

HMC-Memo-002-UXUI

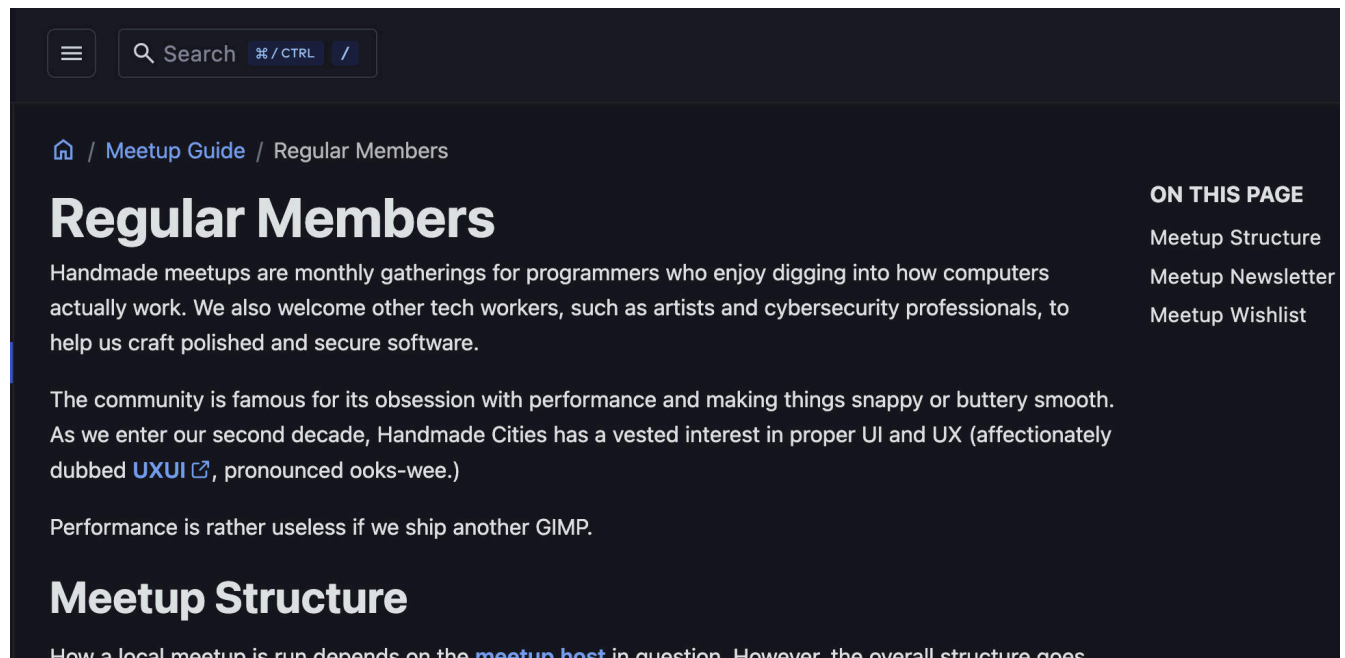
MEMORANDUM

TO: Taylor Robbins & Peter Slattery
FROM: Abner Coimbre
DATE: January 9th, 2026
SUBJECT: Don't Ship GIMP!

Taylor's a former UI Tools Engineer at Bungie (creators of Halo, Destiny, etc.). Peter's an art graduate who discovered systems programming and found himself competent e.g. he's part of the Jai beta. They are hosts of our [co-working sessions](#) in the Seattle area.

Dear Taylor & Peter,

Wishing you blessings and fortunes for 2026. You might remember my increasing obsession for community members - myself included - to polish the *overall presentation* of their software projects. It just doesn't cut it to be blazing fast. As I wrote on the [HMC Guide](#):



I was hesitant to call out GIMP because it's a FOSS labor of love. But I have the latest version installed and dear God almighty **nearly thirty years later** their UX has not dislodged itself into a positive direction. GIMP is both meme and cautionary tale: we must never let this happen to Handmade software! That's why I invited Jes Chuhta to [start reviewing](#) people's projects and she

kindly redesigned the HMC website. That's why I poked (pestered?) Peter to the point he wrote the [definitive blog post](#) on UXUI - thank you! - and that's why I'm really excited you're *both* hosting co-working sessions.

During co-working, if we notice horrendously inferior or nonexistent consideration for UXUI let's bring it to light respectfully, especially when the software is relatively mature by that point. You two have criticized my own project more times than I care to count; all I'm asking is we spread the love.

Finally I have a suspicion the subject-matter matters even for library authors. Like if we force `cmake` on people I think that's a crime, but perhaps I'm oversimplifying.

Your indie organizer,

Abner