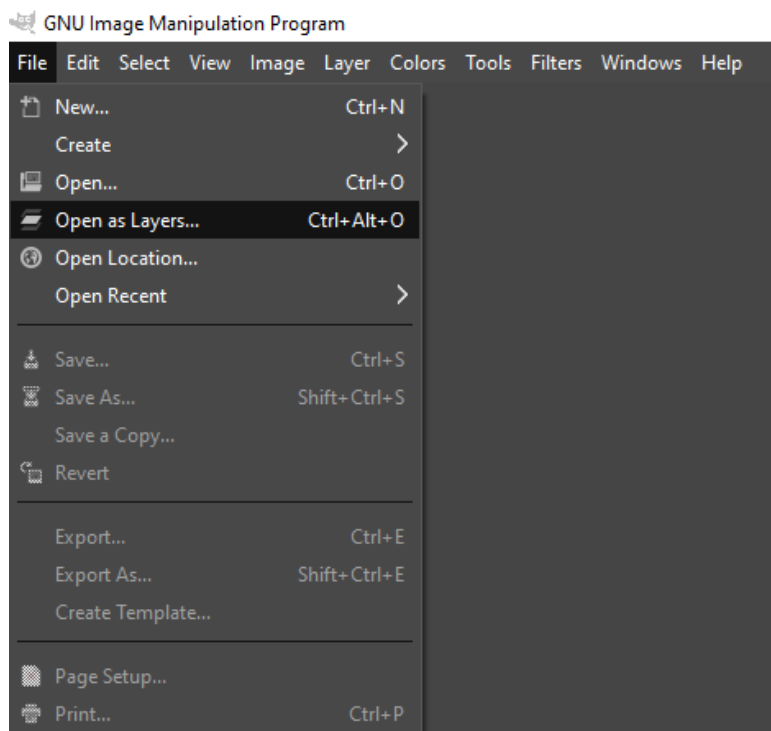# EXPERIMENT 2

Title: Designing a Logo using GIMP

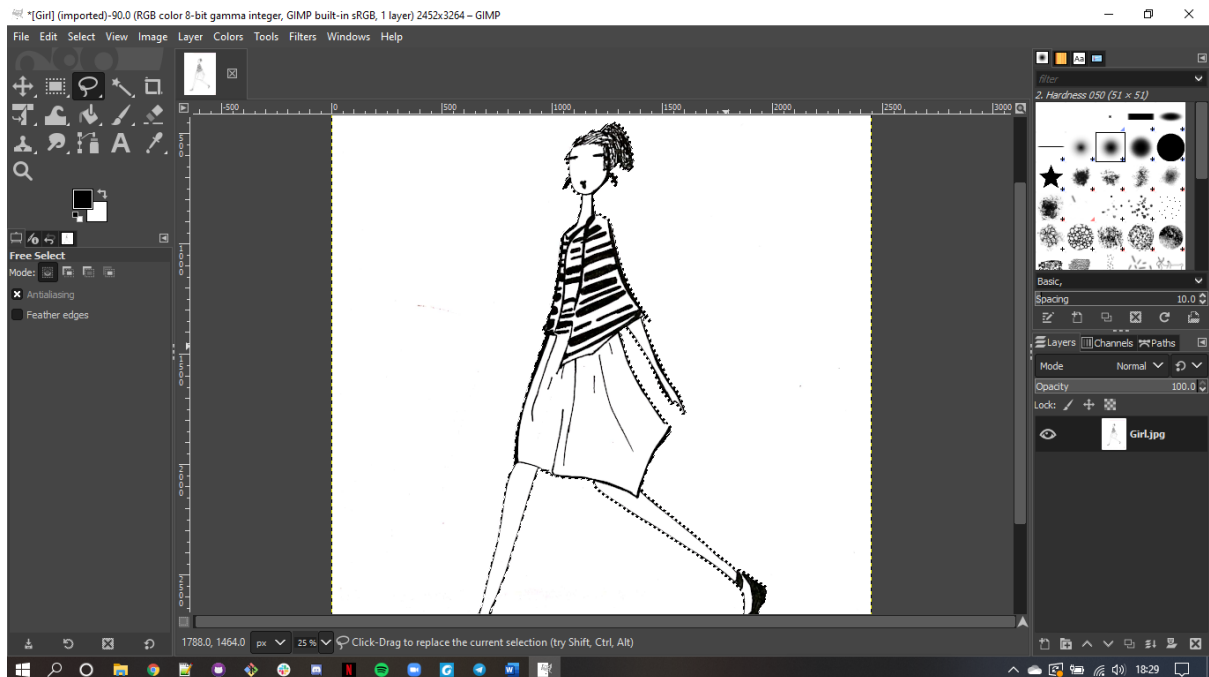Objective: To design a simple logo using GIMP.

Theory:

GIMP stands for GNU Image Manipulation Program. It is a cross-platform image editor available for GNU/Linux, OS X, Windows and more operating systems. It is free software, and its source code can be changed and distributed. Whether one is a graphic designer, photographer, illustrator, or scientist, GIMP provides with sophisticated tools to get the job done. We can further enhance our productivity with this platform. GIMP is a high-quality framework for scripted image manipulation, with multi-language support such as C, C++, Perl, Python, Scheme and more! It can be downloaded directly from www.gimp.org
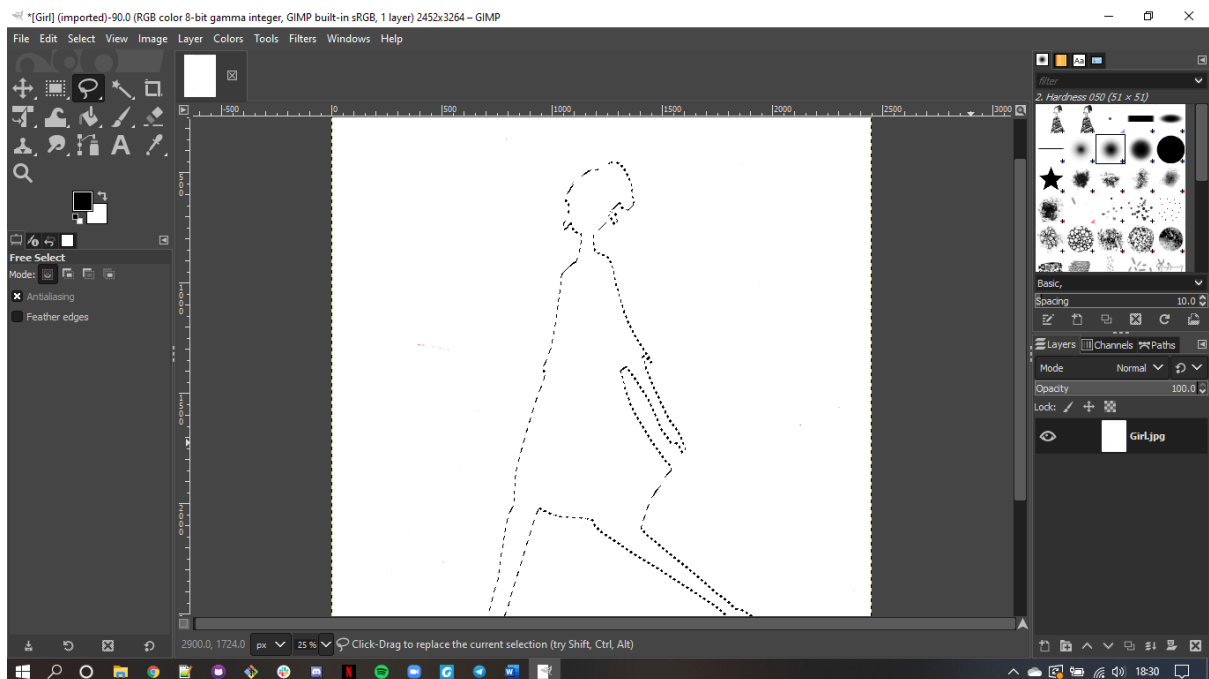
Procedure:

Step 1: Open GIMP. Go to File > Open as Layers... Now, browse the picture/drawing and open it as a layer.
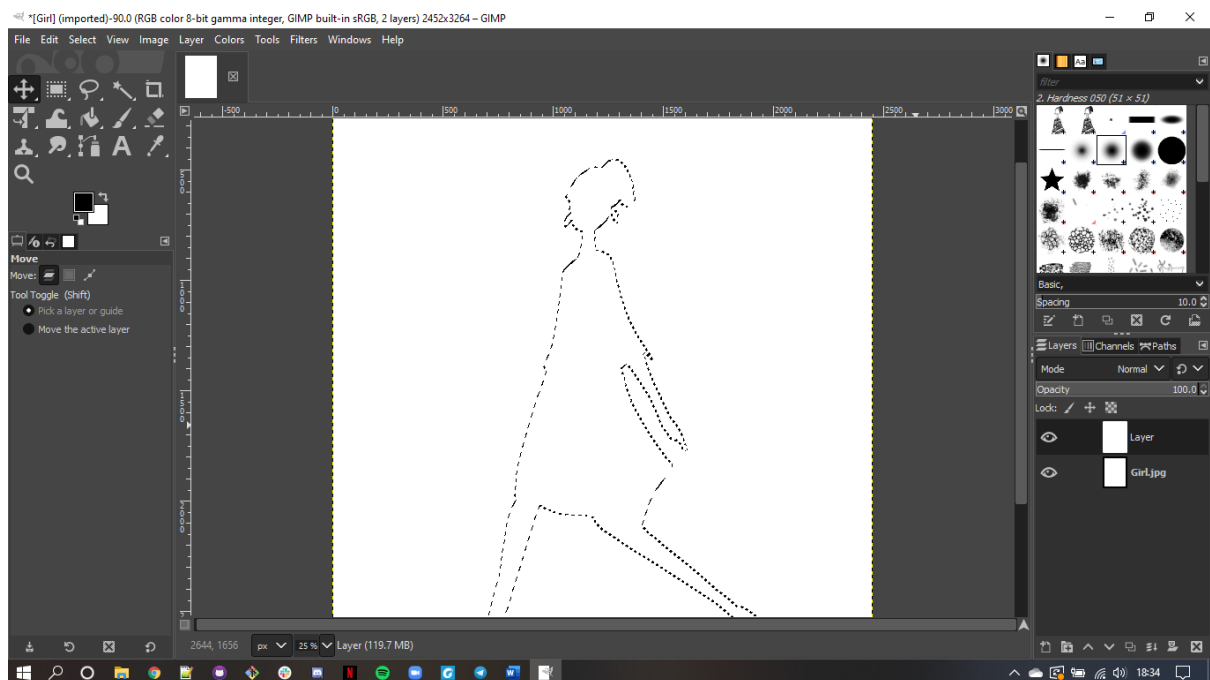
Step 2: Now, choose Free Select Tool from Toolbar, and start selecting the border/boundaries of the picture.

Step 3: After selecting all the boundaries, connect the last point with the first one and cut that portion from that image using Ctrl+X.
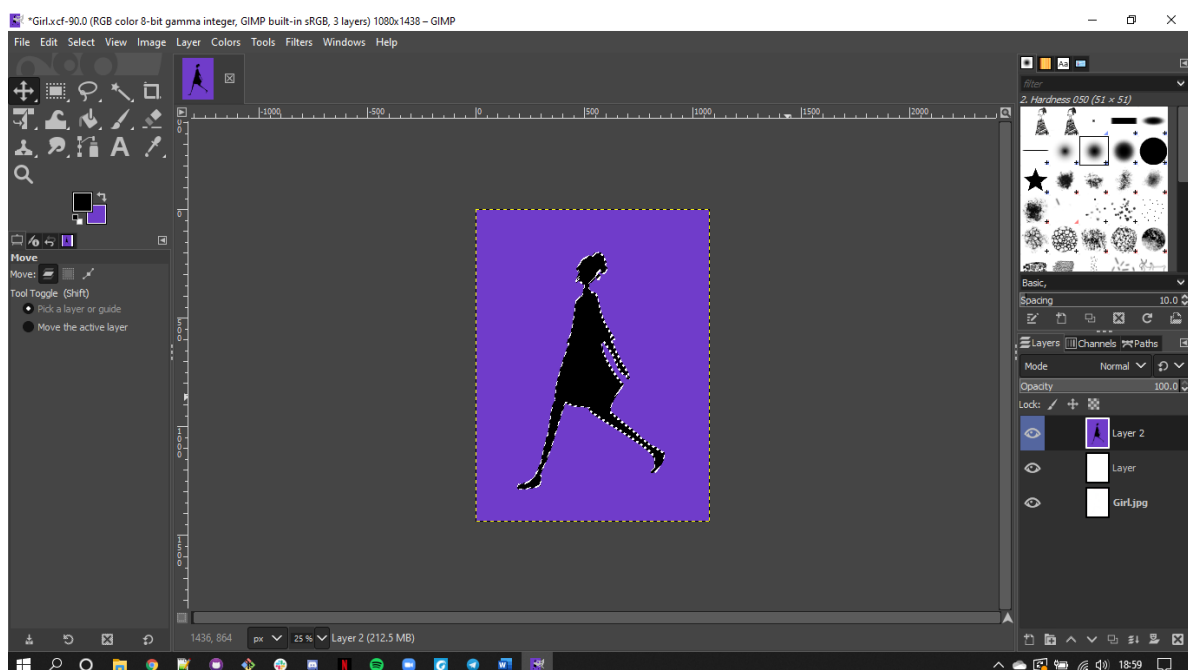
Step 4: Paste this image on the white background layer from the Layers column.

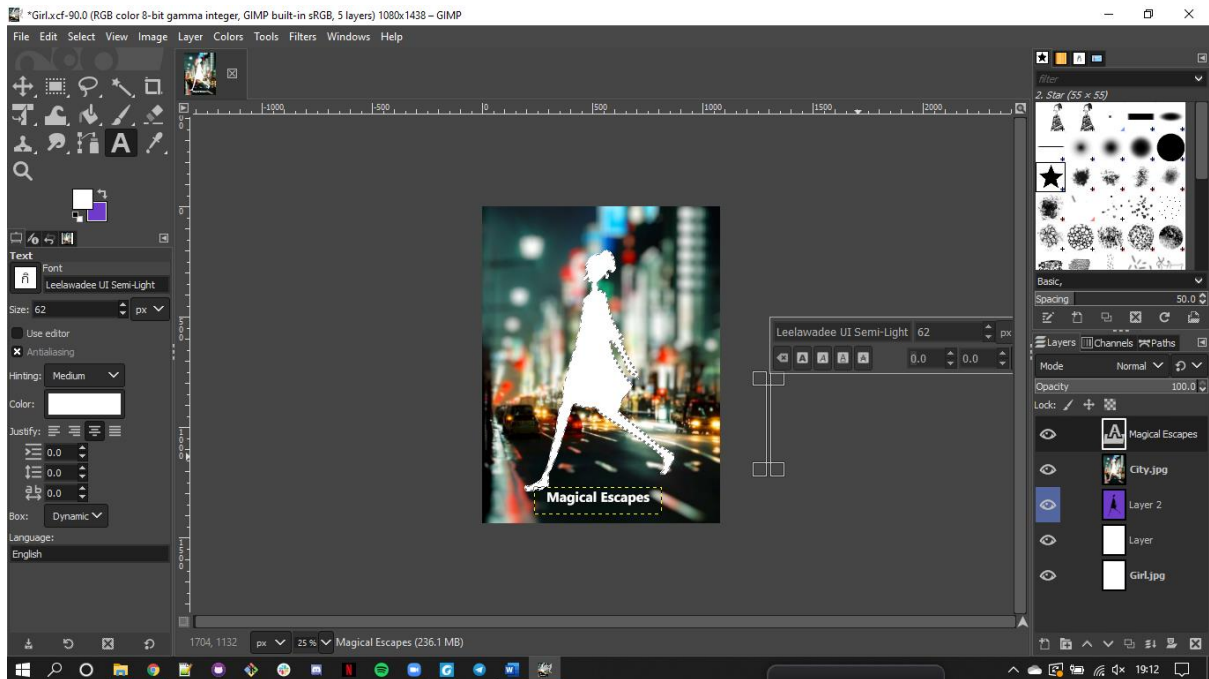Step 5: Select Paintbrush tool from the toolbar and a colour from colour palette.

Step 6: Start drawing the boundaries of the letter with steady hand, so that you could get a layer like this.

Step 7: Now select the Bucket Fill tool from toolbar and modify its setting according to your creativity.

Step 8: Repeat Step 2 and add another image.

Step 9: To add text to your image, select Text Tool from toolbar.

Step 10: Save the output and export it as png.

Conclusion: We have successfully created a logo of our choice using GIMP.