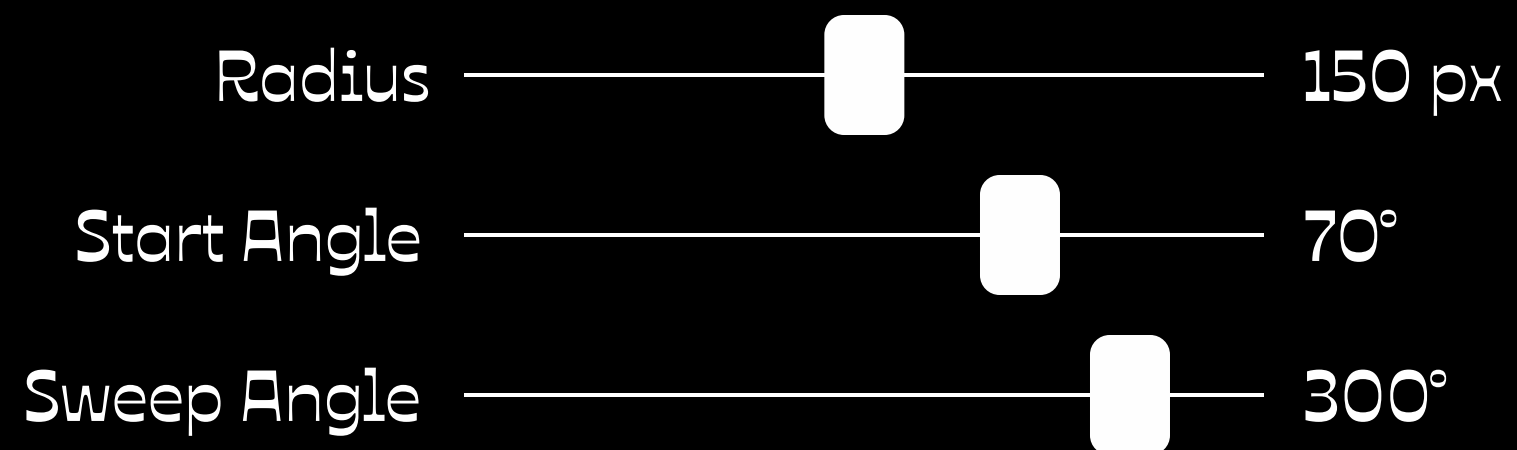
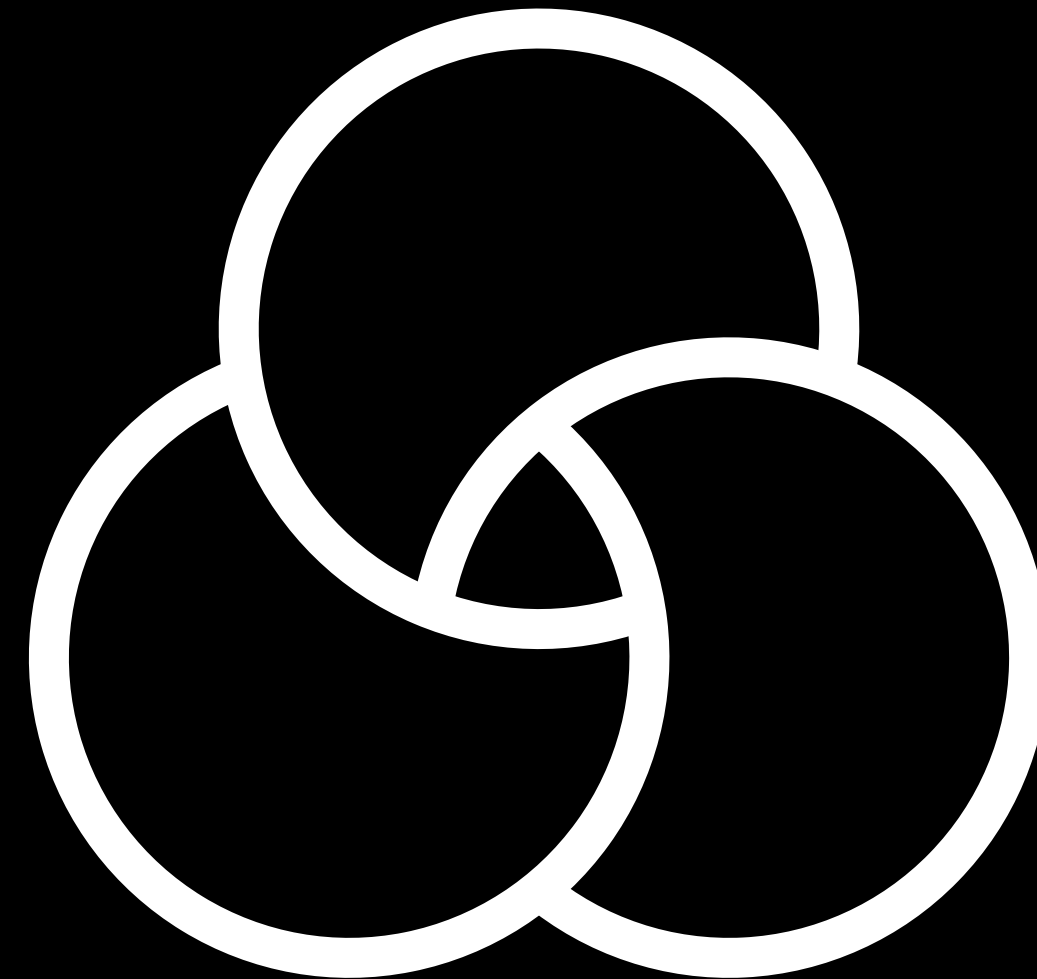




# Graphite

**A BUSY YEAR IN REVIEW**

# Parametric Design

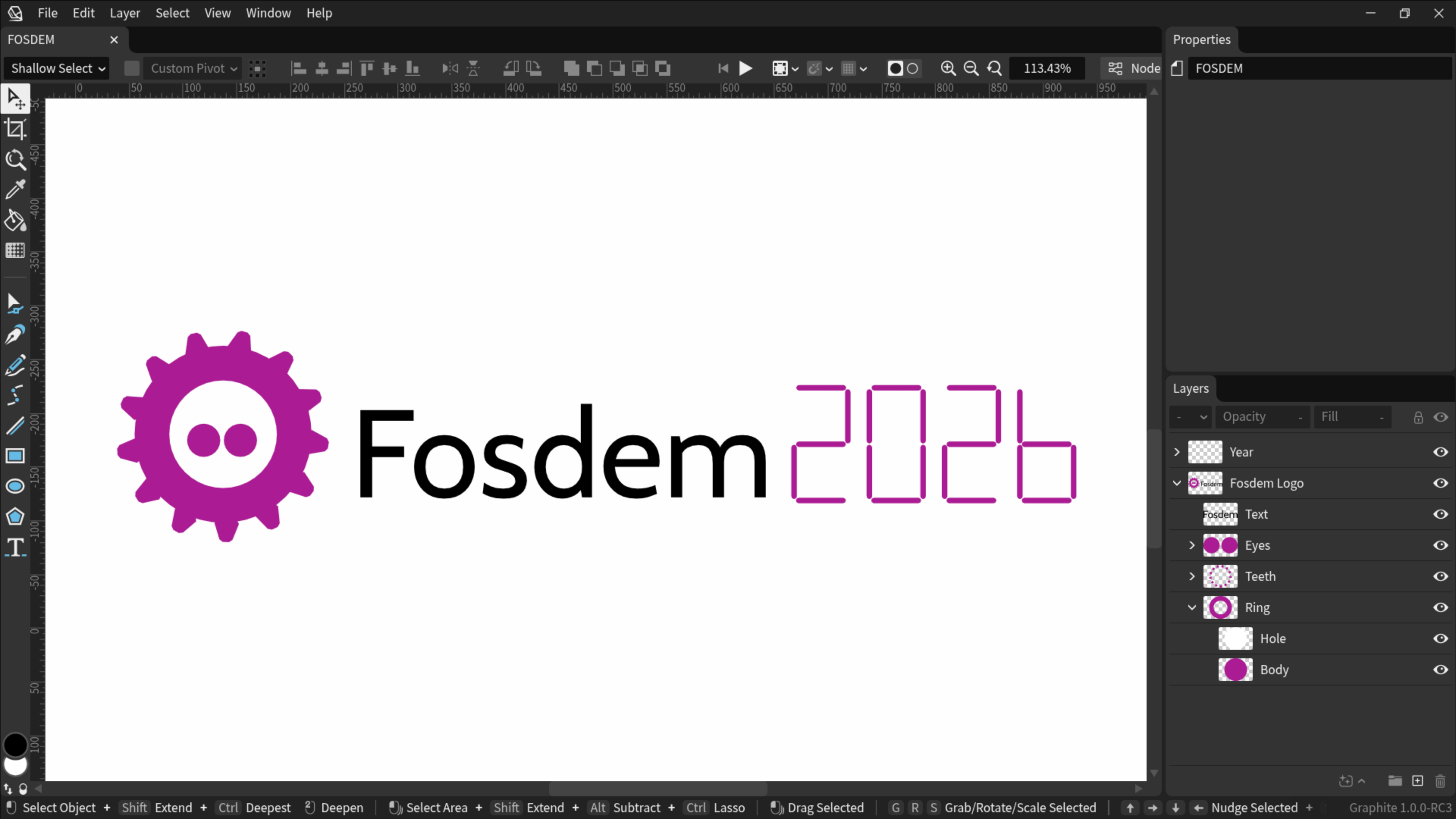


Arc

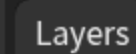
Stroke

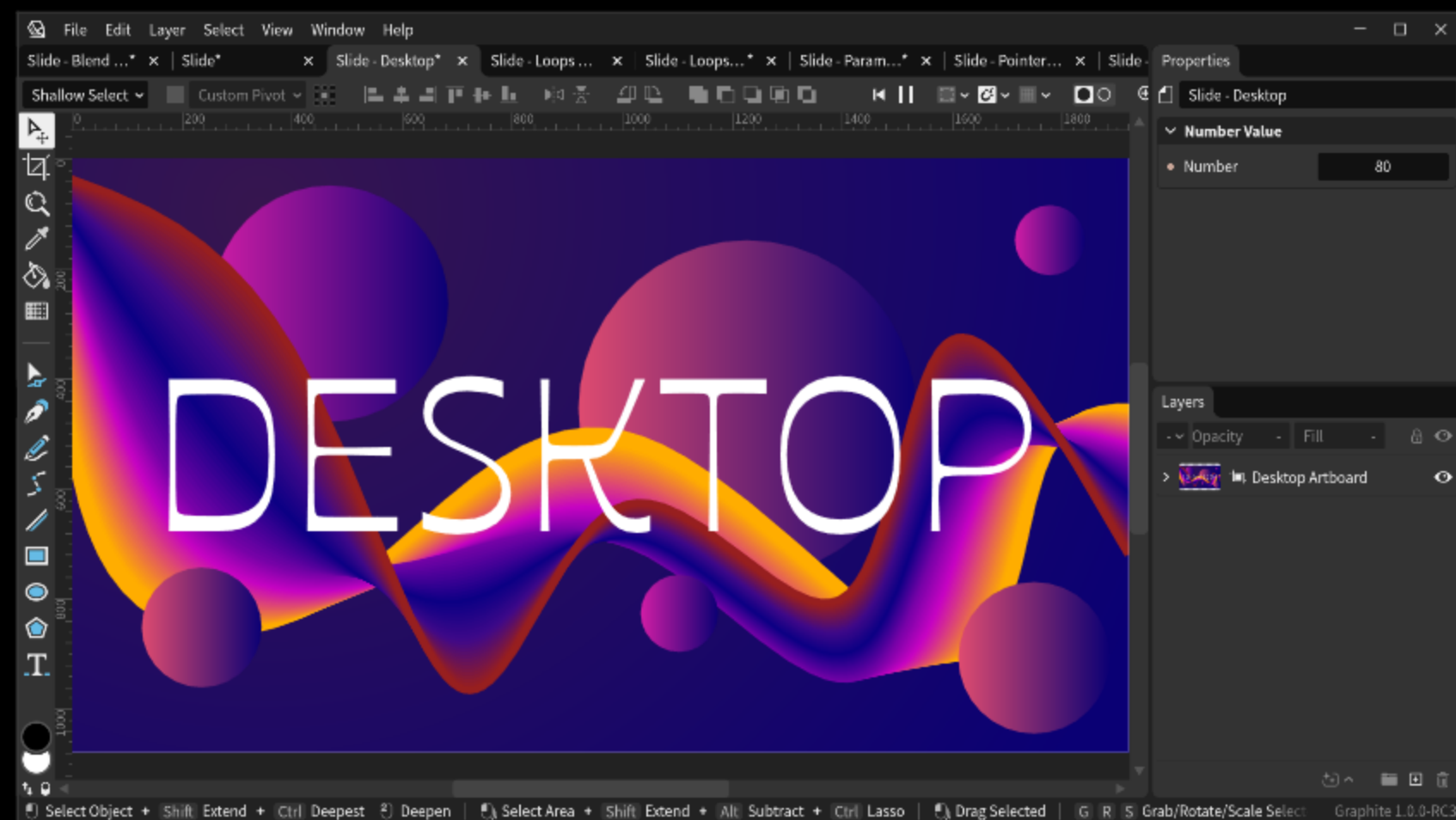
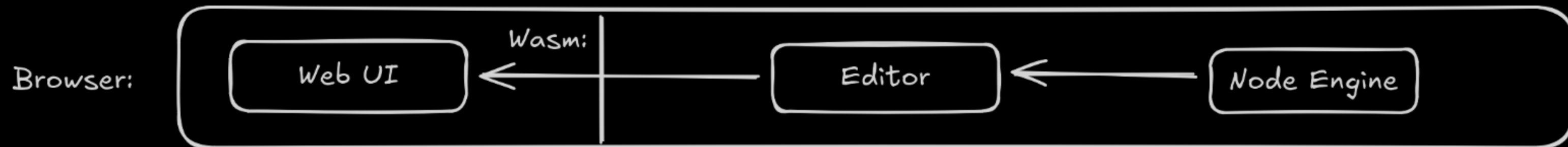
Radial  
Repeat



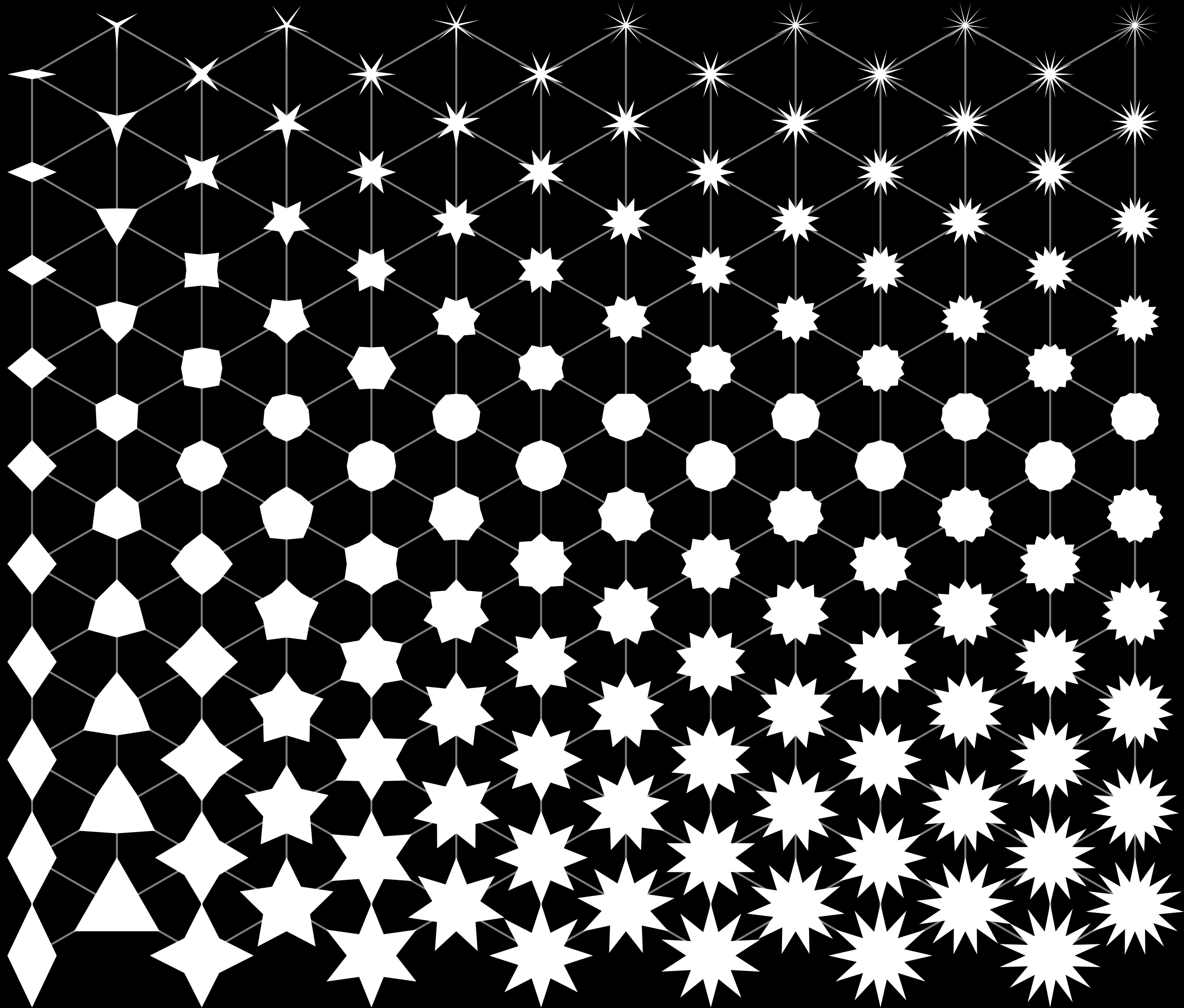


- Opacity - Fill -
- > Year
- ▼ Fosdem Fosdem Logo
  - Fosdem Text
  - > Eyes
  - > Teeth
  - ▼ Ring
    - Hole
    - Body

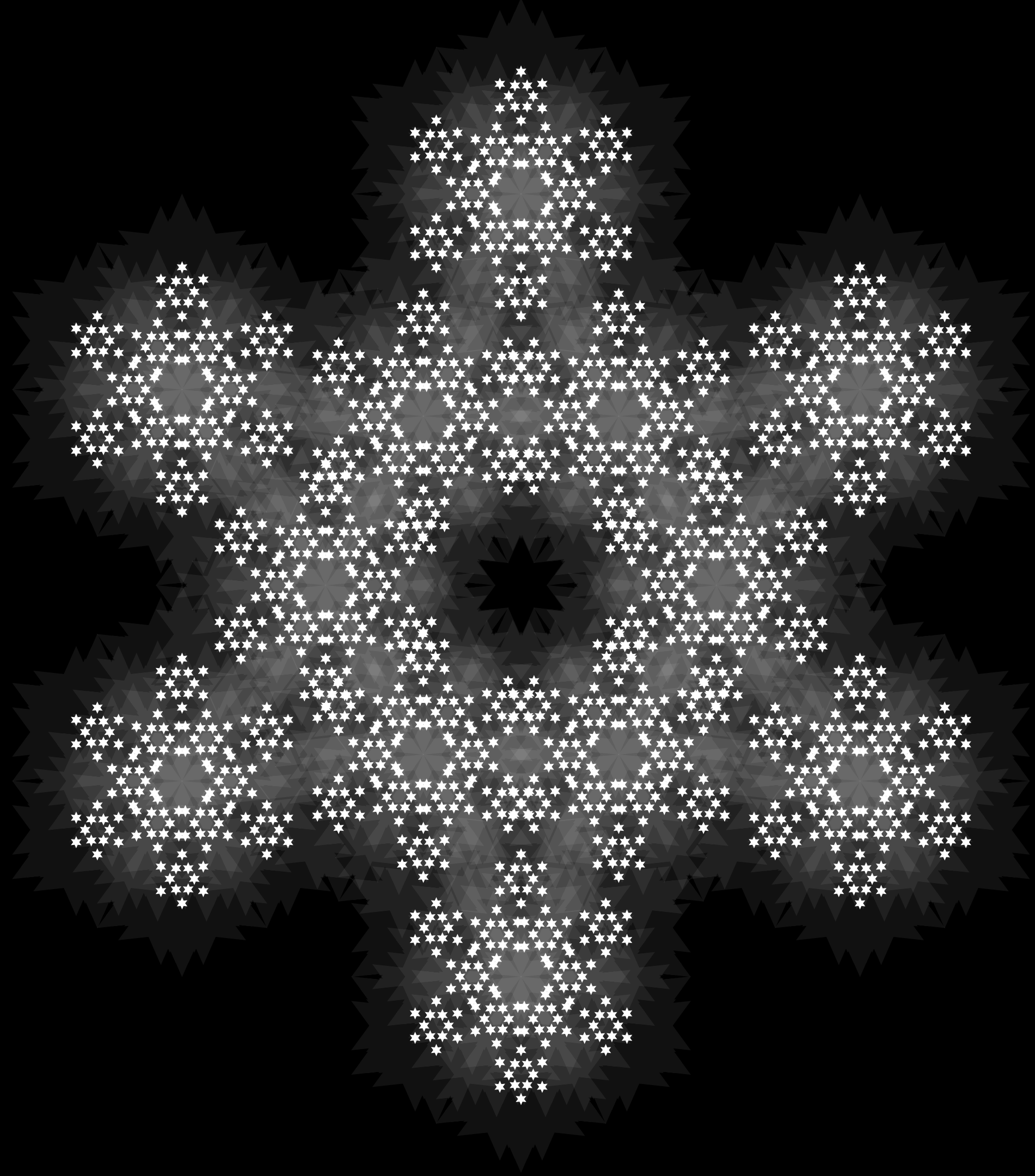








roon



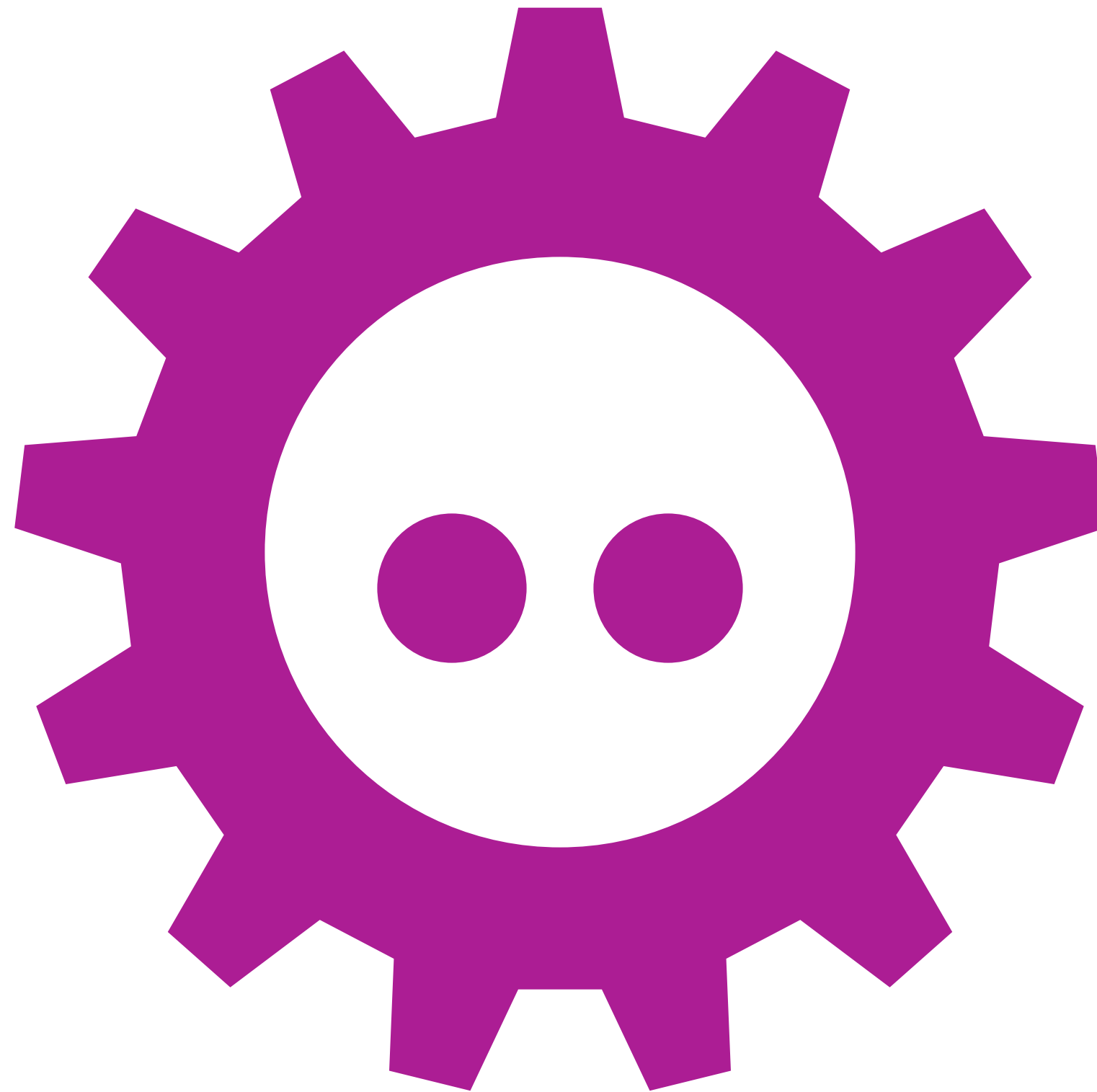
Loon



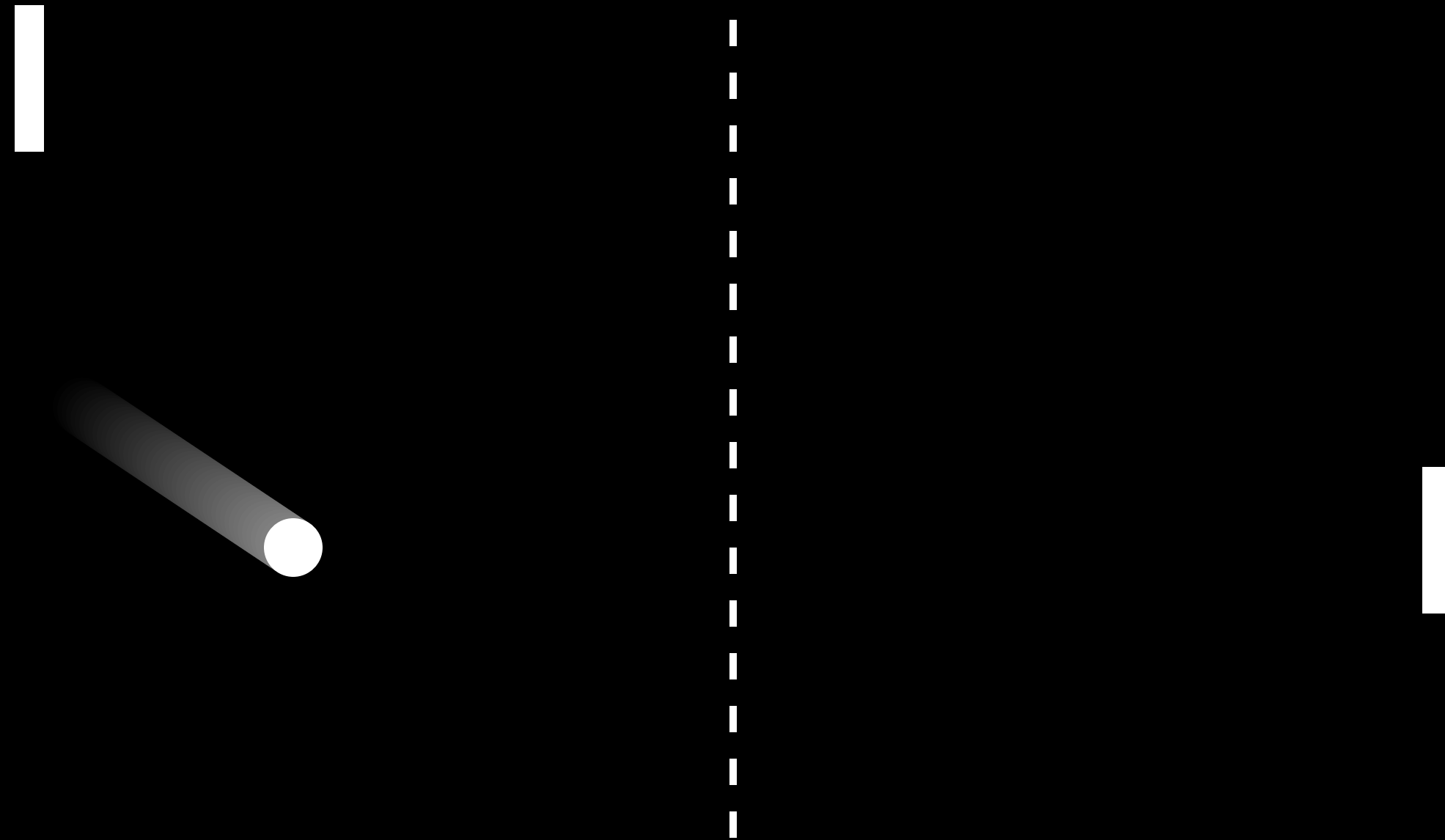
The background of the image is black, covered with a dense, scattered pattern of small, colorful geometric shapes. These shapes include triangles and dots in various shades of green, blue, and purple. The shapes are distributed across the entire frame, creating a vibrant, confetti-like effect.

# clipping Masks

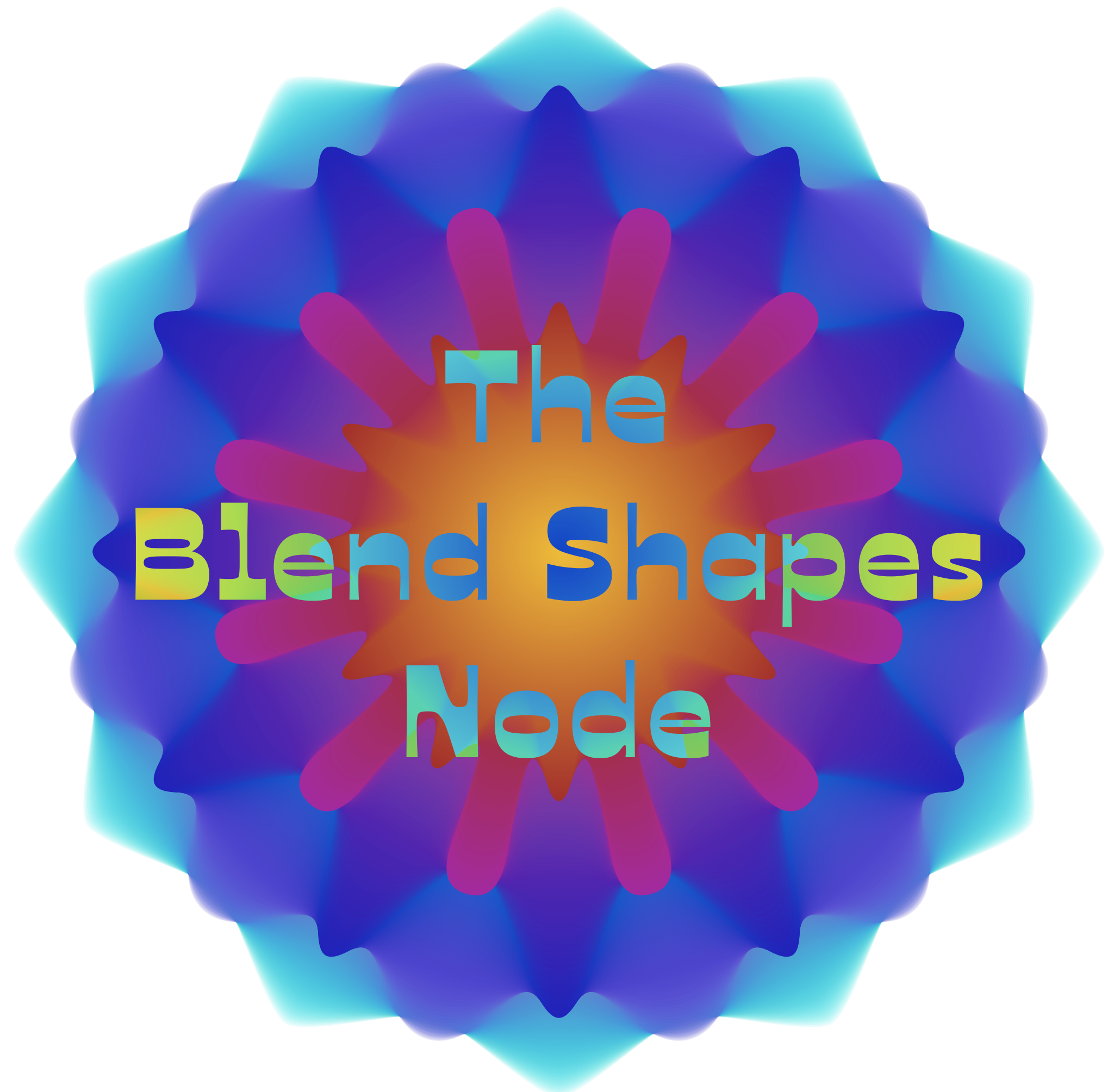
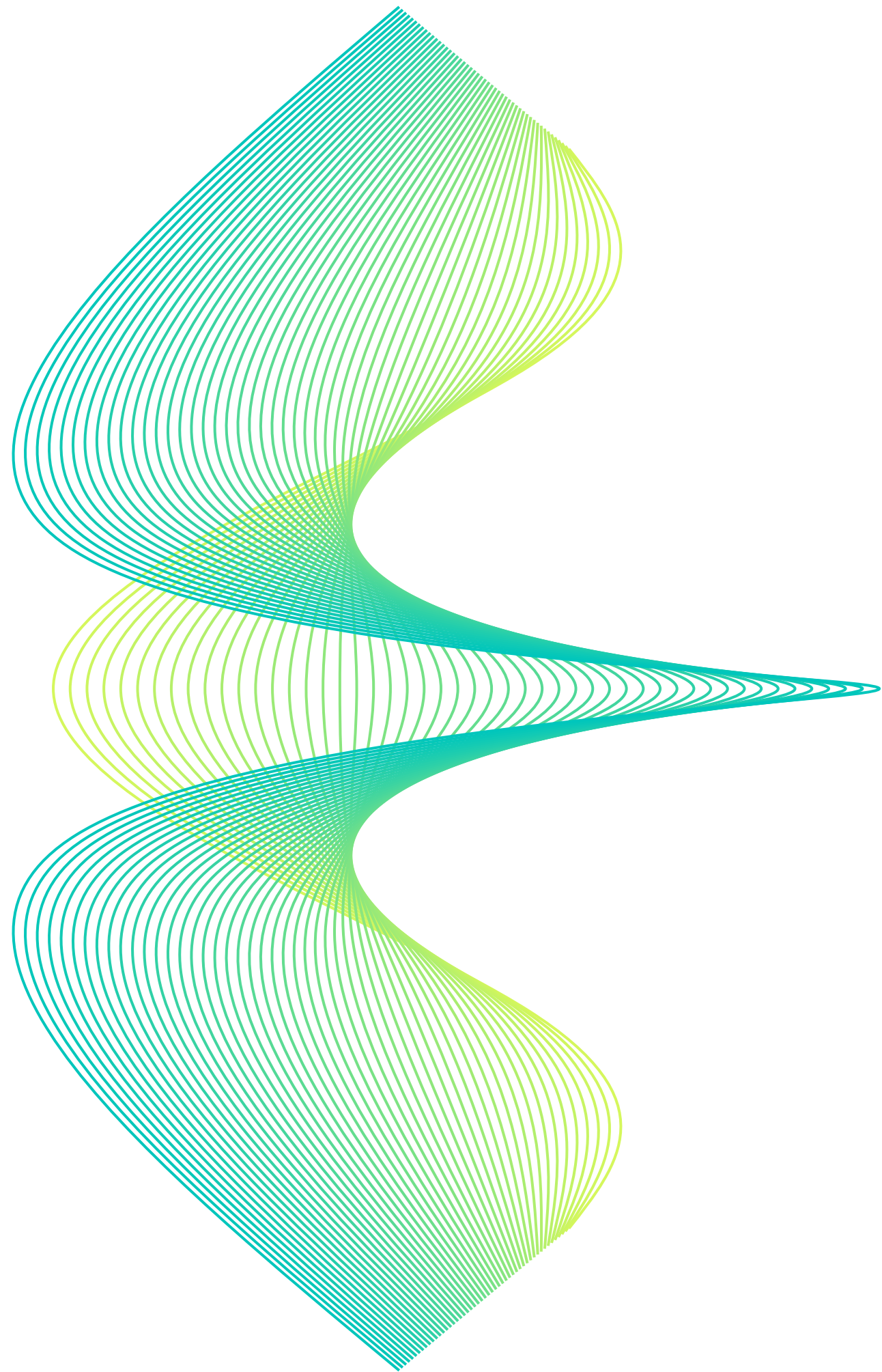


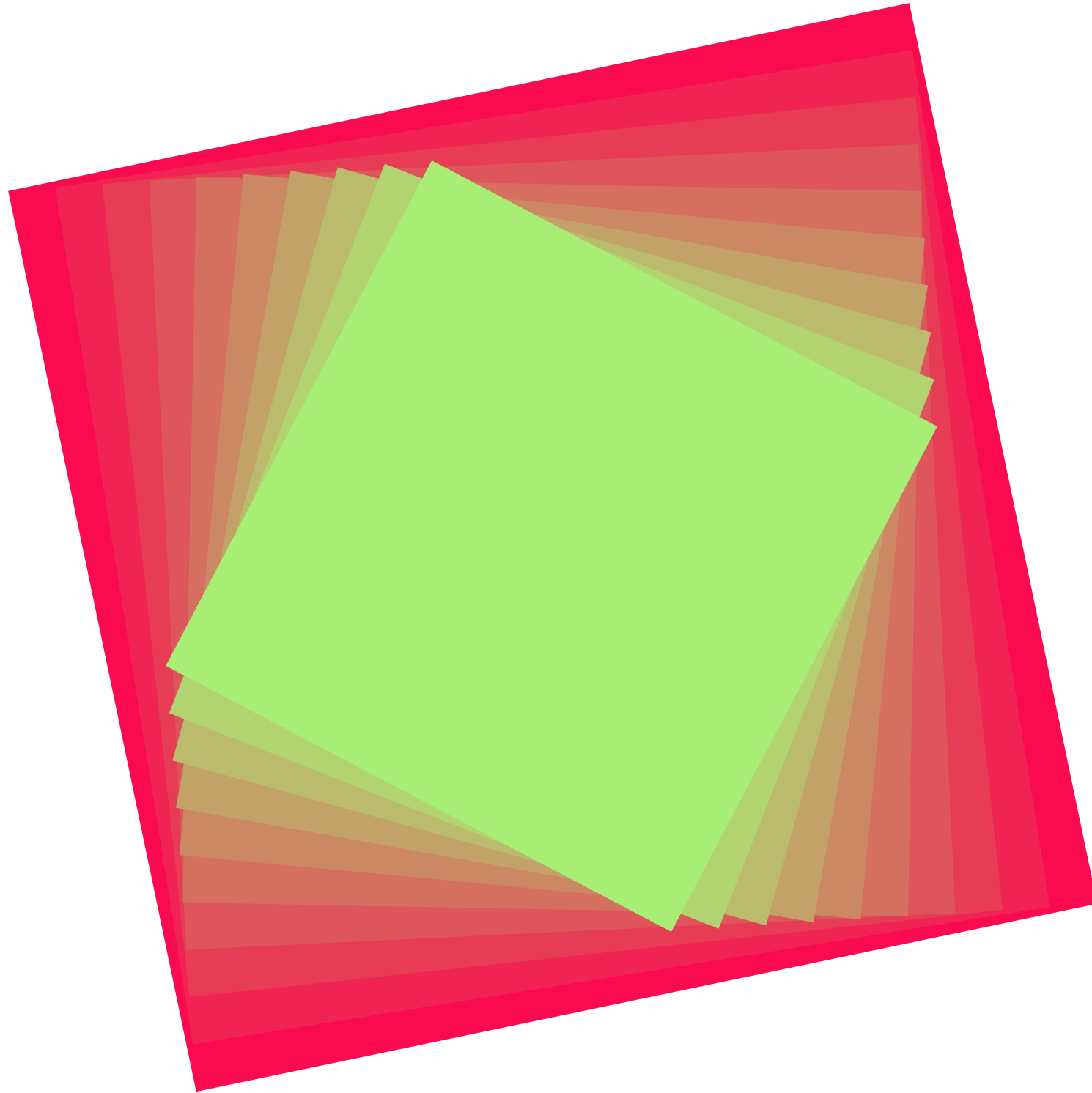


# The Pointer Position Node



Dynamic, real-time graphics isn't a special feature.  
It's an emergent property of the procedural system.





# The Data Panel



# Graphite

GET INVOLVED!!!  
SEARCHING FOR PACKAGERS!!!

Website: [graphite.art](https://graphite.art)

Discord: [discord.graphite.art](https://discord.graphite.art)

GitHub: [GraphiteEditor/Graphite](https://github.com/GraphiteEditor/Graphite)

Dennis: [dennis@kobert.dev](mailto:dennis@kobert.dev) (@TrueDoctor)

Timon: [me@timon.zip](mailto:me@timon.zip) (@timokrates)



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