

The **GIMP** **Bible**

Gabriel Kuhlman

The **GIMP** **Bible**

Great for Beginners

40+ Step-by-Step Tutorials

T h e G I M P B i b l e

*Great for Beginners
40+ Step-by-Step Tutorials*

Gabriel Kuhlman

This book is dedicated to my rich dad.

Better than a poor dad.

-G

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Introduction

Thank you for purchasing the unofficial **GIMP** Bible. This book was made specifically for beginners who want a step-by-step approach to mastering this amazing software.

For us, **GIMP** is the most amazing, free photo-editing software on the market today.

In this first edition of The GIMP Bible, we included the first skills you need to get a great start with this program and then we loaded it full of 30 amazing tutorials to really help you start to master this incredible free software.

We think you'll love this easy-to-understand-and-follow guidebook to **GIMP**.

Soon after publishing this book, we will be offering each chapter in this book for sale in print form. Please look for these new titles.

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To Be Published in January 2019

The Book of GIMP

A Step-by-step Guidebook - Perfect for Beginners

Our Shorter GIMP Tutorials
Learn GIMP for New Users
12 Basic Skills

Learn GIMP
Top 10 Artistic Techniques

Learn GIMP
Top 10 Professional Techniques

Learn GIMP
Top 10 Most Popular Techniques

How to Use This Book

This book is a step-by-step tutorial book on how to use GIMP 2.10. The techniques you will learn will give you a base from where to launch your skills.

Every tutorial has been created using high quality images and easy-to-follow steps that will help you on your journey from lost beginner to experienced user.

Please be aware that we have not filled this book with extra editorial information. This book is strictly a tutorial book on how to do different techniques. We purposefully limited our text to include only the information you need to perform each technique(s).

So, where we say to add this or that specific information, you should know that you are totally free to add any data you want to experiment with and to make your learning more immersive.

Once you understand the concepts of each technique and feel you have a firm grip on its application, then we hope we will have opened the doors of understanding (this program) wide open for you. Learning, we feel, is best done 'on the job'.

Please Use Our Photos - If You'd Like To

We've uploaded all the photos used in this book onto our Facebook page (address seen on Copyrights page). If you'd like to use our photos, please find these images under the category - **Learn GIMP** (on our FB page).

Save-As-You-Go

We highly suggest you periodically save your progress as you proceed through a specific technique. That way, if you make a mistake too big to correct, you can then re-open the image you are working on at the point when you saved it. Personally, this is a huge time saver for our editors. We practice this skill on every image we work with.

Using Our Photos

If you are going to use the photos we uploaded to our Facebook page, then we highly recommend that you download all of the images onto your desktop and place them in a single folder. That way, as you progress through this tutorial book, you can find each image we use in a very easy and stress-free manner.

The Basics

1. How to Set-up GIMP

Having a good understanding of the tools you'll be using in Gimp is the most fundamental skill you should learn. In this chapter, we will look at the following three items.

As a *First Skills* book, this guide will only cover the basics of the UI.

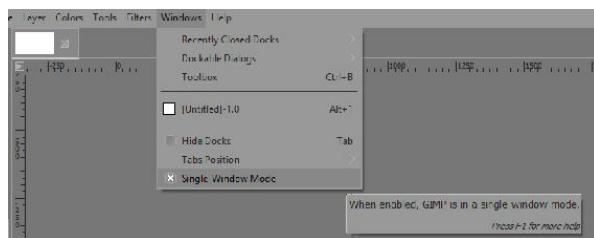
We will not be going into depth. Why? Because all you really need is the basics when you are new to Gimp. It is in the working with your different images and making them more beautiful when you will learn how to use the different tools as effectively as you can.

We will be covering some of the deeper functions of the tools in chapters 3-9 and in further books where we'll address different techniques and strategies to great editing.

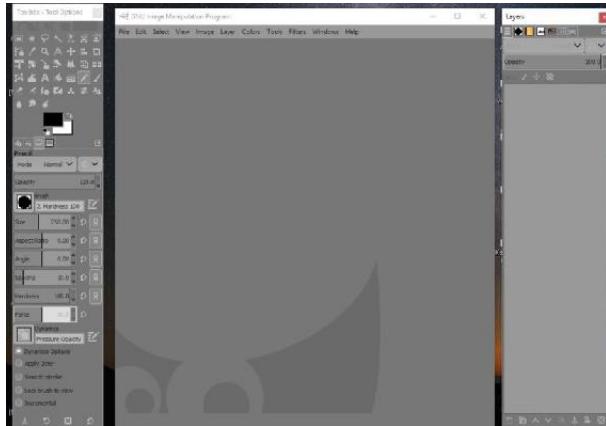
1. The basic layout of Gimp

The first thing you should do after you have downloaded Gimp to your computer is to click on the menu item “Windows” at the top of the UI and choose “Single Window Mode”.

Here is a screenshot of how to do this:

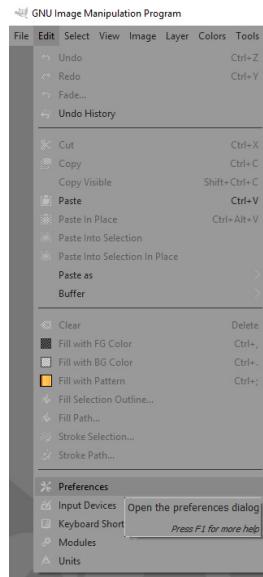


Once you have done this, you might see the UI in the middle of the screen with toolbars on either side of the main campus, like this:



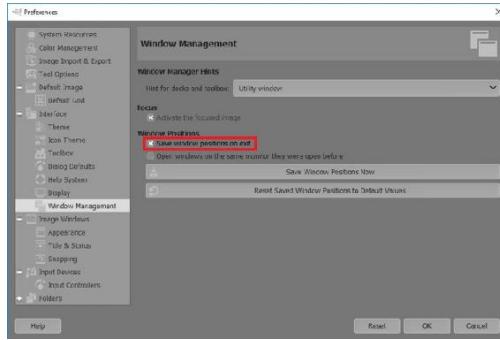
One trick to make your life easier while using Gimp is to set these toolbars (right & left sides) up so that they will be your default toolbars (i.e. they will always pop-up when you open Gimp).

To set these as defaults, click on **GIMP** and choose **Preferences**.

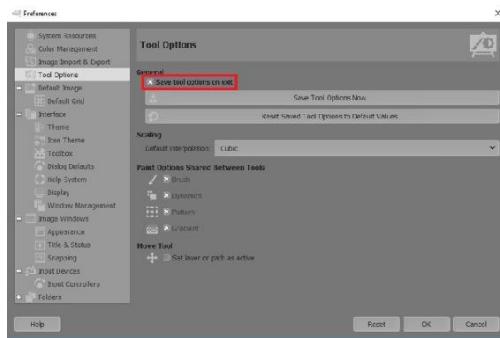


When you choose Preferences, a pop-up window will appear where you need to click on **Windows Management**. When you open this up, make sure the box is checked next to the “Save windows positions on exit” line

(see orange square). Normally, this is already checked. If you are using an older version of Gimp, just make sure this is checked.

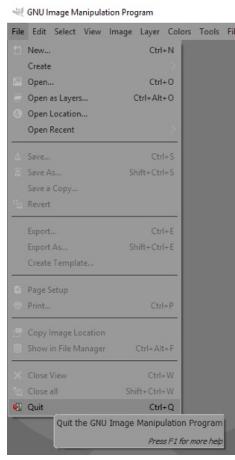


Next step is to click on **Tool Options** and click on the box next to **Save tool options on exit** and then press **OK**.

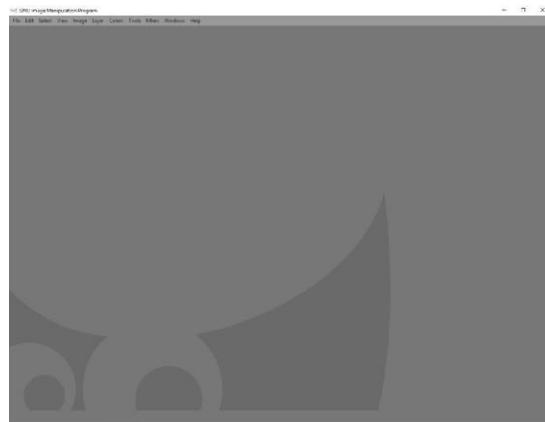


Now, whenever you open GIMP on your computer, every time it will open, you'll see it exactly how it is now.

Like most software programs, you will now need to reboot GIMP in order for the changes to take effect. Simply **Quit** GIMP and reload it to your desktop.



When it's reloaded, it should look something like this:



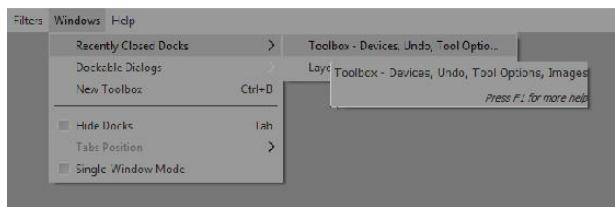
With this opened, let's take a look at the different parts of the User Interface (UI).

Some of you may already have some toolboxes on the left and right sides of the main canvas, but if you don't follow along. If you do, read what we have here for this step and see if there's anything here that can help you.

To set up GIMP the way we want it to look each time we upload it, let's do this:

1. Click on Windows and choose **Toolbox**.

This will create the vertically-stacked list of tool icons (see in image above – far left).



2. To compress this toolbar from a vertically-stacked list to more of a box, move your mouse to the circled UI icon (three parallel lines) and click & drag the pointer to the right.

When you drag these parallelly-stack bars to the right, the **Toolbox** will shrink like this (in the top left side of the UI):



We want to move these **Tool Options** below the **ToolBox**. To do this, click on the words “Tool Options” and drag this whole box to the left side of the UI and under the Toolbox. Once you have dragged the **Tool Options** under the **Toolbox**, the **Tool Options** window will now be located under the **Tool Box**.

Actually, doing it is much simpler than explaining.

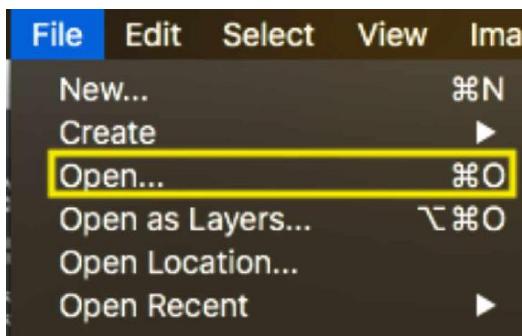
2. How to Open Images

In this tutorial we will show you a couple different ways of how to open images onto the Gimp canvas.

Ready?

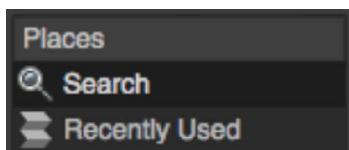
Ok, let's here are the steps:

1. **Click File.**
2. **Click on Open.**
3. **Click on Search.**



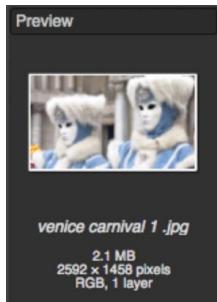
Here you can search by *typing* a name and then *hitting* enter.

4. **Click on Recently Used.**



Here you can *choose* one of the recently opened images.

When you *click* on one of them, you will see a preview.



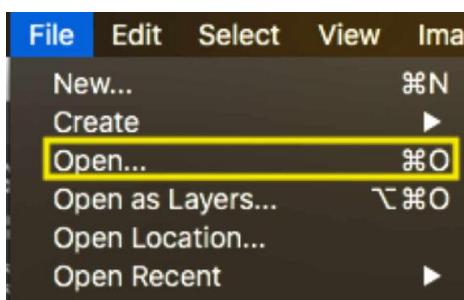
In this list we can search in our computer for our image folder. This can be time consuming, but I will show you a way how we can do this much quicker, the next time we want to go to our image folder.
When we have found the folder, don't open it yet but only *select it*.

By *clicking* on the little cross here below left and *click* it, we can *add* the folder to this list
which makes it quicker to access the next time we need it.



Now *double click* on the image folder and *select* the image you want to open.

5. Look at the preview and hit **Enter**.
6. Go to **File**.
7. Click on **Open**.

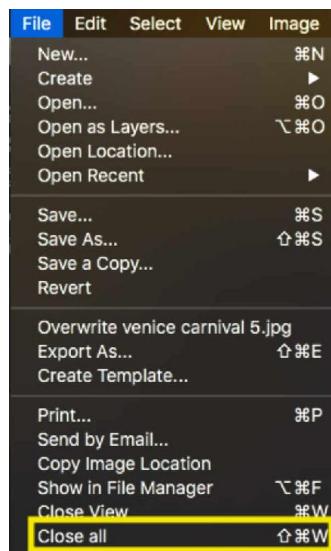


You can select multiple images by *holding down Shift* and then *selecting* the other images you want.

venice carnival 1.jpg	2.1 MB	16:34
venice carnival 2.jpg	1.0 MB	16:34
venice carnival 3.jpg	701.7 kB	16:34
venice carnival 5.jpg	2.1 MB	16:34
venice carnival 6.jpg	2.6 MB	16:35

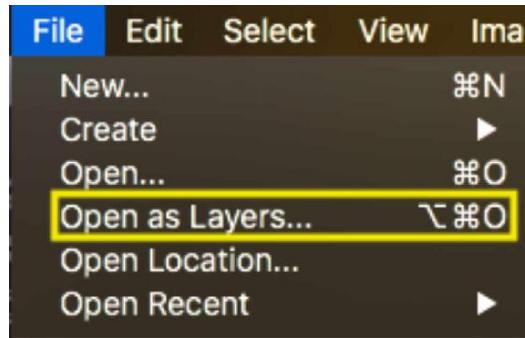
When we *click Open* or *hit Enter* they will all open as separate images and we can *edit* them separately.

8. *Close* all images by going to **File** and **Close All**.



9. Go to **File**.

10. Click on **Open as Layers**.

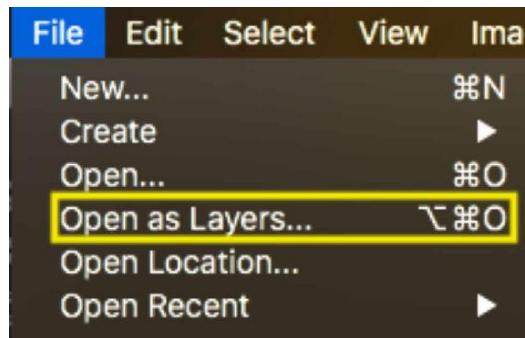


11. Double click on the image you want to open it.



12. Go back to **File**.

13. Select **Open as Layer**.



14. Double click a second time.

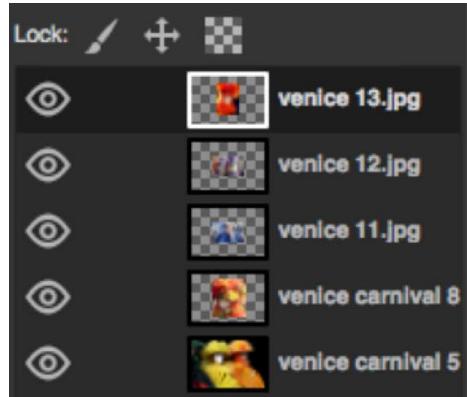


This will open as a new layer on top of the image that you've already opened, and not as a new image.

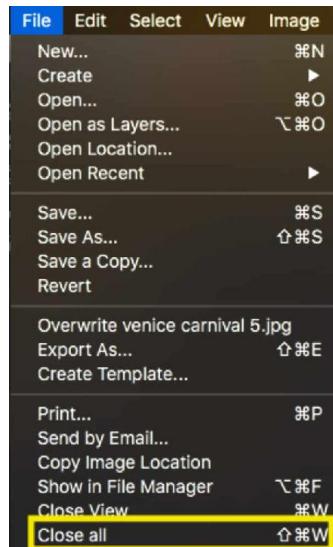
Go back to **File** and **Open as Layers** and select while *holding down Shift*.



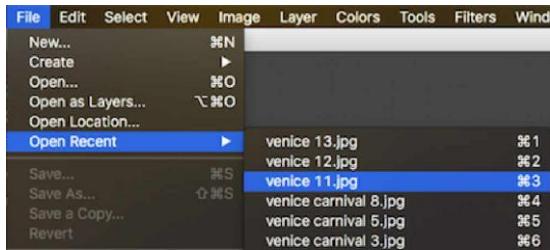
Several images open and you will see that they all open as layers in the same image.



Go to **File** and **Close All** and then **Discard Changes**.



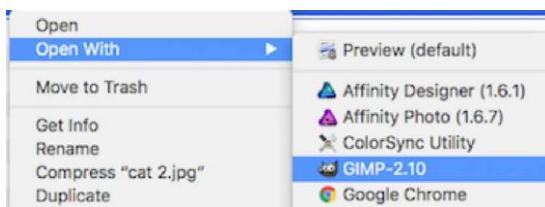
Go to **File**. We can also *click* on **Open Recent** to open an image, when we do this again, the next image will open as a new image.



Ok, we will now close all and look at yet another way of opening images.
Go to **File**, click **Close all** and click **Discard Changes**.

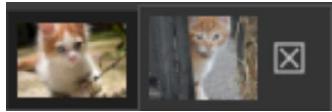


Close Gimp go to your image folder, right click the image you want to open and select **Open With**, then click on **Gimp**.



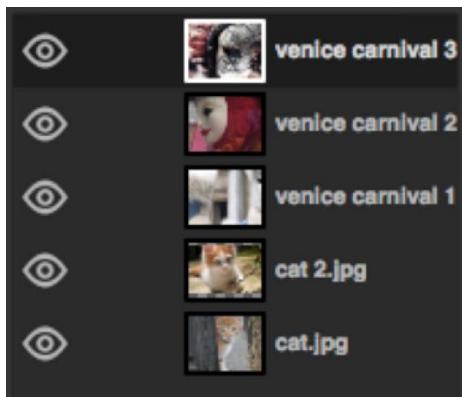
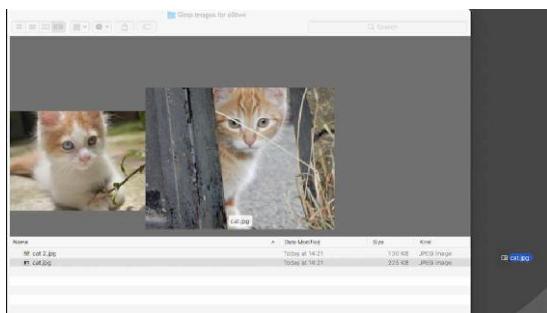
If Gimp is not open yet, it will open.

When we open another image this way, it will open as a new image.



We will *close* both these images by *clicking* on **File** and **Close all**.

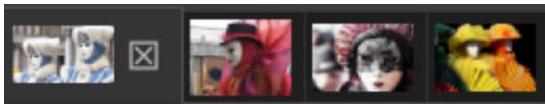
Still, another way to open an image is to use **drag & drop**. When we do this again with a second image, it will open as a new layer. When we now *select* multiple images, and *open* them by **drag & drop**, they will all *open* as layers.



Go to **File** and **Close All** and then on **Discard Changes**.



Select again multiple images and *open* them by **drag and drop**. Because there is nothing opened yet, now, they will all open as a new images and not as layers.



You now know different techniques to opening images in Gimp.

3. What are Layer Masks and How to Use Them

In this tutorial, we will show you what layer masks are and how to use them.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

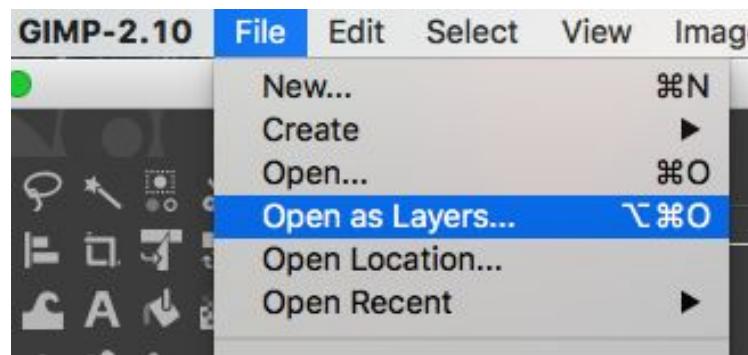
Ok, let's begin...

A Layer Mask is like a see-through film you place over a layer used on photo-manipulation software like GIMP, Affinity Photo, and Adobe Photoshop.

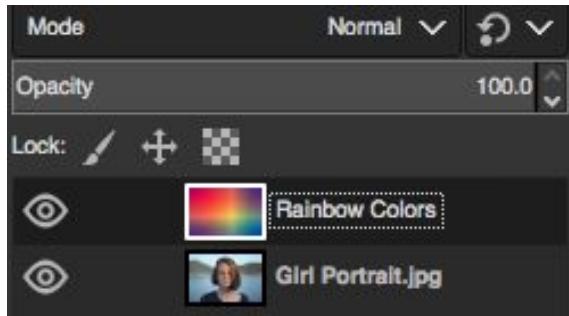
Masks are a fundamental tool and knowing what they are and how to use them will be integral to all your photo-editing skills.

To understand how to use Layer Masks, you'll need to download the two images we will be using in this tutorial - the girl and a rainbow-colored image.

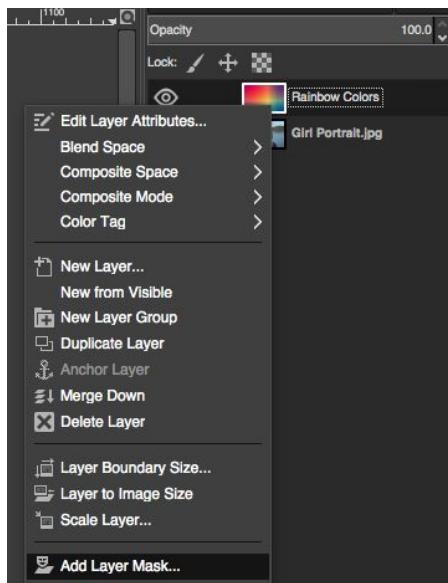
We suggest you save them onto your Desktop. This is the easiest. Once you have the two images, click on **File** and **Open as Layers**.



Once the images have been loaded onto GIMP, they should look like the image below. There are two layers - a base layer (bottom of the stack) and the active layer (see white border around the Rainbow layer).



Let's now right-click on the layer you want to add the **mask** to (i.e. the *Rainbow Colors*) and the **Context Menu** will pop-up and here you should choose **Add Layer Mask**.



This will bring up the Add Layer Mask pop-up window (image here).



What are **Layer Masks**?

Layer masks allow us to see a layer as either 100% visible or 100% transparent.

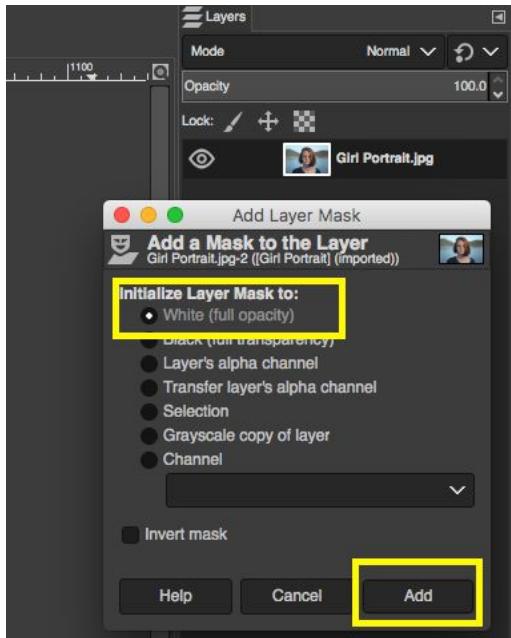
These **masks** compromise three colors (**white**, **black** and **gray**) and control the transparency of a layer.

White means 100% visible.

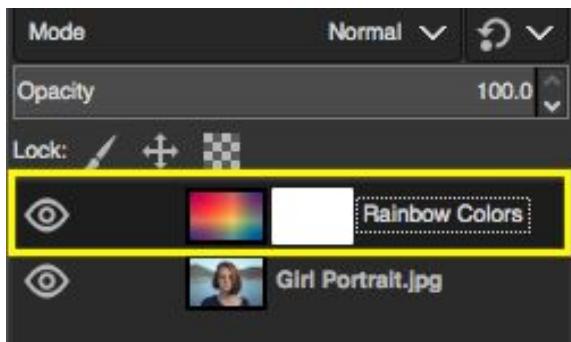
- Full opacity
- No transparency from the mask

Black means 100% transparent.

For the sake of this tutorial, let's select a **White** (full opacity) mask and press **Add**.



Immediately after pressing **Add**, there will appear a **white box** on the Rainbow Color layer.



The layer mask has now been added to the Rainbow Colors layer. It is also active (there is a white border around the thumbnail in the dialogue, but is not visible due to the mask being white as well) and ready for modification.

At this point any operations performed on the canvas will apply to the mask and not to any layers themselves. To illustrate how masks can affect its layers transparency, let's paint!

I am going to use the **Rectangle Select Tool** to select roughly the top third of the image, and I'll fill this selection with black.

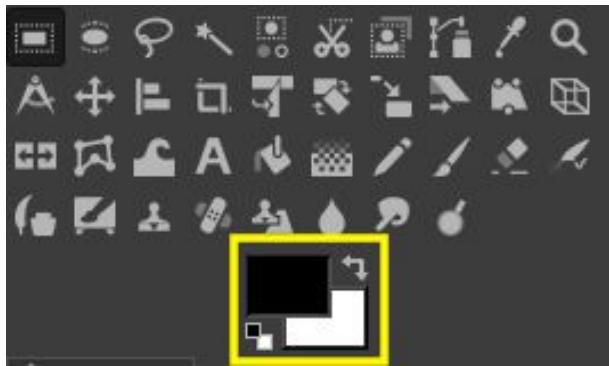


Using the **Rectangle Select Tool**, let's select the top portion of the image.



You can see the selected portion of the Rainbow Colors layer.

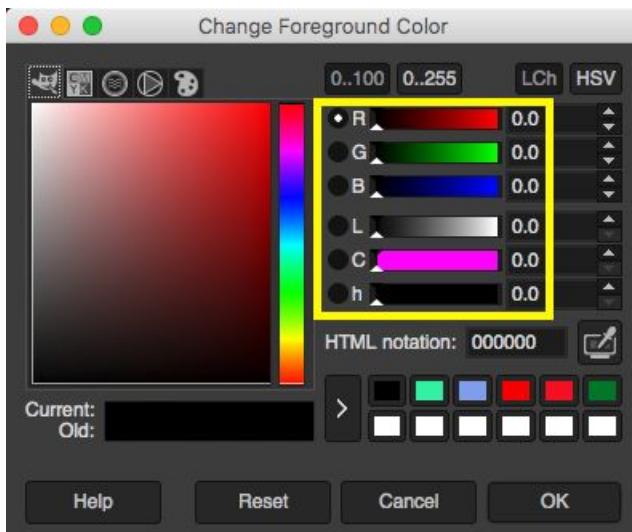
I want to fill this selection with black, but before I do I need to make sure that my foreground color is black. Click on the foreground color in the **Color area** to bring up the “Change Foreground Color” window.



Click the foreground color to change.

The **Change Foreground Color** window allows you to set the foreground color. For this tutorial, make sure all the values are 0.0. This will make the color black.

Note: In this case, the foreground color was already black. But, in the future event it is not, now you know how to change the foreground color to black :).

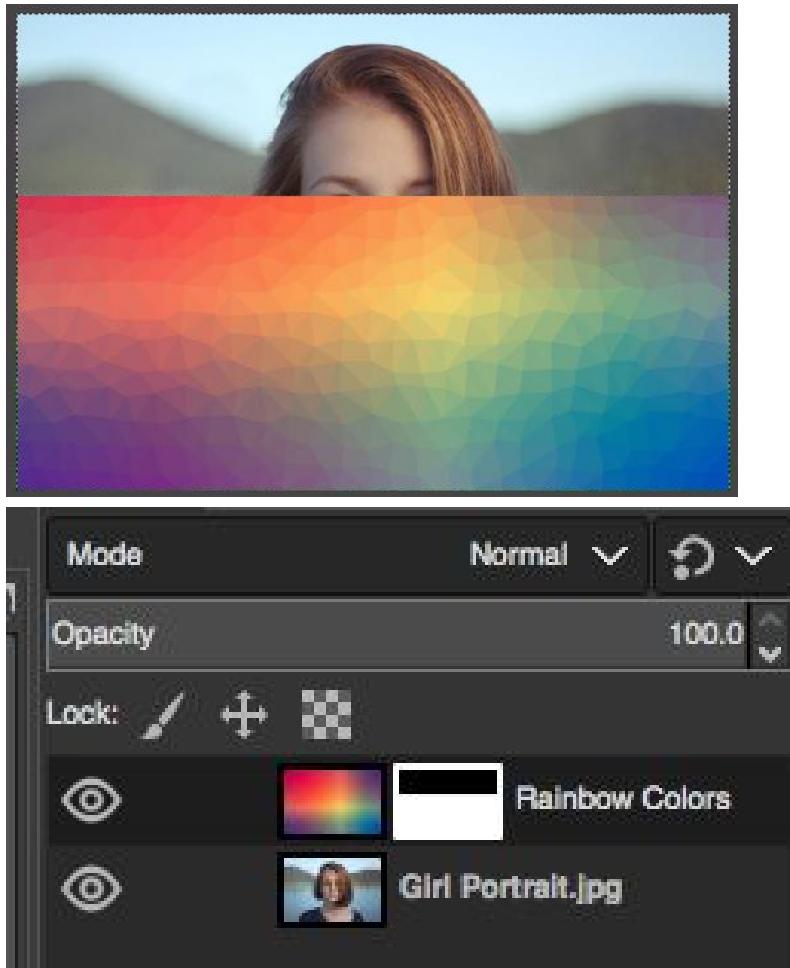


With the foreground color set, you can now use the **Bucket Fill Tool** to fill in the selection.

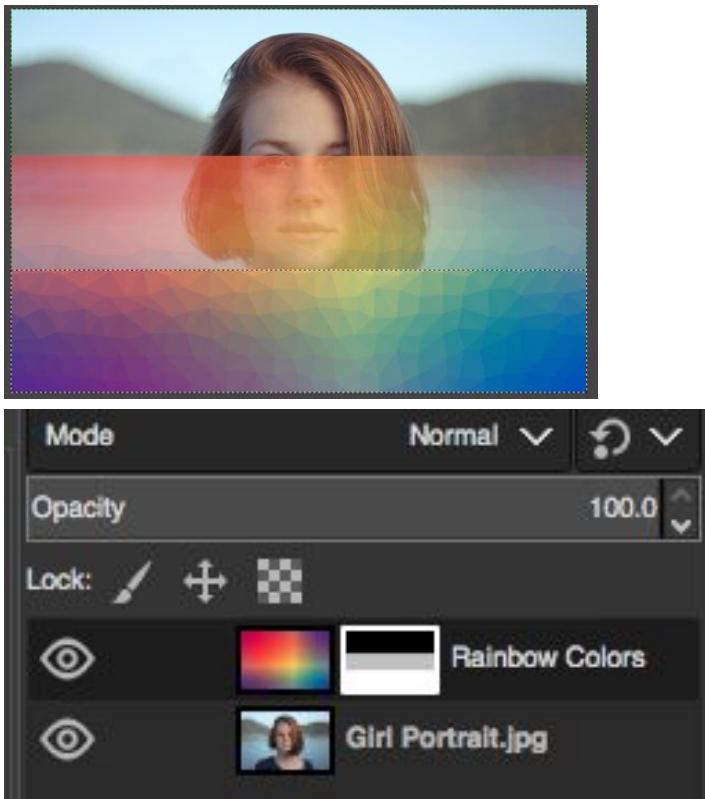


Once you click on the selected rectangle, you will immediately see what's beneath the Mask. Painting in Black makes the underlying layer visible.

Remember from above? **White** means 100% visible. **Black** means 100% transparent.



As you can see, filling the selected portion of the layer mask with black resulted in that area having 100% transparency, showing the layer below it. If you do a **Rectangle Select** operation on a different area of the mask, you can fill it in with a different shade of gray to produce a variable opacity. For example, I will select a few different regions of the mask, and fill it with different levels of gray:



If you examine the layer mask, you'll see that there are different levels of gray being applied (black to white, from top to bottom), and their value is what determines the opacity of the layer.

Selective Colorization Example

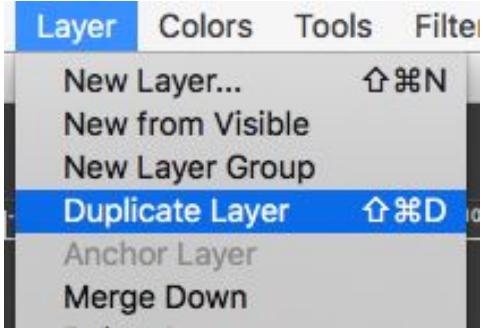
A good example of the application of layer masks is doing selective colorization of an image (selectively allowing color to show through a mostly black and white image). I'll walk through how to easily do this with an image of a football match.



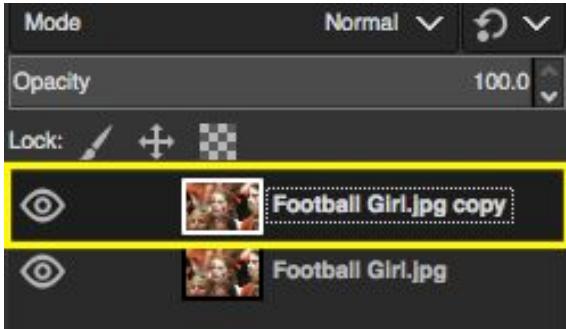
Football Girls

Start the process by duplicating the base image by using the shortcut - **Shift+Ctrl+D**.

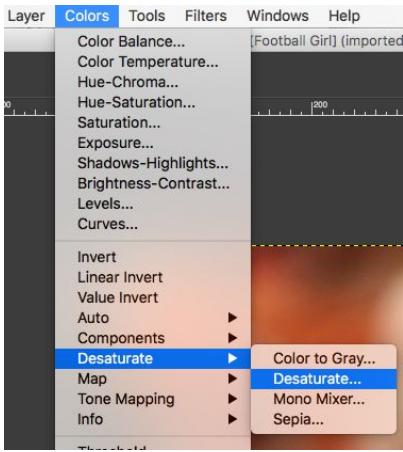
You can also simply click in the Menu Bar - **Layer** and then **Duplicate Layer**.



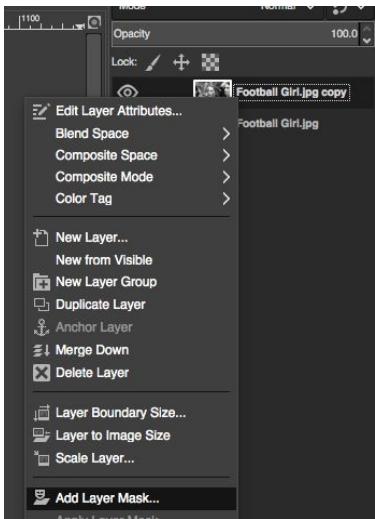
Then **desaturate** the upper layer...



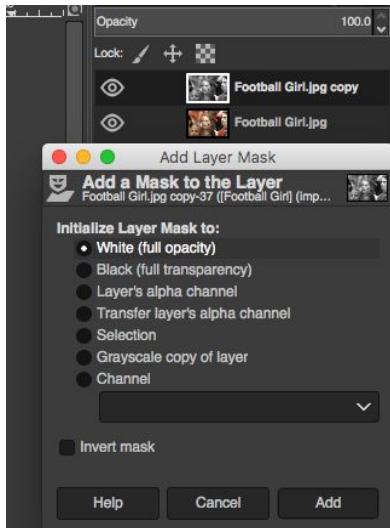
by clicking in the Menu Bar: **Colors / Desaturate / Desaturate**



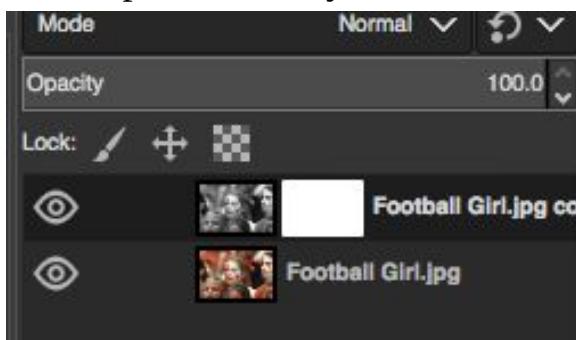
Now that the layer is desaturated (i.e. Grayscale), we are going to follow the same steps we did in the first part of this tutorial and right click on this layer and choose **Add Layer Mask**.



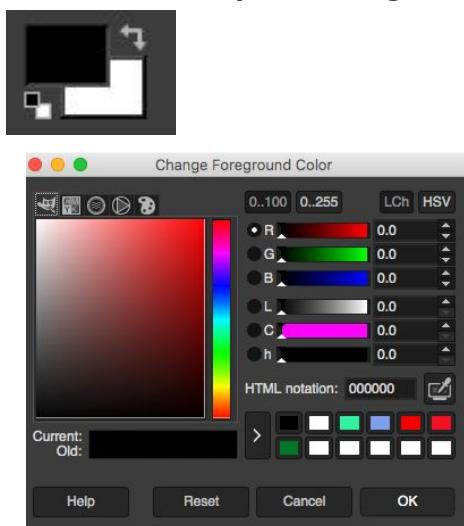
Because we want to reveal the base layer underneath the desaturated layer, we want to make sure we choose **White** (full opacity).



At this point, the Layers window should look like this:



As before, set your foreground color to **black**.



This time, rather than filling selections, we are going to use the **Paintbrush Tool** to paint areas of the image we want the color to show through from the layer below.



We are going to paint over the face of the girl in the middle. This will allow the colors to shine through the mask. The rest of the image will keep its desaturated (Grayscale) appearance.



And there you have it. A basic, but hopefully a very clear explanation of what Masks are and how to use them.

4. How to Crop an Image

In this tutorial, we'll learn a couple ways of how to crop images.

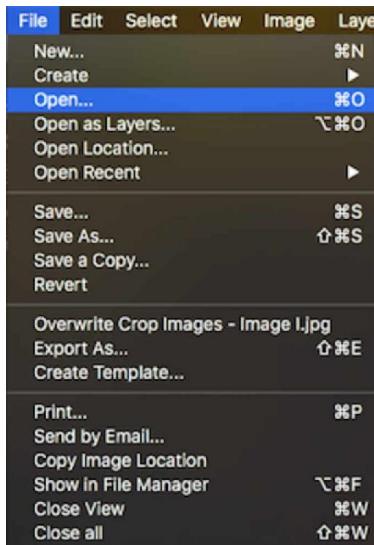
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin.

The first way of cropping an image:

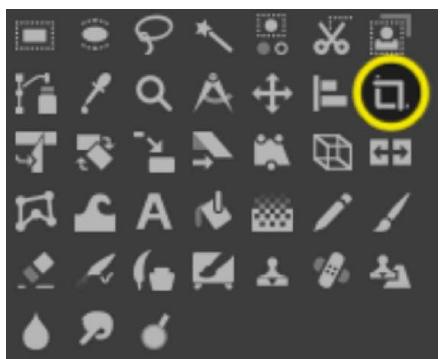
1. *Click on File and then on Open.*



2. *Select your image you want to crop (In the preview you can see, if you have the right image).*
3. *Click on Open.*
4. *Click on View and then on Fit Image in Window.*



5. Select the Crop Tool.



6. *Click and drag* to make our cutout.



By *clicking* and *dragging*, the handles and or the corners, we can make corrections and when we *click* and *drag* inside the image, we can *move* the whole cutout.

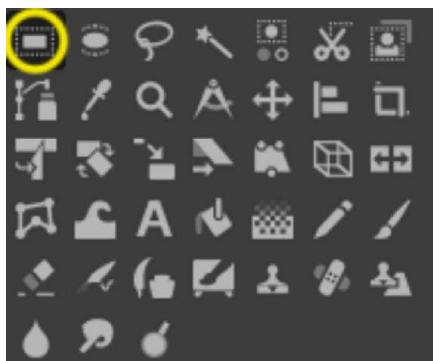
7. Press **Enter** or *click* in one of the corners to **Apply**.

Another way of cropping an image is by using the **Rectangle Select Tool**.

1. Go to **Edit** and *click* on **Undo Crop Image**.



2. *Select* the **Rectangle Select Tool**.



3. *Click* and *drag* to make a selection.



Here too, we can, by click and drag the handles and or the corners, make corrections.

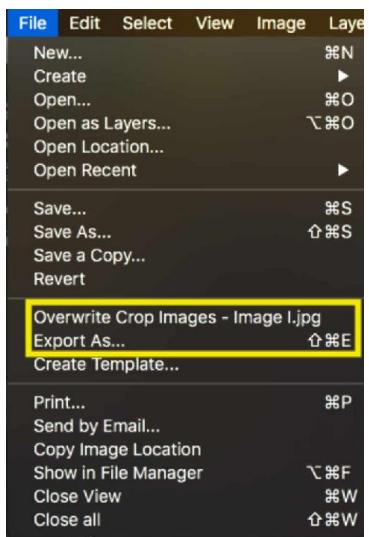
When we *click* and *drag* inside the image, we can *move* the whole selection.

1. Press **Enter** or *click* in one of the corners to apply.
2. Go to the **Menu Bar**, *click* on **Image** and then *click* **Crop to Selection**.



To save our work:

1. Go to **File**.
2. Click **Overwrite Crop Images**, so we overwrite our existing image.
3. Or we can *click* **Export As** and *export* the cropped image under a new name to whatever folder we like.



And this is the end result:

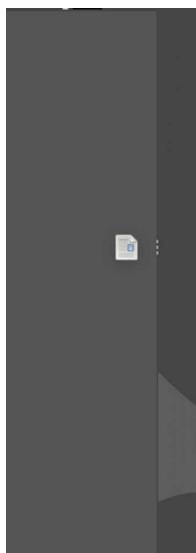


5. How to restore Lost Tool Options and Lost Layers Panel

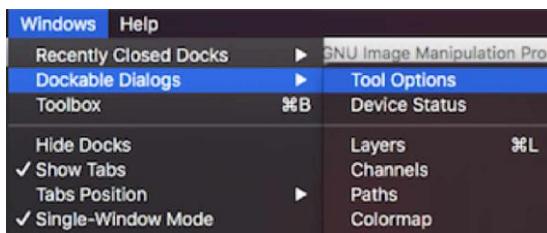
Ever have the problem of disappearing Tools? For new users, this is a recurrent problem. Hopefully, this tutorial will solve many future frustrations for you.

When for some reason the tool options are removed from their default position, we can *place* them back by *going* to the **Tool Options** tab and then by *clicking & dragging* move it back to its original position.

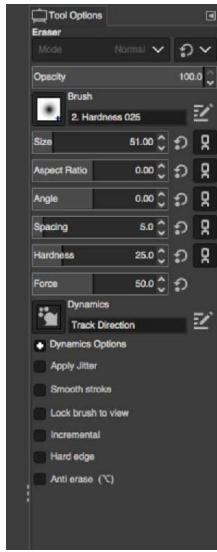
When it highlights the area in question, we can let go of the mouse.



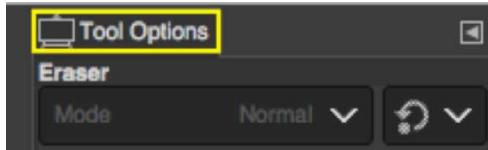
When the **Tool Options** are completely gone, like this, we *go* to the **Menu Bar**, *click* **Windows, Dockable Dialogs** and then **Tool Options**.



Gimp will place the window back, but on the right-hand side.



By going to the **Tool Options** tab, we can *click* and *drag*, and move the window back to its default position.

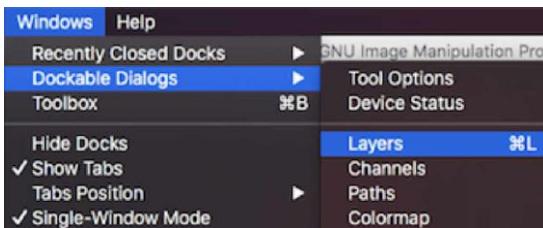


We can do the same with the layers panel when it is not on its default position.

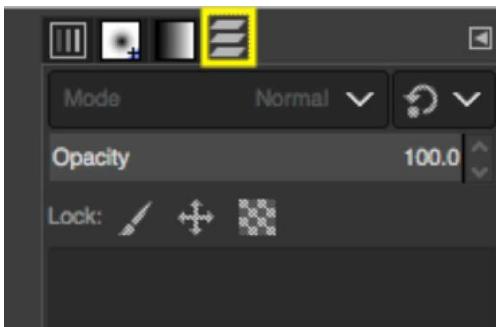
Grab it by the **Layers Tab** and *click* and *drag* it back to its proper position.



When it has disappeared all together, like this, we go to **Windows**, **Dockable Dialogs** and *click* the option **Layers**.

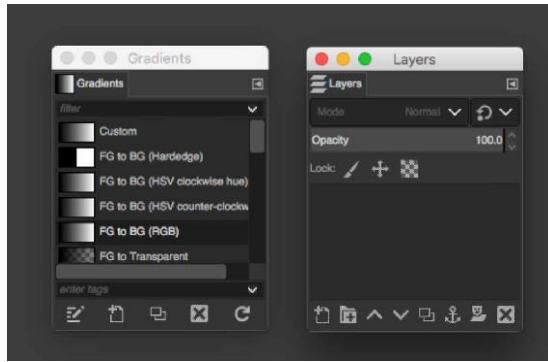


Gimp will place it back on the right-hand side. By *click* and *hold* on the tab we can *drag* it to the first position. *Click* on the tab so the layers become visible. In this way we can *change* and/or reposition it, all the **Dockable Dialogs** to our own preferences, or we can restore the default settings.



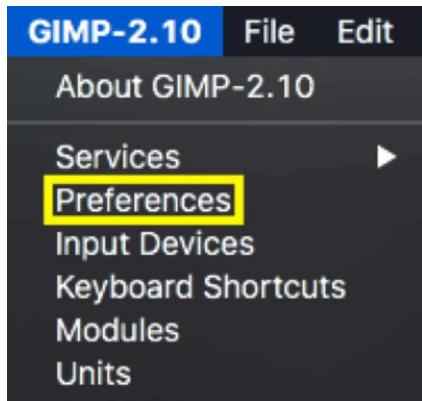
Restoring Gimp to its default settings can also be done in the following way:

I will first reposition two windows as an example.

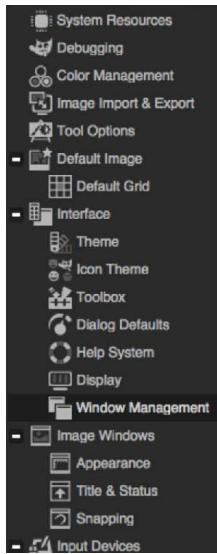


1. Go to **Gimp-2.10** in the menu bar.

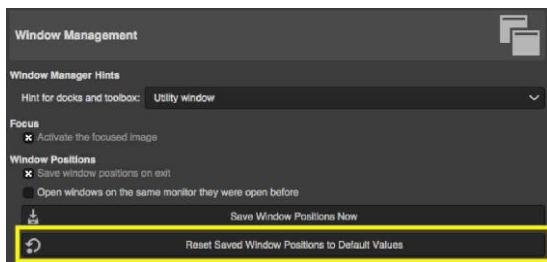
2. Click on **Preferences**.



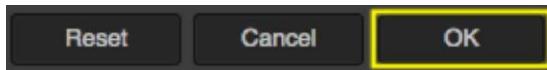
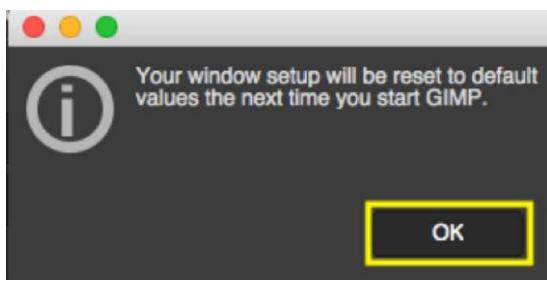
3. Select **Window Management**.



4. Click Reset Saved Windows Positions to Default Values.



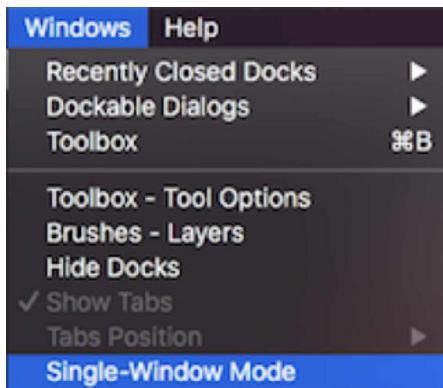
5. Click OK and then Ok again.



Now we *close* Gimp and when we reopen it, it opens in three separate windows.



Enlarge the main window if necessary and *click Windows*, and then **Single Window Mode**.



Maximize the window. *Click & drag* on the edge of the **Toolbox** to *enlarge* it a little.



When we *close* Gimp now it will reopen with these settings.

One last tip: When we accidentally hit the tab key, this will happen.



To undo this, we just need to hit the **Tab** key again. And that is it.



And that concludes this tutorial.

6. How to Use the Text Tool

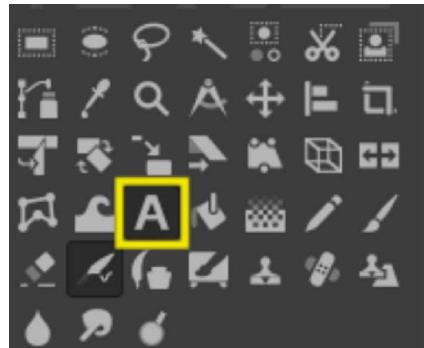
In this tutorial, we'll learn [how to add text to an image](#).

If you want to use the same image we'll be using, please download the image from our Facebook page.

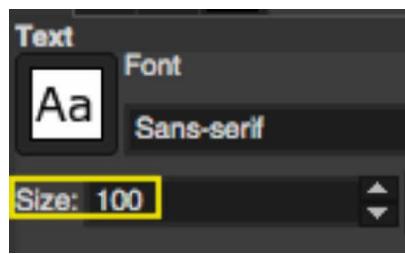
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

1. When we have opened our image, we click on the **Text Tool** in the **Toolbox**.



2. The tool options will open and we will start by enlarging the size, because otherwise the begin text will appear very small.
3. Type in **100**.



Later, we can always make our text larger or smaller.

4. Now click in the image where the text should start. There will appear a small work window above it.

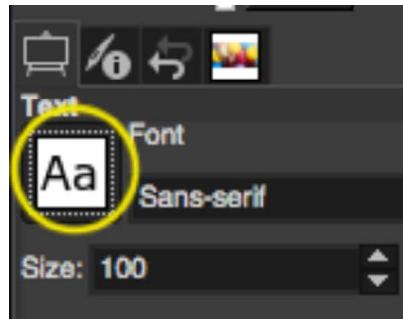


5. Start typing the text. In the layer box will appear a text layer which is active.



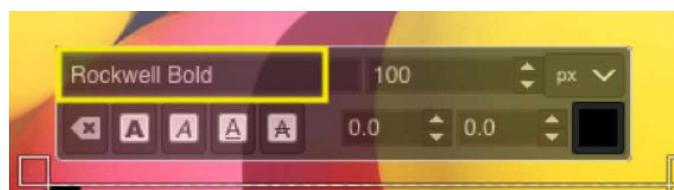
6. Click enter to make a new line.
The size of the text area adjust itself automatically.

7. To choose another font, we place our cursor above the AA icon and turn, without clicking, the mouse wheel.



We can see that the font of our text changes. So, this is an easy and fast way to choose our font.

If we already know what font we want to use, we can fill in the first letters and the font name will show up.



Now, let's make our text a little bit bigger.

Select the text by clicking and dragging the whole text to the right.

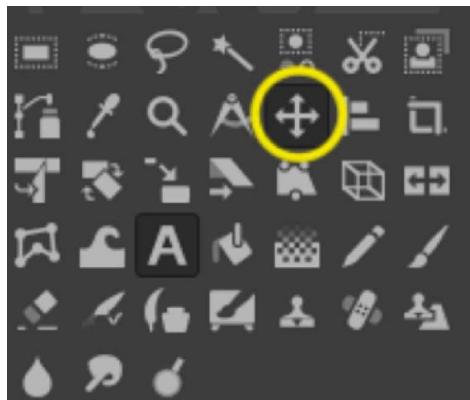
We can type in a certain value, but when we click on the little triangle (see image), the text enlarges with every click, so we can exactly see what we are doing.



Deselect the selection.

The words have now the proper size, but are partly outside the image.

To change this, let's *click* on the **Move Tool** in the **Toolbox**.



We must click exactly in one off the letter, so we can see the cursor changing in the **Move Tool**.

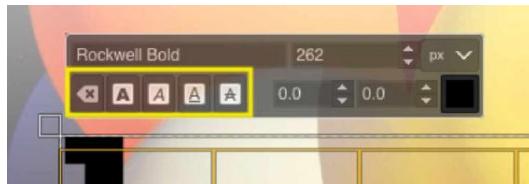
Then we can, by using **click & drag**, move the entire text to exactly where we want it.



Select the **Text Tool** again and select the whole text.

Let's now look at some further options of the **Text Tool**.

Here, we can change the text to **bold**, to *italic*, underline it or ~~strike it through~~.



Now, **deselect** the text.

In the **Toolbox**, we can choose the options left justified, right justified, centered or filled.

Here, we can adjust the line spacing (up & down arrows) and the spacing between the letters (ab).

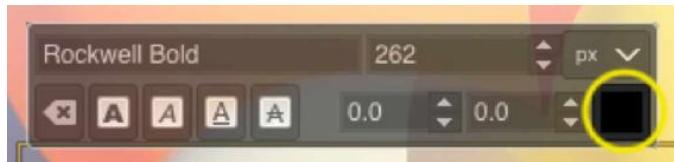


We are going to change the color of the first word.

Already, the **Text Tool** is selected and the text layer is active.

Double-click on the first word.

Go to the work window and click the **color** option (see black box circled in yellow).



Here, we can choose our color, in this case **blue**.



Click **OK**.

Deselect the word.

Go to **Foreground-Background** option and click on the **white** color (or click on the double-arrows to change their positions).



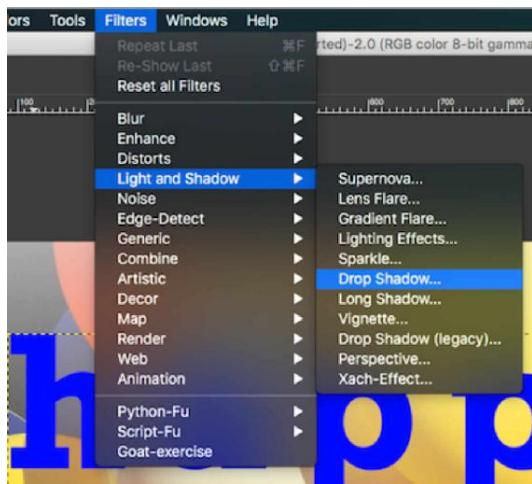
Click & drag it to the second word.

This word becomes **white**.



We can do this with any color that is selected in foreground and background option.

Click **Filters** in the **Menu Bar**, **Light and Shadow** and **Drop Shadow**.



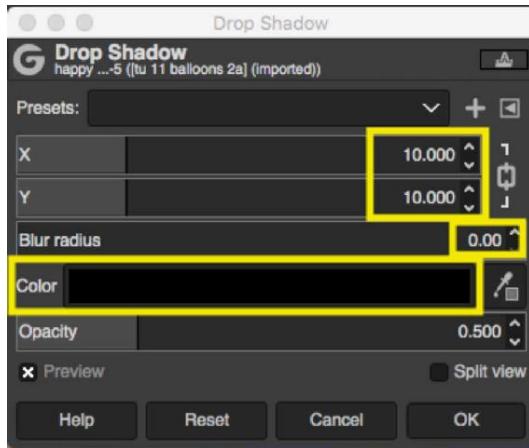
The values that we fill in here will be applied to the whole text.

We make the **X** and **Y** offset **10**.

This will give us a shadow right and below the text.

We can also fill in a negative value which will give a shadow on the left and above.

With the blur radius on the default **10**, we will get a soft-edged shadow.



We will type in **0**, so we will get a hard edge.

Here we can choose the color of the shadow.

In this case, we'll choose **bright red**.



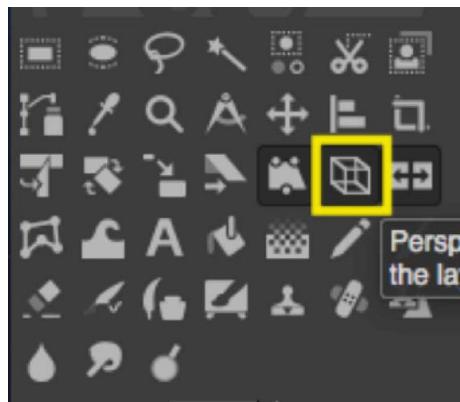
Change the **Opacity** to **2.0**



Click **OK** to see the result.

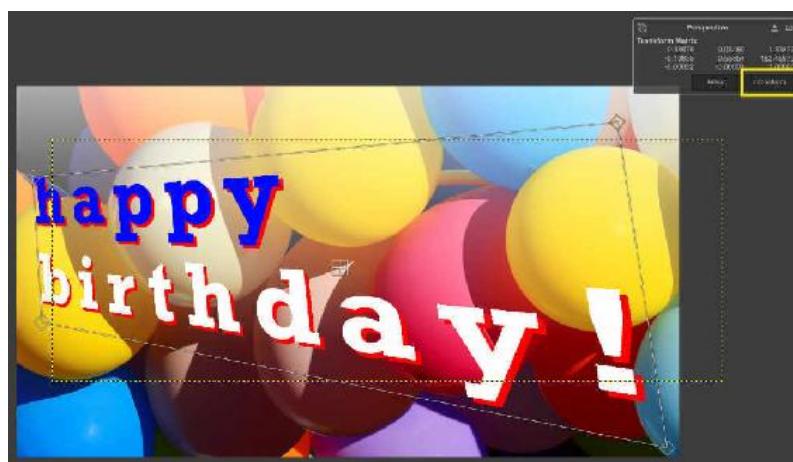
If necessary, we can undo our actions with **Ctrl+Z** (or make further adjustments by going back to the **Drop Shadow** option).

Now, let's select the **Perspective Tool** in the **Toolbox**.



*Click in the image and drag to make a **Dynamic Perspective**.*

Click Transform.



So, there we have it, the basics of the **Text Tool** with a little extra.

This is the end result:



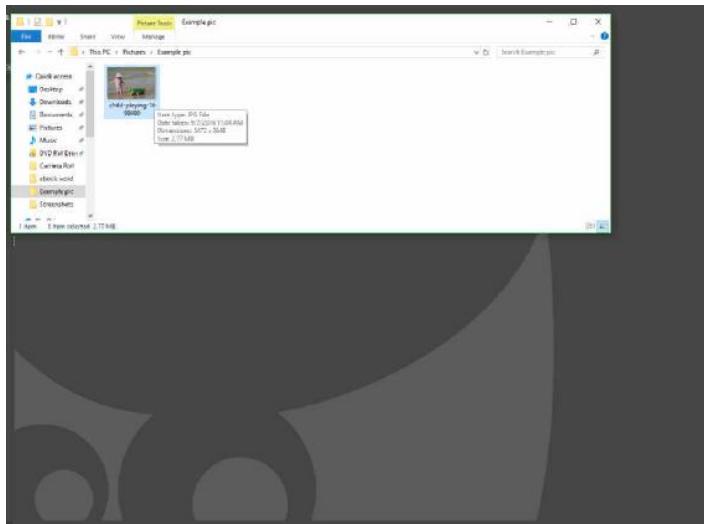
7. How to Adjust Brightness & Contrast

In this tutorial, we will learn how to adjust Brightness & Contrast

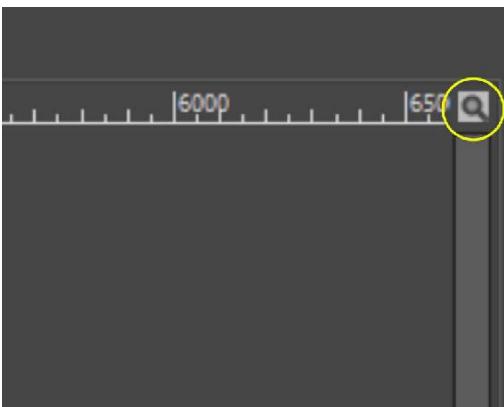
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

When Gimp is already open, we can *open* our image folder, and bring the image that needs corrections into Gimp by **drag & drop**.

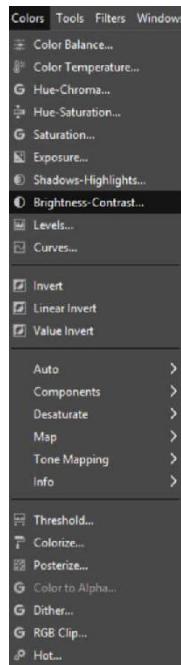


Then, we'll *click* on the **Zoom** icon in the top right-hand corner of the window to fit the image in the window.



Go to the Menu bar and *click* on **Colors**.

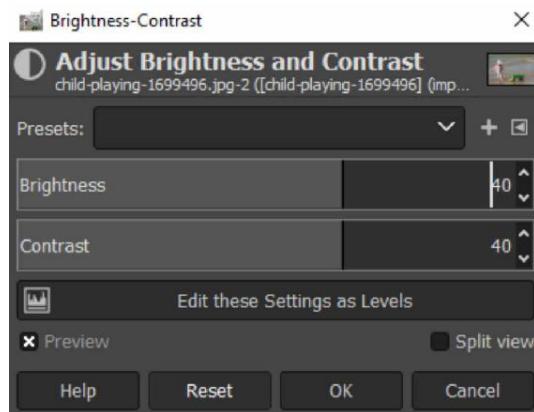
Here, we'll *click* on **Brightness-Contrast**.



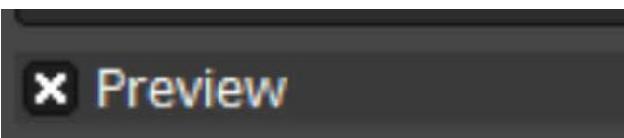
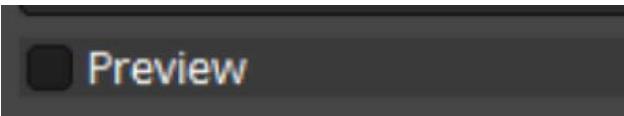
We can play around a bit with the sliders to get the desired result.

Click Reset to start anew.

For this image, let's make the **Brightness plus 40** and the **Contrast also plus 40** by clicking 40 times of both slider lines.



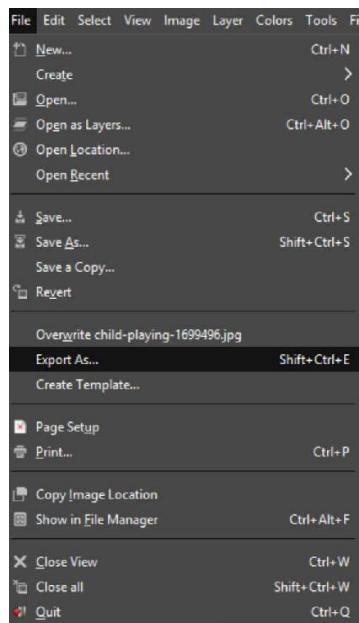
Click Preview off and on, to see the difference.



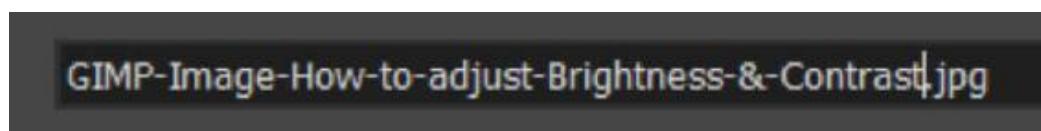
When we are satisfied with the result, we can *click OK*.

To save our work, go to **File**.

Here, we can overwrite our original image, or we can *export* it by clicking on **Export As**.



Now, we can give our image a new name. When done, simply press **Enter**.



When we *click Export*, we have saved our original as well as our new image.

And that is how we change the **Brightness** and **Contrast** of an image.

8. How to Use the Sharpen Filter

In this tutorial, we are going to learn how to use the sharpen filter.

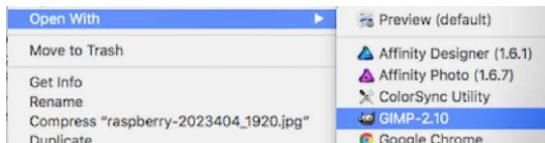
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin...

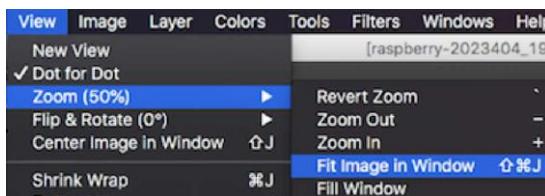
Open your image folder and make a copy of the image you want to sharpen. We do this, so we can apply the sharpen effect on the copy. In this way we still have the original image, in case something goes wrong, or when the effect is not what we want after all.

1. Now *right click* on the thumbnail, go to **Open With** and click on **Gimp**.



Usually it is better to sharpen an image at its final resolution, and, generally speaking, sharpening should be the final step in image editing.

2. When our image is open, we can, if needed, go to **View**, **Zoom** and click **Fit Image in Window**.



3. Click on the **Duplicate Button** at the bottom of the layers panel to make a duplicate.



We do this so we can compare the original and the sharpened image after we have applied the effect.

4. Double click on the name of the bottom layer and rename it **original**.



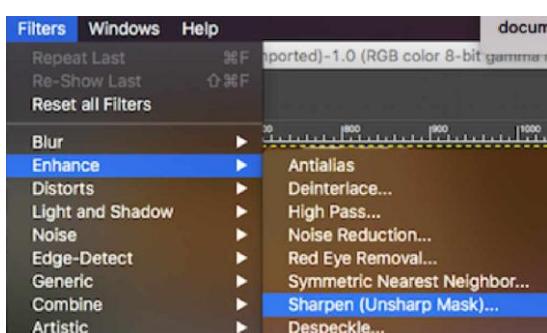
5. Hit Enter.

6. Then double click on the name of the top layer and rename this one **sharpened**.



7. Hit Enter again.

8. Go to **Filters**, **Enhance** and **Sharpen**.



Gimp has renamed this filter from unsharp mask to sharpen. At presets, we can use a previous used setting. We can also add the current setting to the

preset list, or manage the presets.

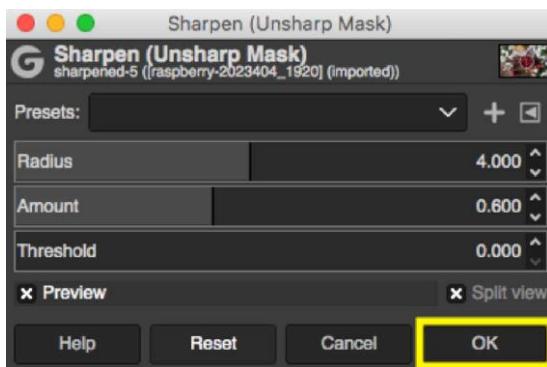
9. Click **Reset** to go back to the default settings.



10. With the radius slider we can set how many pixels on either side of an edge will be affected. High resolution images allow a higher radius.
11. For this image we *make* the **Value 4**. With the amount slider we can *set* the strength of the sharpening.

We should be careful not to *overdo* this. With most of the images, a subtle sharpening will suffice, unless of course we want to create a particular effect.

12. Here we *make* the amount **0.6**.



The threshold slider allows us to set the minimum difference in pixel values that indicates an edge where sharpening must be applied. So you can *protect* areas of smooth tonal transition from sharpening, and avoid creating blemishes in face, sky or water surface. For now we leave this as it is. We

can *zoom in* and *or out* by *holding* down **Ctrl/Cmd** and *rolling* the mouse wheel. This can be done while the dialogue box is open.

13. Click the **Preview** off and on, to see the difference.
14. Or *enable* the **Split View**, which divides the image in before and after.
15. We can *click and drag* the split line.



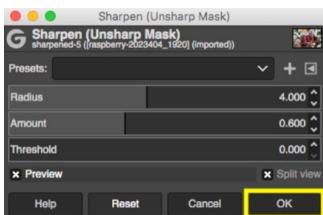
16. When we *hold down Shift* and *click* on the line, we can *swap* the filtered and not filtered area.



17. And when we hold down **Ctrl/Cmd** and *click* on the line, we can *change* from vertical to horizontal and back.



18. When the effect is to our liking, we *click Ok*.



19. Now *click* the eye of the top layer *off* and *on* the see before and after.



And this is the end result:

Before:



After:



9. Path Tools for Beginners – Part 1 of 3

In this tutorial we're going to learn the first technique on how to use the path tools.

If you want to use the same image we'll be using, please download the image from our Facebook page.

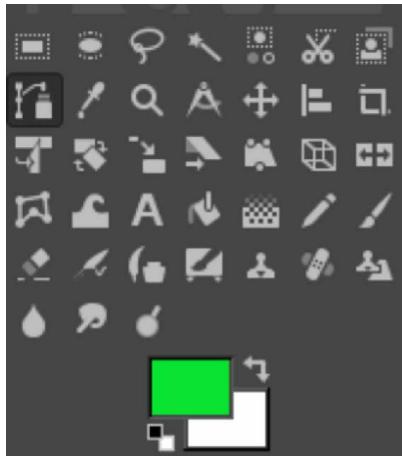
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

We start by making the Paths Pool active.

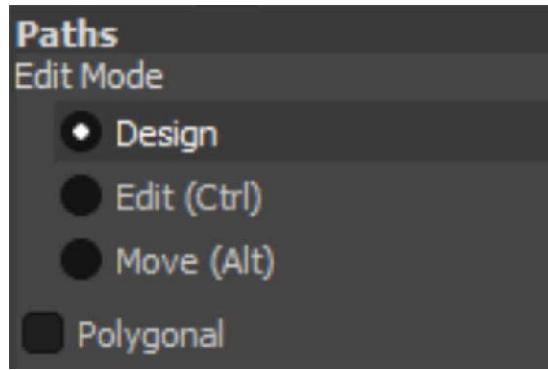
This can be done by going to **Tools** and then *click* on **Paths**.

Or we can just *click* on the **Paths** icon in the **Toolbox**.



The shortcut for this tool is the **B** key.

The **Edit Mode "Design"** should be checked.

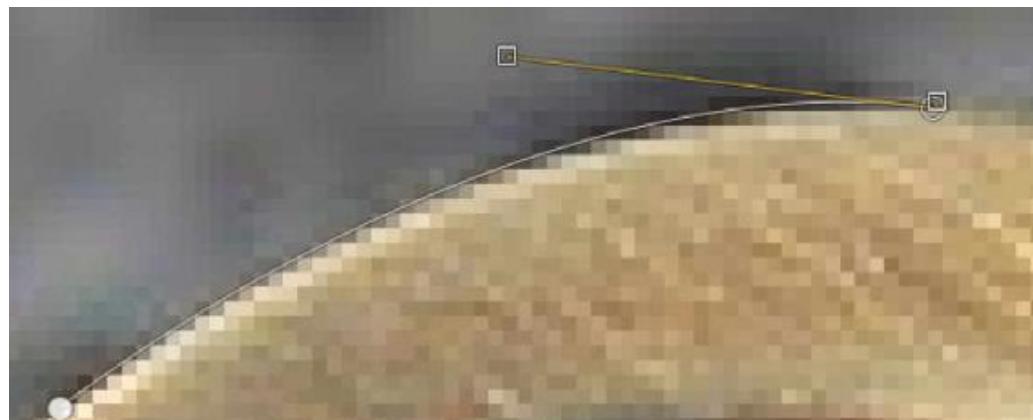


Zoom in to the object by holding down **Ctrl/Cmd** and *rolling* the mouse wheel away from you.

Click the first node. Then *click* the second node, but *hold* the mouse button down. *Drag* the handle out and *move* it to make a curve.



When the curve looks good, we can *let go* of the mouse button. Now *click* and *drag* the handle back to its node.



And then we can *click* the next node. And again, do *not release* the mouse button, but *drag* it out instead. Make a curve and then *let go* of the mouse.

Click & drag the handle back to its node.

Perfect. Now, we can make our Path, node after node.



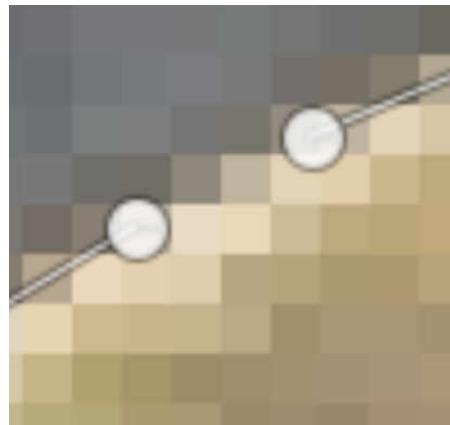
When we *hold* the **Space bar** and *move* the mouse, we can *move* the image.

To make a straight line, just *click* a node and *let go* of the mouse.



We can *undo* with **Ctrl/Cmd+Z** and *redo* with **Ctrl/Cmd + Y**. Repeat this for the whole picture until you get to the first node.

When we are back at the first node, we hover with the mouse pointer over it. Then we *press* **Ctrl/Cmd** and when the chain icon is visible, we can *click* to close the **Path**.



Now we can correct previous made nodes, by *clicking* and *dragging* them.

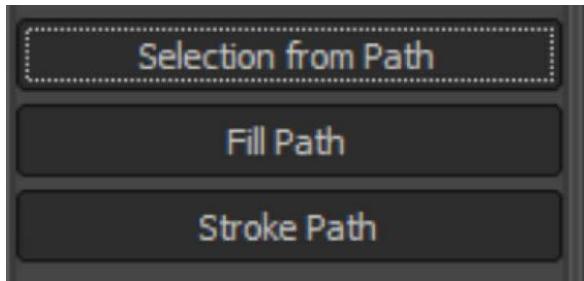
In this image we also want to *remove* this inner area. When the previous path is closed, we can start making a new Path by just *clicking* a node again. Then *click* the next one, *hold* the mouse button down and *drag out* the handle to make the curve.



Let go of the mouse and, by *click* and *drag*, move the handle back to its node. And we repeat the same process until we are back at the first node. Then we hover over the first node, *hold* **Ctrl/Cmd**, and when we see the chain, we can *click* to close the Path.



Press **Ctrl/Cmd + Shift + J** to fit the image in the window. Now *click* the button **Selection from Path**, to change both paths into one Selection.



Then we can *click B* or *click* on any other tool to make the path invisible.



And that is how we can, in a simple and easy way, make very accurate Selections with the **Paths Tool**.

10. Path Tools for Beginners - Part 2 of 3

In this tutorial we're going to learn the second technique on how to use the path tools.

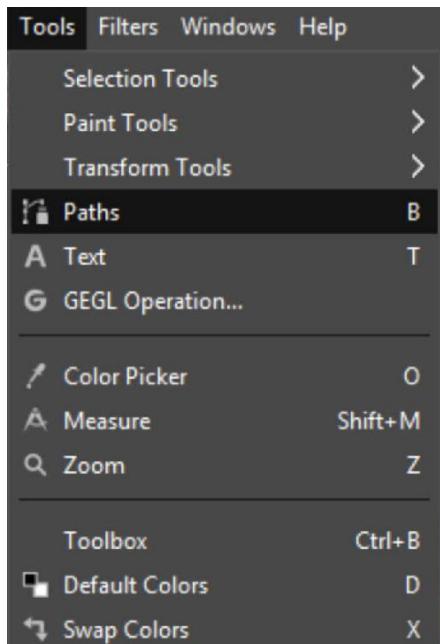
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

We start by making the **Paths Tool** active.

This can be done by going to **Tools** and then *click* on **Paths**.

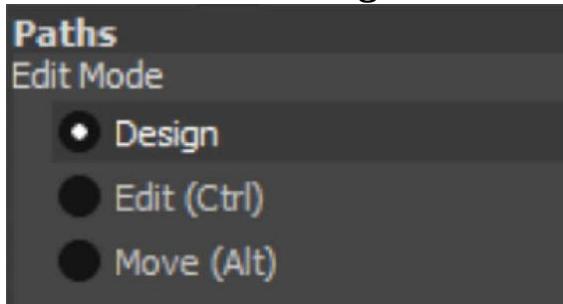


Or, we can just click on the **Paths** icon in the **Toolbox**.



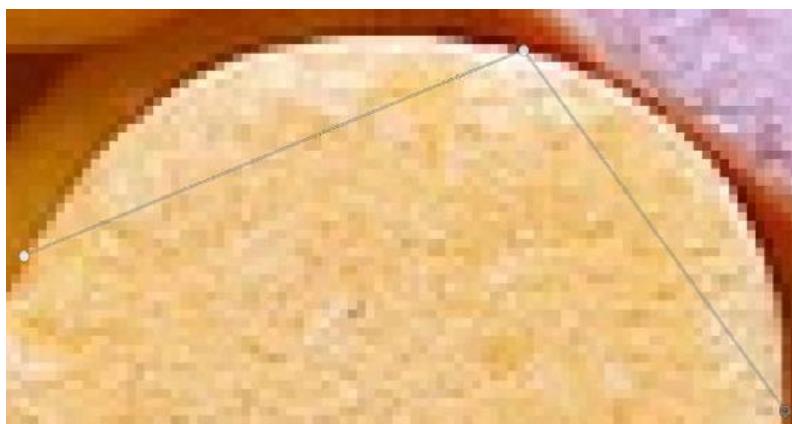
The shortcut for this tool is **B**.

The **Edit Mode "Design"** should be checked.



Zoom in to the object by holding down **Ctrl/Cmd** and rolling the mouse wheel away from you.

Just *click* the first node or control point, then the next one and so on.



We will edit the straight lines later on.

Hold the **Space bar** down, and move the mouse, to move the image. By pressing **Ctrl/Cmd + Z**, we can *undo* one or more previous steps, and with **Ctrl/Cmd + Y** we can *redo* them again. In this way we go around our subject.

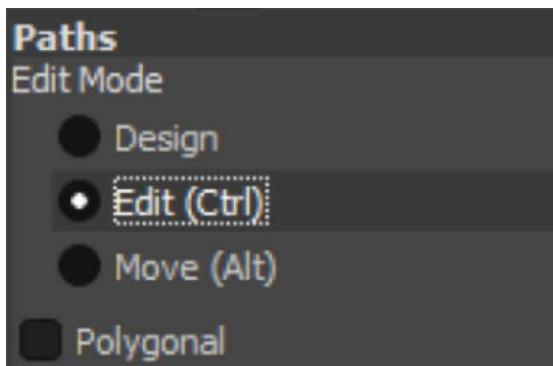
When we are close to the first node, we hover the mouse pointer over it.



Press and hold **Ctrl/Cmd** and when the chain icon is visible, we can *click* to close the path.

By *clicking* and *dragging* a node we can still make corrections.

Zoom out or press **Ctrl/Cmd + Shift + J** to maximize the image in the window. Now we check the option **Edit**.



Zoom in again.

Click & drag a node on one of the lines, to make a curve.

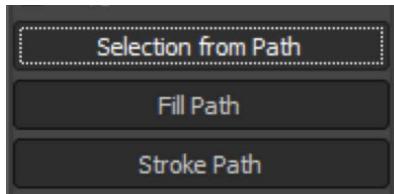
When we *let go* of the mouse, we cannot move this node anymore, but we can *undo* it with **Ctrl/Cmd + Z**.



When the node is made, we can make corrections with the handles.

In this simple way, we can make our curves in the path.

When all this is to our liking, we can *click* on the button **Selection from Path**, to make the selection.



Then we *click* on a random tool in the **Toolbox**, to make the path invisible.

Or we *press B*.

This also makes the path invisible, but leaves the **Paths Tool** active.



And that is how we can, in a simple and easy way, make very accurate selections
with the Path Tool.

11. Path Tools for Beginners - Part 3 of 3

In this tutorial we're going to learn the third technique on how to use the path tools.

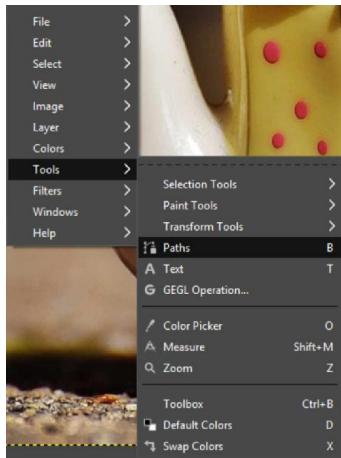
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

We start by making the **Paths Tool** active.

This can be done by *right-clicking* in the image, going to **Tools** and then *click* on
Paths.



Or we can just *click* on the **Paths** icon in the **Toolbox**.

The shortcut for this tool is **B**.

The Edit Mode **Design** should be checked by default.

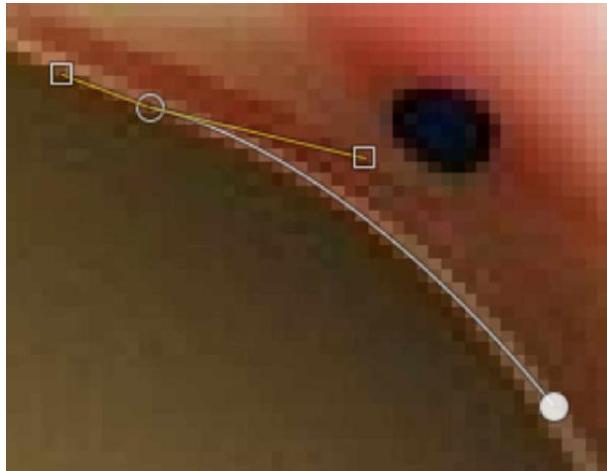
Paths

Edit Mode

- Design
- Edit (Ctrl)
- Move (Alt)

Zoom in to the object by *holding down* **Ctrl/Cmd** and rolling the mouse wheel away from you.

Click the first node. Then *click* the second node, *hold* down the left mouse button and drag out the handle just a little bit. Let go of this handle.



Now *click* and *drag* the other handle out, to make the curve.

When this looks good, we *click* the next node, *hold* down the left mouse button and again, we drag it out a little bit.

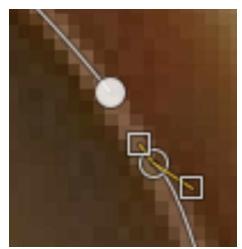
Click & drag the other handle to make the curve. In this way we can make a very precise selection with the **Paths Tool**.

When we *press* and *hold* the **Space bar** down, we can, by moving the mouse without *clicking*, move the image.

With **Ctrl/Cmd + Z** we can *undo* one or more previous steps, and with **Ctr/Cmd + Y** we can *redo* them again.

In this way we go around our subject. When we are close to the first node, we hover the mouse pointer over it.

Press and *hold* down **Ctrl/Cmd** and when the chain icon is visible, we can *click* to close the path.

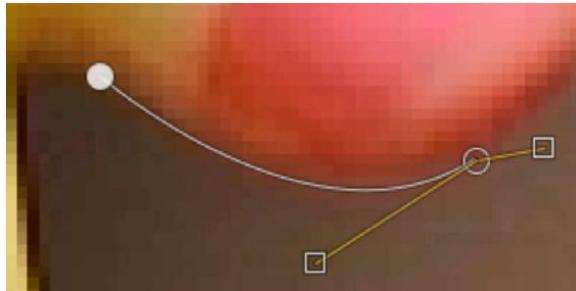


By *clicking* and *dragging* nodes we can still make corrections. Zoom out or press **Ctrl/Cmd + Shift + J** to maximize the image in the window.



Now we can, in the same way, make a second selection in the same image.

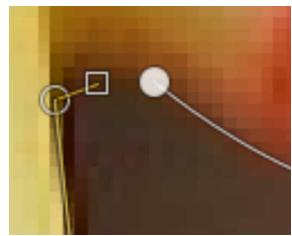
Click the first node. *Click* the second node, *hold* the left mouse button down and *drag* the handle out a little bit.



Then **Click & drag** the other handle to make the curve. When this looks good, we *click* the following node, *hold* the left mouse button down and *drag* it out a little bit again.

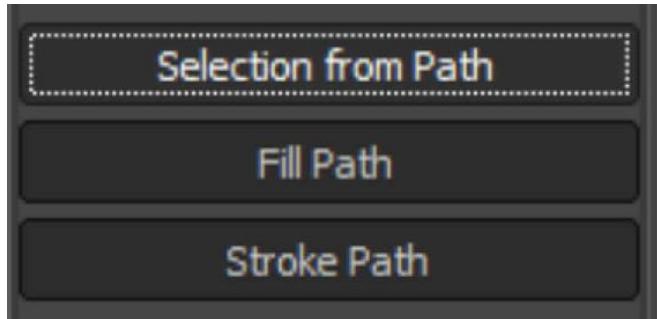
Click & drag the other handle to make the curve. Continue in this way until we are back at the first node.

Then we hover over it, *hold down Ctrl/Cmd* and, when the chain is visible, we *click* to close the path.



Press Ctrl/Cmd + Shift + J once more.

Now we can click the button **Selection from Path**, and there we have our selection.



When we hit **B**, the path is invisible, but the **Paths Tool** is still active.

And there we have a simple and easy way, to make very accurate selections with the **Paths Tool**.

12. How to Save and Export Images

In this tutorial we're going to learn two ways how to save and export images in GIMP.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready? There are two ways of saving images in Gimp.

The first way is to *save* it as an **.xcf** file.

To save your image as an xcf file:

1. *Go to File.*

2. *Press Save or Save As.*

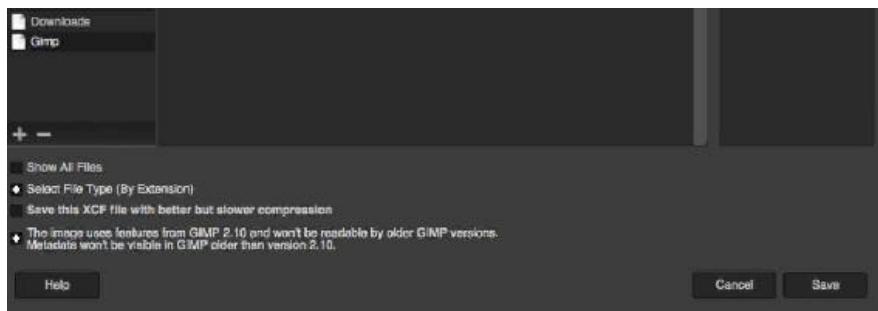


This goes via file, and then **Save** or **Save As**. **Xcf** is the file type specific to Gimp. There are almost no other programs that can open this file type. A big advantage of an **.xcf** file is, that it saves all information of the image, such as the quality, and it stores all the separate layers. The only thing an xcf file does not save, are the undo actions of the previous work.

And we can not open an xcf file with other programs, as an actual image.

3. *Choose where you want to save your image.*

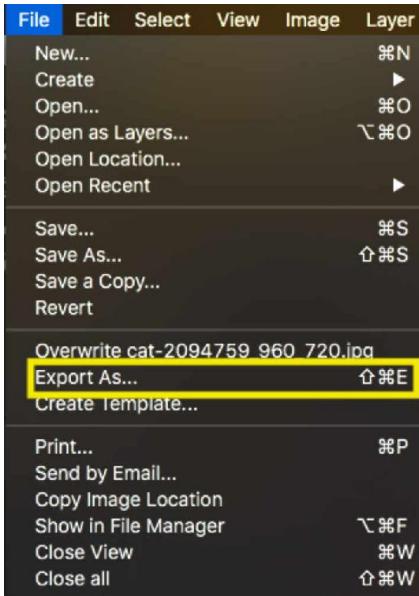
4. *Click on Save.*



The second way is taking the file out of Gimp as an actual image.

To do this:

1. **Go to File**
2. **Select Export As.**



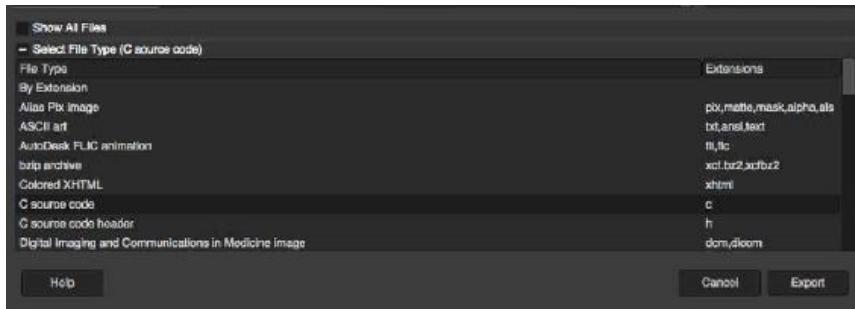
If we have already saved this particular image, we have the option to overwrite the source file.

However, when we overwrite the image, we have lost all the information of the source file.

3. Choose where you want your image exported to.



Down here (see image), we can also choose a different **Extension**, like **jpeg**, **png**, **tiff**, **pdf**, and so on.

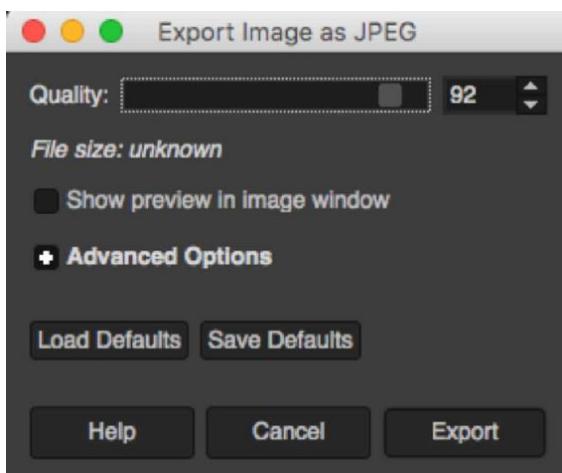


When we *click* on a certain extension, the extension of our image automatically changes.



When we already know what extension we want to use, we can also just type in the extension.

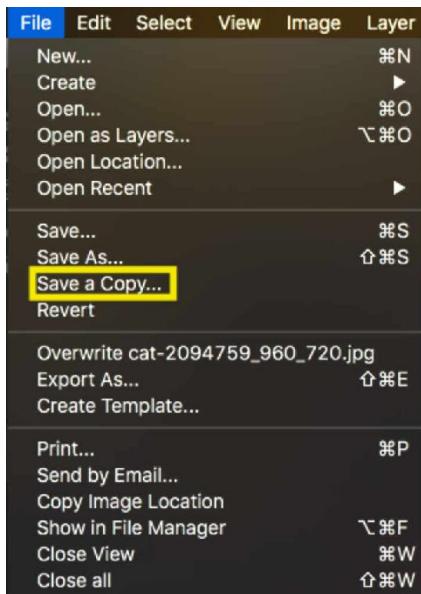
When we *save* or *export* an image, we usually see another window popping up (see image).



Here we can, if we are knowledgeable, *apply Advanced Options*.

The default values however are usually sufficient to give an excellent result.

The option **Safe a Copy** (*click on File and then on Save a Copy*), can come in handy when we are working on a complex project and, for safety reasons, want to make an interim copy.



The source file as well as the current state of the image stay unaffected. This copy is an xcf file. Although Gimp is a quiet robust program, it still might be a good idea to make copies of your images before you start editing. So, if anything goes wrong, you still have your original files as a backup.

Now you know **how to save and export images** in Gimp.

10 Artistic Techniques

1. How to Change a Color Photo into a Monochromatic Image

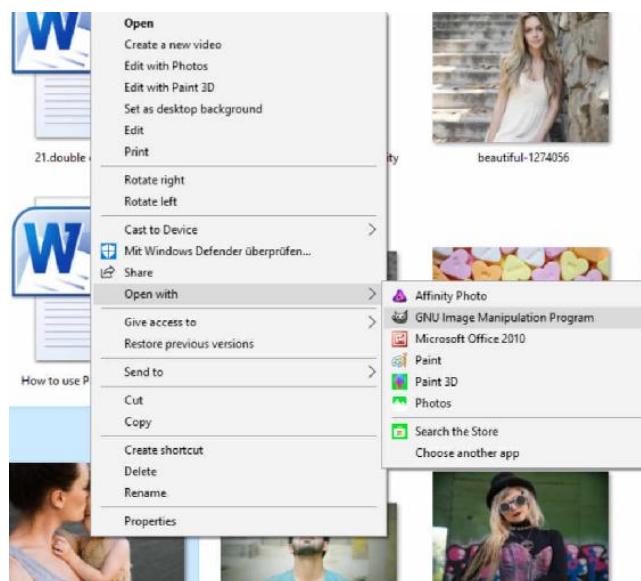
In this tutorial we're going to learn how to change a color photo into a monochromatic image.

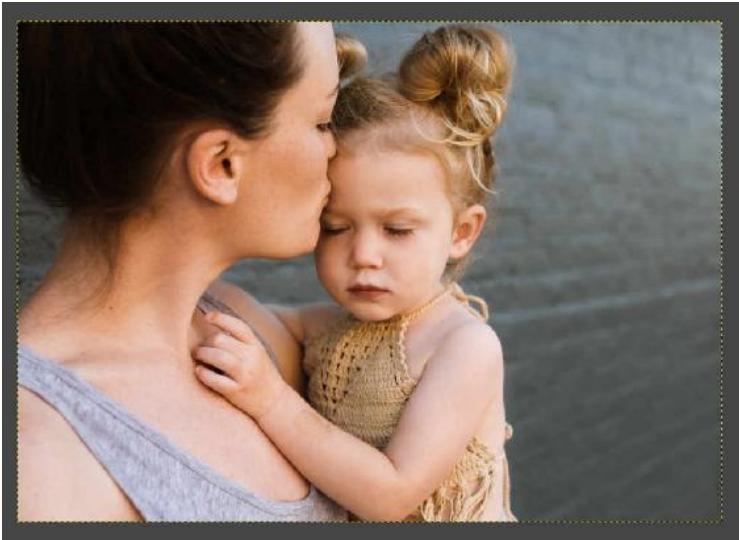
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

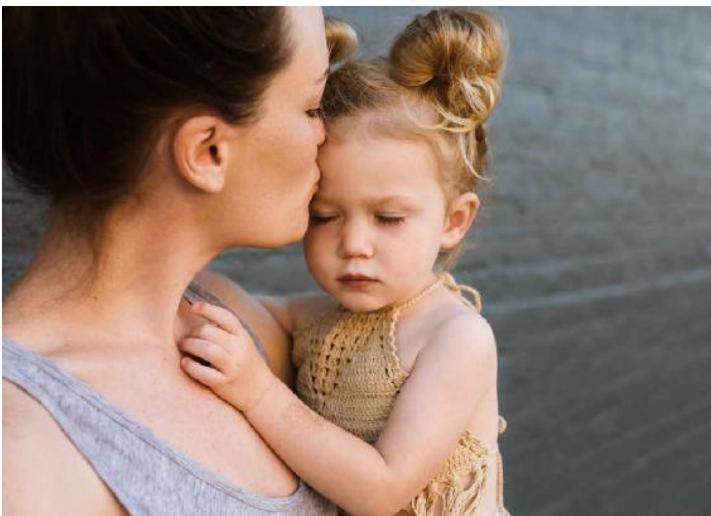
Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

When we *right click* on the thumbnail of the image in our image folder, we can go to **Open with** and then we *click* on **GIMP**.

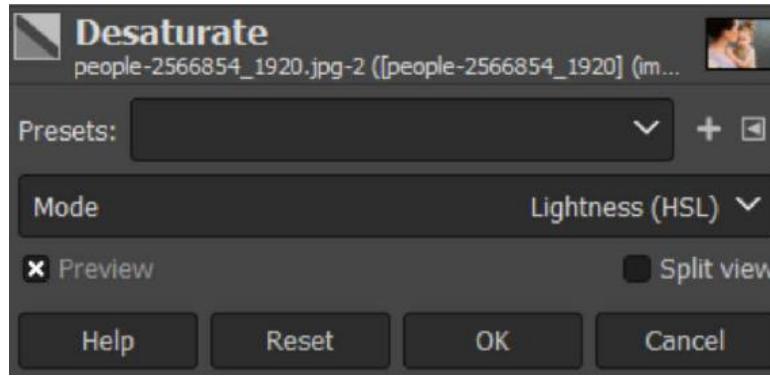




Press **Ctrl/Cmd + Shift + J** to maximize the image in the window.



Go to the menu bar and *click* on **Colors**, then *hit* **Desaturate**. Will use the option **Lightness** and now *click* **OK**.



After we have done this, we *click* on the **Foreground** color of the **Foreground Background** colors, to open the color palette.



Here we can choose the color we want to apply. I have chosen for the color blue with the HTML notation: 5 9 8 8 c 8.

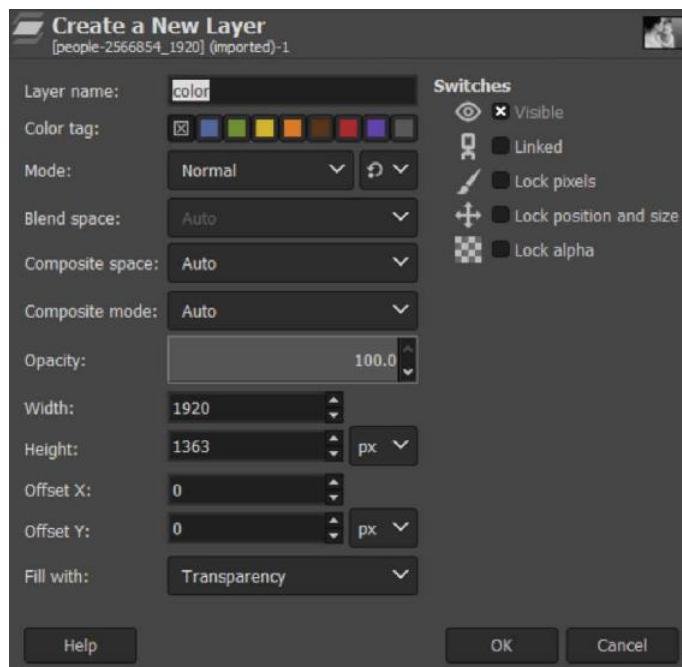


Hit Enter to see the color in the current old preview pane, and then *click* **OK**.

Click on the new layer icon at the bottom of the layers panel.



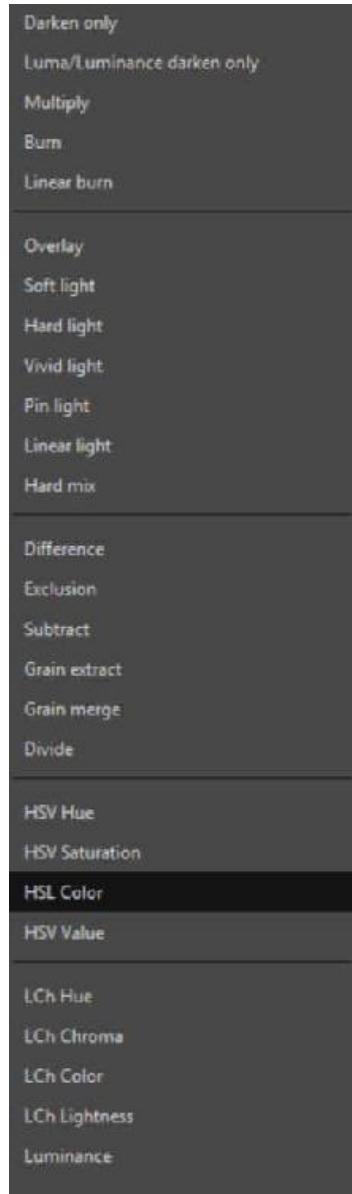
Name the new layer color, leave it at the default transparency and *click OK*.



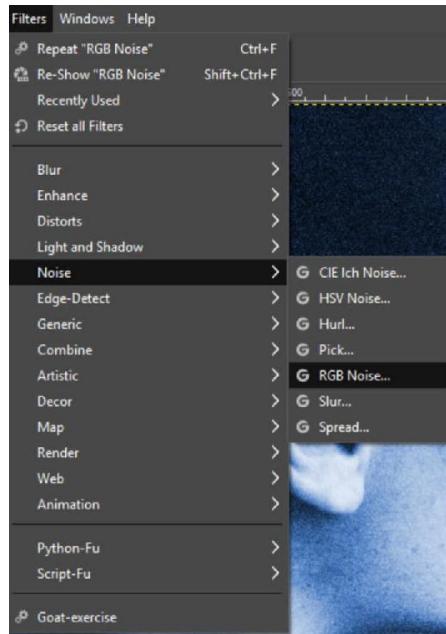
With the color layer still selected, we *click and drag* the color of our choice from the foreground button into the image.



Then we change the **Mode** of this layer to **Color**.

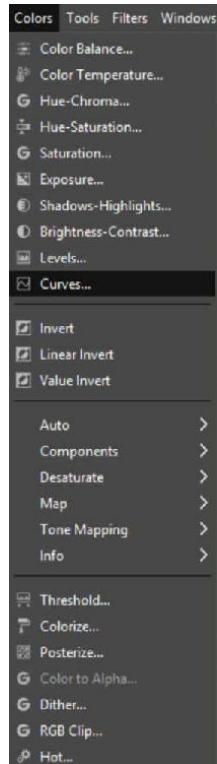


Select the mother with child layer. Then we go to **Filters**, **Noise** and *hit RGB noise*.

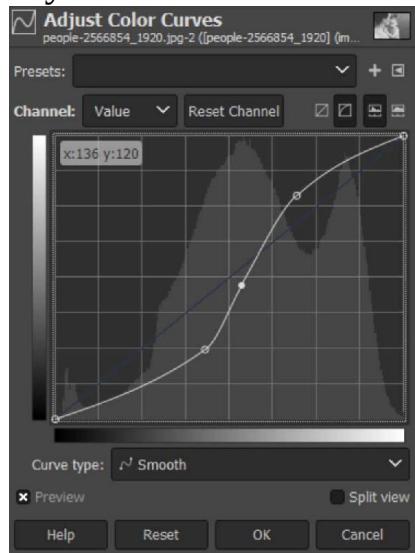


Here we just **click OK**.

Now we go to **Colors**, hit **Curves** and here we can experiment with the lighter and darker areas.



If you like the result *click OK*.



And there we have it, an awesome monochromatic image in one color.



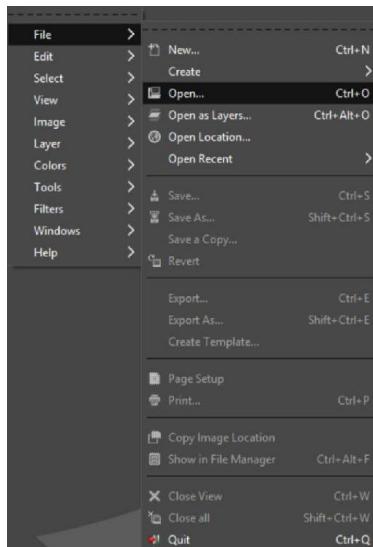
2. How to Create a Van Gogh Effect

In this tutorial we're going to learn how to create a Van Gogh effect. If you want to use the same image we'll be using, please download the image from our Facebook page.

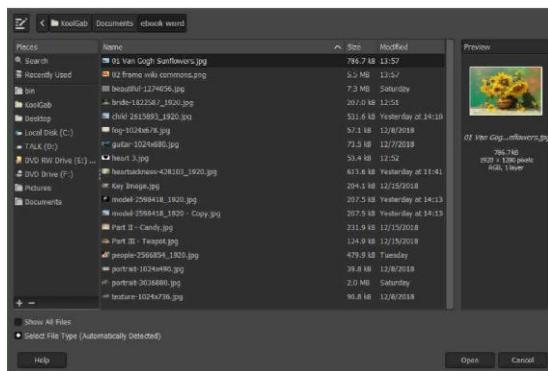
Ready?

When Gimp is open, we *right click* somewhere in the window.

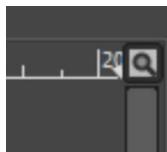
Go to **File** and then to **Open**.



Search for your image, and **open** it.



Click on the Zoom icon in the top right, to maximize the image in the window.



Hit the Duplicate button at the bottom of the layers panel twice, to make two duplicates.

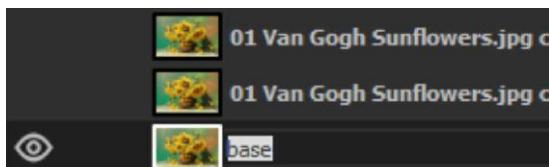


*Press and hold the **Shift** key and click on the eye of the bottom layer to make the other layers invisible.*

Then activate the bottom layer.

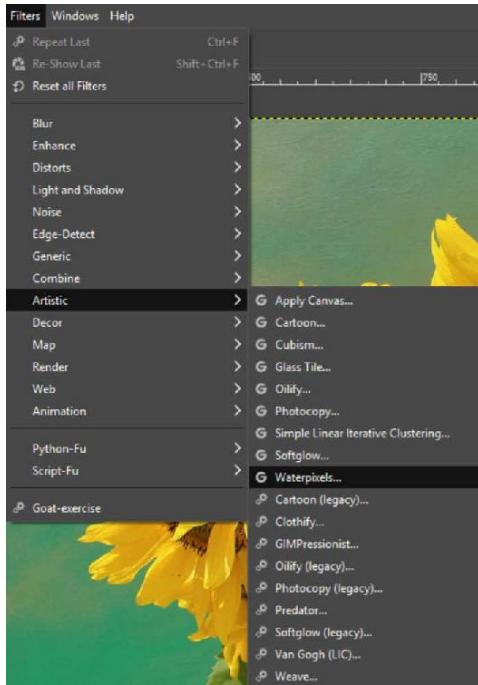


Double click on the name and rename it base.

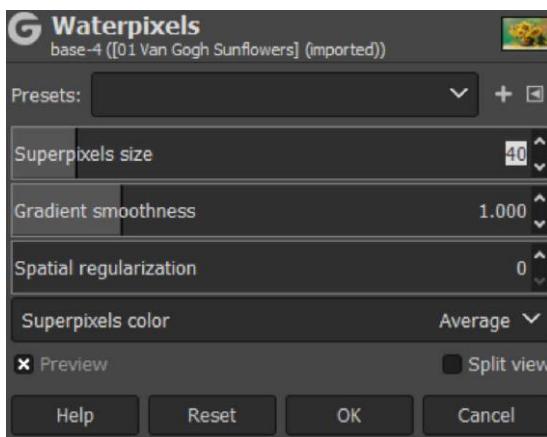


Hit Enter.

*Now we go to **Filters** in the menu bar, click on **Artistic** and **Water Pixels**.*



It can take a moment, depending on your system, to see the effect.
Then we change the super pixels **Size** to **40**.

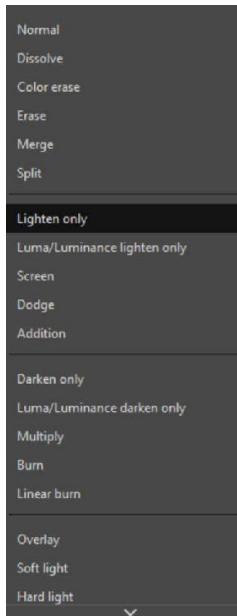


And again we have to wait a moment for it to process. Now we make the middle layer visible by *clicking* the eye, and we make it *active*. *Double click* on the name and change it to details.

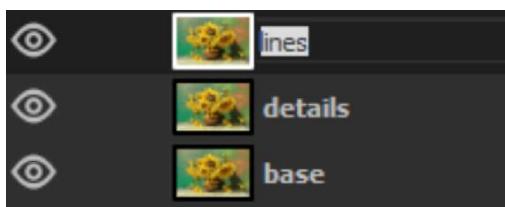


Hit Enter.

Make the **Mode** of this layer **Lighten only**, so we get some detail back.

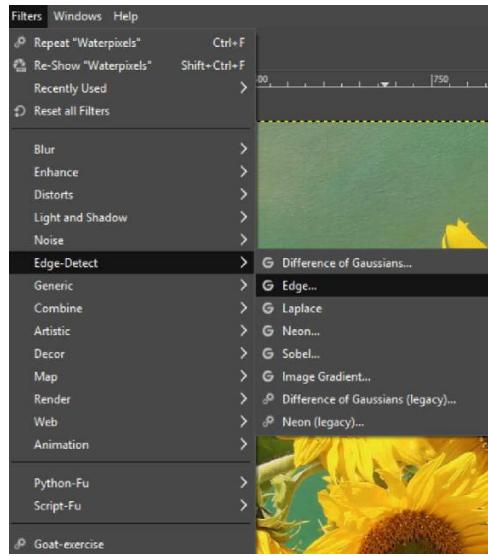


Reduce the **Opacity** to about **50**, or whatever looks good to you. Now we make the top layer visible and *active*. *Double click* on the name and rename it **lines**.

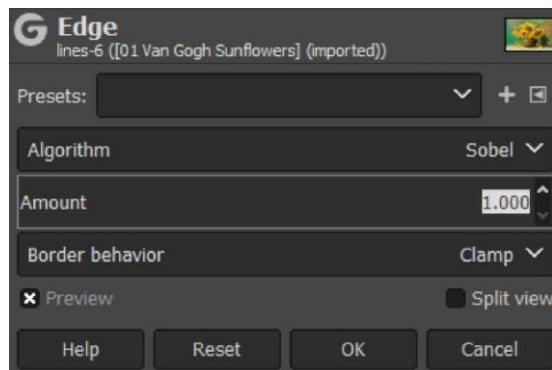


Hit Enter.

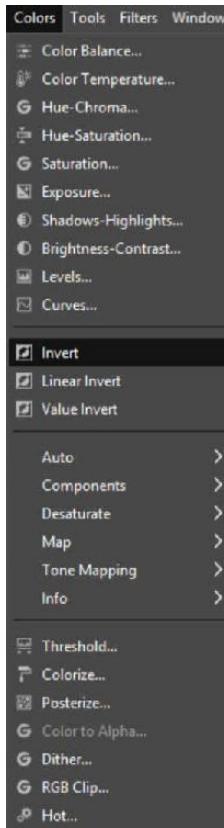
Back to **Filters** and now we *click* on **Edge-Detect** and then on **Edge**.



Here we make the Amount 1, and *click OK*.



Go to Colors and *click on Invert*.



We change the **Mode** of this layer to **Darken only**.

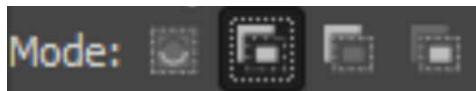


Press and **hold** the **Shift** key and *click* on the eye of the base layer. *Activate* this layer.

In the **Toolbox** we *activate* the **Select by Color Tool**.



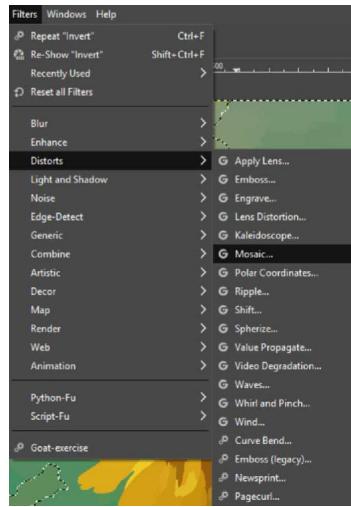
At the **Mode** we choose the second option, which is **add to current selection**.



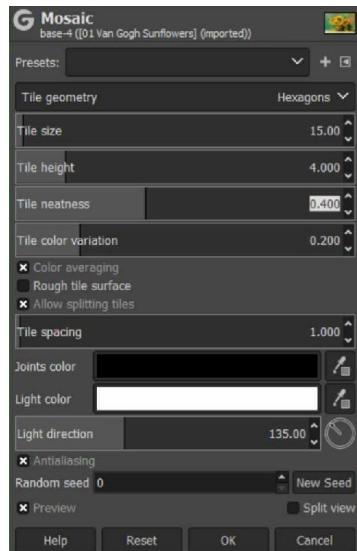
Now we *select* several different areas in the background. Make sure that you do not select the whole background, but leave some areas unselected. Try to avoid selecting the flowers, the vase and the underground.



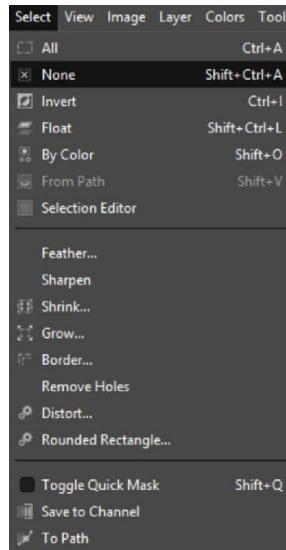
Then we go to **Filters**, **Distorts** and *hit Mosaic*.



Make the **Tile neatness** **0.4** and *click OK*.

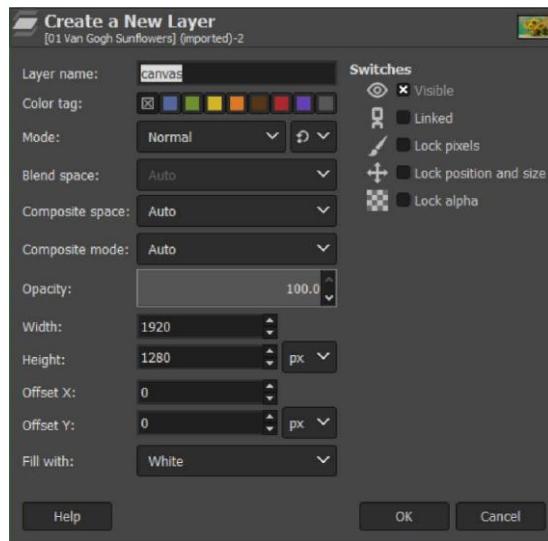


Go to **Select** and *click on None*, to deselect the deselection.



Press and hold the **Shift** key again and *click* once more on the eye of the bottom layer, so all the layers become visible again. Make the top layer active.

Press **Ctrl/Cmd + Shift + N** to make a new layer.
We name this layer canvas.

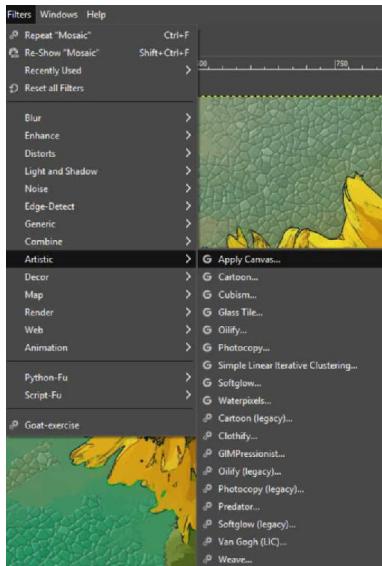


Change the **Fill Type** to **White** and make the **Mode Multiply**.

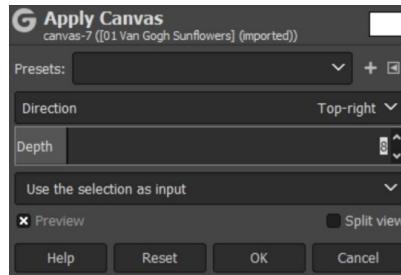


Click OK.

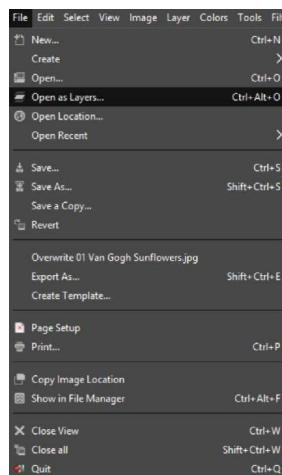
Now we go back to **Filters** and this time we *click* on **Artistic** and on **Apply Canvas**.



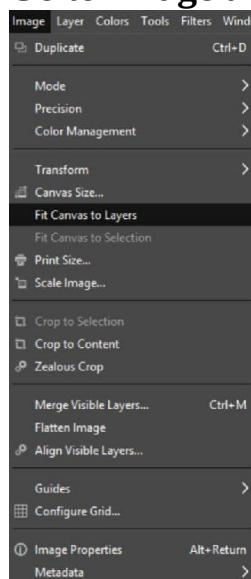
We make the **Dept 8**, and *click OK*.



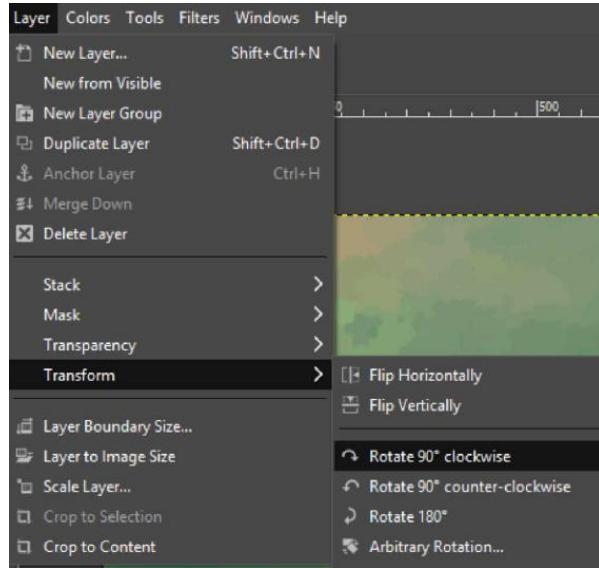
Now we are going to add a frame to our painting. Go to **File**, **Open as Layers** and open the image of the frame.



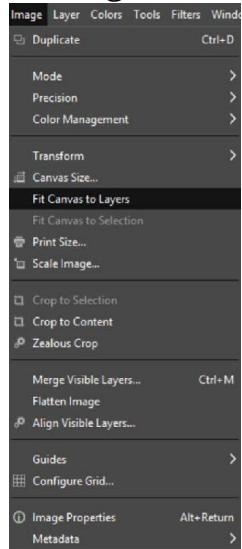
Go to **Image** and click **Fit Canvas to Layers**.



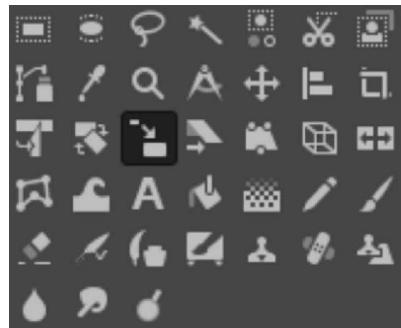
Then zoom out by *holding* the **Ctrl/Cmd** key down and rolling the mouse wheel, until you can see the whole frame. Go back to the menu bar, *click* on **Layers, Transform** and then on **Rotate 90° clockwise**.



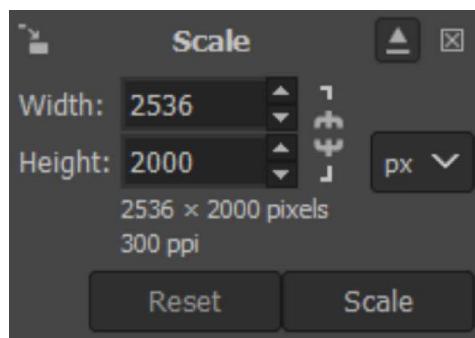
And again, to **image** and now to **Fit Canvas to Layers**.



In the **Toolbox** we *activate* the **Scale Tool** and then we *click* in the image.



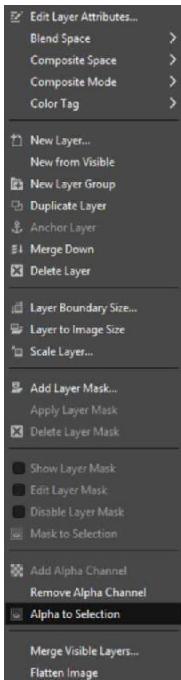
To move the dialogue box out of the way, we *click* on this icon.



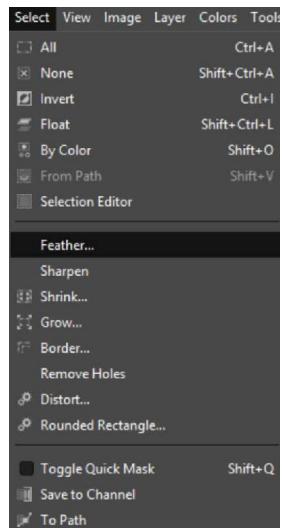
Scale the frame, so the painting fits nicely. When it looks okay, we *click Scale*.



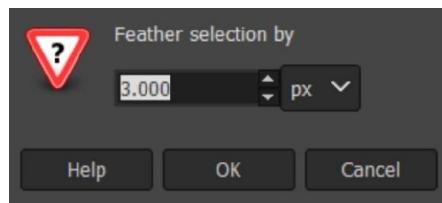
Right click on the frame layer and *hit Alpha to Selection*, so everything in the frame layer that is not transparent is selected.



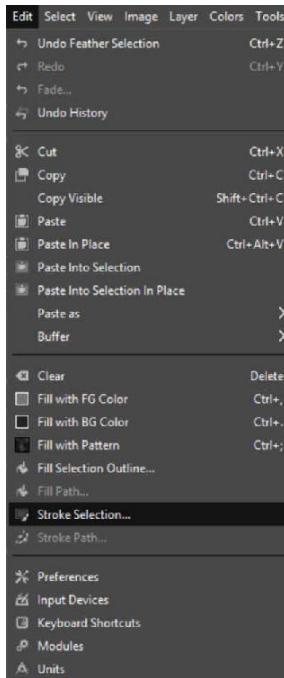
Go to **Select** and *hit Feather*.



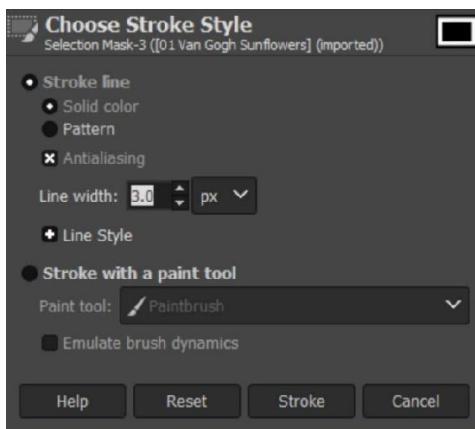
Feather the selection with **3 pixels** and *click OK*.



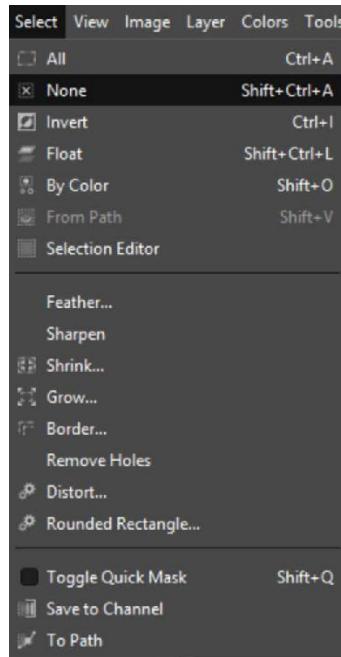
*Click on **Edit** and then on **Stroke Selection**.*



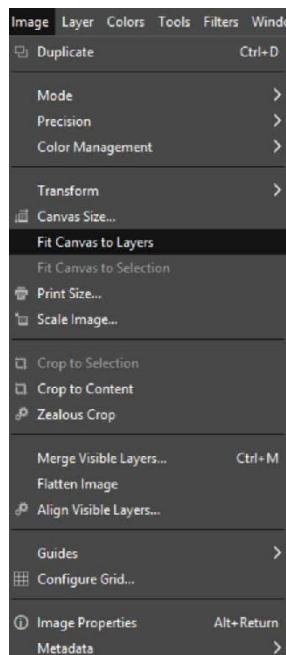
Make the **Line Width** 3, and *click stroke*.



In this way the transition between the painting and the frame looks more natural. Go to **Select** and *hit None*.



Go to **Image** and *click Fit Canvas to Layers*.



Here is the final product, our very own Van Gogh Sunflowers.



We hope you enjoyed this tutorial.

3. How to Change Your Photo into a Soft Colored Pencil Drawing

In this tutorial, we are going to learn how to change your photo into a soft colored pencil drawing.

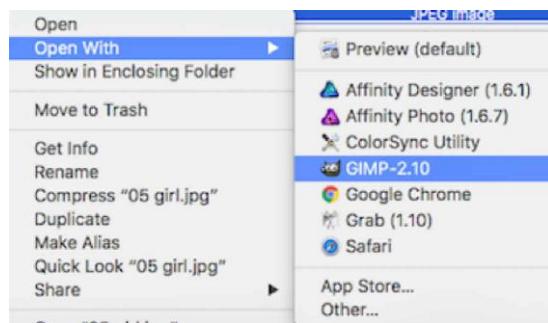
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

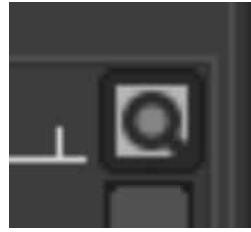
Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

To do this:

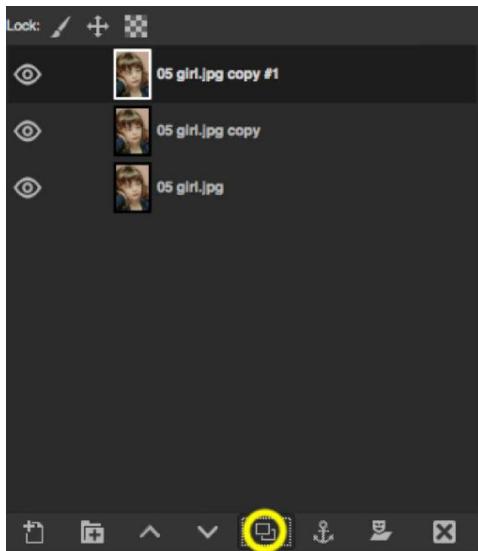
1. *Right click* on the image in your image folder and *click* on **Open with**.
2. Then *click* on **Gimp**.



3. When your image is open, go to the top right corner of the GIMP canvas and *click* on the **Zoom Icon** to *maximize* it in your window.

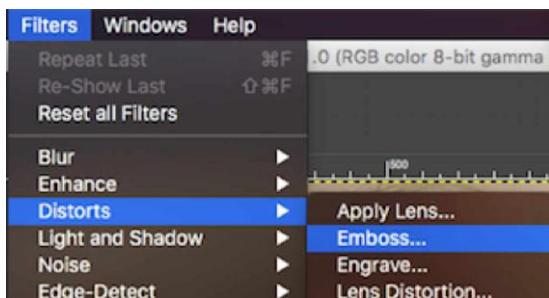


4. Click twice on the **Duplicate Button** at the bottom of the layers panel to make two duplicate layers of the original.

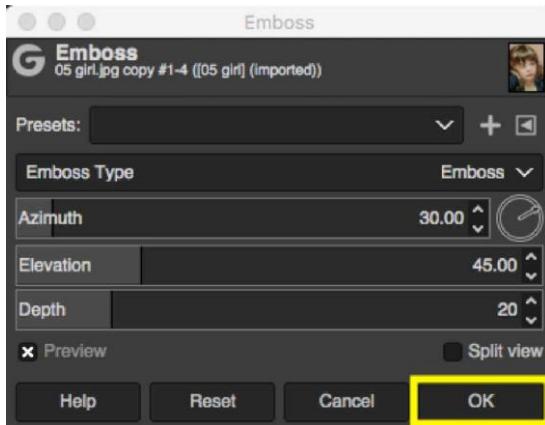


5. Then go to the menu bar and click on **Filters**.

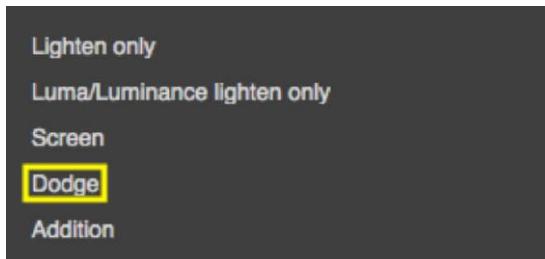
6. Click on **Distorts** and then on **Emboss**.



Now, we're going to *apply* the default settings as they are, so just *click on OK*.



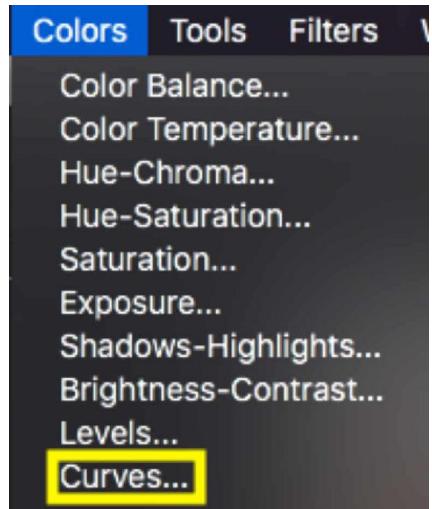
7. *Change the Mode* of this layer to **Dodge**.



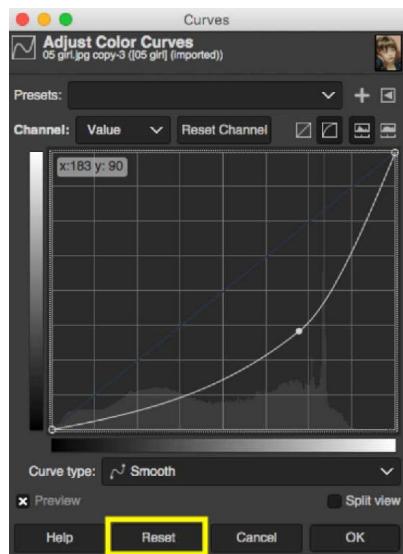
8. *Select the middle layer*.



9. *Go to Colors* and here *select Curves*.

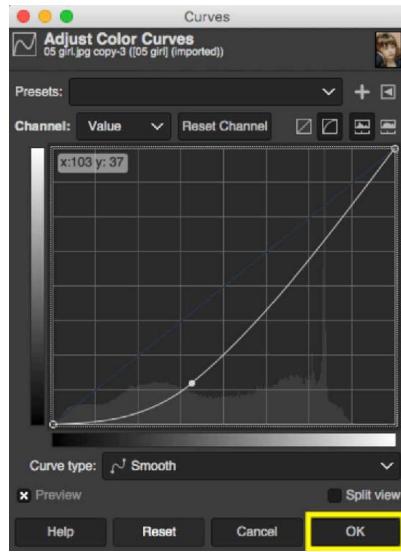


10. You can adjust the curves to your liking, when we *click* on **Reset** we can reset what we have done and start anew.



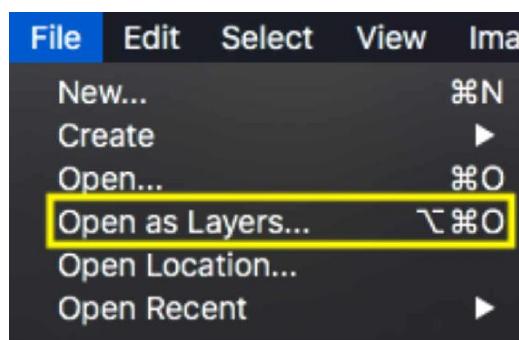
11. Click the **Preview** off and on to see the effect.

12. Click **OK**.



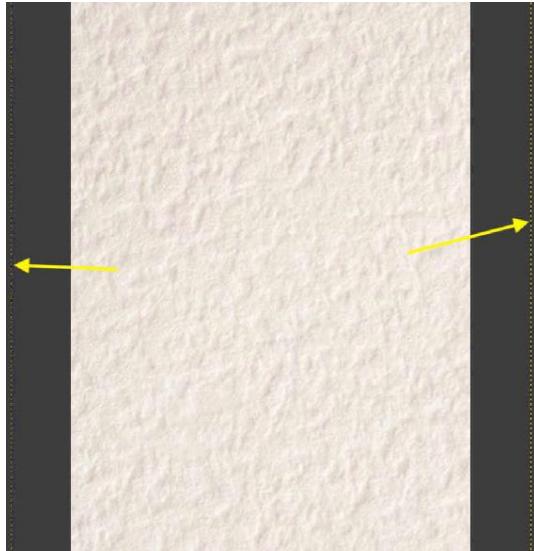
Now we will add a paper texture to the image.
To do this:

1. *Select* the top layer.
2. **Go to File and then Open as Layers.**

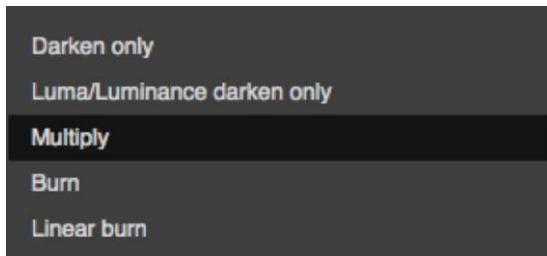


3. *Select and open* the paper texture.

The yellow lines show that the paper texture is bigger than the image of the girl, so we don't have to change anything.



4. Change the Mode to Multiply.



5. Press and hold down Shift and click on the eye of the bottom layer to see before and after the effect.

And this is the end result:

Before:



After:



That concludes this tutorial.

4. How to Add a Comic Thought Bubble to a Photo

In this tutorial we'll learn how to add a comic thought bubble to a photo.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

When we brought our image into GIMP, we will start by making a new layer.



Press **Ctrl/Cmd + Shift + N** on your keyboard.

Name the layer thought bubble, and leave the **Fill Type** on **Transparency** and **click OK**.



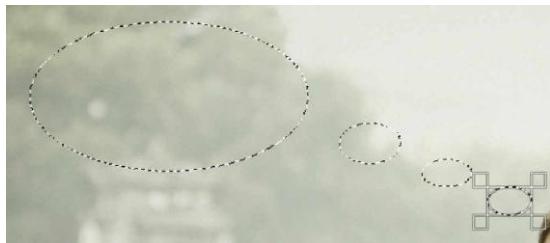
Press **E** on your keyboard to make the **Ellipse Select Tool** active.



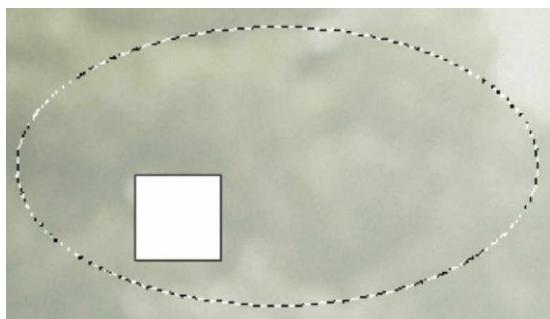
Select the second mode from the left which is **Add to Current Selection**.



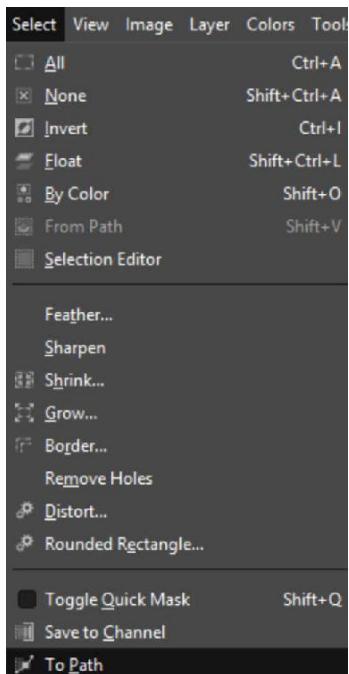
Now we make an oval selection where we want our thought bubble to be. Then we make two or three smaller bubbles closer to the person.



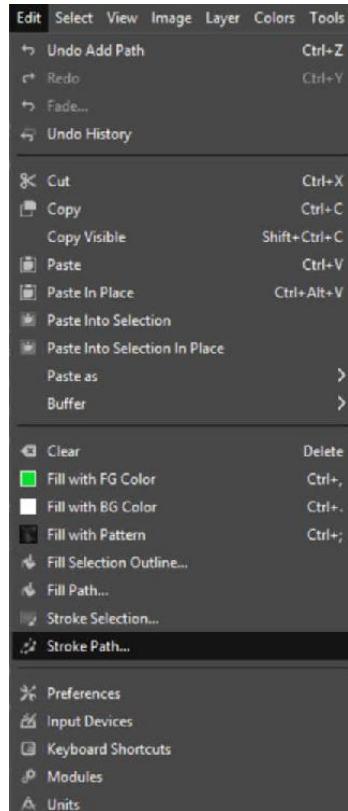
Click and drag the white background color to one of the bubbles to fill it with the color white.



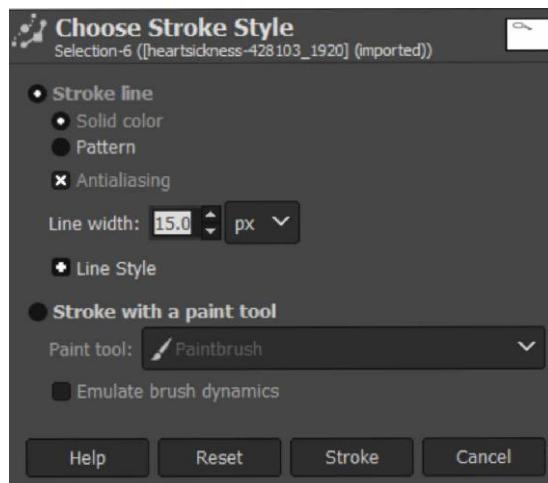
Go to the menu bar, *click Select* and here we *click To Path*.



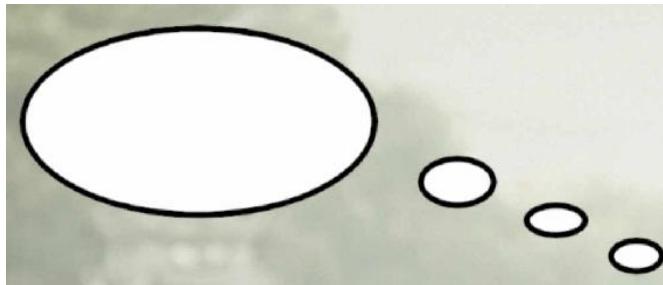
Then to **Edit** and there we *click Stroke Path*.



Make the **Line width 15**, and hit **Stroke**.



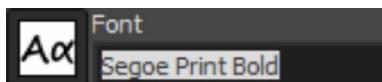
Now we'll press **Ctrl/Cmd + Shift + A** to deselect our selection.



Press the **T** on your keyboard to activate the **Text Tool**.



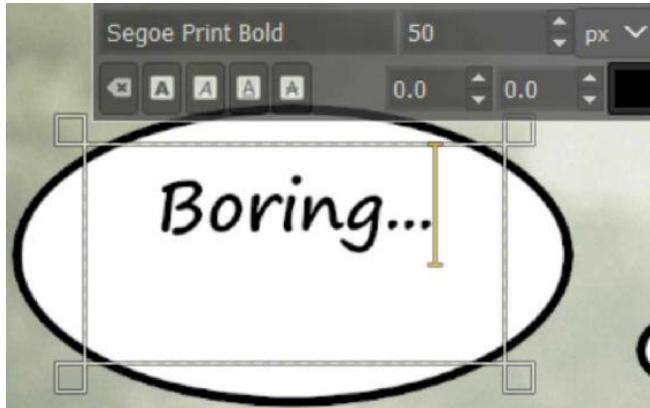
*Triple click on the **Font name** and type in the font you want to use. I have chosen the font **Segoe Print Bold**.*



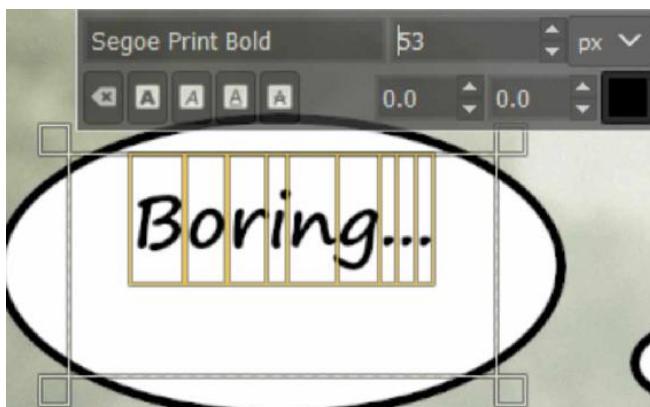
Press the tab key to change the **Size** to **50**.



Now, we'll *drag* our Framework where we want to have our text. Then *type* in your text.



Now, we select the text by *click* and *drag* and *adjust* its size by *clicking* the triangles.

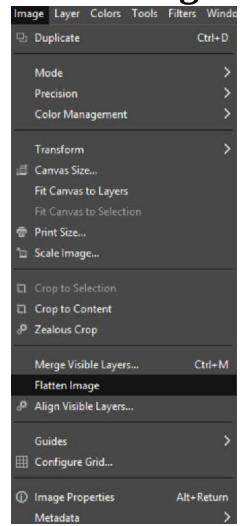


Deselect the text by *clicking* in it.

Then we use the corners and or the handles of the framework to re position the text.



Go to Image and hit Flatten Image.



And there we have it, a nice thought bubble.



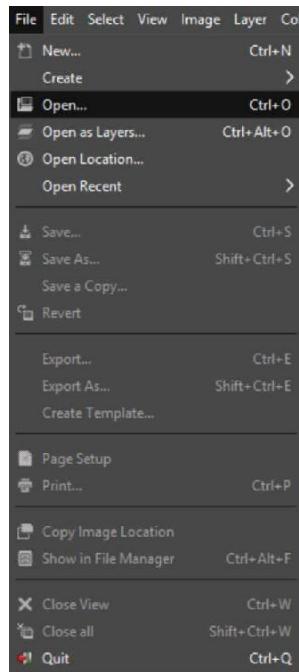
5. How to Change the Color Balance

In this tutorial we're going to learn how to change the color balance of an image.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

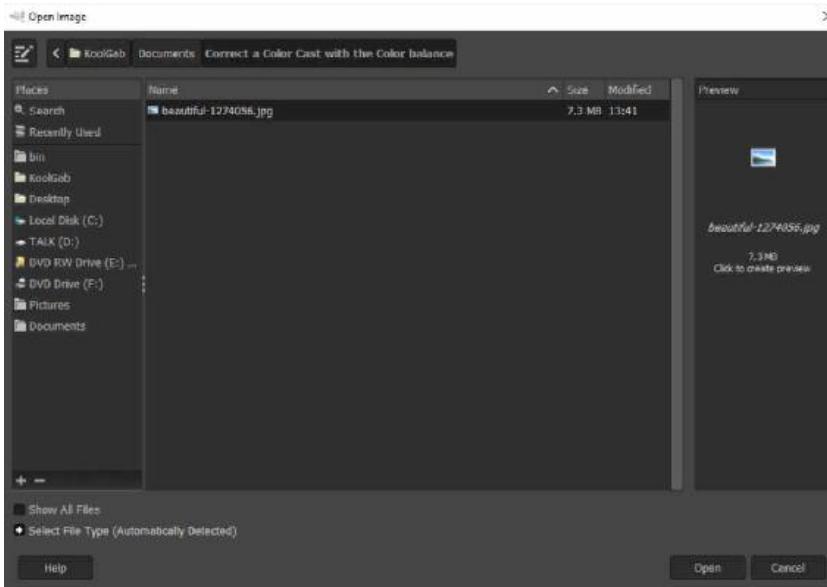
When Gimp is open, *click* on **File** in the menu bar and then *click* on **Open**.



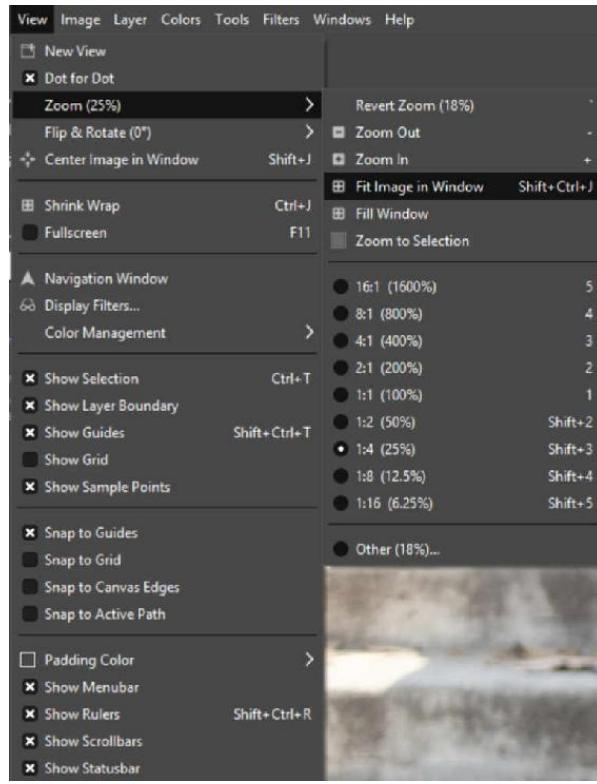


Here we'll search for our image.

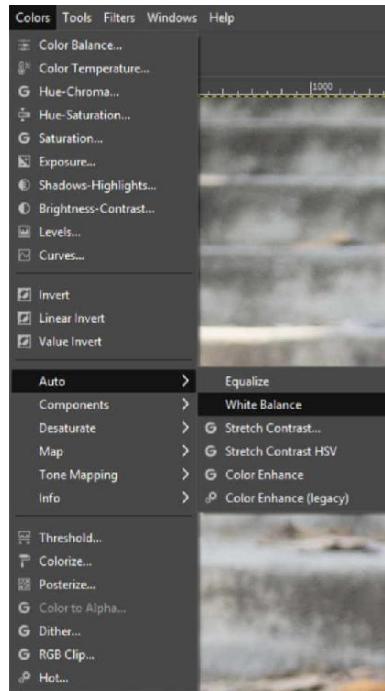
In the preview pane we can see if we have the right one.
Then we *click Open*.



Now we go to **View**, **Zoom** and *click Fit Image in Window*.

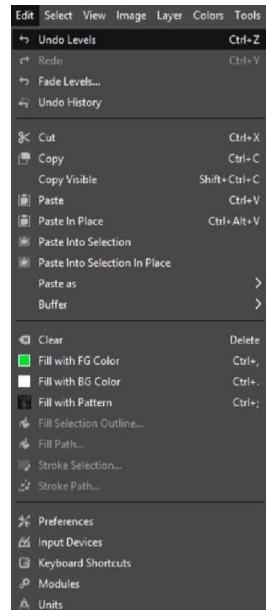


Back to the menu bar and now to **Colors**.
Go to **Auto** and click on **White Balance**.

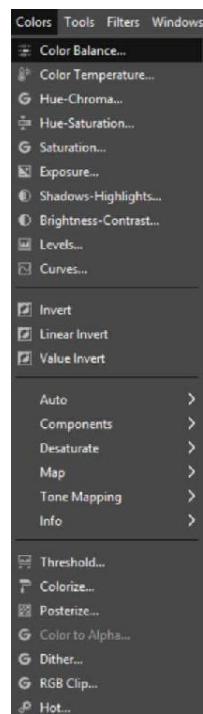


Sometimes this works fine, but usually we need to make our corrections manual.

We will undo this by going to **Edit** and *click Undo Levels*.



Back to **Colors** and now to **Color Balance**.



For most images the option **Midtones** will suffice, but we can correct the three different ranges separately from each other.

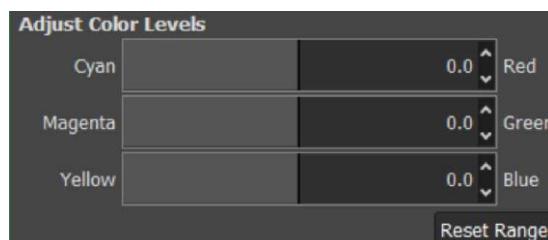


When we for instance have changed the **Highlights** and then *check* the **Midtones**, the corrections in the **Highlights** will still be there.

For now, we will make some corrections in the **Midtones**.

We can play around with the different color handles and see in real time what happens.

When we *click* on **Reset Range**, the corrections of only this range will be reset.



Then we can start anew.

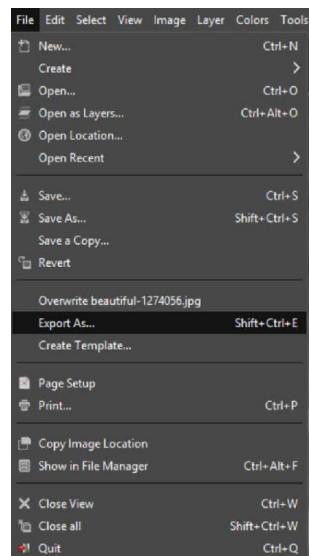
In this photo I have reduced **Green** to **-6** and by *clicking* ten time on the slider line added **10 Blue**.



Click on Preview to see the difference.

If the result is to our liking, we *click OK*.

When we want to save our image, we go to **File** and here we do not click on **Safe** or **Safe As**, but we need to go to **Export As** to safe our work.



And that is how you correct a Color Cast with the **Color Balance**.

6. How to Create a Dragan Effect

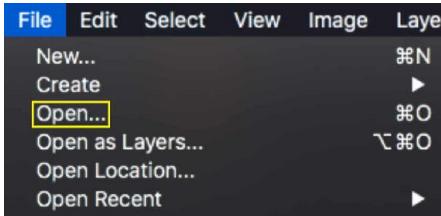
In this GIMP tutorial, we're going to learn [How to Create a Dragan Effect.](#)

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

1. Go to **File**, **Open**, and *open* the image that you want to use for this effect.

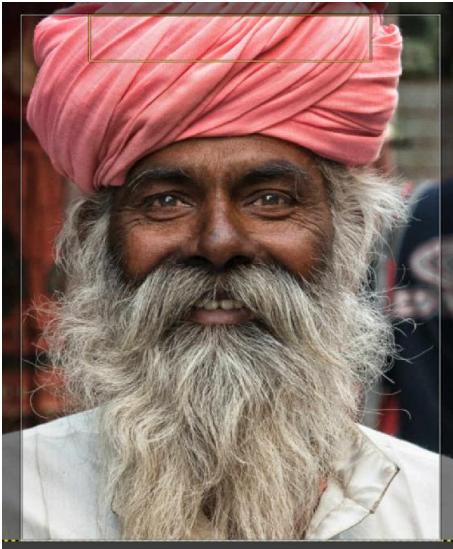


Usually, it looks best when we have a subject that is tightly cropped, so that is where we will start.

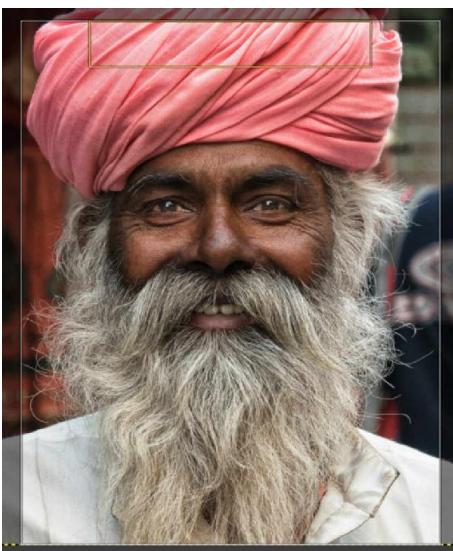
2. Select the **Crop Tool** in the **Toolbox**.



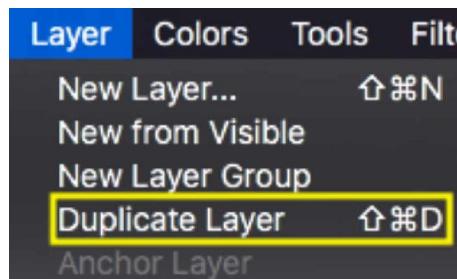
3. Make a cutout and drag the handles and or the corners to *make* corrections.



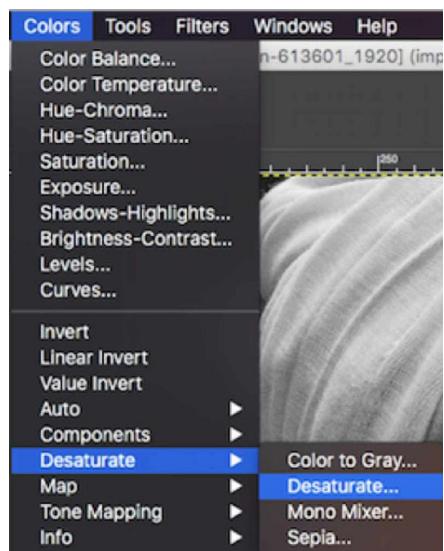
4. When we *click* and *drag* inside the image, we can *move* the whole cutout.



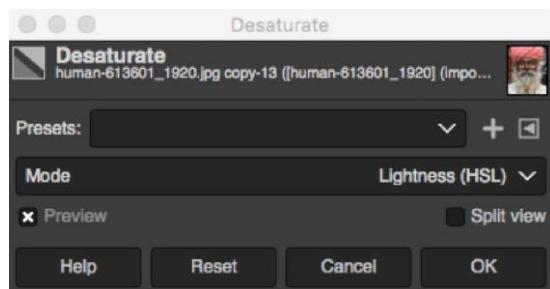
5. Press **Enter** or *click* in one of the corners to *apply*.
6. Then press **Ctrl/Cmd + Shift + J** to *maximize* the image in the window.
7. Go to the **Menu Bar** and *click* on **Layer**.
8. Then *click* on **Duplicate Layer**.



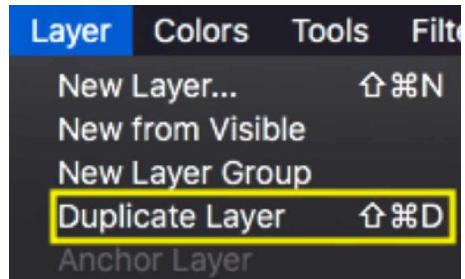
9. Back to the **Menu Bar** and now to **Colors**, to **Desaturate** and then again on **Desaturate...**



10. *Click Ok.*



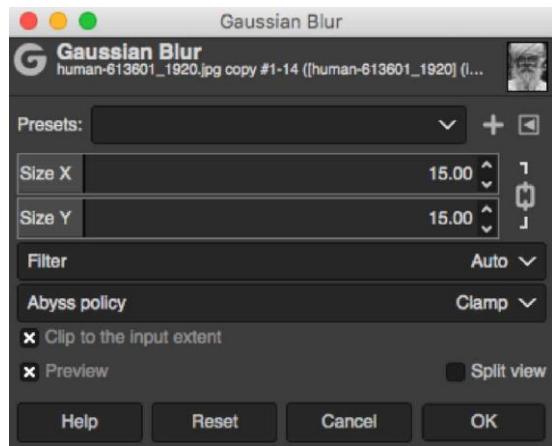
11. *Back to Layer* and again *click Duplicate Layer*.



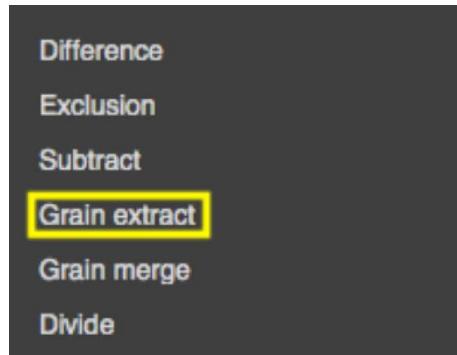
12. Now we *go to Filters, Blur and hit Gaussian Blur*.



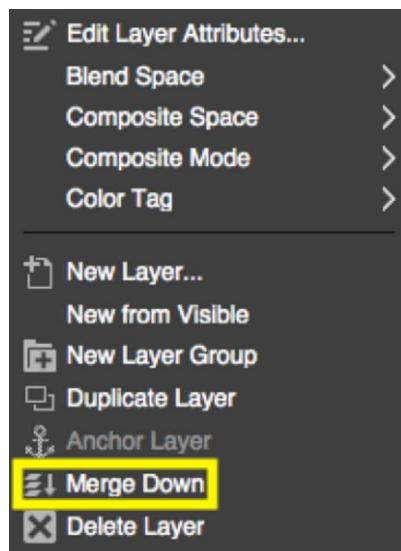
13. We *change the Blur Radius to 15 and click Ok*.



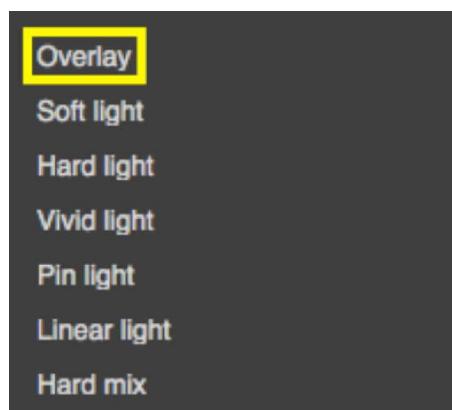
14. Now we *go to the Mode and change it to Grain Extract*.



15. Then we *right click* on the top layer and *click Merge Down*.



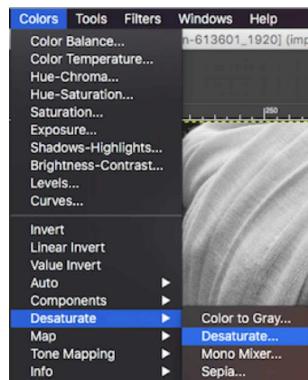
16. Back to the **Mode** and now we *change* it to **Overlay**, and that is it, the Dragan effect.



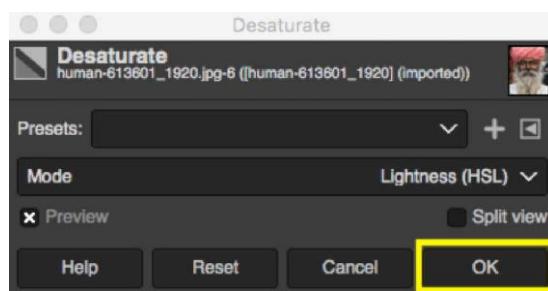
To make the effect a bit stronger, we can *duplicate* the top layer two or three times. We could stop here, but I think the Dragan effect can be made even more dramatic in black and white, so we will go a bit further.

To make the Dragan Effect stronger:

1. Make the bottom layer *active*, click on **Colors** in the **Menu Bar** and then *click* on **Desaturate** and then on **Desaturate...** again.



2. Click **Ok.**



3. Now we press **Ctrl /Cmd + Shift + N**, to make a new layer.



4. Name it **mask**, choose the option fill with **Foreground Color** and **click Ok**.
5. *Make the **Opacity** somewhere around **50**, so we can see the underlying image shining through.*
6. Then we go to the **Toolbox** and here we activate the **Free Select Tool**.



7. We'll *make* a selection, more or less like what we did in this photo.



8. *Click and hold* the left mouse button and *draw* the selection.

Let go of the mouse every now and then to make a selection. Then point and continue with a new point, close to the previous one.

When we *hit* the backspace key, we can *remove* the last segment.

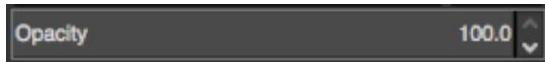
In this way we are making a somewhat erratic selection. Most important: Make sure to stay well within the boundaries of the hair.

When we are back at the first point, we *click Enter* or *double click* in the selection to *complete* the it.

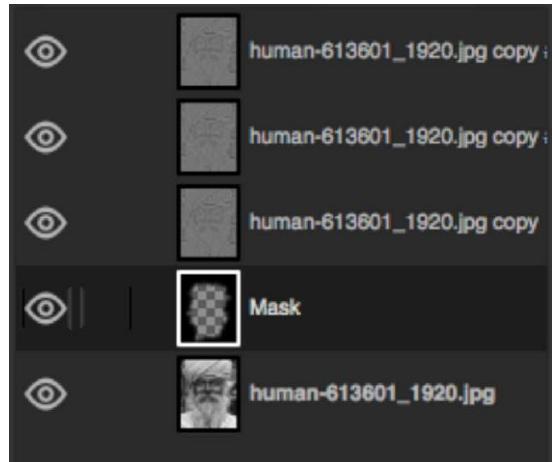
1. Then we *go to Select, Feather*, and *feather* the selection with **100 pixels**.



2. *Hit Ok.*
3. *Press the delete key on your keyboard to remove the center area, and make the Opacity of the mask layer **100** again.*



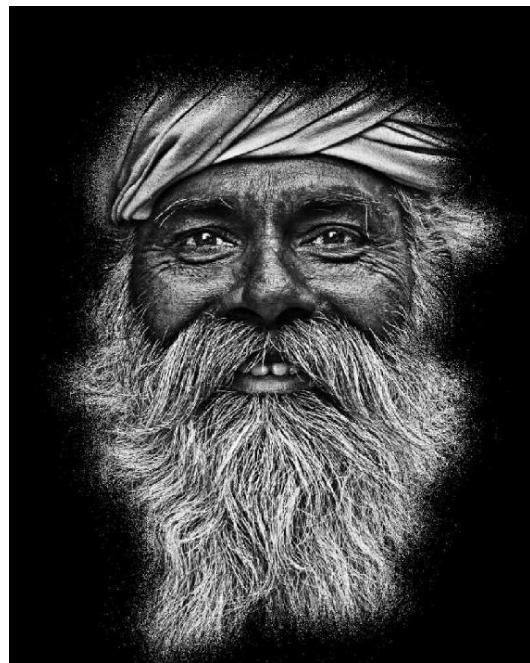
4. Click on the mask layer and then press **Ctrl/Cmd+ Shift + A** to deselect the selection.



5. To finish off, we go to the **Mode** and *change* it to **Dissolve**.



And there we have it, an impressive Dragan effect in black and white.
And this is the end result:



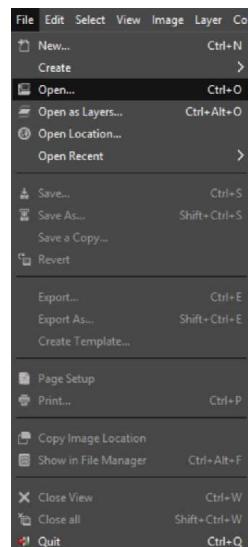
7. How to Make a White Vignette in the Shape of a Heart

In this tutorial, we're going to learn how to make a white vignette in the shape of a heart.

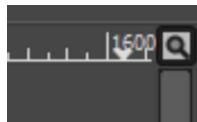
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

We will start by going to **File** and **open** the photo of the bride.

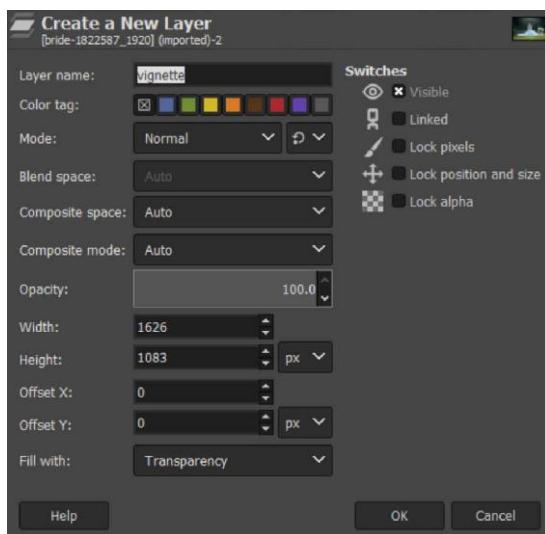


Click on the little zoom icon to maximize the image.

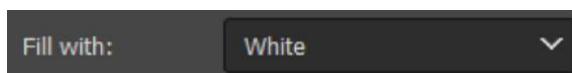


Now we are going to add a new layer by *clicking* on the **new Layer icon**, left below in the layers panel.

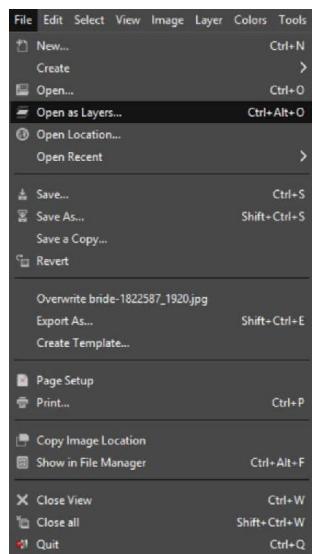
We can give this layer a name, for instance vignette.



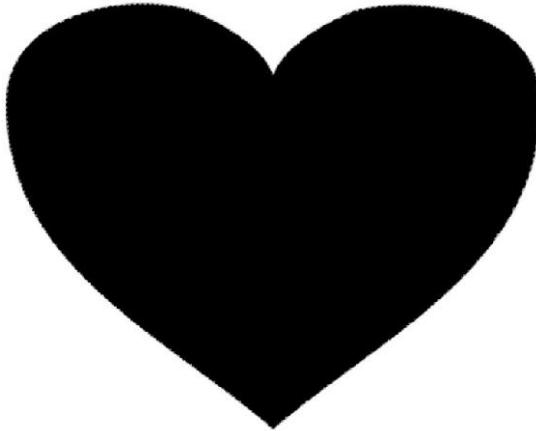
Make the layer **Fill Type white**. And then *click* **OK**.



Go back to **File** again and now to **Open As Layers** and open the image with the heart shape.



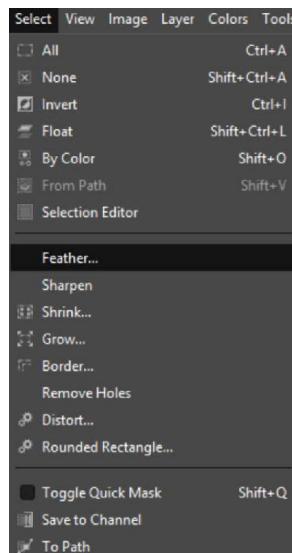
Activate the **Fuzzy Select Tool** and *click* inside the **black** shape to get a selection of the heart.



Go to the **Wastebasket** and *delete* the layer with the heart shape.



The heart-shaped selection remains and is now active on the now active white layer. Now we can go to **Select** in the Menu Bar, and *click* **Feather**.

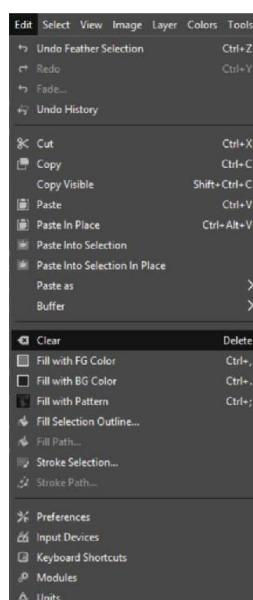


Make the value **100 pixels**.

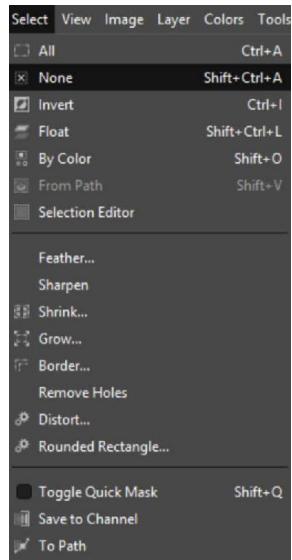


Confirm by *clicking OK*.

Go to **Edit** and *click Clear*.



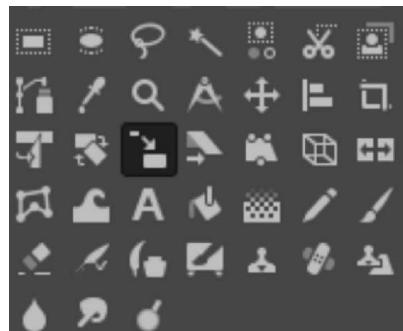
Go to **Select** and *click None*.



We are going to resize and reposition the heart shape.



Click the Scale Tool in the **Toolbox** and *click* in the image.



Now scale the image.

By going to the little circle in the center, we can move the image by *clicking* and *dragging*.



Click Scale.

Now *click* on the eye again so the scaled vignette becomes visible.

And so, we have made a white, heart-shaped vignette.



8. How to Create an Ink Smudge Portrait

In this Gimp tutorial, we are going to learn [how to create an ink smudge portrait.](#)

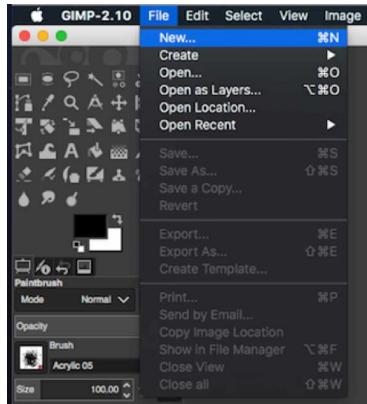
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

We will start by making our own brush.

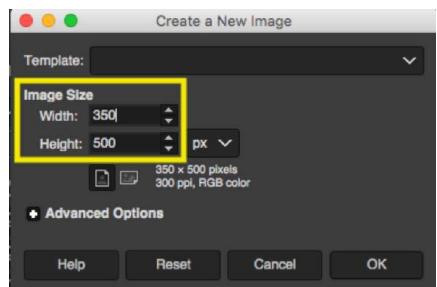
When Gimp is open,

1. Open New File



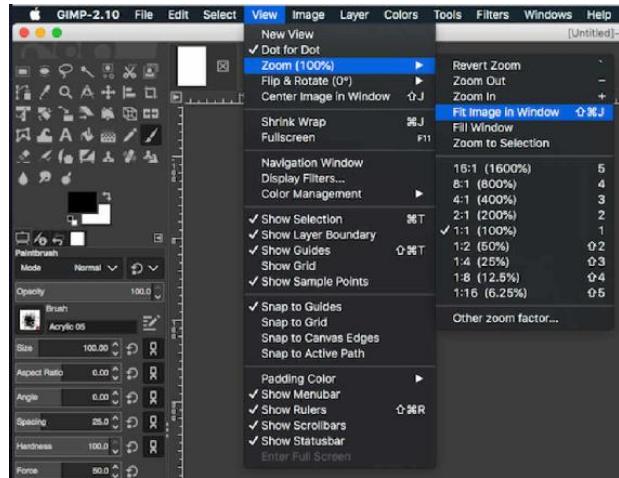
2. Make the Width 350.

3. Make the Height 500.



4. Press **OK**

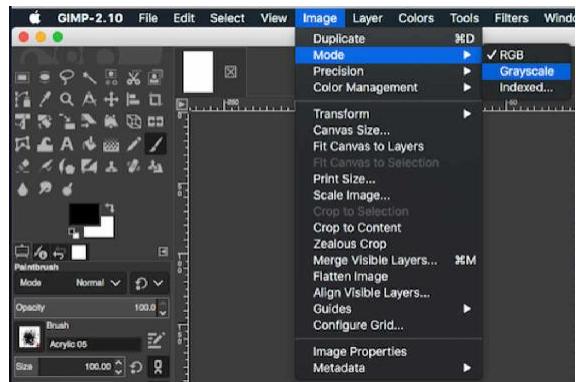
5. Go to View and Fit Image in Window



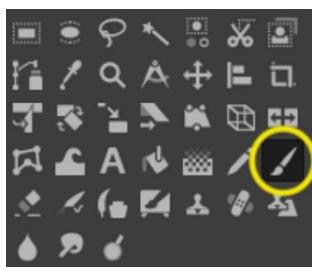
6. Go to Image in the menu bar

7. Click on Mode

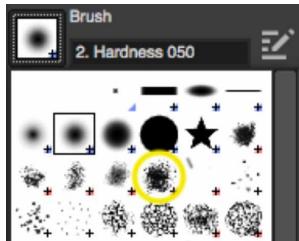
8. And then on Grayscale (necessary to make brush)



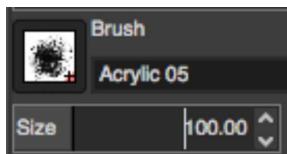
9. Click on Paint Brush



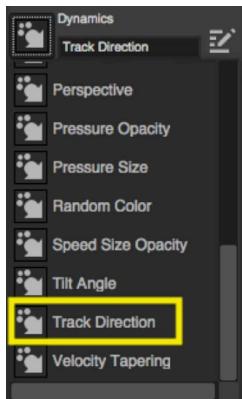
10. Choose Acrylic 05 as Brush



11. Change Size to 100



12. Click on Dynamics and scroll down to Track Direction (this makes our paintbrush rotate while we use it)

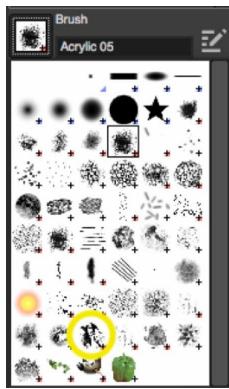


13. Click on **Image** to paint with new brush (Important: don't make brush to massive but fairly irregular)

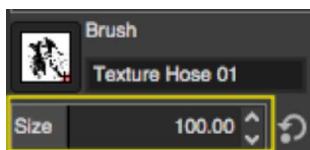


14. You can always use **Ctrl+Z** or **Cmd+Z** to undo mistakes.

15. Choose brush **Texture Hose 1**



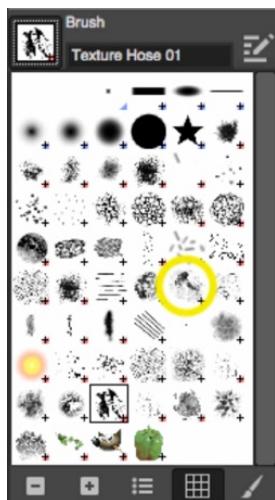
16. Change **Size** to 100



17. Click on **Image** and make few irregular Splats (Don't overdo this)



18. Change brush to **Oils 02**

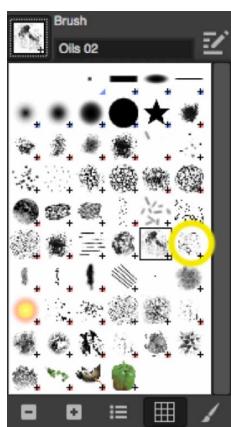


19. Leave size at its **Default 94**.

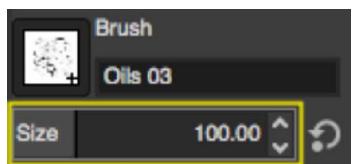
20. Click on the **Image** several times again



21. Change **Brush** to **Oils 03**.



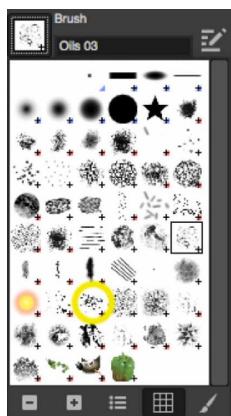
22. Change its **Size** to **100**



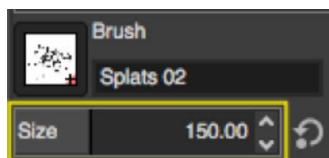
23. Click again on the image.



24. Change brush to **Splats 02**.



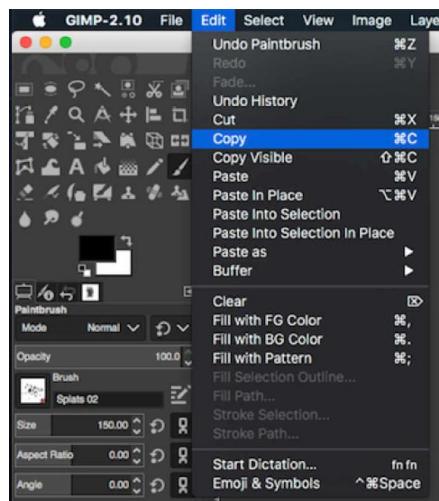
25. Change **Size** to **150**.



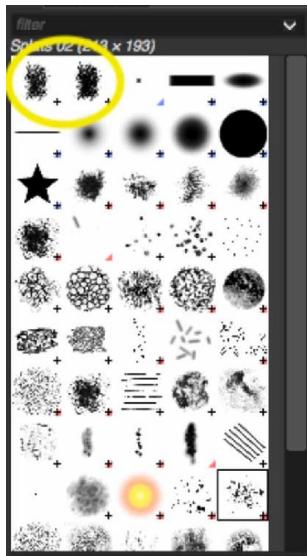
26. Make some more splats on the image.



27. When your done go to **Edit** in menu bar and click **copy** or press **Ctrl+C** or **Cmd+C**



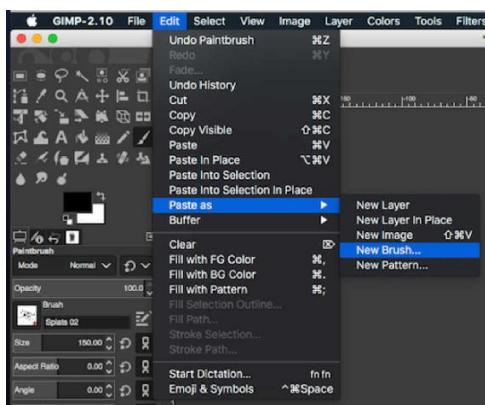
28. We can see that under the brush tab our brush has been copied to the clipboard



29. Go to **Edit** in menu bar

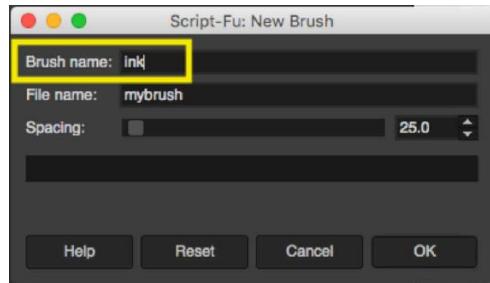
30. Click on **Paste as...**

31. Click on **New Brush**

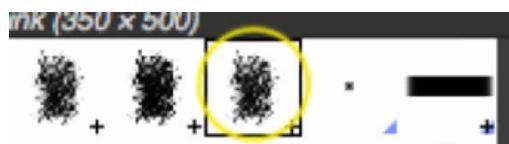


32. In the dialogue box, name the brush **Ink**.

33. Click on **Ok**

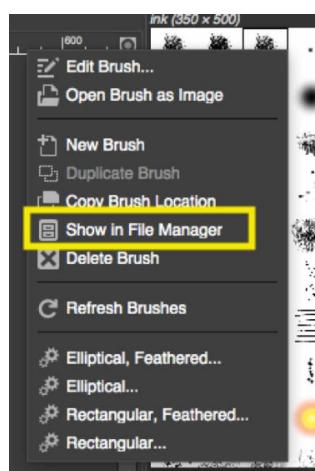


Now, we can see our newly made brush in the brush window

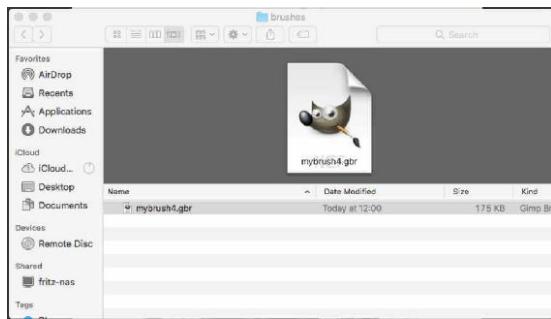


Right click on the new brush.

Click on Show in File Manager



Here you can see where your brush is saved.

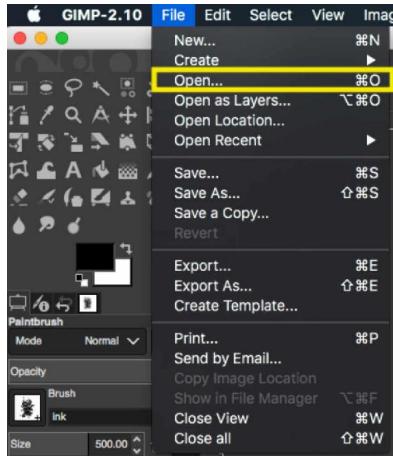


Now, we're done making our new brush.

Next:

1. Go to **File** in menu bar

2. Click on **Open**



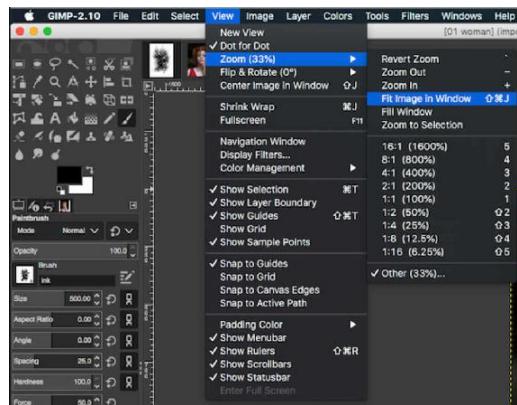
3. Select image you want to use.

4. When you have your image open...

5. Go to **View** in menu bar

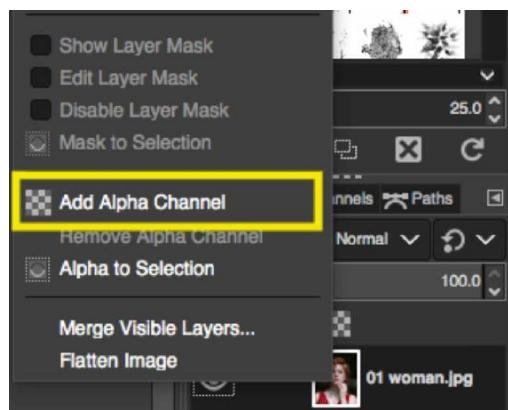
6. Click on **Zoom**

7. And then on **Fit image in Window** or Press **Ctrl+Shift+J** or **Cmd+Shift+J**

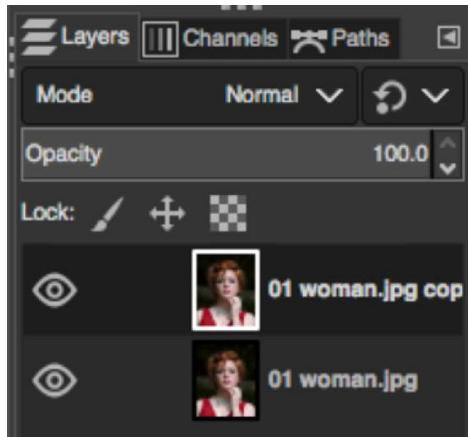


8. Right click on the layer

9. Click on **Add Alpha Channel**

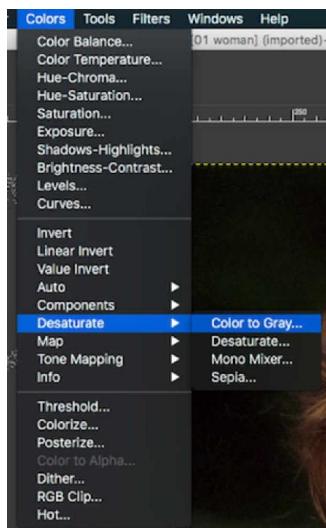


10. Press **Ctrl+Shift+D** or **Cmd+Shift+D** to make **duplicate** of the layer

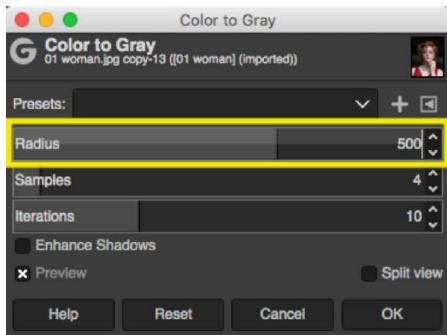


11. With top layer active, go to **Colors** in menu bar.

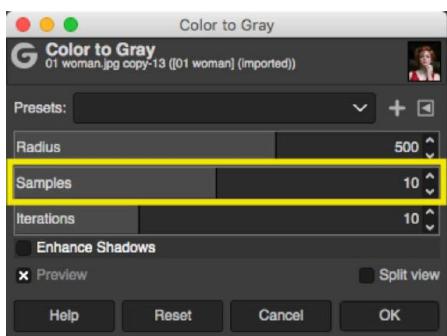
12. Click on **Desaturate** and **Color to Gray**.



13. Change Radius to 500.



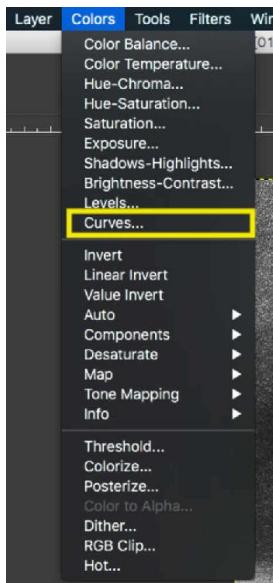
14. Change Samples to 10.



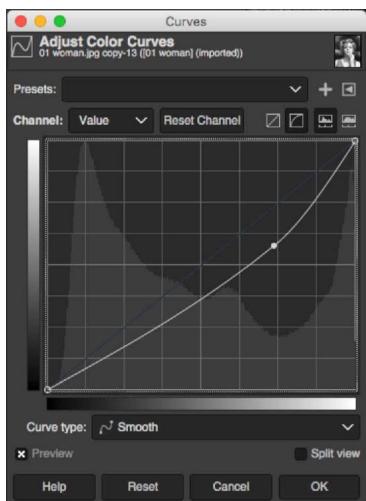
15. Click on OK.

16. Click on Colors in menu bar again.

17. Click on **Curves**.



18. Adjust the **Curves** like in the picture



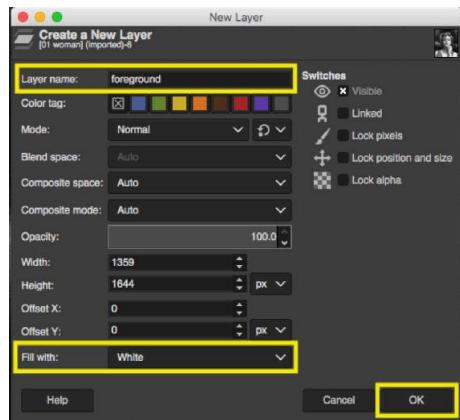
19. Click **OK**.

20. Press **Ctrl+Shift+N** or **Cmd+Shift+N** to make a new layer.

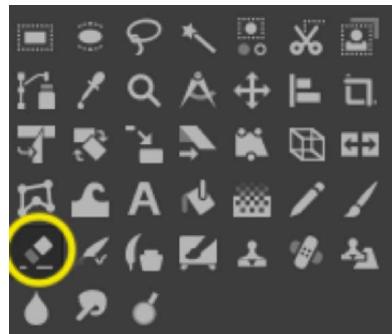
21. Change layer name to **Foreground**.

22. Change **Fill type** to **white**.

23. Click on **OK**.

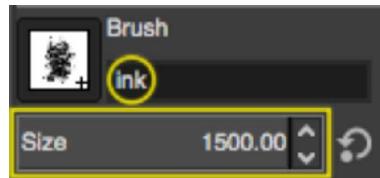


24. Click on the **Eraser** in the **Toolbox**.

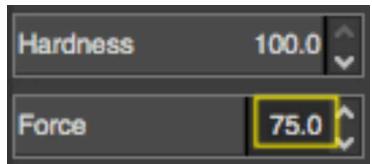


25. Make sure that **Ink brush** is active.

26. *Change Size to 1500.*



27. *Change Force* to 75.



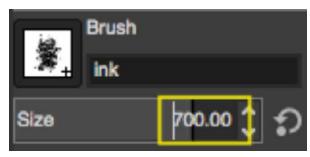
28. *Click on Dynamics*, scroll up and choose option to **Dynamics Off**.



29. *Click once or twice in the middle of the image*

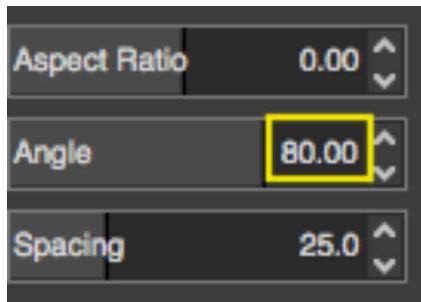


30. *Reduce size to 700.*



31. Click several times in the **Image** to show more of the portrait.

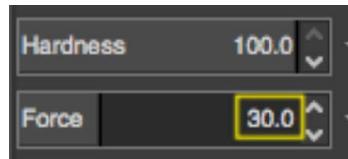
You can also change the **Angle** of the brush.



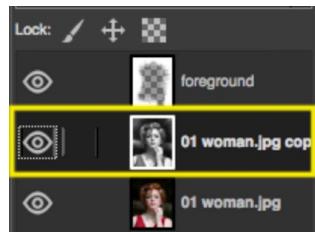
Its okay to leave some white in the face but the eyes should be good visible just as the hand.



32. After a few clicks reduce the **Force** to **30** to affect some of the outer area.



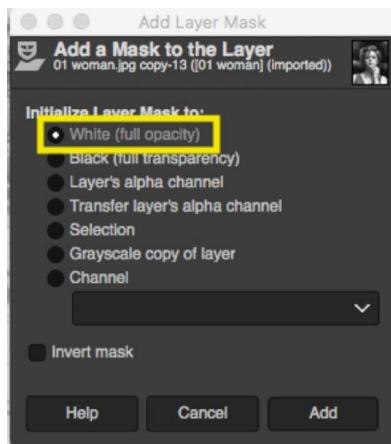
33. When all is to your liking, make the middle layer active



34. Click on the **Layer mask icon** at the bottom of the layer panel.

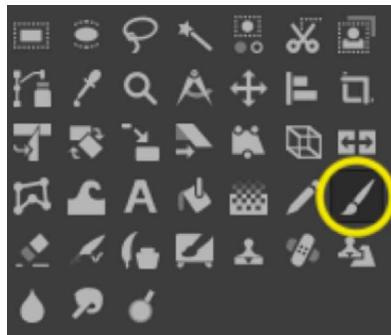


35. You should have **White (full Opacity)** checked.



36. Click **Add**.

37. Click on the **Paintbrush** again to bring back some color in the portrait (but do not overdo this)



And this is the end result:



9. How to Create a Low Poly Portrait in Black and White

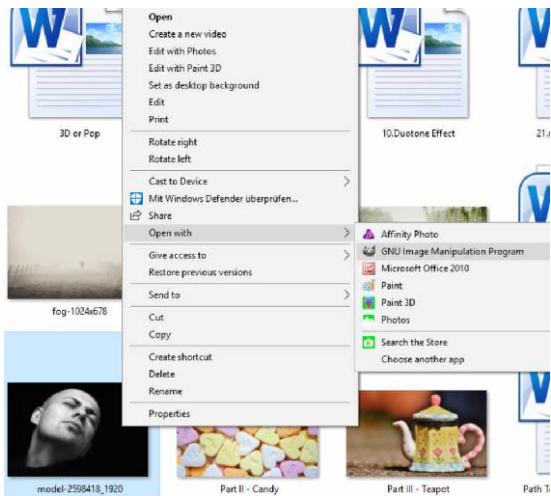
In this GIMP tutorial, we're going to learn how to create a low poly portrait in black & white.

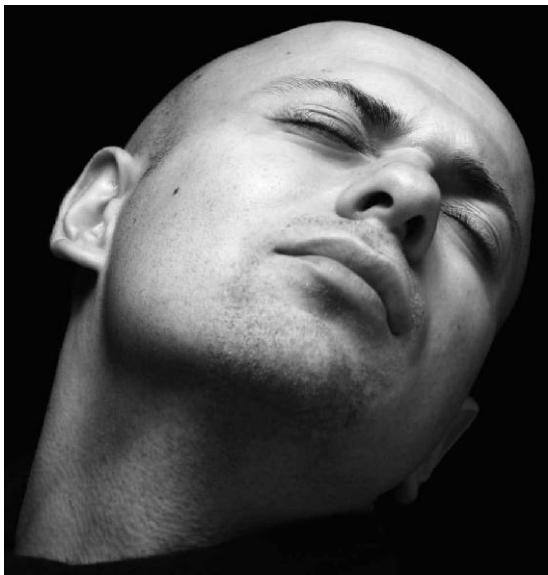
If you want to use the same image we'll be using, please download the image from our Facebook page.

Before we start, we want you to know that while this is a very cool technique to learn, the steps are quite redundant. We'll give you the steps you need to get started and then we'll show you the end effect. We are confident that once you learn how to do the initial steps, you'll very quickly master this technique. Of all the techniques in this book, this one is our editor's favorite.

Ok, ready?

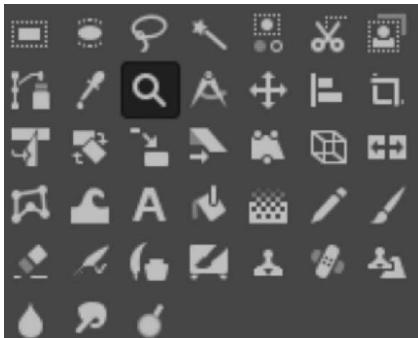
First, let's *right click* on the photo and *click Open with* and on **GIMP**.





The key to creating a recognizable low-poly image is to add more detail in the important areas such as the eyes, nose and mouth, and to use larger polygon shapes in the less important areas. And it's also important to follow the lighter or darker areas in the original, to get dept in our low poly image.

Hit **Z** on your keyboard to activate the **Zoom Tool** and select an area around one of the eyes.

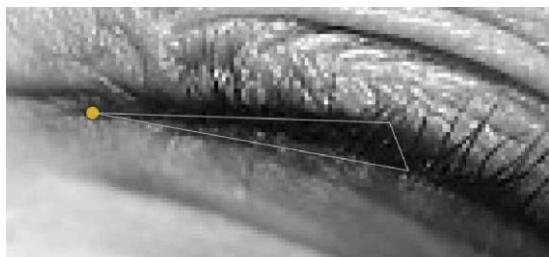


Now, we'll activate the **Free Select Tool** by *hitting F* on our keyboard.



Then, we'll make the first triangle.

Just *click* once where you want to start, and then *click* again at every corner until you get back to where you started.

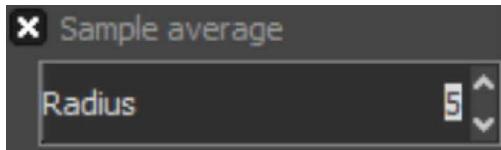


Then, *click* in the first yellow dot to make the selection complete.

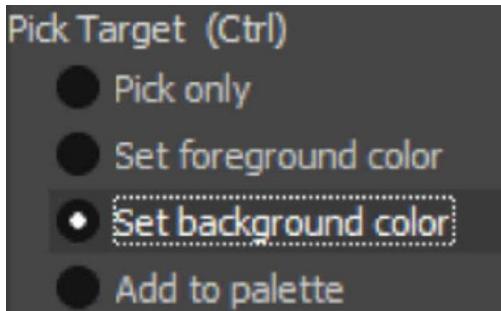
Activate the **Color Picker** by *pressing O* on your keyboard.



Go the **Tool Options** and *check Sample average*.
Make its Size 5.



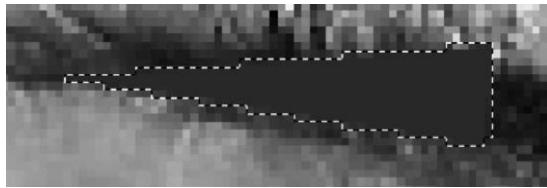
Then *check Set Background color*.



Go ahead and *click* in the triangle and this will select a grey color (because this is the color of this specific area).

When we *left click and hold*, we can see a square that indicates from which area we are making a color sample.

Now, when we have found our color, we'll *let go* of the mouse and we *hit Ctrl/Cmd + X* (shortcut to **Fill** the selected area).



And there it is, our first triangle filled with grey color.

Hit the shortcut **F** so the **Free Select Tool** is active again and make the next triangle.



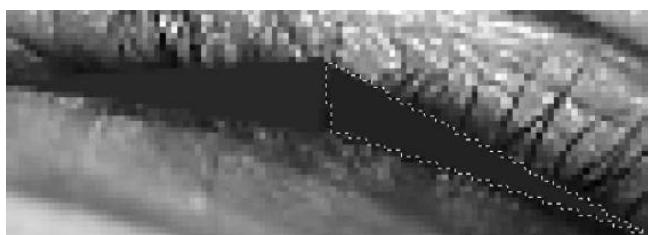
Be careful not to leave blank spaces between the triangles. To be safe, it's best to overlap them slightly. If necessary, we can also make a new polygon shape on top of a previous one.

Now, we'll *hit O* on our keyboard to activate the **Color Picker** again.



After that, we'll select a color by *left clicking*.

Then, we hit **Ctrl/Cmd + X** to fill the selection.



There it is, our second triangle.

Hit F to activate the **Free Select Tool** again.



And that is how it works. Now, just repeat these steps for the whole image. And remember the tips from the beginning.

Note: This process will take a while. Take your time and savour each step. The end result is amazing.

Your finished product should look something like this.



Hint: Try doing an internet search for "Low Poly" and you'll see some amazing examples of this cool technique.

10. How to use the Unified Transform Tool

In this tutorial, we are going to learn how to use the unified transform tool.

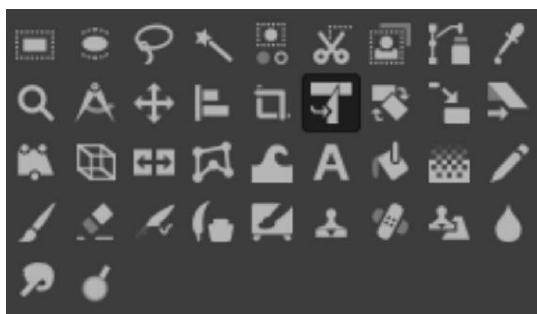
This tool combines several tools: **Rotate**, **Scale**, **Shear** and **Perspective**, performing one or several of these actions at once in one single operation. Combining two or more options gives us almost infinite possibilities of transformation.

We can *access* this tool by going to tools in the menu bar.

1. *Click on Tools* in the menu bar and then we *click* on **Transform Tools** and on **Unified Transform**.



2. Or we can just *click* the icon in the **Toolbox**.



The shortcut for this tool is **Shift + T**.

We can *transform* a layer, a selection or a path.

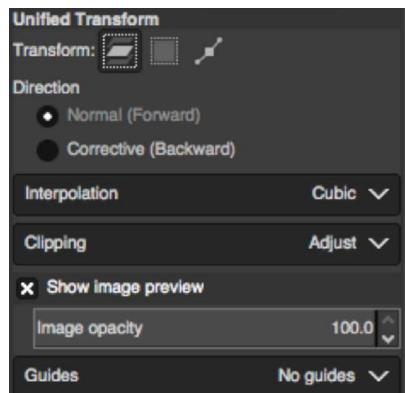


In this tutorial, we'll limit ourselves to transforming a layer.

By default, the **Direction** option **Normal** is checked.

The **Interpolation**, which determines the quality of the **Transformation**, is **Cubic**, and the **Clipping** is set to **Adjust**.

These are the options that are most commonly used, and we'll *leave* them as they are in this tutorial.



Clicking on the icon (see image), resets the tool options to their default.

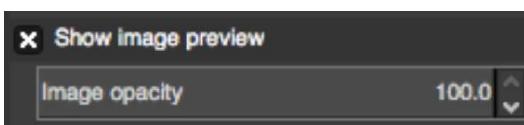


When we have *activated* the **Unified Transform Tool**, and then *click* in the image, a pop up framework with several kind of handles and a circle in the center will appear.



The option **Show Image Preview** is also *checked* by default and we can *change* the **Opacity** when we want to see the underlying layer.

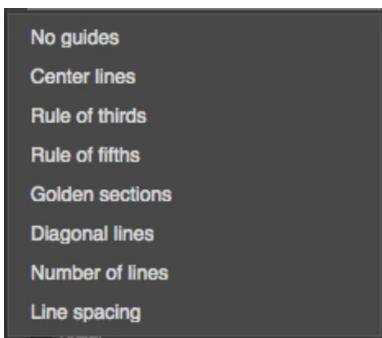
Here we will keep the **Opacity** at **100%**.



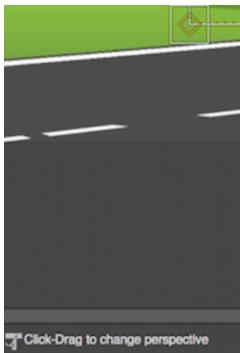
The layer itself is made invisible for now, but will become visible again when we *hit* the **Transform Button**.

When we *click* on **Guides**, we can *choose* from the menu several different guide options.

For this tutorial, we'll leave it at **No guides**.



When we *place* the cursor on top of one of the handles, a help text will appear at the bottom of the image window. This text tells us what we can do with that particular handle.



So, there is the **Move** option when we *click and drag* inside the framework.

Or we can **Scale** the image by *grabbing* one of the squares. When we *grab* one of the squares in the corners, we have to pay attention not to grab the diamond. The square should light up yellow.



Then, there's the **Rotate** option - when we *click & drag* outside the framework.



Or the **Shear** option. And finally, there is the possibility to change the perspective when we grab one of the diamonds inside the squares.



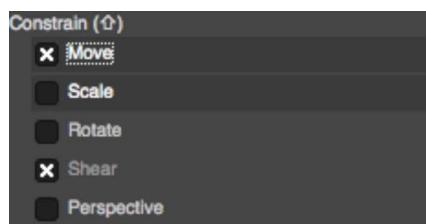
When we have performed several actions, we can *click Ctrl/Cmd + Z* to *undo* them one by one and *click Ctrl/Cmd + Y* to redo them.



Or we **click Reset** to go directly back to our starting point.



Checking the option **Move** under **Constrain**, constrains the movement to **45 degrees**.



Checking the **Scale** option constrains the aspect ratio when we scale.



Clicking **Rotate** constrains the rotation to **15 degree** increments.



Unchecking Shear, allows us to *shear* the layer in all directions.

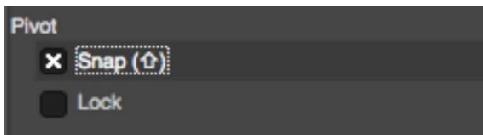


Checking Perspective, makes the handles *move* along the horizontal or vertical line, or diagonal. We can *click and drag* the pivot point to wherever we want, even to outside the framework. Then the actions that we perform use the pivot point as the center of the transformation.

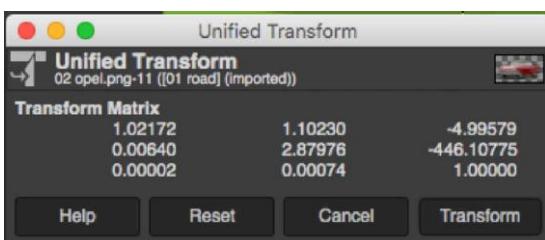




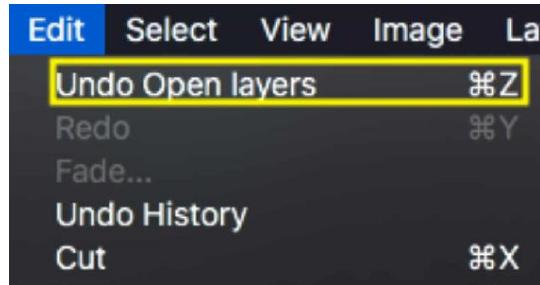
Under **Pivot** we can *check Snap*. This makes the pivot point *snap* to one of the corners, or to the center.



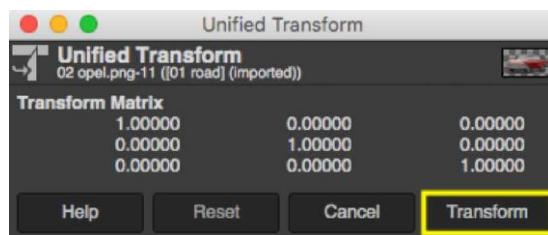
Here we can *detach* the dialogue box from the canvas, and *move* it to wherever we want.



Only now **Ctrl/Cmd + Z** does not work now. When we want to *undo* one step at the time, we can however go to **Edit** and here we can *click* on **Undo Open layers** to *undo* our last action.



And finally, to apply our transformations, we can of course *click* on **Transform**.



And this concludes this tutorial and this book.



Thank you so much for your attention.

10 Professional Techniques

1. How to Create a Motion Blur with Zoom Effect

In this tutorial, we are going to learn how to apply a motion blur with zoom effect.

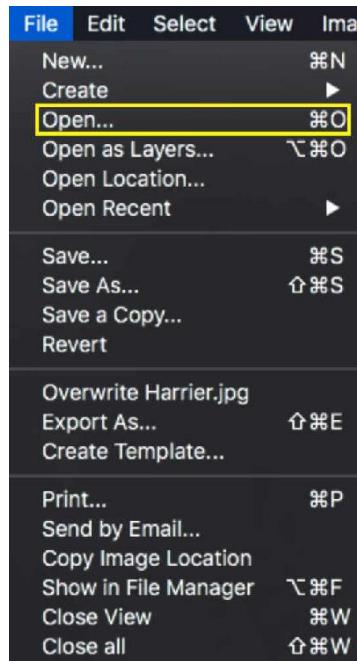
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

The first thing we're going to do is open the image of the airplane:

To do this:

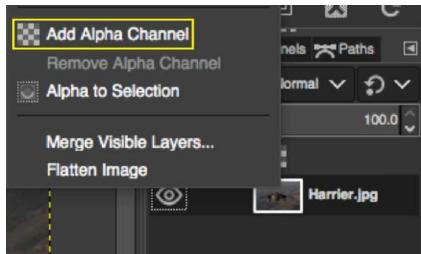
1. Go to **File** and then *select Open.*



2. Click the **Zoom Icon** in the top right corner to maximize the image.



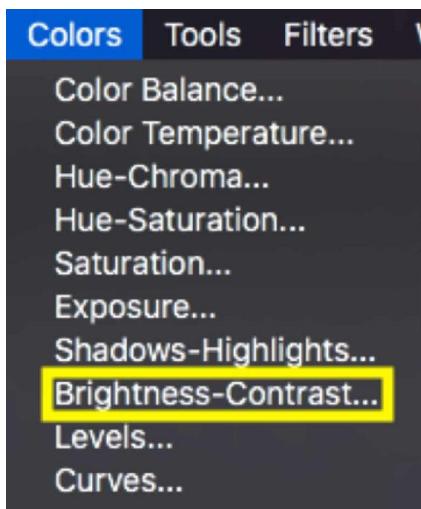
3. Right click on the Layer and select Add Alpha Channel.



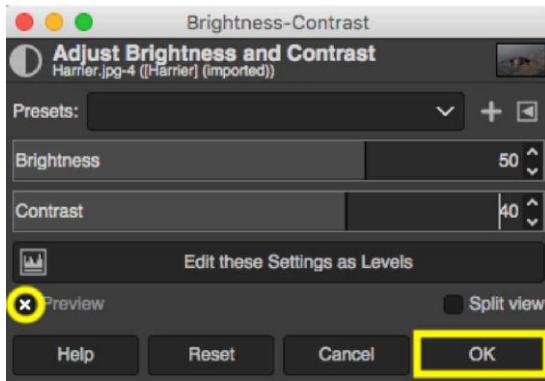
4. Go to the Menu Bar.

5. Click on Colors.

6. Click Brightness and Contrast.



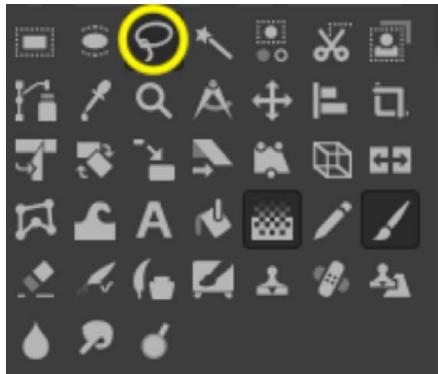
By clicking on the slider lines, we increase the **Brightness** to **50** and the **Contrast** to **40**.



7. Click the **Preview** off and on, to see the difference.

8. Click **Ok**.

9. Then we go to the **Toolbox** and we activate the **Free Select Tool**.



10. Zoom in by pressing **Ctrl/Cmd** and turning the mouse wheel.

We will *select* the airplane by just *clicking* point after point, without *holding* the mouse. In this way we can make shorter or longer selection lines.



By *clicking* the **Backspace** key we can *undo* one or more previous steps.

Then, we can continue after the last made point. When we *hover* over a previous made point, it turns **yellow** and we can by **click & drag** move it to make corrections.

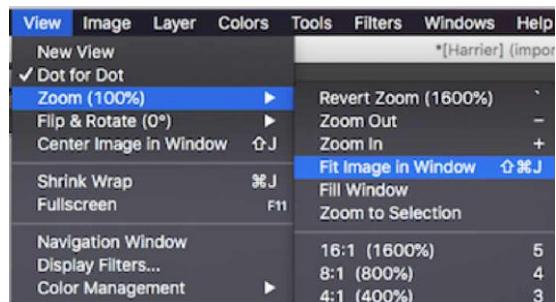


Then, we can continue where we left off. Our selection does not need to be very precise, because we will blur the edge of the selection later on. So that is why the **Free Select Tool** will suffice for this tutorial.

When we *press and hold* the **Space Bar**, the cursor changes into the navigation cross and we can, by *moving* the mouse without *clicking*, *move* the image. When we let go of the space bar, we can *continue* with the **Free Select Tool**.

But *moving* the image can also be done with the scroll bars after which we just can *continue* making our selection. When we have our selection almost complete, and we are close to the starting point, we can *hit Enter* and the selection will close. Or we can *hover* over the starting point and when this colors yellow, we can *click* to make our selection.

Go to **View**, **Zoom** and *hit Fit Image in Window*.



Then we go to **Select** and *click Feather*.



We are going to *feather* the selection with **15 pixels**. **Hit Enter** or click **Ok**.



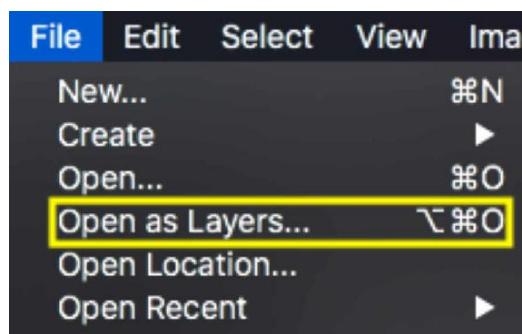
Then *hit Ctrl/Cmd + I* to *invert* the selection. Then we *hit* the delete key to *remove* the background. Now press **Ctrl/Cmd + Shift+ A**, to *remove* the selection lines.



Time to open our next image.

1. Go to **File**.

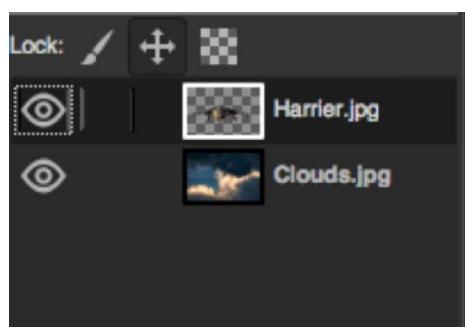
2. Click **Open As Layer** and *open* the image of the clouds.



3. Click in the layers panel on the downward pointing arrow, to place the cloud layer under the airplane layer.



4. Select the top layer.

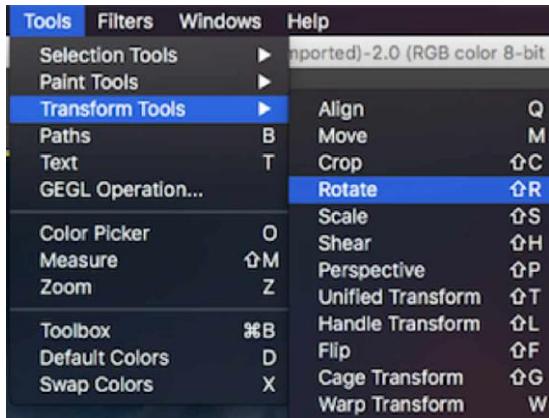


5. Go to the **Menu Bar**.

6. Click on **Tools**.

7. Then on **Transform Tools**.

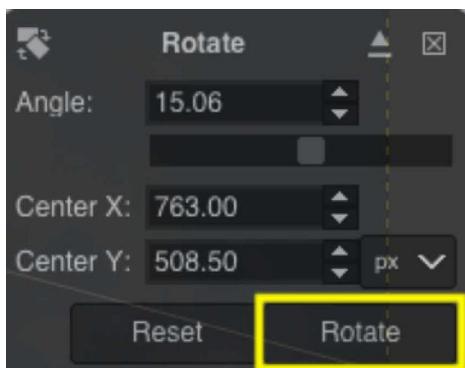
8. And *select Rotate*.



And now rotate the airplane for a more dynamic effect.



When you're satisfied *click Rotate*.



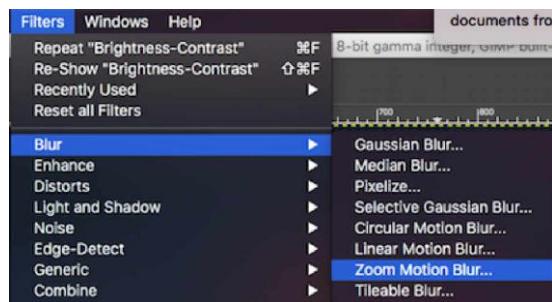
Now we *click* the bottom layer active.

We are going to *create* a Motion Blur Zoom Effect.

To *add* a Motion Blur Effect:

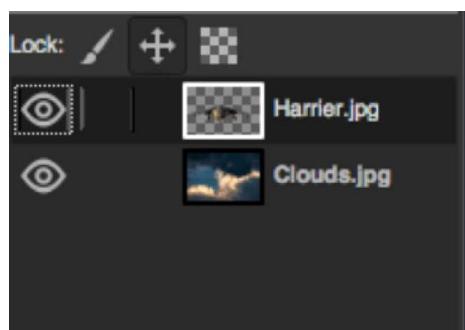
1. **Go to Filters.**

2. **Click on Blur and select Zoom Motion Blur.**



3. **Click on Ok.**

4. **Select the top Layer.**

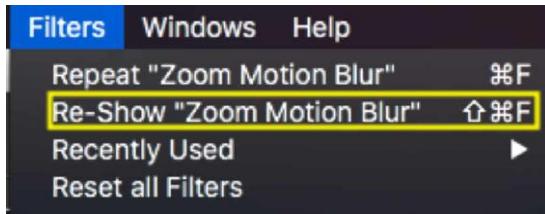


5. **Duplicate it by clicking the Duplicate Button in the layers panel.**

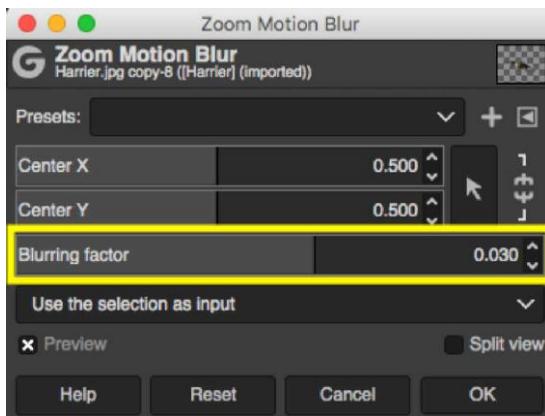


6. **Click on Filters.**

7. **Select Re-Show “Zoom Motion Blur”.**

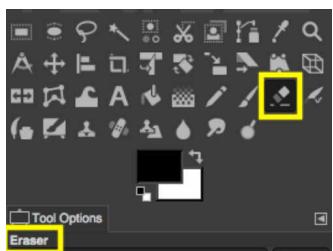


8. Change Blurring Factor to 0.030

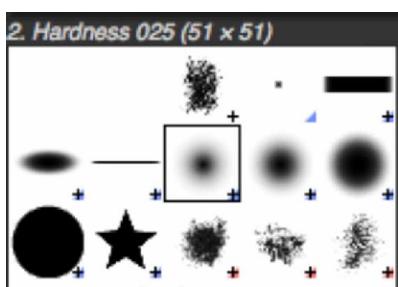


9. Click Ok.

10. Select the Eraser Tool.



11. Choose Brush 2. Hardness 025.



12. Make the **Size** to about **100**.



13. *Erase* the blur in the airplane but *leave* the edges a bit blurred.

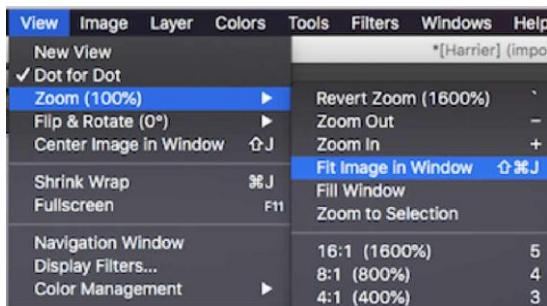


Again, we *zoom in* and out by *pressing Ctrl/Cmd* and *turning* the mouse wheel,
and by *pressing* the **Space Bar** we can *move* the image with the mouse.

When the result is to your liking:

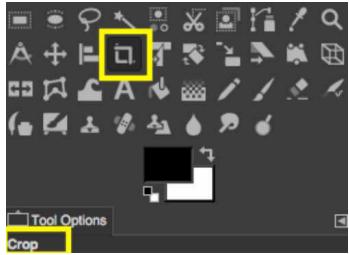
1. *Go to View.*

2. *Click on Zoom and then on Fit Image in Window.*



To finish off, we are going to *crop* our image:

1. *Select the Crop Tool.*



2. *Crop* the image.

3. *Click and drag* the corners or the bars to make corrections, and when we place the cursor inside the image we can, by *click and drag*, move the whole selected area.



4. When you're satisfied, *hit Enter* or *click* in one of the corners to *apply*.

And there it is, a dynamic motion blur zoom effect.

And this is the end result:



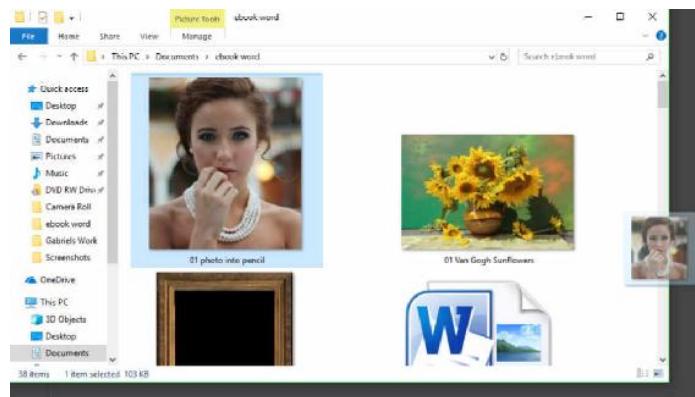
2. How to Change a Color Photo Into a Beautiful Pencil Drawing

In this tutorial we are going to learn how to change a color photo into a beautiful pencil drawing.

If you want to use the same image we'll be using, please download the image from our Facebook page.

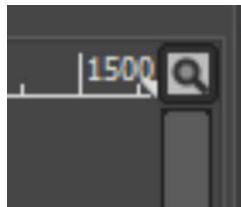
Ready?

Open your image folder, and bring by **drag & drop**, the image into Gimp.





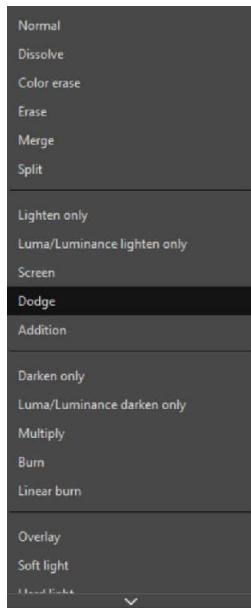
Click the little zoom icon in the top right to maximize the photo.



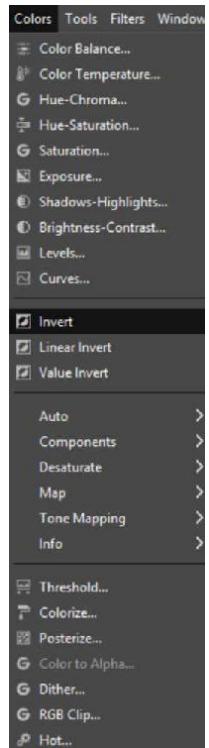
Make two duplicates of the layer by *clicking* the **Duplicate** button in the layers panel.



While the top layer is selected, we *change* its **Mode** from **Normal** to **Dodge**.

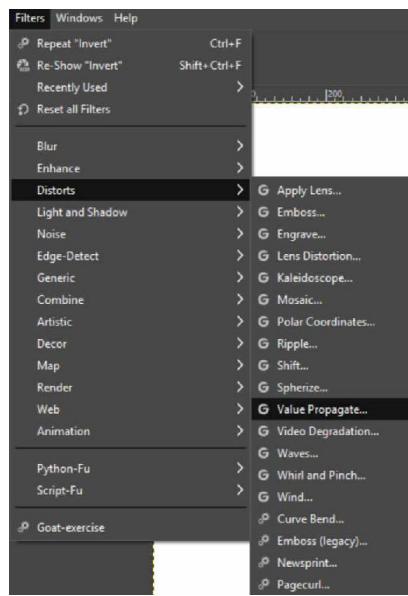


Then we go to **Colors** and we *click Invert*.

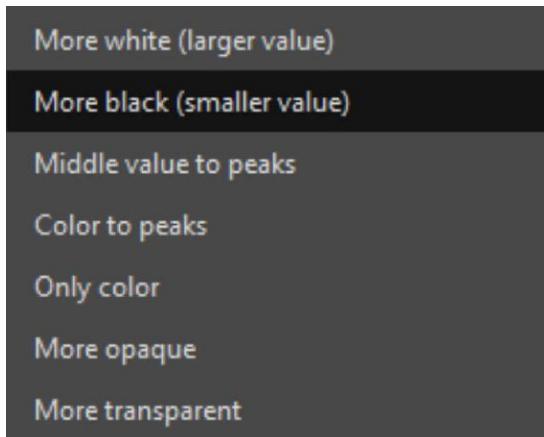


We don't see much of our image now, but that's how it should be for now.

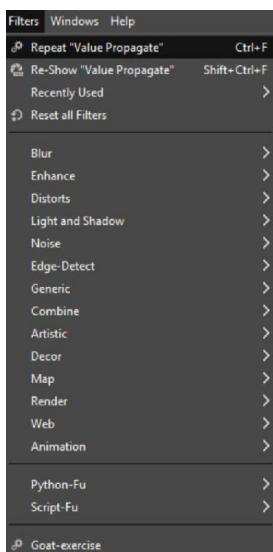
Go to **Filters**, **Distort**, and *click Value Propagate*.



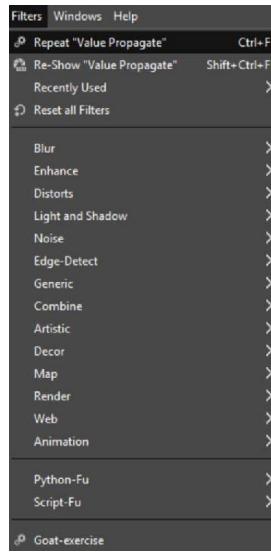
Change the Mode to More black (smaller value), which enlarges the black areas in the image.



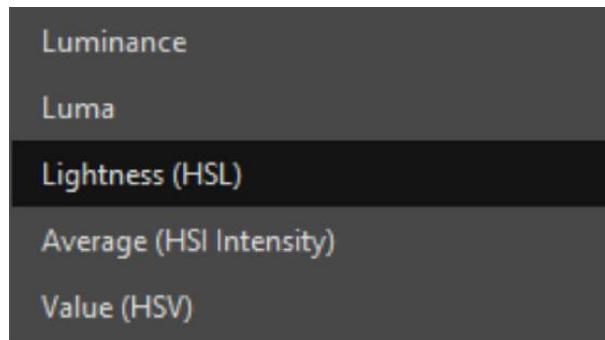
Go back to Filters and hit Repeat Value Propagate.



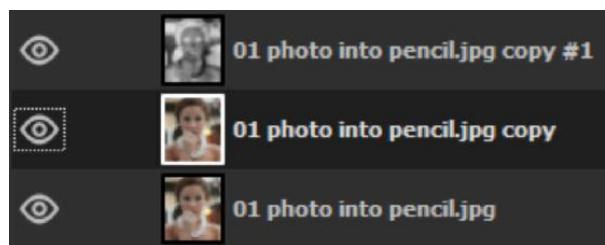
Go back to Filters again and hit Repeat Value Propagate one more time.



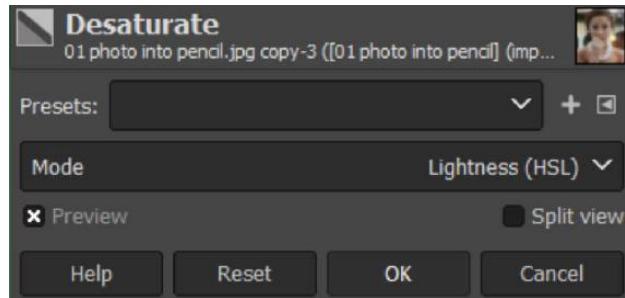
Go to **Colors, Desaturate**, leave the option **Lightness** active and *click OK*.



Make the layers visible again and *activate* the middle layer.



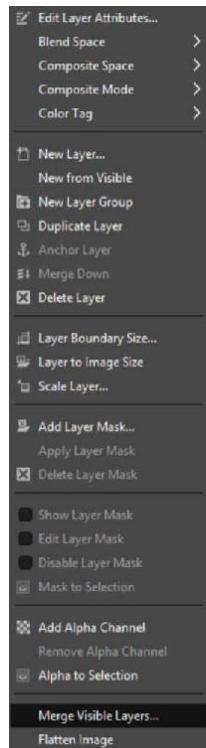
Then we go back to **Colors** and **Desaturate**.



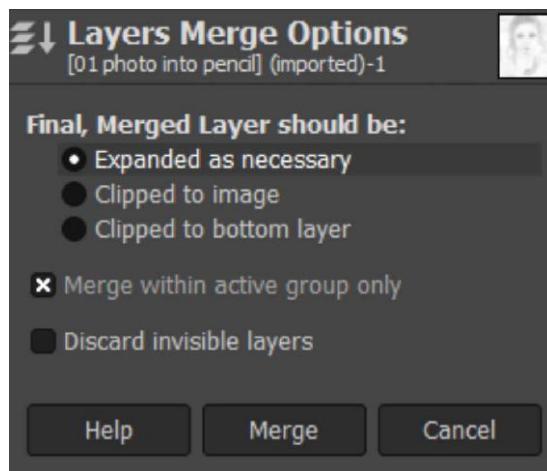
Hit OK.

Right click on one of the layers.

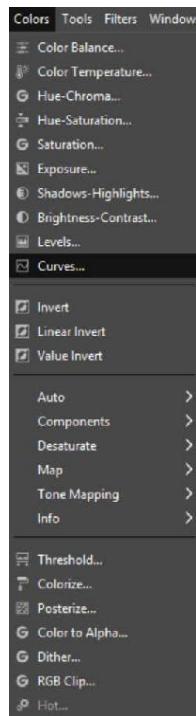
Click Merge all Visible Layers.



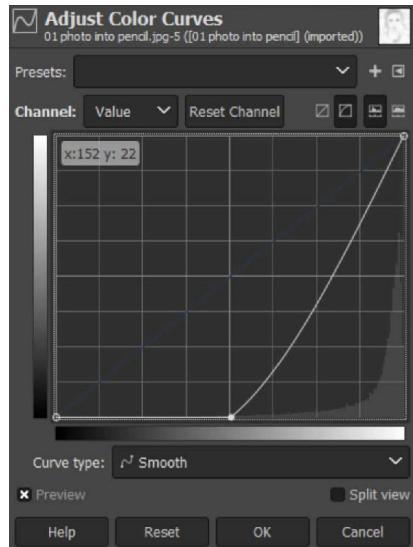
We can leave the default settings as they are and *click Merge*.



Now, we'll go to **Colors** and *click Curves*.



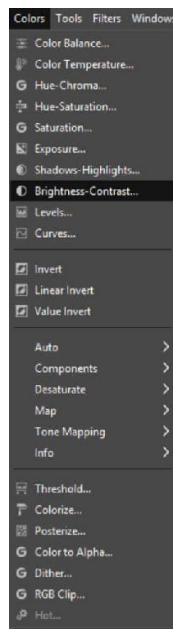
Here, we can adjust the image to our liking.



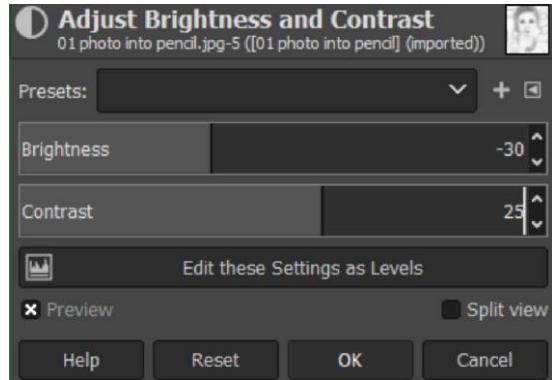
It's important to pay special attention to the black of the lines, because the gray areas will be erased later on.

Click OK.

Click Colors and then **Brightness-Contrast**.



Make the **Brightness** around **-30** and the **Contrast** around **+25**.



Make sure that there are still details in the necklace.

Click OK.

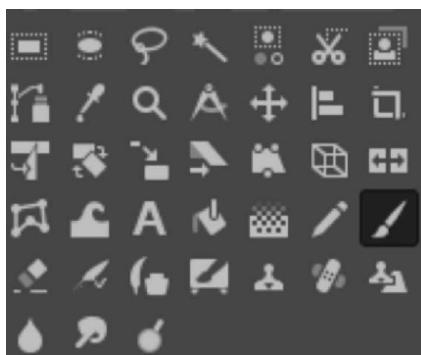
Now, we'll come to the part that is quiet time consuming but when we do this properly, we will be rewarded with a gorgeous result.



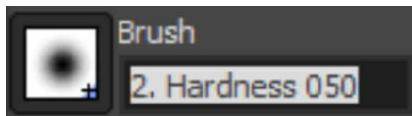
Change in the **Toolbox** the foreground background colors so white is our foreground color.



Then, *activate* the **Paint Brush Tool**.



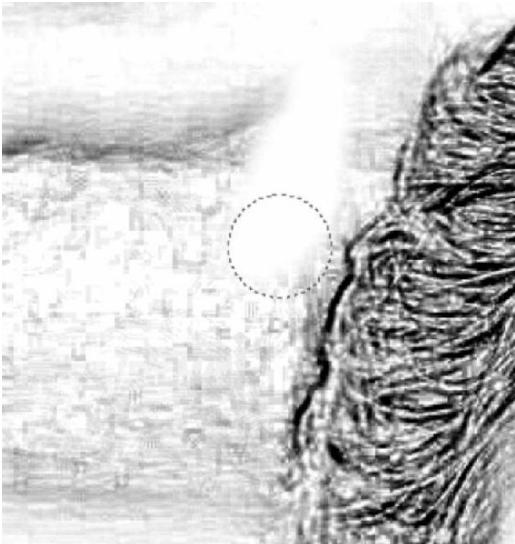
We will start with **Brush Hardness 50**.



Leave the **Opacity** on **100**, and make the **Size** around **60**.



We'll start with the background. Zoom in by *holding* the **Ctrl/Cmd** key and turning the mouse wheel away from you. Start painting along the hairline.



With the bracket keys we can change the size of the brush.

To finish off, we are going to paint some white spots in the eyes. *Choose Brush Hardness 75.*



Zoom in to one of the eyes.

Reduce the size of the brush with the left bracket key and paint white in the eye around the pupil and make a highlight by *clicking* and or *stroking*.

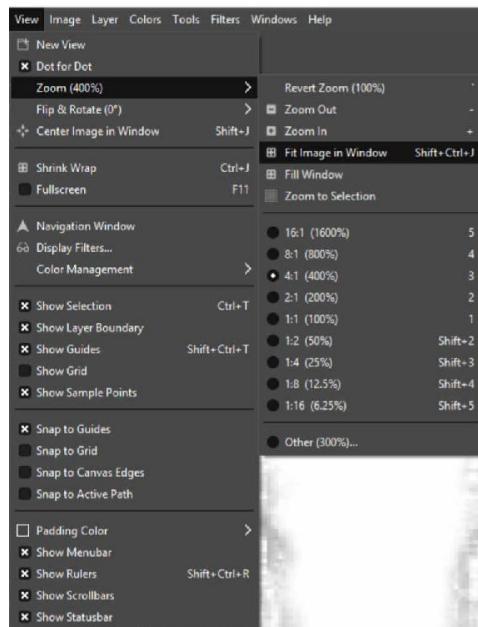


Make the other eye visible by sliding the scrollbar.

Then paint in the same way as you did the first eye.



When it looks okay, go to **View**, **Zoom** and the **Fit Image in Window**.



And there we have it, a beautiful pencil drawing.

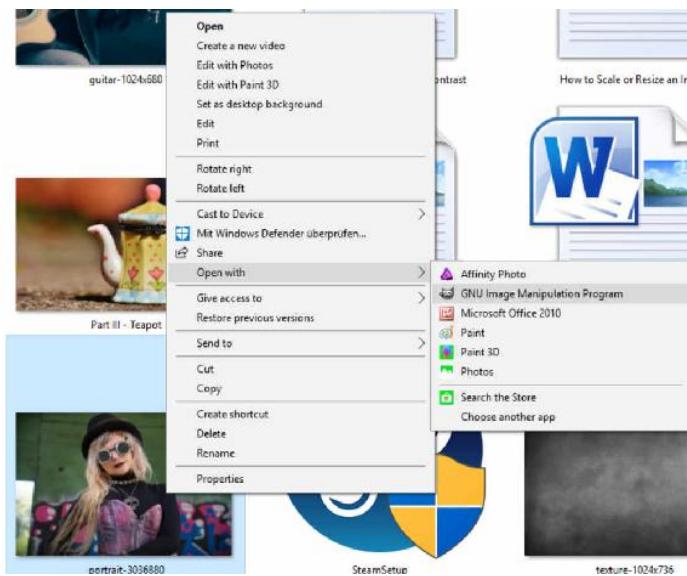


3. How to Make a Fantastical Bokeh Effect

In this tutorial, we are going to learn how to make a fantastical-looking bokeh effect.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready? Ok, let's start by *right clicking* on the thumbnail of the image in your image folder, go to **Open with** and *click* on **Gimp**.



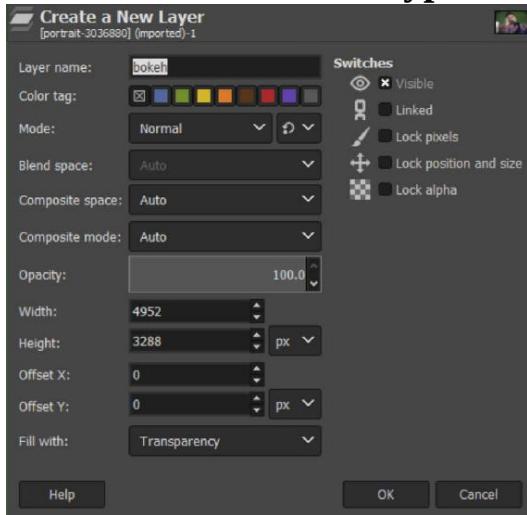
If needed, you can *press* **Ctrl/Cmd + Shift + J** to fit your image in the window.

Click on the new layer icon at the bottom of the layers panel, to *open* the new layer dialogue box.



Name this layer bokeh.

Make sure that the **Fill Type** is **Transparency**.



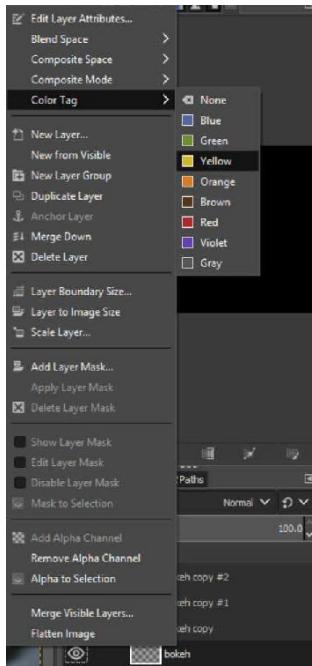
Click OK.

Then we **press duplicate** 3 times, so we end up with four new transparent layers.



Right click on the lowest bokeh layer, the one just above the portrait layer.

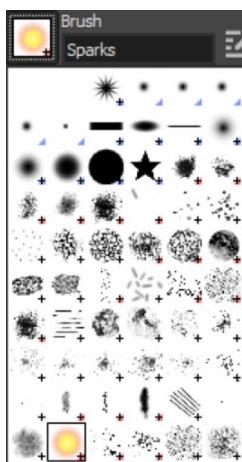
Go to **Color tag** and **hit Yellow**.



Now, we'll go to the **Toolbox** and we'll *click* on the **Paint Brush**.



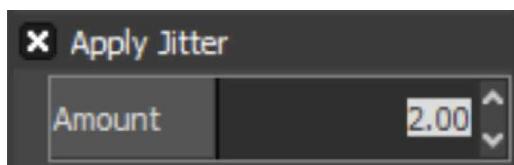
Choose the brush called **Sparks**.



Make the **Size 800**.



Check the option **Apply Jitter** and make the **Amount 2.00**.



This will scatter the sparks when we paint them.

Then, we can paint some yellow sparks in the image.

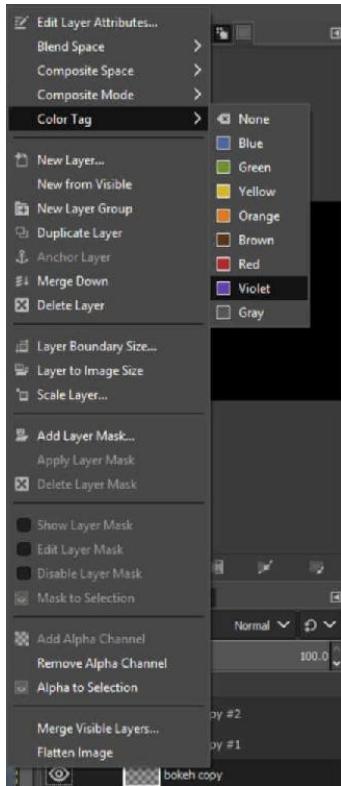
The size of the sparks and the pattern changes randomly when we paint.

We can always use **Ctrl/Cmd + Z** to *undo* one or more steps and try again.

Keep in mind that we do not want too much **yellow** because the dominant color in our image will eventually be **cyan-to-blueish**.

When this looks okay, we'll *right click* on the layer above the active one.

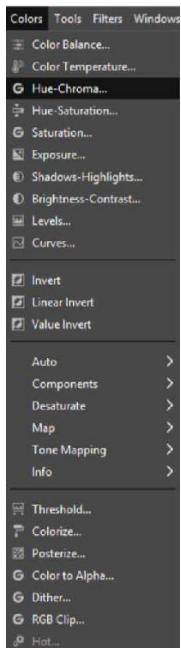
Next, *Click on Color Tag* and then on **Violet**.



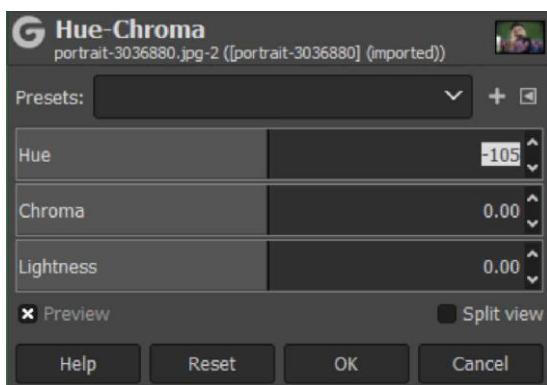
The **Paintbrush** is still active, so we can paint some more sparks.

They will also be **yellow**, but we will *change* that in a minute.

When we think it's enough, let's us go to **Colors** in the Menu bar. Here let's hit **Hue-Chroma**.



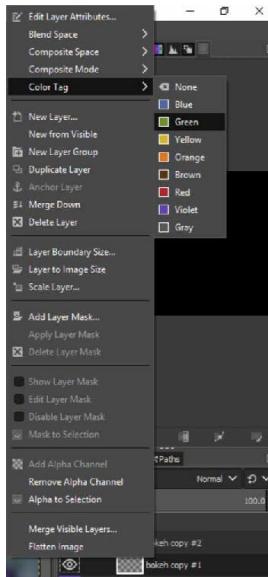
We change the **Hue** to **-105**.



Then hit **OK**.

Next, *Right click* on the copy #1 layer.

Hit Color Tag and now we'll choose for the **Green** one.



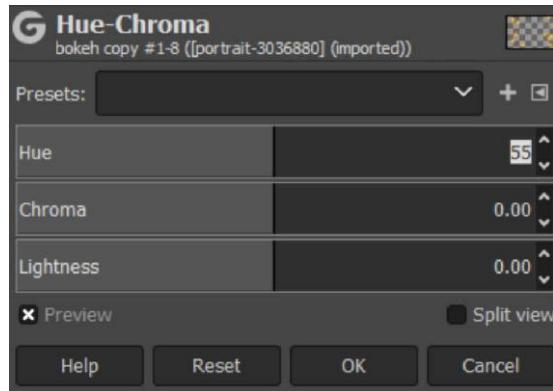
Go to the **Toolbox** and make the **Paintbrush** active.



Make some more splatters.

Then, let's go back to **Colors** and to **Hue-Chroma**.

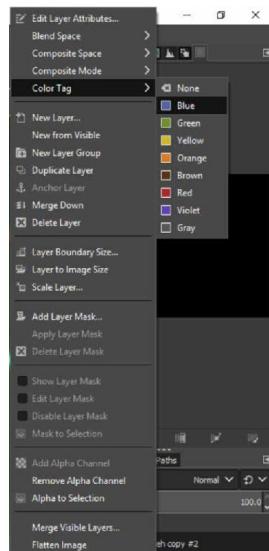
This time we make the **Hue** a +55



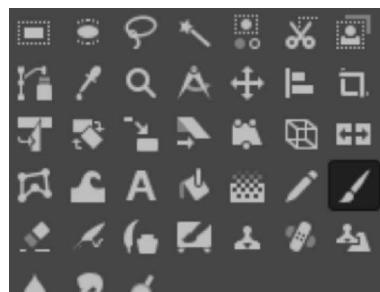
Then we *hit OK*.

Now, we'll go to the top layer and *right click* on it.

Then, let's click on **Color Tag** and on the color **Blue**.

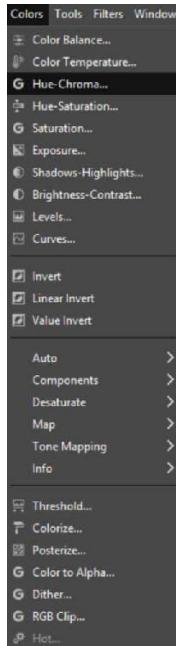


Make the **Paintbrush** active again.

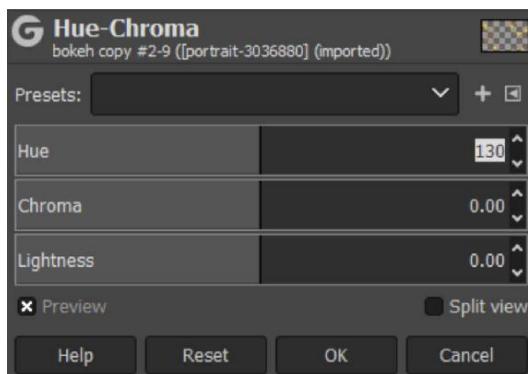


Make splatters and sparks.

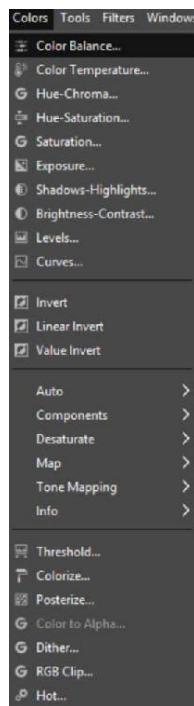
We can add some more sparks then we did by the other colors.
When this is done, we'll *click* on **Colors** and **Hue-Chroma** again.



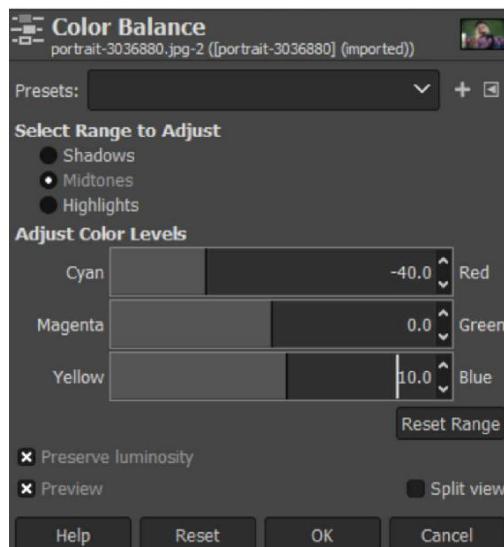
Make the **Hue +130**.



Make the **portrait layer** active. Go to **Colors** and **Color Balance**.



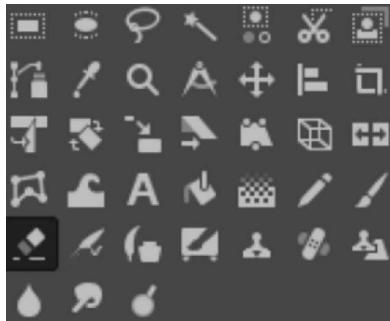
We change the **Cyan Red** value to about **-40** and the **Yellow Blue** value more-or-less to **10**.



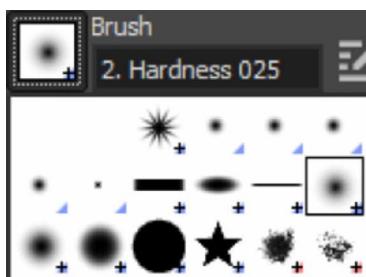
The outcome of this depends also on the colors of all the other layers, so you might want to do some experimenting.

When we feel it's looking good, then we'll *click OK*.

Go ahead, and make the **Eraser Tool** active.



Change the **Brush** to a circle.



Now, *erase* the spots that we don't want on the women.

Once we're done, *select* the layer above.

Repeat this step for all the layers.

We can also change the **Opacity** of each individual layer to our liking.

And there we have our sparkling **Bokeh Effect**.



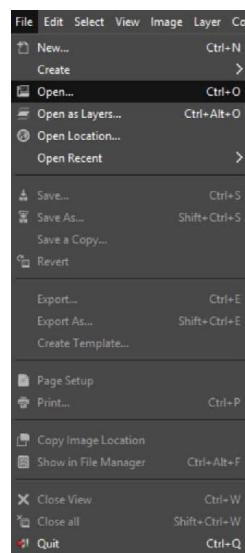
4. How to Create a Pop-Out Effect

In this tutorial, we are going to learn how to create a pop-out effect.

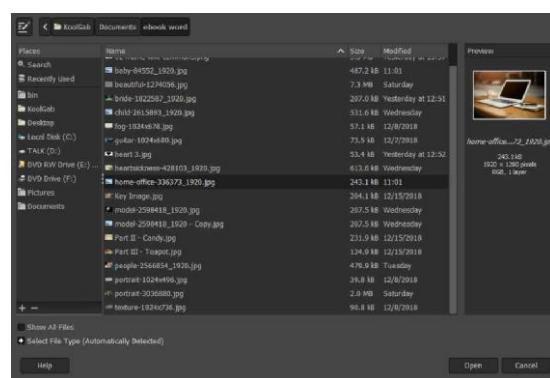
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

When Gimp is open, we go to **File**, click **Open**.



Now, search for the image and open it.

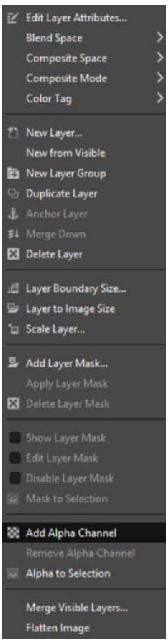




*Click on the **Zoom** icon in the top right of the window to maximize the image.*



*Right click on the layer and click on **Add Alpha Channel**.*



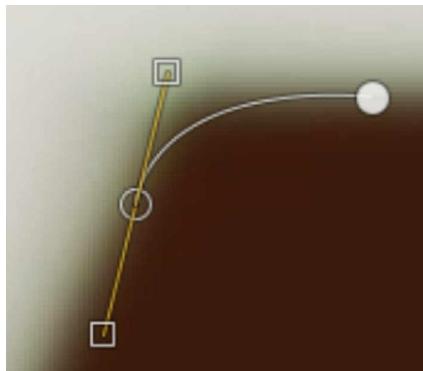
Then we'll go to the **Toolbox** and *activate* the **Paths Tool**.



Zoom in very far in to the top left corner of the laptop screen by *holding* the **Ctrl/Cmd** key and rolling the mouse wheel.

Now, click the first node, placing it more or less on the inside of the edge of the screen.

Then, place the second node just around the corner and *hold* the left mouse button down and *drag* it out a bit, so you can make a curve with the handle.



When the curve looks good, you can *let go* of the left mouse button. Now *click* and *drag* the handle back to its node, and place it in the direction of the next to make node.

And that is all we need to know, to make a very precise selection with the **Paths Tool**.

Zoom out now.

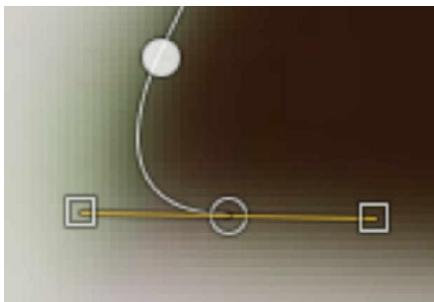
Now move to the next corner.

*Hold the **Space bar** down and move the mouse without clicking, to move the image to the next corner.*

*Let go of the **Space bar** and zoom in again.*

Then *click* a node just before the corner and *let go* of the mouse button.
The next node comes just around the corner.

*Click and hold the left mouse button *down* while *dragging* the handle out, and make another curve.*



Then *let go* of the mouse.

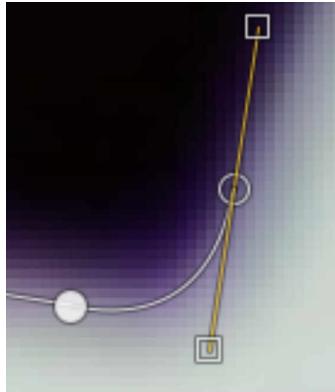
Click and drag the handle back to its node and place it in the direction of the next to make node.

Zoom out again and move the image to the third corner.

Zoom in again.

Click another node.

Now *click* the next node just around this corner, *hold* the mouse button *down*, *drag* out the handle and make the curve.



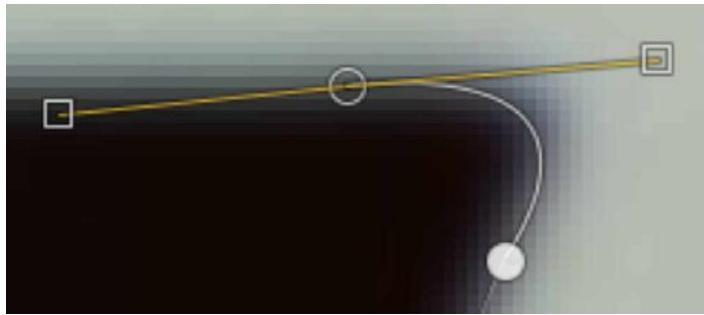
Then *let go* of the mouse and *click and drag* this handle back to its node and place it in the direction of the next to make node.

With **Ctrl/Cmd + Z** we can undo the last action and try again.

Zoom out again and move the image to the last corner of the screen.

Click a node.

Then *click* the next node around the corner, *hold* the mouse again and *drag* it out to make the curve.

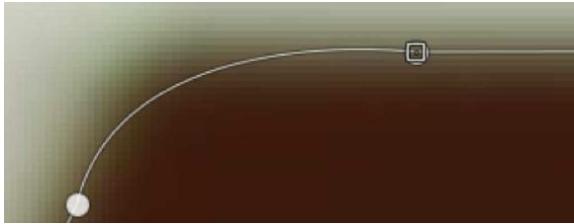


Click and drag it back again.

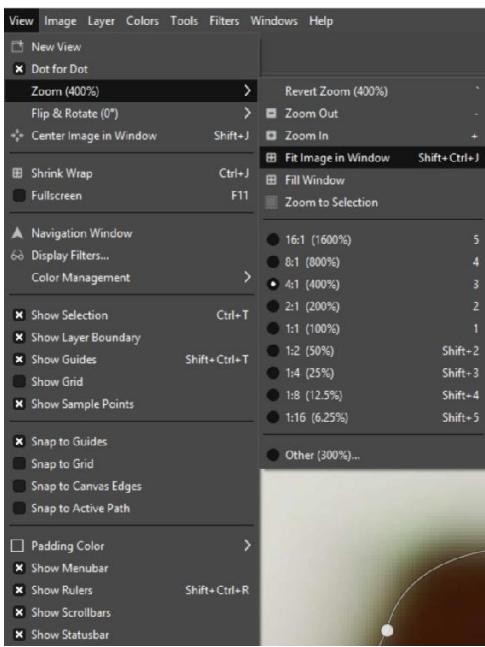
Zoom out, move the image to the first node.

Zoom in again and place the cursor over the first node.

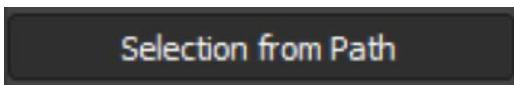
Click and hold the **Ctrl/Cmd** key and when we see the connect chain icon, we *click* in it to finish our path.



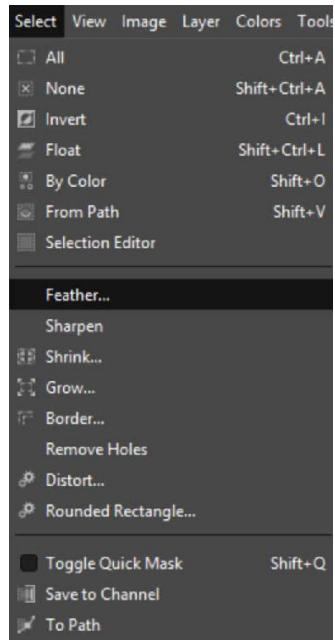
Go to **View**, **Zoom** and *click* on **Fit Image in Window**.



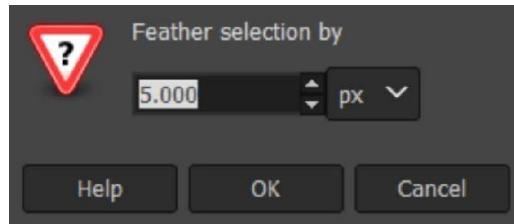
Now, we'll can *click* on the button **Selection from Path**, or just **hit Enter** to make our selection.



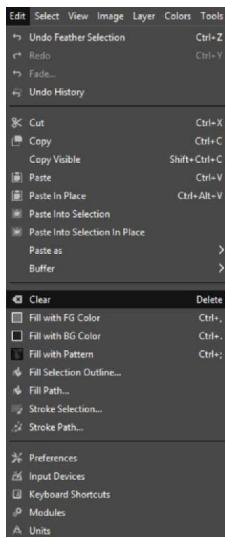
Go to **Select** and **hit Feather**.



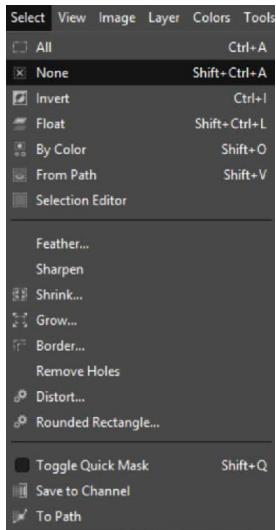
We'll feather the selection with **5 pixels**, so we can just *click OK*.



Go to **Edit** and *click* on **Clear** to remove the screen.

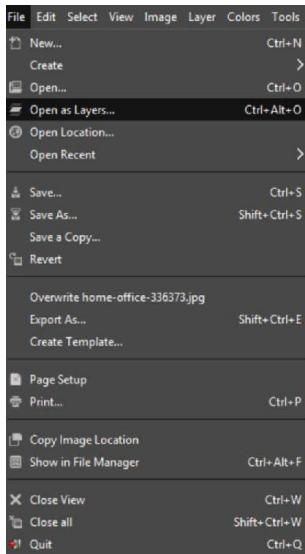


Now, to **Select** and here we *click* on **None**.



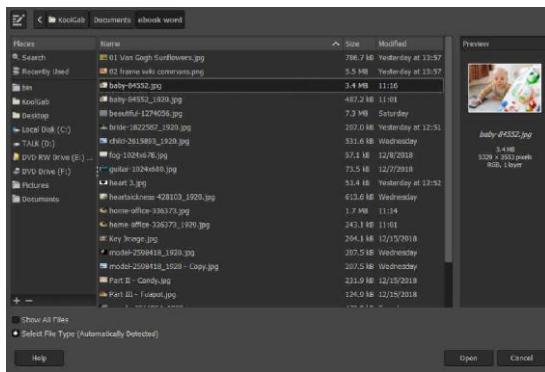
Then, we'll *click* on a random tool to make the path invisible.

Go to **File** and *click* on **Open as Layers**.

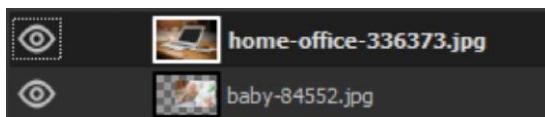


We are going to bring the image with the baby into our project.

Search for it and open it.



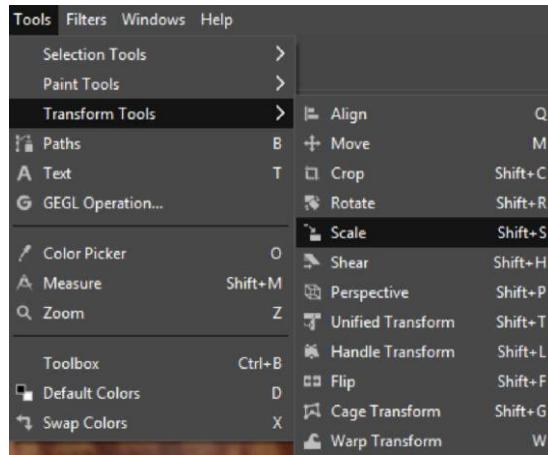
Click and drag it below the laptop image.



Select the laptop layer and bring its **Opacity** down to about **40**.

Make the baby layer active.

Go to the Menu bar, click on **Tools**, **Transform Tools** and then on **Scale**.



Click on the chain to lock it, so the proportions stay intact when we scale the image.

Make the image **Opacity** about **40**.



Now, make the **baby layer** invisible by *clicking* the eye.

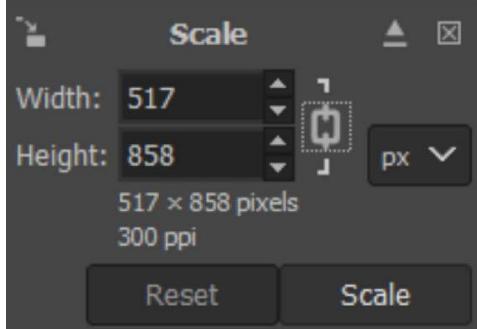
Next, scale the image as you see fit.

Make sure that the baby hand is on the keyboard and, the top of the head falls just outside the laptop screen.



We can move the image by *click* and *drag* the circle in the center.

When we think it looks good, we *click* on **Scale**.



Make the **baby layer** visible again and *activate* the laptop layer.
Select the **Paths Tool** again.



Zoom in to the hand of the baby and *click* these two nodes like so.



They should be within the edge of the screen.

Make the laptop layer **invisible**.

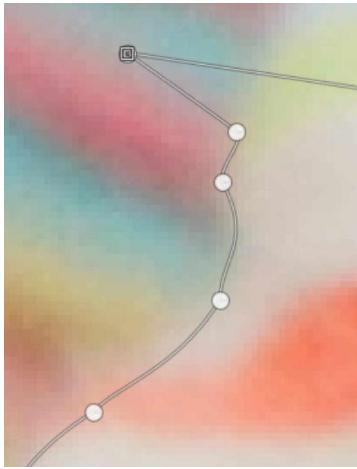
Now, we can make a selection of the hand.



It looks like we are selecting the hand in the baby layer, but we are actually selecting in the laptop layer.

Usually selecting works best when we stay just a little bit within the boundaries of our subject.

When we are back at the first node, we place the last node over the first node, *press the Ctrl/Cmd key* and when we see the connect chain icon, *click to close the path*.



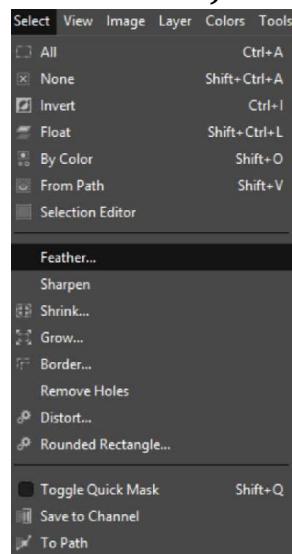
Press **Ctrl/Cmd + Shift + J** to maximize the image in the window.

Click the button **Selection from Path**, or hit **Enter** to make the selection.

Selection from Path

Make the laptop layer visible, and make its **Opacity 100** again.

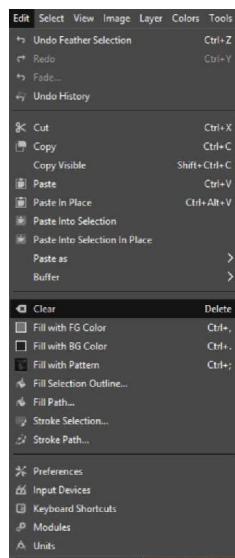
Go to **Select**, and *click* on **Feather**.



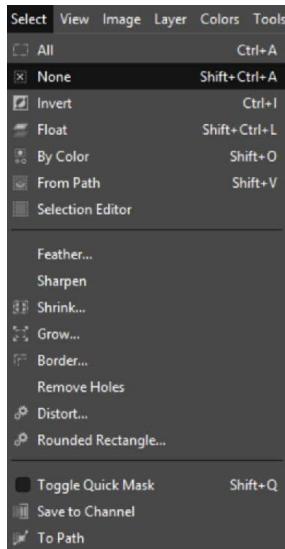
Just *click* **OK** to feather the selection with **5 pixels**.



Now, go to **Edit** and here we *click* on **Clear**.



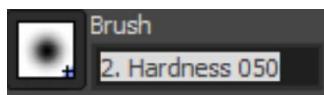
Then to **Select** and *click on None.*



Click the Smudge Tool active.



Choose **Brush Hardness 050**, zoom in to the sleeve and *smudge* the edge a bit.



Now, we're going to add some shadow.

Click on the Dodge/Burn Tool in the Toolbox.



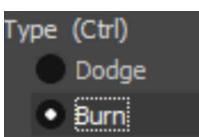
Leave the **Brush Hardness** at 050.



Make the **Size** 100.



Select the option **Burn** and also the option **Highlights**.



Make the **Exposure** 100.

Make in one stroke a shadow on the laptop under the arm.
Then we can make some shadow on the keyboard under the hand.

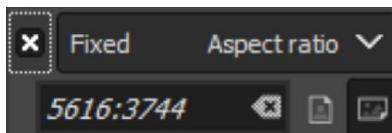
Here we can *click* multiple times.

When it is to your liking, you can *hit* **Ctrl/Cmd + Shift + J** again, to maximize the image.

To finish off, we will crop our image, to make it a bit more dynamic.
Activate the Crop Tool in the **Toolbox**.



Select the option **Fixed Aspect Ratio**.



Now make a cut-out.

Click & drag the handles and or the corners, to make corrections and click and drag inside the image to move the cut out.

When you feel that it looks okay, you can *hit Enter* or *click* inside the cut out to crop the image.

Then *press Ctrl/Cmd + Shift + J* again.

And there we have it, a nice pop out image.



5. How to Create a Beautiful Bokeh Effect

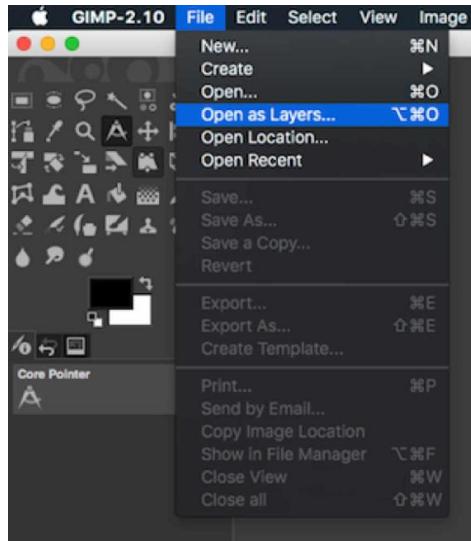
In this tutorial, we are going to learn [how to create a beautiful bokeh effect.](#)

This tutorial is similar to the one before, but instead of being fantastical and sparkly, this bokeh effect is very professional-looking and can be used or applied to many of your images.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready? Let's start:

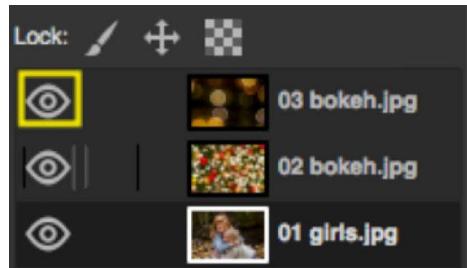
When Gimp is open, we'll go to **File** and **Open as Layers...**



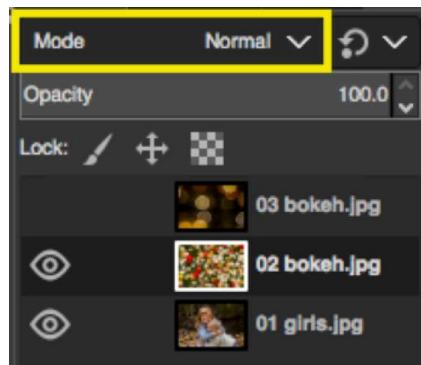
Here, we'll search for our images, select all three of them, and click on **open**.

In this way they will open as separate layers in the same project.

Click on the **Eye** of the **top layer** to make it **invisible**.



Now, we'll select the **middle layer**.



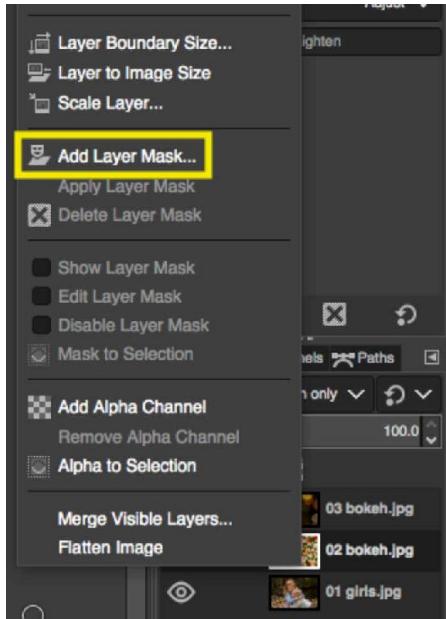
Next, we'll change the **Mode** of this layer and **Hover** with the cursor over the **Mode** operations.

Then, without clicking, we can slowly roll the mouse wheel.

We now can see the different mode effects pass by and we can choose the one we like best.

Let's go for **lighten** only, so we click on that one.

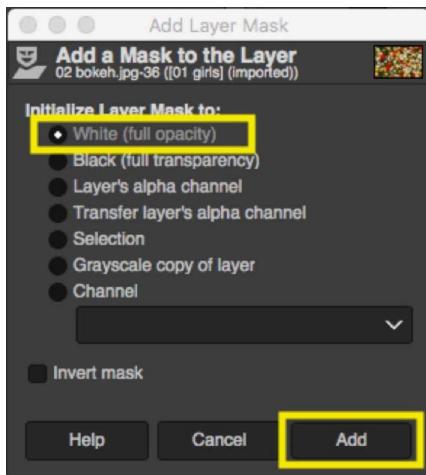
Right-click on the layer and then on **Add Layer Mask**.



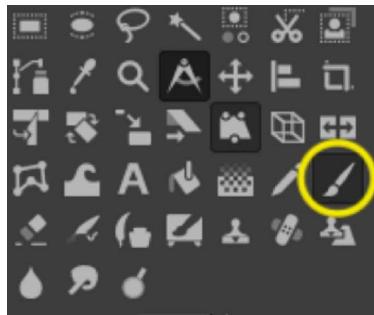
Working with layer masks allows non-destructive editing of transparency.

Make sure that we have **White (full opacity)** checked.

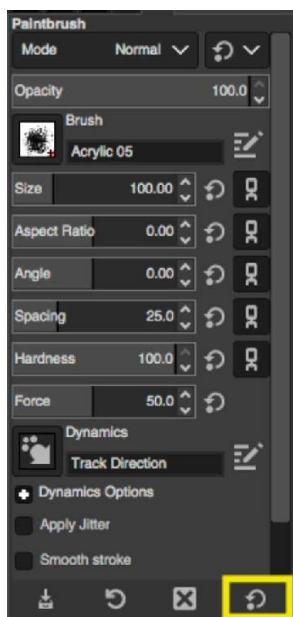
Click Add.



In the next step, we'll go to the **Toolbox** and we activate the **Paint Brush**.



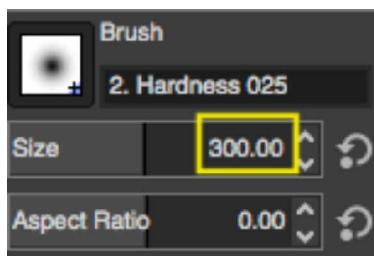
At the **bottom** of the tool options, we'll click on the **Reset** button.



In this way, the options of this tool are reset to their default.

Now, we'll choose brush **2. Hardness 025**.

Then, we make the **Size** about **300**.



Erase the areas where you **do not** want to see the bokeh effect like so.
If we want, we can leave some of the bokeh effect on the **edges** of the girls.



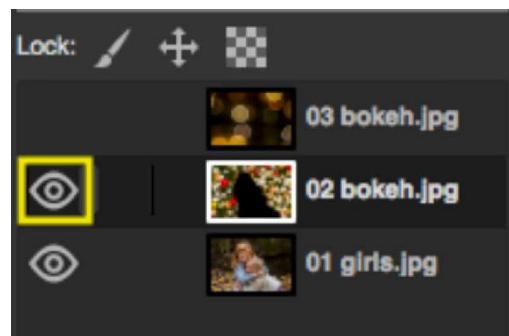
When we have gone too far to our liking, we can swap the **foreground/background** colors.



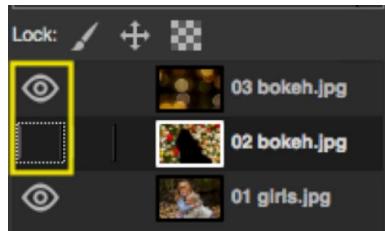
We now have **white** as the foreground color and we can paint some back.

Swap the **foreground/background** colors again.

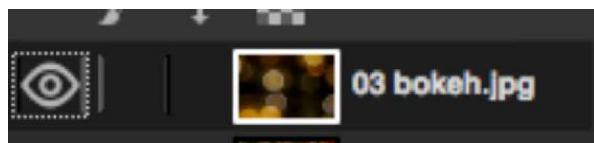
When we think it is okay, we can click the **Eye** of the **middle layer** off and on, to see **before & after**.



We continue by making the **middle layer invisible**, so we click on its **Eye**.

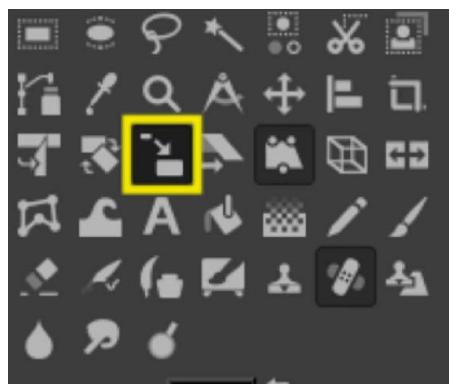


Then, we click on the **Eye** of the **top layer** and we make this layer **active**.



This image is way too big, so let's scale it down a bit.

Go to the **Toolbox** and activate the **Scale Tool**.



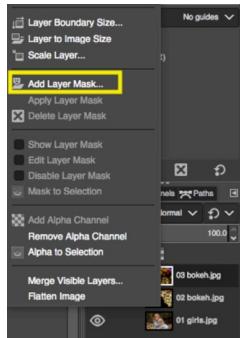
Scale the image to your liking.

Click & drag the square in the **center** to move the whole image.

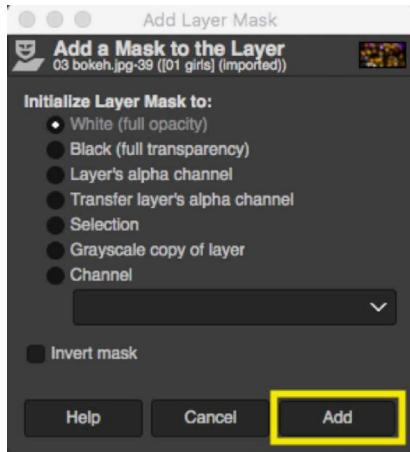
Then, click **Scale**.



Here to, we'll **right-click** on the layer and hit **Add Layer Mask**.



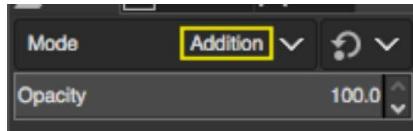
Then, we can just click **Add**.



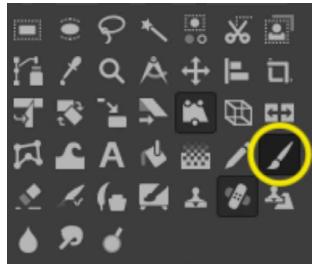
Place the cursor, *without clicking*, on the **layer modes**.

Roll with the mouse wheel through the **Layers options**, to choose the layer you like best.

Here, we have chosen **Addition**.

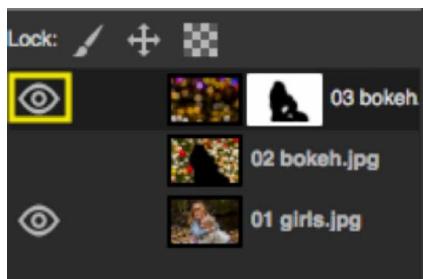


Activate the **Paint Brush** and *erase* again parts of the bokeh layer.

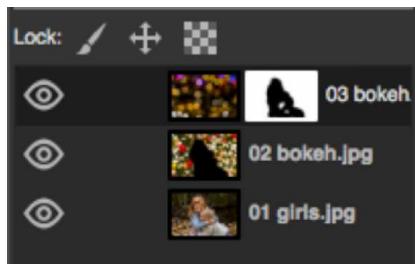




Now, click the top layer **off & on**, to see the effect.



In addition, we can turn both layers on.



And there we have an easy way to make a really nice bokeh effect.

And this is the result:



6. How to Change Eye Colors Using the Path Tools

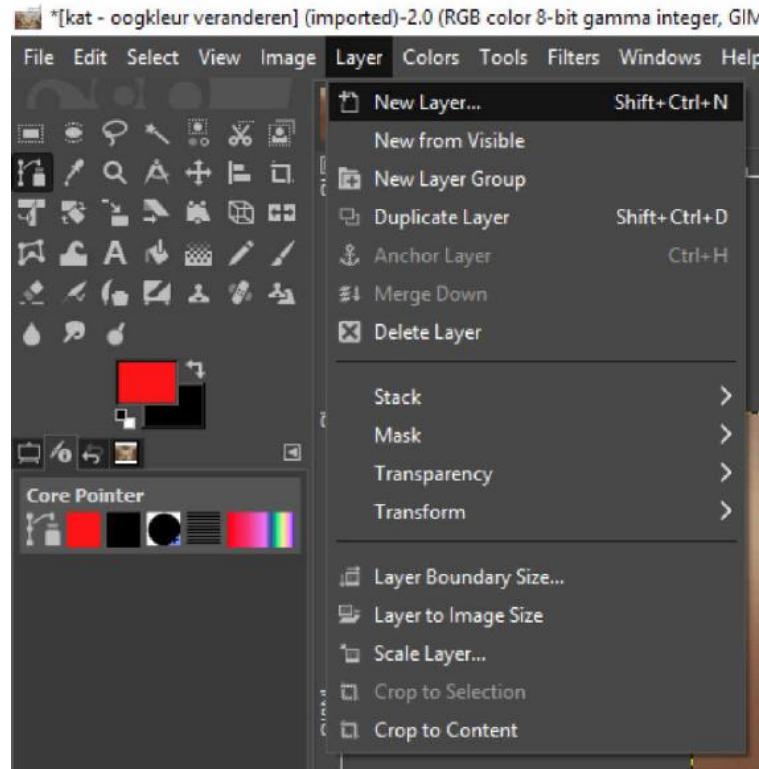
In this tutorial we're going to learn [how to change eye colors using the path tools.](#)

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, the first thing we will do after we have opened our image is to add a new layer.

Click layer in the menu bar and click the new layer.

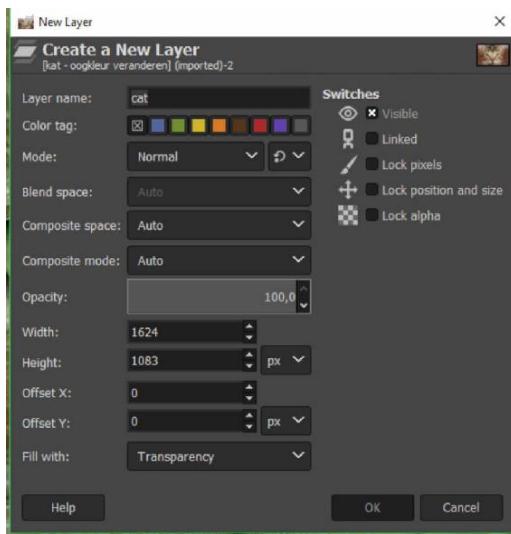


If you want you can **rename** it. We find that renaming layers makes remembering them as you proceed in whatever technique you are working on, much easier to remember.



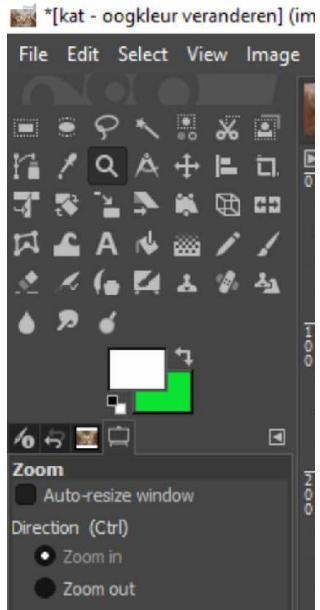
We will leave the default settings as they are which is a **transparent** fill type.

Click **OK**.

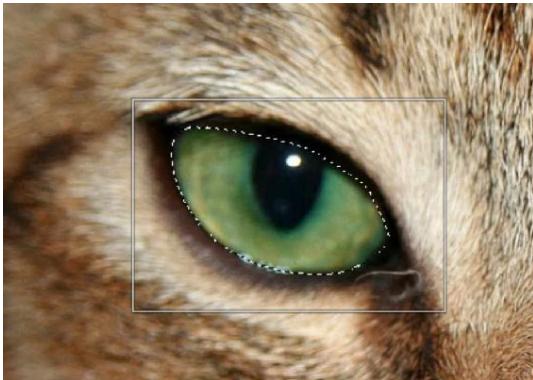


This layer automatically becomes the top layer and is active.

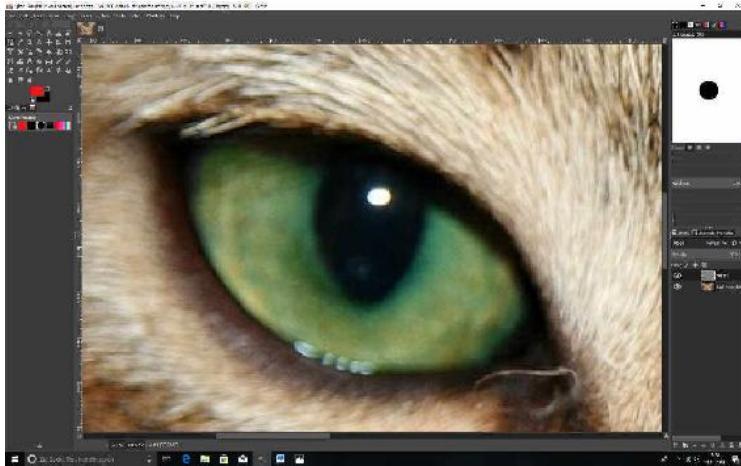
Click on the **Zoom** in the **Toolbox**.



Now, click in the image and make a selection around one of the eyes, by holding the left button and click & hold.



When we release the mouse, GIMP will zoom in to that selection.



*Click on the **Paths Tool** and click several points around the eye.*



We now have straight lines.

*Hit & hold the **Ctrl** key and click halfway on every line to make adjustment points.*



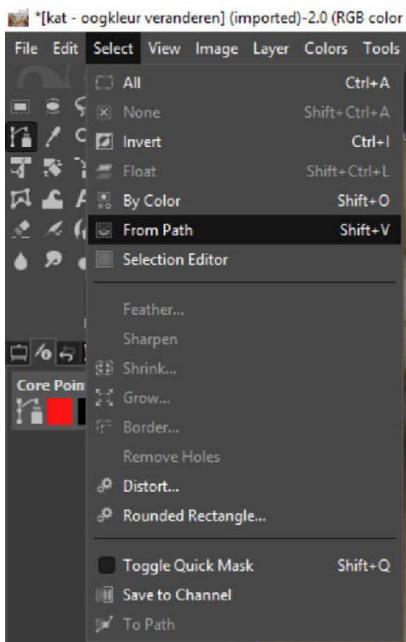
After we have placed the last point, we can release the **Ctrl** key.
Now, we can grab each adjustment point separately and adjust the line into curves.

1. We can also use the handles.
2. Adjust the paths until you have a proper selection.



With **Ctrl+Z** we can undo the last action.

Go to **Select** and click **From Path** to make this path into a selection.



This selection is now a closed selection.



When we press the **Space Bar** and hold it, the **Path Tool** changes momentarily into the **Move Tool** and we can move the image by moving the mouse without clicking, to make the other eye visible.

Now, release the **Space Bar** and click several points around the eye.



Make sure that the last point is close to the starting point.

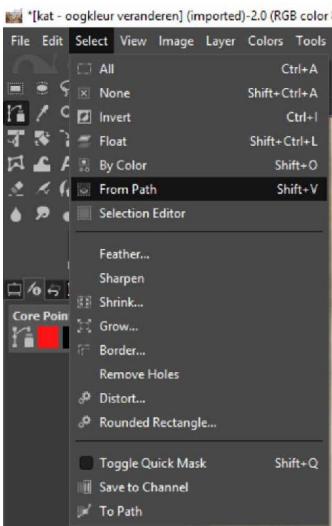
Hit and hold the **Ctrl** key and place several adjustment points on the straight lines.

The release the **Ctrl** key and adjust the path around the eye.



If necessary, we can use the handles and also use **Ctrl+ Z** to undo the last action.

Click Select and then From Path.

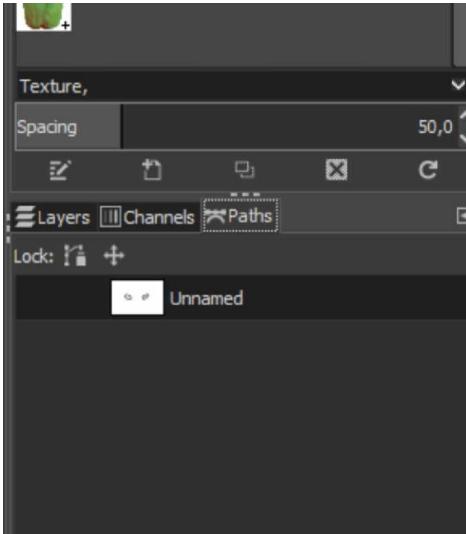


Go to View, Zoom and Fit Image in Window.

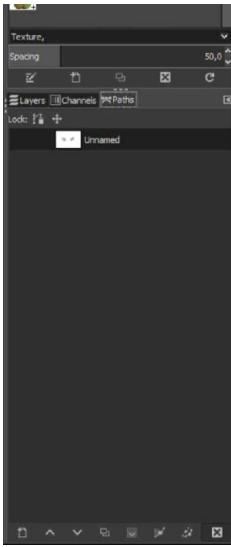


We can see that both eyes are selected, so we now can remove the paths.

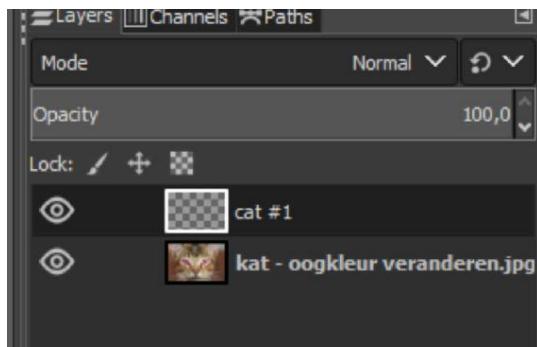
Click the **Paths** tab to show the paths layer.



To the **waste bin** right below and click it, so the path is deleted but the selection is still intact.



Click on the **layer tab** and make sure the **top layer** is still selected.

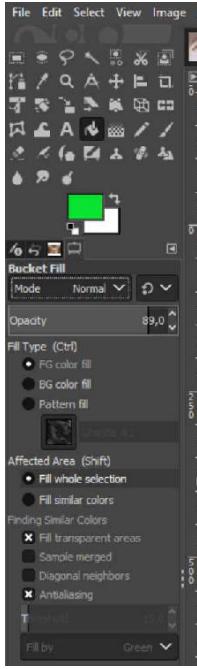


Now click on the **foreground color**, so the **Color Palette** is visible, and choose your favorite eye color.



Click **OK**.

Next, select the **Bucket Fill Tool** and click **Fill whole selection**.



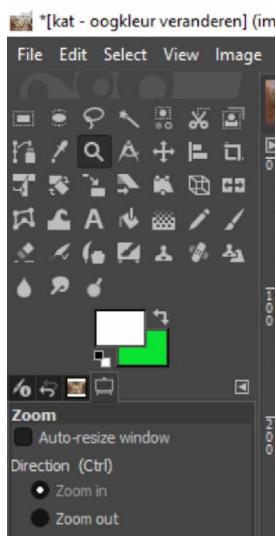
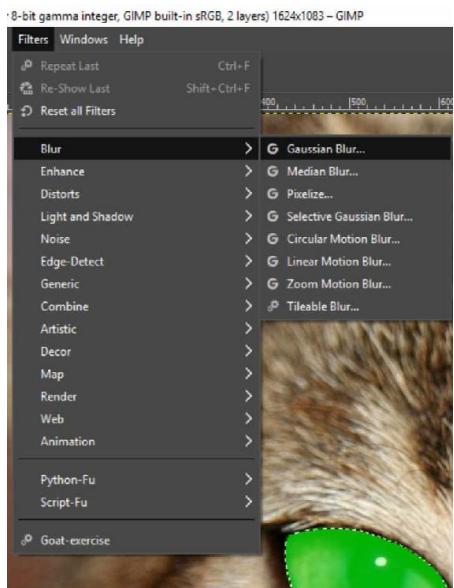
Click in one of the eyes and the whole selection, that is both eyes are filled with the color we have chosen,

Click **Mode** and choose **Hard light**.

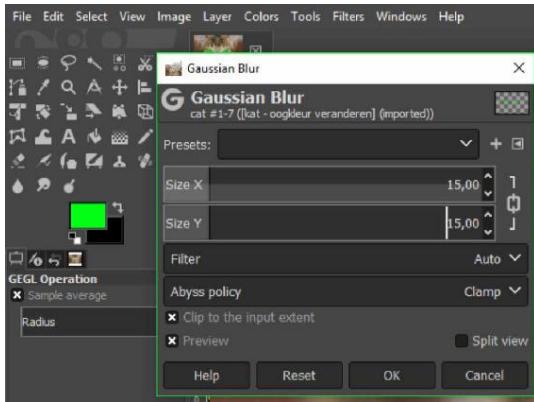
You can also choose **Soft light** or **Overlay**, which gives a much milder effect, but for the sake of the tutorial let's choose the **Hard light** option.

Adjust the **Opacity**.

Go to **Filters**, **Blur** and **Gaussian Blur**.



Make the **Blur Radius 15**, so we'll have a nice soft edge to the colored selection.



Click **OK**.

Go to the **Zoom Tool** and select again by **click & hold** one of the eyes to zoom in.

Select the **Eraser Tool** in the **Toolbox** and leave the default settings as they are.



Now, erase the color from the black of the pupil and also from the highlight.

Again, use the **Space bar** by hitting and holding it and then by moving the mouse without clicking it, to move the image to the other eye.

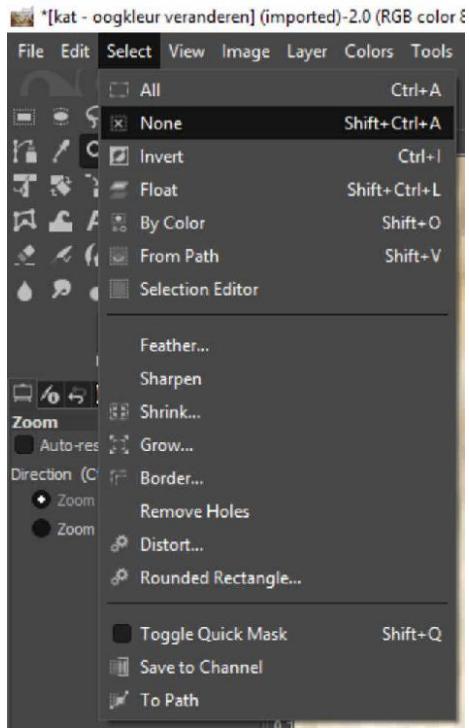
Next, erase the color from the black of the pupil, and also from the highlights.



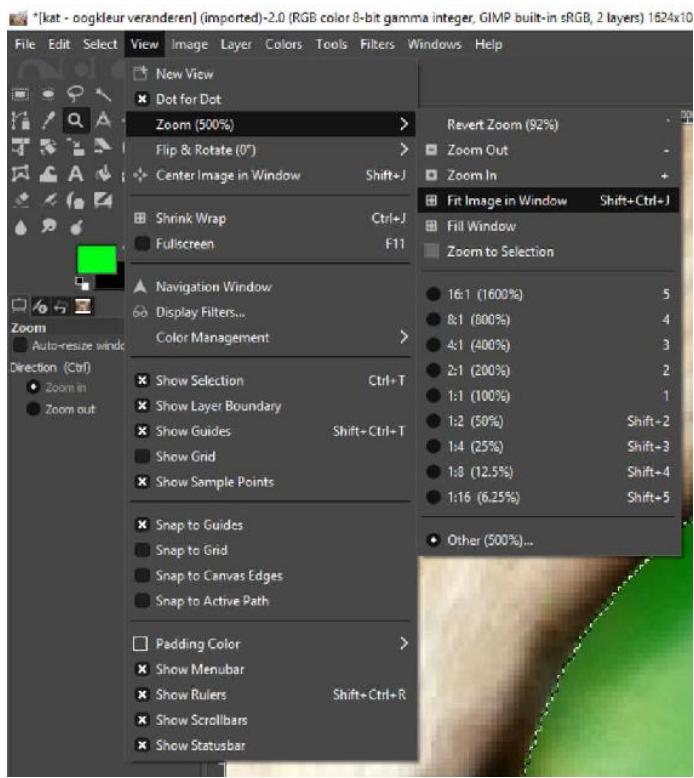
Use the **bracket keys** to reduce the size of the **Eraser Tool** (or change the size manually).

This will erase the color from the eyelashes.

Go to Select and click None.



Go to View, Zoom and Fit Image in Window to see the final result



So, there we have it, an easy way to change the eye color with the use of the **Path's Tool**.



7. How to Select or Cut-Out Hair

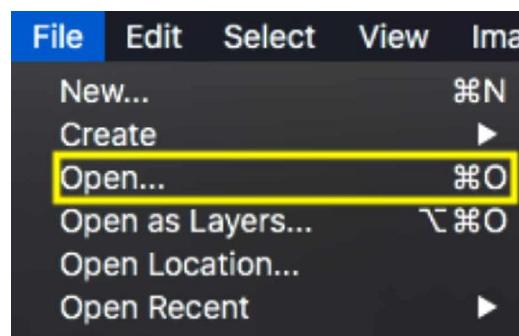
In this tutorial we're going to learn how to select or cut out hair.

If you want to use the same image we'll be using, please download the image from our Facebook page.

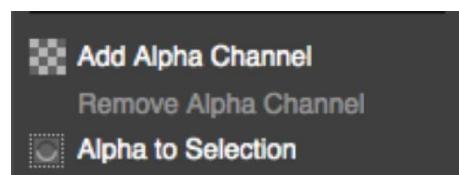
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.

1. Go to **File**, **Open** and here we *search* for our image and *open* it.



2. Then we *right click* on the layer and *hit Add Alpha Channel*.

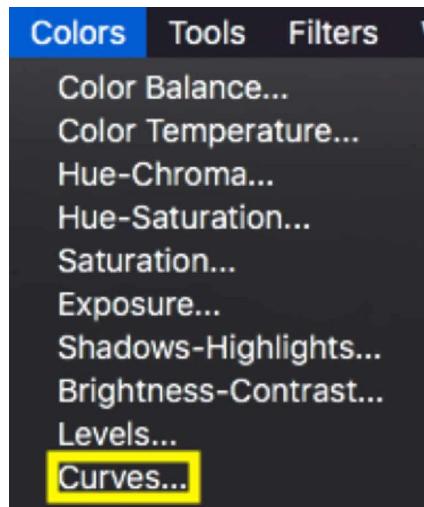


3. The font changes from **Bold** to **Normal**, which indicates that this layer now can have transparency.
4. *Drag* the layer to the **Duplicate Layer Button** to make a *duplicate* of this layer.

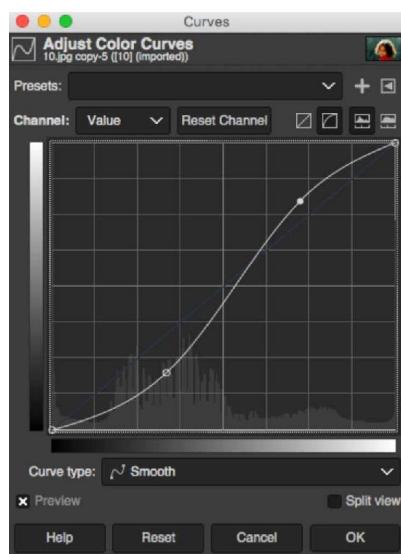


5. In the next step we *go* to the menu bar and *click* on **Colors**.

6. Here we *hit* **Curves**.



7. Adjust the contrast by *click* and *drag* the diagonal line to make the darker areas a bit darker and the lighter areas a bit lighter. But take care not to lose too much details.



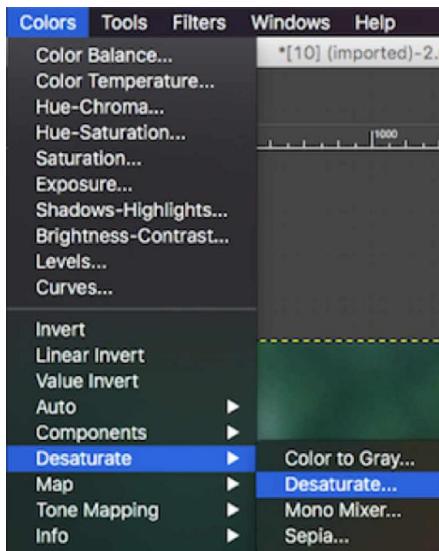
It's important to pay attention to where the edges of the hair touch the background, because that is where we need to increase the contrast. We will look at the other areas later.

8. Click the **Preview** off and on to see the difference.

9. Then click **Ok**.

10. Go ahead and hit **Colors** again.

11. Then click on **Desaturate** and then again on **Desaturate** to change the image into a black and white image.

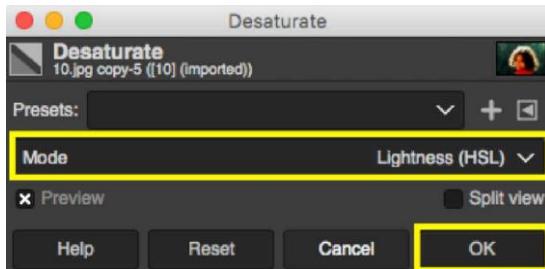


12. Choose the option which enhances the contrast of the edge of the hair with the background the most.

13. For this image I have chosen the option **Lightness**.

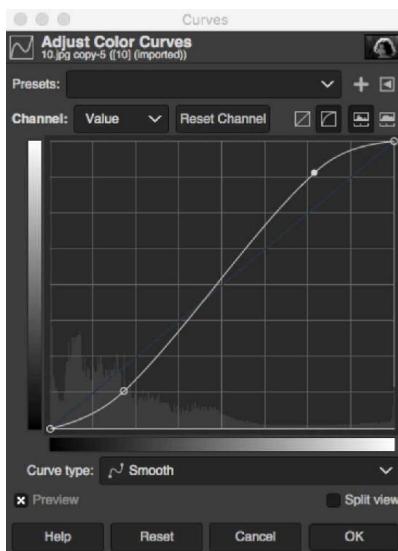
When we have a subject with dark hair and lighter background the option luminosity might be better.

14. Hit **Ok**.



15. Back to **Colors** again, hit **Curves** and *adjust* the contrast a bit more.

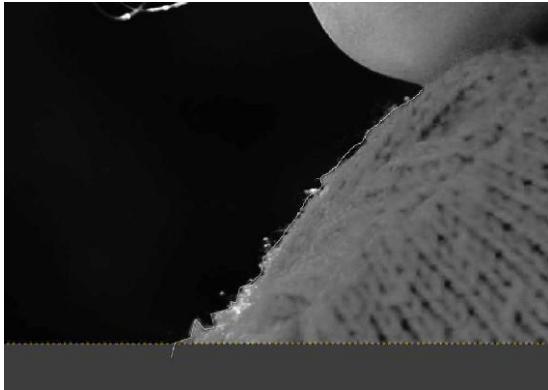
16. Click **Ok**.



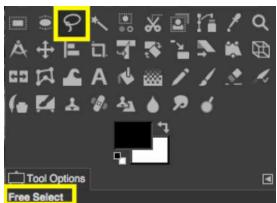
The goal is to make the subject as white as possible and the background as black as possible. Everything that is white will be transparent and everything that is black will cover the underlying image. When our subject has dark hair and a relative light background, we *go to Colors* and *click Invert*. In this image however, the edge of the hair is light, so we can leave it as it is.

17. Go to the **Toolbox** and activate the **Free Select Tool**.

We are going to *select* the body precisely and where the hair begins, we stay just within the white area like shown in the image.



18. Hold down **Ctrl/Cmd** and roll the mouse wheel to *zoom in or out*.
19. Start *clicking* points along the edge.
20. We can also *click and drag*, to *draw* a selection line.
21. When we *hold down* the space bar, the **Free Select Tool** changes into the **Move Tool** and we can, by *moving* the mouse without *clicking* move the image.
22. Let go of the mouse to have the **Free Select Tool** again.

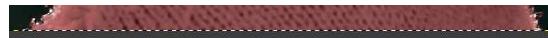


23. Pressing the backspace key lets us *remove* one or more previous made points.

When we *select* the hair, we must make sure that we do not include parts of the background that might shine through the hair. We can *reduce* the **Opacity** of the top layer, to *see* if we are still on the right track.



When we *click* the last point over the first point, our selection is closed.



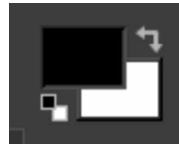
24. **Make the Opacity 100** again.



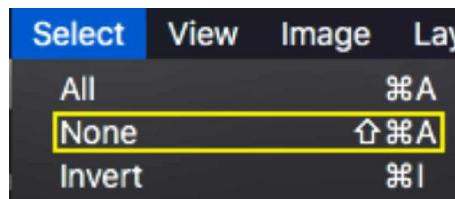
25. Go to **View**, **Zoom** and **Fit Image in Window**.



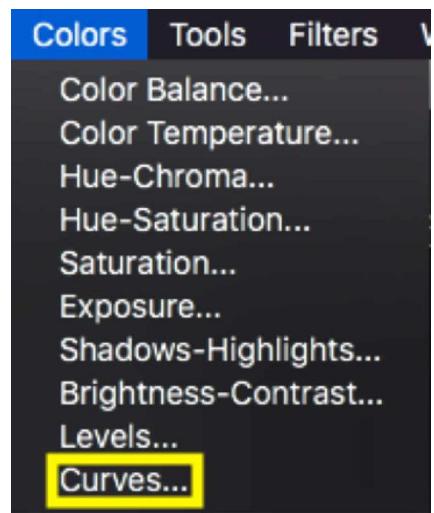
26. Go ahead and *click* and *drag* the white of the foreground background colors into the selection.



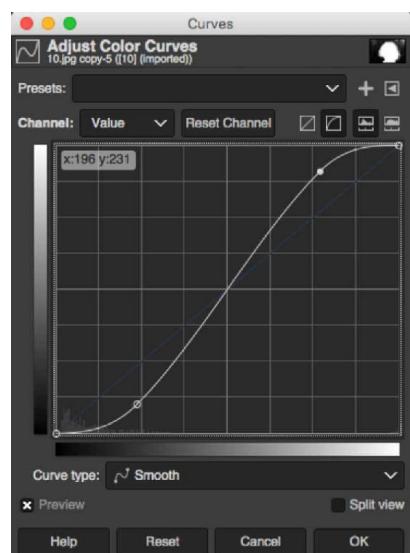
27. Go to **Select** again and now *click* **None**.



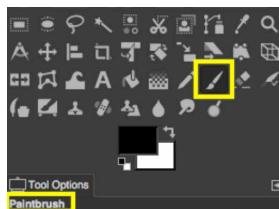
28. Back to **Colors** and **Curves** and try to *make* the contrast even higher.



29. Click Ok.



30. Go to the **Toolbox** and make the **Paint Brush** active.



31. Choose **Brush Hardness 100** and make the **Size** around **150**.



Now we can work on the background to make everything that is not yet black, black. This will of course be different for every image. With the bracket keys we can change the size of the brush.



32. Use **Ctrl/Cmd** and the mouse wheel to *zoom in* or *out* and the space bar to *move* the image.

When we have *made* the whole background black, we go to the foreground background colors and switch them, so white is our foreground color. Go ahead and *check* if there are areas in the white of the subject that we have to make white.

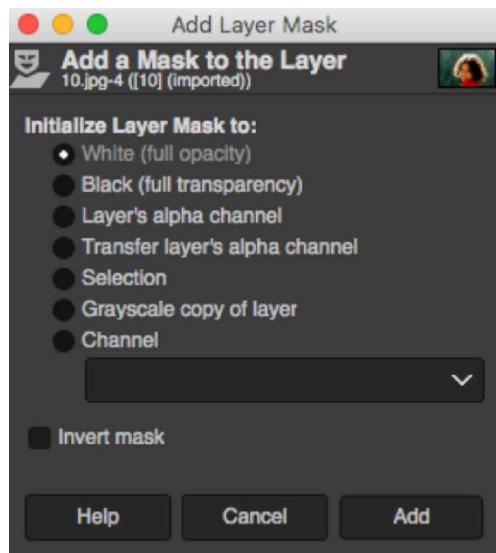
33. When this is done, we go to **View**, **Zoom** and **Fit Image in Window** to *maximize* the image in the window.



34. Right click on the bottom layer and **click Add Layer Mask**.



35. Leave the layer mask on **White Full Opacity** and **click Add**.

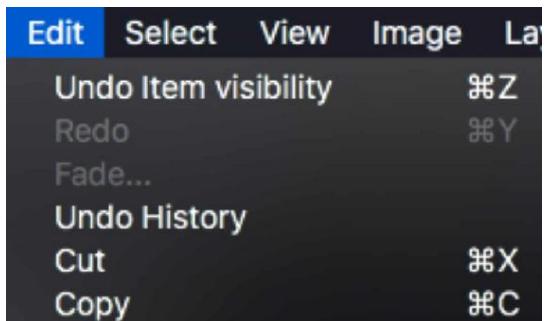


36. When we **click** on the image of the layer, we can **see** a white line around it which indicates that the image is active.

37. When we **click** on the layer mask we can see that the white line around the image disappears.

Although its is not good visible because the mask itself is white, the mask is now selected. Select the top layer.

38. Go to **Edit** and click **Cut**, now back to **Edit** and click **Paste**.



39. We now have a floating layer.



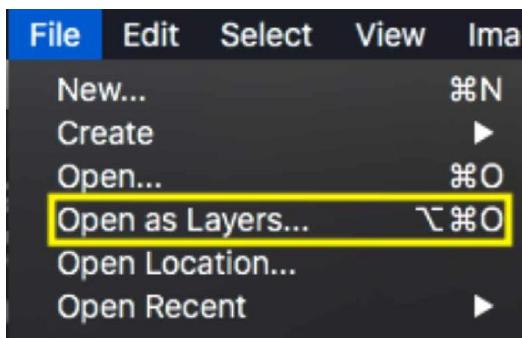
40. Click on the anchor at the bottom of the layers panel to *paste* the floating layer into the layer mask.



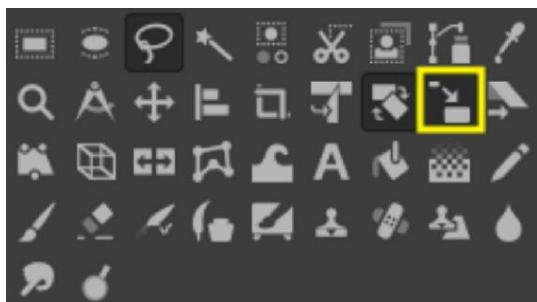
Everything that is black in our mask, covers the background so only the subject and the hair are visible now. The next step is to open our background image.



41. Go to **File**, **Open as Layers** and *search* and *open* the background image.



42. Click the **Scale Tool** in the **Toolbox**, click in the image.



43. Now, *click* and *drag* the background image to *scale* it.

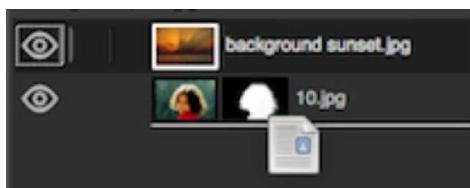
44. Make sure that it covers the underlying image completely.



45. Then *click Scale*.



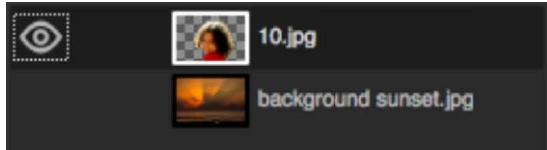
46. Click and drag this layer beneath the image of our subject.



47. Right click on the top layer and hit **Apply Layer Mask**.



48. Make the background layer *invisible* by *clicking* on the eye.



In that way we can see which areas we still have to remove.

49. Go to the **Toolbox** and *activate* the **Fuzzy Select Tool**.



50. We can *click* and *select* one of the little areas that still needs to be removed.

51. Press the delete key to *remove* this area. Then go to the next spot, *select* it and *delete* it.



It can help to *toggle* the background layer *on* and *off*. In this way we can check our whole image to remove, step by step, whatever needs to be deleted.

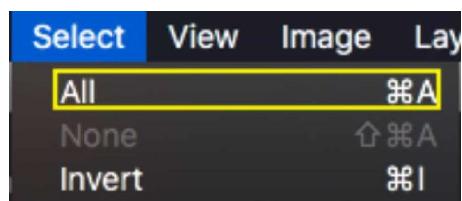
52. When we think its okay, we *click* on the **Smudge Tool** in the **Toolbox**.



53. Choose **Brush Bristles 01** and adjust the **Size** to say **50** or so.



54. Go to **Select** and hit **All**.



Now we can make the transition between the hair and the background a bit smoother where this is necessary. Satisfied?



55. *Make the background layer visible.*

56. Then we go to **View**, **Zoom** and hit **Fit Image in Window**.



And there it is, our final result.



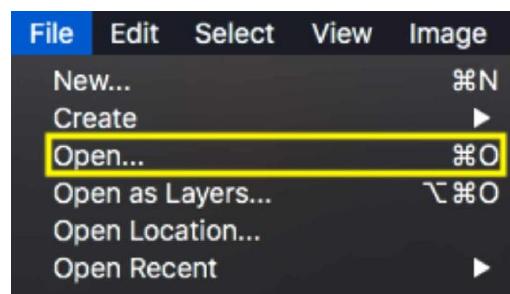
8. How to Add a High Pass Sharpening

In this tutorial, we're going to learn how to add a high pass sharpening with the standard options in GIMP, so there are no plugins required. If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

To do this:

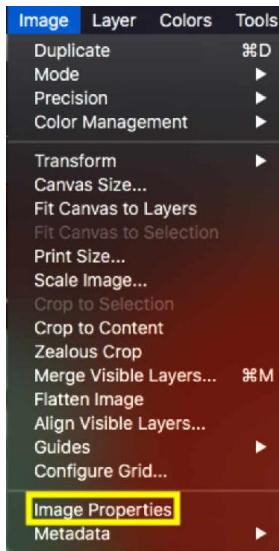
1. When we have *opened Gimp*, we go to **File**.
2. Click on **Open** and here you can *search* for your image and *open* it.



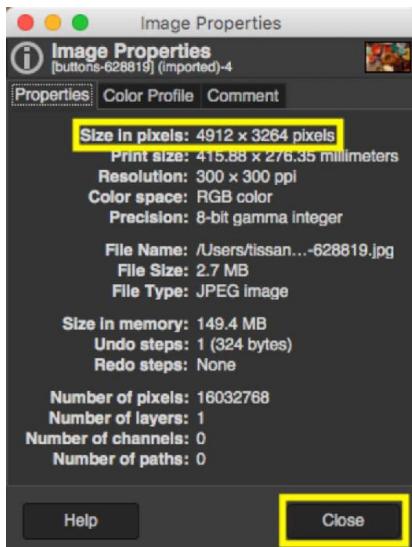
3. Click on the **Zoom Icon** in the top right of the window to maximize our image.



4. Go to **Image** in the **Menu Bar** and click on **Image Properties**.



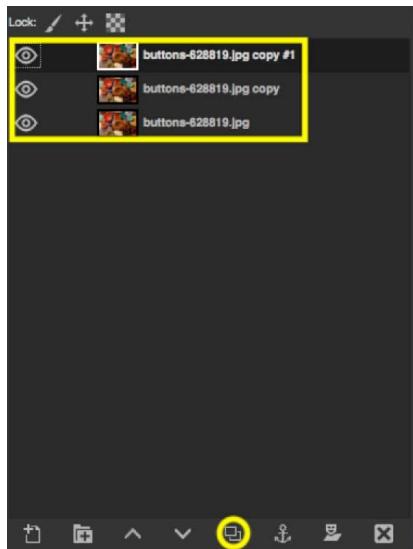
Here we can see the resolution of our image, this one has a high resolution as we can see.



5. Click on **Close**.

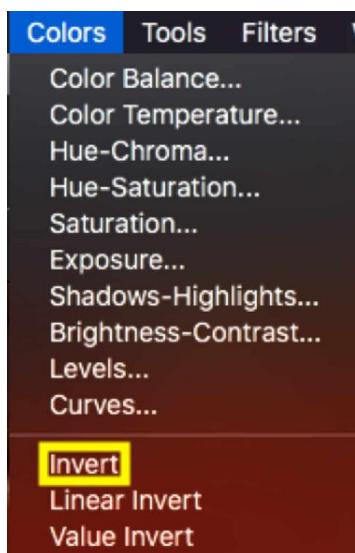
5.

6. *Make two duplicates of the layer by clicking on the **Duplicate Button** at the bottom of the **Layers Panel**.*

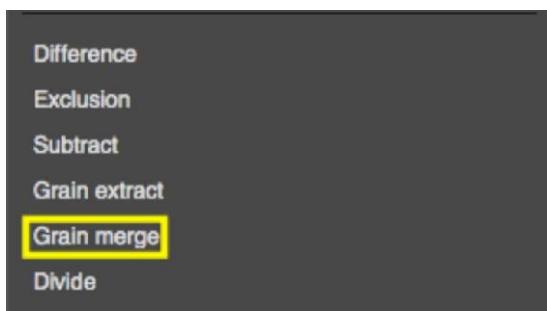
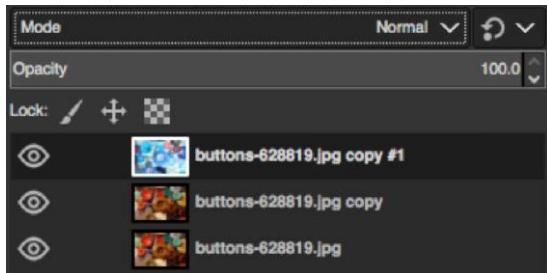


7. Go to **Colors** in the menu bar.

8. Click on **Invert**.

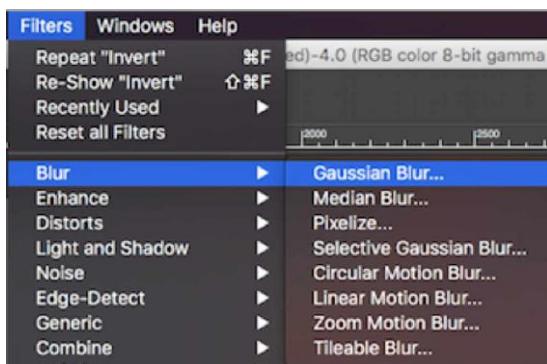


9. Go to the **Layer Mode** and here *click* on **Grain Merge**.



10. Go back to the menu bar and *click* on **Filters**.

11. Select **Blur** and then **Gaussian Blur**.

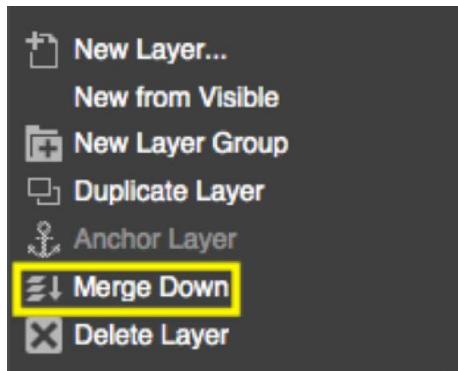


12. Make the **Blur Radius** 40.

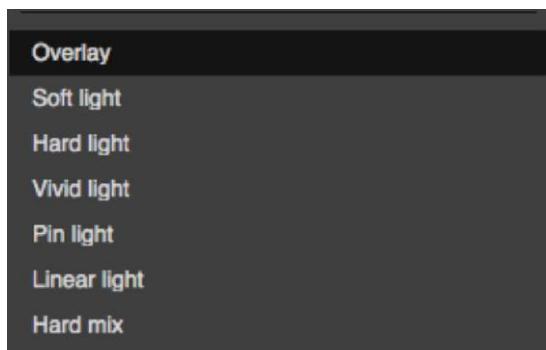
When we use an image with a lower resolution than our example image, we can *make* the **Blur Radius** 5 or 10.

13. *Click Ok.*

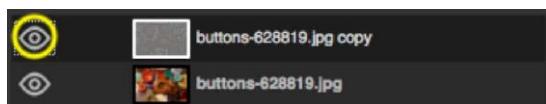
14. In the next step we *right click* on the top layer and *hit Merge Down*.



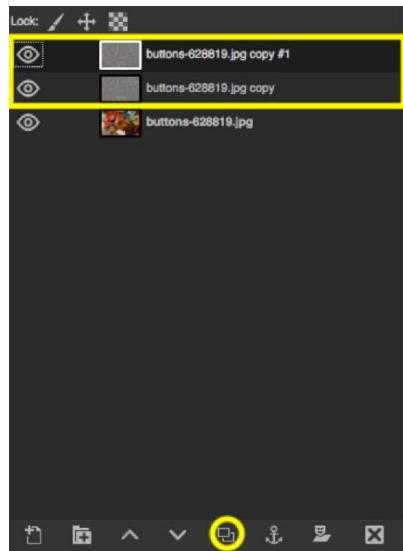
15. *Change the Layer mode to Overlay*.



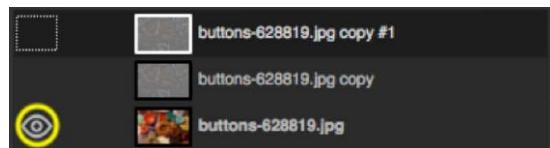
16. *Click the top layer off and on, to see the effect.*



To make the effect stronger, we can *make* a duplicate of this layer by *clicking* on the **Duplicate Button**.



Press and hold **Shift** and when we *click* on the eye of the bottom layer, we can see the difference.



We could add another duplicate to make the effect even stronger. And that is it, an easy and effective way to apply High Pass Sharpening without installing plugins.

And this is the end result:

Before:



After:



This concludes this tutorial about How to add a High Pass Sharpening to an image.

9. How to Make Backgrounds Black and White

(with One Subject or Object in Full Color)

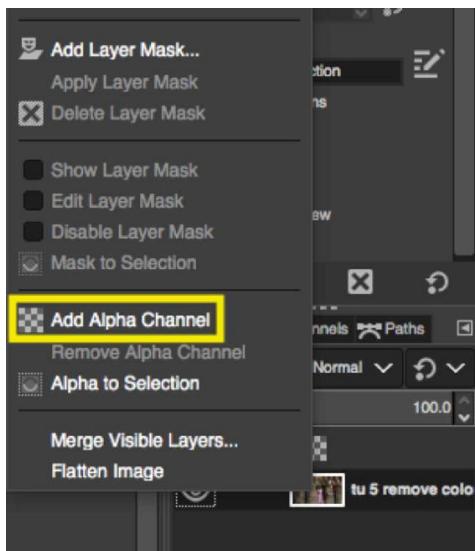
In this tutorial we're going to learn how to make backgrounds black and white (with one subject or object in full color).

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

To do this:

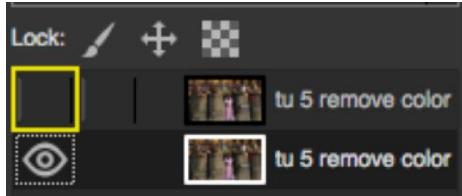
1. How to make the **Background Black and White**
2. When you have opened your image, **right click** on the layer and **Add Alpha Channel**



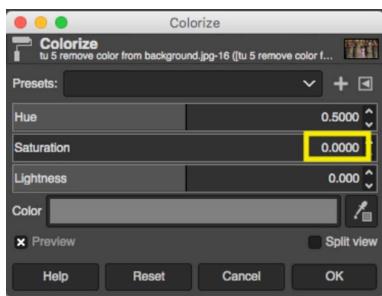
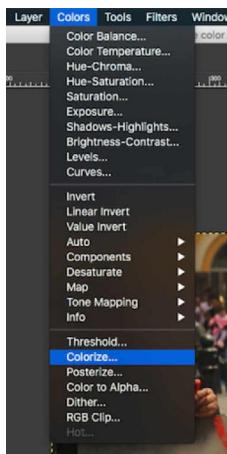
3. **Duplicate** the layer.



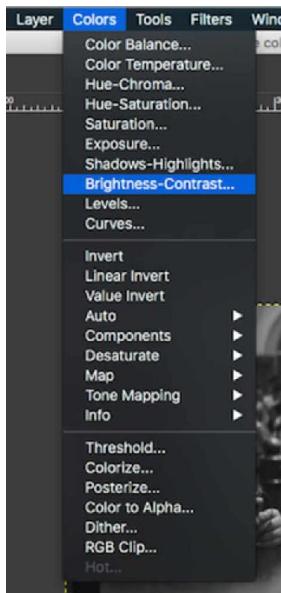
4. Deselect the top layer by clicking on the eye and select the bottom layer.



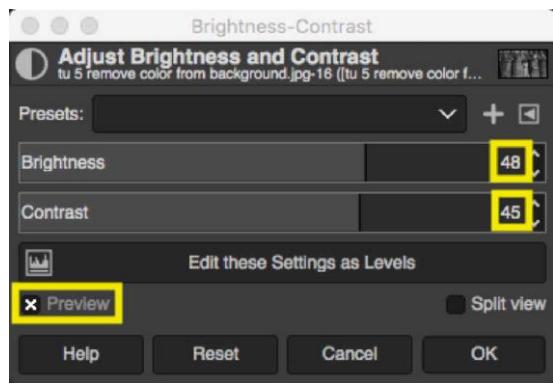
5. Go to Colors, Colorize and slide the Saturation slider to zero.



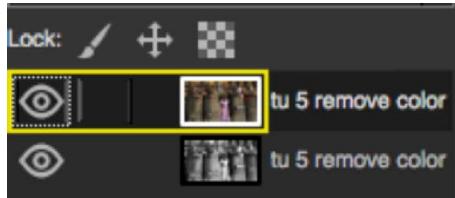
6. Click **Ok**.
7. Go to **Colors, Brightness-Contrast** and *adjust the image if necessary.*



8. With this image I increased the **Contrast and Brightness** to plus **-50**.
9. If you do this, it is important to pay attention to the black and white background and not to the object that eventually stay colored.
10. Click **Preview** and then **Ok**.

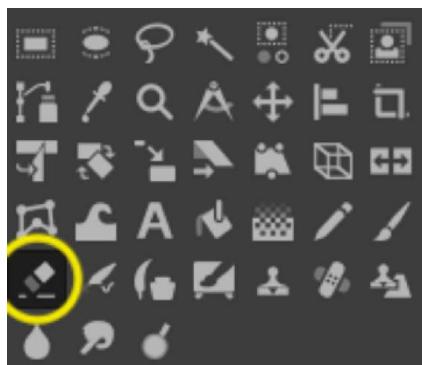


11. Select the **top layer** and make it **visible** again by **clicking** the **Eye**.



12. Because this layer is on top, it covers the bottom layer.

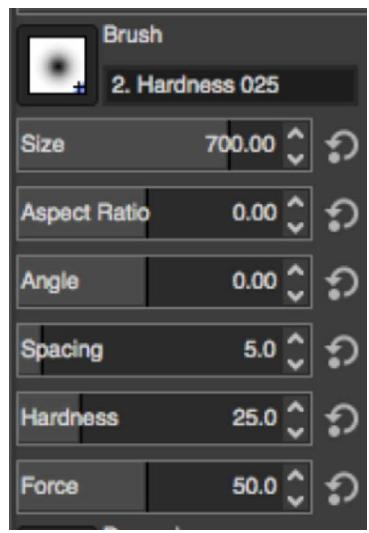
13. Go to the **Toolbox** and select the **Eraser Tool**.



14. Pick a brush with a **Hard edge** and increase the **size** of the brush to plus minus **700**, **depending** on the size of the **image**. (In this tutorial we are using **2. Hardness 025**).

Note:

A **Hard edge brush** has definite lines on its borders. A **Soft edge brush** is not as well-defined as a hard.



15. Now we can start erasing the biggest part of the color of the **top layer**, so the black and white bottom layer becomes visible.



16. We do this by **left clicking** and **hold** and then **move the Eraser**.
17. If we accidentally erased a bit too much, we can hold the **Alt** key and bring back the erased parts.

Note: Inside of the yellow box, I pressed the **Alt** key while I was drawing on the picture and that restored the color in that part.

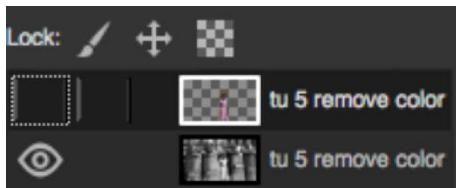


18. When we come **closer** to the **subject** that has to keep color, we can **reduce** the brush size and **zoom in** by holding **Ctrl/Cmd** and turning the mouse wheel.
19. When we *hold space bar*, the **Eraser Tool** changes into the **Move Tool**
20. And we can move our image.
21. Don't click, just move the mouse.
22. *Letting go if the space bar* turns the **Move Tool** back into the **Eraser Tool**.
23. When we have made this second round of erasing, we come to the really detailed part where we have to zoom in very much, may be as far as you can see the pixels.
24. And we use a *much smaller brush*.

25. Use the **Space bar** to move your image and the bracket keys to make your brush bigger or smaller.
26. When we are finished and content with our work, we can go to **View, Zoom and Fit Image to Window** to see the result.



27. By clicking the **Eye** of the *top layer*, we can see the *black and white image with and without the color layer*.



And this is the **end result**:



10. How to Swap Faces

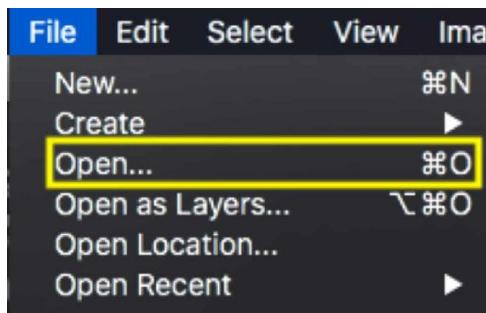
In this tutorial we're going to learn how to swap faces.

If you want to use the same image we'll be using, please download the image from our Facebook page.

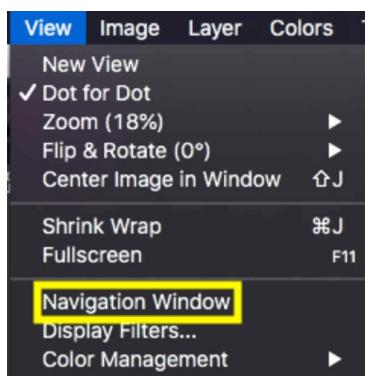
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.

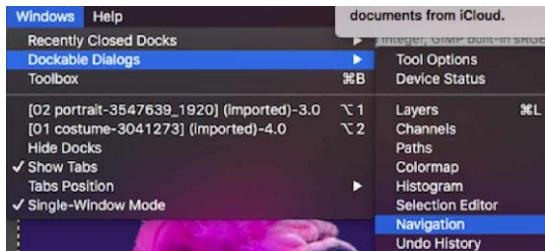
1. First, we'll *go to File, click on Open and search for our image folder.*



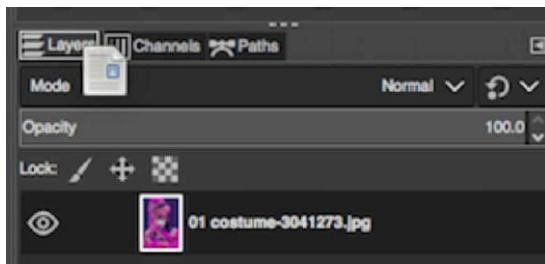
2. Now we can *open* the image folder, *search* for the image we want to use and *open* it.
3. Then we *go to View, and click on Navigation Window.*



4. This can also be done by *clicking* on **Window** in the menu bar, then on **Dockable Dialogs** and on **Navigation**.



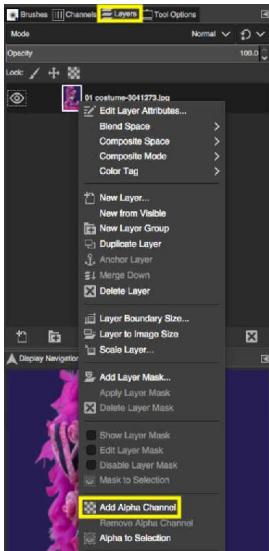
5. We can *grab* the tab, and by *click and drag* move it to the tabs of the lower window.



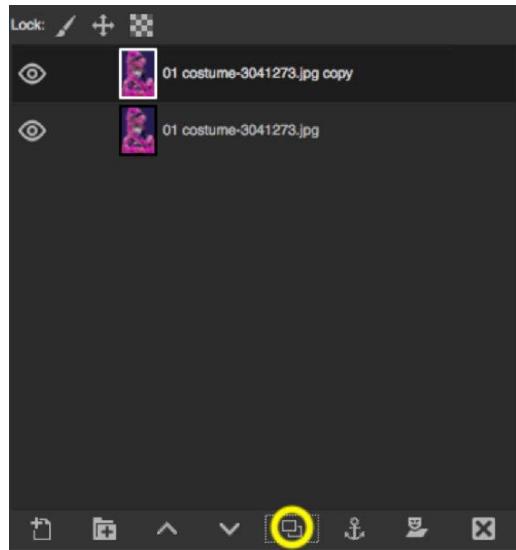
Then we can enlarge it a bit by *dragging* out the side and the top.
We will *come* back to the navigation dialogue box in a minute.



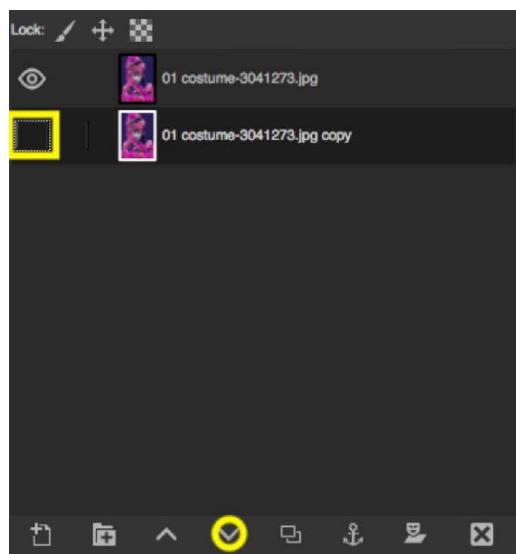
6. First, we *click* on the **Layers Tab**, to *bring up* the layers panel again.
7. Then we *right click* on the layer and *hit Add Alpha Channel* (this allows transparency in the layer).



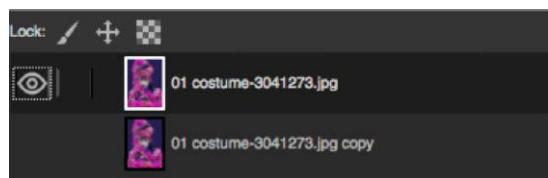
8. *Click* on the **Duplicate Button** in the layers panel to *make* a copy.



9. Click on the arrow to lower the copy and *make* it invisible by *clicking* its eye (We can use this duplicate as a reference).



10. *Make* the top layer *active*.



In the next step we are going to make a *selection* of the face. This can be done in several ways of course, and in this tutorial we will use the **Paths Tool**.

1. Go to the **Toolbox** and make the **Paths Tool** active.



2. Then we can *zoom in* by *clicking* the **Zoom Icon** at the bottom of the navigation window several times.
 3. In the preview pane, we can *move* the inversely colored rectangle area (Usually selecting works best when we stay just a little bit inside the subject).

In this case however we will remove the face, so it is better to *select* a little bit outside the face area. While making the path, we can always *hit* **Ctrl/Cmd + Z** to *undo* several selection points. With **Ctrl/Cmd + Y** we can *redo* them.



Moving the image can also be *done* by *holding* the **Space Bar**, and then *move* the mouse without *clicking*.

At the right side of the face we have to improvise a bit, because of the clothing.





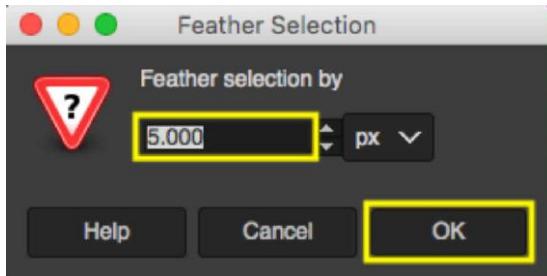
4. When the path is made and closed, we *zoom out* a bit and *move* the rectangle, so the selected area is good visible.
5. Then we *click* on the button **Selection from Path**.



6. Now we go to *select* and *click* on **Feather**.



7. *Feather* the selection with **5 Pixels** and click **Ok**.



8. Hit the **Delete Key** to *remove* the face.



When we *make* a random tool active, the path becomes invisible.

9. In this case we can choose to *make* the **Unified Transform Tool active**, because we will work with that tool later on.



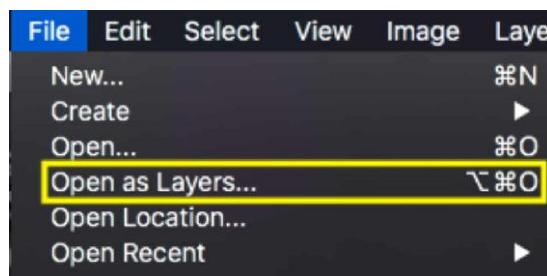
10. And finally, we'll press **Ctrl/Cmd + Shift + A** to *deselect*.

11. Click on the **Fourth Icon** from the left, to fit the image in the window.

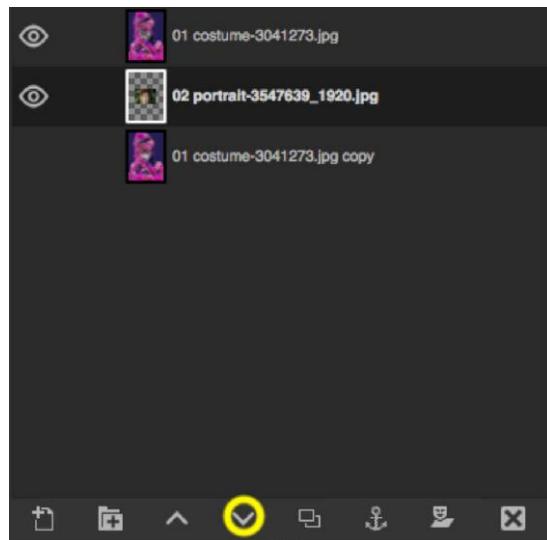


We will now *bring in* the image of the girl.

1. Go to **File, Open as Layers**, search for the image and open it.



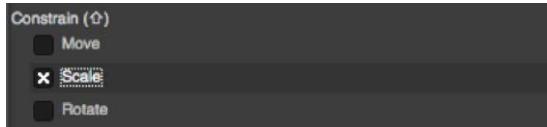
2. Click on the downwards pointing arrow to *place* it below the costume layer.



3. Make the image **Opacity** of the unified transform tool about **60**.



4. And under constrain we *check* the option **Scale**, to maintain the aspect ratio when we *scale* the image.



5. Then we *click* in the image, to *bring up* the framework with the handles.



6. We will scale this layer up a bit by *grabbing* the handles at the top, bottom, left and or right side of the framework.
7. By *click* and *drag* inside the framework we can *move* the image.
8. We can also *rotate* it a bit by *click* and *drag* outside the framework.



All this needs to be done precisely, especially where the lips shine through the vale, to make it look natural.

In the navigation window we can zoom in and or out and move the rectangle. When it looks okay, we hit the transform button.

9. When it is not to our liking, we just click in the image again and make some more changes.
10. Now **click Transform** again.

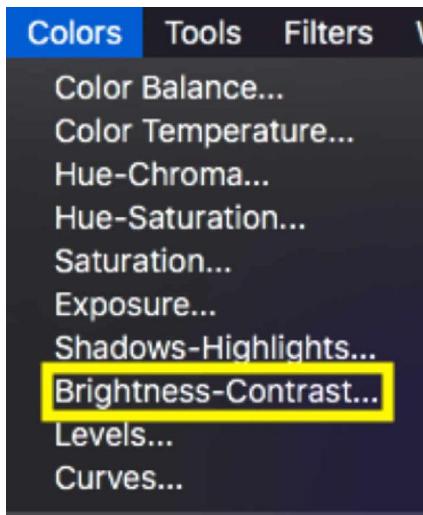


11. Then fit the image in the window.



In the next step, we'll *adjust* the girl image, so it matches the characteristics of the costume image.

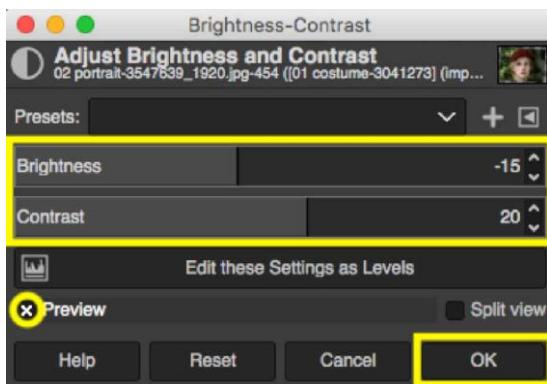
1. Go to **Colors** in the menu bar and click on **Brightness and Contrast**.



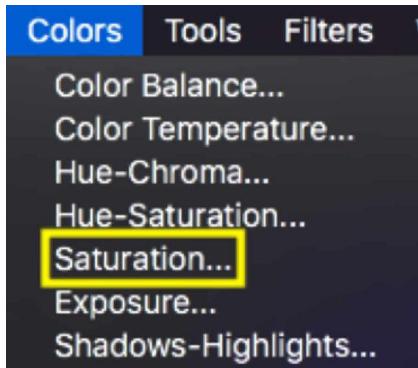
2. We reduce the **Brightness** to **-15** and increase the **Contrast** to **20**.

3. Click the **Preview** off and on to see the difference.

4. Then hit **Ok**.

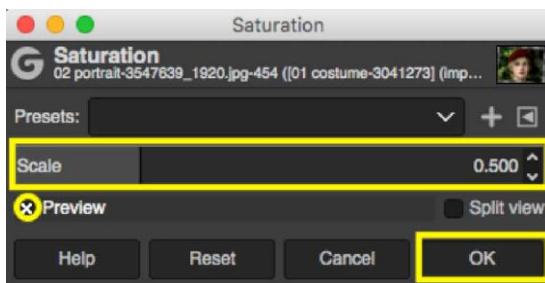


5. Again, let's click on **Colors** and now to **Saturation**.

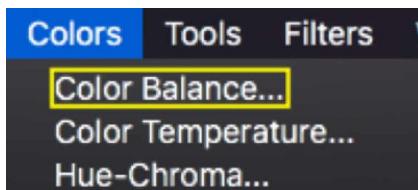


6. **Reduce the Saturation** to **0.5**.

7. *Click the Preview off and on, and click Ok.*



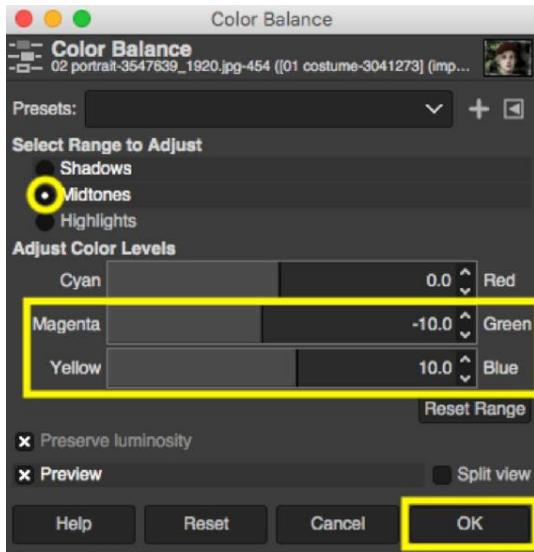
8. *Back to Colors and this time we click on Color Balance.*



9. Make sure that you have the **midtones checked**.

10. Then we *make the Magenta Green slider -10, and the Yellow Blue slider 10.*

11. Again, *click the Preview off and on, and when we like what we see, we can click Ok.*

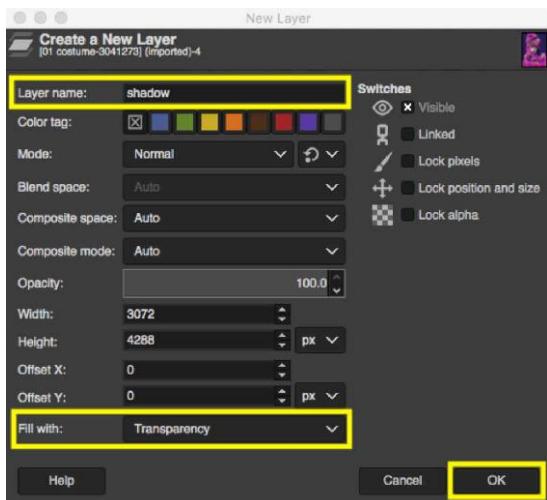


Now, we are now going to *add* some shadow on the face.

1. Click on the **New Layer Button** at the bottom of the layers panel.



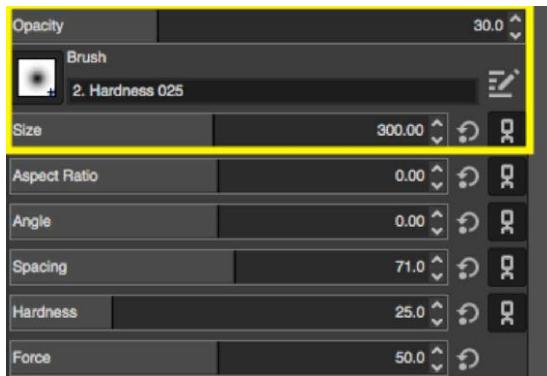
2. Name it **shadow**, make sure that we have **Transparency** as the fill, and click **Ok**.



3. Make, in the **Toolbox**, the **Paint Brush active**.

4. Change the **Opacity** to **30**.

5. Choose brush **2. Hardness 025**, and make the **Size 300**.

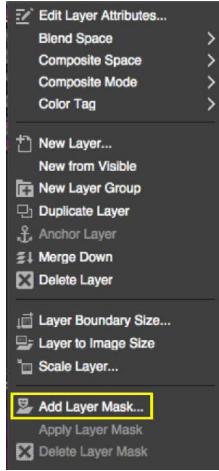


6. Zoom in, and carefully *make* some shadows, like shown in the image.



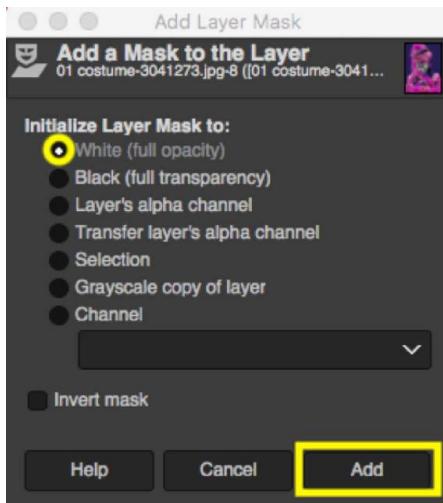
7. Remember to use **Ctrl/Cmd + Z** to undo if you do not like what you see.

8. When all this is to our liking, we *right click* on the costume layer and in the menu that pops up we **hit Add Layer Mask**.



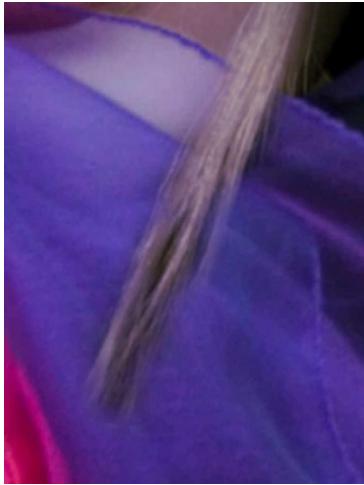
9. In the dialogue box we *make sure* that we have **White Full Opacity checked**.

10. Then we can *click Add*.



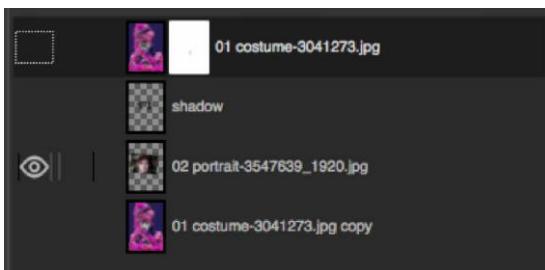
11. Now we *reduce* the brush **Size** to about **100**, by *press and hold* the left bracket key.

12. Then we can, by carefully painting over the area where the hair is, *delete* a bit of the vale.



In that way the lock of the hair becomes visible.

13. When we *hold* down **Shift**, and then *click* on the eye of the portrait layer, we can *see* how far the hair goes.



14. *Click*, while *holding* down **Shift**, once more to *make* all the layers visible again.

Here too **Ctrl/Cmd + Z** can help.

15. When we are satisfied, we can *fit* the image in the window again to *see* the result.

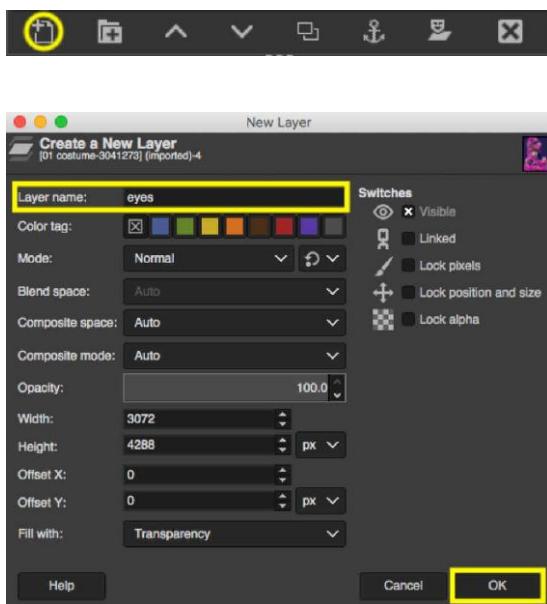
16. *Click* on the thumbnail of the layer to *make* the image instead of the mask *active* (There appears a white border to indicate that it is active).

17. Make the **Color Picker Tool** active and click a medium pink color (like shown in the image).



18. Make the shadow layer *active*, so the next layer comes above the other one.

19. Press the **New Layer Icon** again and *name* this layer **eyes**.



20. Hit **Ok**.

21. Zoom very far *in* to the eyes but *keep* them both visible.

22. Now we *make* the **Ellipse Select Tool** active.



23. *Click* on the **second button** at the mode, which is *add* to current selection.



24. Make a *selection* of both eyes, like shown in the picture.

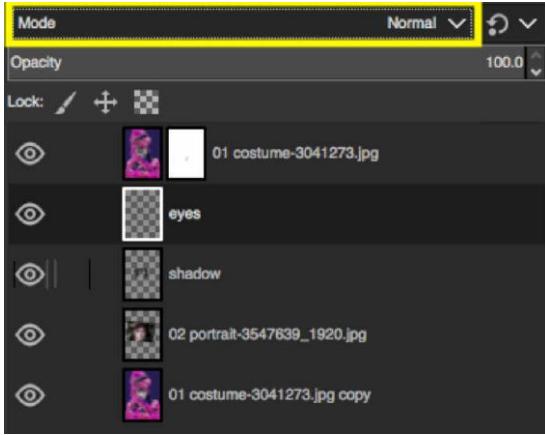


We have to stay just inside the dark edge of the iris.

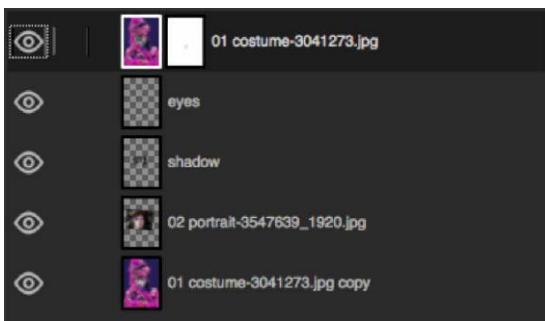
25. *Click* inside the selection to *apply* it.

26. *Click* and *drag* the pink of the foreground background colors into the image.

27. *Change* the mode of this layer to **Overlay** (This mode mixes the colors of both layers, while preserving the texture).



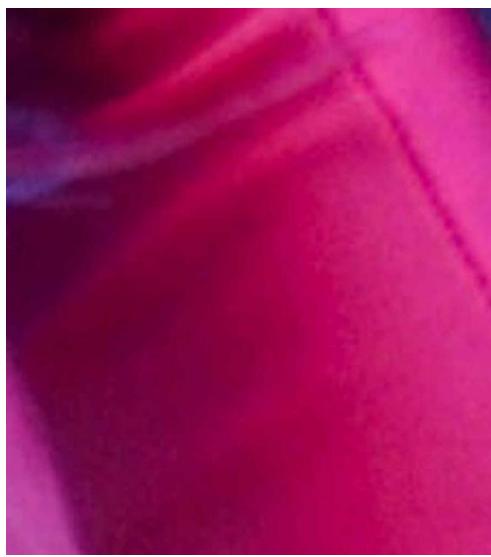
28. Then we *click* once more on the thumbnail of the costume layer.



29. *Hit Ctrl/Cmd + Shift + A* to *deselect*.

30. *Zoom out*.

31. Again, click on the **Color Picker** and now we'll *choose* a medium red color from the glove.



32. Make the eyes layer active and hit the **New Layer Icon** for the last time.



33. Rename it **lips**, and click **Ok**.

34. Make the **Free Select Tool** active, zoom very far in and make a selection of the lips but stay just outside the vale.





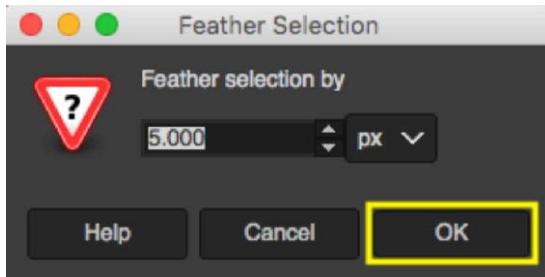
Here we must *use the Backspace key to undo*.

35. Click the last node over the first one and then *double click* inside the selection to *apply* it.
36. Now we *click* on the third mode button, which is *subtract* from current selection.



37. *Select* the inner area of the lips.
38. Go to **Select** and **Feather** the selection with **5 Pixels**.





When this is done, we can *drag* the red from the foreground background colors into the image. Now only the lips get the color.

1. And again, we'll *make* the **Mode - Overlay**.

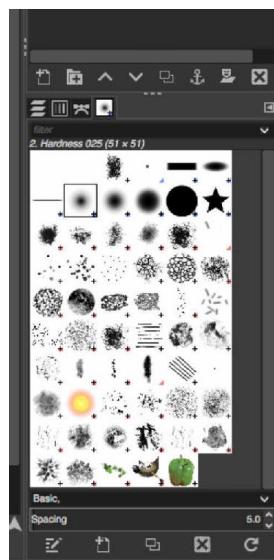
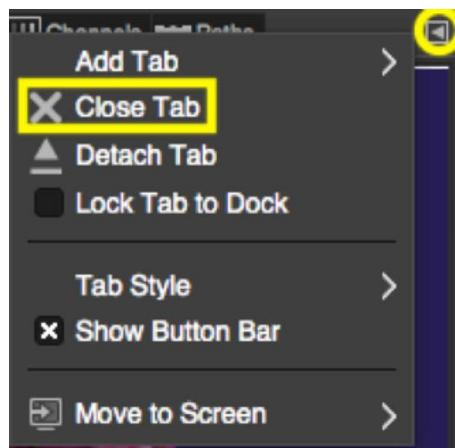


2. Press **Ctrl/Cmd + Shift + A** to *deselect*, and *fit* the image in the window.

To *remove* the navigation window, we can go to the small arrow icon.

In the fly-out menu we *click* **Close Tab**.

Now we can *make* the window a bit smaller again, so we have our original settings back.



And this is the end result:

Before:



After:



10 New Techniques

1. How to Make a Photo Collage

In this tutorial, we will learn how to make a photo collage. Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.



1. Go to **File**, **Open** and open the image that we want to use as our background.



2. Click the **Zoom Icon** in the top right corner to *maximize* the image in the window.



3. Click **Alt + Enter** to make the image properties visible.
4. Our background image is **1920** by **1280 pixels** and has a **resolution of 70 pixels per inch**.

1920x1280 – GIMP

When you use a bigger or smaller image, you might want to adjust some of the given figures in this tutorial, especially those of the line widths.

5. *Close* this window.

6. Now we *click* on the foreground color to *make* the color pallet visible.



7. *Fill* in the **Html notation: fc8cb0** which gives us a nice pink color.

8. Then *hit Enter* to *see* the color in the current/old preview.

9. *Click Ok.*

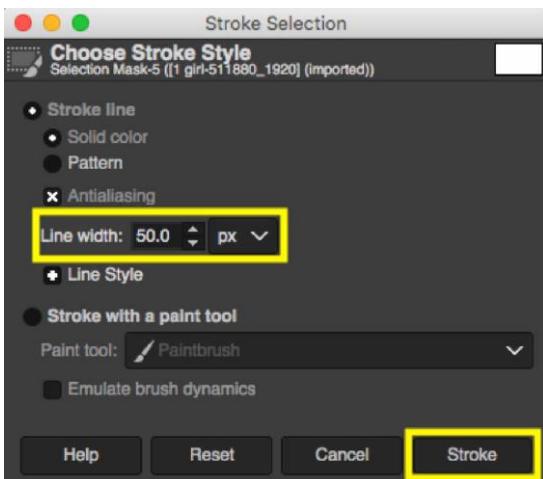


10. Now we *hit Ctrl/Cmd + A* to *select* the whole image.

11. Then we *go to Edit* in the menu bar and hit **Stroke Selection**.



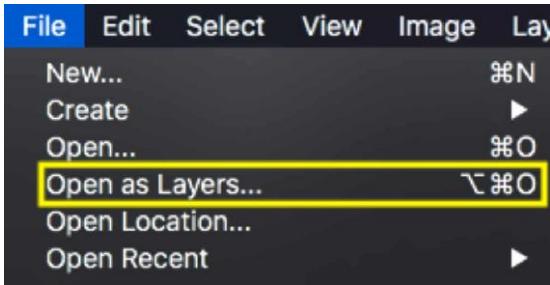
12. Make the **Line width 50**, and click **Stroke** which gives us a nice pink border.



13. Hit **Ctrl/Cmd + Shift + A** to select none.



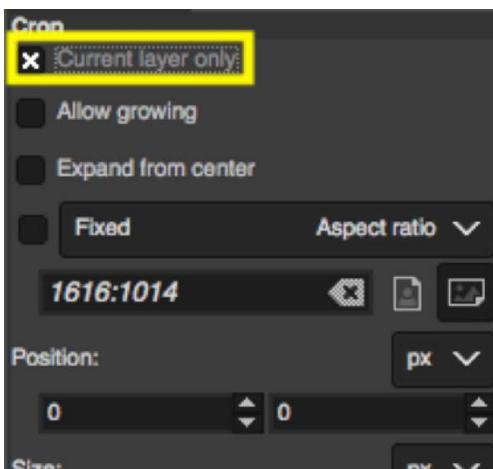
14. Go to **File, Open as Layers** and *open* our second photo.



15. Now press **Shift + C** to activate the **Crop Tool**.



16. Here we *check* the **Current layer Only** option.



17. Go ahead and *crop* this image.

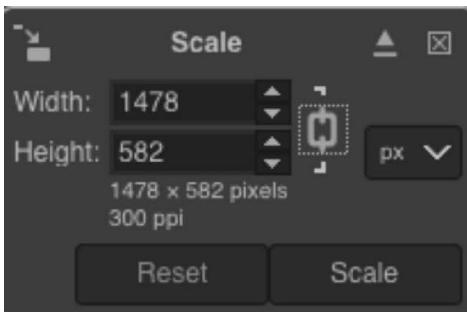


18. By *click & drag* the handles and or the corners we can *change* the cutout.
19. By *click* a *click & drag* nd *drag* inside the cutout, we can *move* the selected area.
20. Then *hit Enter* or *click* in one of the corners to *apply*.

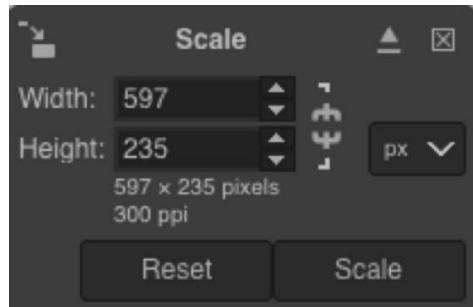
21. Press **Shift + S** to activate the **Scale Tool**.



22. *Click* on the **Chain Icon** to *lock* the proportions when we *scale* the image.



23. Now *scale* the image.
24. By *click & drag* in the center circle we can *move* the image to its proper position.
25. Then we *hit Scale*.



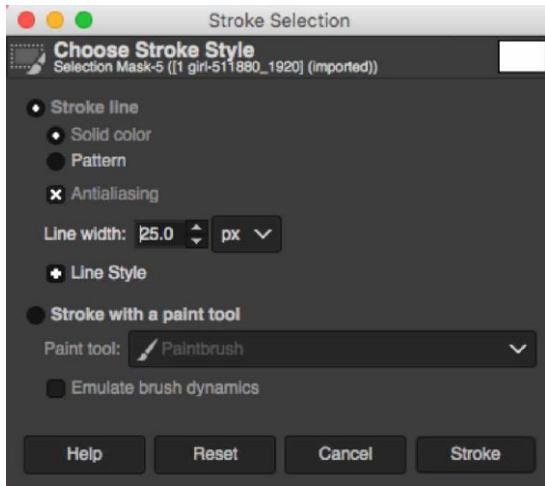
26. Now press **Ctrl/Cmd + A** to select this image.



27. Go to **Edit** and hit **Stroke Selection**.

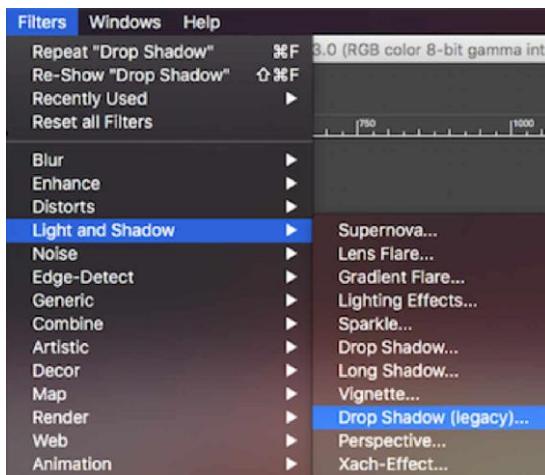


28. Change the **Line width** to **25** and hit **Stroke**.



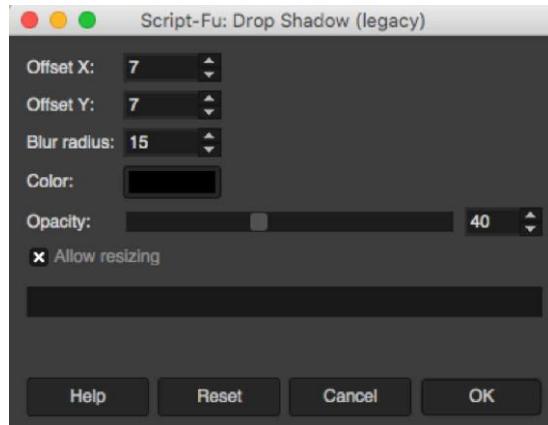
29. Now we *hit Ctrl/Cmd + Shift + A* to *deselect* our image.

30. Go to **Filters** in the menu bar, *click* on **Light and Shadow** and then on **Drop Shadow (Legacy)**.

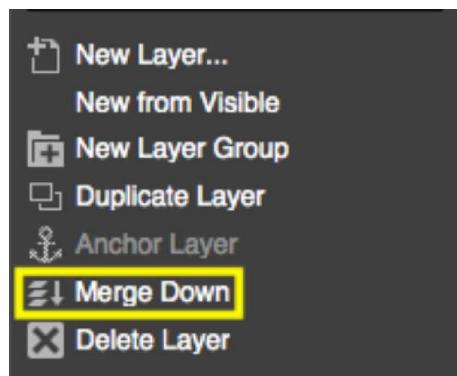


31. *Make the X and the Y offset both 7, and reduce the Opacity to 40.*

32. Then *click Ok.*



33. Right click on the image layer and hit **Merge Down**, so the image layer and the drop shadow layer become one layer.



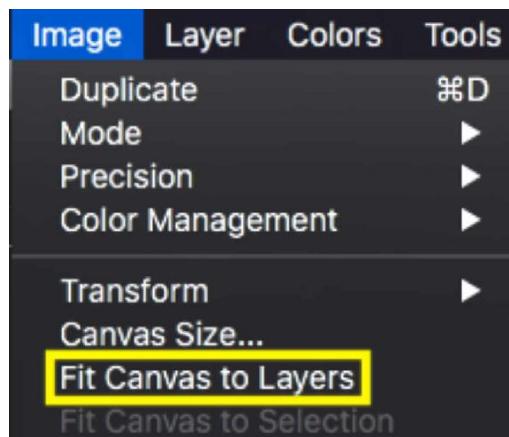
Time for our third image.

1. Go to **File**, **Open as Layers** and open the next image.



This image is bigger than our canvas, so we have to *make* some changes.

2. Click **Image** and then **Fit Canvas to Layers**.



3. Now we *hit Ctrl/Cmd + Shift + J* to *fit* the image in the window.

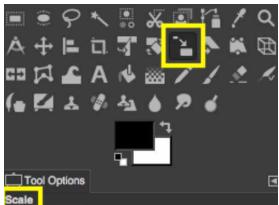
4. Press **Shift + C** to *activate* the **Crop Tool** and *crop* the image.





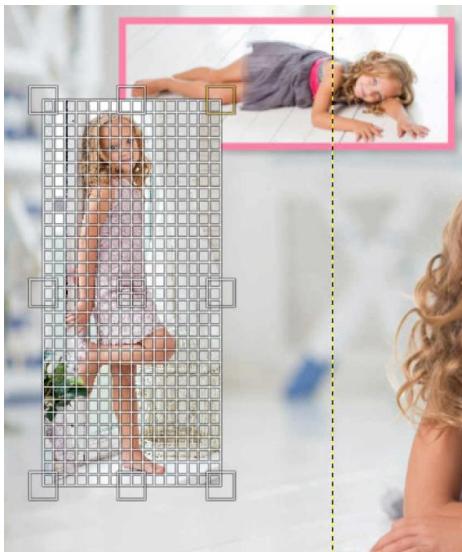
5. The option ‘**Current Layer Only**’ is still active.

6. Then *hit Shift + S* to make the **Scale Tool** active.



7. The chain is still locked.

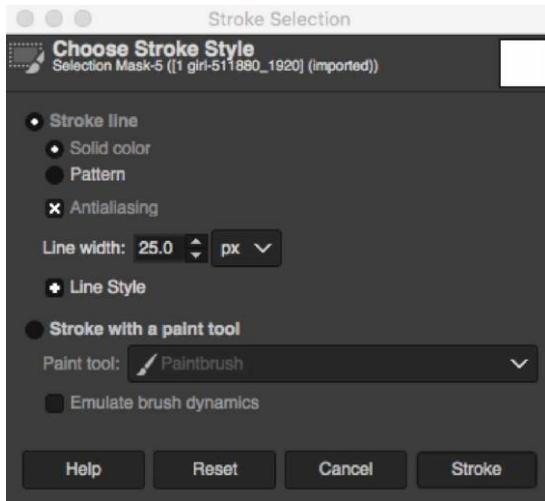
8. Then we can *scale* and *re-position* this image.



9. Press **Ctrl/Cmd + A** to select the image, go to **Edit** and click **Stroke Selection**.



10. Now we can just click on the **Stroke** button.

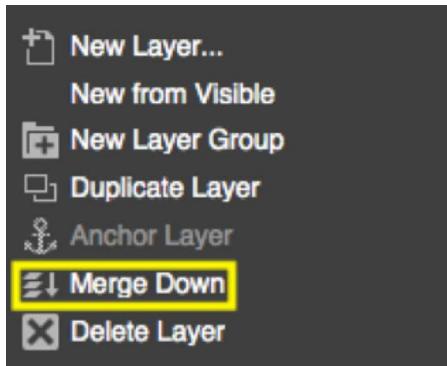


11. Then we **press Ctrl/Cmd + Shift + A** to **select none**.

12. Then **press Ctrl/Cmd + F** to **repeat the drop shadow**.

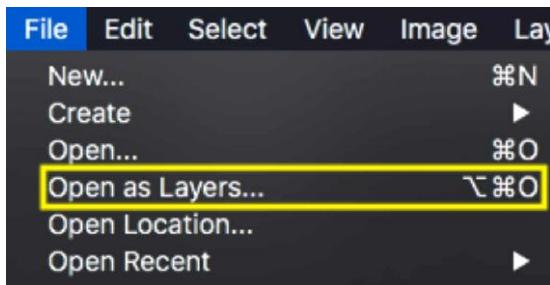


13. **Right click** on the image layer and **hit Merge Down**.



We are going to repeat this process with the next photo.

1. Go ahead and **click File, Open as Layers** and *open* our fourth image.

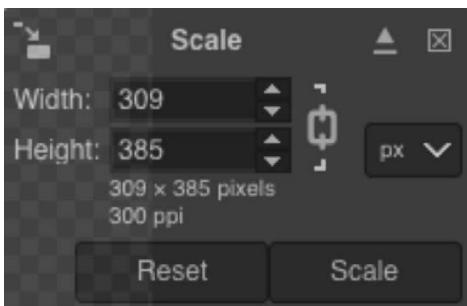


2. Press **Shift + C** and *crop* the image.



3. Press **Shift + S**.

4. Now *scale* and *re-position* the image.



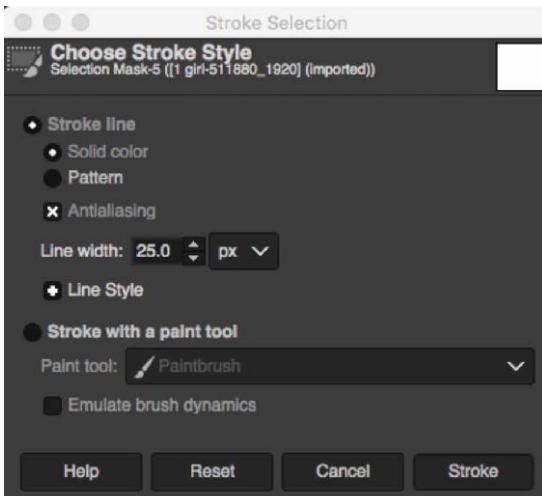
5. Press **Ctrl/Cmd + A** to select it.



6. Go to **Edit** and hit **Stroke Selection**.



7. Click Stroke.



8. Press **Ctrl/Cmd + Shift + A** to deselect, press **Ctrl/Cmd + F** to repeat the drop shadow, right click on the image layer and hit **Merge Down**, and that is number four.

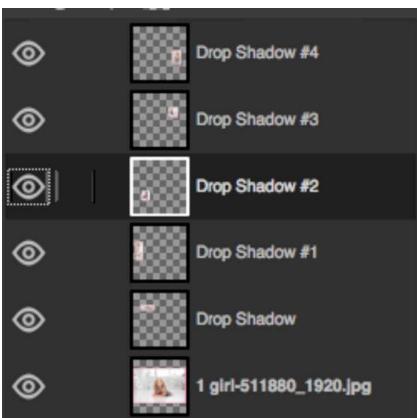


In this way we can add as many photos to our collage as we like.
In this tutorial we added two more images repeating the instructions above,
but you can add as many images as you want.

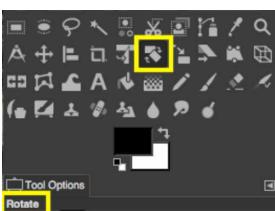


When your done:

1. Now we *select* the middle layer.

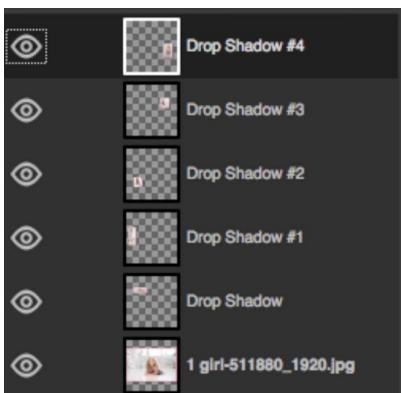


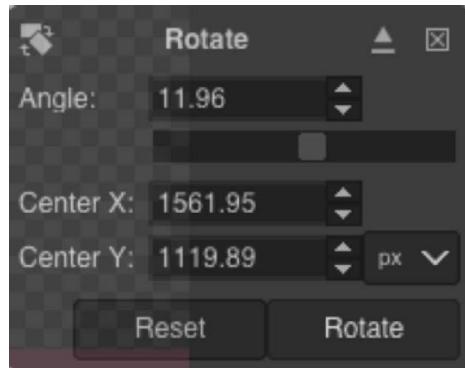
2. Then we *hit Shift + R* to *activate the Rotate Tool*, and *rotate* this image.





3. Go ahead, *select* the top layer from and *rotate* this one too.



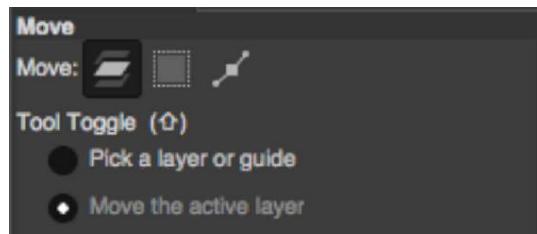


In case we want to move one or more of the photo's to change our composition,

1. Click on its layer to make it active.
2. Then we hit the **M** key on our keyboard to make the **Move Tool** active.

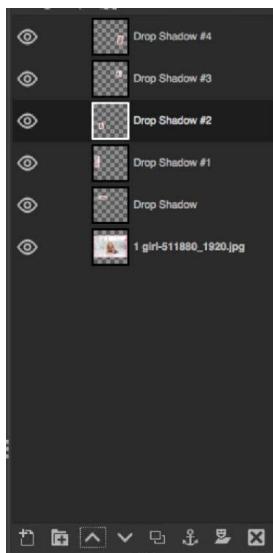


3. Check the option **Move the Active Layer**, and then we can click & drag that image.





4. We can also move an image up or down in the layers stack.
5. Select the layer and replace it with the arrows at the bottom the layers panel.

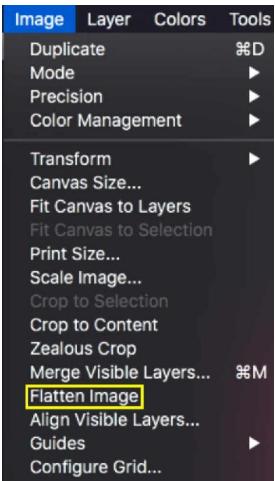


In this way we can place it above or below another image in our collage.

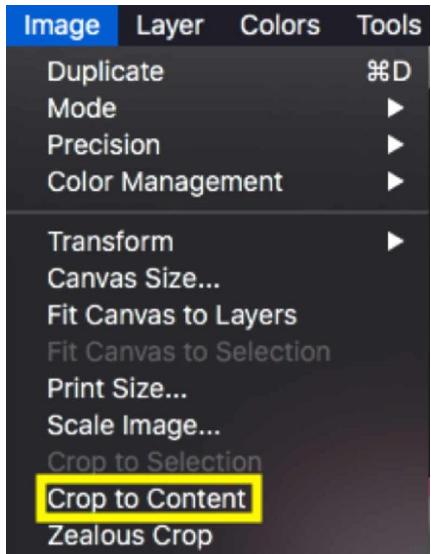


All done?

1. Click **Image** and hit **Flatten Image**.



2. Then back to **Image** and now hit **Crop to Content**.



3. Hit **Ctrl/Cmd + Shift + J** to maximize the image in the window.

And there it is, a nice photo collage.

And this is the end result:



2. How to Create a Text Portrait with Wordcloud

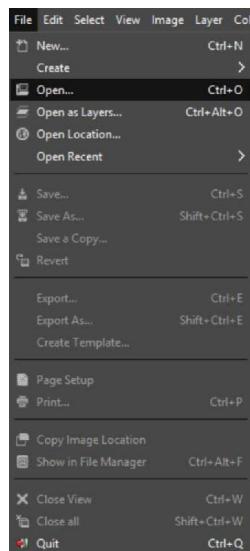
In this tutorial, we are going to learn [how to create a text portrait with Wordcloud.](#)

If you want to use the same image we'll be using, please download the image from our Facebook page.

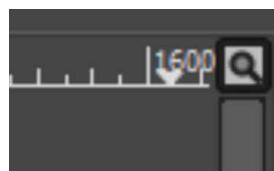
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.

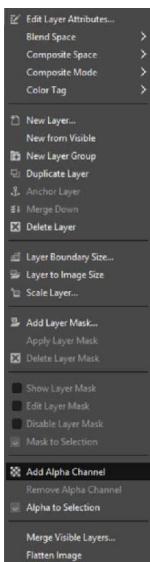
Go to **File**, click **Open**, search for your image and open it.



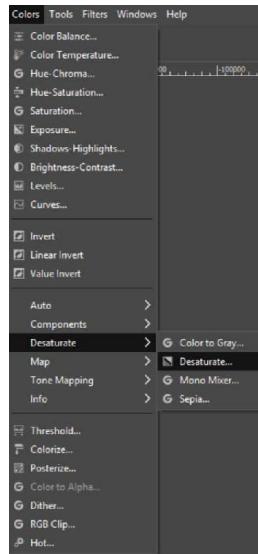
Click on the **Zoom** icon in the top right to fit the image in the window.



Now right click on the layer and *click Add Alpha Channel.*



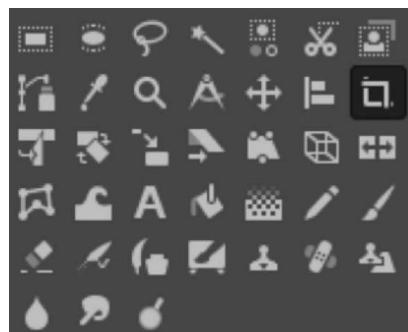
When we have an image in color, we'll now go to the menu bar and *click Colors. Click Desaturate.*



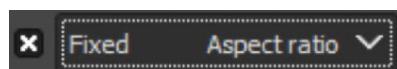
Here we'll just **click OK**.

The effect looks best, when we have a portrait that is a bit close up.

Select the **Crop Tool** in the **Toolbox** .



Check the option **Fixed Aspect Ratio**, so when we crop the photo, we'll keep the same aspect ratio as the original.

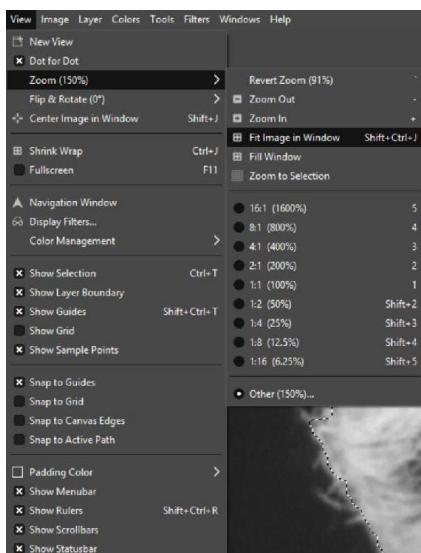


After you have cropped your Image activate the **Scissors Select Tool**. Now draw a selection. By *click & drag* the handles and or the corners, we can make adjustments when we *click & drag* inside the framework, we can move the whole selection.

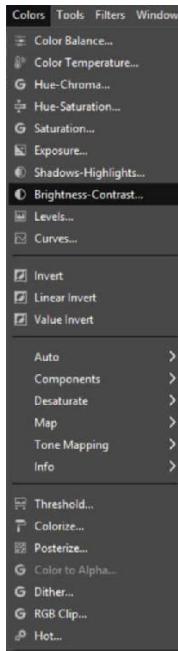


When it looks okay, we'll **hit Enter** or **click** in the image to confirm.

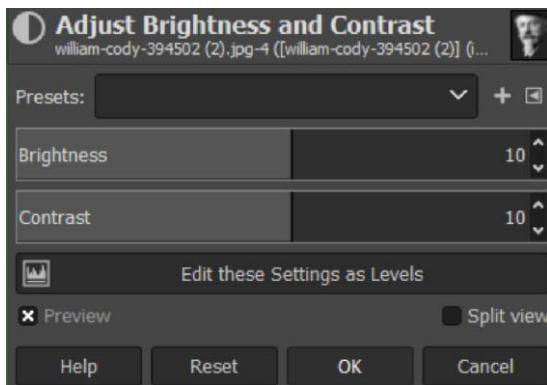
Go to **View**, **Zoom** and **click Fit Image in Window**.



Now we'll go to **Colors** and we **click** on **Brightness-Contrast**.



Increase the Brightness as well as the **Contrast** with **10** by *clicking* one time on both slider lines.



Click OK.

We will add some text that we first will edit in the website Wordcloud.
When we make and edit our own text, we start by *copying* the text, that we want to use for the image, from our harddrive.

Select the text.

Press **Ctrl/Cmd + C**.

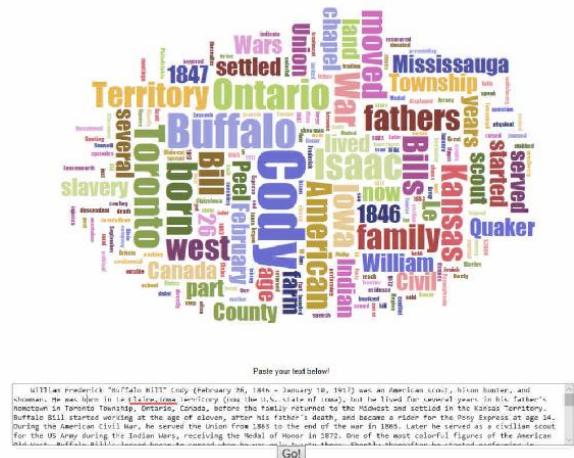
Then we open **Wordcloud**.

First we make the **Orientations** 2. Then we change the **angle arrows** to 0 and to 90.

2 orientations from 0 ° to 90 °

Go ahead and *click* in the text, like shown in the picture, and hit **Ctrl/Cmd + A** to select all this text.

Then we press **Ctrl/Cmd + V** to paste our own text.



Now we can click several times on the **Go** button until we are satisfied with the composition.

Then we can download this text file by clicking on the button: **Download SVG**.

[Download:](#) [SVG](#)

Save it somewhere on your hard drive, we will import it into Gimp in a moment.

Now we go back to Gimp.

Make the **Scissors Select Tool** active.



Make a selection, like shown in the picture, where you want the text to come.

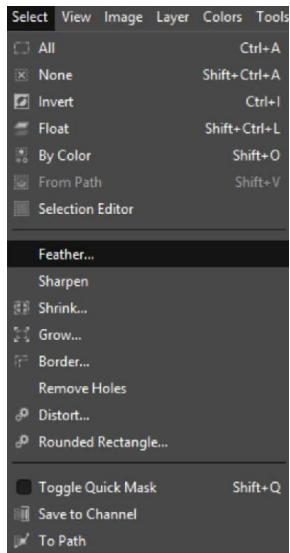




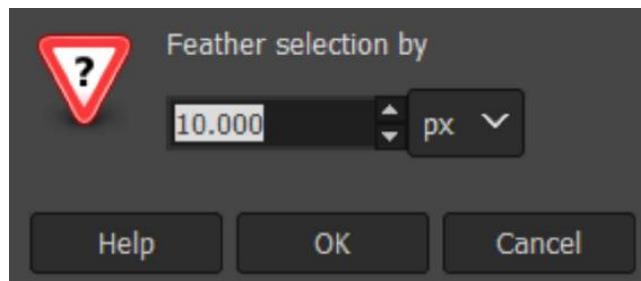
When we've made our selection, we'll place the last node over the first node and click one time.

Then we'll *hit Enter* to make the selection.

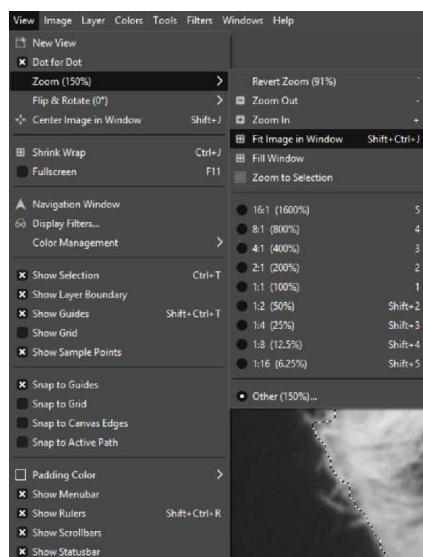
Now we'll *click* on **Select** and then on **Feather**.



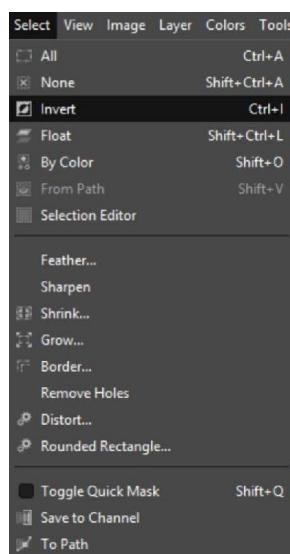
Feather the selection with **10 pixels**, and *click OK*.



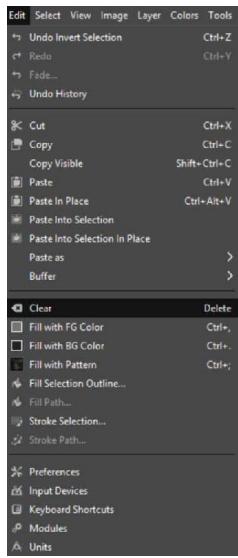
Go to **View**, **Zoom** and **Fit Image in Window**.



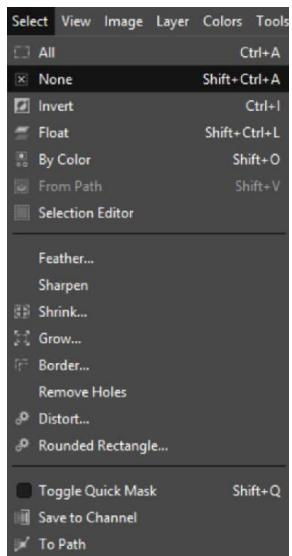
Then we'll go to **Select** and *click Invert*, so the background is selected.



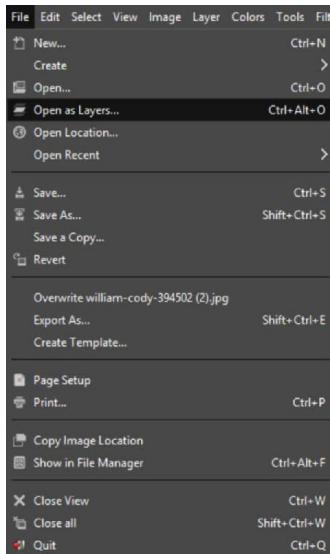
Go to **Edit** and *click on Clear*, so the background is deleted.



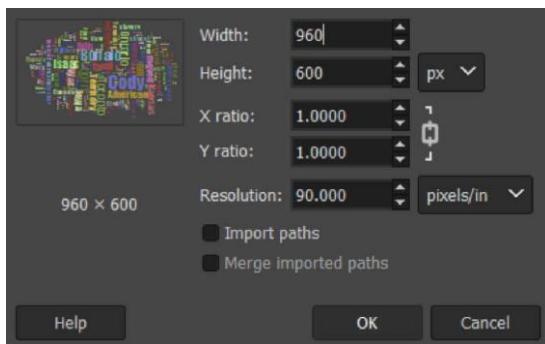
Back to **Select** and *hit None*.



Go to **File**, **Open as Layers**, search for your text file and open it.



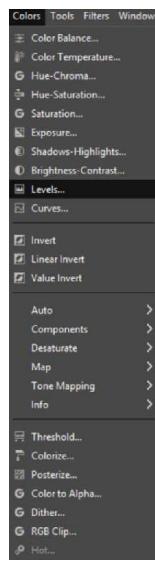
In the dialogue box that pops up, we just **click OK**.



Make the portrait layer invisible. The textlayer should be active.

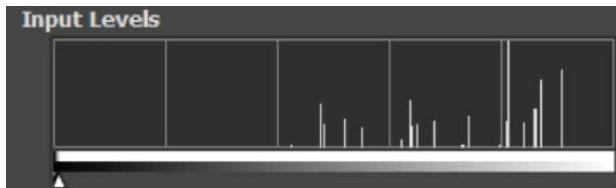


Go to the menu bar and *click* on **Colors** and then on **Levels**.



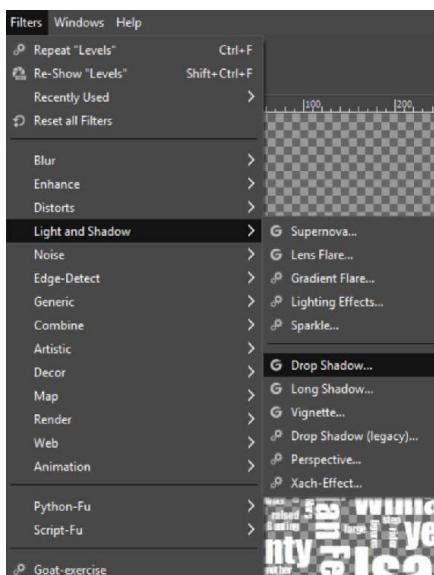
At the input levels we move the right arrowhead all the way to the left, so we get a white text.

Click OK.

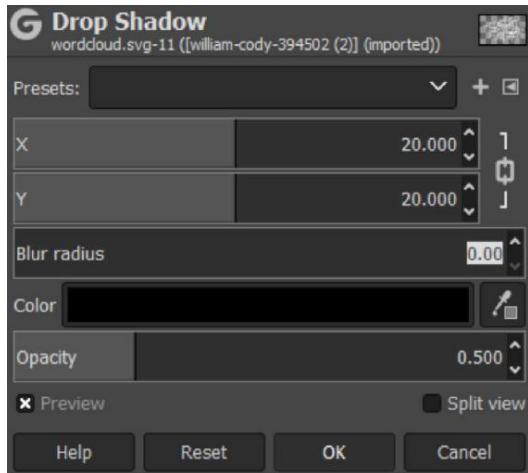


Now we will add some relief to the text.

Click Filters, Light and Shadow and then Drop Shadow.



Make the **Blur Radius 0** and *click OK*.



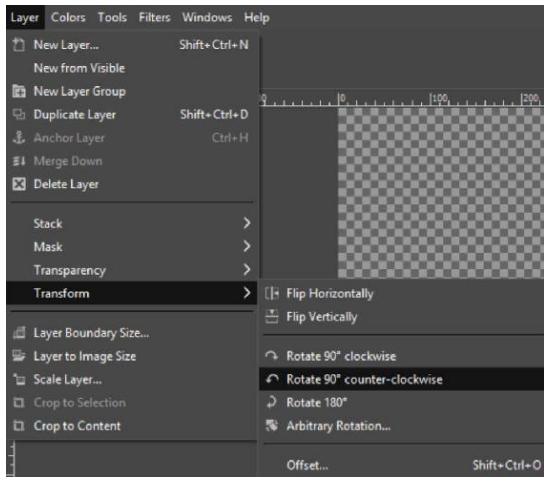
Right click on the text layer and hit Merge down, so the text layer and the drop shadow layer become one layer.

Double click on the name and change it to text.



Hit Enter.

Go to Layer, Transform and click rotate 90 degrees counter clockwise.

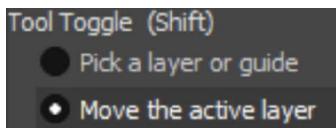


Make sure that the text is readable and not upside down.

*Click three times on the **Duplicate** button at the bottom of the layers panel, so we have now four text layers.*



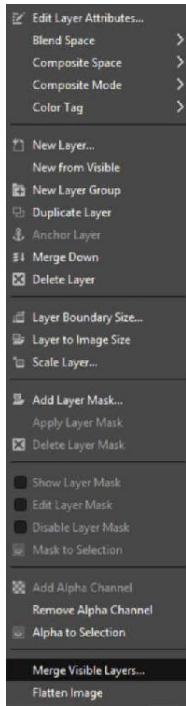
*Click the **Move Tool** to make it active, and *check* the option move the active layer.*



*click & drag the top layer to the left top of the image.
Then select the layer below this one and move it to the right top.*

Click in the layers panel the layer below and move it to the left bottom.
Click the last text layer and move it to the right bottom corner.

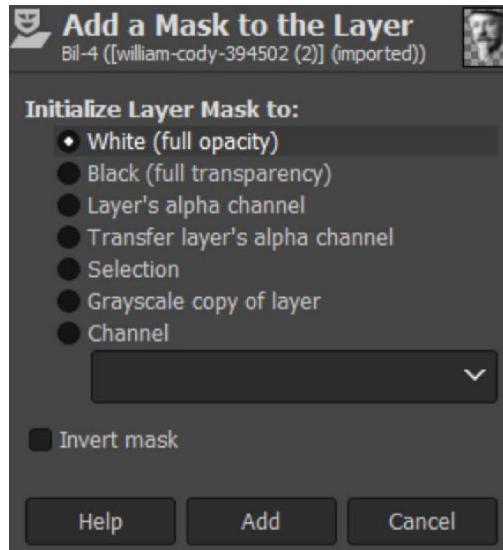
Make sure all these layers overlap each other.
Right click on one of the text layers and **hit Merge Visible Layers**.



Click Merge.

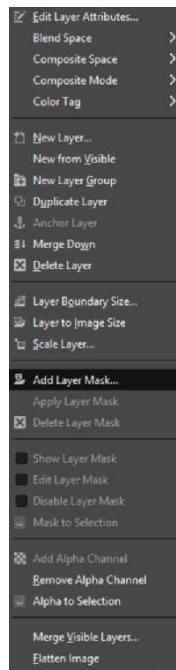
Make the text layer invisible and the portrait layer visible.
Select the portrait layer.

Click the new layer icon at the bottom of the layers panel and choose foreground color as the layer fill type, which should be black.

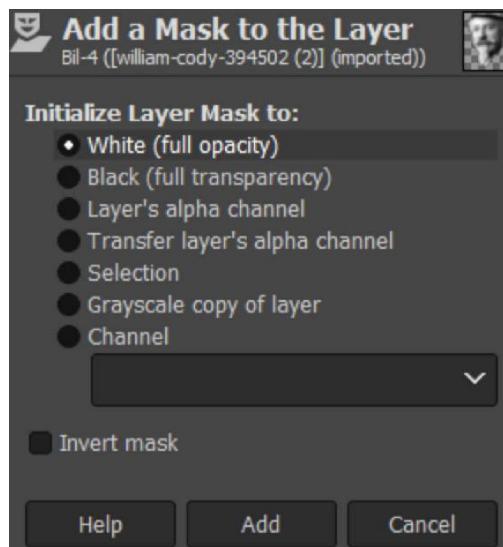


Click OK.

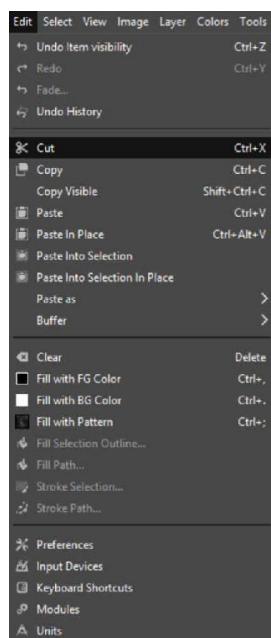
Move this layer by *click & drag* to the bottom of the layers stack.
Right click on the portrait layer and **hit Add Layer Mask**.



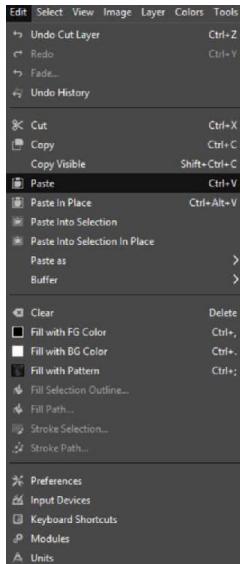
Leave it at **White (full opacity)**, and *click Add*.



Now, we'll select the text layer, make it visible, go to **Edit** and *click on Cut*.



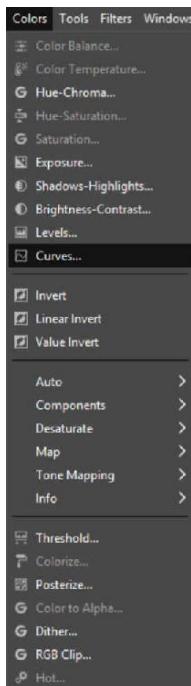
Go back to **Edit** and *hit Paste*.

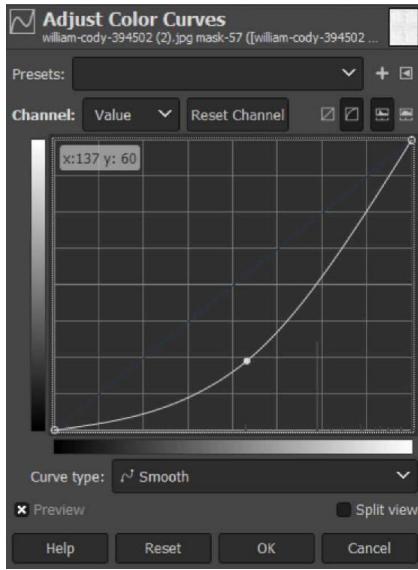


Click on the **Anchor** at the bottom of the layers panel.



The text is now pasted in the layer mask of the portrait. With the layer mask still selected, let's *click on Colors, Curves* and here we can adjust the text to our liking.



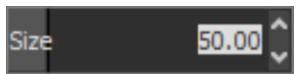


Click OK.

Now, we'll activate the **Eraser Tool**.



We make the **Size** about **50**.

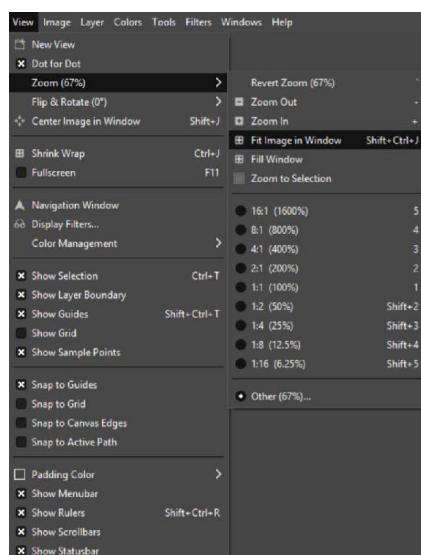


Zoom in to the eyes by *holding* the **Ctrl/Cmd** key *down* and rolling the mouse wheel.

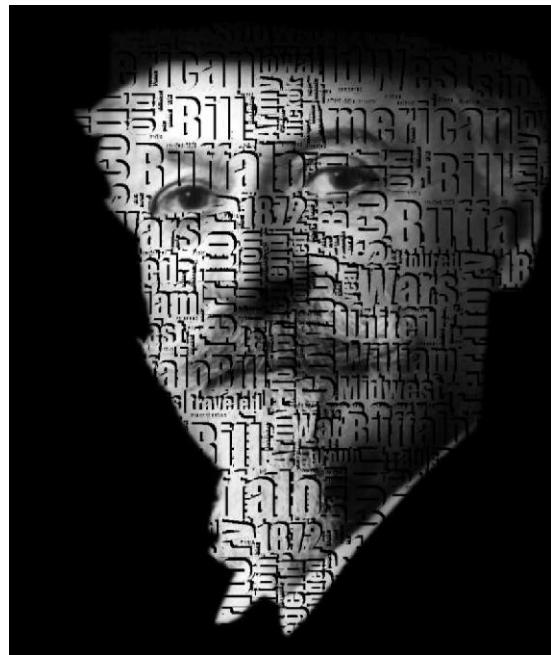
Erase a bit of the text in the eyes so they are good visible.



Then go to **View**, **Zoom** and **Fit Image in Window**.



And there we have it, a nice text portrait.



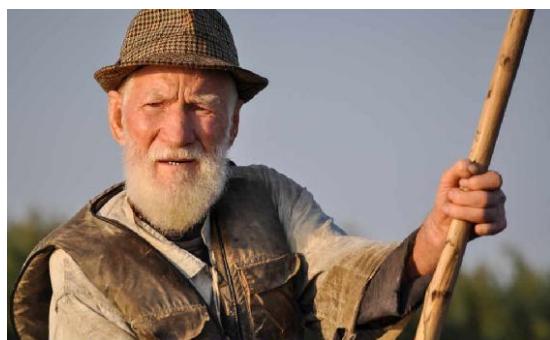
3. How to Change a Color Photo into a Powerful Black & White Image with a Film Grain and a Vignette

In this tutorial, we will learn how to change a color photo into a powerful black and white image with a film grain and a vignette.

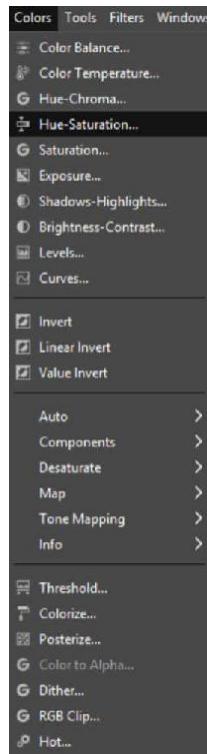
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

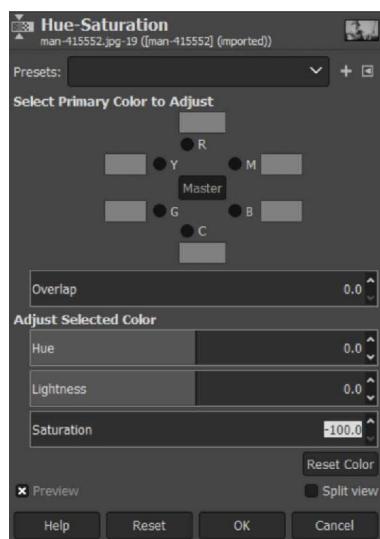
You can *click* on the icon, above right, to maximize your image in the window.



Go to Colors and click Hue-Saturation.

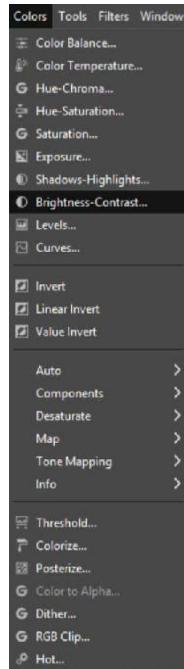


Bring down the Saturation slider to -100.



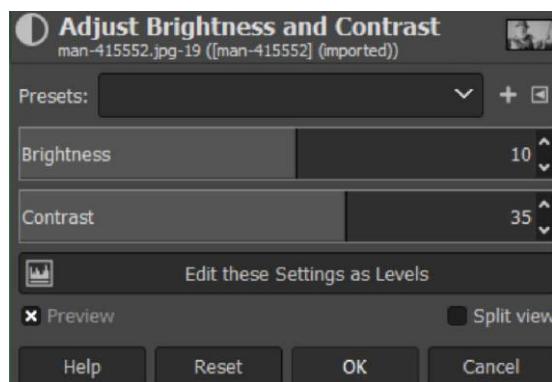
Click OK.

Go to Colors again and *click Brightness-Contrast*.



Now, find the brightness and contrast settings that you want to apply to your image.

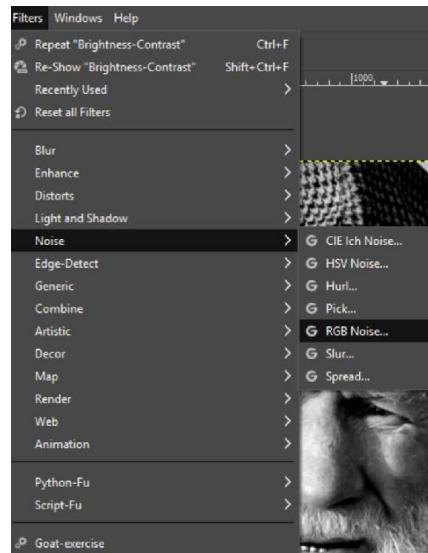
In this case I increase the contrast to around **35** and the brightness to around **10**.



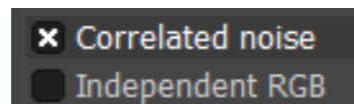
If you are content with the result **click OK** or **hit Enter**.

Create a film grain:

Go to **Filters**, **Noise** and **RGB Noise**.



Deselect Independent RGB and **select Correlated Noise**.



Find out how much grain you want.

In this picture I *reduced* the levels with 0.100.



Click OK or **hit Enter**.

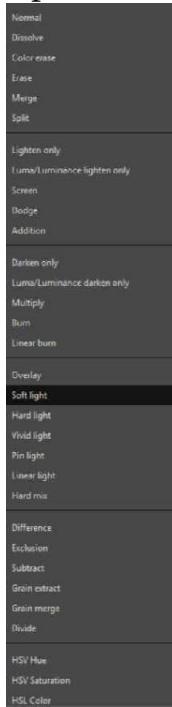
Crekate a vignette.

Add a new layer, name it vignette and select foreground color.



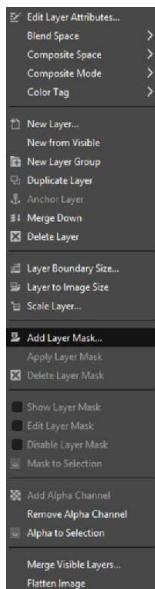
Click **OK.**

Open the Mode menu and make it a Soft Light layer.

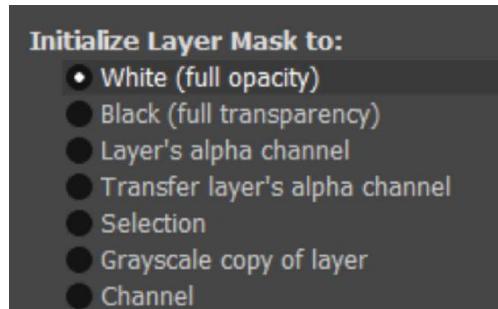


When you do this action, your whole image will turn darker.

Add a new layer mask by right clicking on your new layer and select Add Layer Mask.



Set to **White (full opacity)**.



Click Add.

Use the **Free Select Tool** to select an area around the primary point of interest in your photo.

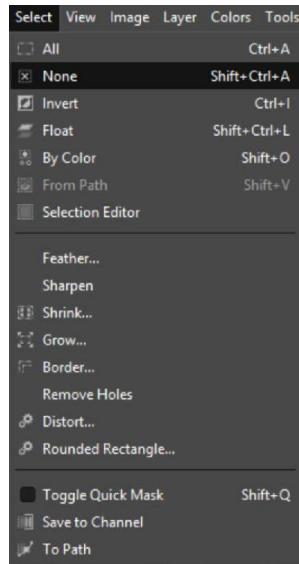


This should not be done to precise, but loosely. When you are close to the starting point, you can *double click* to make the selection complete.

Select the **Bucket Tool** and full the area with black by *clicking* once in the area.

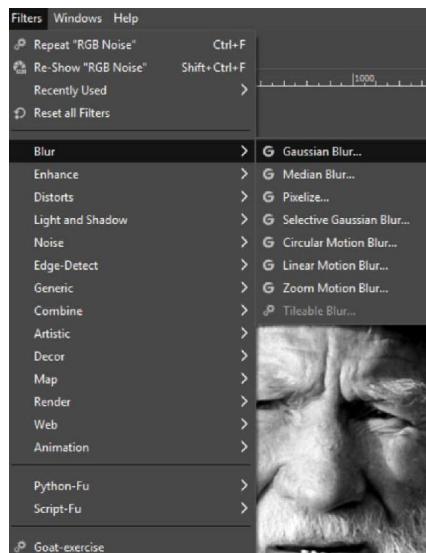


This is assuming that the foreground color still is set to black.
Deselect the selection with *clicking Select* and then **None**.



Now, we're going to **Blur** the layer mask.

Go to **Filters**, **Blur**, **Gaussian Blur**.



We are going to set the **Size X** to **150.00** in this case.

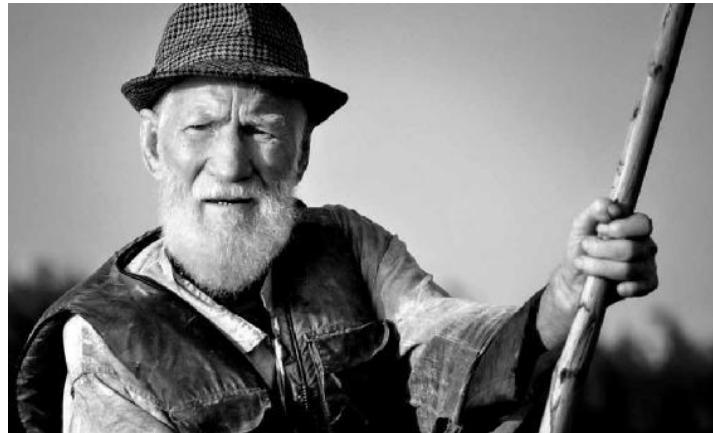
Size X 150.00 ^

Hit Enter and click OK.

By changing the **Opacity** we can adjust our vignette layer so it will become subtle enough to our liking.



So, here we have it, a powerful black and white image with film grain and vignette.



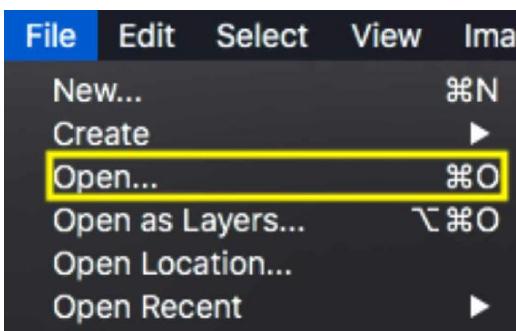
4. How to Change a Color Photo into a Cartoon-Like Pencil Drawing (and Add Text)

In this tutorial, we are going to learn how to change a color photo into a cartoon-like pencil drawing (with added text).

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

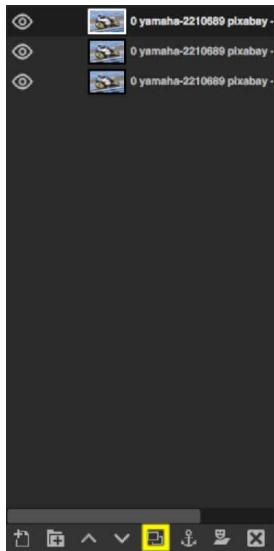
1. We will start by *going to File, Open, open* our image folder and *open* the image of the motorcycle.



2. *Click on the Zoom Icon in the top right to maximize the image.*

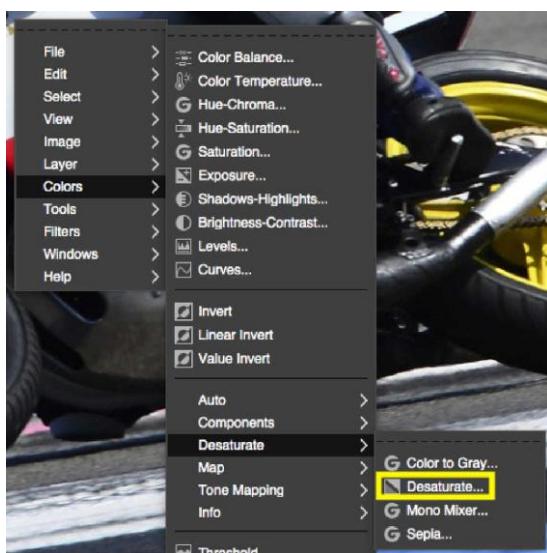


3. Make two duplicates by *clicking twice* on the **Duplicate Button** in the layers panel.

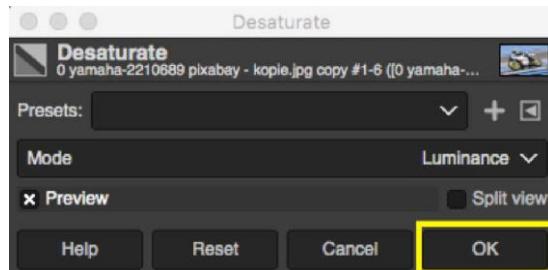


4. Then we *right click* somewhere in the image.

5. Click **Colors** and **Desaturate** and then on **Desaturate** again.



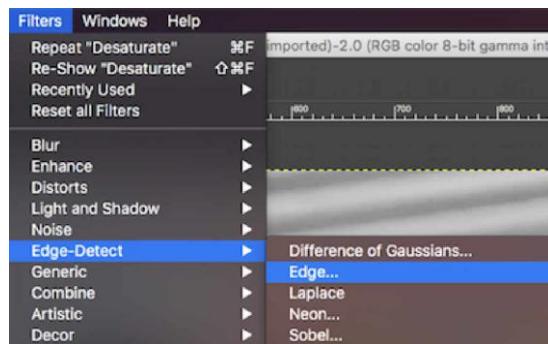
6. we'll choose the shade of gray based on **Luminance**.



7. Hit **Ok**.

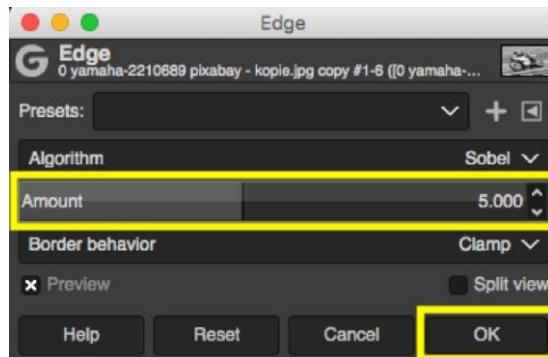
8. Now go to the Menu bar and click **Filters**.

9. In the drop down menu, we'll choose **Edge Detect** and then **Edge**.

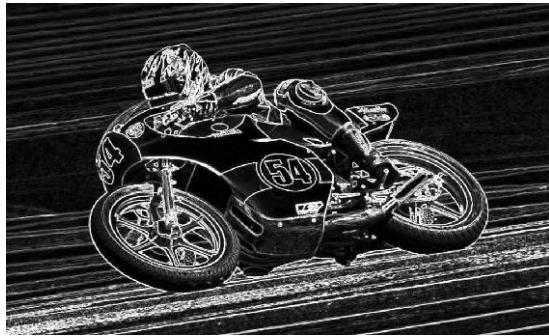


10. Make the **Amount** 5 by clicking 3 times on the slider line.

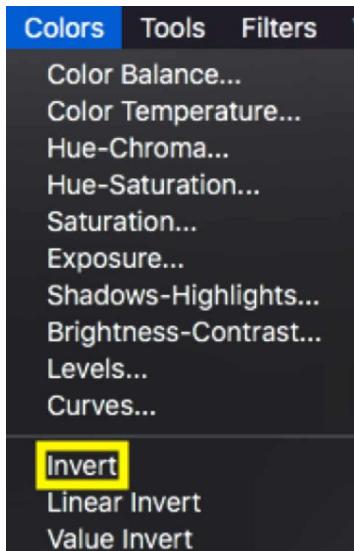
11. And click **Ok**.



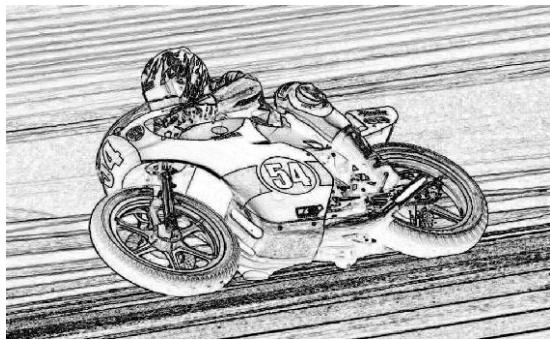
This is what your image should look like now:



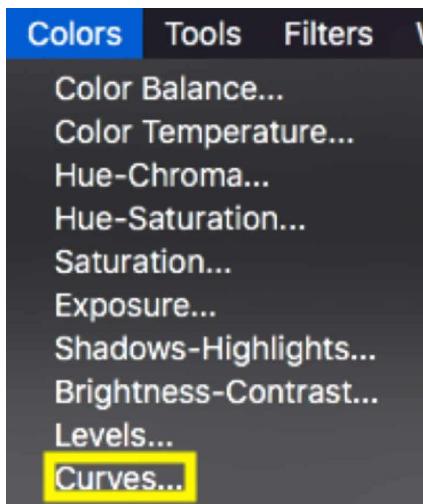
12. Then we *go to Colors* and *click Invert*.



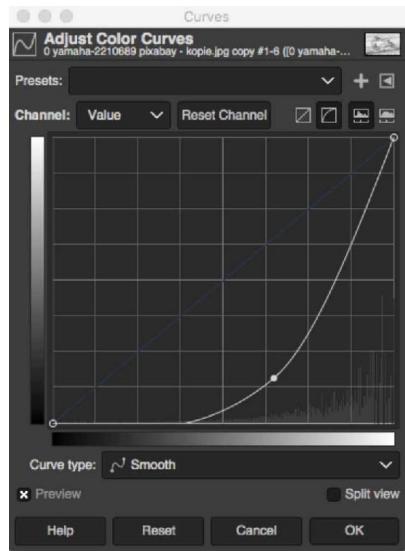
This is what your image should look like now:



13. Back to **Colors** and now to **Curves**.



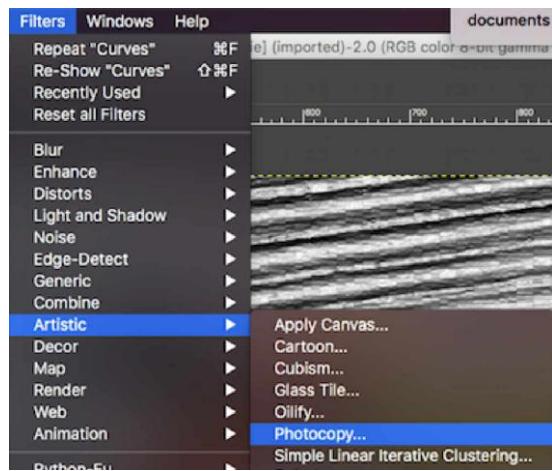
14. Here we *place* our cursor on the diagonal line and, by drag and drop, *change* the curve as shown in the image.



15. Click the **Preview off** and **on**, to see the result.

16. Then click **Ok**.

17. And back to the menu bar, now to **Filters**, **Artistic** and then **Photocopy**.



Here to we can *make* the dialogue box bigger and *move* the image in the windowpane.

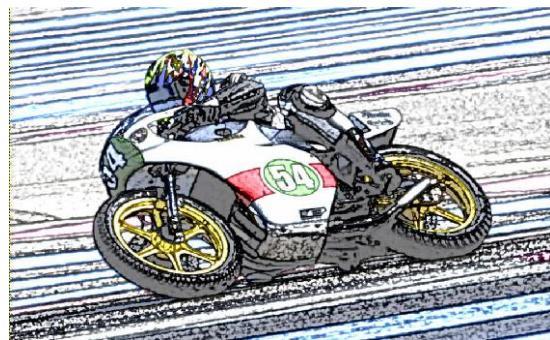
18. *Make* the mask radius **23** by *clicking* 3 times on the slider line.

19. *Click* the **Preview** to compare.

20. Then *hit* **Ok**.



This is what your image should look like now:

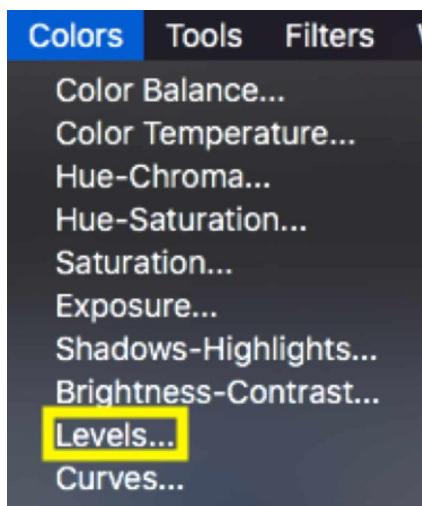


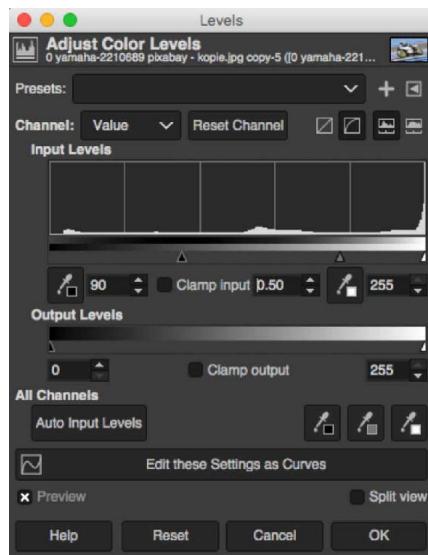
21. Now we *click* on the **Mode** and *change* it to **Grain Merge**.

22. *Select* the middle layer.



23. Hit **Colors**, **Levels** and by the input levels we move the left triangle to about **90** and the middle triangle to about **0.50**.





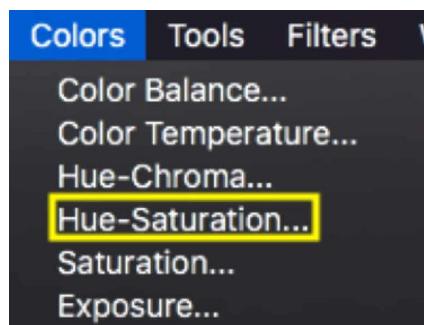
24. Click the **Preview** off and on to see the difference.

25. Then we hit **Ok**.

This is what your image should look like now:



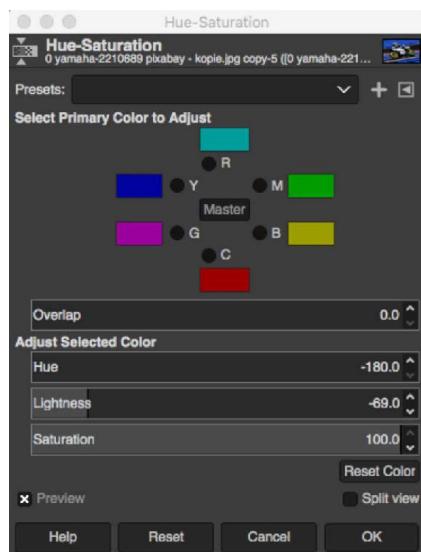
26. Back to **Colors** and now to **Hue-Saturation**.



27. I have *made* the **Hue -180**, the **Lightness** about **-70** and the **Saturation** to **100**.

You can of course *apply* different values, depending on what feels good for you.

28. Click the **Preview off** and on and then click **Ok**.



29. Go to the **Toolbox** and hit the foreground-background colors to make the color palette visible.



30. At the **HTML notation** we *fill* in **A 7 A 7 A 7** to get a gray color.

31. *Hit enter* on your keyboard and in the current and old preview we can see our old and new color.

32. *Click OK.*

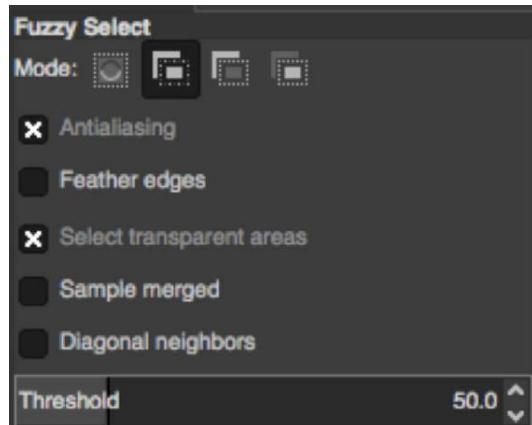


33. Again, let's go to the **Toolbox**, and now we'll *select* the **Fuzzy Select Tool**.

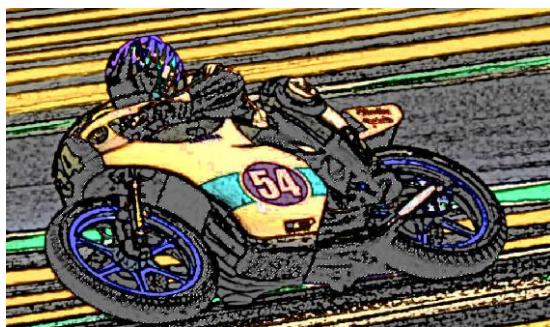


34. *Change the Mode* to; **Add to Current Selection**.

35. *Make the Threshold* about **50** by *click* and *slide* the upwards pointing arrow.



This is what your image should look like now:



36. Select the top layer.

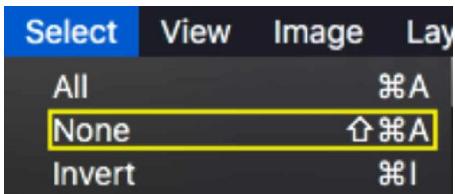


37. Then we'll select in the image several areas that we want to make black.

38. Go to **Edit** and click **Fill with FG Color**.



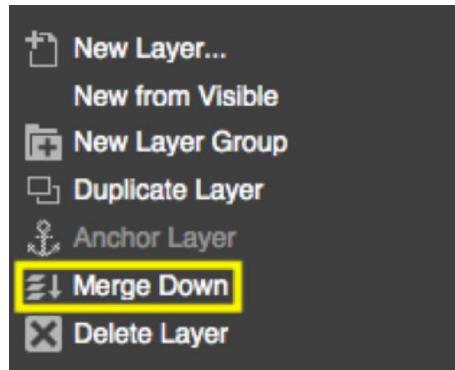
39. Go to **Select** and hit **None**.



The black should be so dark, that the black lines are still just visible.



40. Now, right-click on the top layer and hit **Merge Down**.



41. Go to the **Toolbox** and activate the **Scale Tool**.



42. Click in the image.

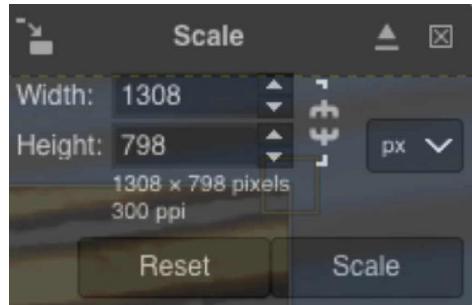
43. Lock the chain so our proportions stay intact when we scale the image.

44. Scale the image down, like shown in the image.



45. When we place the cursor in the centre circle, we can, by click & drag, move the image.

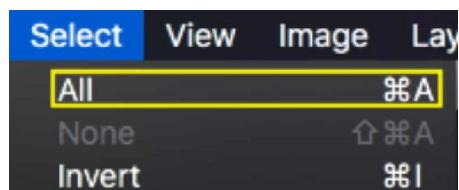
46. Then click **Scale**.



47. Change the foreground background color, so **white** is our foreground color.



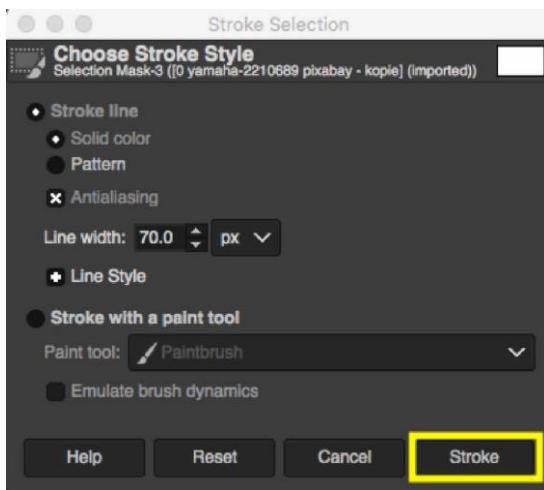
48. Now go to **Select** and click **All**.



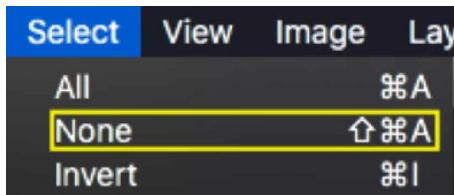
49. Go to **Edit** and here we'll click **Stroke Selection**.



50. Make the **Line Width 70** and hit **Stroke**.



51. Click **Select** in the menu bar and hit **None**.



This is what your image should look like now:



52. Right click on the top layer and hit **Layer to Image Size**.



53. Then select the **Fuzzy Select Tool**.



54. Make the **Threshold 5** and click in the with border.

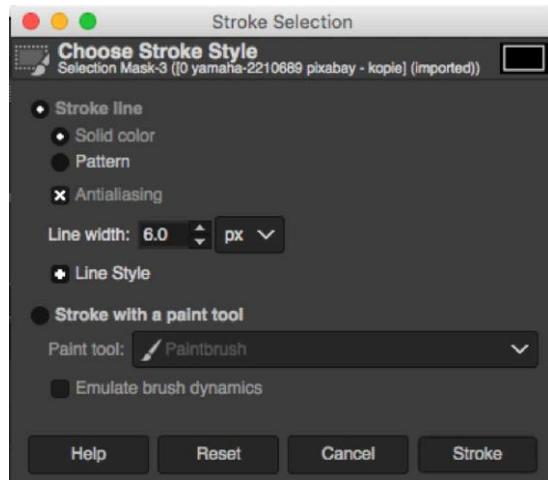


55. Change the foreground background color to its default, so we have black as our foreground color.

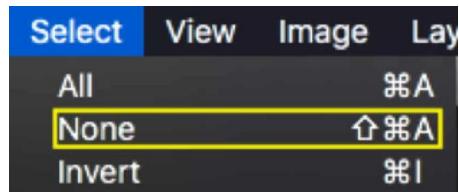


56. Then we *continue* by going to **Edit** and again **Stroke Selection**.

57. Make the **Line Width 6** and hit **Stroke**.



58. Go to **Select** again and *hit None*.



59. Activate the **Rotate Tool** in the **Toolbox**.



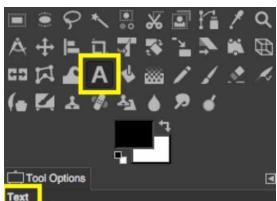
60. Click in the image and *rotate* the image as shown in the image.



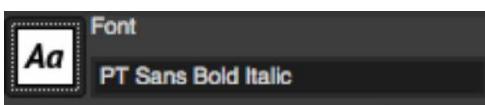
61. Then **click Rotate**.

62. Now we will *add* some text.

63. Go ahead and *click* the **Text Tool** in the **Toolbox** .



64. *Type* in and select **PT Sans Bold Italic**.



65. *Make* its **Size 200** and *click* on the color to show the color palette.

66. *Fill* in the **HTML notation 9 2 C 3 F 1** and *hit enter* on your keyboard, to *make* the color visible in the current-old pane.

67. Now *click OK*.



68. Then *click* in the image where you want the text to begin and type in vroom.



69. *Make* the letter spacing **-40**.



70. Now we'll *click* the **Select by Color Tool**.



71. *Change* the foreground background color by *clicking* the arrow again, so our foreground color is white.



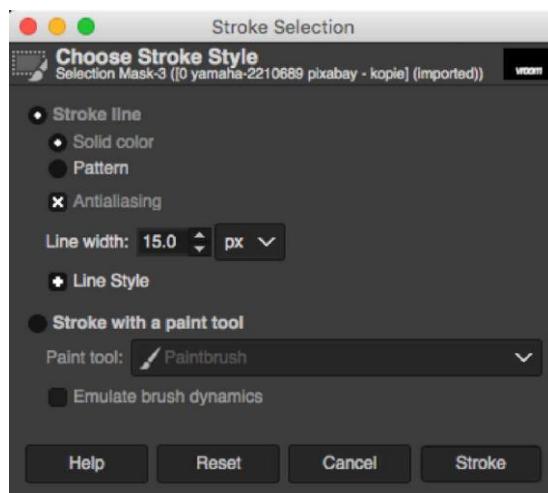
72. Then we'll *click* in the text.



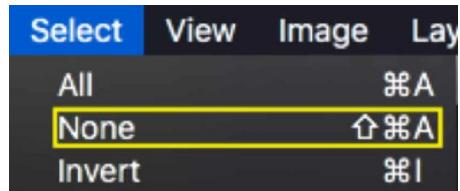
73. Now we *go to Edit* and **Stroke Selection**.



74. Here we *make the Line Width 15* and we *click stroke*.



75. Click **Select** in the menu bar and *hit None*.



76. Click in the **Toolbox** on the **Fuzzy Select Tool**.



77. Change the foreground background color again so we have black as our foreground color.



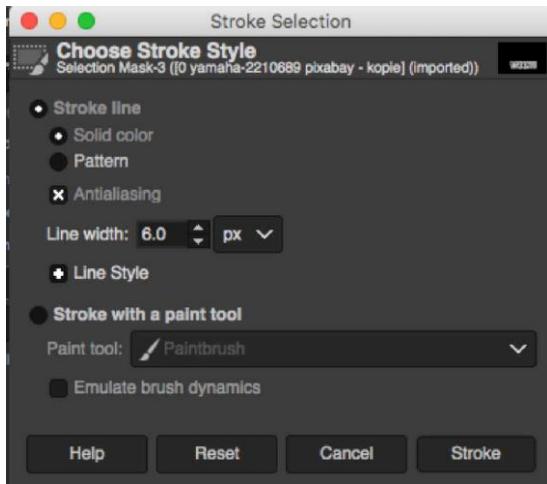
78. Click all the white in the text, don't forget the inside of both the "Os".



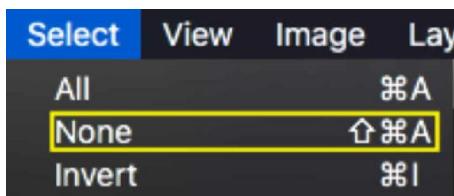
79. Go to **Edit** and click **Stroke Selection**.



80. Now *make the Line Width 6* and *hit Stroke*.



81. Click **Select** in the menu bar and *hit None* again.



82. In the **Toolbox** we'll *activate the Perspective Tool*.



83. Then we'll *click* in the text and we'll make a **Dynamic Perspective**.

84. By *click & drag* in the center circle, we can *move* the text.



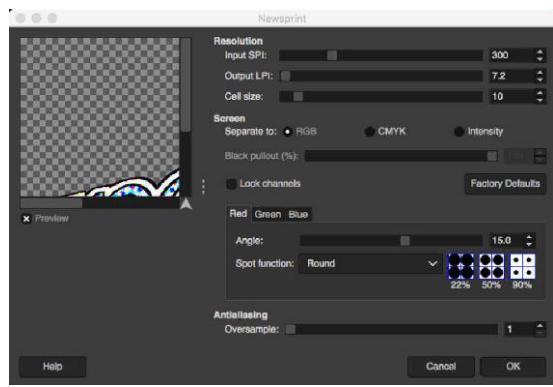
85. When you feel its okay, *click Transform*.



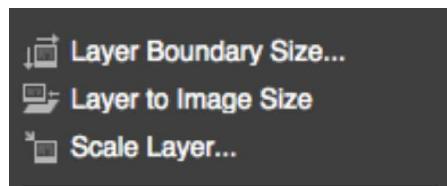
86. Back to Filters and *click Distorts* and then **Newsprint**.



87. Here we just *hit Ok*.



88. Now right click on the top layer and hit **Layer to Image Size**.



And this is the end result:



5. How to Convert a Photo into an Oil Painting

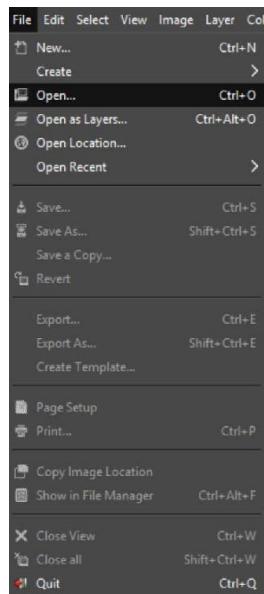
In this tutorial, we are going to learn [how to convert a photo into an oil painting.](#)

If you want to use the same image we'll be using, please download the image from our Facebook page.

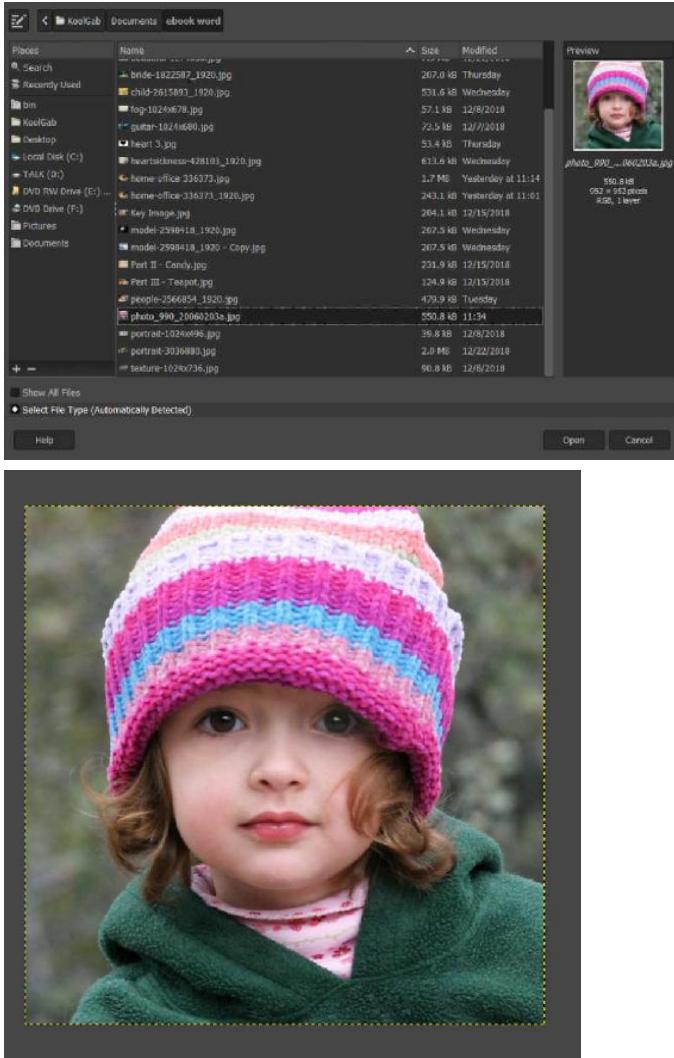
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.

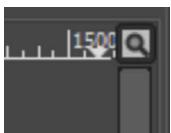
Go to File and Open.



Now choose the photo that you want to use.

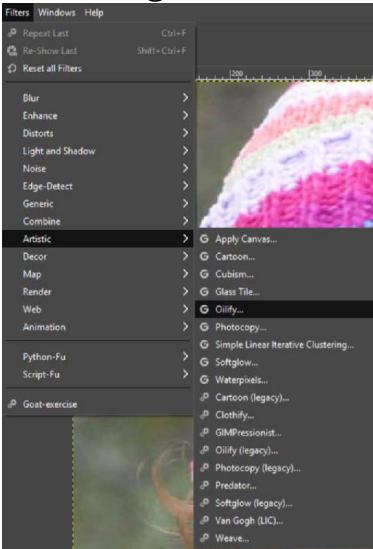


Click on the little **Zoom** icon in the top right to maximize the image.





Now we go to the menu bar, *click Filters*, **Artistic** and then **Oilify**.



Enlarge the window by *click & drag* the right corner.
Make the preview good visible by clicking and moving the little navigate icon.

Here we can experiment with the settings until we have the result we like best.

Make the **Mask Radius 5**.



Now, move the **Exponent** to its maximum.



When we are satisfied with the result we *hit OK*.

Now, we'll make glimmer lights in the eyes because they have disappeared through our previous action.

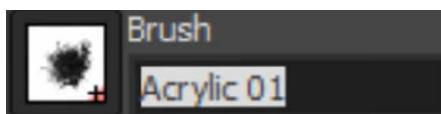
Go to the **Toolbox** and *click* the **Paintbrush Tool**.



Make the **Opacity** 25.



Choose the **Acrylic 01 Brush**,



and *choose white* as the foreground color.

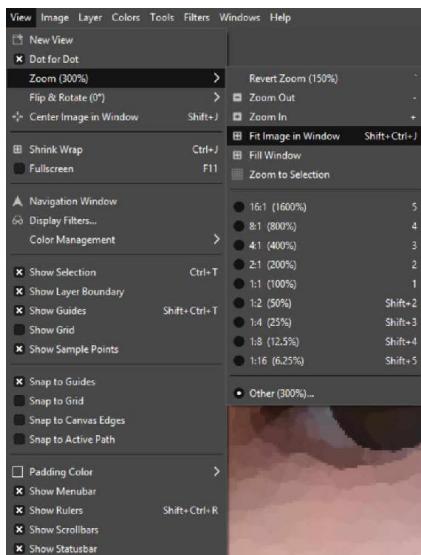


Zoom in by *pressing* the **Ctrl/Cmd** key and turning the mouse wheel but make sure both eyes stay visible.

Click in each eye one time, and make sure you *click* at the same place in both eyes, to make it look natural.

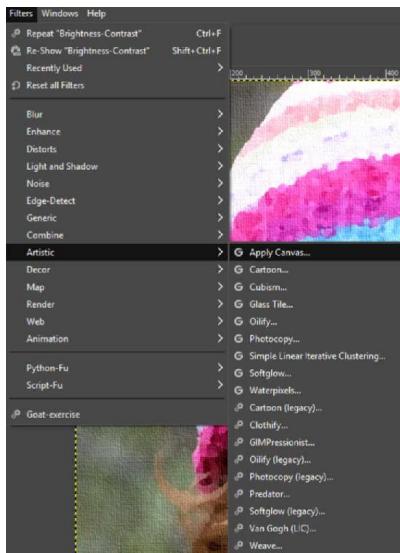


Now, we'll go to the **Menu Bar**, *click View*, **Zoom** and **Fit Image in Window**.



To make it look even more like an oil-painting, we are going to add a canvas texture to our painting.

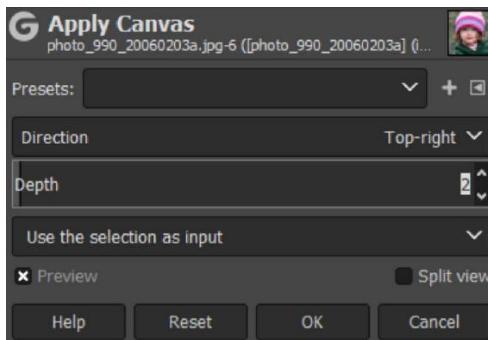
Go to **Filters** again, *click Artistic* and then **Apply Canvas**.



Enlarge the window again by *clicking and dragging* the corner.

Feel free to change the settings however you like

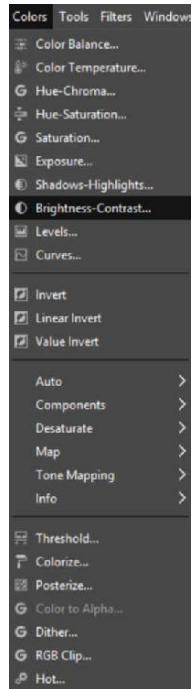
I have made the **Dept** of the canvas structure 2.



Click OK.

Through applying the canvas, we have lost some contrast so as a finishing touch we are going to correct this.

Click Colors, and then Brightness-Contrast.



Make the **Contrast 12**.



Click OK.

And here we have it, a simple way to make a nice oil-painting.



6. How to Change Your Color Image to Black and White: 8 Ways

In this tutorial, we are going to learn eight ways how to change your color image to black & white.

If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

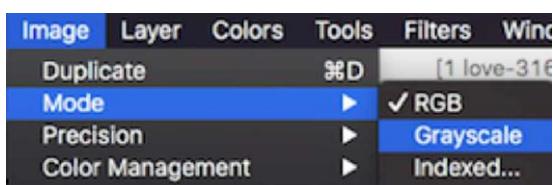
Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.



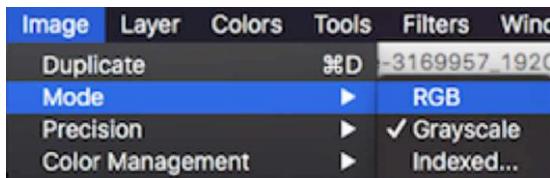
Make sure the first image tab is active.



1. Now go to **Image**, **Mode** and click on **Gray Scale**.



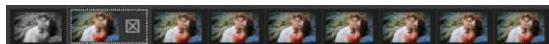
- When we want to work with color on this black and white image, we have to *go back to Image, Mode* and hit **RGB**.



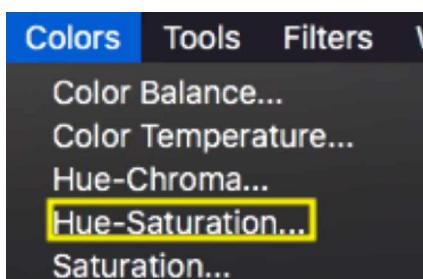
The image remains black and white, but now we can *work* on it with color.



Activate the second image tab.



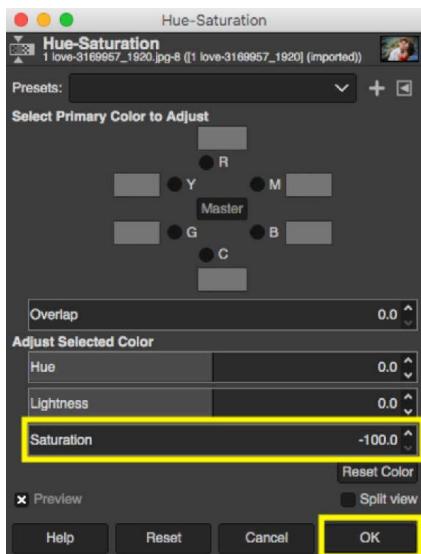
- Go to Colors* and *click* on **Hue Saturation**.



- Move the Saturation Slider* all the way to the left.

- In this option we can also adjust the Brightness.*

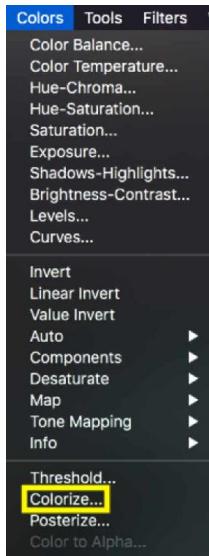
- Click Ok.*



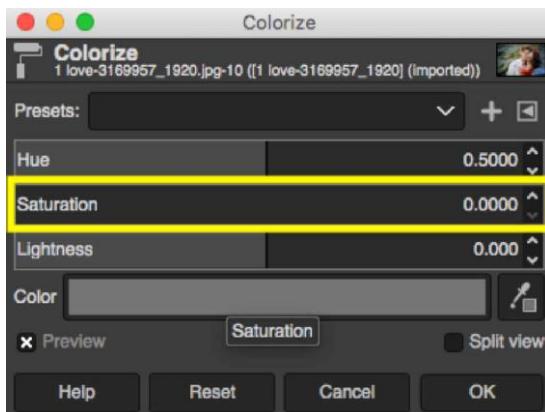
Click on the third image tab.



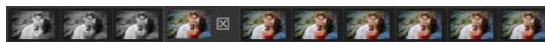
1. Back to **Colors** and now to **Colorize**.



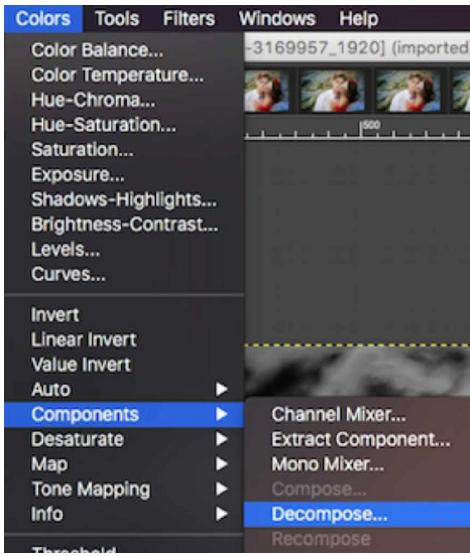
2. Here we have the same options as with hue saturation.
3. We can *bring* the **Saturation Slider** all the way to the left and *adjust* the **Lightness** if we want.
4. *Click Ok.*



Click on the forth image tab



1. *Click on Colors.*
2. *Click on Components and then on Decompose...*

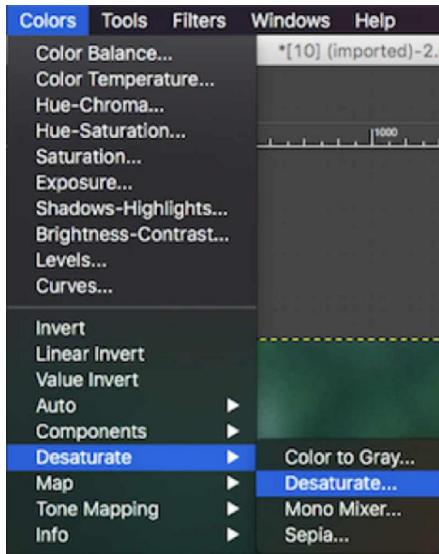


These are four relative simple and quick methods to convert a color image into black and white.

The next options will give us more control over the outcome.
Click the fifth image tab.



1. Then *go to Colors* and hit **Desaturate** and then *click on Desaturate...* again.

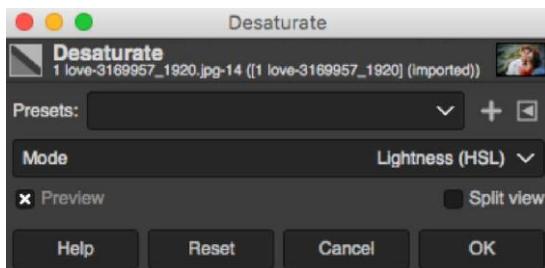


2. Here we can *try out* the three different options, **Lightness**, **Luminosity** and **Average**.

3. I choose **Lightness** for this image.

If you are not sure which option to chose, luminosity might be the better one, because this comes closest to how the human eye perceives color.

4. Click **Ok**.





Click on the sixth image tab.



1. Then go to Colors, Components and hit Channel Mixer.



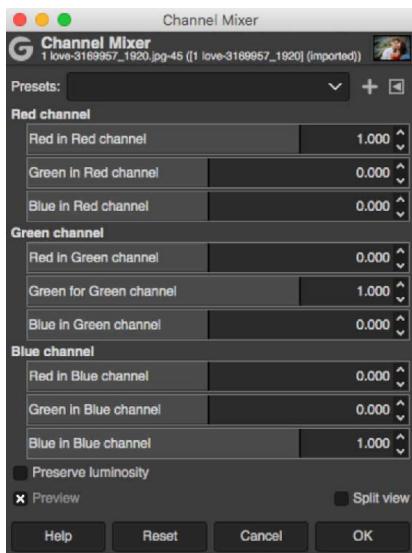
2. Enlarge the dialogue box, zoom in a little and move the image.

3. The three values of the red, green and blue channel.

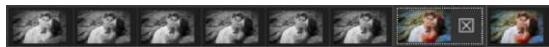
4. Adjust them to your liking

We want to try to keep as much tonal detail as possible, as well as in the brightest as in the darkest areas. Here are some general rules of thumb. The Red channel works well for contrast (particularly in the brighter tones) and for skin tones. The Green channel will hold most of the details. The Blue channel contains grain and (often) a lot of noise.

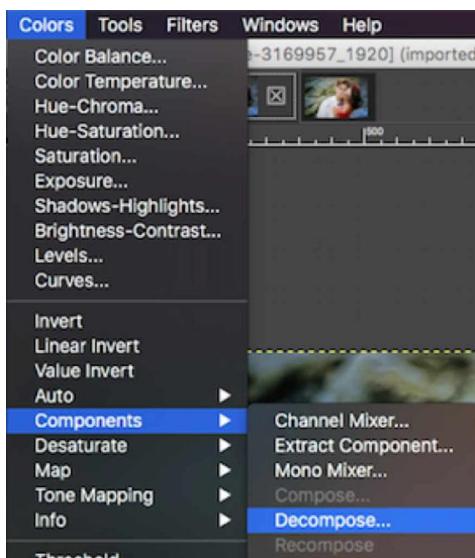
5. Click Ok.



Now we click the seventh image tab.



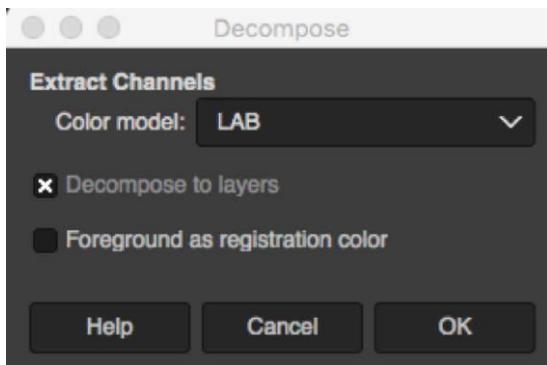
1. We go back to Colors and Components again and now we click Decompose.



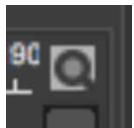
2. Click on the color model and in the drop down menu we choose LAB.

3. Make sure that the option Decompose to Layers is selected.

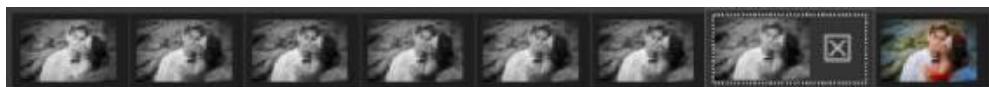
4. Then *click Ok.*



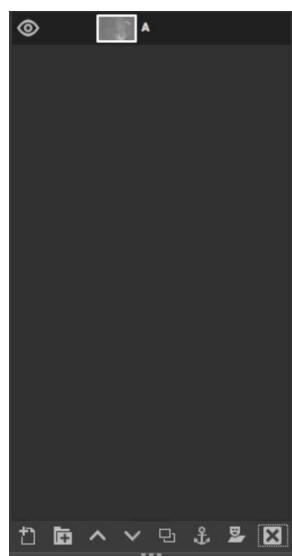
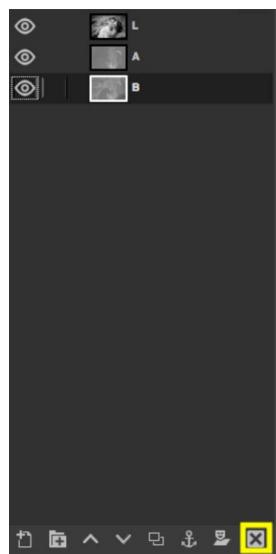
5. *Click on the Zoom Icon* in the top right to *maximize* this image.



Gimp has made a new black and white image, so we can *close* the colored one.



6. Then we go to the layers panel and *delete* the **B**, as well as the **A Layer** by *clicking* on the waste bin.

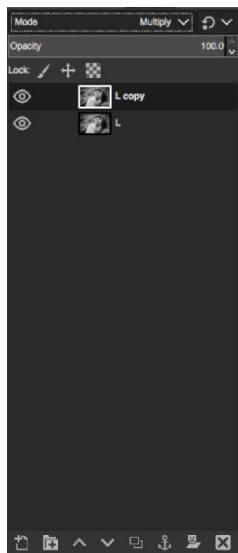


7. Now *click* on the **Duplicate Button** to *make* a duplicate of the **L** layer.

8. *Change* the **Mode** of the copy to **Multiply**.

9. We can if we want *play* around a bit with the **Opacity**.

10. I have kept it on **100** for this image.



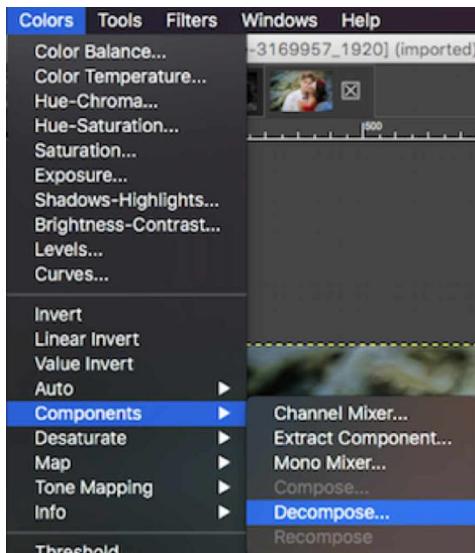
For this method, just as for the next one we have to *go to Image* and *change* the mode back to **RGB** when we want to work with color on the black and white images.



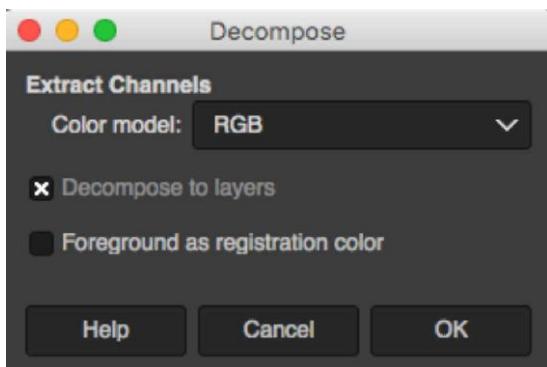
Time now to *click* the eight and last image tab.



1. Back to Colors, Components and decompose.



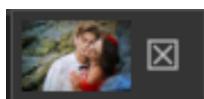
2. Now we choose **RGB** as the color model, and then we click **Ok**.



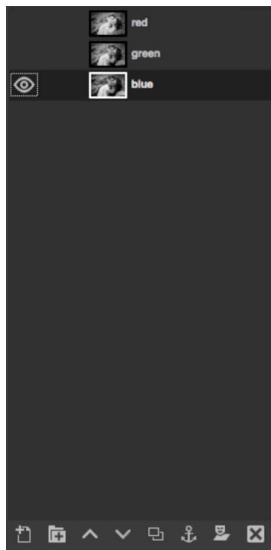
3. Click on the **Zoom Icon** in the top right to *maximize* this image.



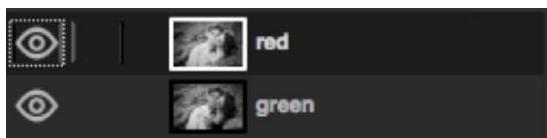
4. Here you can see that Gimp has made a new image, so we can *close* the colored one.



5. What we see now, is the **red layer** which we will use.
6. When we *make* this layer invisible we can *see* the **green** layer which we will *use* also.
7. When we *make* this layer invisible, we *see* the blue layer, which does not look good at all, so we will *delete* it.

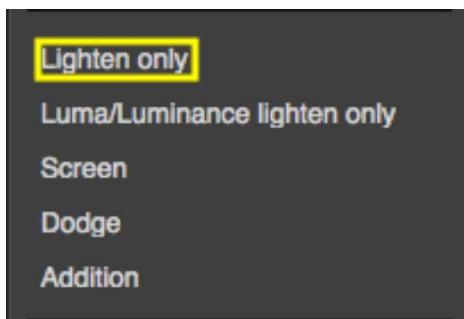


8. *Make* the **green** and **red** layer *visible* again.



9. Then we *activate* the top **red** layer.

10. *Make* the **Mode Lighten Only**.



11. Here to we can *reduce* the **Opacity** to our liking.

12. I *made* the **Opacity** about **60**.



Now, we can compare the different techniques.

Technique Nr. 1: Gray Scale.



Nr. 2: **Hue Saturation** looks a bit better.



Nr. 3: **Colorize** is also not so good.



Nr. 4: **New Layer**.



Nr. 5: **Desaturate**, look identical and pretty good.



Nr. 6: **Channel Mixer** also gives a very nice result.



Nr. 7: **Decompose to LAB**.



Nr. 8: **Decompose to RGB** looks really good.



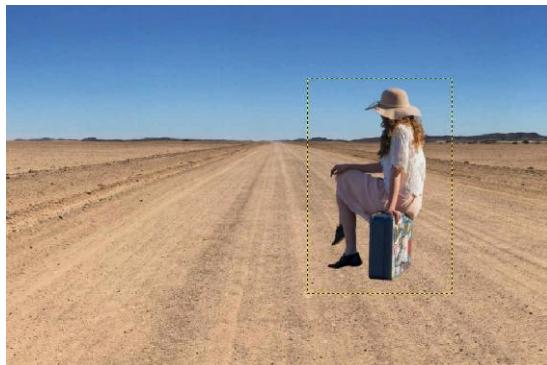
7. How to Make a Shadow Off a Person or an Object

In this tutorial, we are going to learn how to make a shadow off a person or an object.

If you want to use the same image we'll be using, please download the image from our Facebook page.

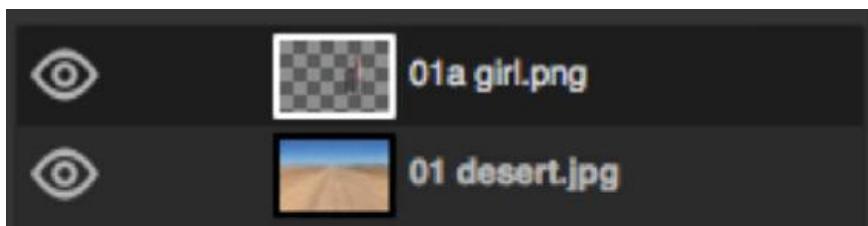
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.



We need to have a background and a subject.

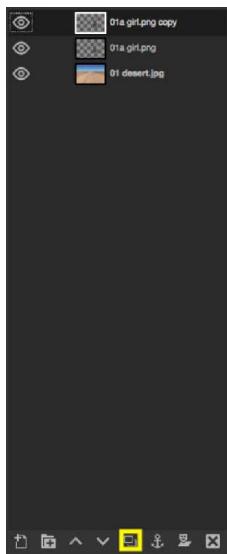
1. Clicking on the **eyes** (left-side on each layer) makes the layers invisible and visible again.



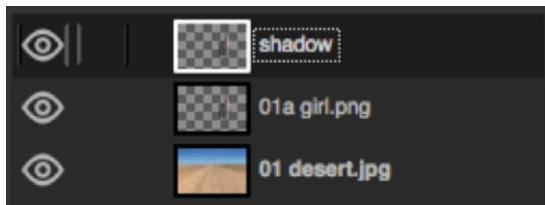
The checkerboard structure is the transparency.

The yellow dotted lines indicate the edge of this layer.

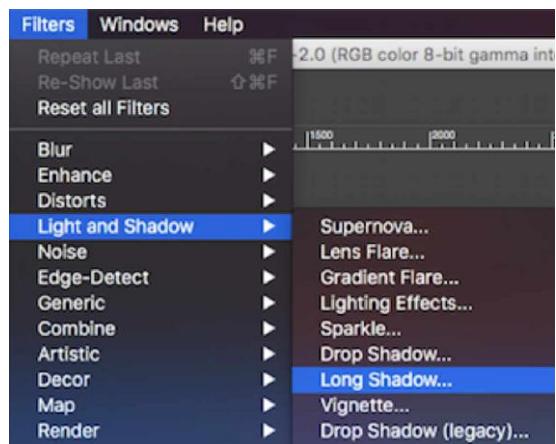
2. First, we *make* a **duplicate** of the subject layer.
3. *Make* sure that the subject layer is *selected*.
4. *Click* on the **Duplicate** button at the bottom of the layers panel.



5. *Double-click* on the name of the layer and *rename* it **shadow**.



6. **Hit Enter**.
7. Then we'll go to **Filters, Light and Shadow** and *click* on **Long Shadow**.

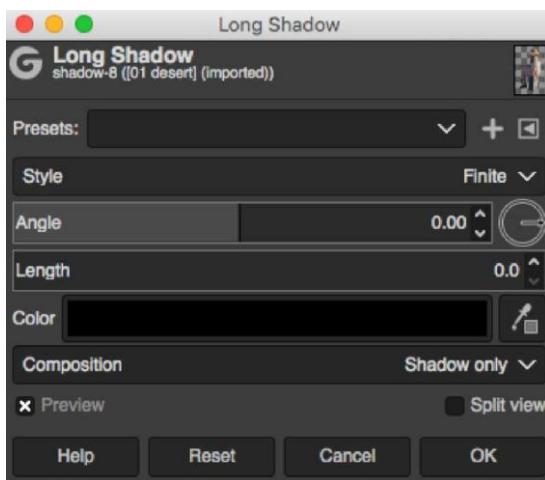


8. We'll *make* the **Angle** as well as the **Length 0** (zero).

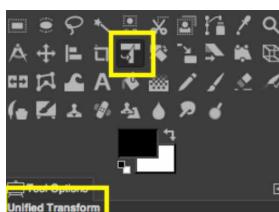
And because the foreground color is **black**, we also have **black** as our color in the dialogue box.

9. When our foreground color is not **black** we can *hit D* to *reset* it to its default **black**.

10. We'll *change* the **Composition** to **Shadow Only**, and *click Ok*.

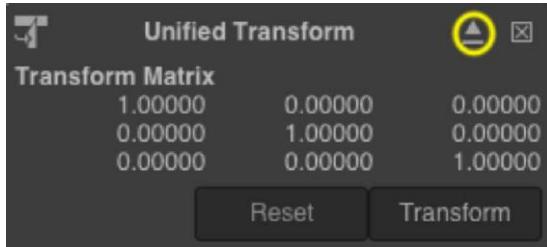


11. Activate the **Unified Transform Tool**.



12. Then *click* in the image to *bring up* the framework with the handles.

13. Clicking on this underlined arrow head *detaches* the dialogue box from the canvas.



14. We can now *move* it to where ever we want.

15. First, we'll *click & drag* the square handle in the top of the framework, like shown in the image.



16. Then we'll can *transform* the shadow further with the shear, the perspective and the scale handles.

17. We can *move* it by **click & drag** inside the framework.

18. And we can *rotate* by **click & drag** outside the framework.

19. We have to *pay attention* of the direction of the light source, to *create* a natural looking effect.

20. When we **hold Ctrl/Cmd** and then *roll the mouse wheel*, we can *zoom in* and or *out*.

21. Now, we can *position* the shadow precisely.

22. Go to **View, Zoom** and **Fit Image in Window** to make the whole image *visible* again.

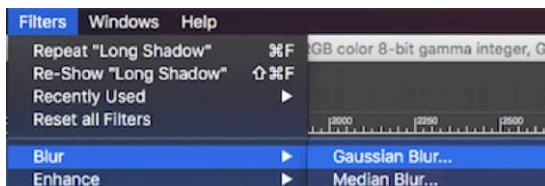


23. When we think it looks good, we can *click Transform*.



We will blur the edge of the shadow a bit.

24. Go to **Filters, Blur** and **Gaussian Blur**.



25. Make the **Blur Radius** about 5, and *click Ok*.



Now the shape of this shadow looks pretty good, but sometimes we'll have to make some more changes.

Let's say that we want to make the shadow of the leg a bit shorter.

26. Activate the **Free Select Tool**.



27. *Zoom in to the leg.*

28. Now, *make a selection around the area of the leg.*



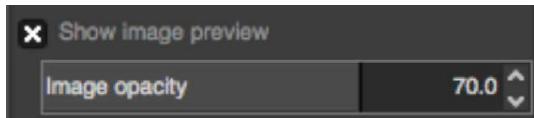
29. *Click the last node over the first one and then double click inside the selection to confirm.*

30. Then, we'll click on the **Unified Transform Tool** again.



31. Click in the image and transform the leg like in the image.

32. We can, if necessary, *make* the image **Opacity** in the tool options about **70** to have a better view on what we are doing.

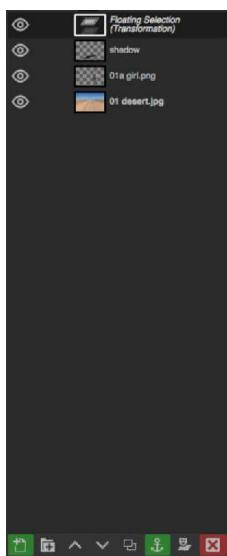


33. When it looks good, we *click* **Transform**.



We now have a floating layer in the layers panel.

34. By *clicking* on the anchor icon at the bottom, we'll *anchor* this layer on the one below.



Now we have the shadow on one layer again.

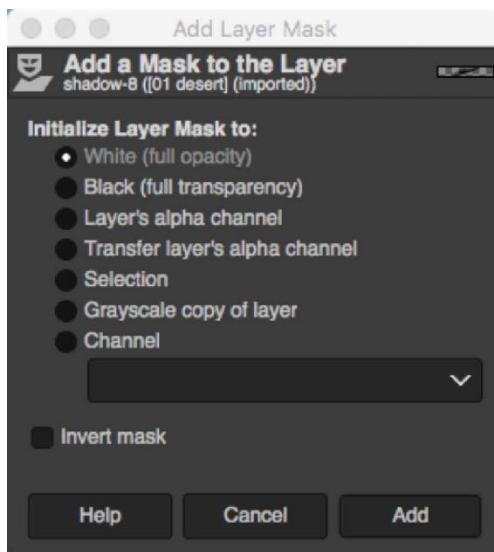
35. Press **Ctrl/Cmd + Shift + J** to fit the image in the window.

36. We can also delete parts of the shadow.

37. Right-click on the shadow layer and hit **Add Layer Mask**.



38. Make sure that you have **White Full Opacity** and click **Add**.



39. Then we'll make the **Paint Brush** active.



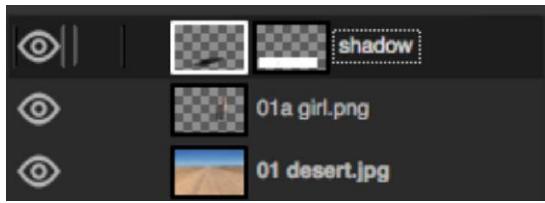
40. The default settings will suffice for now and we can *erase* parts of the shadow.

41. When we press & hold the mouse wheel, the cursor changes into the **Move Tool**.

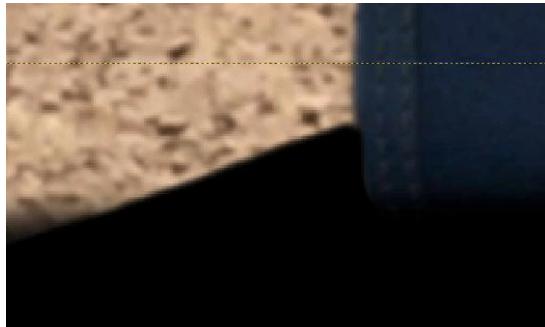


42. We can then *move* the image by *moving* the mouse.

43. When we *click* on the image instead of the layer mask, the image gets a white border to indicate that it is now active.



44. We can then *add* a bit shadow instead of *removing* it.

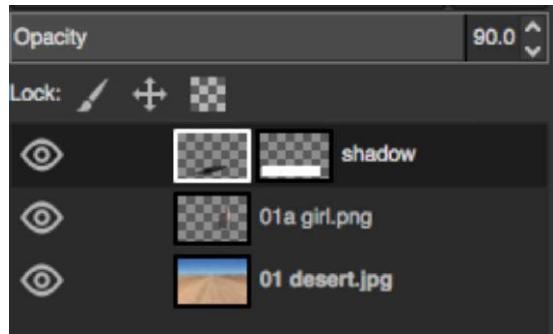


45. Almost done. Let's press **Ctrl/Cmd + Shift + J** once more.

46. We can *reduce* the **Opacity** a little bit to *make* it look more natural.

The amount depends on the characteristics of our image.

47. *Change* the **Opacity** to about **90**.



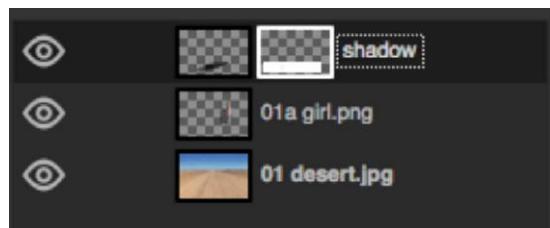
For this image, a fairly hard shadow looks okay.

But sometimes, a gradient in the shadow might look better.

Let us see how to make such a gradient.

48. Press **Ctrl/Cmd + Z** to *undo* the changes in the **Opacity**.

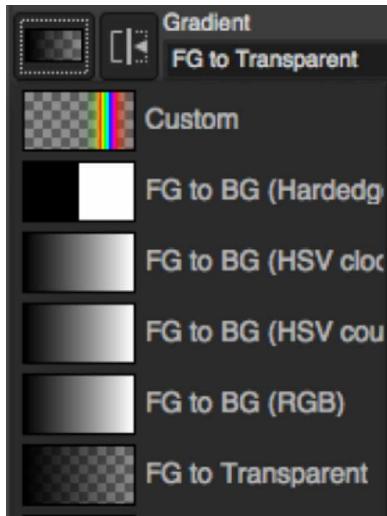
49. Click on the layer mask.



50. Then *make the Gradient Tool active*.



51. Choose the gradient foreground to **Transparency**.



52. *Make sure* that all the other settings are default.

53. *Click* in the image to *bring up* the dialogue box.

54. There also *appears* a plus sign where we have *clicked*.

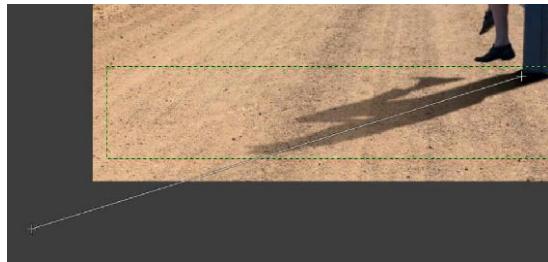


55. Now, *click & drag* this plus sign to make a line in the image like shown in the picture.



56. We can *correct* the gradient by *moving* the begin and or end point.

57. These points can also be *moved* to outside the image borders.

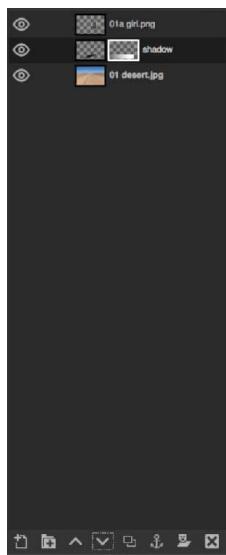


58. When it looks good, we *hit Enter* to *apply*.

59. And **Ctrl/Cmd + Shift + J again**.

Now the last thing we'll need to do, is to place the shadow layer below the subject layer.

60. *Click* on the downwards pointing arrow at the bottom of the layers panel.



And there we have a method to make a shadow of a person.

And this is the end result:



8. How to Make a Comic Book Dream Bubble

In this tutorial we are going to learn [how make a comic book dream bubble.](#)

If you want to use the same image we'll be using, please download the image from our Facebook page.

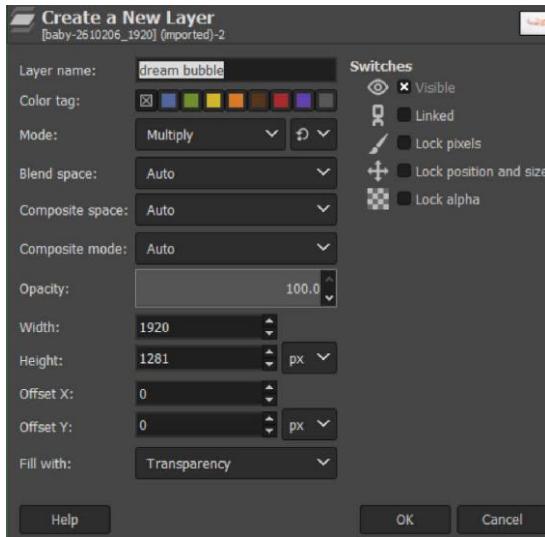
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.

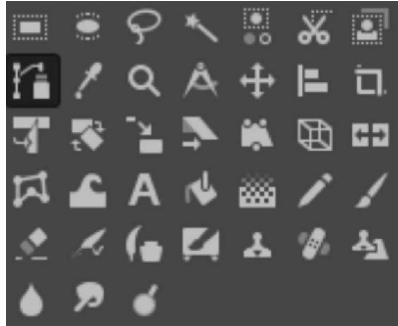


Press **Ctrl/Cmd + Shift + N** to make a new layer.

Name it [dream bubble](#), leave the layer **Fill Type** on transparency and *hit Enter* or *click OK*.



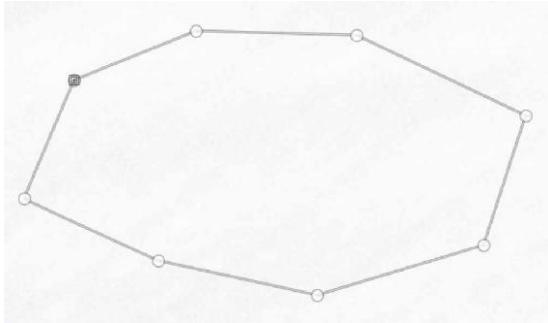
Press the **B** key on your keyboard to make the **Paths Tool** active.



Now, we'll *click* several nodes, more or less in the shape of an oval. When we are back at the first node, we hover over it with the cursor and then we *press & hold* the **Ctrl/Cmd** key.

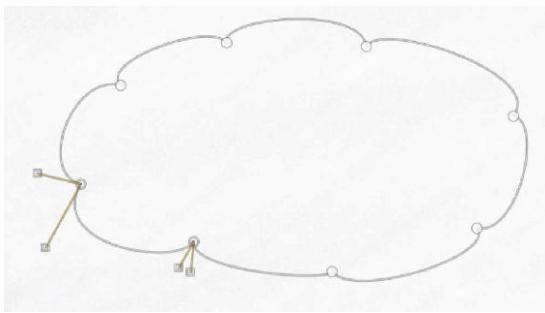
Now, there'll appear a connect sign, and that is when we can *click*, to close the path.

Then, we can *let go* of the **Ctrl/Cmd** key.

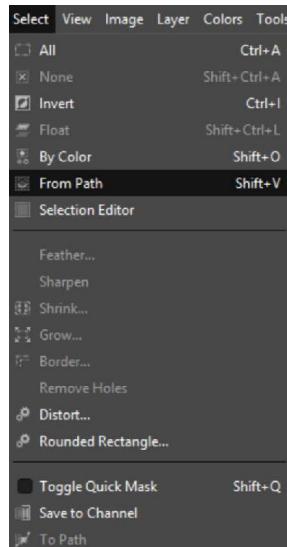


Click on the lines between the nodes, and *drag out* the line, so we get nice curves. By *clicking & dragging* the handles, we can make corrections.

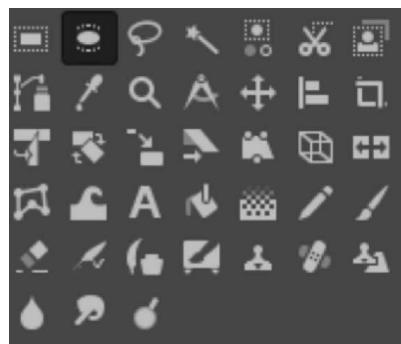
We can also *click & drag* again on the line to make some more corrections. In this way we'll continue until we have made a nice cloud shape.



Go to **Select** in the Menu Bar and *click From Path*.



Press the **E** key on your keyboard to make the **Ellipse Select Tool** active.



The path is no longer visible, but the selection is.

Click on the **Mode** the second option, which is, **Add to the current selection**.



Then, we'll make two or three small bubbles.

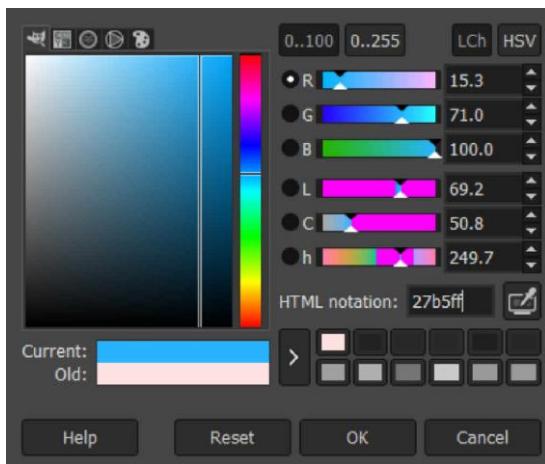
Click on the foreground background colors to make the **Color Palette** visible.



Fill in the HTML notation F F E 1 E 1, hit **Enter** to see the color but, we'll leave the color palette open.

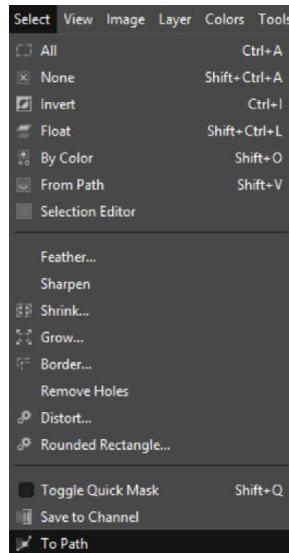


Now, we'll *click & drag* the foreground color into the selection.
Click the HTML notation again and fill in 2 7 B 5 F F.

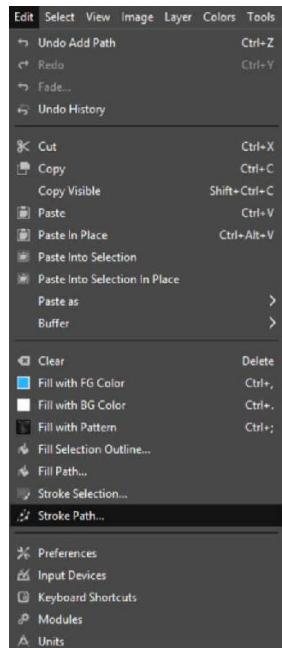


Press Enter and *click OK*.

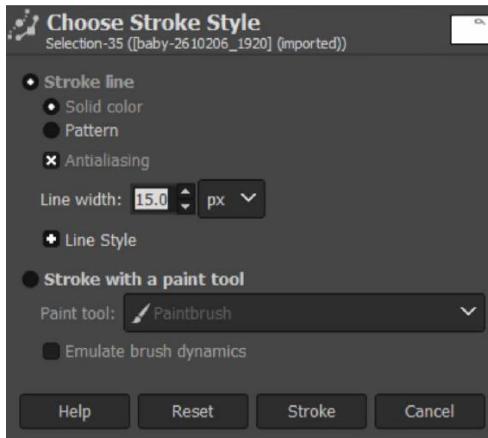
Back to **Select** in the Menu Bar and now we'll *click To Path*.



Then to **Edit** and here we'll *click Stroke Path*.



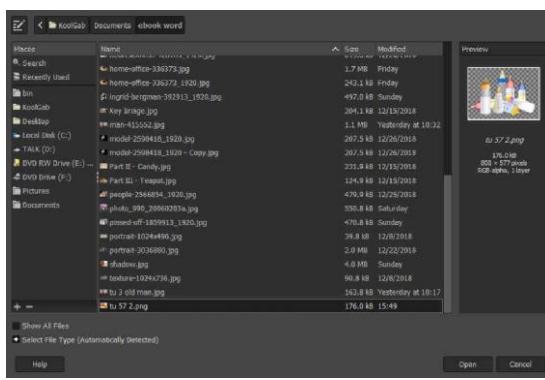
Make the **Line width 15** and *click Stroke*.



When we stroke the path instead of the selection, our lines will look much better.



**Press Ctrl/Cmd + Shift + A to deselect the selection.
Press Ctrl/Cmd + Alt + O and open the image of the baby bottles.**



Now, we'll **press Shift + S** to open the Scale dialogue box.
Lock the chain, so the proportions stay intact when we scale the layer.

When we *click & drag* in the center circle, we can move the baby bottle layer into the dream bubble.

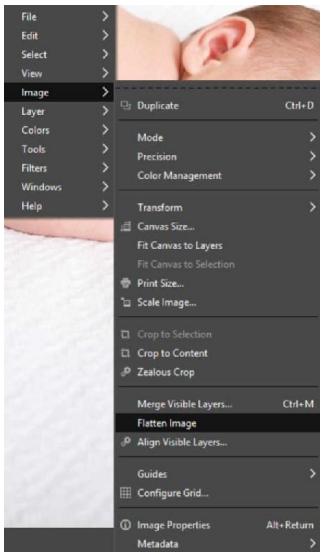


Here, we can scale some more if necessary.



When we think it looks ok, we'll **hit Enter**.

Right click somewhere in the image, and in the drop-down menu we'll go to **Image** and then *click Flatten Image*.



And there it is, a nice dream bubble.



9. How to Make a Comic Book Shout Bubble

In this tutorial, we are going to learn [how to make a comic book shout bubble.](#)

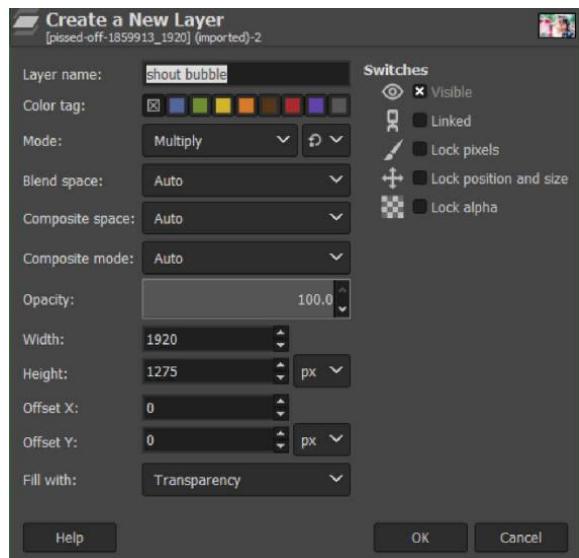
If you want to use the same image we'll be using, please download the image from our Facebook page.

Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the Gimp canvas.



Once your image is in GIMP, Press **Ctrl/Cmd + Shift + N** to make a new layer.



Name the layer **shout bubble**, leave the default settings as they are and click **OK**.

Then we *press* the **B** key to activate the **Paths Tool**.

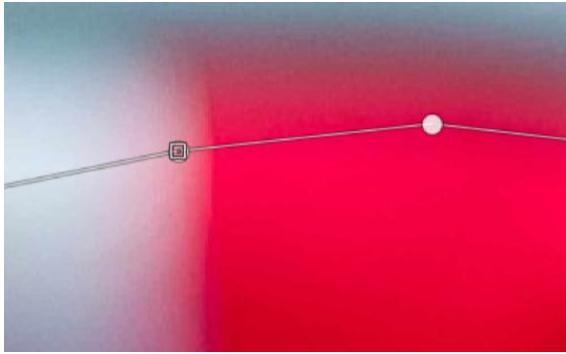


Make a more or less round shape by *clicking* several nodes.

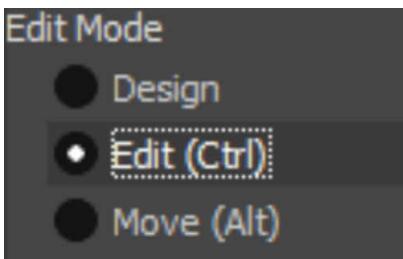


While we do this, we also make the tail of the balloon, that points to the mouth of the girl.

When we hover over our first made node, we'll *press & hold* the **Ctrl/Cmd** key and when we see the connect chain, we *click* to close the path.



Then we'll go to the **Toolbox** and *check* the option **Edit**.



Now, we'll *drag* the lines between the nodes inwards.

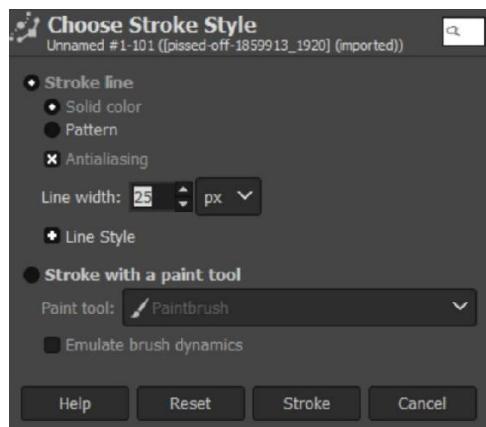


We can make corrections by moving the handles.

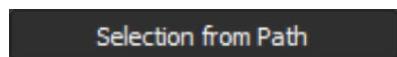
Now, we'll *click* **Stroke Path**.

Stroke Path

Make the **Line width 25** and *click* **Stroke**.



Click in the Tool Options the button Selection from Path.



Then, we'll *click & drag* the **white** background color into the selection so the selection is filled with the color **white**.



Press Ctrl/Cmd + Shift + A to **deselect** the selection and **press the T key** to make the **Text Tool** active.



The path is no longer visible.

*Triple click on the **Font Name** and type in **Mistral**.*

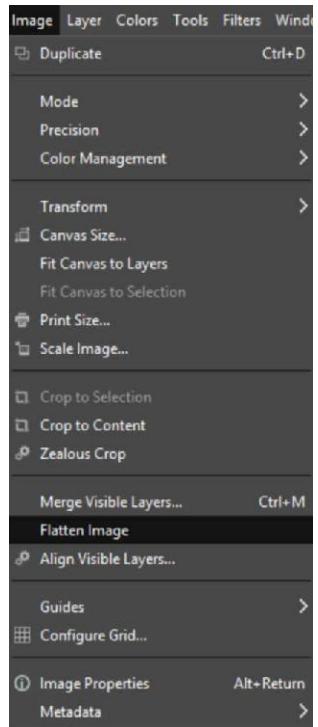
Now we'll drag out a text frame where we want to have our text, and then we'll type our text.



Now, we'll select the text by click & drag and we'll change the size with the little triangles in the dialogue box, so it fits nicely in the text balloon.

Then we can reposition our text by moving the handles or by moving the corners of the frame.

*To finish off, we'll go to **Image** and here we'll **click Flatten Image**.*



And there we have it, an explosive text balloon.



10. How to Create a Rectangle Speech Bubble

In this tutorial we're going to learn [how to create a rectangle speech bubble](#). If you want to use the same image we'll be using, please download the image from our Facebook page.

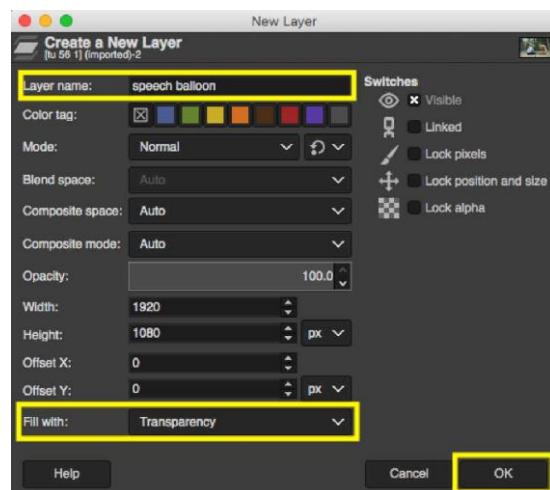
Ready?

Ok, let's begin by opening the image we are going to use for this tutorial onto the GIMP canvas.



When we have opened our image, we will start by making a new layer.

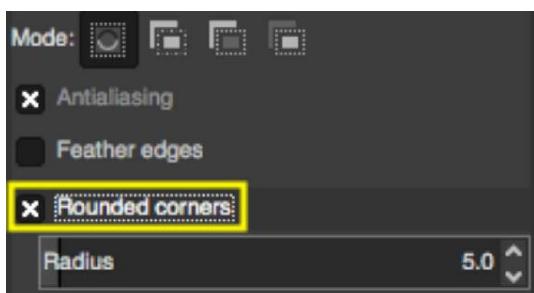
1. Press **Ctrl/Cmd + Shift + N** on your keyboard to make a new layer.
2. **Fill in the name speech balloon.**
3. **Make sure that the layer fill type is Transparency and click Ok.**



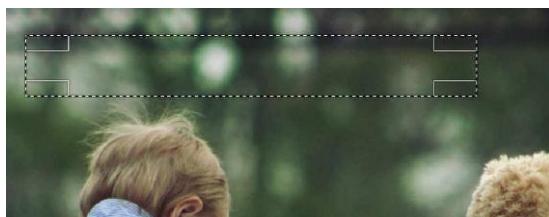
4. Press the **R** key to activate the **Rectangle Select Tool**.



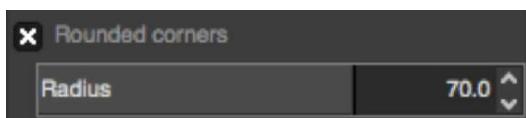
5. Check the option **Rounded Corners**.



6. Now click & drag a rectangle shape where you want to *make* your text balloon.



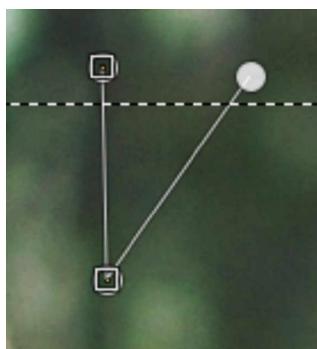
7. At the corner radius, we'll *double click* and fill in **70**, or whatever you think looks good.



8. Then we'll go to the **Toolbox** and click on the **Paths Tool**.

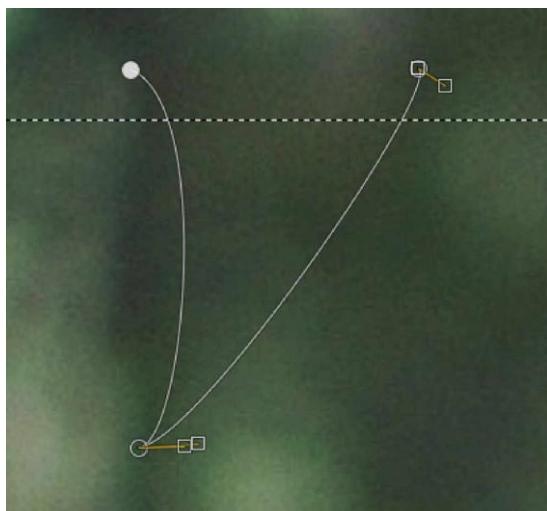


9. Click three points to make a triangle as shown in the image and hover over the first point.

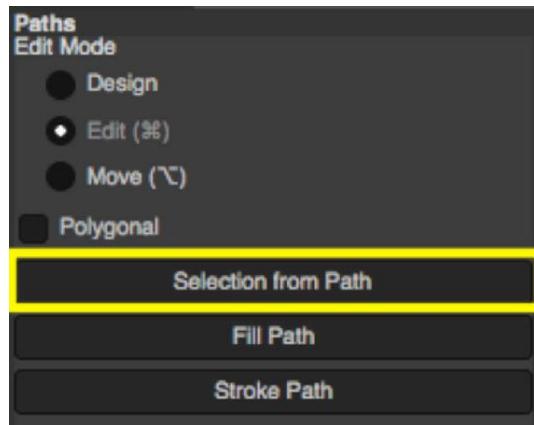


10. Press **Ctrl/Cmd** and when we see the connect chain icon, we'll click to close the path.

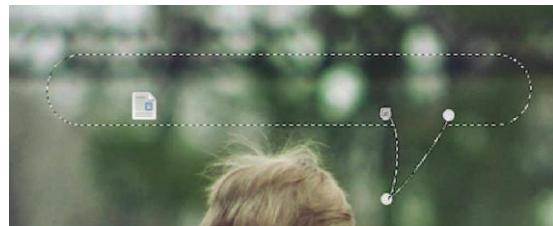
11. Now we can, by *clicking & dragging* on the lines, bend both lines a bit to make a nice curve.



12. Press and hold **Shift** and click on the button **Selection from Path**.



13. Click & drag the **white** background color to the selection, to *fill* it with the color **white**.



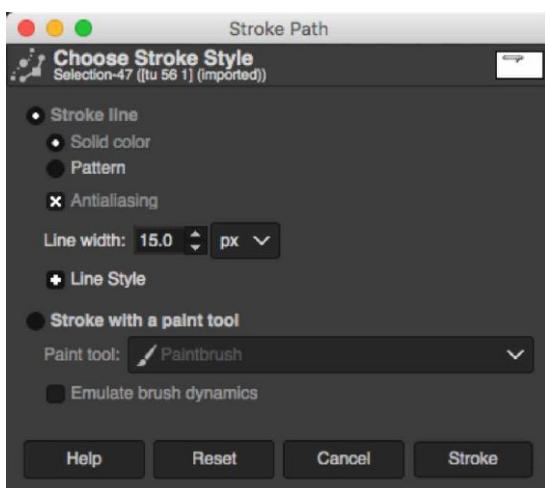
14. Then, we'll go to the Menu Bar and hit **Select** and then click **To Path**.



15. Then, we'll click in the tool options on the button **Stroke Path**.



16. Let's make the **Line width 15.0 px**, and click **Stroke**.



17. Press **Ctrl/Cmd + Shift + A** to **deselect** the selection and **press T** to make the **Text Tool** active.



The path is now invisible.

18. *Triple click* on the font name and rename it **Comic Sans Bold**.

19. Then *drag out* a text frame work where you want to place your text.

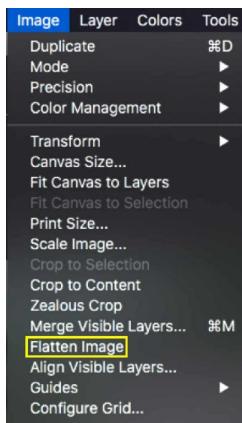
20. Type in: Hey Teddy, pay attention now.



21. Now, we can place our text in its proper position, by moving the corners and or the handles of the framework.

22. When we do this, we must be aware that the top left corner in the framework is the anchor point of the text.

23. Go to **Image** in the menu bar and click **Flatten Image**, and there it is, a rectangle text balloon with rounded corners.



And this is the end result:



This ends this tutorial and ends this book.
Thank you for purchasing this book of tutorials. We hope you learnt a lot.

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