

Editing Graphics with GIMP

Introduction.....	3
Gimp Installation	3
Requirements	3
Starting GIMP the first time	3
Scaling an Image for PowerPoint or the Web	4
To Further Reduce the File Size	4
Undoing	5
Things that cannot be Undone	5
Cropping an Image	5
Change the Mode.....	6
Flipping an Image.....	6
Change File Type.....	7
Rotate an Image.....	7
Fix Red-Eye.....	7
Further Resources	8
Tutorials.....	8
The GIMP user group.....	8
The Official Manual	8

Introduction

So, you have The GIMP installed on your computer, you need to make a quick change to an image for some project, but don't want to learn about computer graphics right now in order to get the image changed. That is totally understandable. The GIMP is a powerful image manipulator with many options and tools. However, it is quick and somewhat intuitive (after a time) for the small jobs as well. Hopefully, these quickies will help you with your quick problem and help you to make friends with The GIMP and ready for its more complex tools and methods later, when you have the time and inspiration.

Gimp Installation

GIMP software can be downloaded for free from <http://www.gimp.org/downloads/>

Requirements

The GIMP should run on Windows 98/ME/NT4/2000/XP/Vista. Starting with GIMP 2.2 and GTK+ 2.4, older versions such as Windows 95 are not supported anymore. The amount of memory can be an important factor, especially if you intend to work on large images. A minimum of 256 MB of RAM is recommended, but the more RAM the better.

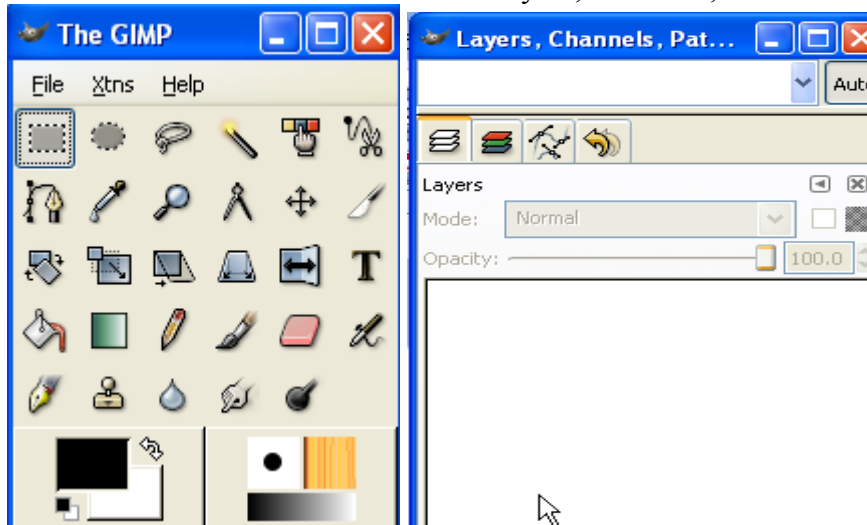
Starting GIMP the first time

For the most part, setting up GIMP is very easy, and you can just accept the defaults at each step, and possibly adjust things later using the Preferences dialog box.

When Gimp opens, you will have 2 windows:

The GIMP Toolbar

Layers, Channels, &Patterns



The Main Toolbox is the heart of the GIMP. It is the only part of the application that you cannot duplicate or close. Here is a quick tour of what you will find there.

In the Toolbox, as in most parts of GIMP, moving the mouse on top of something and letting it rest for a moment will usually bring up a "tooltip" message that may help you understand what the thing is or what you can do with it. Also, in many cases you can press the **F1** key to get help about the thing that is underneath the mouse.

On the GIMP title bar, click the word 'File' and then trace to and click 'Open'

That will bring up the Open File Dialog box where you can then browse to find your image. Once you find your image and select it, click the 'Open' button in the dialog box.

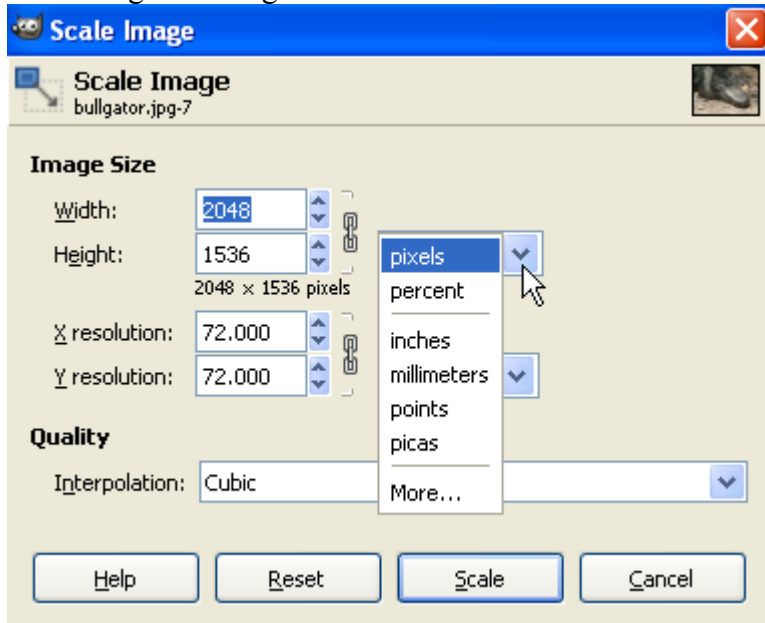
You will then have your graphic in a new screen with a title bar and menu bar along the top of your graphic.

Scaling an Image for PowerPoint or the Web

To resize your image for powerpoint, you will need to do the following:

- Let's open up the 'bullgator.jpg' graphic.
- Main Menu bar, 'Image', trace to and click 'scale image'

You will get a dialog box:



- We will select inches and then click in the width box to change the width of the picture from 22 inches wide to 7. Once we click in the Height section, it will automatically adjust to keep the proportion correct.
- The resolution we will leave set to 72 which is optimum for onscreen viewing.
- Click the 'Scale' button.

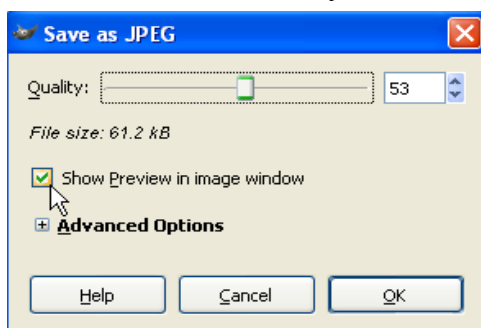
You now have an appropriately sized graphic for a powerpoint slide.

We will now click 'View', 'Zoom', 1:1 100% to see actual size of the photo.

To Further Reduce the File Size

- Click 'File' trace to and click 'Save As', save as a jpg.

GIMP will allow you to select and preview the amount of compression thus reducing the file



size further. Be sure the 'Preview' selection is checked as shown below.

This allows you to view the file size as well as the quality of the photo. Once you've settled on a setting that satisfies both, just click 'OK' and you'll have your smaller file sized graphic which will enable a much faster download time without sacrificing quality.

Undoing

Almost anything you do to an image in GIMP can be undone. You can undo the most recent action by choosing Edit → Undo from the image menu, but this is done so frequently that you really should memorize the keyboard shortcut, **Ctrl-Z**.

Undoing can itself be undone. After having undone an action, you can *redo* it by choosing Edit → Redo from the image menu, or use the keyboard shortcut, **Ctrl-Y**. It is often helpful to judge the effect of an action by repeatedly undoing and redoing it. This is usually very quick, and does not consume any extra resources or alter the undo history, so there is never any harm in it.

Things that cannot be Undone


Most actions that alter an image can be undone. Actions that do not alter the image generally cannot be. This includes operations such as saving the image to a file, duplicating the image, copying part of the image to the clipboard, etc. It also includes most actions that affect the image display without altering the underlying image data. There are a few important actions that do alter an image but cannot be undone:

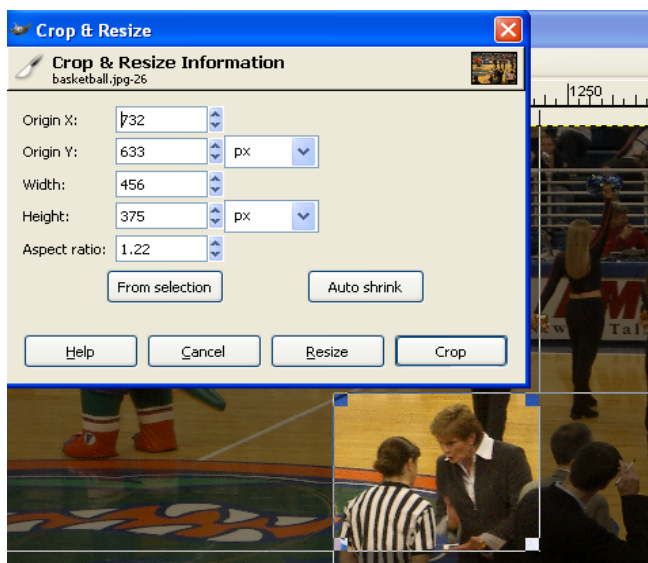
- Closing the image
- Reverting the image - “Reverting” means reloading the image from file. GIMP actually implements this by closing the image and creating a new image, so the Undo History is lost as a consequence. Because of this, if the image is unclean, GIMP always asks you to confirm that you really want to revert the image.
- “Pieces” of actions - Some tools require you to perform a complex series of manipulations before they take effect, but only allow you to undo the whole thing rather than the individual elements.

Cropping an Image

Let’s open up the original ‘basketball.jpg’ from our folder.

We will crop down the photo to create a close up of the coach talking to the referee.

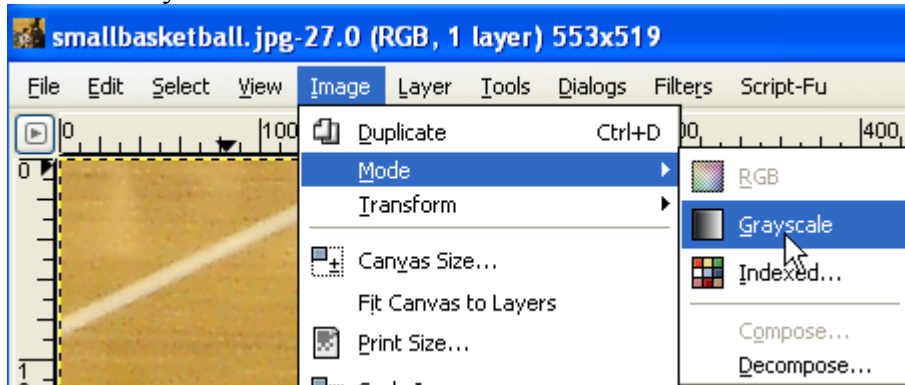
- To do this, we’ll need to click on the ‘Crop’ tool in our tool dialog. 
- Begin to drag a selection around the ‘discussion’ happening on the court.
- The ‘Crop and Resize’ box will pop up as shown below.



- Once you are happy with your selection, just click the ‘Crop’ button.
- You now can ‘Save As’ with this new cropped image and call it ‘Discussion’.

Change the Mode

- Let's open up 'smallbasketball.jpg' and we'll convert the mode to grayscale.
- Once the graphic is open, Click 'Image', trace to and click 'Mode' and then click on 'Grayscale'.



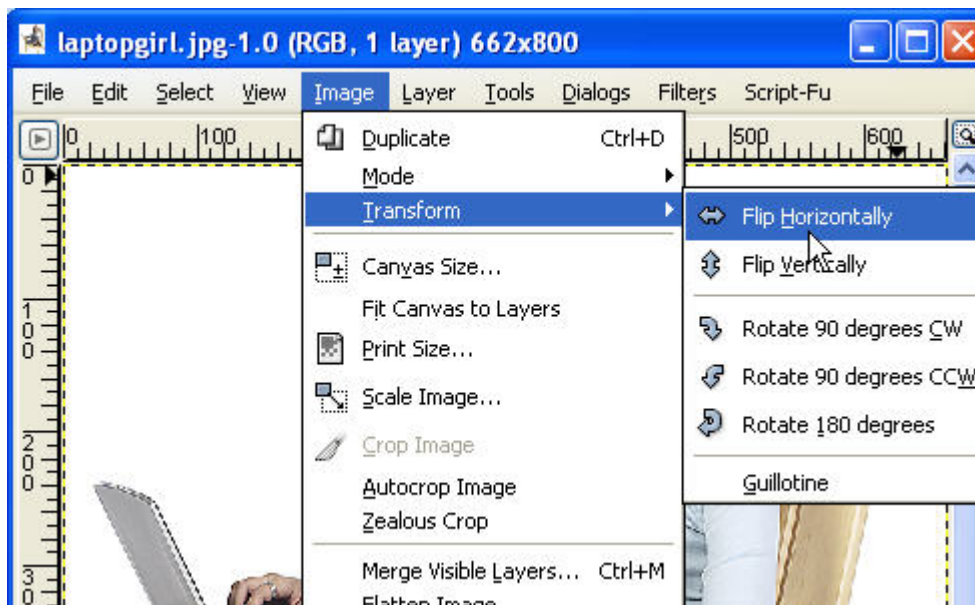
- GIMP immediately removes the color from the picture.

Flipping an Image

Another handy feature built into GIMP is the ability to 'Flip' a photo.

We will open up the 'laptopgirl.jpg' file.

Once open, click on 'Image', then 'Transform' and then 'Flip Horizontally' as shown below.



This will change the student's orientation from facing right, to facing left!

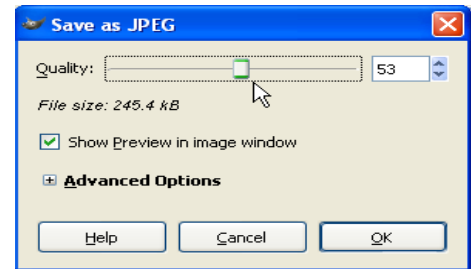
Change File Type

Let's open 'dolomites.bmp'. Since we've opened up this graphic in its native file format which is .bmp a bitmap and it is a HUGE file size, we will convert it to a jpeg file which will not only be smaller, but also allow us to compress it further to an even smaller file size for quick download.

Click 'File' and then 'Save As'

Click the + sign next to 'Select File Type' to expand the file extension choices, scroll down in the list, select 'JPEG image'. Once you've selected that, click 'Save'.

Once you click 'Save' the 'Save as JPEG' dialog box pops up allowing you to select and preview the quality and file size as shown.



Rotate an Image

Let's open up doorway.jpg to work with on this.

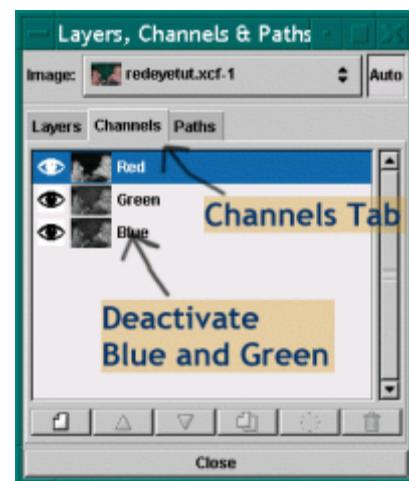
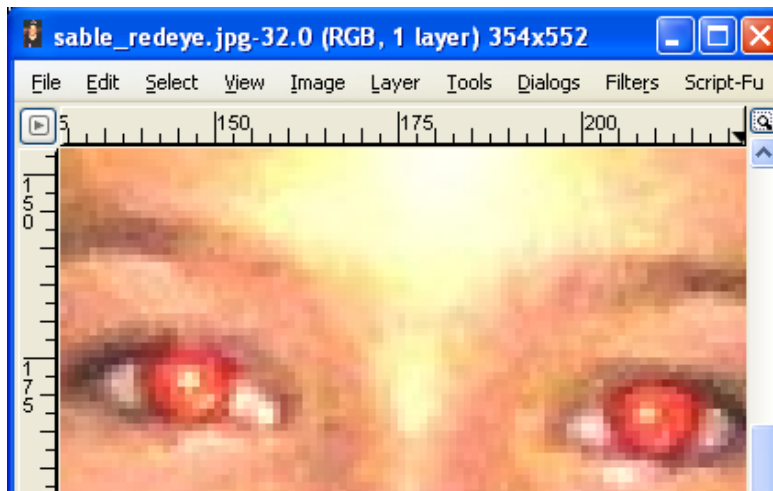
- Once open, click 'Image', 'Transform' and then 'Rotate 90 degrees CW'

There are other options there as well but this one works for our purposes.

Fix Red-Eye

- Let's open up the image 'sable_redeye.jpg' to work with.
- Once we have the image open, we'll need to click 'View', 'Zoom' and select the 4:1 ratio so we can get close up on the eyes.

We'll be using the 5 x 5 brush, your choice depends on the resolution of your image. A fuzzy brush is highly recommended. As always, you can <Image> Edit -> Undo until you make the right selections.



- Select the Channels Tab. Deactivate the Green and Blue Channels by clicking to the right of the thumbnails in the dialog window.

The image should still look like the screenshot of the close up in the above picture. If it looks all red, you have just turned the view of the color off. (burning the red eye area will not work if the Layers, Channels and Paths dialog is set up that way).

