Databending or data bending

is the process of manipulating a media file of a certain format, using software designed to edit files of another format. Distortions in the medium typically occur as a result, and the process either falls under a broader category of, or is frequently employed in glitch art.

Datamoshing

A compression artifact (or artefact) is a noticeable distortion of media (including images, audio, and video) caused by the application of lossy compression.

http://datamoshing.com/2016/06/16/how-to-glitch-images-using-pixel-sorting/

http://datamoshing.com/2016/06/16/how-to-glitch-images-using-processing-scripts/

Pixel sorting is the process of isolating a horizontal or vertical line of pixels in an image and sorting their positions based on any number of criteria

GIMP+Audacity

1. Export your image from gimp as .bmp
2. Import the file to audacity as “datos en bruto” o “raw data”, U-law o A-law (keep this when export)
If there's more than one image, keep the head (the starting point) **of only** a file; in order to get a readable file, cut off the head of the rest and let in the starting point of timeline only the file head conserved whithout manipulating it.
3. File > Export audio > select “other uncompressed files” in the dropdown list, type: RAW (header less) codfication: U-law/ A-law, keeping the same coding that you imported with, just write the extension “bmp”, Ignore the warning.

You can also import audio as raw data and follow the same way process as with images , you get a more or less textured layer