



RETROSPECS

A PIXEL ART IMAGE PROCESSING APP FOR iOS

Features

- Over 45 system presets covering computer and console systems from the 70s, 80s and 90s - many of which have a full range of graphics modes matching the original systems.

Sample presets include:

- Sinclair ZX Spectrum
 - Commodore 64
 - Atari 400/800
 - IBM CGA, EGA & VGA
 - Apple Macintosh
 - Atari ST
 - Commodore Amiga
 - Acorn Archimedes
 - Nintendo Gameboy
 - Sega Megadrive/Genesis
 - Nintendo SNES
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- Over 15 dither types and the ability to control the dither “intensity” in 10% increments.
 - An emulation editor that lets the user create their own custom emulations using one of the four available graphics engines:
 - **Attribute** – Block based systems such as the ZX Spectrum
 - **Per-pixel** – Systems that can set each pixel on the screen to any palette colour
 - **Palette** – Systems that can only display a limited number of colours from a palette
 - **Character** – Text based systems

Each engine has access to a huge range of colour palettes (over 150 in the current release) with over 40 character sets available to the Character engine in the current release.

- Animation effects for still images with both MPEG and animated GIF output. (Twelve different animation effects are currently available.)
- Video processing with customisable frame rate and both MPEG and animated GIF output.
- Options to add glitch/distortion and CRT style effects to both still and animated images/videos.
- Built in levels adjustment tool (with preview) and crop tool for in-app image adjustments.
- Supports split-screen use and drag and drop on the iPad – you can drag media directly into the converter.
- Fully localised into French, Japanese and Latin American Spanish.

The free version contains a limited number of preset systems and dithers.
Additionally, the custom emulation editor is not available.

N.B.: Animated GIF output is not available on iOS 9.

Device support

All iOS devices running iOS 9 or later. (The earlier 1.36 version is still available and supports iOS 8 devices but doesn't provide video processing or still image animation options.)