Gimp

Have you always wanted to do the things the pro's are doing? Now you can! In 'The Ultimate GIMP 2.10 Guide' you will learn professional photo editing, retouching, and e-book cover design in GIMP 2.10 in easy steps. The book starts from the very beginning, so when you are new to photo editing, that's no problem! The book starts with installing and configuring GIMP 2.10 to make it look and act as Photoshop. Then all aspects of photo editing are covered, and no stone will be left unturned! Everything will be shown in easy to follow steps. You will learn how to improve and correct photographs professionally, and how to work with layers. You'll learn how to crop images, how to resize images, how to save images for web, how to save images for print, and how to make PDF's. You will learn professional retouching, like skin retouching with frequency separation, Liquify (for example to make someone thinner), how to let the program remove objects, and how to remove objects with the clone and heal tool. You will learn how to use masks, and how to make selections. In Chapter 5 we will go in to making professional selections with just a single click (this is not possible in Photoshop!) using the patented 'U-point technology'. The U-point technology is delivered by the Google Nik Collection, a professional high-end photo editing "plug-in" suite, used by professional photographers. The Google Nik Collection and its integration into GIMP will be discussed in its whole. So in addition to gaining great expertise in GIMP, this book will also cover the complete Google Nik Collection. We'll download and install the software, together with a special plugin that will let you work with the Google Nik Collection from out of GIMP. You will learn how to create black and white images at a professional level with the most powerful black and white plugin on the market, and you will learn how to sharpen images and remove noise. We ?ll look at making vignettes, and HDR photography. We ?ll look at the use of text, kerning text, and how to make eye-catching book covers. You'll learn everything about all the powerful blending modes, and the practical use of each blending mode will be shown and explained. You'll learn how to select hair, how to use and make patterns and gradients, and how to use and adjust a tablet. You will learn everything about brushes. How to create brushes yourself, the many special effects you can create with brushes (e.g. to create a flock of birds with just a single stroke, or to create grunge textures), and how to download free creative brushes. We will look at a popular skin retouching technique used by professionals called "frequency separation", and different methods for dodging and burning (selectively darkening and lightening of an image). We will discuss color theory, and it's direct connection to the ways color is manipulated in photo manipulation programs. We'll discover creative filters that bring a different look and feel to your image. The book is created for the Windows (7,8,10) user. With some extra steps however, the Linux user can also follow along. The book has been printed in black and white to keep the price as low as possible. About the writer: Bernard 't Hooft has over 15 years of experience with professional photo editing, and teaches photo editing at the VolksUniversiteit in the Netherlands.

Beginning Photo Retouching & Restoration Using GIMP teaches the reader how to achieve professional results using this high end image editor. You'll learn how to do everything from making dull images "pop" to resurrecting badly damaged photographs deemed beyond any hope of rescue. There's no need to shell out good money month

after month for the "big name" software package. GIMP 2.8 is a world-class image editor that wields almost as much power, and is completely free! Learning the art of photo retouching and restoration is fun and rewarding. Reclaim those treasured images from the ravages of time and neglect, and pass them on to future generations. Beginning Photo Retouching & Restoration Using GIMP will provide you with a wide array of editing exercises to help you develop a high degree of proficiency. Whether you are the designated "family archivist" wanting to preserve your family history, or a professional photographer with a desire to add an extra revenue generating service, this book will be an invaluable aid. • Shows how to acquire the best scans and digitize large photographs. • Teaches you how to digitally repair damaged prints, correct color shifts, reclaim lost detail-even colorize black and white images. • Offers great tips on how to maintain and preserve your newly printed restored photographs, and how to properly store originals.

GIMP is a multi-platform photo manipulation tool. GIMP is an acronym for GNU Image Manipulation Program. The GIMP is suitable for a variety of image manipulation tasks, including photo retouching, image composition, and image construction. GIMP has many capabilities. It can be used as a simple paint program, an expert quality photo retouching program, an online batch processing system, a mass production image renderer, an image format converter, etc. GIMP is expandable and extensible. It is designed to be augmented with plug-ins and extensions to do just about anything. The advanced scripting interface allows everything from the simplest task to the most complex image manipulation procedures to be easily scripted. One of The GIMP's strengths is its free availability from many sources for many operating systems. Most GNU/Linux distributions include The GIMP as a standard application. The GIMP is also available for other operating systems such as Microsoft Windows or Apple's Mac OS X (Darwin). This reference manual is based on the online manual. It contains only the first half of it due to physical book size restrctions. Chapter 1 to 15 are included in this volume. Chapter 16-18 and the Appendix are included in the second volume. To keep it consistent with the online manual we did not change the index or page numbering. It is highly suggested to get both volumes (1/2 and 2/2) together.

The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it,

in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. GIMP is a multi-platform photo manipulation tool. GIMP is an acronym for GNU Image Manipulation Program. The GIMP is suitable for a variety of image manipulation tasks, including photo retouching, image composition, and image construction. GIMP has many capabilities. It can be used as a simple paint program, an expert quality photo retouching program, an online batch processing system, a mass production image renderer, an image format converter, etc. GIMP is expandable and extensible. It is designed to be augmented with plug-ins and extensions to do just about anything. The advanced scripting interface allows everything from the simplest task to the most complex image manipulation procedures to be easily scripted. One of The GIMP's strengths is its free availability from many sources for many operating systems. Most GNU/Linux distributions include The GIMP as a standard application. The GIMP is also available for other operating systems such as Microsoft Windows or Apple's Mac OS X (Darwin). This reference manual is based on the online manual. It contains only the first half of it due to physical book size restrictions. Chapter 16 to 18 are included in this volume. Chapter 1-15 are included in the first volume. To keep it consistent with the online manual we did not change the index or page numbering. It is highly suggested to get both volumes (1/2 and 2/2) together.
Graphic Design
College soccer star Mark Zupan had been out drinking one night and had passed out in the back of his best friend's pickup truck when his friend got in the driver's seat, decided to take the truck for a spin, and accidentally crashed it. Thrown into a canal and stuck in frigid water for fourteen hours, Mark was finally rescued and learned soon after that he'd broken his neck. He'd most likely be a quadriplegic and spend the rest of his life in a wheelchair, doctors told him. At first Mark's only goal was to walk again. When that proved impossible, he fell into the depths of anger and despair, retreating from the world and the people closest to him. But love, friendship, and a new sport, quad rugby (a.k.a. "murderball"), helped Mark create a new existence that's truly exceptional. Gimp, the no-holds-barred memoir of a Paralympic athlete and the star of the Academy Award–nominated documentary Murderball, is an inspiring, defiant, and revealing celebration of spirit and will that confounds readers' prejudices by offering proof that a guy in a chair can still do amazing things: have sex with his girlfriend, party with his friends . . . even crowd-surf at Pearl Jam shows.
Obtain techniques for adding color to black and white or monochrome photographic images using GIMP. In this book you'll also learn to create a hand-tinted effect to add an element of antiquity. Pro Photo Colorizing with GIMP also teaches techniques that enable you to selectively colorize images, mixing black and white with color. There are also tips to go the opposite way: converting color images into black and white (there's more to it than just removing color). Written with both beginning and experienced GIMP users in mind, Pro Photo Colorizing with GIMP shows you how to colorize black and white images to achieve a high

degree of realism. What You'll Learn Gain a basic overview of the GIMP workspace, tools, color palettes, layers, and layer masks Learn how to make the proper tonal adjustments to black and white images before starting the colorizing process Complete simple colorizing exercises for beginners and progress to more advanced colorizing techniques Colorize skin, teeth, hair, and eyes Create a nostalgic hand-tinted look and selectively colorize (mixing color with black and white) to create interesting images Use textures and patterns to create artistic colorized images Properly convert color images into black and white Colorize black and white portraits, and re-colorize old faded color portraits Who This Book Is For Pro Photo Colorizing with GIMP is primarily for GIMP users (but users of other photo editing software packages can benefit as well). It is especially useful for those who edit photographs, restore old photographs, or those who want to apply colorizing techniques for artistic effect.

Tout en couleur. la collection Guide Microapp vous accompagne dans votre découverte d'un logiciel ou d'une technologie informatique. Grâce à une approche résolument pratique, centrée autour de nombreux exemples pas à pas, elle vous permet de réussir vos premières prises en main et de réaliser des opérations concrètes, rapidement et facilement, sans connaissance préalable du sujet traité.

Being a direct counterpart to Adobe Photoshop, GNU GIMP has gained popularity in the market as the open source graphics editor with multiple features/capabilities. It is downloadable at no cost and runs on many platforms such as GNU/Linux(tm), Apple Mac OS X(tm), Microsoft Windows(tm), OpenBSD(tm), NetBSD(tm), FreeBSD(tm), Solaris(tm), SunOS(tm), AIX(tm), HP-UX(tm), Tru64(tm), Digital UNIX(tm), OSF/1(tm), IRIX(tm), OS/2(tm), and BeOS(tm).Common Tasks in GIMP 2.8 is a comprehensive guide that has come to walk you through different ways of handling common GIMP 2.8 tasks in a painless way. What you will see in this book includes: Introduction: The GIMP Help system, Features and Capabilities, What's New in GIMP 2.8? Fire up the GIMP: Running GIMP, Known Platforms, Language, Command Line Arguments, Starting GIMP the first time. First Steps with Wilber: Basic Concepts; Main Windows; the toolbox, image window, dialogs and docking, Undoing; things that cannot be undone, Common Tasks; intention, change the size of an image for the screen, change the size of an image for print, compressing images, crop an image, find info about your image, change the mode, flip an image, rotate an image, Separating an Object From Its Background; How to Draw Straight Lines, Intention, Examples. Getting Unstuck: Getting Unstuck, Common Causes of GIMP Non-Responsiveness. Another good news is that the guide does not end here. Buying this book makes you eligible for a 939-page GIMP book for free. It's a full colour book.Get started today by clicking "Add to Cart"

Ce titre de la collection Studio Factory détaille chaque fonction du logiciel gratuit de retouches d'images The Gimp (version 2.2) en environnement Windows, Linux et Mac OS X. Après une présentation de l'interface, vous découvrirez

comment créer vos premières images, comment les imprimer et les enregistrer. Vous apprendrez à créer des calques et à gérer les canaux des images, à créer des chemins pour détourer une image ou effectuer des sélections très précises. Vous découvrirez les autres techniques de sélection et apprendrez à modifier l'image à l'aide des outils de dessin bitmap, des transformations, des filtres et à utiliser les techniques qui permettent la correction des couleurs. A travers quelques exemples, vous verrez comment créer des objets tels que brosse, sphère, logo, motif, comment ajouter et mettre en forme le texte et appliquer rapidement des effets sur une image à l'aide des Script-Fu. Vous apprendrez à créer une animation et à modifier les séquences avec Gimp Animation Package. Enfin, un chapitre spécial est dédié aux utilisateurs de Photoshop pour faciliter leur transition vers The Gimp.

More than just a book! Get comfortable with the latest version of GIMP. Don't just read about it: see it, hear it, with step-by-step video tutorials and valuable audio sidebars. Way more than just a book, this is all the help you'll ever need…where you want, when you want! Learn Fast, Learn Easy! Using web, video, and audio · Show Me video walks through tasks you've just got to see—including bonus advanced techniques · Tell Me More audio delivers practical insights straight from the experts · Let Me Try It tasks break down the complex into easy-to-follow, step-by-step sequences James Pyles is a consultant, author, editor, and technical writer. He has worked as a support technician for a city government IT department, a wireless network vendor, and supported a usability lab for Hewlett-Packard (HP)—and so is familiar with technology from a hands-on perspective. His most recent book is PC Technician Street Smarts 2nd Edition (Sybex, October 2009), completely updated for the 2009 version of the A+ exams. He's also written MCTS: Microsoft Office SharePoint Server 2007 Configuration Study Guide: Exam 70-630 (Sybex, March 2008) and SharePoint 2007: The Definitive Guide (O'Reilly, September 2007). In addition, James regularly contributes to Linux Pro Magazine and occasionally writes for Ubuntu User Magazine.

In the book ¿GIMP for Textile Design¿ you will learn such essential skills as color reduction, recoloring a design, repeats (square and half-drop), photodraping (texture mapping) bodies, and creating plaids. You¿ll also learn many tricks that will give you the skills to handle the most challenging designs. My hope is that you will feel as though you were literally taken by the hand while you¿re being introduced to all aspects of textile design (and have fun doing it). The CD that is included with this book will give you a multitude of images, weaves and photographs to practice with. Besides practice images there are also color charts will help you match colors accurately and quickly. The original textile designs on the CD will give you the varied experiences you will need to be comfortable in any design situation (apparel, home furnishings, textile converter)

As a full-featured, free alternative to Adobe Photoshop, GIMP is one of the world's most popular open source projects. The latest version of GIMP (2.8)

brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes, patterns, selections, layers, modes, and masks, you'll learn: –Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors, produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo –Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders –Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering –Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: –Improve the lighting and composition of images –Remove distortions and noise to make old and damaged photos look like new –Create stunning panoramas and digital collages using a series of photos –Make, edit, and export custom textures, logos, and animated GIFs –Work with selections, channels, and masks to edit images like a pro –Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.

Demonstrates the Linux-based computer graphics program's features, explaining how to manipulate images, blend and merge layers, create special effects, and prepare images for the Web.

The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

A handy compact guide to GNU Image Manipulation Program (GIMP) version 1.2 explains how to use the popular open source image editor and design application, discussing the function of

each menu item, offering tips on the techniques of image manipulation, and describing the file formats supported by GIMP. Original. (Intermediate)

This Guide (Manual) is Part 2 of a series of e-books. Part 2 explores character drawing using the GIMP application software. You will follow the steps illustrated in the book, thereby learning new tools and functions of the GIMP software. You will cover 2 methodologies in character design. GIMP version: 2.10.8

A great GIMP guide makes a great GIMPing Brighter Days with GIMP is a step by step user manual compiled in the order by which the GIMP authors wrote the Program's manual. GIMP (GNU Image Manipulation Program) is a free multi-platform photo manipulation tool. The GIMP is suitable for a variety of image manipulation tasks, including photo retouching, image composition, and image construction. This book covers GIMP from A to Z. Chapter 1. Introduction Chapter 2. Fire up the GIMP Chapter 3. First Steps with Wilber Chapter 4. Getting Unstuck Chapter 5. Getting Images into GIMP Chapter 6. Getting Images out of GIMP Chapter 7. Painting with GIMP Chapter 8. Combining Images Chapter 9. Text Management Chapter 10. Enhancing Photographs Chapter 11. Color Management with GIMP Chapter 12. Enrich my GIMP Chapter 13. Scripting Plus an unusual bonus section. The part three of this book is totally free. Part III: Detailed Function Reference. Part III (three) explains function Reference in a detailed form with fully colored images, its chapters includes: Chapter 14: Tools, Chapter 15: Dialogs, Chapter 16: Menus and Chapter 17: Filters. The above listed chapters have sections and sub sections all treated in detailed ways. A great way of knowing more about GIMP 2.8. Make your style with GIMP positively different.

Learn all the essential stitches and skills you need to master the colorful art of plastic lacing. 17 simple but fun projects are provided for making zipper pulls, key chains, bracelets, decorations and more, using both 4-strand and 6-strand lacing techniques. Every braid is clearly illustrated, so instructions are a cinch to follow.

I will show step-by-step instructions how to use two online tools to make several kinds of maps from randomized fractal maps. The value in this book isn't the original maps, which are free. The value is in the techniques used to turn those maps into 3d, contour, and highly detailed maps by using digital techniques in the book. Also I show how to create a better outline map. You don't actually draw the map. You pick which one you like from a random created map. Doing so only takes a few steps - depending on what details you want - and can be done whenever you want. I show how to make highly detailed maps. It's pretty easy. Just a few buttons and setting adjustments to automate results which I show. It's much easier than drawing or using digital brushes although you depend on randomly made maps. Ideal chunks of 100 pixels or less clips. Even better are 3 to 20 pixel clips such as the small island.

GIMP for Absolute Beginners gives us an easy way to use the power of GIMP, and enjoy digital photography and graphics without worrying about application features. GIMP is a powerful open source graphics and digital imaging application with almost all the features of its proprietary counterpart, Photoshop. But many of us are photographers and artists first, and we like to use our tools without having to think about them too much. GIMP for Absolute Beginners gets us to this stage without patronising users who haven't used GIMP before. But what can we actually do with photos and graphical images? These questions are answered in a photo projects chapter as well as a chapter on digital painting: Starting with making small changes to photos and adding information to them to creating paintings and drawings without photographic input. GIMP for Absolute Beginners covers the newest version of GIMP, version 2.8, so you can be sure the book covers the latest GIMP features. **The print version of this book is black & white, but the ebook version is in color on color-enabled devices. **

GIMP ist ein mächtiges Open-Source-Programm zur Bildbearbeitung. Einsteiger – aber auch Photoshop-Umsteiger – sind oft von den zahlreichen Möglichkeiten, die das Programm bietet, überfordert. In GIMP - kurz & gut werden alle Menüs und Dialoge vorgestellt und leicht

verständlich erläutert, die der GIMP-Benutzer in dem Bildbearbeitungsprogramm vorfindet. Ebenso werden alle Werkzeuge, die in GIMP zur Verfügung stehen, in GIMP - kurz & gut erklärt. Ein Glossar führt in alle Fachbegriffe und in die gängigsten Arbeitsprozesse der Bildbearbeitung ein. Basis für GIMP - kurz & gut ist GIMP 2.6.x. Es besteht aus folgenden Abschnitten: Die Oberfläche von GIMP, Werkzeuge, Menüs, Docks und Dialoge, Optionen und Parameter, Glossar.

Presentation (Handout) from the year 2011 in the subject Art - Computer Art / Graphics / Art in Media, Indian Institute of Science (Freelance artist), course: Abstract art, language: English, abstract: I hereby present the results of using GIMP to produce high quality wallpaper images or digital abstract art. It is evident that it is not only need to be used as a photo editing software but can also be used very creatively. And these art can be sold as wall papers or wall Frames etc.

Learn the practical techniques of digital image manipulation. Out of the hundreds of functions and filters in the GIMP, which were the right ones to use, and why?

Image editing is a crucial element in the photographic workflow. Image editing tools, most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.8 for Photographers is a beginner's guide to the only open source image editing tool that provides a no-cost alternative to expensive programs such as Photoshop. Topics include the new user interface and tools, the basics of image editing and simple adjustments, advanced techniques using layers and masks, developing RAW images, working with the improved text tool, and preparing high-quality black-and-white images. The most important editing functions are presented in individual, easy-to-follow workshops. A bonus section on the included DVD describes special techniques for web graphics. GIMP 2.8 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP.

A two-in-one guidebook and reference manual to the free graphics-editing program provides a comprehensive introduction to GIMP's many features while offering step-by-step instructions for a series of projects that encompass photo retouching, logo animation and website visuals. Original.

Obtain techniques for adding color to black and white or monochrome photographic images using GIMP. In this book you'll also learn to create a hand-tinted effect to add an element of antiquity. Pro Photo Colorizing with GIMP also teaches techniques that enable you to selectively colorize images, mixing black and white with color. There are also tips to go the opposite way: converting color images into black and white (there's more to it than just removing color). Written with both beginning and experienced GIMP users in mind, Pro Photo Colorizing with GIMP shows you how to colorize black and white images to achieve a high degree of realism. What You'll Learn Gain a basic overview of the GIMP workspace, tools, color palettes, layers, and layer masks Learn how to make the proper tonal adjustments to black and white images before starting the colorizing process Complete simple colorizing exercises for beginners and progress to more advanced colorizing techniques Colorize skin, teeth, hair, and eyes Create a nostalgic hand-tinted look and selectively colorize (mixing color with black and white) to create interesting images Use textures and patterns to create artistic colorized images Properly convert color images into black and white Colorize black and white portraits, and re-colorize old faded color portraits Who This Book Is For GIMP users (but users of other photo editing software packages can benefit as well). It is especially useful for those who edit photographs, restore old photographs, or those who want to apply colorizing techniques for artistic effect.

Image editing has become a crucial element in the photographic workflow. Image editing tools,

most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.6 for Photographers is a beginner's guide to the only open source image editing tool that provides a low-cost alternative to expensive programs such as Photoshop. Topics include the basics of image editing and simple adjustments, as well as advanced techniques using layers and masks, stitching panoramic images, and preparing high-quality black and white images. The most important editing functions are presented in individual, easy-to-follow workshops. GIMP 2.6 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP. The upgrade to GIMP 2.8 that is discussed in the book can be found at rockynook.com for a preview and more details.

Learn the GIMP from the Ground UpIn this book I'll show you how to use the Gnu Image Manipulation Program (GIMP), a free Photoshop like program, to produce professional looking, high quality graphics on a budget. The book uses the creation of book covers for self-publishing as the basis for demonstrating the use of the program. The techniques demonstrated can be used to create stunning graphics for any purpose including display on the Web.Now I Can use GimpI downloaded Gimp a while back, but thought it would take me forever to figure out how to use it in my spare time. Now Brian comes along with this book and explains how to do the one thing I need to do most--design book covers! I don't have to sift through the entire software manual anymore. Brian gives the essential information and offers links to many great examples of book covers. This book is an excellent value for self-publishing authors who want to go beyond the Kindle Cover Creator without paying for expensive software like Photoshop.---KschimmelwriterThis book provides material suitable for the absolute beginner and includes information on how to install all required tools and resources. It then goes on to show you how to use those components to produce unique, professional looking, and high quality graphics suitable for use as book covers for self-publishing. The course includes information on graphic composition that can be used to cause the most important elements of your image to stand out.Note: I discuss the use of the GIMP on a PC running Microsoft Windows 7. If you're a Linux or Mac user, the GIMP is also available to you, and information in this book beyond installation should be fully applicable.Sell More of Anything with Professional Looking GraphicsThough you shouldn't judge a book by its cover, the truth is that most people do exactly that. Why not produce the best impression you can by displaying stunning graphics mixed with text. Whether you're selling books or some other product, graphics that can capture the customer's attention will give you a leg up in differentiating yourself from your competition.This Book Includes Everything You Need to Know to Become Proficient with the GIMP Installing and Running the GIMP Creating a Simple Book Cover Working with Layers and Selections Loading Fonts and Using Font Effects Buying and Manipulating Inexpensive Images Creating Colored Boxes Using Layer Masks Sroking a Path Putting It All Together Learn to Create Stunning Book Covers and MoreWhy focus on book covers? The course benefits from having a specific focus and I'm the most familiar with using the GIMP to create book covers. Besides, you only need to know the fundamentals of using the GIMP to produce book covers. Don't worry, you can still create amazing images for the Web and beyond using the basics of the GIMP.Informative. Nice to know!!Very informative and nice to know. Very useful for the beginner and advanced alike. Thank you for writing this book !!---Ernie A.Expect to spend several days to weeks digesting all the information provided in this course.Start Today!Silly as it may seem, your book cover is the first characteristic of your book that is likely to distinguish you from the crowd. Why not spend some time learning how to produce a quality, professional looking book cover for your self-published work using free tools and inexpensive professional quality images?About the AuthorHi, I'm Brian Jackson. I'm a self-

published author, publisher, web site designer and cover creator for both myself and my wife, author Melanie Jackson. I originally began using the GIMP while working for Cisco Systems in the Silicon Valley.---Brian

As a full-featured, free alternative to Adobe Photoshop, GIMP is one of the world's most popular open source projects. The latest version of GIMP (2.8) brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes, patterns, selections, layers, modes, and masks, you'll learn: Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors, produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

Learn how to use these two powerful tools with one of the best free image and photography editors. Second edition with added contents.

Documents the life story of the star of the documentary "Murderball," recounting the accident that rendered him a quadriplegic, his Olympic achievements, and his defiant determination to enjoy a regular life.

Copyright: fc56c960a935241c44bc8c8588162a78