

GrafX2	Marius Tetlie	Overall Rating = 5
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GrafX2

The Good	The Bad	The Bottomline
A distinct style / Works on most platforms / A good range of export formats / Updated frequently / A big community / Free of charge / Free of speech	A distinct style / Confusing interface / Hidden functions	A specialized software for 256 color bitmap graphics. Includes a large number of tools and effects that make it particularly suitable for pixel art, game graphics, and generally any detailed graphics painted with a mouse. Takes some time to get use to.

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Specifications

The official website of the tool is

<http://grafx2.chez.com>

The tool is made by

<http://pulkomandy.tk/projects/GrafX2/wiki/Develop/FreeSoftwareRelease>

You can find the official documentation on:

<http://pulkomandy.tk/projects/GrafX2/wiki/UserGuide> <http://pulkomandy.tk/projects/GrafX2/wiki>

Is there a user forum/ bug tracker/ issue tracker and if so where?

<https://gitlab.com/GrafX2/grafX2>
<http://www.k-3d.org/forum>

I reviewed version Version 2.4 of the Software The interface:

- what is it : application
- what is it for ?other, raster graphics editor
- this tool functions : after download and install
- this tool is available for : Windows
- this tool is : Free Speech
- does this tool have a paid version available? no

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Review

The user interface:

The interface is cool and matches the style of the software. It appears quite simple, but is a bit hard to work with. There are many layers in each menu that are not immediately logical. It therefore takes some time to get the full potential out of this software.

Tutorials / Instructions:

useful / helpful : 4
clear : 4
quick and easy to understand : 3

What notable things do other users say about this tool? (either good or bad!)

The first release of GrafX2 was done at the Wired 96 demoparty. The tool was primarily made for demomakers. This explains the presence of features specific to old computers, because demosceners often use this kind of hardware. Today, the program is mostly used for Pixel art, not necessarily in relation to demos or to old and limited hardware.

Testing the tool (learning by doing — trial and error) What would/could a designer use this tool for?

Make pixel art and 8bit drawings. Also the 'palette cycling' where color indexes are shifted so as to create a sense of animation, is interesting. Interesting to work with such a different program in the high-res discourse of today.

Depending on what kind of free this tool is, how "free" is this tool really?

It is Free Software, GPL2.

Please add any additional comments below:

It's cool ;— — —)

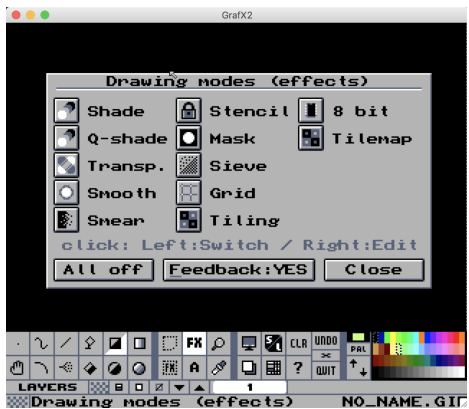
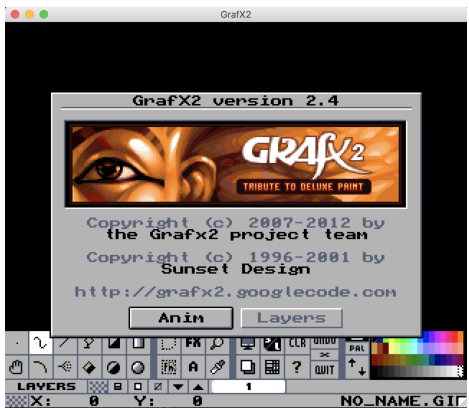
As an official reviewer for the Great Free Graphic Software Review I confirm I have filled in the above review at the best of my abilities, with care, patience and without prior prejudice, so help me Tux.*

Marius Tetlie, 19/10/2017

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Images

Interface



Testing the tool

