

GIMP

(GNU Image Manipulation Program)

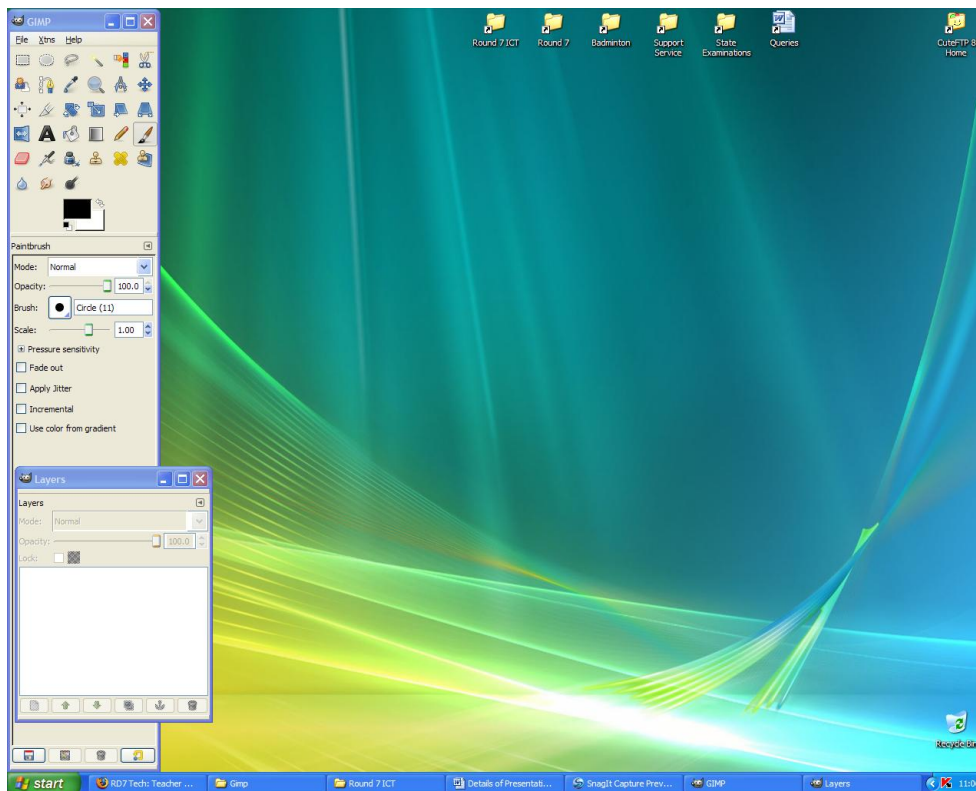
1. Installation:

Note: On the 1st run GIMP will take longer than usual to load while it sets itself up on the machine.

2. GIMP Layout

➤ Start the Gimp Program

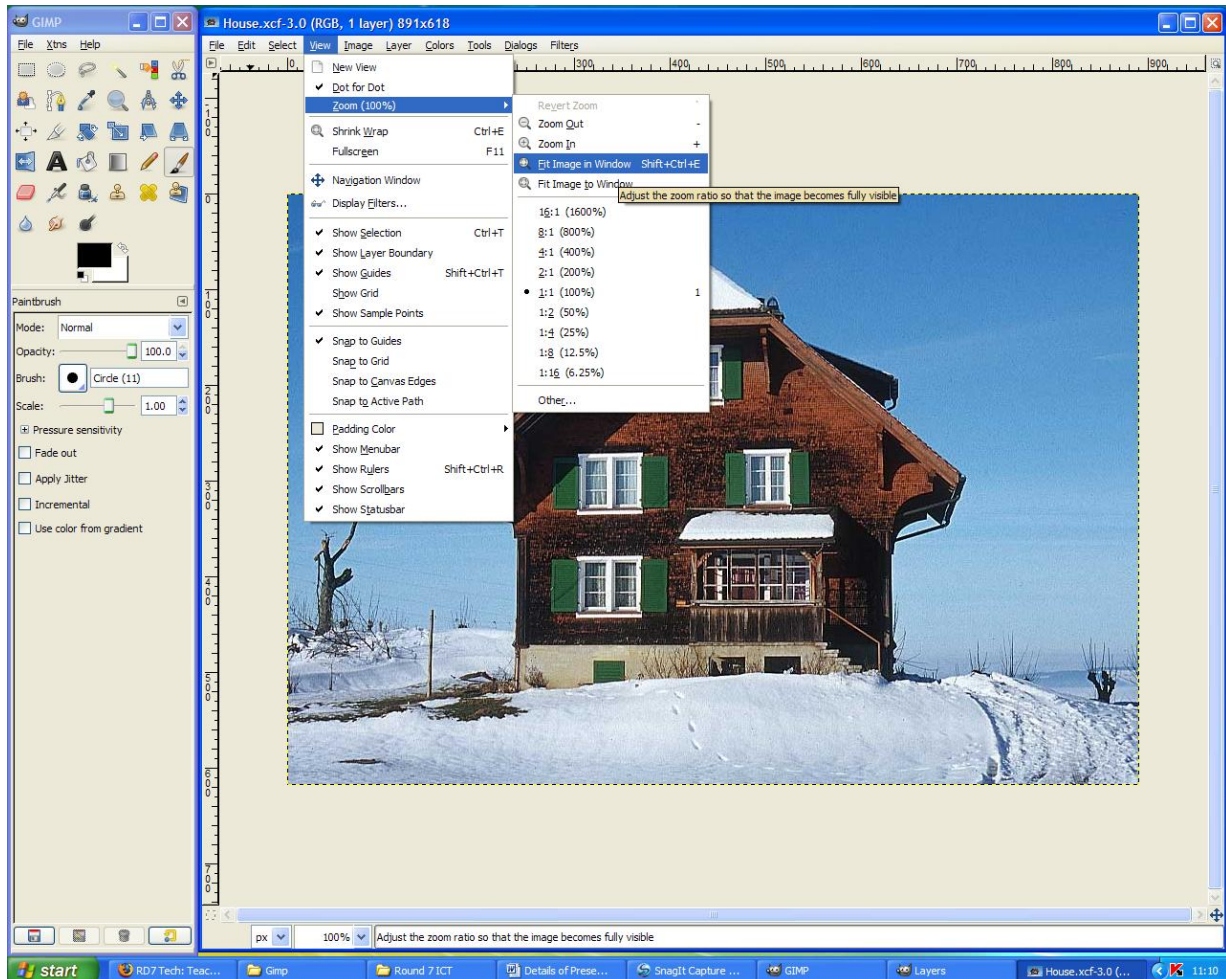
By default two windows will open on screen (GIMP & Layers). Anchor (move) the GIMP windows to the left of the screen with the Layer window overlapping as shown. The area to the right can then be used as the work area for working on the graphics.



Unless altered prior to closing GIMP will remember this setup and will always start with the windows opened in these position.

3. Opening an image.

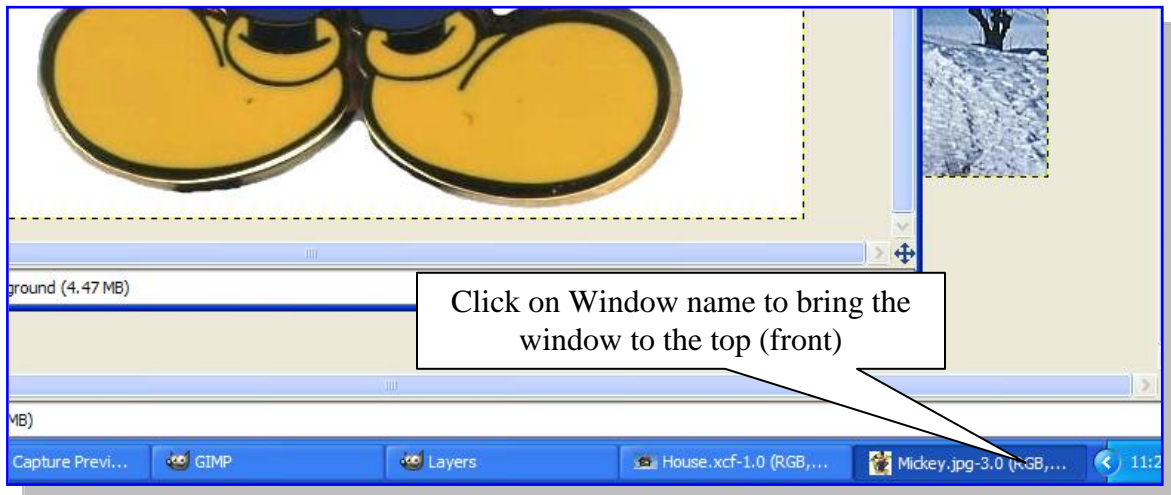
- Open the file House.xcf file which is located in the GIMP/images folder.
- Extend the graphics window to fill the area of the screen to the right as shown.
- Select the View menu and choose the “Fit Image in Window” option to increase the image size, but keeping all portions of the image visible within the Window.



Note: xcf is the native GIMP image format

- Open a 2nd image by loading the Mickey_Mouse.jpg file

Note: Often an image will appear on screen behind the image that is currently open. To bring any of the GIMP Windows to the front click on its name in the Taskbar.



4. Adding Layers

A graphic can be made up of a single layer in which all elements of the graphic are combined to create the final picture. However where more control or special effects are required a graphic can also be made up of several layers.

- Make sure the Mickey_Mouse window is active (i.e. it is at the front)
- Click on the Layer Dialog window so that you can see its contents.

Notice that the Mickey_Mouse graphic is currently made up of one layer, which is called “Background” (Figure 1)

- Create a new layer by clicking on the button shown in Figure 1 or by selecting the Layer menu and choosing “New Layer”.
 - Name the new layer “Transparent”.
 - Make sure the “Layer Fill Type” is set to “Transparent” as shown in Figure 2.
 - Click on “OK” button to create the layer.

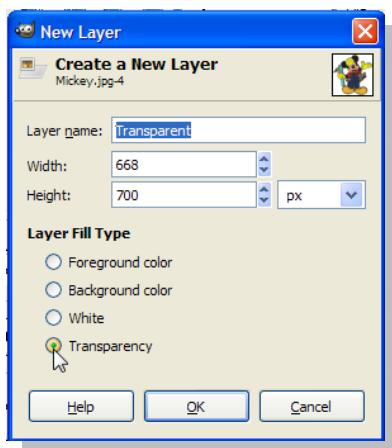


Figure 2

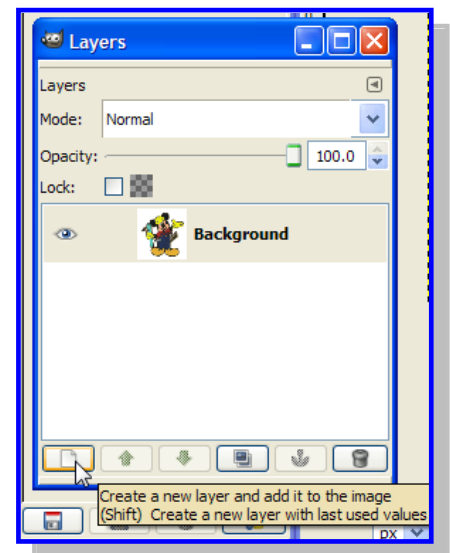
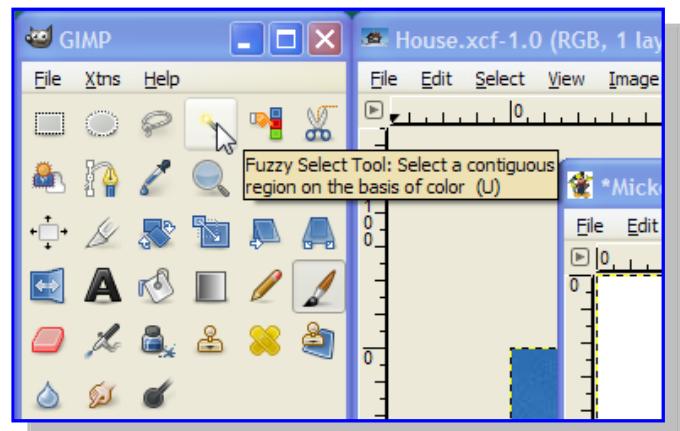


Figure 1

5. Make a section of a graphic transparent

To make the white background of the Mickey_Mouse graphic transparent.

- Click on the Background Layer to select it (It will turn Blue).
- Select the Fuzzy selection tool. (Often called the “Magic Wand” tool)
- Select all white areas of the image. (Hold down the shift key to select multiple areas, or set the mode to “add” in the Fuzzy Select tool options.



All the white background in the image is now selected, but it is the Mickey Mouse image itself that we require, therefore we will need to invert the selection.

- From the Select menu – choose Invert.
- From the Edit menu choose Copy.
- Select the Transparent Layer.
- From the Edit menu choose Paste.
- Right click on the Floating Selection (Pasted Layer) and from the options displayed (figure 3) choose the “Anchor Layer”, or click on the Anchor Button.
- Delete the original Background layer to leave just the transparent layer by clicking on it with the left mouse button and dragging it to the Delete Layer button as shown in figure 4, or right click on the Layer and choose Delete Layer.

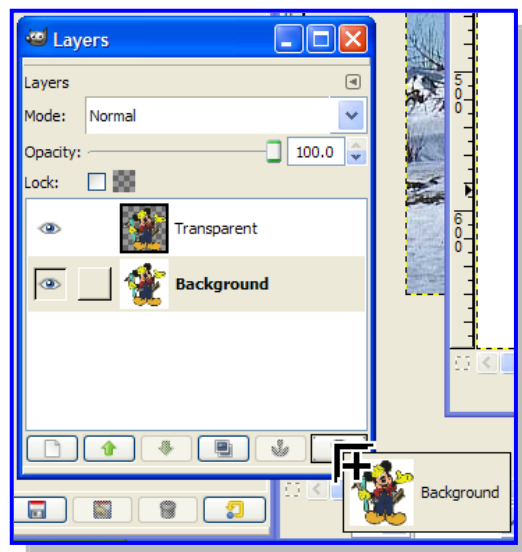
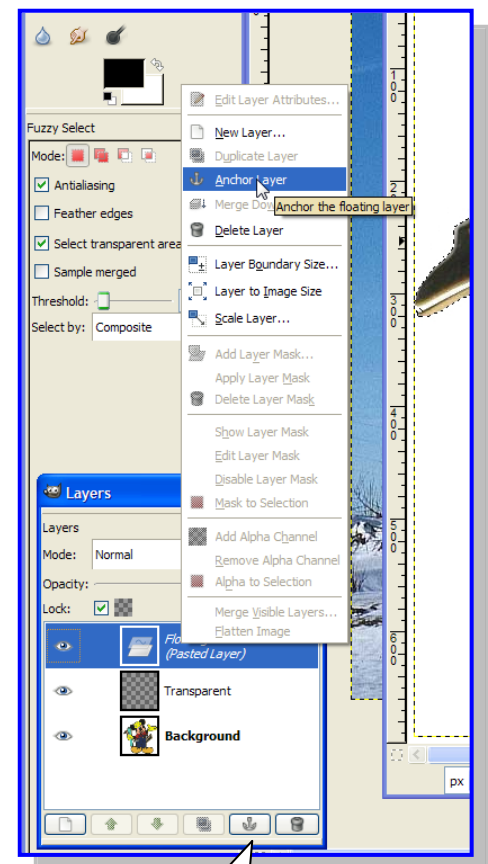


Figure 4



Anchor Button

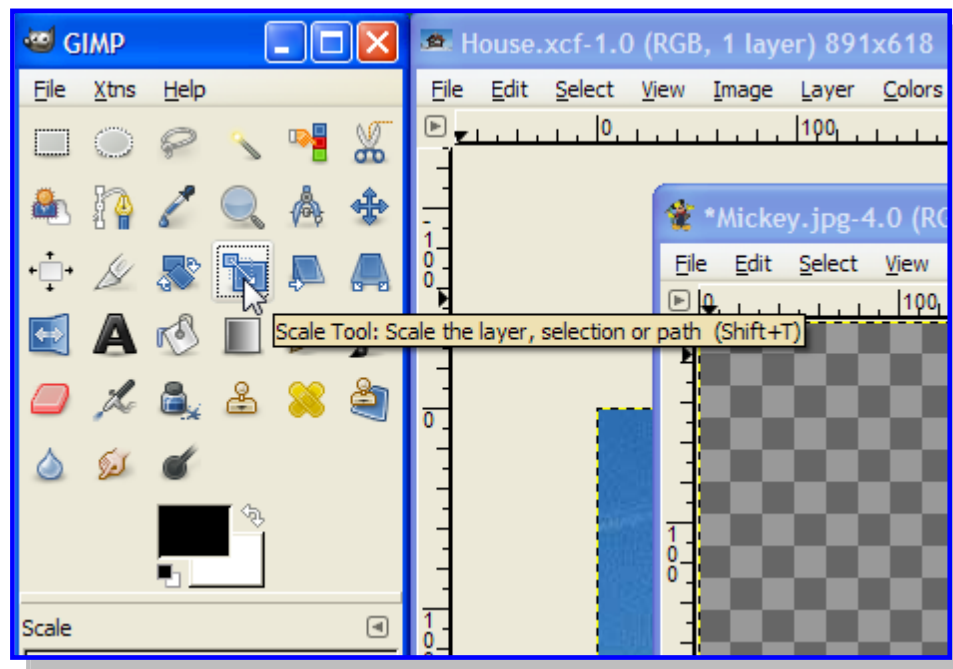
Figure 3

Where the background of an image is comprised of different colours the Fuzzy selection tool will not work. In these instances you will have to use the Intelligent Scissors Tool or the Path Tool. Instructions for using both of these tools are included in the Resource Files.

6. Scale an Image

To resize an image we use the Scale tool. Scaling will reduce or increase the size of the image both on screen and when saved to disk

- Make sure the Mickey_Mouse image is the active window.



- Select the scale tool from the GIMP Toolbox. (Shift + T is a shortcut). You can also choose the scale from the Image menu and select Scale.
- Click on the image and the Scale Dialog Box (Figure 5) appears.
- Change the display information from Pixels to percent as shown in Figure 5)

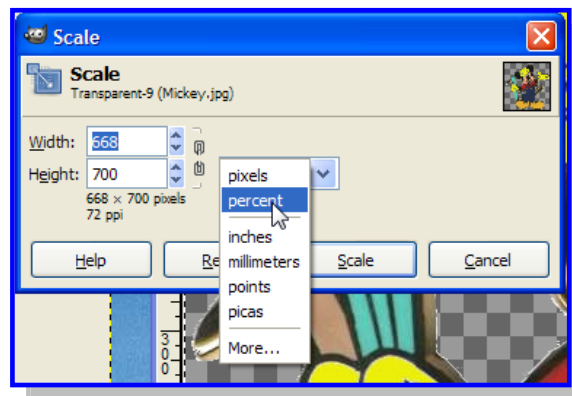


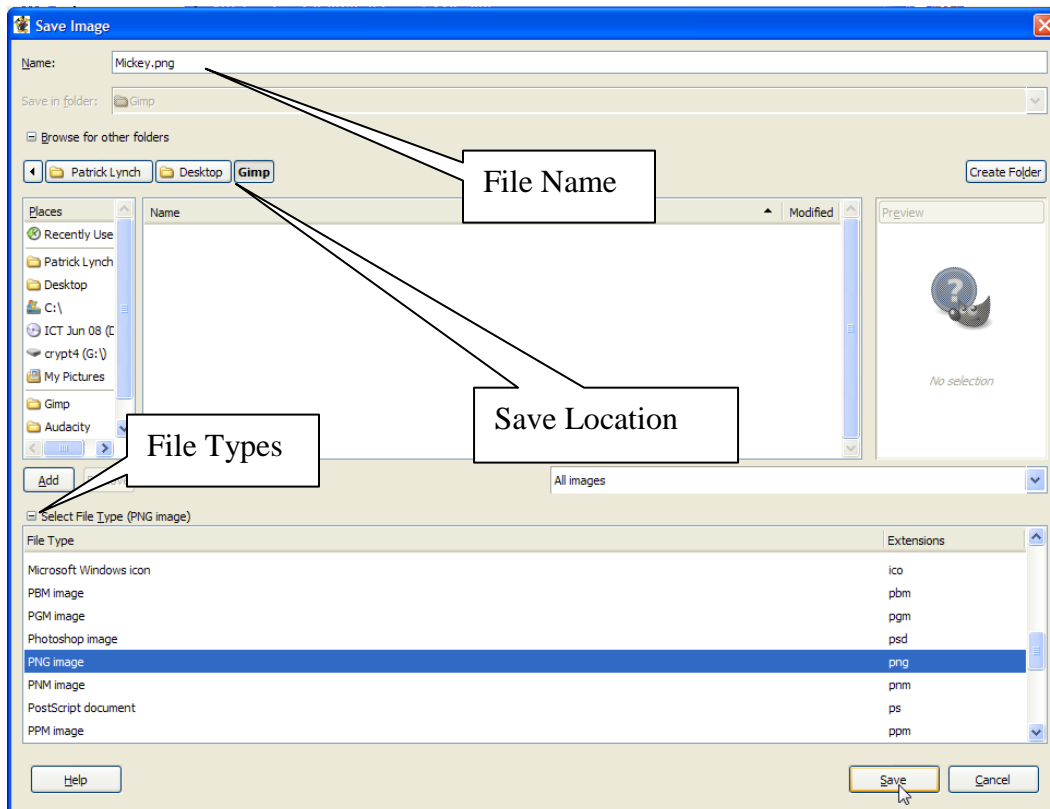
Figure 5

- Re-set the Width & Height of the image to 50%.
- Click on the Scale button to resize the image to half its size.

7. Saving a file

To save the graphic as a PNG file.

- Choose File – Save As



- Type Mickey-Mouse in the Name box.
- Select the Location to save the file.
- Click on the + button beside “Select File Type”.
- Scroll down the various file formats to find the PNG file type (The formats are in alphabetical order)
- Click on the Save button.
- Click on the Export button (Figure 6).
- Accept the default values & save.

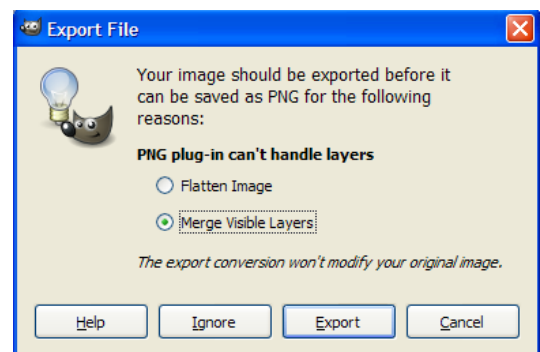


Figure 6

Note: The png extension is a replacement for the gif file format. It is a lossless file format capable of displaying transparent areas of images.

8. Merging Graphics

To copy the current Mickey image and merge it with the house image.

- Select the Edit menu and choose Copy.
- Bring forward the House.xcf file to make it active.
- Create a New Layer and rename the layer “Front”.
- Select the new layer (Front) by clicking on it.
- Select the Edit menu and choose Paste.

The image stored in memory will be pasted on to the screen in front of the house.

- Click on the selection tool in the Gimp Toolbox.
- Click on the pasted image, hold down the left mouse button and move the pasted election to the bottom left corner as shown (Figure 7).



Figure 7

- Release the mouse button.
- Save the image as Merged.xcf

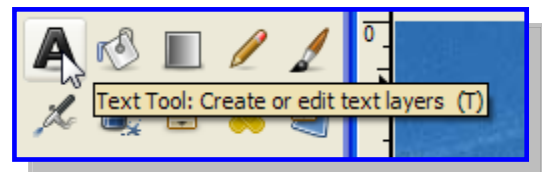
Note: To retain the individual layers you must save the file using the GIMP format xcf. Saving the file in any other format will compress all layers into one.

The Gimp extension is not recognized by Word or Open Office for importing into documents. Files must be saved in a compatible file format (png, jpg, etc.) before importing.

Also you cannot paste from Clipboard into MS Word or MS Publisher documents, but it is possible with Open Office documents.

9. Adding Text

- Choose the Text Tool from the GIMP Toolbox.
- Click on screen the starting point for your text.



By default the text will start appearing from left to the right and below the point you select on the screen. You can also specify that the text starts from right to left if you wish. You can not move the textbox to a new location however, therefore if you wish to relocate the text you will need to delete the current text and start again in the new location.

- Adjust the size of the text or select different font's etc, from the Text properties box (Figure 8). The result of the changes will be displayed on the screen.
- Click on the Close button when you are finished adding the text.
- Save the file.

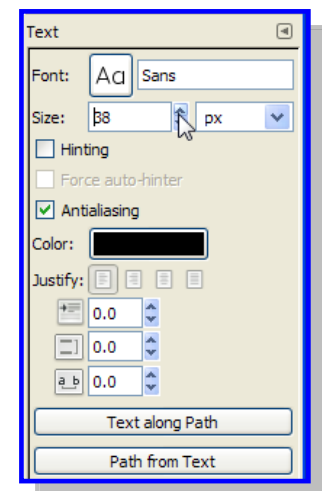


Figure 8