

Krita Kicks Off 2.9 Development Effort with a Kickstarter Campaign

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Five years ago, the Krita team decided raise funds to raise Krita to the level of a professional applications . That fundraiser was successful beyond all expectations and enabled us to release Krita 2.4, the first version of Krita ready for professional artists!

Now, it?s time for another fundraiser, much, much more ambitious in scope! Dmitry Kazakov has worked full-time on Krita 2.8, and now we want him to work full-time on Krita 2.9, too. And it?s not just Dmitry: Sven, who has contributed to Krita for over ten years now, has recently finished university and is available as well.

[2]

[KDE](#)

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