GrafX2	Roel Roscam Abbing	Overall Rating = 4

GrafX2

The Good	The Bad	The Bottomline
Its a software which allows for oldschool 256 color bitmap graphics, using techniques such as palette cycling to create animations.	It has a bit of a steep learning curve when it comes to the inteface. Many functions are hidden under the right mouse button for example.	It is a very particular but very powerful tool. For anyone interested in 8bit graphics and pixel art it is probably one of the best applications. The interface definately needs getting used to. Available for all computer platforms. Decent community offering support and tutorials

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Specifications

The official website of the tool is

http://pulkomandy.tk/projects/GrafX2

The tool is made by

Adrien Destugues

You can find the official doccumentation on:

There is a doc folder in the git repo: https://gitlab.com/GrafX2/grafX2 These tutorials are listed on the Grafx2 site: Pixel Scene Tutoriali No. 1 by Sh'ar: http://pixel.scene.org/tutorials/tutorial1.html GFX2 PIXEL TUTORIAL by zTHee: https://goo.gl/cfHihN Youtube also has some tutorial videos: GrafX2: Indexed Color Cycling Animation: https://www.youtube.com/watch?

v=Lg3kolPcVOw Mark Ferrari on Animations for 8bit systems: https://goo.gl/ZFJhE2

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

https://gitlab.com/GrafX2/grafX2

I reviewed version <u>Version 2.3</u> of the Software The interface:

– what is it : application
– what is it for ?image processing
– 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 itself appears drawn with the same software. Everything is very minute and pixely. There are many hidden menus and options. Very 'dense' software. Definately a steep learning curve, but refreshing compared to other UIs.

Tutorials / Instructions:

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

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

>Well, I've been introduced to this fine piece of software a few days ago, and decided to try it out after having tried a paid version of Graphics Gale my friend let me use on his machine for a short while, and a trial of ProMotion. Unlike both of these costly pieces of software, Grafx2 is entirely free and open source. On top of that, it's chock full of features that neither of the other two software have, and it's very optimial for working efficiently with its handy keybindings. " [source] (https://www.cemetech.net/forum/viewtopic.php?t=7968)

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

One of the features of this tool is that it allows one to work with 'palette cycling' where color indexes are shifted so as to create a sense of animation. This is an old technique used in games of the SNES/DOS era. Working creatively with these limitations can be an interesting way to find new forms. [write your ideas here]

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:
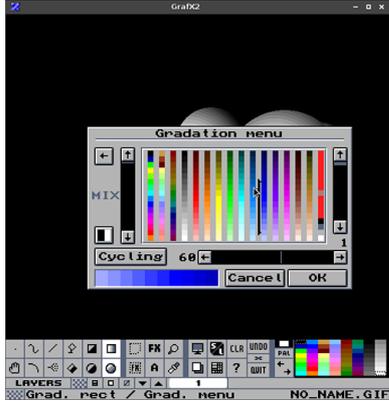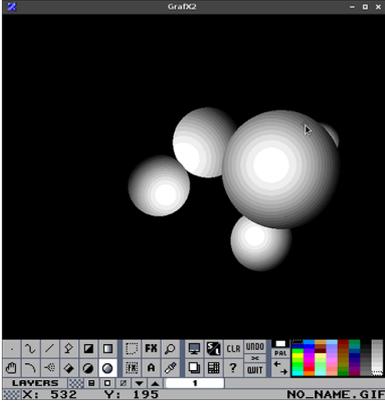
Try it!

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.*

Roel Roscam Abbing,

22/09/2017

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Images

Interface

Testing the tool