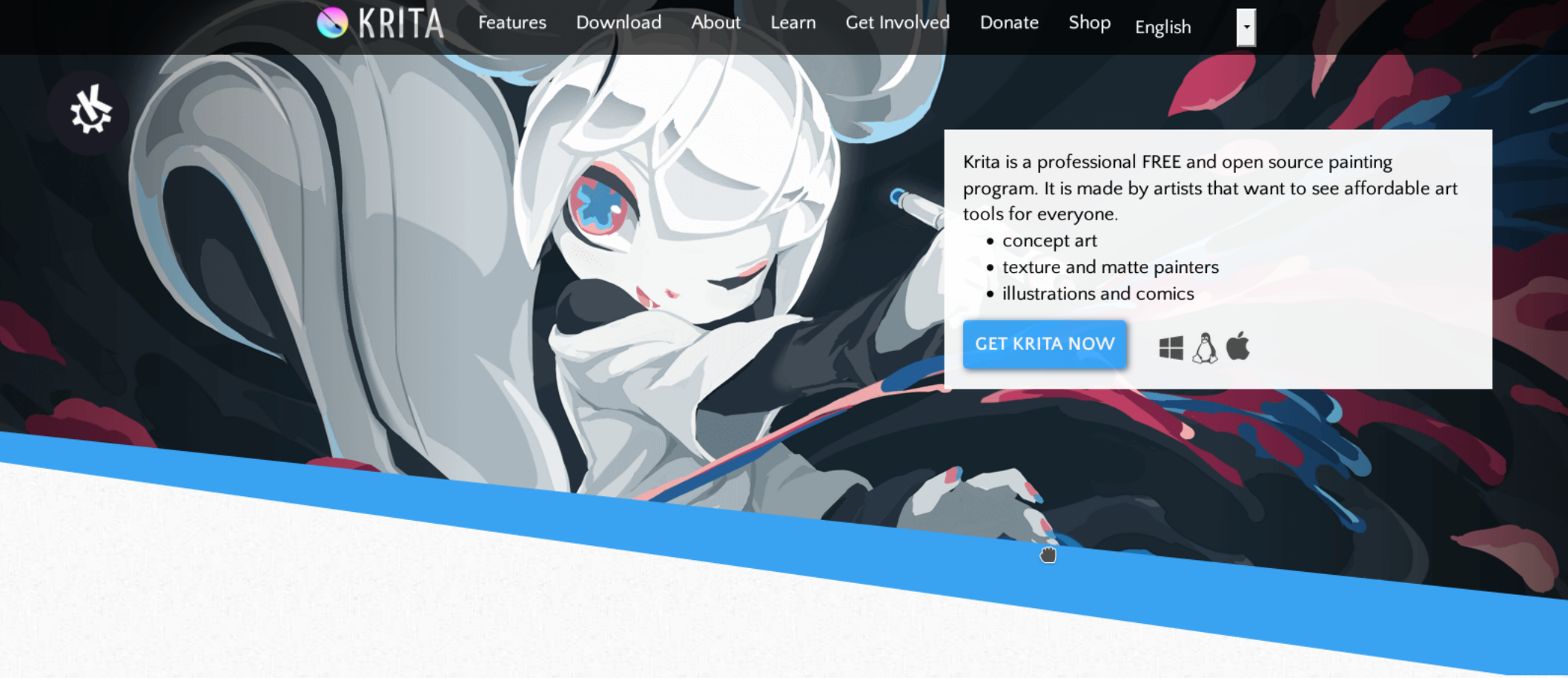
# Krita, Boudewijn Rempt



Krita is a professional FREE and open source painting program. It is made by artists that want to see affordable art tools for everyone.

- concept art
- texture and matte painters
- illustrations and comics

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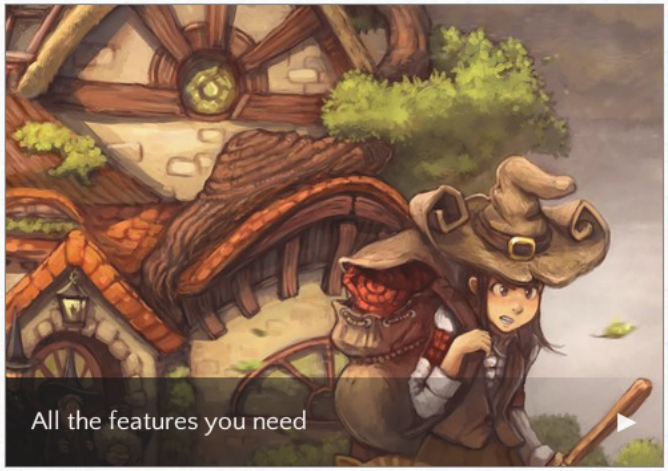
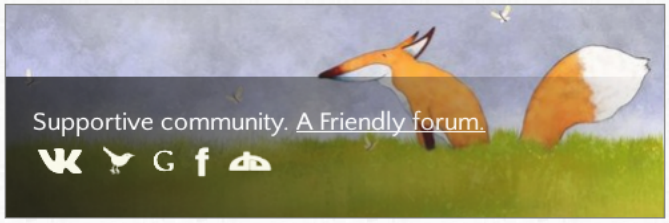
## Tools You Need to Grow as an Artist






## News

Search for... Search

Google Summer of Code 2017: Krita's Students Introduce themselves
5/16/2017

The second QDQuest Krita game art course is out!
5/10/2017

Krita 3.1.3
5/1/2017

Krita 2017 Survey Results
4/28/2017

Interview with Marcos Ebrahim
4/10/2017

# Krita

Active Public

## Details

Clone https://anongit.kde.org/krita

Clone git://anongit.kde.org/krita

Manage Repository

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Tags

Krita

## Locate File

Locate File

## Krita

Browse Repository

| Path | Modified | Details | Committed |
|---|---|---|---|
| .arcconfig | 066a465e3116 | Add .arcconfig and .gitignore | Oct 12 2015 |
| .gitignore | 6d3bcba61b94 | Merge remote-tracking branch 'origin/master' into kazakov/svg-loading | Apr 6 |
| 3rdparty/ | 6f1d035428a3 | Merge remote-tracking branch 'origin/master' into kazakov/svg-loading | Apr 6 |
| AUTHORS | 16cf03815b37 | move authors file | Oct 2 2015 |
| CMakeLists.txt | 1e69c41cec1e | cmake: switch to the FindPoppler module from ECM | May 15 |
| COPYING | 8005a0242786 | Merge remote-tracking branch 'origin/master' into kazakov/refactor-alpha... | Apr 28 |
| COPYING-CMAKE-SCRIPTS | 97f076f4cd98 | add license for cmake scripts distributed by Calligra | Oct 9 2014 |
| CTestConfig.cmake | fc38e7d489fc | Make this file refer to krita, not calligra | Jan 26 2016 |
| HACKING | f406747e161c | Merge remote-tracking branch 'origin/master' into kazakov/svg-loading | Dec 13 2016 |
| KoAlwaysInline.h | 3647fbfb0bf3 | Implemented KisSequentialIterator | Jan 21 2014 |
| KoConfig.h.cmake | f406747e161c | Merge remote-tracking branch 'origin/master' into kazakov/svg-loading | Dec 13 2016 |

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boot_cpu_init();
page_address_init();
pr_notice("%s", linux_banner);
setup_arch(&command_line);
mm_init_cpumask(&init_mm);
setup_command_line(command_line);
setup_nr_cpu_ids();
setup_per_cpu_areas();
boot_cpu_state_init();
smp_prepare_boot_cpu();
build_all_zonelists(NULL, NULL);
page_alloc_init();
pr_notice("Kernel command line: %s\n", boo
parse_early_param();
after_dashes = parse_args("Booting kernel"
static_command_line, __start___param,
__stop___param - __start___param,
-1, -1, NULL, &unknown_bootoption);
if (!IS_ERR_OR_NULL(after_dashes))
parse_args("Setting init args", after_das
NULL, set_init_arg);
jump_label_init();
setup_log_buf(0);
pidhash_init();
vfs_caches_init_early();
sort_main_extable();
trap_init();
mm_init();
sched_init();
preempt_disable();
if (WARN(!irqs_disabled(),
"Interrupts were enabled *very* early, f
local_irq_disable();
idr_init_cache(); rcu_init();
trace_init(); context_tracking_init(); rad
early_irq_init(); init_IRQ(); tick_init();
rcu_init_nohz(); init_timers();
hrtimers_init(); softirq_init();
timekeeping_init(); time_init();
sched_clock_postinit();
printk_nmi_init(); perf_event_init();
profile_init(); call_function_init();
WARN(!irqs_disabled(), "Interrupts were en
early_boot_irqs_disabled = false; local_ir
kmem_cache_init_late();
kernel_init_freeable();

# Mudbox Forum

Welcome to Autodesk's Mudbox Forums. Share your knowledge, ask questions, and explore popular Mudbox topics.

To translate this discussion, select the language.

ENGLISH

REPLY Topic Options

Message Listing Previous Topic Next Topic

Share this Discussion:

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Owner / CG Artist

110 Posts
100 Kudos
9 Solutions

Post 1 of 17

Report

## Where is Mudbox 2017?

Options

2850 Views, 16 Replies
06-25-2016 04:53 AM

Hi,

I purchased Mudbox back in March 2015, and 6 month subscription to tie in with my 3ds Max subscription renewal date, and another 1 year subscription last September.

The only reason I continue to pay the annual subscription each year is to get the latest version of each product.

Although I do occasionally use the maintenance support side of the subscription, 99% of the time its to report bugs in the new version, everything else I always end up solving myself, so I'm paying each year for the latest release, and I am sure most other subscribers do the same.

If Mudbox will not be getting any future releases, I feel like I have thrown away one and a half years worth of subscription money, and that maybe I should have invested in Z-brush instead, if Autodesk's intention is to retire Mudbox...

I hear that Mudbox has now been integrated into Maya, although I don't know if its a full functional version, or cut down version.

So do Autodesk think that Max users don't want this integration?

There is still a lot of room for improvement with Mudbox, and I think that Autodesk could take a few ideas from substance painter on the object painting and material editor integration within max.

A sales rep from Autodesk phoned me earlier this year and hinted that in the very near future, Max and Maya will become one....

So is Autodesk's intention to slowly integrate its creation suites into one package, starting with Maya+Mud, then Max in the near future?

3ds Max and AutoCAD made Autodesk what they are today, so its a shame that development seems to be going more and more toward Maya and possibly if the rumour is true, phasing Max into Maya.

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Mudbox Send to Maya not a
working on Mac OS

Changes to rendering in Aut
Maya 2017

Advantage Packs 2012 Mud
New Feature

Download & Installation

New: Get an Activation Co

Mac OS X 10.12 Support

Windows 10 Support

# Mischief Drawing Software

greydog

Jul 7, 2016 - 10:08 PM | Topic in General / Foundry / Foundry & CGI Discussions



♡ +5

greydog

Joined September 2007
1 Posts

Jul 7, 2016 - 10:08 PM

Hello, I purchased a stand alone license for Mischief 2 last year and I really like it. this said I am hesitant to really use it too much as it seems it has possibly been discontinued? I do not see any recent activity past the announcement that it had been sold to the Foundary. Is the program still active or has it been discontinued?

Sincerely,

Patrick Eggers

♡ 0

kleptis

Joined September 2005
4129 Posts

Jul 7, 2016 - 11:06 PM

It would be nice to have it folded into the main website and the forums moved over here, it feels disconnected.

edited by: kleptis

♡ 0

Luca Giarrettino

Yes, Also I'm interested to mistery of Mischief development.

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# Krita

Settings | Report Duplicate

Activity Not Available

23

I Use Th

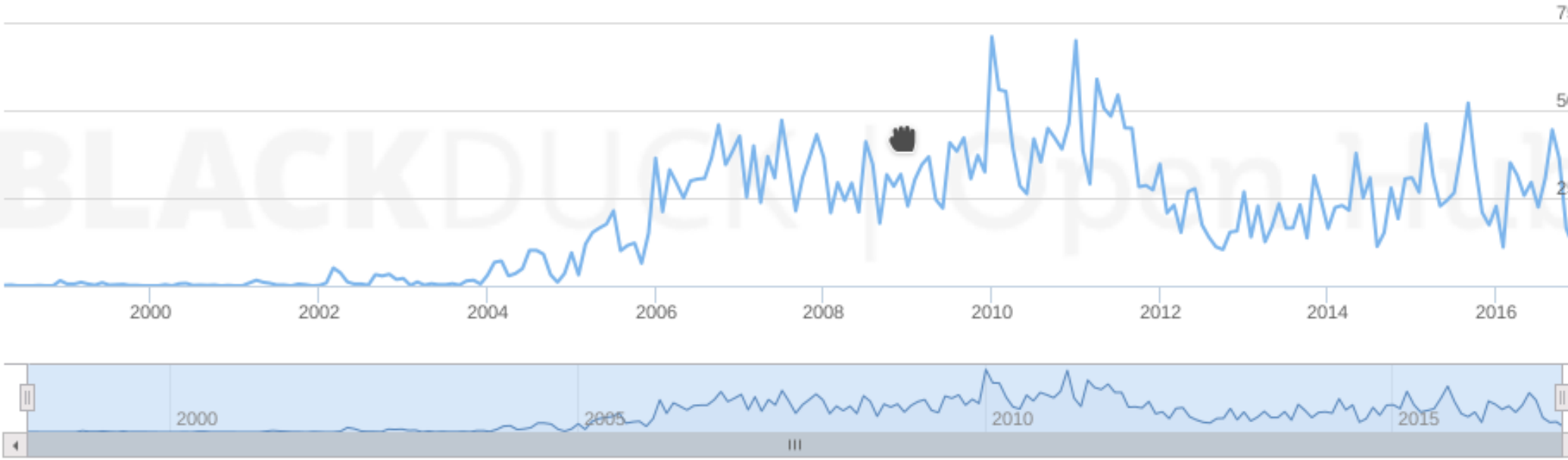
*Analyzed about 1 month ago. based on code collected 2 months a*

## Commits

| | All Time | 12 Month | 30 Day |
|---|---|---|---|
| Commits: | 43148 | 2930 | 68 |
| Contributors: | 366 | 46 | 9 |
| Files Modified: | 37919 | 6719 | 200 |
| Lines Added: | 23725354 | 1241987 | 917 |
| Lines Removed | 17844743 | 1728694 | 480 |

## Commits per Month

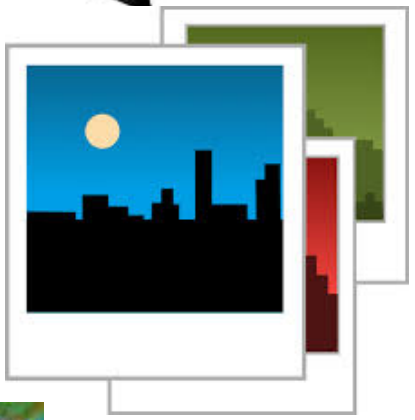
Zoom 1yr 3yr 5yr 10yr All

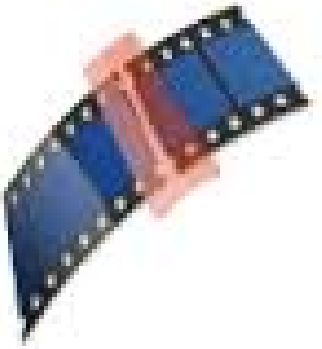



BLACKDUCK Open Hub

blender™

digiKam
made as
digiKam
www.digikam.org





Inkscape

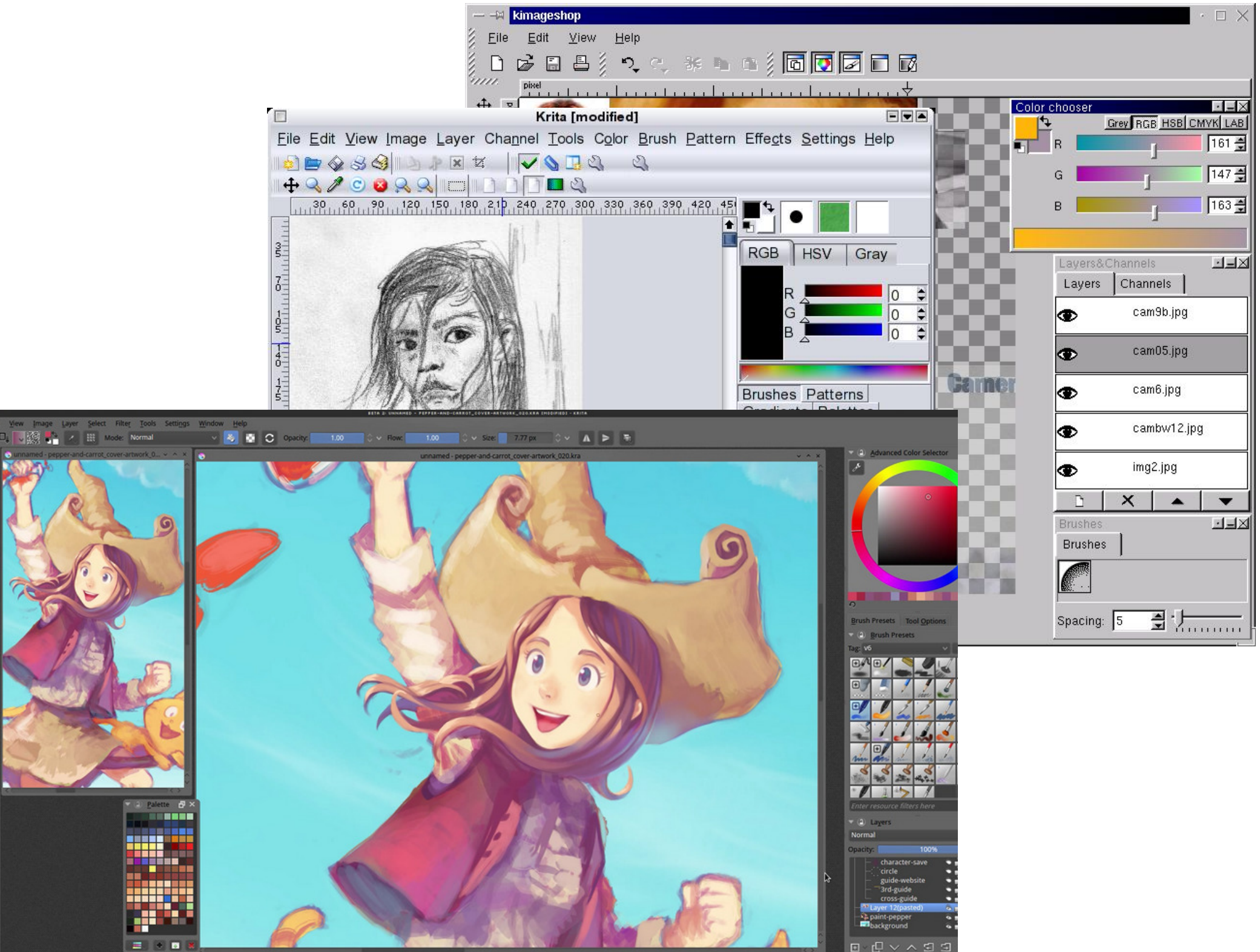
Tupi

Synfig Studio
Open-Source Animation Software

MAKE HUMAN

00 59 58 09

blender


kimageshop
File Edit View Help
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Color chooser
Grey RGB HSB CMYK LAB
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G 147
B 163
Krita [modified]
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cam05.jpg
cam6.jpg
cambw12.jpg
img2.jpg
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Palette

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- sc003
- 04.ipeg(1).jpeg
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- masha part1
- PAPA SHUBA
- GIRL
- SHAPOCHKA
- SHAPOCHA
- sapogi loop
- SAPOGI
- SHTANY
- SCHEKI PAPA
- SANI
- **SHADOW**
- bg

Animation

34

Start: 0

End: 445

Play Speed: 1.00

Frame Rate: 25

Timeline

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85

masha part1

PAPA SHUBA

PM_bristle_brush_textured | RGB/Alpha (8-bit integer/channel) sRGB-elle-V2-srgbtrc.icc | 1920 x 1080 (79.2M) | Fit Page

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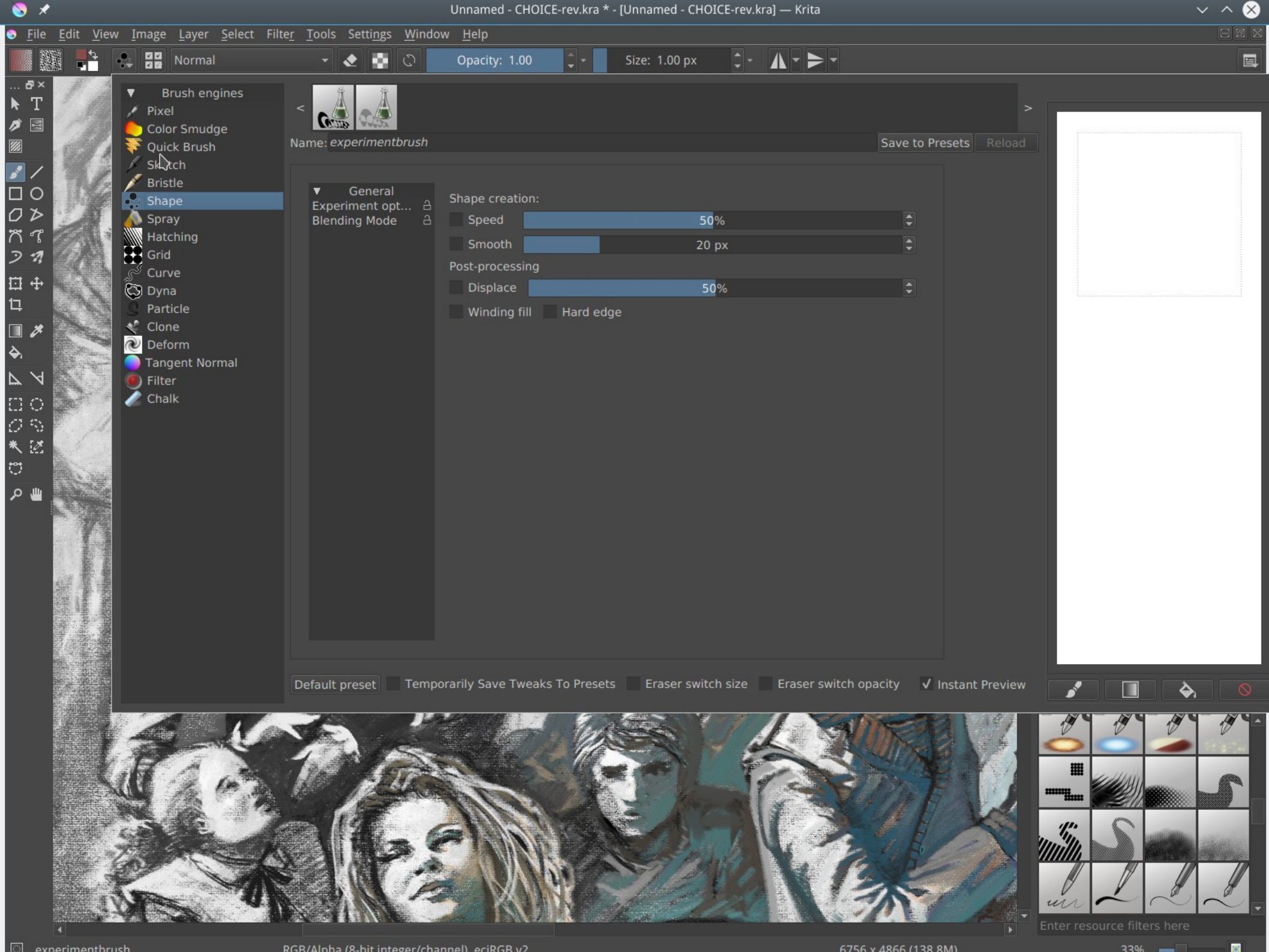
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File Edit View Image Layer Select Filter Tools Settings Window Help
Normal
Opacity: 1.00
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33%

**KDE Bugtracking System – Bug List: krita-bugs**

Home | New | Browse | Search | Search [?] | Reports | My Requests | Preferences | Administration | Help | Log out boud@valdyas.org

**Wed May 17 2017 14:01:20 UTC**

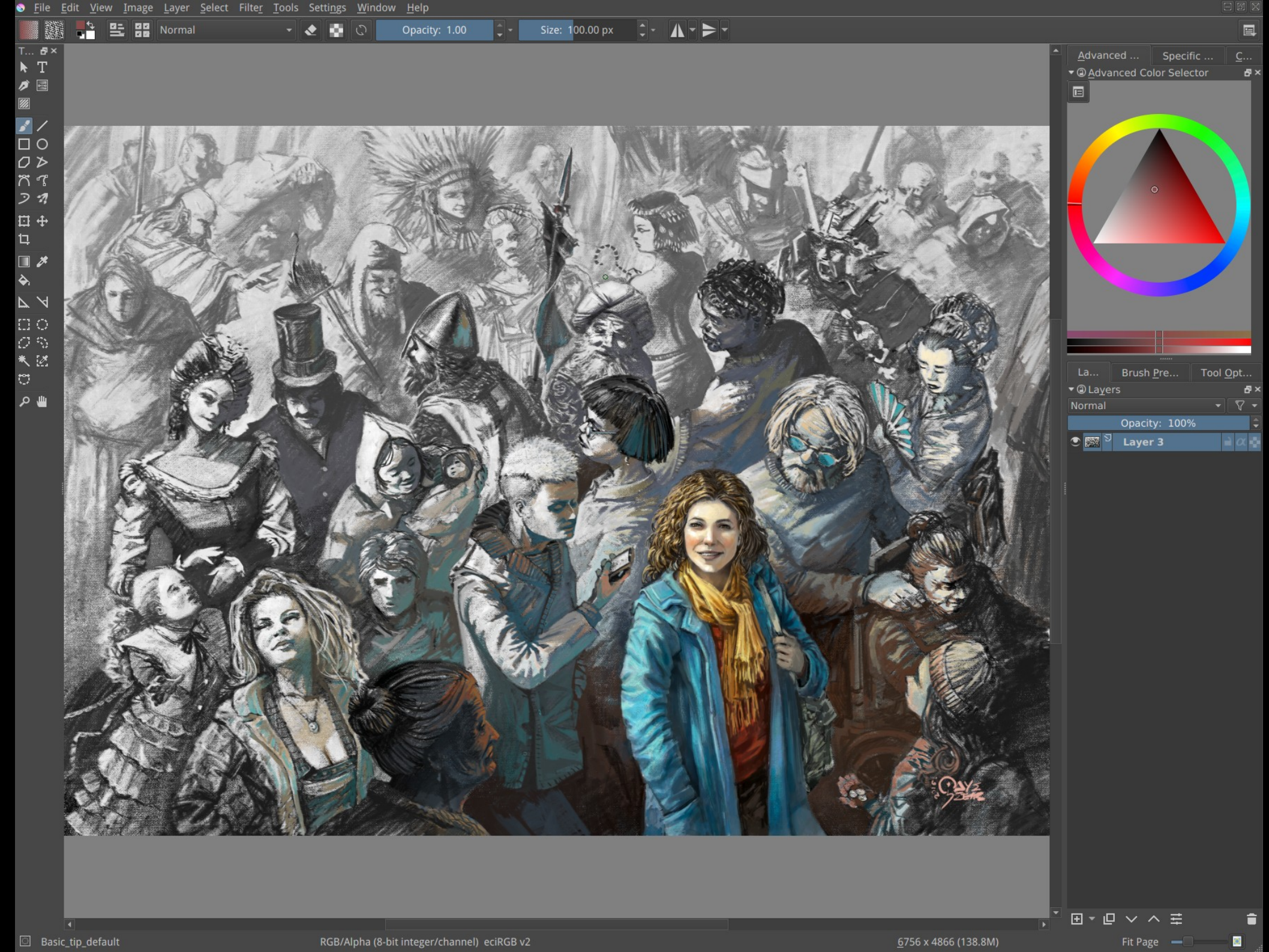
Hide Search Description

**Status:** UNCONFIRMED, CONFIRMED, ASSIGNED, REOPENED **Component:** adjustment layers, Animation, Brush engine, Color models, color selectors, CPU Canvas, Dockers, Documentation, File formats, filters, G'Mic for Krita, general, Instant Preview, Layer Stack, layer styles, OpenGL Canvas, Resource Management, Shortcuts, tablet support, Text Tool, Tile manager, tools, transform, Translation, usability, Vector Objects and Tools **Product:** krita **Severity:** critical, grave, major, crash, normal, minor

327 bugs found.

| ID ▼ | Summary | Vers | Sev | Comp | Assignee ▲ | Status | Reporter | OS | HW |
|---|---|---|---|---|---|---|---|---|---|
| 379832 | [HUION H420] tablet cursor offset | 3.1.3 | gra | tablet s | krita-bugs-null@kde.org | UNCO | Fuyukine | MS Windows | uns |
| 379777 | Add shortcuts to the timeline column operations | 3.1.3 | nor | shortcut | krita-bugs-null@kde.org | UNCO | RN | MS Windows | MS |
| 379765 | krita crashes when pressing play animation button | 3.1.3 | gra | Animatio | krita-bugs-null@kde.org | UNCO | gabivallu | MS Windows | MS |
| 379761 | Colours distort when opened anywhere else | unspe | maj | general | krita-bugs-null@kde.org | UNCO | Nonnie | Linux | Oth |
| 379746 | Black canvas if more than one Fisheye assist is used whil... | 3.1.3 | nor | Vector O | krita-bugs-null@kde.org | UNCO | John | MS Windows | MS |
| 379731 | Touch screen | 3.0.1 | nor | Brush en | krita-bugs-null@kde.org | UNCO | Allie White | MS Windows | Oth |
| 379730 | Krita is leaking username into exported .png files | 3.1.3 | nor | general | krita-bugs-null@kde.org | UNCO | Kjartan F. Kvamme | MS Windows | MS |
| 379691 | Color Sliders (Saturation and Luma) default to 0 when swi... | 3.1.3 | nor | Dockers | krita-bugs-null@kde.org | CONF | Daulat Neupane | Linux | PCL |
| 379667 | doesnt show cursor | 3.1.3 | maj | tablet s | krita-bugs-null@kde.org | UNCO | miguel | MS Windows | MS |
| 379636 | Bug with transform a 16 bits layer with wile mode activated | 3.1.3 | nor | transfor | krita-bugs-null@kde.org | UNCO | Francois Rimasson | MS Windows | MS |
| 379595 | Request : option to bring back color selector from 3.0 | 3.1.3 | nor | color se | krita-bugs-null@kde.org | UNCO | caetano | Linux | uns |
| 379576 | cmd-+ does not work on mac | 3.1.3 | nor | shortcut | krita-bugs-null@kde.org | UNCO | der.froedi@gmail.com | Linux | Mac |
| 379564 | brush size slider is disabled when switching from smart p... | git m | nor | Tools | krita-bugs-null@kde.org | UNCO | Scott Petrovic | Windows CE | Win |
| 379491 | Crash. | 3.1.3 | cra | general | krita-bugs-null@kde.org | UNCO | Psicopompo | Linux | Arc |
| 379463 | Advanced Color Picker stops updating after picking a colo... | 3.1.3 | nor | color se | krita-bugs-null@kde.org | UNCO | 301993892@etlgr.com | MS Windows | MS |
| 379411 | Tool switches to rectangle tool when trying to use pannin... | 3.1.3 | min | Tools | krita-bugs-null@kde.org | UNCO | Andy Statia | Linux | MS |
| 379365 | FFMpeg failed to convert | 3.1.2 | nor | Animatio | krita-bugs-null@kde.org | REOP | umbreonicfox@gmai... | MS Windows | MS |
| 379230 | Zooming drifts and artifacts. | 3.1.3 | nor | general | krita-bugs-null@kde.org | UNCO | Bryan McWhirt | OS X | Mac |
| 379201 | Onion skins sometimes dont update immediatly on triggerin... | 3.1.3 | nor | Animatio | krita-bugs-null@kde.org | CONF | Bollebib | MS Windows | MS |

Laughing Potions
Mega-Hairgrowth Potions
Stink-bubble Potions
"Bright-Side" Potions
Smoke Potions...
... to name just a few!


File Edit View Image Layer Select Filter Tools Settings Window Help
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Tool Opt...
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Opacity: 100%
Layer 3
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