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Latest stable version: 0.47

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Open Source Scalable Vector Graphics Editor

About Inkscape

An Open Source vector graphics editor, with capabilities similar to Illustrator, CorelDraw, or Xara X, using the W3C standard Scalable Vector Graphics (SVG) file format.

Inkscape supports many advanced SVG features (markers, clones, alpha blending, etc.) and great care is taken in designing a streamlined interface. It is very easy to edit nodes, perform complex path operations, trace bitmaps and much more. We also aim to maintain a thriving user and developer community by using open, community-oriented development.

News**Bug Hunt Update****April 7, 2010**

It's been a little over a week since we moved to the Frost stage and started the traditional bug hunt. Reportedly we have gained 93 out of 300 points for fixing bugs. It's not so bad, but we need more. If you want to help us fixing bugs, don't hesitate to visit [the tracker](#) and pick a task.

prokoudine

Win32 and Mac builds are available again**March 31, 2010**

Builds for [Windows](#) and [Mac](#) from Bazaar are available again. These are by no means *nightly* builds, but they are updated rather frequently. You can use them to test Inkscape and report bugs. When you do so, please refer to number of revision that is part of every archive's name. Thank you for your continuous support and contribution!

prokoudine

Inkscape 0.48 release cycle is entering Frost stage**March 30, 2010**

Today we are entering Frost stage in preparation of the 0.48 release. It means that we are slowing down development of new features and start working actively on fixing bugs. End of Frost means: most new features are complete, release notes are more than 90% ready, 300 points for bugfixing are achieved and first alpha of 0.48 is released.

By the way, we are still ready to listen to your proposals for Google Summer of Code projects. Students applications started yesterday night. But before you apply, please introduce yourself in the inkscape-devel mailing list, discuss a project, find a mentor willing to work with you, and fix a couple of trivial bugs to learn Inkscape's source code a little.

Stay tuned!

- [Browse the news archives](#)

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Inkscape is participating at Google Summer of Code 2010

March 20, 2010

It's official now: we are in for Google Summer of Code 2010. In the past years participation at GSoC was a tremendous success for us, and we are hoping to gain no less this time. So if you are eligible for GSoC, please have a look at a [list of project ideas](#) or feel free come up with your own ideas. The primary place of contact, as usual, is our [inkscape-devel](#) mailing list.

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Inkscape 0.48 About Screen Contest Has Started

March 16, 2010

Our dearest user community, we are happy to announce that a traditional About screen contest has started at DeviantArt as a part of preparations for releasing 0.48 in few months. There is no particular theme this time, so you are entirely free in your choice. Draw freely, as it were ;-)

Please [read details](#) in the DeviantArt announcement and note that the deadline for your art submission is April 15. The community judging period will be from April 16 to April 22, and the TOP3 will be turned over to the developers for their final decision. Rock on!

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