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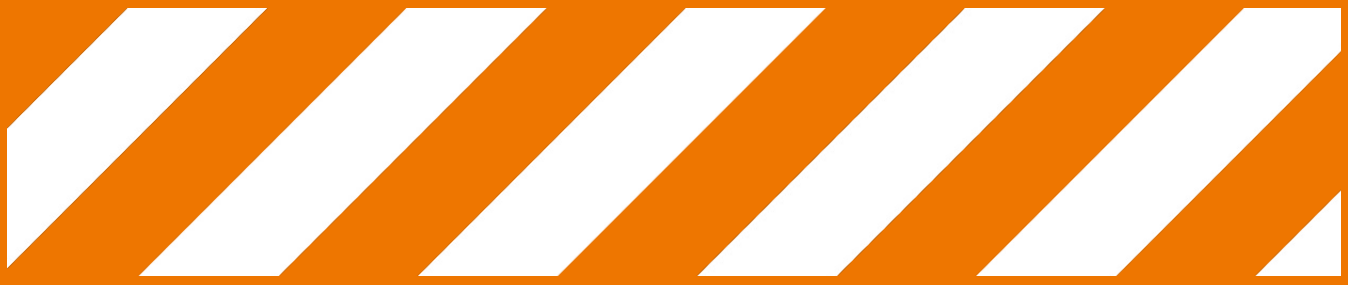
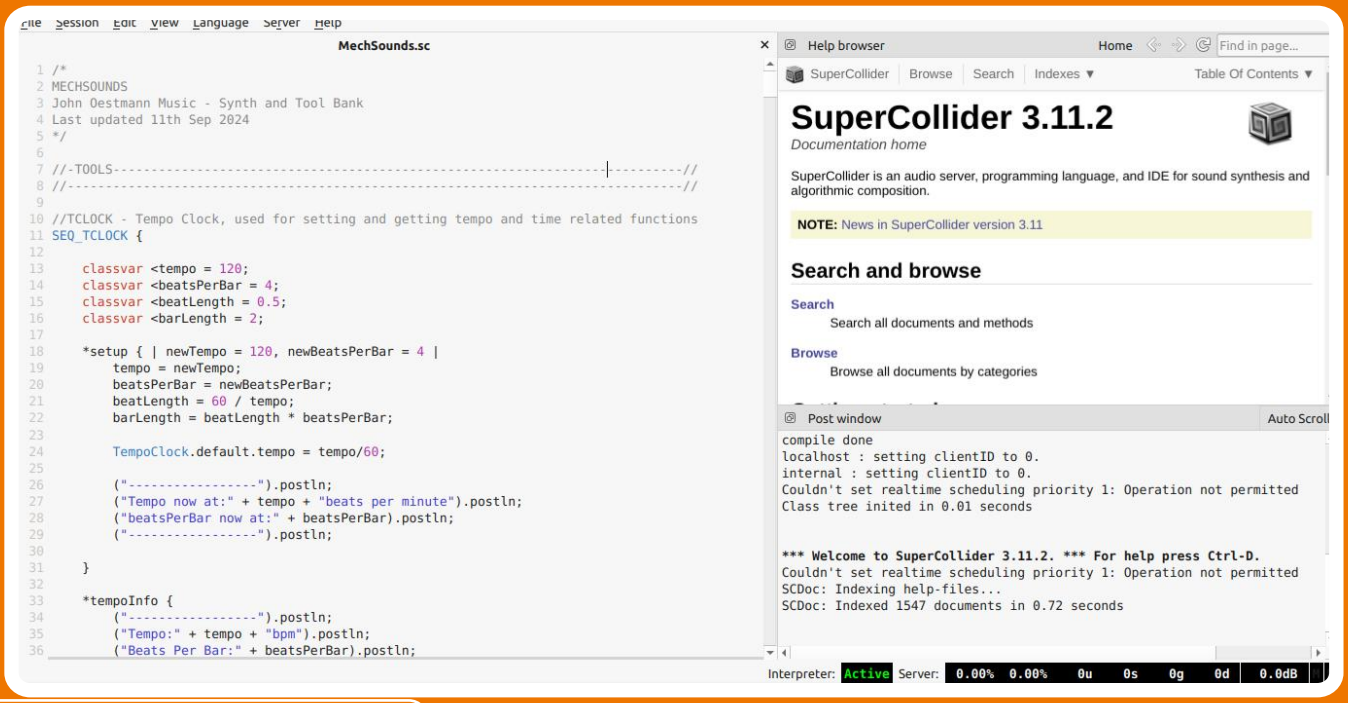


Celebrating quality art + tools,
released for free by their creators.

FREEWARE CREATOR MAGAZINE

AUG / SEP 2024

SuperCollider - *James McCartney + Community*
Krita - *Krita Foundation + KDE*
Wikipedia - *Wales + Sanger + Wikipedians*
Double Fine PsychOdyssey - *2 Player Productions*
Kdenlive - *KDE*
Linux Mint - *Clément Lefèbvre + Community*
LMMS - *Giblock + Junghans + Community*



_data

_creator: James McCartney + Community
_type: Audio Programming
_released: 1996
_latest: 3.13 (2023)
_license: GPL-3.0

SuperCollider

James McCartney + Community

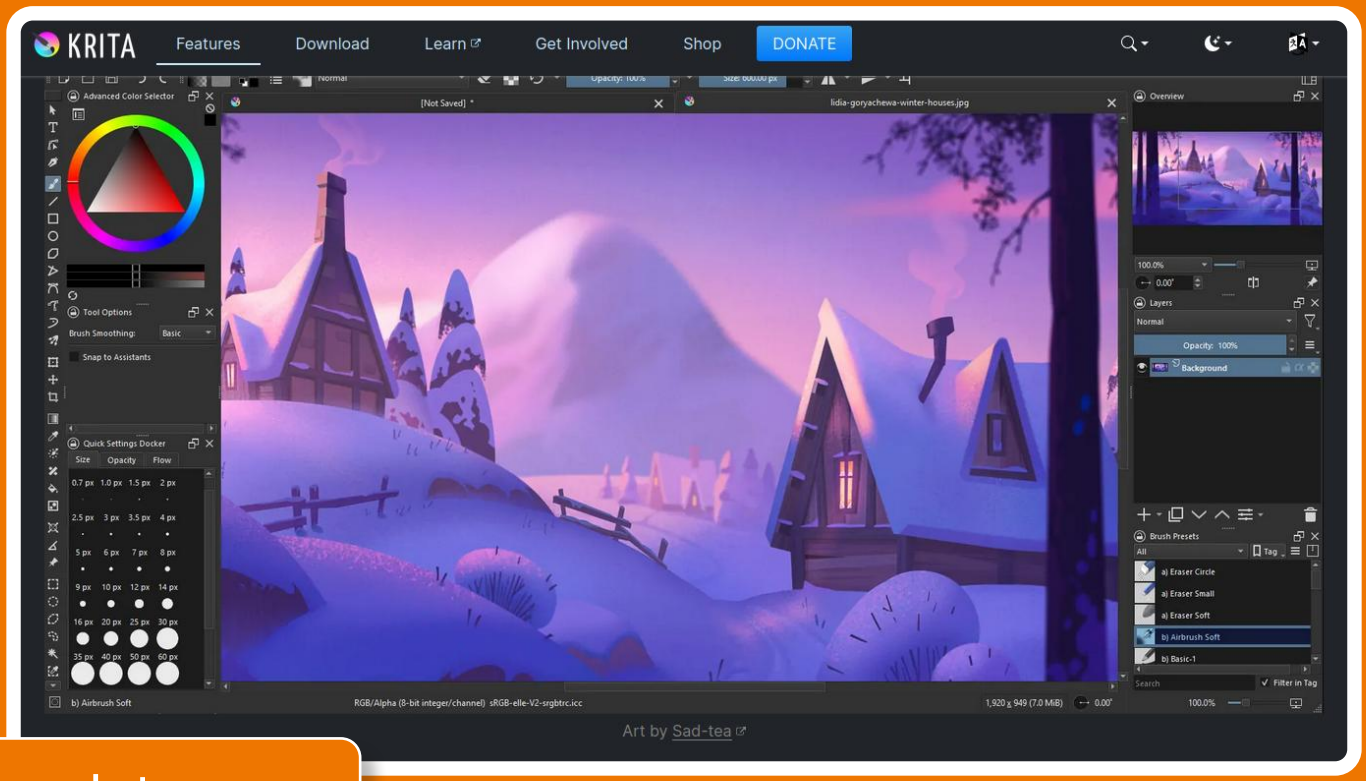
Audio Programming Language great for Live Coding, Algorithmic Composition, and building your own Extensions

There's something about SuperCollider that keeps pulling me back. I don't tend to create algorithmic works, and if I do, I prefer them to be deterministic rather than randomized. I'm not in the Live Coding scene either (which SuperCollider is great for).

But there's something about how it utilizes text-based programming while abstracting enough to let you focus on the audio side that works for me.

While I have found it hard to do full compositions using only text (still trying though!), it is fantastic and comparable to a modular synth for sound design. You can hear it across my tracks and MechSounds sound library.

Links:
[Official Site]
[GitHub]



_data

_developers: Krita Foundation + KDE
_type: Illustration
_released: 2005
_latest: 5.24.3 (2024)
_license: GPL-3.0

Krita

Krita Foundation + KDE

Open-Source illustration software with a diversity of brushes and drawing tools.

I'll admit that Krita is the software in this issue that I have the least experience with, however I have used it to create some pixel-art-level web graphics, and I do work with professional concept artists who use it as part of their workflow.

Krita actually started back when Matthias Ettrich showed a Qt GUI hack for GIMP at the Linux Kongress in 1998. Despite a zig-zagging history and numerous name changes (to avoid copyright infringement), Krita has found a solid place in the illustration community.

As one great example, David Revoy uses Krita to draw his popular Pepper & Carrot webcomic (his work in Freeware Creator Magazine APR 2024).

Links:
[Official Site]
[GitLab]

_data

```
_creators: Jimmy Wales,
Larry Sanger, Wikipedians
_type: Online Encyclopedia
_release: 2001
_content-license: CC-BY-SA
_software-license: GPL2+
```

Wikipedia

Wales + Sanger + Wikipedians

We all know what Wikipedia is. That doesn't mean we shouldn't celebrate its power as a communal public commons

People may say that Googling something is the quick way to find something out, but many of the quick answers that Google will give you stem from the Wikipedia page behind it.

Jimmy Wales and Larry Sanger should be praised for their tireless effort and invention with Wikipedia, but without the community of everyday volunteers (Wikipedians) putting in time to write and edit content, and to contribute in other ways, we would have no Wikipedia to reference.

Even though articles are not 100% perfect, the fact that it outperforms commercial encyclopedias is a huge lesson for the 21st century.

Links:
[Wikipedia]
[Media Wiki Software]

_data

_creator: 2 Player Productions
_released: 2023
_genre: Docuseries
_license: Proprietary
_subject: Double Fine Productions + Psychonauts 2

Double Fine PsychOdyssey

2 Player Productions

Transparently both brutal and lovely. Double Fine shares their evolving process during the creation of Psychonauts 2

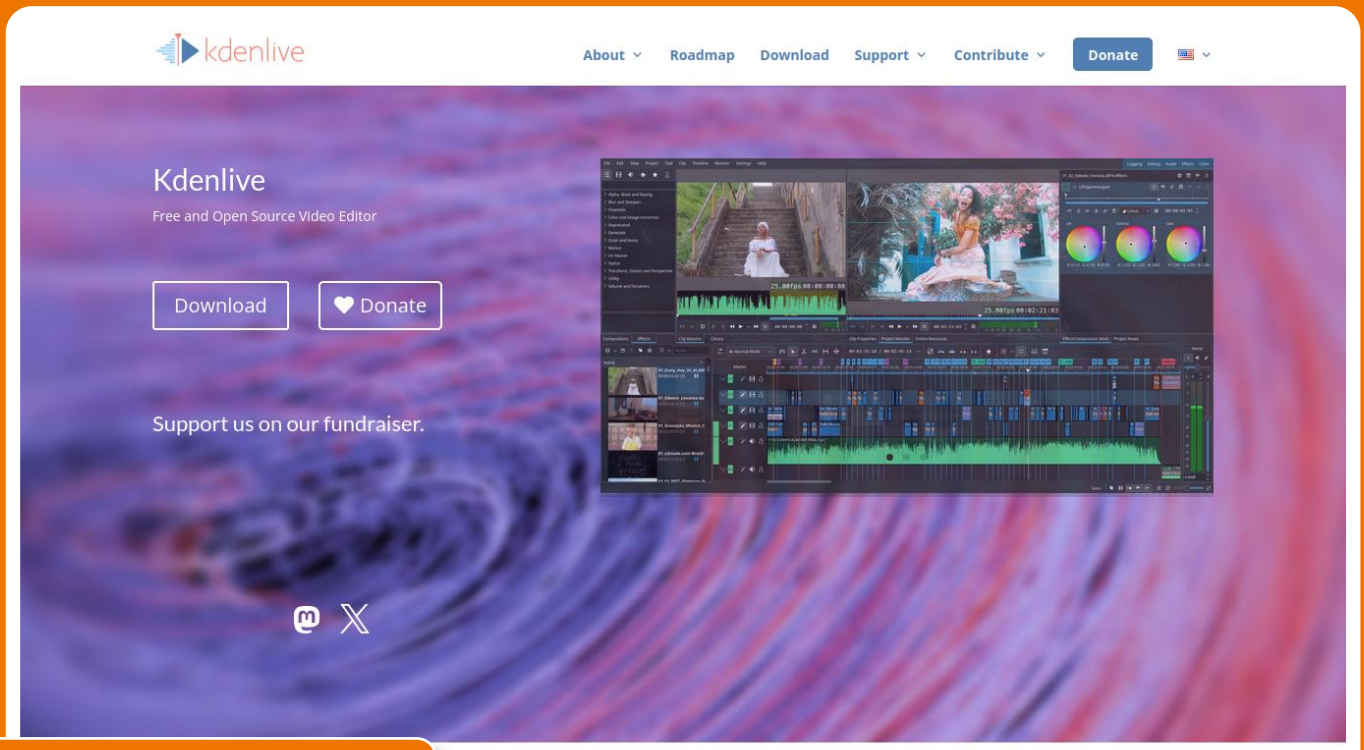
Double Fine Adventure was an ambitious show-all docuseries behind the game studio's creation of Kickstarter-funded game, Broken Age. Continuing on with their next project, this docuseries is more Shakespearean in almost every sense.

The first series is imbued with an indie-underdog charm, and while that still remains, we now get the unflinching look at real damage caused by badly placed managers, communication breakdowns, global pandemics, and the slippery boundaries of crunch work.

A huge kudos to Double Fine and 2 Player Productions for sharing their incredibly valuable experience.

Links:
[Video Series]
[Official Site]

VIDEO



_data

_creator: Jason Wood
_developer: KDE
_released: 2002
_latest: 24.08.0 (2024)
_type: Video Editing
_license: GPL 3+

Kdenlive

KDE

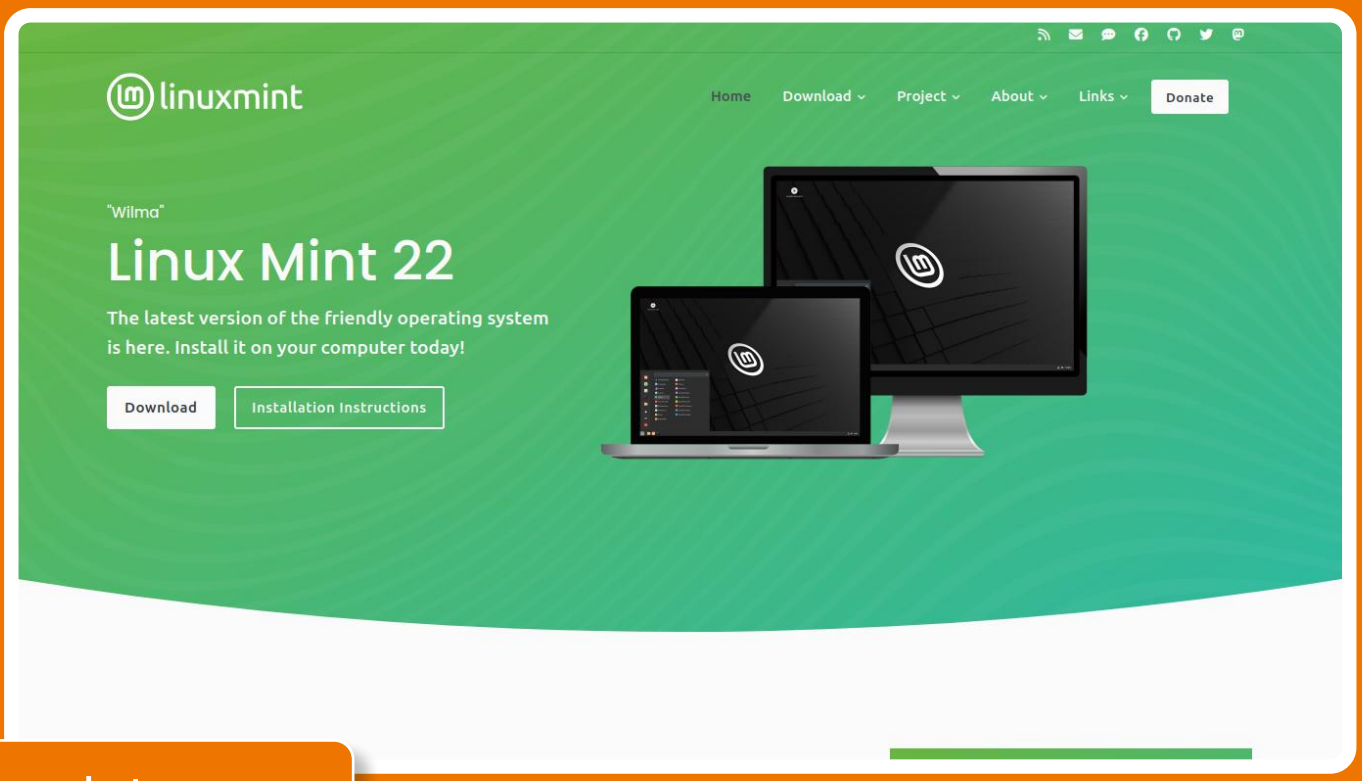
A solid video editor, open-source and completely free. I personally used it to edit a 30-minute documentary.

I've used a number of video editing softwares over the years: Microsoft Movie Maker, Adobe Premiere, Da Vinci Resolve, Blender's Video Editor side-feature. I was starting to think that an Open Source solution didn't yet exist that was worth recommending.

But I decided to try using only Kdenlive to do the entire edit for our short documentary "A Year Researching Music AI" - and I'm glad I did.

While it seemed very limited at first, after reading the online manual, and getting familiar with the different workspace layouts (especially the Effects one) made all the difference.

Links:
[Download]
[Manual]
[Documentary made using Kdenlive]



Linux Mint

Clément Lefèbvre + Community

_data

_creator: Clément Lefèbvre + Community
_released: 2006
_latest: v22 (2024)
_type: Linux Distribution
_license: Mainly GPL

The Linux Distro that helped me finally cross over. Requires some learning, like any OS, but an all-round great user experience.

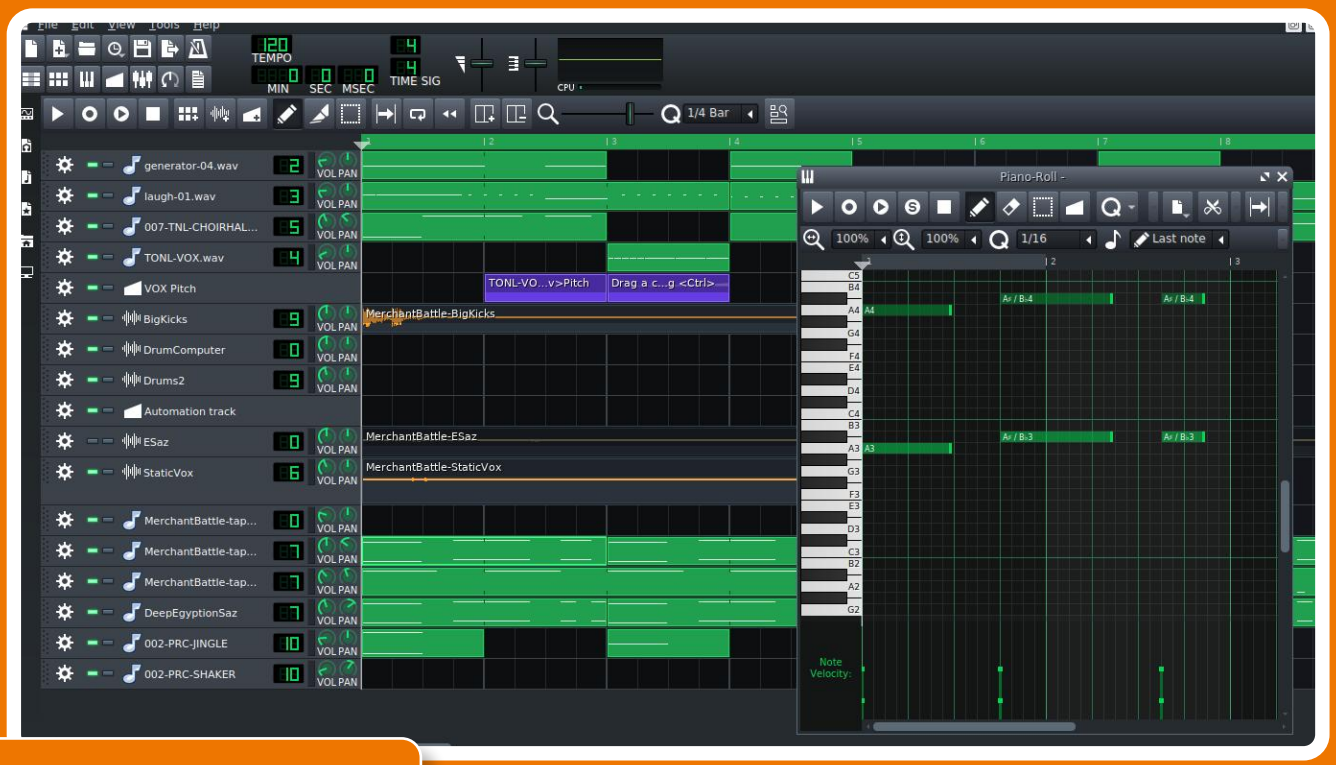
I'm not here to argue that Linux Mint is *the best* distro of Linux (we all have our babies), but it is the one that helped me to finally feel comfortable as a daily driver - and I think anyone in the open-source community would agree that is a huge win.

I had tried Ubuntu a few times over the years, but Microsoft's foolishness with forcing Co-Pilot AI onto users, their many other dark patterns over the years, combined with a maturing ecosystem of Linux support from developers, made for a ripe time to jump across and actually stay this time.

I can finally say I only use Linux for my daily music work.

Links:
[Download]

BONUS



_data

_developers: Giblock + Junghans + Community
_released: 2004
_type: Digital Audio Workstation
_license: GPL2+

LMMS

Giblock + Junghans + Community

A light-weight, but focused DAW. If you are fond of Piano Rolls and MIDI-triggered samples, this open-source options is worth a try.

I have spent a lot of time trying to find a completely free and open-source DAW to use for music production. The dream is that by using one, then the project files I share can be explored by anyone with a laptop and internet connection - no further purchases needed.

While Ardour is the other main open-source DAW spoken about in Linux-land, the creators have chosen to put a cost on ready-made installers. In contrast, LMMS is free of cost by design.

At first glance LMMS can seem dated, but as I have started to create my own samples, I ended up finding the piano roll and built-in sampler to be better than half of the paid DAWs out there.

Links:
[Download]

Join the community at
lemmy.ml/c/freewarecreatorcafe

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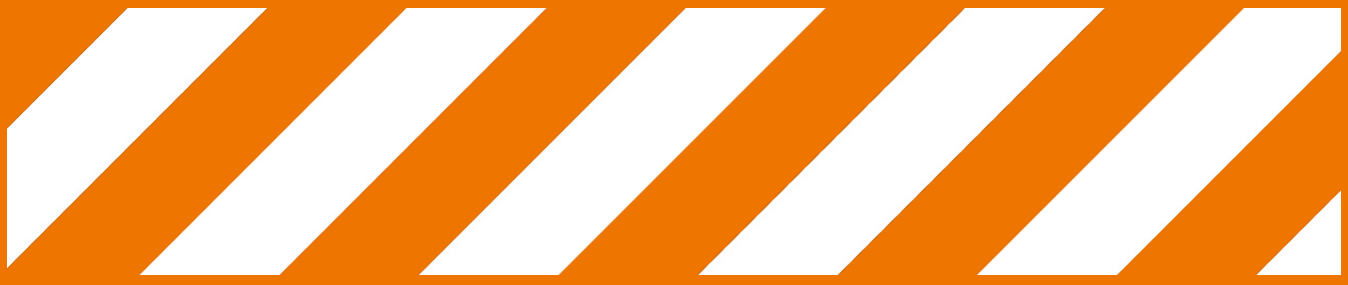

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