

# Adobe Photoshop

2D for Games is the only course with a hard requirement on Adobe Photoshop. This is because .psd files are required for submission.

## Solutions

### Photopea

You can use the excellent (but non-FOSS) web app [Photopea](#) as a nearly full-featured replacement for Photoshop.

### Virtual machine

The regular distribution of Adobe Photoshop works fine on virtual machines (preferably with GPU passthrough, to enable all features). You can use a local VM (libvirt/QEMU works great), or even a cloud "virtual desktop" provider, to run Photoshop and activate it via your student email. If using a local VM, you can even run software like [WinApps](#) or [Cassowary](#) to seamlessly-ish integrate it into your desktop (NOTE: both are unmaintained, but still work).

## Alternatives

Ask the teachers to use a FOSS alternatives such as [Krita](#) or [GIMP](#)! As of 2023, the final assignment only requires vector art, so [Inkscape](#) may be a good option as well.

### WINE (not recommended)

Although it is possible to run recent-ish Photoshop versions on WINE quite well, Adobe's DRM (Digital Restrictions Management) system does not work. You can try alternative installation methods found on GitHub, but this is not recommended. If you choose to try this, please be aware that the account sign-in does not work so you should use a trial version.