



RETROSPECS

A PIXEL ART IMAGE PROCESSING APP FOR iOS

With the release of version 3.0, you can blend your pixel artwork with the original images and movies, using one of the eleven available blending modes and a user controlled alpha level.

This works in conjunction with the existing functionality that lets you create your own custom palettes and character sets within the custom emulation editor.

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
- Over 15 dither types and the ability to control the dither “intensity” in 5% 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. (Thirteen 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, palette and character editors aren't available.

Device support

Retrospecs 3.0 supports all iOS devices running iOS 10 or later.

The earlier 2.18 version is still available which supports iOS 9 but has no blending effects, and version 1.36 is also available which supports iOS 8 devices but doesn't provide video processing or image animation options.