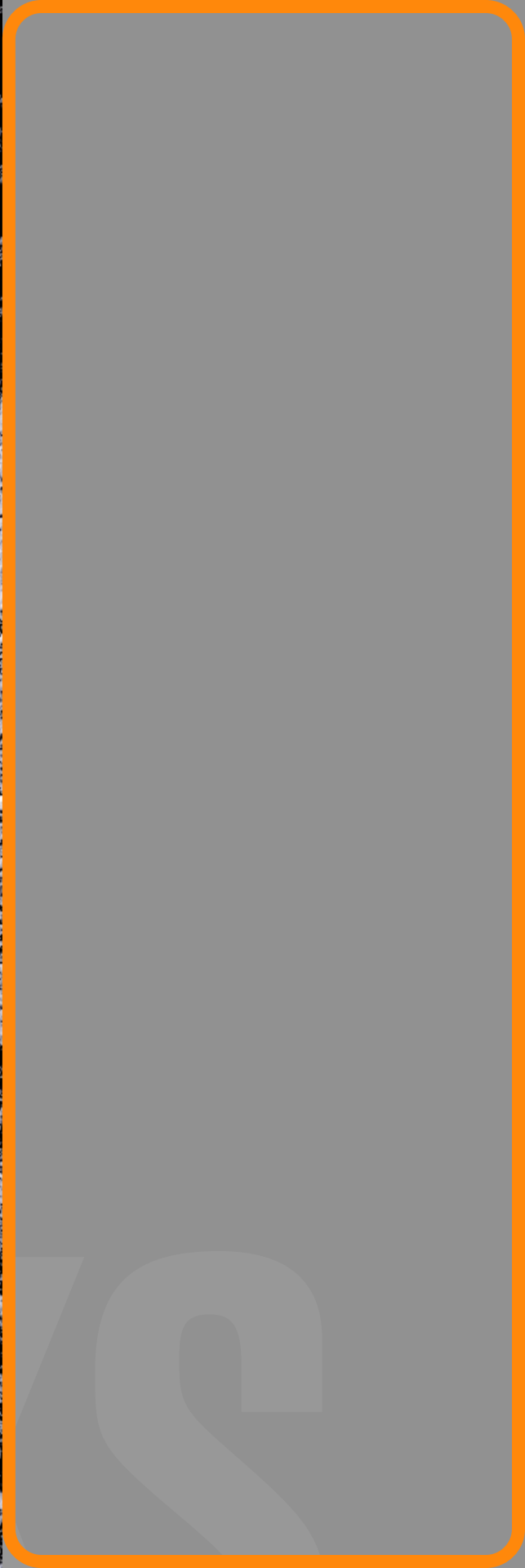
hundreds

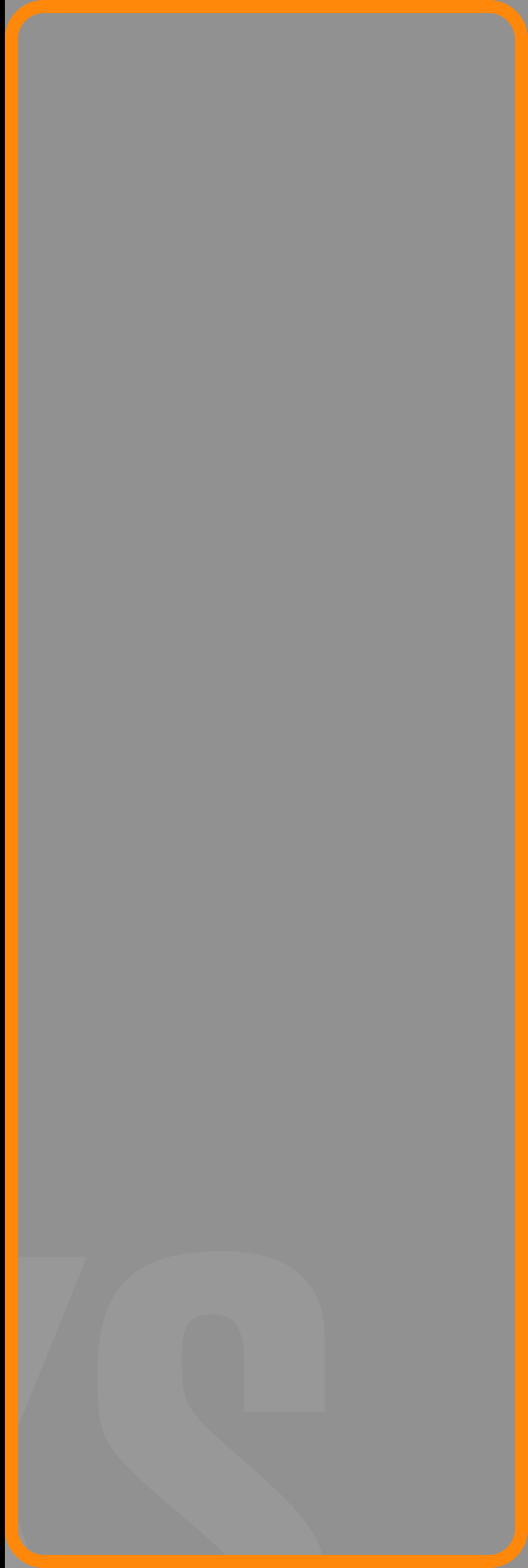
works

context

works







1-to-1

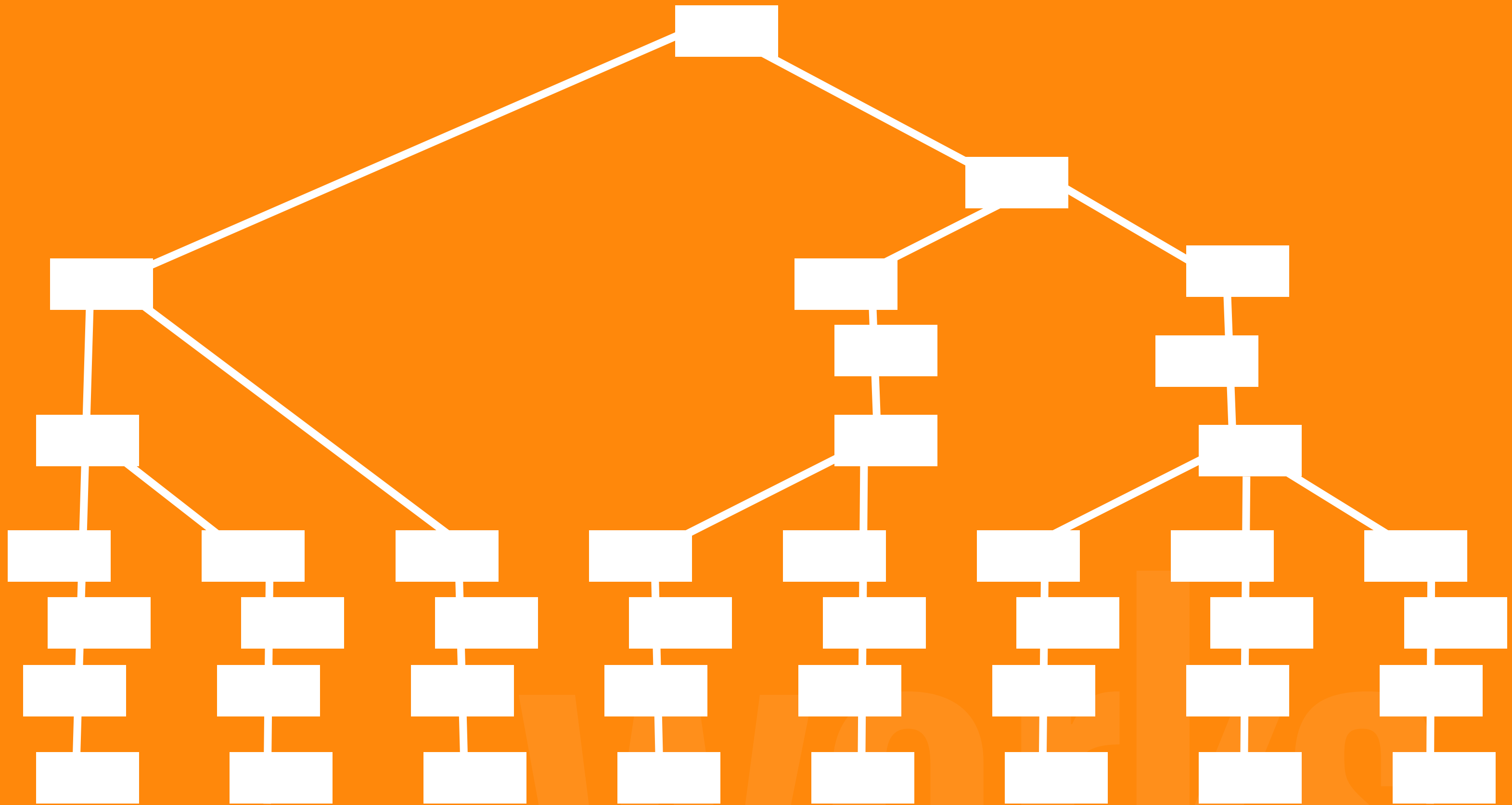
works

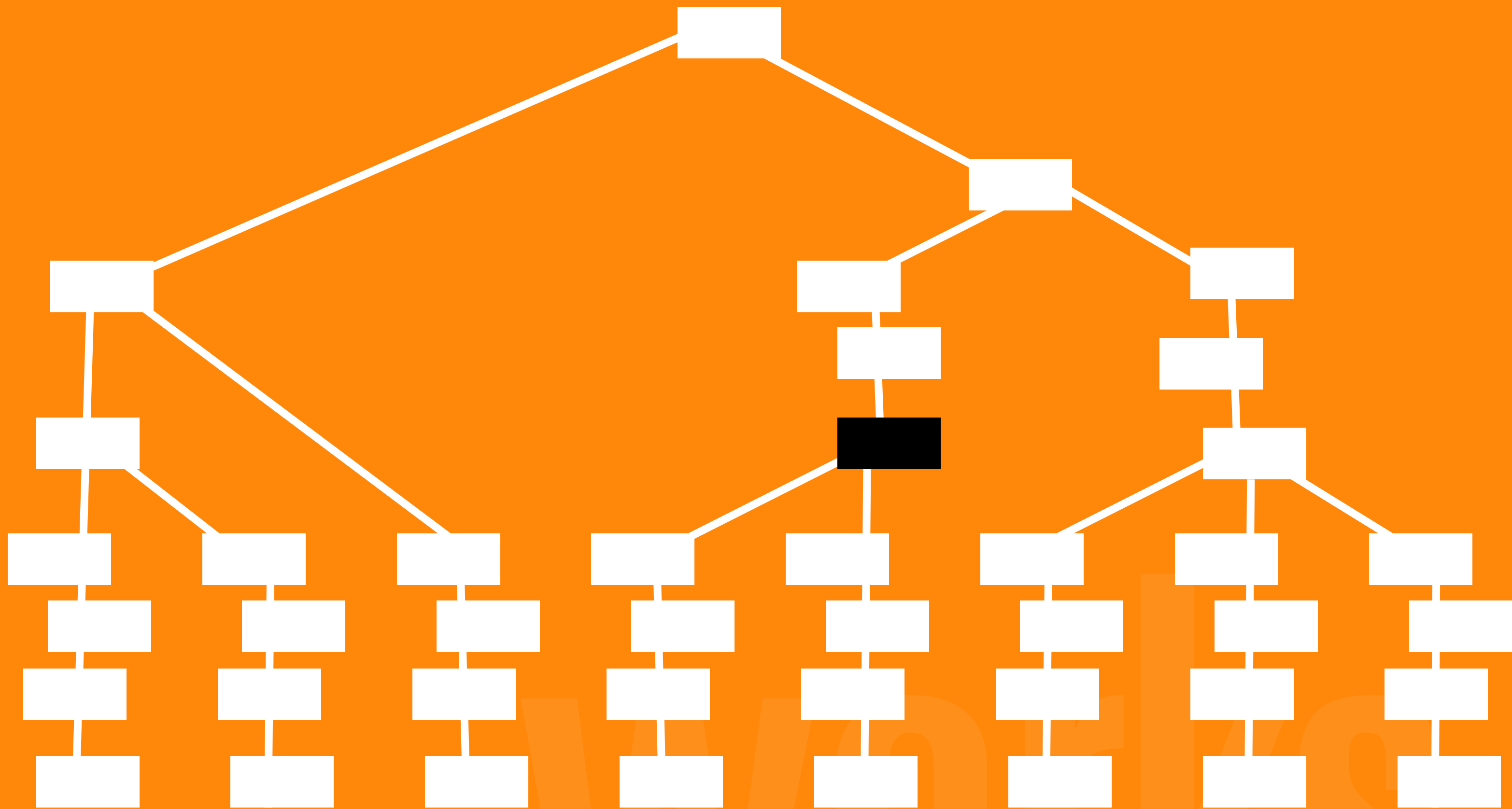
hundreds

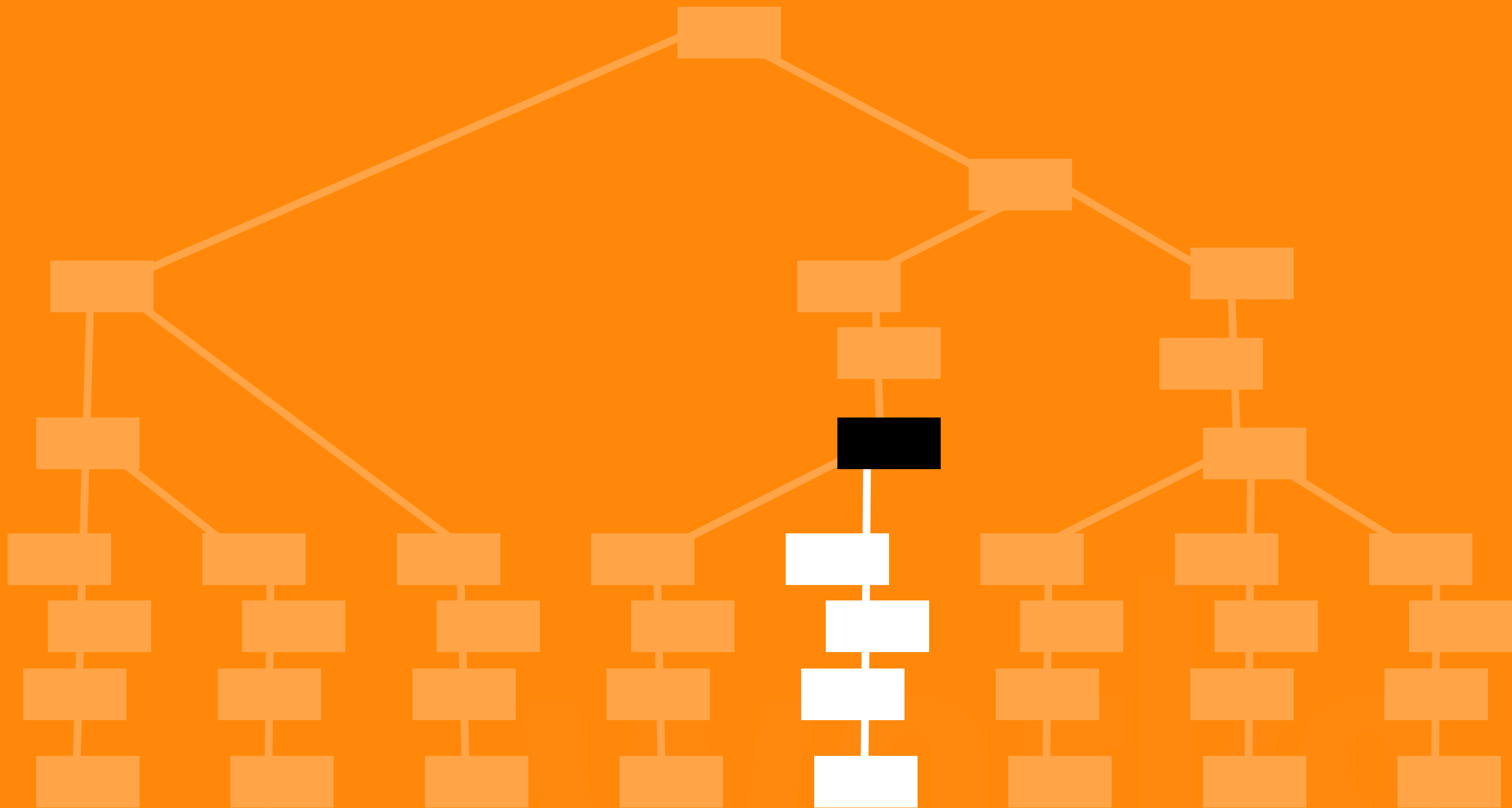
works

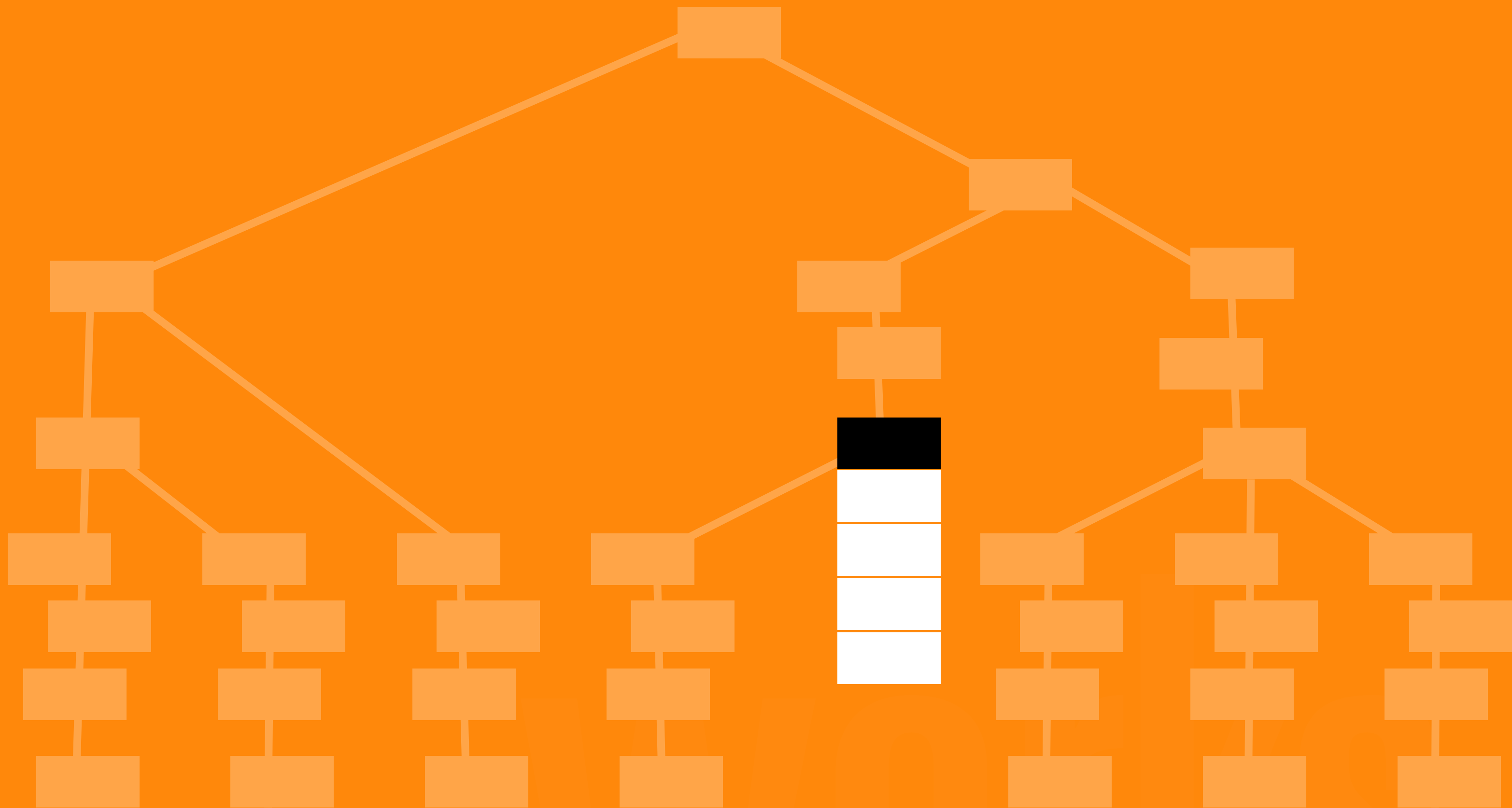
context

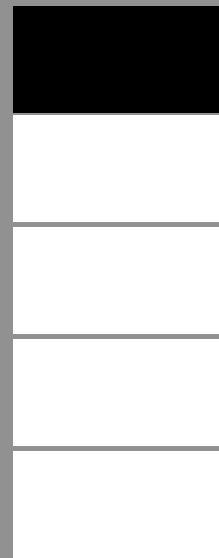
works



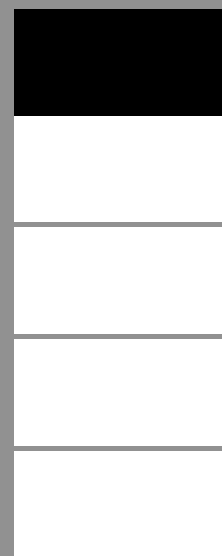








works





works

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fin

works