Where's GIMP going after 3.2?

First, a quick look behind

LGM 2025
(conference)

Wilber Week
(team meeting/hackathon)

3.0   3.0.2   3.0.4   3.0.6   3.0.8

3.0 RC3   *3.1.2*   *3.1.4*   *3.2 RC1*   *3.2 RC2*

FOSDEM 2025   FOSDEM 2026

February   April   June   August   October   December   February

2026
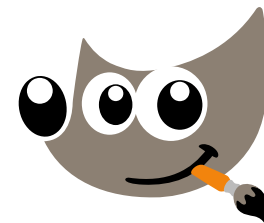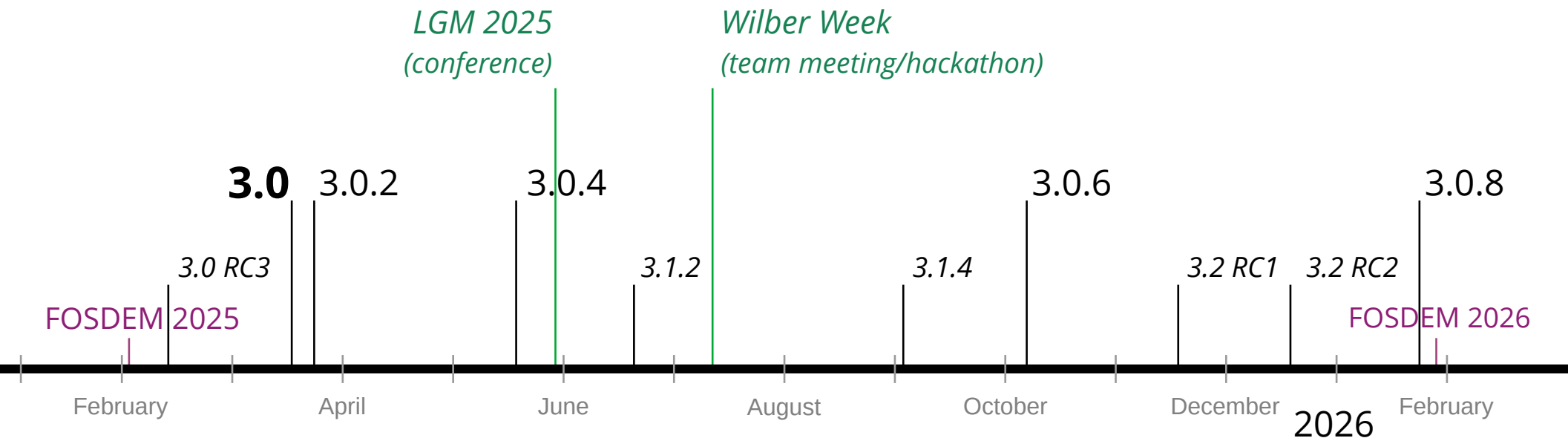
What's new in 3.2

Follow system theme

Total Ink Coverage   MyPaint Brushes 2

NASA SRTM   PowerVR   Export to JPEG 2000   Text outline   Better text rendering performance

Playstation TIM   Seattle Filmworks   Non-DXT PAA textures   Better auto-GUI for plug-ins

APNG   Export to HEJ2   Export to Krita Palette   Import AVCI   Adjustment layers using layer groups

Photoshop Patterns   Export to PSB   **Vector Layers**   Photoshop Curves and Levels presets

OpenRaster   Export to SVG   **Link Layers**   More robust SVG loading   NDE for color channels

Multi-layer OpenEXR   Nokia Over The Air Bitmap   GEGL Filter Browser   Quick tool swapping

Enhanced TIFF imports   Re-added HRZ imports   Updated GUI widgets   Overwrite Paint Mode
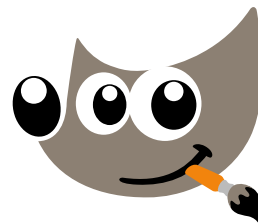
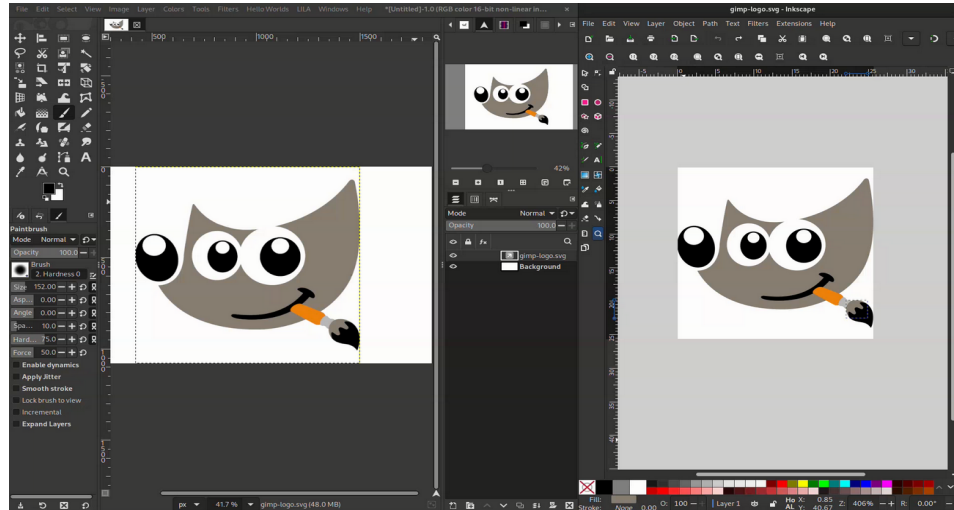Legacy layer effects in PSD   Decreased start-up time   ART Raw Loader

Many bug fixes   *Many small UX and UI changes*

See more at https://www.gimp.org/news.

What's new in 3.2 – Link Layers

Editing a GIMP SVG Link Layer with Inkscape, by Jehan - GIMP 3.1.4
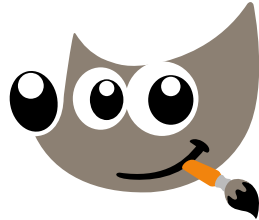
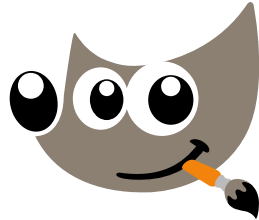# What's new in 3.2 – Vector Layers

Flower by Reju - GIMP 3.1.4

Wilber by Reju - GIMP 3.1.4

Where's GIMP going after 3.2?

Where's GIMP going after 3.2?

Full CMYK mode   Investigating HW acceleration   New XCF format
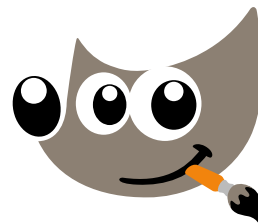
UX development   Modern default set of resources

Auto-save   Full animation support   Document pages

Improving text tool   Integrated In-painting

See more at https://developer.gimp.org/core/roadmap.

Where's GIMP going after 3.2?

Full CMYK mode   **Investigating HW acceleration**   **New XCF format**
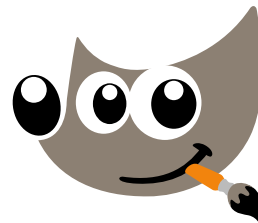
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Full CMYK mode *(@cmykstudent)*

Pre 3.0

- 2 main colour modes:
  - **RGB**, and
  - **Grayscale**.

- Not possible to easily load images using CMYK.

3.0

- Conversion from CMYK to RGB on load.

- Soft-proofing for preview.

- Conversion from RGB to CMYK on export.

"late binding"

Future

- New main colour mode:
  - **CMYK**.

- No conversion to RGB.

- Direct access to CMYK channels.

"early binding"

See more at https://gitlab.gnome.org/GNOME/gimp/-/merge_requests/2379.

New XCF format *(@Jehan)*

- Current XCF – binary format → limited flexibility and performance.

- The future XCF – container format.

- Selective loading/exporting.

- Direct loading/exporting of GEGL buffers.

- Animation & Pages

See more at https://www.patreon.com/posts/planning-future-144005216.
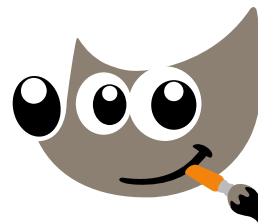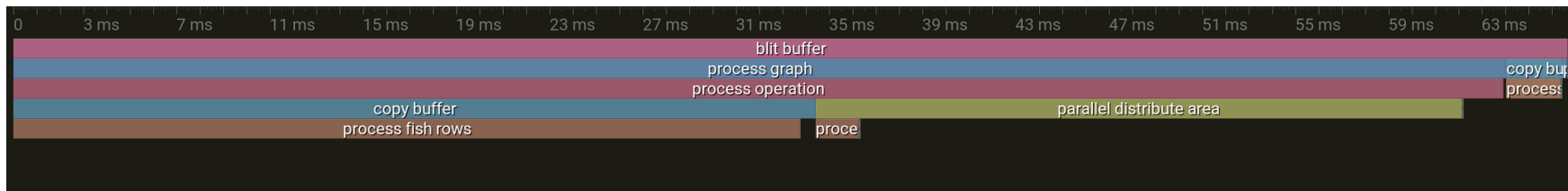
HW acceleration *(@martymichal)*

- GEGL supports OpenCL.

- First work in 2009, mainlined in 2012.

- Disabled by default from v2.9.8, hidden as experimental since v2.10.22.

- *Compute* - Filters, blending modes, colour space and pixel encoding conversion

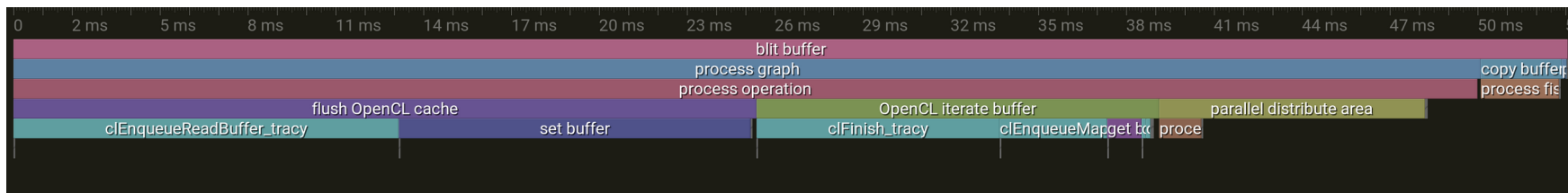- *Canvas rendering* – OpenGL canvas, GTK 4 render nodes

HW acceleration

CPU (~67ms for 768x768px region)

GPU (~53ms for 768x768px region)

Can we go faster? Of course, yes!

HW acceleration

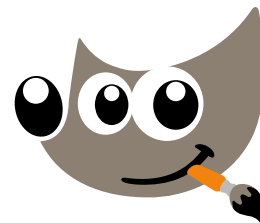OpenCL CUDA ROCm SYCL Vulkan

OpenMP ACC Halide Futhark And much more…

Behind the scenes – GIMP committee

The role of the Committee is essentially to manage GIMP funds in order to support the project activities, development, and globally to allow GIMP to thrive.

In particular, the Committee has no (and should not have any) power over development decisions. The GIMP project is still fully developed by its community, as it has always been.

- Akkana Peck (@akkana)

- Aryeom Han (@aryeom)

- Jehan Pagès (@Jehan)

- Liam Quin (@barefootliam)

- **Michael Natterer (@mitch)** (since 2025-05-26)

- Michael Schumacher (@schumaml)

- Patrick David (@patdavid)

- Simon Budig (@simon)

- Ville Pätsi (@drc)

See more at *https://gitlab.gnome.org/Teams/GIMP/Committee*
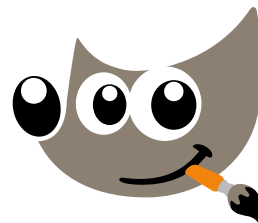
Behind the scenes – grant system

- Currently no grants are running.

- Progress slowed down due to recent changes in the GNOME Foundation.

- Current steps look promising!
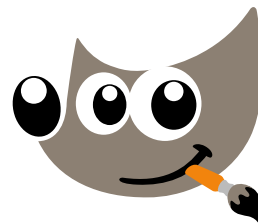
Learn more about GIMP grants at *https://gitlab.gnome.org/Teams/GIMP/Committee/decisions*
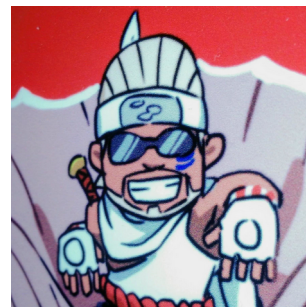
Becoming a GIMP developer

- My first contribution in 2020 – nightly Flatpak builds.

- Occasional contribution during 2021 and 2022.

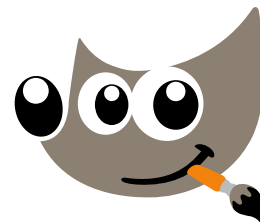- Return for <u>GSoC</u> in 2025 – GEGL Filter Browser.

  Are you a student? Apply!

- Invited to join the core team in Autumn 2025.

- Representing the team now in February 2026.

- Any contributions are great but the most appreciated is sticking around.

Ondřej Míchal
(@martymichal)
(not only GIMP developer)

Being a ~~GIMP~~ (F)(L)OSS developer

- GIMP is widely used. Further development does matter!

- Online office. IRC, Discord, Discourse; GitLab Issues.

- Pick your own priorities. Stay focused on a few.

- Can feel lonely. Stay in touch! Go to conferences!

- "Job" openings available 24/7/365.

- Contributing to (F)(L)OSS is a unique hobby. It's both work and fun.

- Start contributing & keep at it. Good luck and mainly have fun! And remember to rest, too!
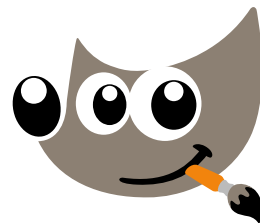
A big thank you to all the contributors!

Advance Software, Aefgh Threenine, Akkana Peck, Alan Mortensen, Aleksandr Prokudin, Alevtina, Alevtina Karashokova, Alexander Alexandrov Shopov, Alexander Shopov, Alexandre Franke, Alfred Wingate, Alx Sa, Anders Jonsson, Andi Chandler, André Dazereix, Andrei Rybak, Andre Klapper, aruius, Aryeom, Asier Saratsua Garmendia, Athmane MOKRAOUI, Aurimas Černius, Balázs Meskó, Balázs Úr, Bruno Lopes, Budhil Nigam, Chas Belov, Cheesequake, Christoph Reiter, Corentin Noël, Cristian Secară, Danial Behzadi, Daniel Novomeský, Davide Ferracin, Denis Rangelov, Dick Groskamp, DiGro, dimspingos, Dirk Stöcker, Dominik Reichardt, Dr. David Alan Gilbert, Ekaterine Papava, Emin Tufan Çetin, Estecka, Gabriele Barbero, gturri, Guillaume Turri, Hari Rana, Henk Boom, Hugo Carvalho, Idriss Fekir, Integral, Jacob Boerema, Jacob Kauffmann, James Addison, Jehan, Jeremy Bícha, Jernej Simončič, Jethro Beekman, Joe Da Silva, Joey Riches, John Paul Adrian Glaubitz, Jordi Mas i Hernandez, jtux270, Julia Dronova, Juliano de Souza Camargo, Kolbjørn Stuestøl, Kristjan ESPERANTO, Kristjan Schmidt, Liam Quin, lillolollo, Lloyd Konneker, Lukas Oberhuber, Luming Zh, luzpaz, Marco Ciampa, Mark McCaughrean, Martin, Matthew Leach, megakite, Michael Natterer, Michael Schumacher, mkmo, Muhammet Kara, Natanael Copa, Nathan Follens, Niels De Graef, Nils Philippsen, Niranjan Fartare, Ondřej Míchal, Peter Kaczorowski, Peter Mráz, Petr Vorel, Philipp Kiemle, Philip Zander, Reju, Richard Gitschlag, Rico Tzschichholz, Rodrigo Lledó, Rupert, Sabri Ünal, Sam James, Sevenix, sewn, ShellWen Chen, Shivam Shekhar Soy, Shrirang Kahale, Sveinn í Felli, Takayuki KUSANO, Tim Sabsch, Ulf Martin Prill, Ville Pätsi, Wiliam Souza, woynert, Wyatt Radkiewicz, Xavier Brochard, Yago Raña, Ünal, Yuri Chornoivan, Øyvind Kolås

And a big thank you to all supporters of GIMP!
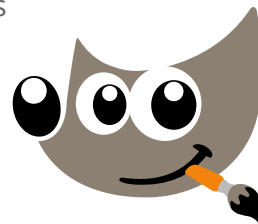
Come to GIMP BoF in room K.4.401 at 1PM!