Stupid GIMP tricks
(and smart ones, too)

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GNU Image Manipulation Program
for editing raster images
... like my bad photos!
Easiest way to adjust brightness:

Colors→
  Brightness-Contrast

But that's not enough for complex images.
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
Painting on Layer Masks

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

Paint **BLACK** to show layers below.

Try using a big fuzzy brush
Selecting Skies

Try Select by Color

Do this with the mask still active to illustrate how easy that is to do.
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.
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!
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.)

Next: levels
Levels Tool

Use *Input levels* to adjust brightness.
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.
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
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.)
Perspective shadow

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

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

Two opacities:

1. In the Layers dialog, for the layer
2. In the Tool Options, for the preview
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.
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
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)
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.
Cool 2.8 features:
Math in Size Entries

An easy way to scale up and down (faster than changing px to %)

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

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.
GIMP 2.9 Features

COMING SOON
Coming in 2.9: GEGL

GEneric Graphics Library: a new backend for GIMP.

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

GEGL 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!
In 2.9: Unified transform tool

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

Rotate handles are outside the image.
In 2.9: Text Search

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

Propeller beanie from OpenClipArt via Wikimedia Commons.

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 scons 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.
Thank you! Questions?

Slides for this talk:
gimpbook.com/talks/scale14x

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

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

The end