# Graphics and Animation Tools

## B.Tech CSE –Open Source and Open Standards

## Sem VII

### ASSIGNMENT

ACADEMIC SESSION 2020-21

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# Water Bottle Logo Design using GIMP.

**Objective:**

To  design a water bottle  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.


**Drive Link**
https://drive.google.com/drive/folders/1ahETK-Nq9ykYUXyNFsqv3SoYK6hJtNGS?usp=sharing