GIMP Practice 3

Refer to Chapter 4 in your textbook, *Beginning GIMP: From Novice to Professional.*
Refer to the DrawingInGIMP.ppt for additional help with these concepts.

There are no files to copy for this practice. You will be creating your own image

Drawing using GIMP Tools
Step 1. Open GIMP and create a new file.
Set the background color swatch to be white.
Set the Canvas size to have 420 pixels Width and 300 pixels Height.
Click on the Advanced Options in the Create a New Image Dialog box.
Set the Fill With color to be the background. Click the OK button.
If the Layers Panel is not already opened, use the Dialog=>Layers menu option to open it.
Notice you now have one layer named background in your image.
Add a new layer and name it: Stickman.
Save the file in its native XCF format as Stickman.

Step 2. Make a head.
Choose the lasso tool and make a head on the stickman layer.
Open the Stroke Selection dialog from the Edit->Stroke Selection menu.
Set the foreground color swatch to be black and make the Line width about 6px.
Click on the Stroke button.
Next set the foreground color to be a skin color.
Use the Edit=>Fill with FG color.
The stickman now has a skin color.
Set Select=> None to turn off selection.

Step 3. Draw the hair and face.
Click on the paintbrush tool.
In the Options area, select the Circle 5 brush.
Now draw some hair on your stickman.
You can undo if you don't like what you have done and try again.
Now add the facial features like an ear, eyes, nose and mouth.
Finally draw his body with arms and legs and feet.

Step 4. Adding a shadow.
Select the Stickman layer and use the duplicate layer feature in the Layers panel.
Name the new layer: Shadow.

Hide the Stickman layer.
Choose a large brush and the paintbrush tool and fill in the stickman's face with black.
Make sure the Keep Transparency box is not checked for this step.
Go to Filter=>Blur=>Gausian Blur.
Set the blur radius to be about 5px.
Click the OK button.
Now make the stickman layer visible again.
Select the Shadow layer.
Use the move tool and select move the current layer option.
Using the arrow keys move the shadow man to the right and down.
Next we will lighten the shadow.
Open the Layers=>Color=>Colorize dialog box.
Make sure the preview box is checked.
Slide the brightness slider to the right. Watch the shadow until you have the lightness you want.
Click on OK to finish.

Step 5. Add some grass.
Add a new layer.
Choose the Airbrush tool.
Set the foreground color swatch to be a green you like.
Set with width, rate and pressure of the Airbrush.
Draw the grass you want.

Step 6. Adding vector graphic shapes.
Open the Filters=>Render=>Gfig dialog.
Notice your other layers are visible in this dialog.
This dialog box will allow you to draw vector graphic shapes."
These shaped will be placed on a new layer when you close the dialog.
We want to create some flowers.
Choose the star shape.   Set number of sides to be 15.
Choose a gradient pattern you like.
Draw some star shapes of various sizes where you want flowers.
Click the Close button to bring your vector graphics onto their own layer.
If you want you can now use a paintbrush or other tool to add leaves and a stem to your flowers.

Step 7. Add transparency, Crop and Save.
First we want to make the background layer transparent.
Select the background, choose Layers=>Transparency=>Color to Alpha.
Then choose the OK button.
Use the cropping tool to crop tightly around the image.
Save As:Stickman.gif in order to preserve the transparency.

Conclusion: Drawing in GIMP is not easy and needs some practice. The tools available for drawing include pencil, paintbrush and others. Setting the stroke or fill is necessary to color your drawings. Use the Gfig filter to create simple vector graphics if needed.
Have fun and use lots of layers in your drawings!