

## Multimedia Development 2

Lawrence Technological University

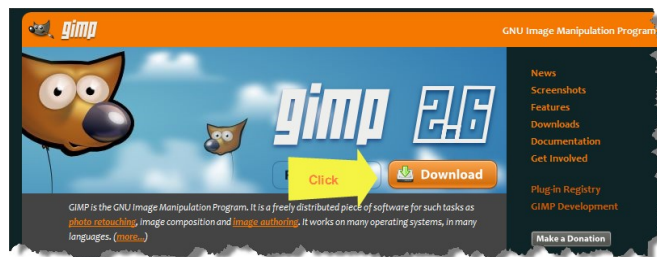
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## Gimp 2.6.6 – Open Source Graphic Editing Software – Tutorial

Download as of June 09: <http://www.gimp.org/>



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## PART 1: Objectives / Overview / Corresponding Assignment

Objective: To use open source software to manipulate an image.

### Overview: What is Gimp?

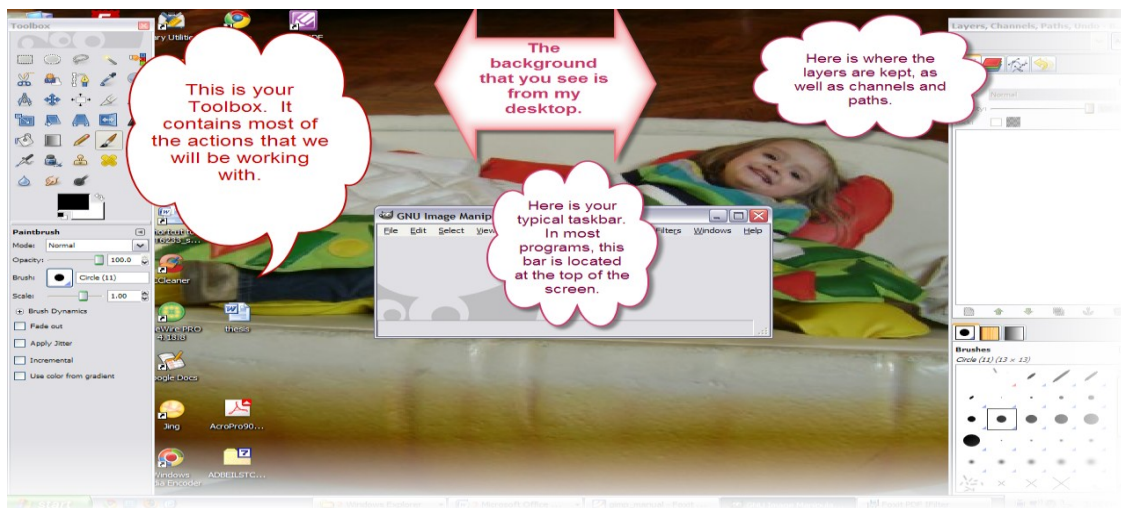
Gimp is commonly referred to as the open source or “free” version of Adobe’s Photoshop software. It is used to manipulate a pre-developed image or to create graphics that are suitable for various needs. Gimp is available free of charge and many tutorials can be found from their website.

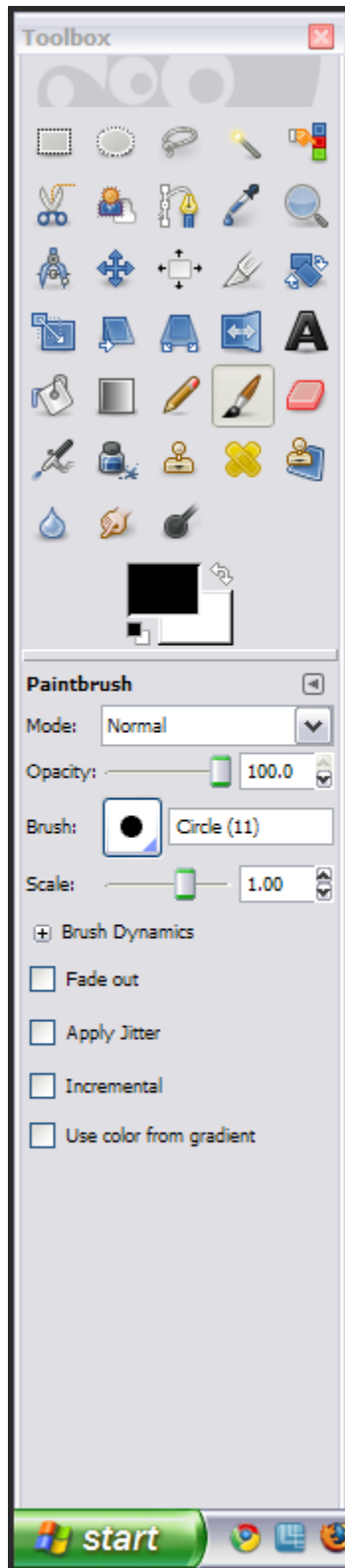
### Assignment: What will I need to do?

- Homework 1 – Gimp - While working with this tutorial, have Gimp open and complete the practice activity. When the practice activity is complete, save your file and submit the activity to the digital drop box within Blackboard.
- Project 1 – Blackboard Homepage – You will be creating a digital homepage within Blackboard. The specifics of this project will be found within the project 1 rubric. You will import this manipulated image into your Blackboard homepage.

## PART 2: Gimp Interface

1. Open the Gimp interface. You should see the below image. Read the captions, which point out the main features that we will be using.

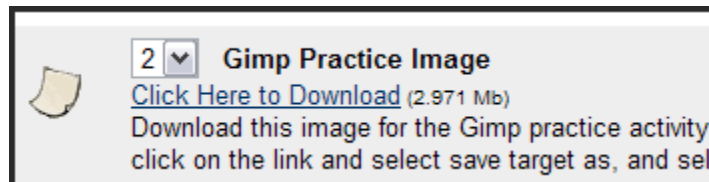




2. The image to your left is the **Toolbox**. This is where many of the graphic manipulations will take place. Each button has a specific purpose. Below are a few of the buttons that you may use often. These actions are similar to commercial brand image manipulation programs.

	Crop an object
	Move an object
	Text tool
	Scale tool
	Fill tool

3. Download the sample image that you will be using for your practice activity. It is located on Blackboard within the Gimp module, if you have not done so. Save it to your computer, preferably on your desktop.

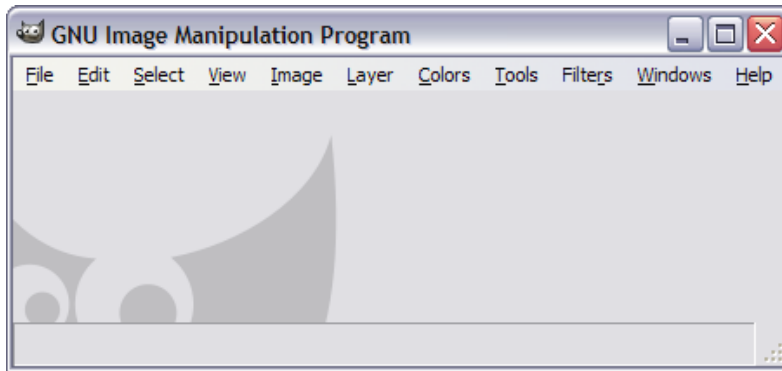


Notice the size of the image. It is approximately 3 Mb which is very large. Depending on your Internet connection, this image could take a few minutes to download. It's because this image is untouched that came directly from a digital camera. This image is about 7 megapixels. Most Web applications will not need that many megapixels. Basically, the more megapixels mean the clearer the image. If this image were for print, you would want a bigger pixel size, especially if you intend to create a very large image or poster. Since this is for the

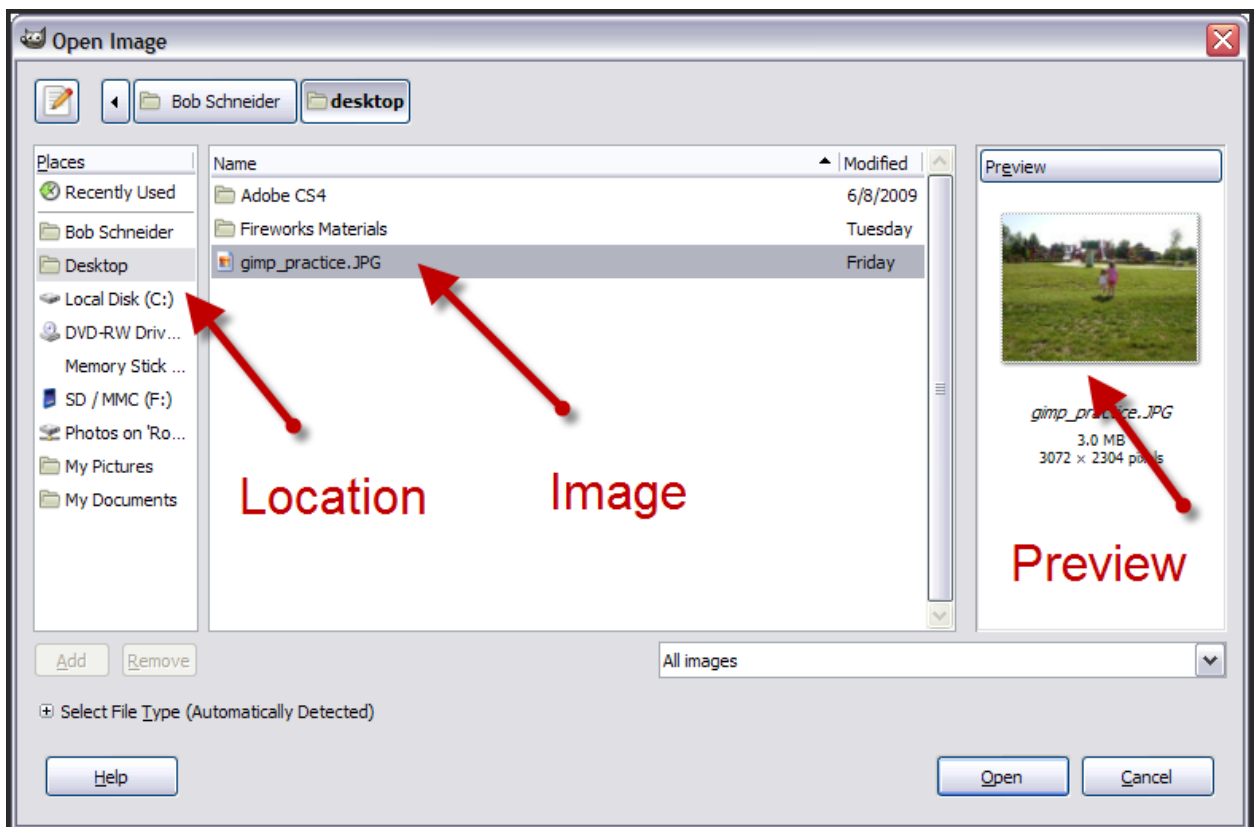
Web, we will want to compress and resize the image for fastest Web rendering. The general rule of thumb is to try and find the balance of size

and quality. Have you ever loaded a webpage and the images seemed to take forever to load? The reason is most likely due to an image that is too big for the site.

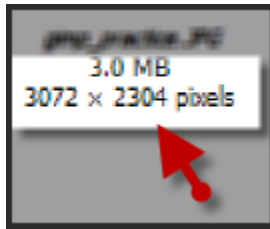
4. Now let's take a look at the **Main Menu** centered in the middle of the screen. Note that each of the 3 panels can be moved to your preference.



Throughout this tutorial, you will see the (>) button, which means another button is nested within that particular tool button. Click on the **File>Open>** and select the location of your image. If you saved the image to the desktop, your image will be located there.

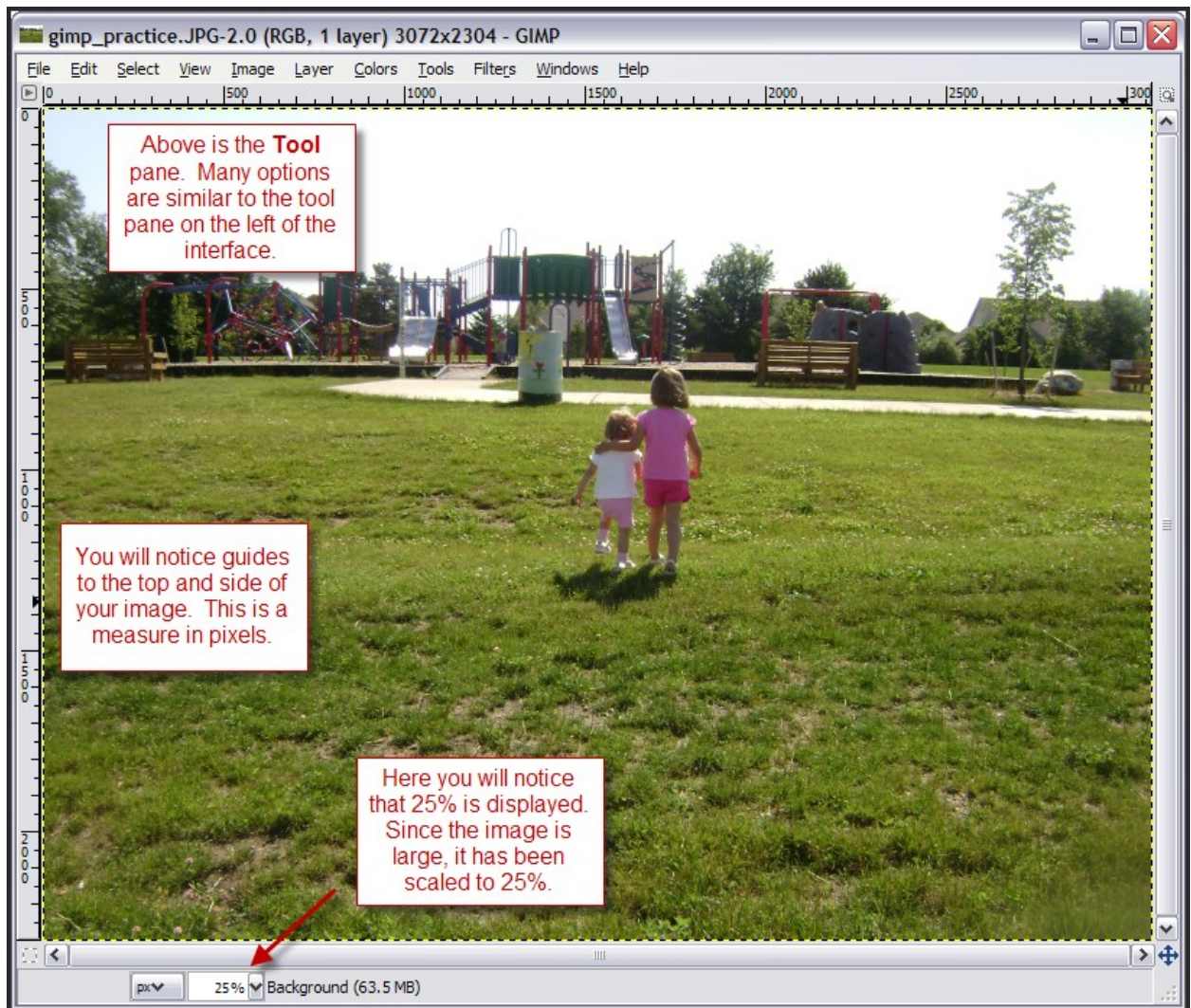






5. Notice the size and amount of pixels. 3072 X 2304 is not very Web-friendly. We will need to resize this later.

6. After the practice file has opened, it will be placed within the middle of your screen. Below is an example with a few key elements.



In many Web 2.0 applications, adding images allows you to customize your application. The applications will usually specify the size of the image that will be allowed to be uploaded to the web 2.0 applications. Example...the above image is 3072 X 2304. The image we will be creating in this tutorial is **500 X 500**. The image that you will be uploading to Blackboard is **150 X 150**. The units are pixels.

## 7. More about images and the Web...

When uploading an image to the Web for a Web 2.0 application, often a size in terms of pixels will be given. Some applications will allow you to upload an original, uncompressed image and set the parameters within the Web 2.0 application. The upside is that this method was designed to save you time, but when the user attempts to view a Web page with the image, the user only see the “resized” image. This image will take the same amount of time to load as the original. Keep this in mind when developing Web images. You save time during development but the user adds wait time for the image to load.

## 8. When optimizing images for the Web, is there a typical size to use?

Later in the semester, you will be developing a website using Google Sites™. When developing a website, your image size will vary according to your needs. Remember, the larger the image means the more time it will take for the image below. When considering image sizes, your very first consideration is screen resolution. Below is a table with sample screen resolutions:

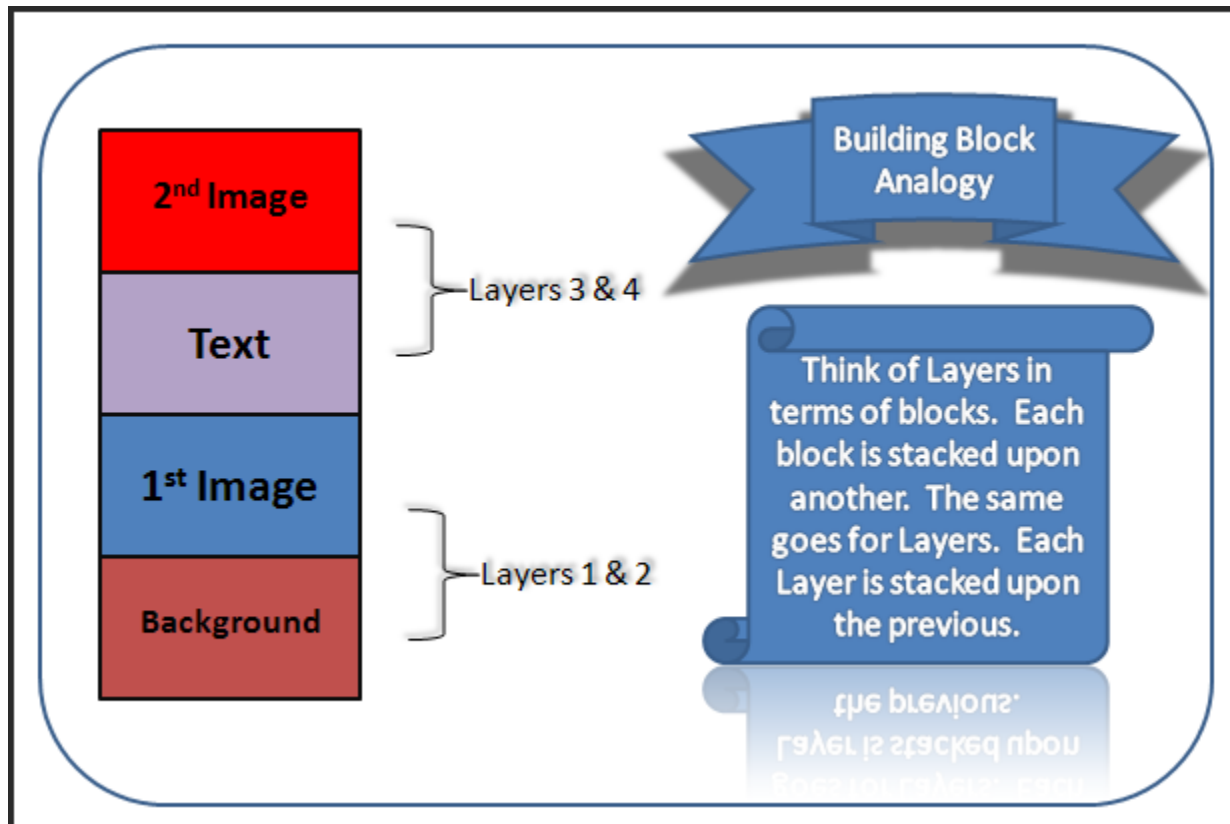
600 X 400 pixels	Very basic. Monitors smaller than 17 inches.
800 X 600 pixels	Average size. Many schools still use this resolution.
1024 X 768 pixels	Very common today with LCD technology.

More about images and the Web will be discussed when we learn about Web design and Google Sites™

## PART 3: Layers

### Organizing your Layers

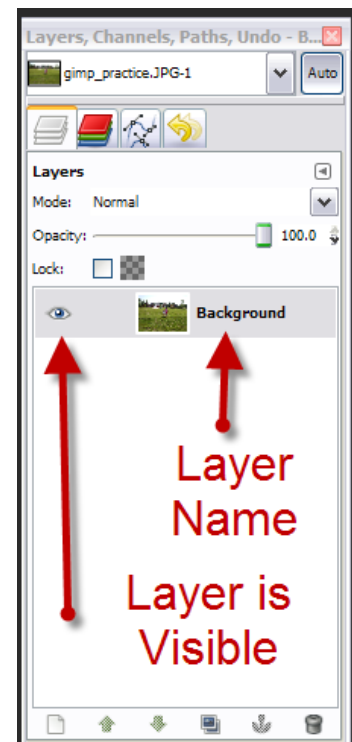
1. With the practice image in view, let’s begin by exploring **layers**. Think of **layers** as overhead transparencies, stacked on top of each other. Below is a graphic that demonstrates how layers work.

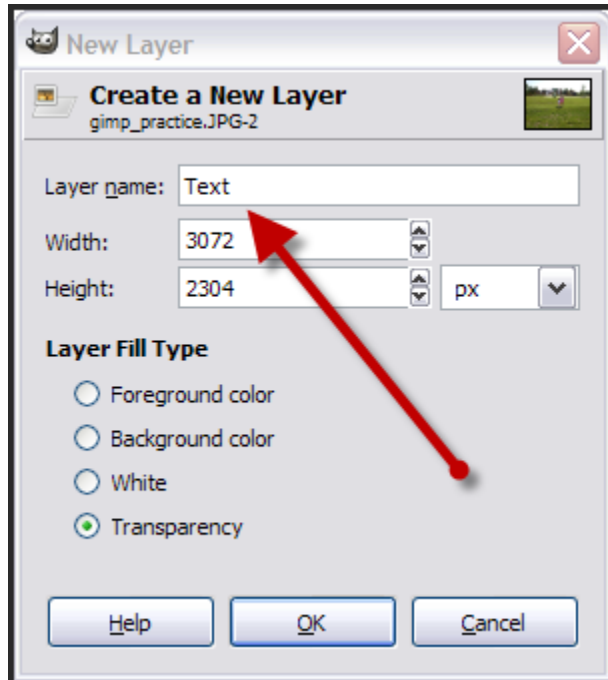


2. Look at the **Layers** panel that is located at the right of your screen. The image is called **Background**. Be sure that the eye to the left is visible like the picture. If it's not, click within the eye space to make sure your layer is visible. Click on the **"Background"** text and change it to "image". Now the name of the layer has changed and this will keep your project organized.

3. To create a new layer, right-click within the white area of the layers pane and select **"new layer"**. A new box will appear.

4. Rename this layer to **Text**. Set the background to **Transparent**. See image example below.





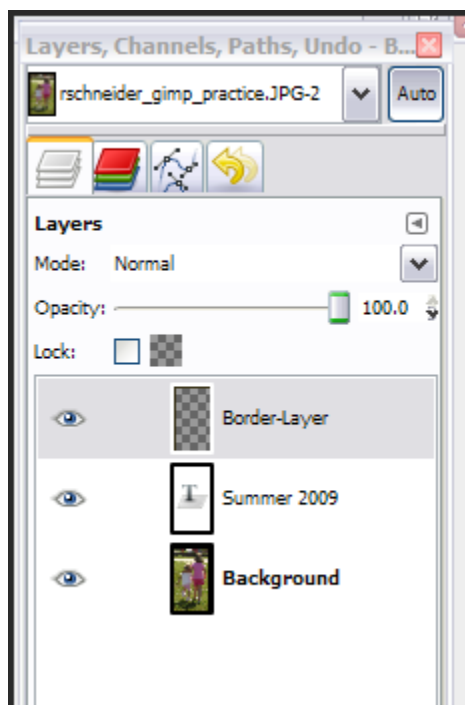
Leave the width and height from the newly created layer.

5. You should now see two layers displayed in the **Layers** panel. We now have a layer for text and a layer for our image.

6. Now **Delete** this layer by **Right-Clicking** on the text layer in the layers panel and selecting delete.

7. **Why did I just do that?** Each time we add new items to our project, Gimp will create them as layers. The next

image was taken from our **Final** project. We will have 3 total layers. Be sure that the layer you are working on is visible and selected.

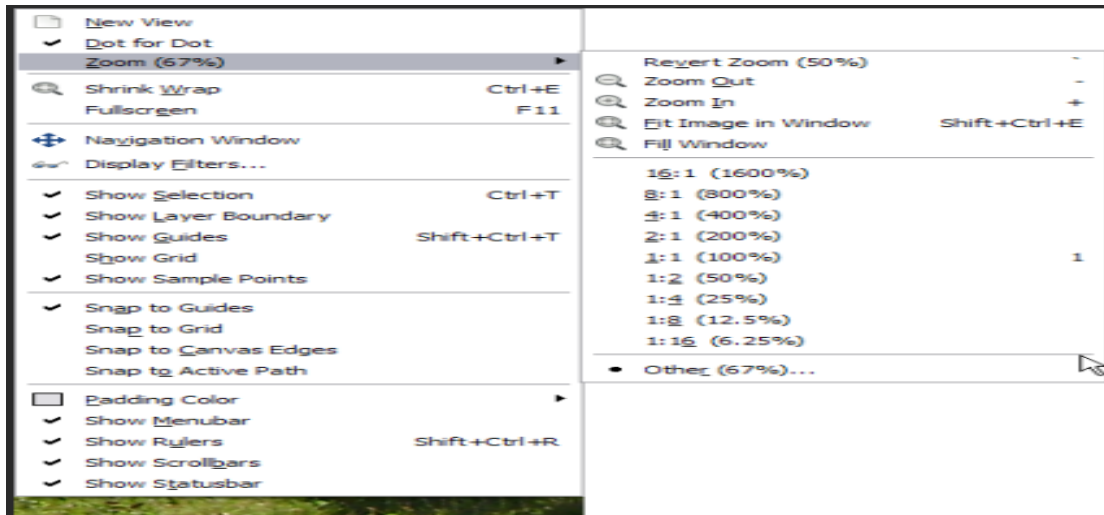




## PART 4: Zooming, Cropping, Adding Text, and Exporting

### Bringing an object in closer or zooming...

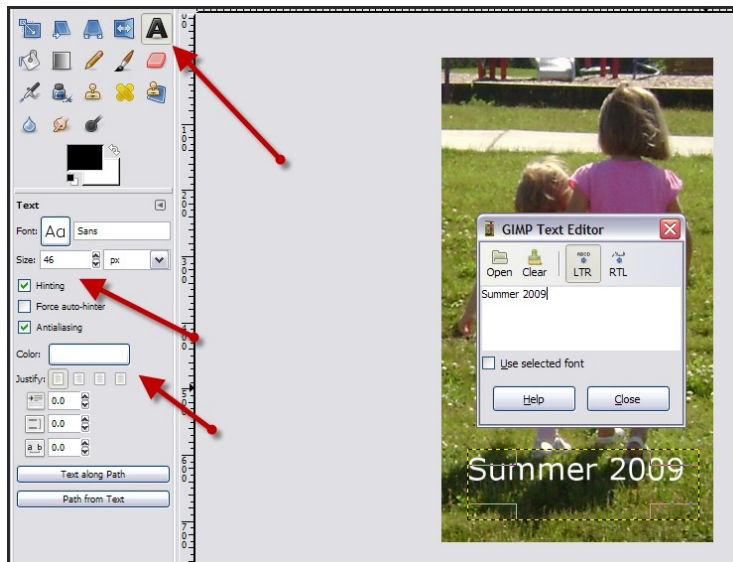
1. To begin, we need to enlarge the object to create the illusion of bringing the image closed to the screen. Select the **View>Zoom>Zoom in**. You will need to do this 3 times. Within the **Zoom** button, you will see that the image is now enlarged to 67%.



2. Select the **cropping** button within the tools panel.
3. Draw a rectangle around the center of the two girls, or the image you want to enlarge. Be sure to leave some room at the bottom of the rectangle. We will add text in a few steps. Your selection should look similar to the image below:



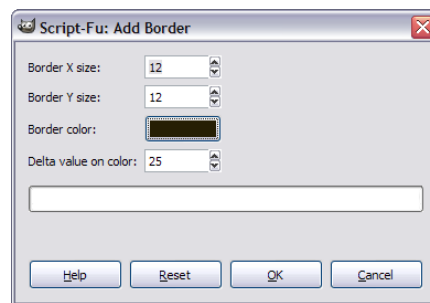
4. **Double-click** on the girls. Your image should look like the one to the left. You cropped out the remaining image.
5. Now we will add text below the girls. Select the **text tool from the tools panel**. Draw a rectangle below the girls. A text box will appear. Type in Summer 2009. You will notice that the text is very small and black. In the tools panel at the left, change the font size to 46. Change the color to white.



6. Your image should look similar to the one below to the left.

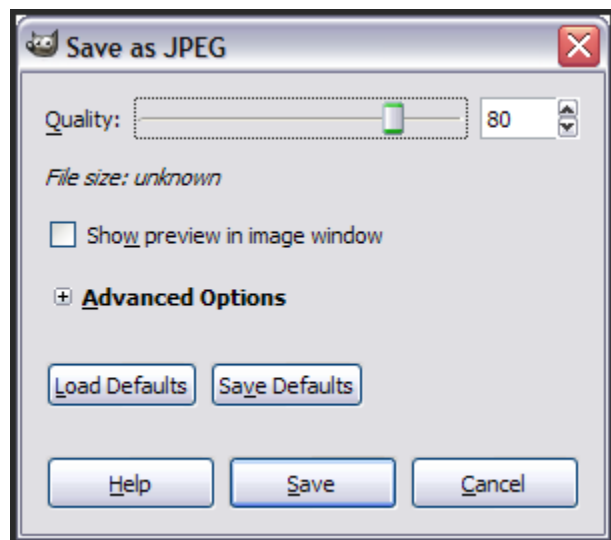


7. Now to add a **Border** around our image, select the **Filters>Décor>Add Border**. A new window will appear. Leave the X and Y values as is and select a color for your border.



See here.

8. Our last step is to **Save and Export** our newly created image. Select the **File>Save As** button sequence from the toolbar. A small box will appear, indicating where and how to save your image. You may need to resize the box by dragging out the edges. Save the image as your first initial, last name, followed by gimp\_practice. Example...mine would be rschneider\_gimp\_practice. Save the file to your desktop as a jpeg.
9. When you try to save your file, a new box appears and suggests that we should optimize or compress our image. Click on the **Export** button. The following box appears. Move the **Image Quality** slider to 80%. Notice the change in the file size. be sure to **Click the Show Preview in Image Window Window**. This will display the file size of 81.8 kb. Select **save**.
10. Notice the size comparisons to other units. Typically we use megabytes as a standard reference. Think of an Mp3 music file as 6 megabytes. A DVD can hold 470,000 megabytes! Our original image was about 3 megabytes. See the table on the next page.



Our new image is eight hundredths of a megabyte! This image is optimized

### A file size of 81.8 kilobytes can also be expressed as

670106 bits  
 83763 bytes  
 81.8 kilobytes (abbreviated as KB or Kb\*)  
 0.0799 megabytes (abbreviated as M or MB)  
 0.00008 gigabytes (abbreviated as G or GB)  
 0.000000 terabytes  
 0.0000000 petabytes  
 0.00000000 exabytes

for the web and still maintains quality. When we exported the image, we moved the image quality slider to 80. The more we move this number down, the more the image will become distorted, but the image size will decrease. The key is to find the setting that still maintains quality but reduces the file size. Here is your final image. Submit to the digital drop box.



### Checklist for Your First Assignment

Requirement	Points Possible
Download Image from BB	2
Zooming in and Crop are Evenly Matched	2
Add Text	2
Changed Font size and color	2
Added a Border	2
Compressed and Exported as a jpeg and saved according to web structure [rschneider_gimp_practice]	2
Submitted to the Digital Drop Box	3

**Total Points Possible: 15**