GIMP for Photography, Special Effects, and Design

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 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.

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 blur, alter depth of field, simulate a tilt-shift, and fix rips in an old photo.
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- 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.

About the author:
Michael J. Hammel has been involved with GIMP since version 0.54 and was a contributor to the early development of the program. Hammel wrote a column on GIMP for Linux Format for three years and is the author of The Artist’s Guide to the GIMP and Essential GIMP for Web Professionals. He is an embedded software engineer living in Colorado Springs.

The world’s finest software is free:
GIMPのための特殊効果と設計

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INDEX

Numbers
3-D package designs
   cleaning up edges, 166
   creating patches, 162
   creating side of box, 164
   front of box
      adding text to, 163
      overview, 160–162
   merging front and side panels, 164–166
   overview, 160, 166

A
active image preview window, 5
Add Alpha Channel option, 14, 66
Addition mode, 20
Add Layer Mask option, 23, 65
advertising. See also effects
3-D package designs
   cleaning up edges, 166
   creating patches, 162
   creating side of box, 164
   front of box, 160–162, 163
   merging front and side panels, 164–166
   overview, 160, 166

selecting stock images, 156
   text layer, 157–158
   vignette, 156–157
iPods
   drawing earphones, 215
   overview, 212–214
   placing in pocket, 215
   shadows, 216
   print vs. web, 151–152
   stock images, 152–153
   tips for, 217
Airbrush tool
   creating boxes using, 162
   overview, 4, 13
   softening images with, 211
   using in photo restoration, 99–101
Alignment of text, 161, 255
Align tool
   creating tabs with, 133
   overview, 3
   using with text, 158, 222
Allow resizing checkbox, 124, 177
alpha blending technique, 26
alpha channel, 14, 25, 66, 281
Alpha to Selection option, 67
Anchor Layer option, 124, 281
anchors, 38
Angle value, 16
antiquing images
   increasing middle grays, 79–80
overview, 78–79
sepia tones, 80–81
application icon project, 143–148
Apply Layer Mask option, 145, 260
Arbitrary Rotation option, 192, 276
Aspect Ratio option, 125
Autolevel option, 115

B
background color box, 169
Background layer, 13
   backgrounds
      adding sun to, 274–275
      cropping graphics of, 134–135
      isolating subject from, 259–260
      removing, 176
      replacing, 177
      restoration of, 103–104
      in web design, 149
banners
   adding foreground graphics, 135–136
   colorizing, 136
   cropping background graphics, 134–135
   enhancing glow, 135
   exporting and saving, 137
   opening windows, 136–137
   overview, 134
Basic Dynamics option, 12, 110, 215
Behind mode, 20
Bitstream website, 255
blending action, 262–263
blending layers, 74
Blend mode, 11
Blend tool
   adding gradient fills with, 144
   adding highlights with, 147
   creating steam effect with, 65
   enhancing glow with, 135
   miniaturizing scenes with, 113
   overview, 3
Blobs layer, 229
blurring to miniaturize scenes, 114
Blur/Sharpen tool, 4
   borders
      adding in reflective glass effect, 167–168
      in logos, 140–141
      metallic, 179–180
Bottle Shape layer, 186
   bounding boxes, 54, 256
   Brightness-Contrast dialog, 47, 73, 97
brushed metal text effect, 222–225
Cascading Style Sheets (CSS)
overview, 117
using for design, 149
Chart Foreground Color
dialog, 169, 181
Channel Mixer feature, 78–79
Channel to Selection button,
122, 131, 241
checkered pattern, 144–145
clipart in logos, 140–141
Clone tool, 4, 48, 270
colorizing, defined, 4
cloth pattern, 47–48
clouds
combining filters, 64
Difference Clouds filter, 64
Fog filter, 64
overview, 62
Plasma filter, 62–63
Solid Noise filter, 63–64
steam effect, 64–65
tips for, 66
CMYK color mode, 24
color
adding to buttons, 127–128
adding to tabs, 131
in advertising, 153–154
choosing in web design, 150
coloring stars, 271
colorizing banners, 136
measured in degrees
Kelvin, 115
previews of swatches, 4–5
Color Balance tool, 115
colored brushes, 14–15
colored layers, 121
colored lighting
cool lighting, 209
highlights, 210
overview, 208
softening images, 211
warm lighting, 210
color enhancement, 60
Color Erase mode, 20
Colorize tool, 23
Color mode, 21
color modes, 24–26
Color Picker tool, 3, 103, 110
Colors menu, 7
color spaces, 24
color swaps
changing Quick Mask
color, 84–85
choosing destination
colors, 83
creating complex
selections, 84
duplicate layers, 86
isolating objects, 82–83
overview, 82
painting selections, 85–86
Compensate for darkening
checkbox, 226, 232
complex selections, 84
compositing, defined, 19
Concrete texture pattern,
46–47
Configure Color and Opacity
option, 84
Configure Grid option, 41,
185, 197–198
darkening
Overview, 117
using for design, 149
css Zen Garden website, 118
Cube City effect
adding color to, 200
adding highlights to,
200–201
creating face of buildings,
197–198
making face cube, 199
multiplying buildings,
199–200
overview, 197
Curve Bend filter, 142
crop tool, 3
crown of flames, 264–265
CSS (Cascading Style Sheets)
overview, 117
using for design, 149
css Zen Garden website, 118
cube City effect
adding color to, 200
adding highlights to, 200–201
creating face of buildings,
197–198
making face cube, 199
multiplying buildings,
199–200
overview, 197
curve Bend filter, 142
cropping background
graphics, 134–135
crown of flames, 264–265
CSS (Cascading Style Sheets)
overview, 117
using for design, 149

css Zen Garden website, 118

D
Darken Only mode, 20
Dark Pill layer, 122
degrees, Kelvin, 115
depth, adding to gears
illustration, 195–196
depth of field
adding, 90
isolating foreground, 88–90
overview, 87
Desaturate option, 46, 63
effects, continued

shiny emblems
  adding inner borders, 181–182
  adding raised lettering, 182–184
  creating emblems, 181
  creating metallic borders, 179–180
  overview, 179

soft focus
  adjusting light and shadow in high pass layer, 73
  blending layers, 74
  fine tuning, 74
  high pass filter, 72
  merging layers, 72–73
  overview, 71–72

tips for, 115, 217

underwater
  adding diffused light, 204–205
  adding rays of light, 205–206
  creating waves, 203–204
  intensifying light, 206–207
  overview, 202

wine bottles
  adding highlights to, 187–188
  drawing, 185–187
  making labels and trim, 188–189
  overview, 185

Emboss filter, 217, 241, 248
embossing in advertising, 217

Emulate brush dynamics checkbox, 110
Enable antialiasing checkbox, 199
Enable Brush Dynamics option, 215
enhancing scanned images, 99–100
Eraser tool, 4, 13
EXIF (Exchangeable Image File) format metadata, 59–60
existing pixels, 20
Expand from center option, 28
Experimenting with effects, 115
Export Image as Brush dialog, 15
exporting, 150
  banners, 137

F

facial blemishes, 102–103
feathering selections, 33–34
Feather option, 175
FG to BG option, 125, 202
FG to Transparent gradient, 110, 123, 147
file formats
  overview, 59
  for web design, 149–150
File menu, 7
Fill Whole Selection option, 81
Filters menu, 8
Fire Girl project, 259–265
Fixed option, 28, 125
flame coloring, 264–265
Flatten Image option, 48, 269
Flip tool, 3
Flip Vertically option, 195
flow value, 13
Fog filter, 64
fonts
  choosing, 156
  creating maps of, 256
  finding, 255
  using, 255
foreground
  adding graphics to, 135–136
  isolating, 88–90
Foreground color icon, 227
Foreground RGB setting, 145
Foreground Select tool, 3, 30, 32–33
Free Select tool, 2, 30–31, 100–101
frost text effect
  adding snow, 243–244
  bringing text forward, 241–243
  creating background and text, 240–241
  creating falling snow, 244–245
  overview, 240
Fuzzy Select tool, 2, 31, 84

G

Gfig tool, 43
GIF format, 53
glass-edged reflection, 250
glow
  adding, 249–250
  enhancing, 135
Gradient editor, 51–52
Gradient Flare filter, 271–272
Gradient Reverse button, 216
gradients
  adding to tabs, 130
  in advertising, 217
  custom, creating, 273–274
  fills in icons, 144
lines
  spacing of, 156
  straight, drawing, 41
Linotype website, 255
liquid metal text effect, 228–230
Lock Alpha Channel option, 44, 92, 201, 213
logos
  borders and clipart, 140–141
  centering text, 142
  creating text, 138–140
  overview, 138
  watermarks, 141–142
lossless compression, 59, 149–150
lossy, defined, 149
Lower Highlight layer, 122
lower highlights, 122–123
Luminosity option, 259–260
M
Make Seamless filter, 49
  manually copyfitting, 256
Map backwards checkbox, 205
Map from top checkbox, 205
marching ants, 27
mask layer, 158–159
masks, creating from selections, 33–35
Measure tool, 3
menus, overview, 6–8
Merge Down option, 102, 264, 283
Merge Visible Layers option, 276
metal buttons
  adding color to, 127–128
  adding reflections to, 126–127
  overview, 125–126
metallic borders, 179–180
middle grays, increasing, 79–80
miniaturizing a scene blurring, 114
  overview, 113–114
Mobsterville project, 280–285
model release, defined, 152–153
modes
  Layers dialog, 17–19
  overview, 11, 17
  paint, 19–21
  selections, 29–30
  tips for using, 23
  using layer mask to colorize images, 22–23
  using layer mode to colorize images, 22
Motion Blur filter, 177, 181, 226
Move an Object button, 43
Move the Active Layer option, 127, 142
Move tool, 3, 18, 65
Multiply mode, 11, 20
Multi-Window mode, 1–2
N
native mediums, 118
neon signs
  adding glass-edged reflection, 250
  adding glow, 249–250
  built-in effects, 246
  creating backgrounds, 246–247
  overview, 246
  preparing neon tubes, 247–249
New Guide option, 8, 120
New Layer option, 43, 46
new pixels, 20
nodes, 32
Normal mode, 20
O
Offset option, 182–183, 283
Oilify filter, 77
opacity, defined, 11
ordinary brushes, 14–15
Orientation tab, 199
ornamental elements, 261–262
outer glow, 110–111
Overlay mode, 11, 20, 115
P
Paint Along Path icon, 110
Paintbrush tool, 3, 13, 41
painting. See drawing
paint modes, 19–21
parametric brushes, 15–16
paths
  creating, 162
  multiple, 101–102
  single, 100–101
.pat extension, 45
.paths, 38–40, 56–57
Paths tool, 3, 42, 109
Patterns
  adding to icons, 145–146
  checkered, 144–145
  concrete texture, 46–47
  overview, 45–46
  previews of, 5
  simulated cloth, 47–48
tileable, 48–49
tips for using, 52–53
Pencil tool, 3, 12, 237
Perspective Clone tool, 4
Perspective tool, 3, 165, 200
photographic effects. See effects
photo restoration. See restoration
photos. See images
photo to sketch effect
  adding depth, 76–77
  adding touches, 77
  converting images to sketches, 75–76
  overview, 75
Pick filter, 238, 242–243
Plasma filter, 46, 62–63
PNG format, 26
Prewitt compass algorithm, 261
popping, defined, 174
popping image effect
  adding drop shadows, 177
  adding text, 178
  enhancing details, 175
  isolating image, 174–175
  overview, 174
  removing backgrounds, 176
  replacing backgrounds, 177
predefined shapes, drawing, 43–44
Preferences dialog
  overview, 8
  resource folders, 10
  shortcuts, 9
  undo levels, 9–10
Prewitt compass algorithm, 261
print advertising, 151–152
print projects, 255
Q
Quick Mask feature, 34–35, 84–85
Quick Mask to Selection button, 103

R
Radius setting, 15–16
rain effect, 281–282
raised lettering, 182–184
Randomize checkbox, 203
Random Seed value, 226
rasterized text, 255
Rate value, 13
RAW formats, 59
rays of light, 205–206
Rectangle Select tool, 2, 41, 82–83
Red Eye Removal tool, 60
reflection effect
adding to buttons, 126–127
on glass
adding shadows, 93–94
adding surface for reflections, 92–93
creating reflections, 92
overview, 91
placing reflections on surfaces, 93
preparing for, 91–92
on lake
adding ripples, 96–97
adding waves, 97–98
creating initial reflections, 96
overview, 95–96
reflective highlights, 169–172
Remove All Guides option, 120, 145
Replace mode, 176
resource folders, 10
restoration
backgrounds, 103–104
enhancing scanned images, 99–100
facial blemishes, 102–103
with multiple patches, 101–102
overview, 99
with single patch, 100–101
Retinex tool, 69
Reverse button, 53, 93, 189
RGB color mode, 25–26
RGB Noise filter, 46–47, 195, 224
Ripple filter, 203
ripples, adding, 96–97
rips
overview, 66
ripping image edges, 66–67
tips for, 67
Rotate 90° clockwise option, 48, 192
Rotate 90° counter-clockwise option, 164
Rotate 180° option, 191
Rotate tool, 3, 44, 187
Round brush, 41
Rounded Corners option, 120, 129
Round Fuzzy brush, 74
rulers, 8

S
Saturation mode, 21
saving banners, 137
Scale Image option, 134, 268
Scale tool, 3, 65, 199
scanned images
enhancing, 99–100
for web design, 150
Scissors tool, 3, 32
Screen mode, 20
Select by Color tool, 2, 32, 260
Selection from Path button, 170, 186
Selection Mask copy channel, 122
selections
complex, 84
costants, 28–29
creating masks from feathering, 33–34
overview, 33
Quick Mask feature, 34–35
discarding, 35–36
discarding, 35–36
editing, 27–28
effects and, 115
Foreground Select tool, 32–33
Free Select tool, 30–31
Fuzzy Select tool, 31
modes, 29–30
overview, 27
painting, 85–86
Scissors tool, 32
Select by Color tool, 32
tips for using, 37
tools for, 27
working with, 36–37
Select menu, 7
Select Transparent Areas option, 111
sepia tones, 80–81, 115
shadow masks, 105–107
shadows
adding on glass, 93–94
adjusting in high pass layer, 73
shapes
irregular, drawing, 42–43
predefined, drawing, 43–44
simple, drawing, 41–42
Shape setting, 49–51
Sharpen filter, 200
sharp scans, 115
Shear tool, 3
shiny emblem effect
adding inner borders, 181–182
adding raised lettering, 182–184
creating emblems, 181
creating metallic borders, 179–180
overview, 179
shortcuts, 9
Shrink option, 44, 107, 193
simulated cloth pattern, 47–48
Single-Window mode, 1–2, 6
sketch effect
adding depth, 76–77
adding touches, 77
converting images to sketches, 75–76
overview, 75
Slur filter, 243
Smudge tool, 4, 263
Snap to Grid feature, 185, 198
snow
adding to text, 243–244
falling, creating, 244–245
Sobel filter, 76
softening images, 211
soft focus effect  
adjecing light and shadow in high pass layer, 73  
blending layers, 74  
fine tuning, 74  
high pass filter, 72  
merging layers, 72–73  
overview, 71–72  
Soft Light mode, 20, 23, 74, 115  
Solid Noise filter, 63–64, 203  
Spacing setting, 12  
Sparkle filter, 240  
Sphere Designer filter, 272  
Spikes value, 16  
spray paint text  
adding text outline, 251–252  
 converting text to, 252–254  
 creating backgrounds, 251  
 overview, 251  
sRGB (standard RGB) color space, 24  
Star Field project, 266–272  
status area, 8  
steam effect, 64–65  
stock images  
overview, 152–153  
 selecting, 156  
straight lines, drawing, 41  
streaks of light  
embossing, 111–112  
inner glow, 111  
outer glow, 110–111  
overview, 109–110  
Stroke Path button, 41, 215  
Stroke Selection option, 37, 41, 242  
Stroke with a Paint Tool option, 41, 110  
Style Editor, 54–55  
subtle gradients, 150  
Subtract mode, 20, 170  
surfaces  
glassy, 169  
placing reflections on, 93  
for reflections, 92–93  
Swirl CW mode, 265  
symbols, 179  
T  
tabs  
adding color and highlights to, 131  
 adding text to, 130  
 creating, 132–133  
 giving depth to, 130–131  
 overview, 129–130  
text. See also type effects  
adding to buttons, 124  
 adding to tabs, 132  
 centering in logos, 142  
 creating, 54–55  
designs for  
fonts, 156  
mask layer, 158–159  
 overview, 155  
 selecting stock images, 156  
 text layer, 157–158  
 vignette, 156–157  
 overview, 54  
 paths and, 56–57  
 Text Editor, 56  
tips for, 57  
 Tool Options dialog, 55–56  
 Text Editor, 56  
text layer, 157–158  
Text tool, 3, 178  
textures  
adding, 195–196  
in advertising, 217  
3-D package designs  
cleaning up edges, 166  
creating patches, 162  
creating side of box, 164  
front of box  
adding text to, 163  
 overview, 160–162  
 merging front and side panels, 164–166  
 overview, 160, 166  
 Threshold level, 89  
 TIFF format, 59  
Tileable Blur filter, 49  
tileable patterns, 48–49  
To New Layer option, 102  
toolbox  
active image preview window, 5  
brush, pattern, and gradient previews, 5  
color swatches and tool previews, 4–5  
docking, 6  
 overview, 2–4  
 Tool Options dialog, 4  
 Tool Options dialog, 4, 55–56, 156  
 Tools menu, 7  
Top Reflection layer, 127  
transparency in web design, 150  
Transparency setting, 22  
Transparent background checkbox, 199  
tutorials  
clouds  
 combining filters, 64  
 Difference Clouds filter, 64  
 Fog filter, 64  
 overview, 62  
 Plasma filter, 62–63  
 Solid Noise filter, 63–64  
 steam effect, 64–65  
tips for, 66  
 overview of basic, 62  
 rips and cracks  
 overview, 66  
 ripping image edges, 66–67  
tips for, 67  
type effects  
 chrome and metal text, 222–230  
 brushed metal, 222–225  
 heavy metal, 225–228  
 liquid metal, 228–230  
distressed text, 236–239  
frost  
 adding snow, 243–244  
 bringing text forward, 241–243  
 creating background and text, 240–241  
 creating falling snow, 244–245  
 overview, 240  
gel type  
 creating text, 231  
 lightening text and adding drop shadows, 234–235  
 lighting effects, 233–234  
 overview, 231
Index 295

index 295

rounding surface of text, 231–233

neon signs
  adding glass-edged reflection, 250
  adding glow, 249–250
  built-in effects, 246
  creating backgrounds, 246–247
  overview, 246
  preparing neon tubes, 247–249
overview, 219–221

spray paint
  adding text outline, 251–252
  converting text to spray paint, 252–254
  creating backgrounds, 251
overview, 251

tips for
  alignment, 255
  creating font maps, 256
  editing layers, 256
  finding fonts, 255
  manually copyfitting, 256
  planning, 256
  print projects, 255
  rasterized text, 255
  using only needed fonts, 255

u

underwater effect
  adding diffused light, 204–205
  adding rays of light, 205–206
  creating waves, 203–204
  intensifying light, 206–207
overview, 202

undo command, 21
undo levels, 9–10
units, 149
unsharp mask filter, 100, 115, 134
upper highlights
  overview, 122–123
  stretching, 123–124
us letter template, 164

v

value mode, 21
view menu, 7
vignette, 156–157

w

warm lighting, 210
watermarks, in logos, 141–142
waves
  adding to lake image, 97–98
  creating, 203–204
w WAVES FILTER, 142, 229
web advertising, 151–152
web design
  gel buttons
    adding text to, 124
    colored layers, 121
    lower highlights, 122–123
    overview, 120
  stretch out upper highlights, 123–124
  upper highlights, 122–123
icons
  adding application IDs to, 148
adding highlights to, 147
adding patterns, 145–146
checkered pattern, 144–145
gradient fills, 144
masking bottom of, 146
overview, 143–144
logos
  borders and clipart, 140–141
  centering text, 142
  creating text, 138–140
  overview, 138
  watermarks, 141–142
metal buttons
  adding color to, 127–128
  adding reflections to, 126–127
  overview, 125–126
overview
  native mediums, 118
tools for, 118–119
tabs
  adding color and highlights to, 131
  adding gradients to, 130
  adding text to, 132
  creating, 132–133
  giving depth to, 130–131
  overview, 129–130
tips for
  adding contrast, 149
  busy backgrounds, 149
  choosing colors, 150
  exporting, 150
file formats, 149–150
scanning images, 150
subtle gradients, 150
transparency, 150
units, using correct, 149
using CSS for design, 149
website banners
  adding foreground graphics, 135–136
colorizing, 136
cropping background graphics, 134–135
enhancing glow, 135
exporting and saving, 137
opening windows, 136–137
overview, 134
whirl and pinch filter, 66
white backdrop layer, 177
white button, 23
white layer mask, 203
wind filter, 244, 253
windows
  casting light through overview, 105, 108
  setting up shadow masks, 105–107
windows menu, 8
wine bottle effect
  adding highlights to, 187–188
drawing, 185–187
making labels with trim, 188–189
overview, 185

z

zoom drop-down menu, 8
zoom out option, 274
zoom tool, 3