GIMP Practice 1

Practice 1: Working with Images in GIMP
Refer to the slideshow IntroGIMP.ppt and
Chapter 1 & 2, Beginning GIMP: From Novice to Professional (not required).

If you want to view a screencast of your instructor you can use these three links. You will need a Flash plug-in for these screencasts.
http://yoda.tc.uvu.edu/barthoki/ScreenCasts/GIMPPractice1/GIMPPractice1PartA.swf
http://yoda.tc.uvu.edu/barthoki/ScreenCasts/GIMPPractice1/GIMPPractice1PartB.swf
http://yoda.tc.uvu.edu/barthoki/ScreenCasts/GIMPPractice1/GIMPPractice1PartC.swf

Step 1. Getting the GIMP
> GIMP is the Gnu Image Manipulating Program.
> GIMP is an open source, freely distributed software application that works on many operating systems.
> This application can help with such tasks as image retouching, image authoring, and image composition.
> Visit the GIMP website at: http://www.gimp.org.
> You should download the stable version of the software which is version 2.6.5 for Windows at:
> http://gimp-win.sourceforge.net/stable.html
.

Step 2. Opening the GIMP.
> Download the GIMP1 zipped file and extract the files to your desktop.
> Notice there is an Images folder that contains files with different graphical formats. The default format for GIMP graphics is .xcf. But GIMP can work in many other formats also.

Step 3. Opening different file formats.
> Open the moon.jpg file. This file is opened as a bitmapped or Raster image. This means the image is a group of pixels. There are no layers or objects in the graphic.
> Close the moon.jpg file.
>
> Open the cclogo.gif image.
> This file contains an image on a transparent background.
> Close the cclogo.gif file.
>
> Open the Mummy.gif image. This is an animated GIF file that contains many

frames.
> Look in the Filters=>Animation=>Playback. Click on Play/stop or Step to see the animation.
> Notice the animated GIF is made up of ten frames.
> We will learn how to create these animations in a later lesson.
> Close the Mummy.gif file.

Open the ccbanner.png image. This is a PNG file created with a lossless compression.
The layers were not preserved when this image was exported.
Close the ccbanner.png image.

Open the ccbanner.xcf image. This is a native GIMP file that has preserved the layers.
If the layers panel is not showing go to the Windows menu=>Dockable Dialogs=>Layers.
You can click on the eye to make a layer visible or invisible. We will work with layers more in a later practice.
Close the ccbanner.xcf image.

Step 4. Making Canvas modifications:
In the Toolbox, Click on the Background swatch square and set it black.
Open a new file in GIMP.
Set the Canvas Size to 400px x 400px.
Choose to set the Background color in the Advanced Options.
Now you have a new image with a black background.

Step 5. Cropping Images:
Open the composite.jpg file.
Choose the Crop tool from the ToolBox (looks like an exacto blade).
Hold down the left mouse button and draw a rectangle around the starship enterprise.
You can use the corner handles to adjust the crop size.
Double click in the middle of the image to perform a crop.

Step 6. Transforming Images:
Use your newly cropped starship enterprise.
Choose Image=>Transform and Flip Vertical.
Next, choose Image=>Transform and Rotate 90 Clockwise.
Choose the Perspective Tool from the GIMP ToolBox and click on the space ship image..
Modify the image by moving one of the corner handles more toward the middle of the image.
Click the Transform button when it is as you wish.
Notice there may now be some transparent areas on the edges of your images (checkerboard).
Copy your starship enterprise and paste it onto your black background image.
The image is shown in the layers panel as a floating selection.
Right-click on the floating layer and choose Anchor Layer.

Step 7. Adding Text to an Image:
Select the Text Tool from the Tool Bar.
Set the font (Click on the letter to choose), font size and font color you want.
Drag a rectangular area on your image and type text.
Enter the text: Star Trek Returns.
Select your text in the box and use the Text options to change the color, font,

font size or alignment.
We will work more with text layers in the future.

Step 8. Saving your file as a XCF:
Save your file as the default GIMP XCF by naming the file: **enterprise.xcf.**
Always do this so you can go back and modify your work later.
Your text layer will also be preserved in this format.

Step 9. Exporting Images as a JPEG.
Now save the image as **enterprise.jpg**.
Change the compression rate of the JPEG image so the file size is smaller.

Conclusion: Whether you are creating new images, or importing images to be modified, GIMP is a powerful tool for Web development. Later we will learn how to create text graphics, composite images and animations for the web.