

# Interview with Bryan Wong

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There are a lot of features that make me love Krita.

First, a lot of those features are very useful for game arts, such as clones array, grid and guide, these make making tiles extremely smooth. I can also make a bunch of clone layers with transform mask to generate spritesheets easily.

Second, the brush engine is powerful. It has masked brush and texture. The soft round brush also allows you to draw your own intensity curve to make an interesting result.

Third, the developer support is excellent. Whenever I report a bug, the developer will respond quickly and will solve the problem. The team really cares about the program and user experience.

And many more?

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## [KDE Interviews](#)

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[1] <http://www.tuxmachines.org/taxonomy/term/108>

[2] <http://www.tuxmachines.org/taxonomy/term/119>

[3] <https://krita.org/en/item/interview-with-bryan-wong/>