



UPES

Graphics and Animation Tools

ACADEMIC SESSION 2020-21

B.Tech CSE –Open Source and Open Standards

Sem VII

PRACTICAL WORK FILE

EXPERIMENT 2

[\[LINK TO OUTPUT FILES\]](#)

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EXPERIMENT 2 : Design of Logo using GIMP.

Objective:

To design a 3D appearing logo using layers in GIMP 2.10

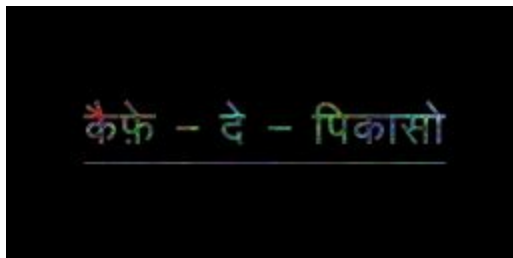
Requirements:

A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

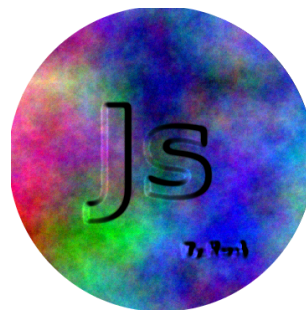
Steps to create a logo

1. Run GIMP on the system using GUI options or CLI command “gimp”
2. Create a new image of appropriate size for the logo using **File->New**
3. Specify the desired Width and Height for the Image.
4. Fill the New Image with a solid color (Black here) using **Tools → Paint Tools → Bucket Fill**
5. Using the text tool, add some text to the backdrop which has to be added to the logo.
(Text Tool can be availed using **Tools → Text**)
6. On the layers tab, click **Layer → New from Visible**.
7. Using **Filters → Blur → Gaussian Blur** apply a blur technique to the image.
8. To add a splash of color to the logo add a new layer using **Layer → New Layer**
(Create a New Layer dialog will prompt, hit ok with default configuration)
9. Add some color to this layer using Plasma plugin from **Filters → Render → Clouds → Plasma**
10. To generate a fake 3D shape on this plasma layer use **Filters → Map → Bump Map**
11. To isolate our bump mapped text add a layer mask using **Layer → Mask → Add Layer Mask**
12. Copy the below layer to the top layer by selecting the layer and hitting **Edit → Copy** followed by **Edit → Paste** after selecting the top layer
13. To get this Floating Selection into the mask hit **Layer → Anchor Layer**
14. Export the logo and save the file as PNG.

SNAPSHOTS



LOGO 1 - Solid Rectangular Backdrop
[Text - 'कैफ़े - दे - पिकासो']



LOGO 2 - Circular Plasma Backdrop
[Text - 'JS by Harsh']