

Open Source Graphics And Animation tools Practical File

Submitted to

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EXPERIMENT-1

AIM: DRAW A CARTOON CHARACTER OF OUR CHOICE

Step 1 : Download your favourite cartoon character.

Step 2 : Open the image in gimp 2.10

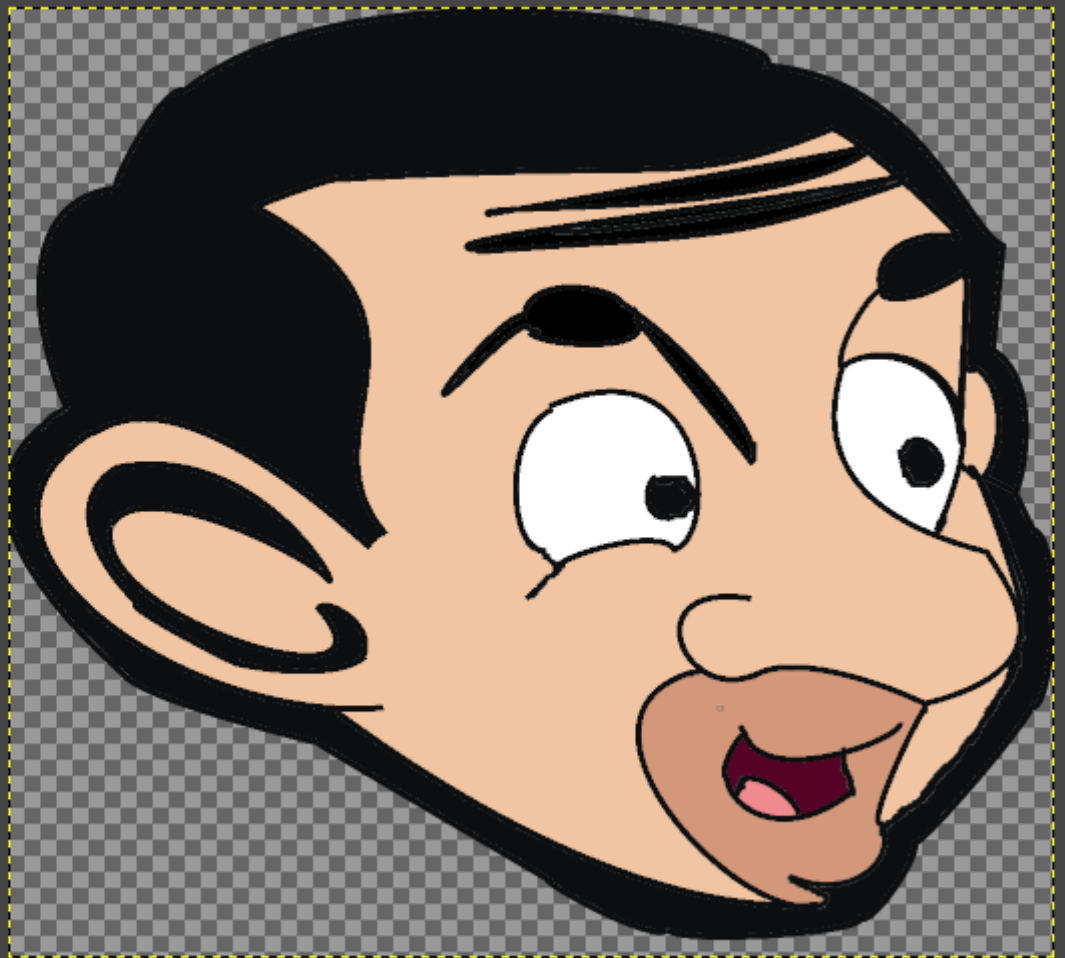
Step 3 : Create a layer above the image . Hide the created layer and select it.

Step 4 : Neatly trace the outline of the character.

Step 5 : using the fill bucket fill the respective colors.

Step 6 : Your Cartoon Character is ready . Save it.





EXPERIMENT-2

AIM: Write all the 6 words.

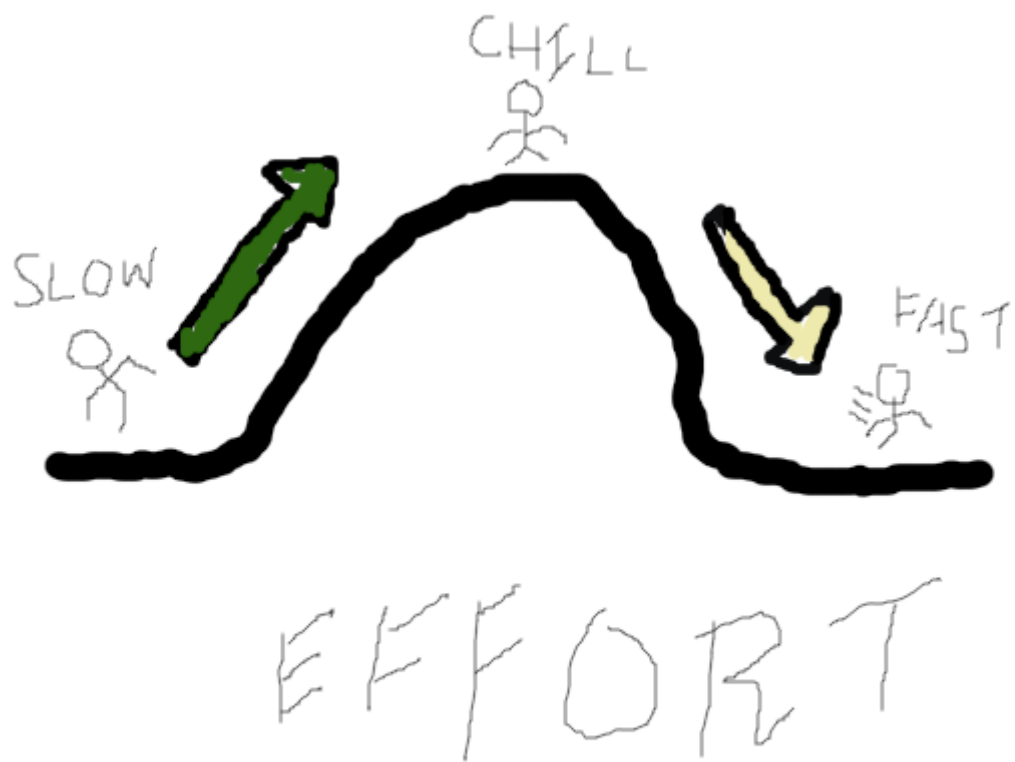
Step-1: Open GIMP 2.10

Step-2: Create a new layer for it.

Step-3: Then open the image and trace it down in it.

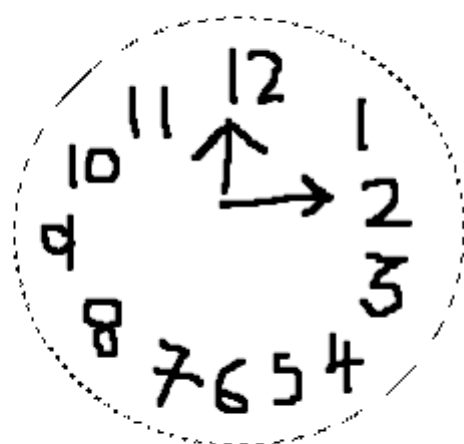
Step-4: Stroke the path and fill it with the bucket color.

Step-5: All the displayed words will be ready.





PRACTISE





WILLINGNES



EXPERIMENT-3

AIM:DESIGN A LOGO OF UPES.

Step-1:First,create a new from the file menu.

Step-2:Then go to select menu and create the grid

Step-3:Select the eclipse tool and form a circle by holding th shift key

Step-4:Fill that formed circle with the fill in with yellow color

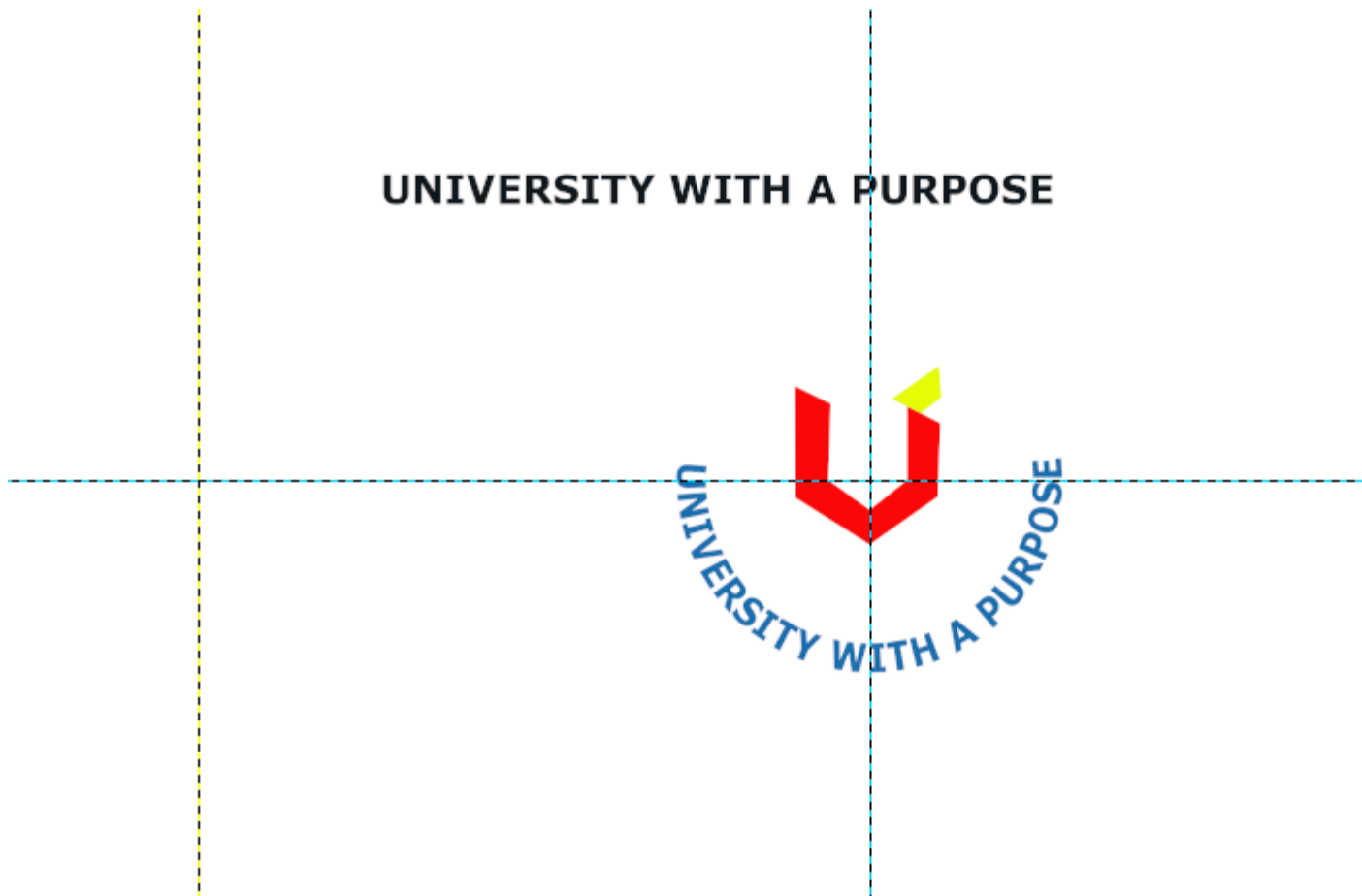
Step-5:Make another circle little smaller from the earlier one and then delete the color from inside this circle.

Step-6:Now select the circle as a path(so we could write down the quote along path).

Step-7:Now write the text using the text box and select the layer and right click on it and select text along path.

Step-8:Now use the path tool to trace for the logo initials('u' in this case)

Step-9:Now fill this with the fill in color with red and yellow.



Experiment-4

AIM:Create a logo of Google

Step 1 : Download Google image.

Step 2 : Open the image in gimp 2.10

Step 3 : Create a layer above the image . Hide the created layer and select it.

Step 4 : Neatly trace the outline of the character.

Step 5 : using the fill bucket fill the respective colors.

Step 6 : Your logo is ready . Save it.

