

Stupid



tricks

(and smart ones, too)

Akkana Peck

shallowsky.com gimpbook.com

@akkakk

for SCALE 14x, January 2016

Next: gimp



GNU Image Manipulation Program

for editing raster images

... like my bad photos!

Next: brightness-contrast

Easiest way to adjust brightness:

Colors→

Brightness-Contrast

But that's not enough for complex
images.

Next: layer-masks-better

A better way: layer masks

Make your new layer:
Duplicate Layer then
Brightness/Contrast

Right-click in Layers dialog
→ *Add Layer Mask*

Paint on the mask

Next: layer-mask-paint

Painting on Layer Masks

Paint **WHITE** to show the top layer.

Paint **BLACK** to show layers below.

Try using a big fuzzy brush

Next: selecting-skies

Selecting Skies

Try Select by Color

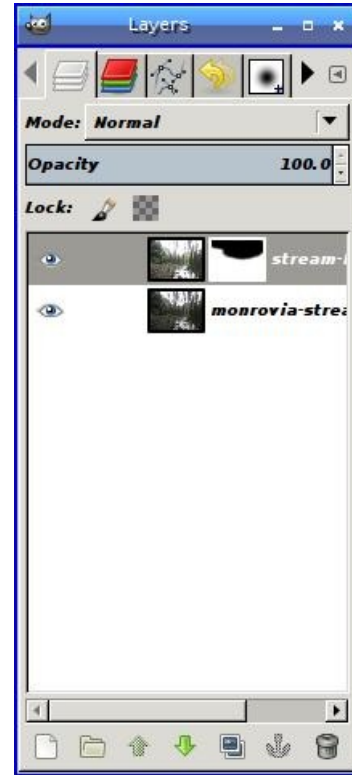
**Do this with the
mask still active**

to illustrate how easy
that is to do.

Next: mask-selected

Oops! the mask is active.

You can tell whether the layer or mask is active: the one that's active has a thick white border.



Next: selecting-skies2

Selecting Skies

Try Select by Color (*again*)

Drag up+left to select *less*,
down+right to select *more*

... with *Select by: Value*

... but still not good enough!

Next: decompose

Colors → Components → Decompose

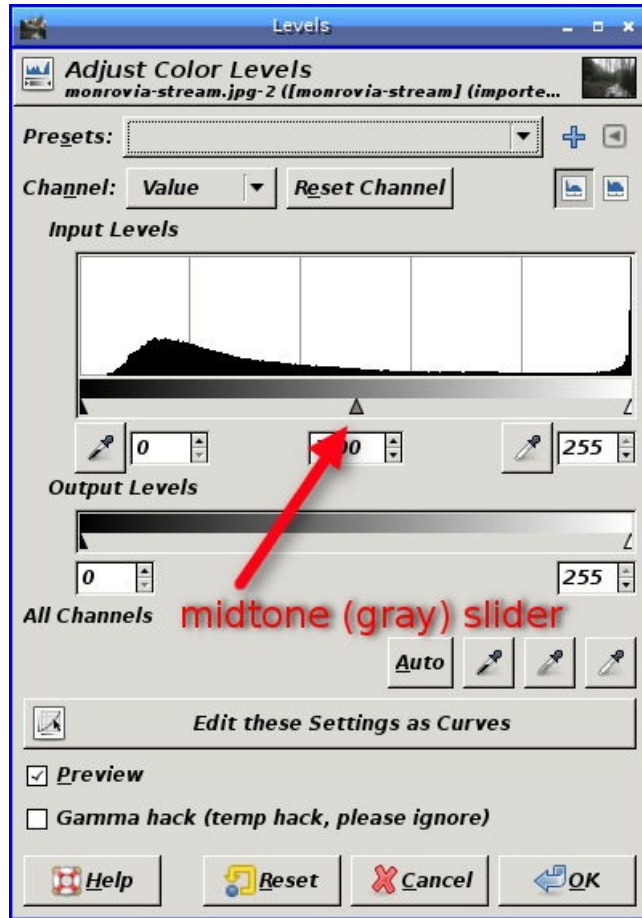
Gives a new image with layers
for **Red, Green, Blue**
or **Hue, Saturation, Value**
(or other color models)

Decompose to HSV

Hue: the color, e.g. more reddish,
more blueish **Saturation:** color
intensity **Value:** brightness (like
converting to black & white.)

Levels Tool

Use *Input levels*
to adjust
brightness.



Next: paste-into-mask

Pasting into Layer Masks

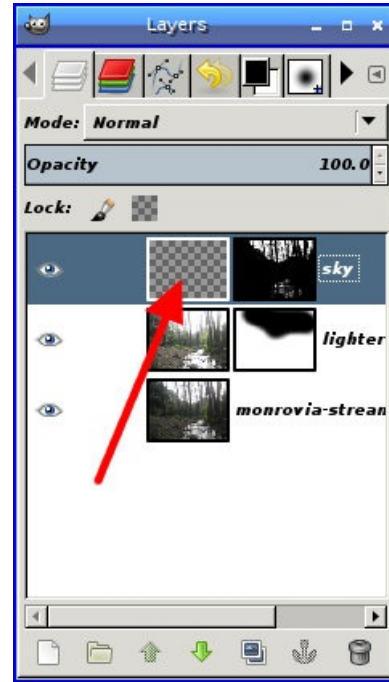
Click the Anchor button



after pasting into a mask.

Where are you painting?

The white border indicates which is active: the layer, or its layer mask.



Next: hue-saturation

Hue-Saturation

Fiddle with *Hue* (green? purple?),
Lightness (how pale it is)
or *Saturation* (how colorful).

Fun for skies.

**Pasting from one
image to another**

Selecting an object to copy

Initial selection with Lasso or Color

Tune with the QuickMask

...but

Next: paste-ragged

A Quicker Way

Make a quick, ragged selection;
then erase the edges later.

(Make the initial selection
a little too large.)

Scale tool

Use *Keep aspect* option to maintain the same width/height.

Change *Number of lines* to *No guides* to get rid of visual clutter.

Anti-erase

You can often (not always) fix erasing mistakes with *anti-erase* in the eraser tool's options.

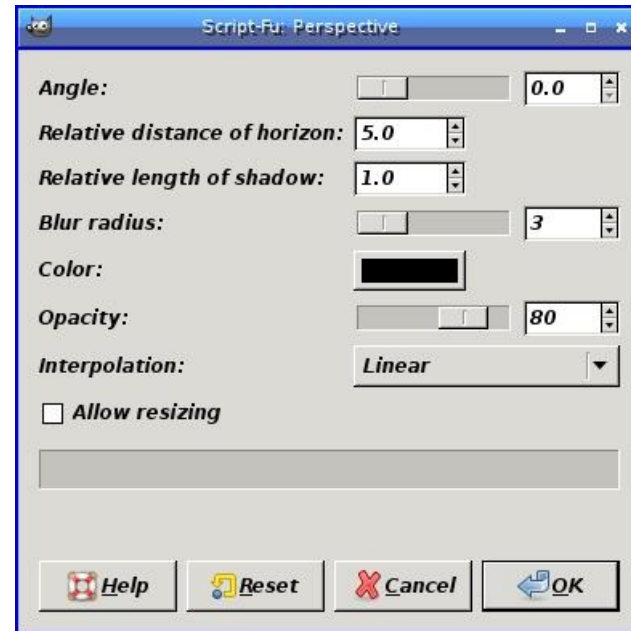
(Quickie alternative to a layer mask. The mask is more flexible.)

Next: perspective-
shadow

Perspective shadow

Perspective shadow
is way too
complicated! (and
has issues)

Use **Drop Shadow**
+ **Perspective** tool
instead.

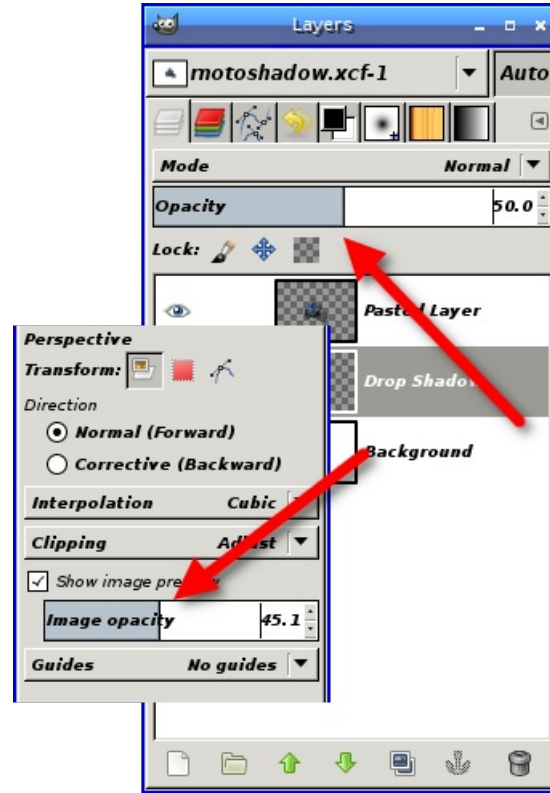


Next: perspective-
opacity

Transform tool opacities

Two opacities:

1. In the Layers dialog, for the layer
2. In the Tool Options, for the preview



Next: save-export

Save vs. Export

Save to XCF (or .xcf.gz):

Files with GIMP-specific changes:
layers, text, etc.

Export:

Any other format (JPG for web,
PNG for archived photos, GIF etc.)

Not going to talk much about formats -- more fun to show demos of neat GIMP tricks. But glad to answer questions.

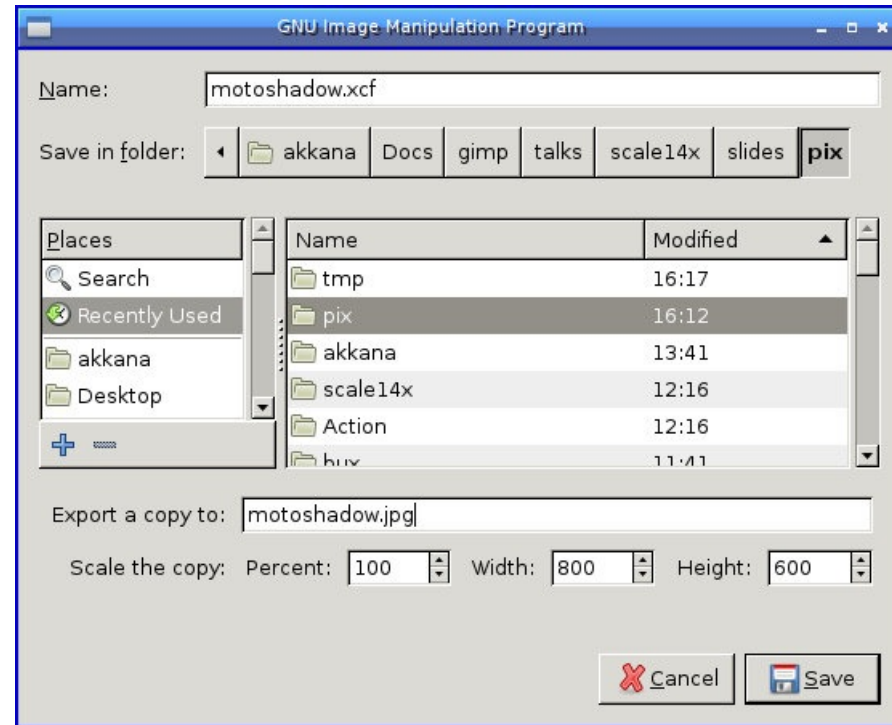
I've seen 1700 messages so far on the save-export split.

Next: saver

If you don't like the Save/Export split...

I have a
plug-in called
Saver

(google for
GIMP saver)



Talk about plug-ins
and scripting:
C, Python, and now
(again) Perl.

You can bind Saver to
Ctrl-S and pretend the
save-export split never
happened.

Much more productive
than flaming on the
GIMP lists.

Next: dpi

Image size and DPI

GIMP edits images made of pixels ("raster").

"8 inches" doesn't mean anything.

"2400 pixels" does.

Too few pixels + too big
= blurry or pixellated.

How many pixels do you need?

DPI = "Dots (pixels) Per Inch".

Common guideline is 300 dpi
for printing ...

but it depends on your taste!
150 may be fine.

Vector formats → !GIMP

GIMP can *import* vector formats (e.g. PDF, SVG).

If you *export* them from GIMP, they turn into raster images.

Very inefficient, and you lose information.

Inkscape is a good option if you need to edit vectors.

Good time to compare to Adobe, and tell the story about a speaker not being able to give his talk because Adobe Creative Suite wouldn't let him work without a license check.

Free software is

Next: removing

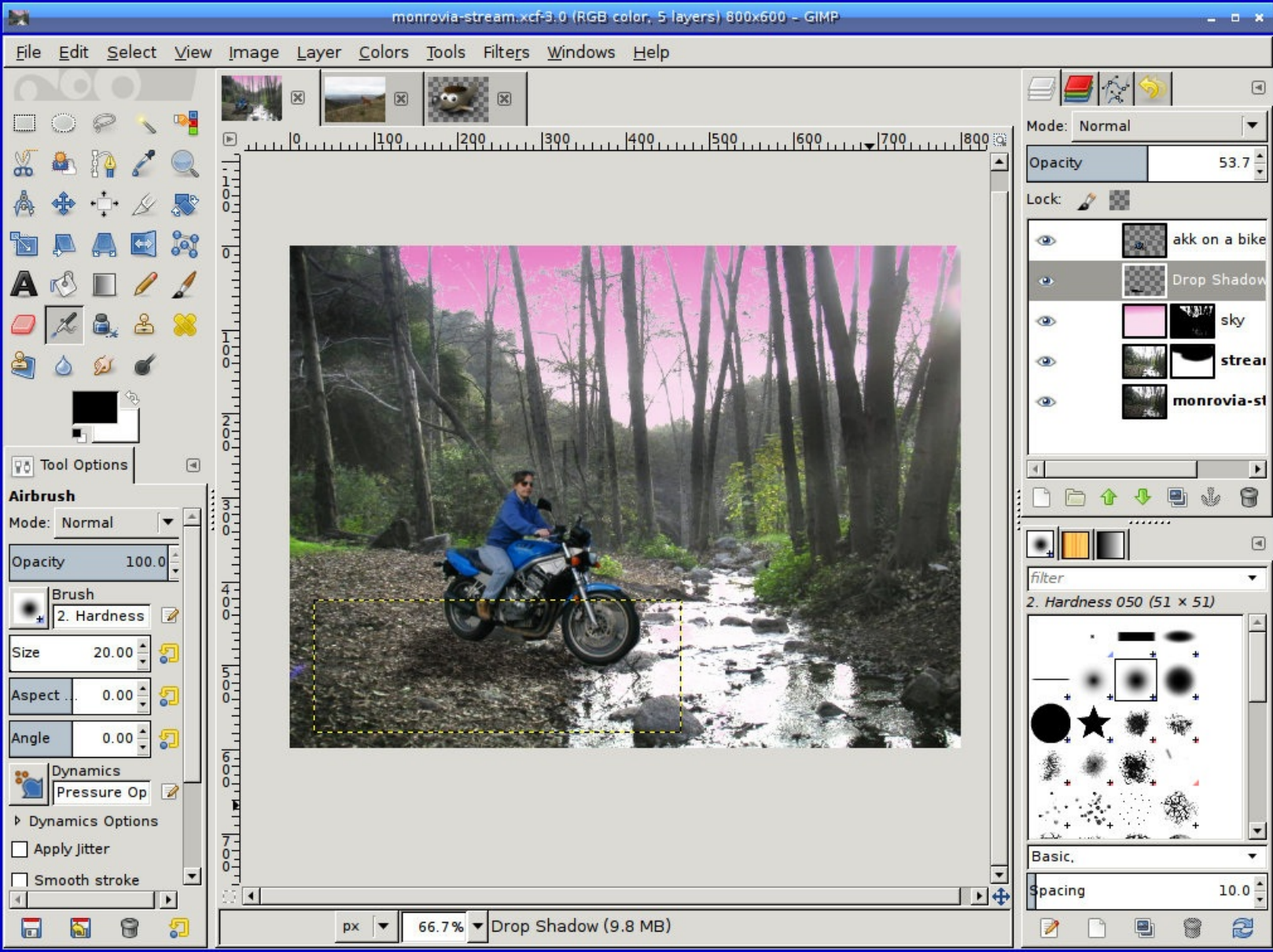
Removing things from images

Lots of ways! Two easy ones:

- Clone tool
- Select, move selection, copy, paste, move back

Cool GIMP 2.8 Features

(that you might not have seen yet)

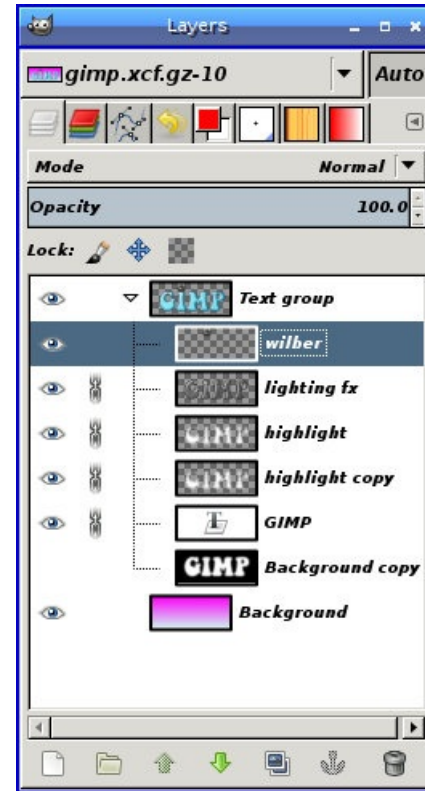


Next: layer-groups

Cool 2.8 Features: Layer Groups

Group layers that belong together.

Show / hide them as a group, use transform tools, or copy them all at once to paste into another image.

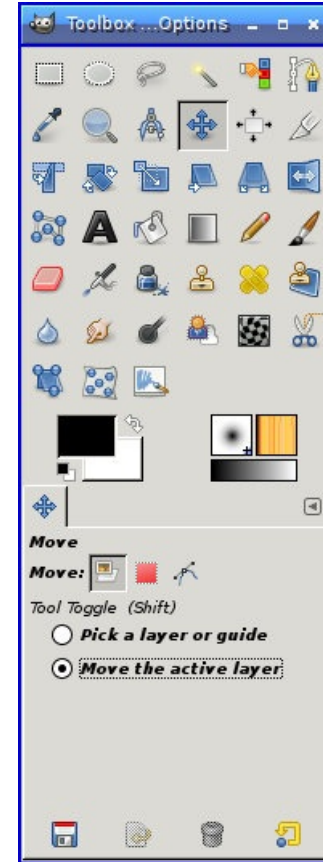


Without hassling with turning eyeballs on and off all the time.

Next: moving-layer-groups

Moving Layer Groups

Move a layer group using the Move tool with *Move the active layer* option.



Next: math-in-entries

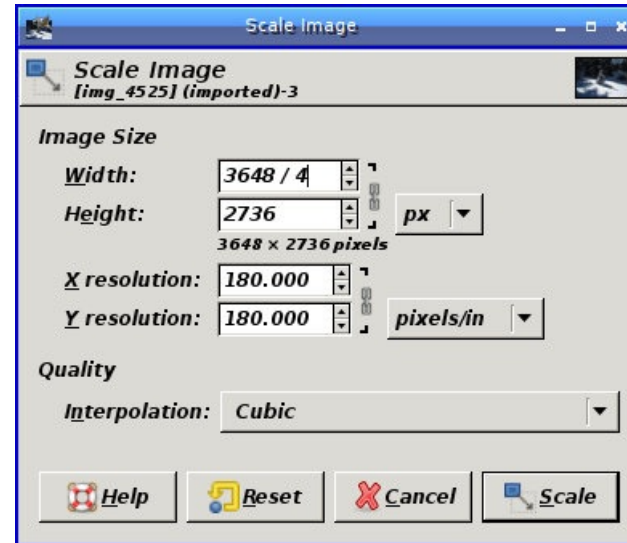
Cool 2.8 features: Math in Size Entries



Propeller beanie
("geeky feature" alert!)
from [OpenClipArt via
Wikimedia
Commons](#).

An easy way to
scale up and down

(faster than
changing *px* to %)

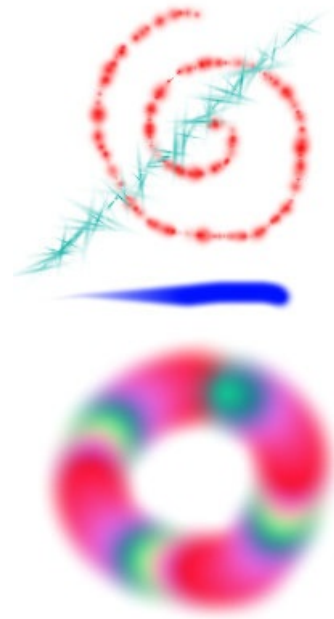


Next: paint-dynamics

Cool 2.8 Features: Paint Dynamics

Lots of fun brush effects
for painting.

Get tablet effects even if
you don't have a tablet.



Next: coming-in-2.9

GIMP 2.9 Features

COMING SOON

Image: [Mjw064](#) at [en.wikipedia \[CC0\]](#),
via [Wikimedia Commons](#)

Next: [gegl](#)

Coming in 2.9: GEGL

GEneric Graphics Library: a new backend for GIMP.

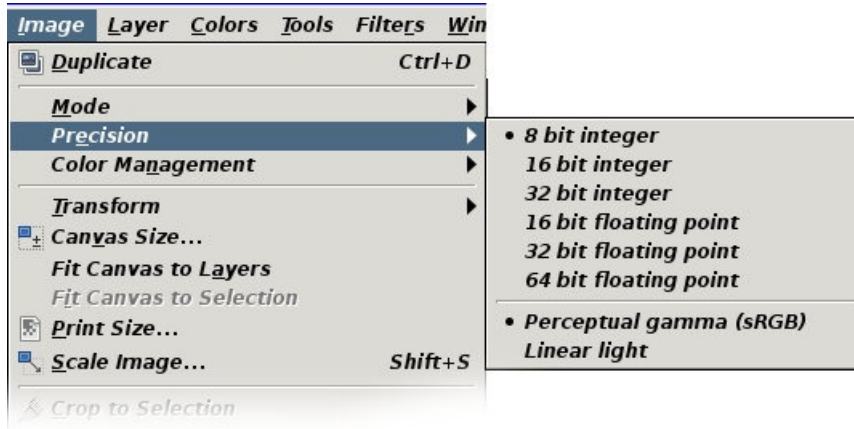
But it really stands for "Genetically Engineered Goat, Large".



Next: colorspaces

Colorspaces

GIMP stores images as floating point.



GIMP 2.9 now supports high-color images!

Guide to high bit depth editing
on *pixls.us*

Next: warp-tool

Coming in 2.9: Warp Tool

- Finally -- a tool version of iWarp!

With a full-sized preview, on canvas!



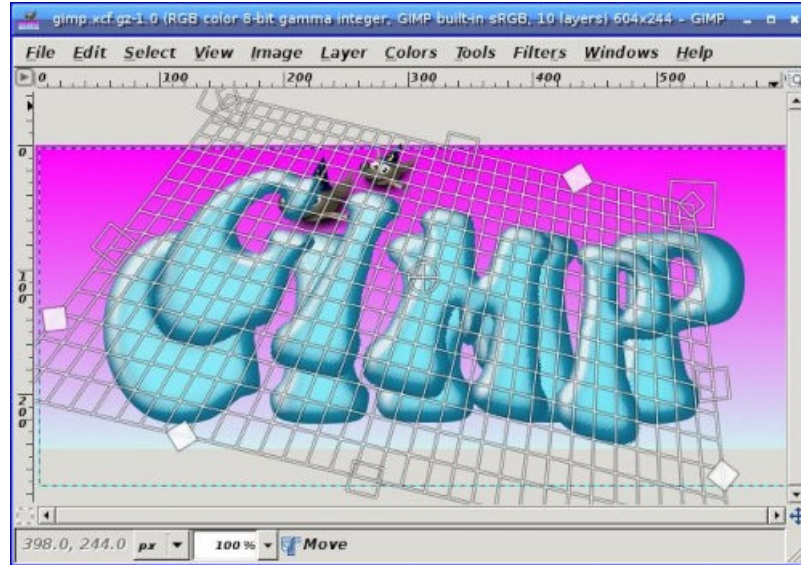
Trump image (before iWarping) by *Boss Tweed* [CC BY 2.0] (<http://creativecommons.org/licenses/by/2.0/>) via *Wikimedia Commons*

Next: unified-transform

In 2.9: Unified transform tool

Hover the mouse over a handle to see what it does.

Rotate handles are outside the image.



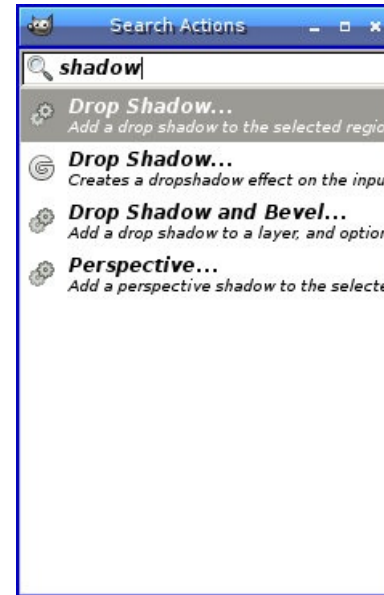
Next: text-search

In 2.9: Text Search



Propeller beanie from [OpenClipArt via Wikimedia Commons](#).

Much faster than Plug-in Browser, and more complete:
shows tools as well as plug-ins.



Next: mypaint-brushes

In 2.9: MyPaint Brushes

Use fancy brushes designed for the MyPaint program.

Adds a new drawing tool in the Toolbox.



This unfortunately makes GIMP more difficult to build.

See the [GIMP Wiki build page](#) for instructions. You'll need to pull libmypaint from git and use scon to build it.

Next: gimp-perl

Coming in 2.9: GIMP-Perl

GIMP-Perl is back:

now you can write scripts in Perl
as well as C, Python and Script-Fu.

More tools coming!

- N-Point Deformation
- Cage Transform
- Handle transform
- ... etc

But they're slow and
crashy at this point.

Next: conclusion

Thank you! Questions?

Slides for this talk:

gimpbook.com/talks/scale14x

...Akkana Peck

shallowky.com

gimpbook.com

Twitter: @akkakk

If there's extra time,
some things to show:

- Use dodge mode to eliminate white bg
- colorize car with layer modes
- leopard sql
- transform
GIMP.xcf layers all together
- lighting effects to
build gimp.xcf

The end