



Tutorial on basic setup, key tools, exporting files and quick demo.

GIMP Overview

GNU Image Manipulation Program (GIMP), is a cross-platform image editor available for GNU/Linux, OS X, Windows and more operating systems, and is often considered a Photoshop alternative.

It is a FREE software and has many functions similar to Adobe Photoshop such as; image editing, digital painting, graphic design tools and photo retouching and manipulation.



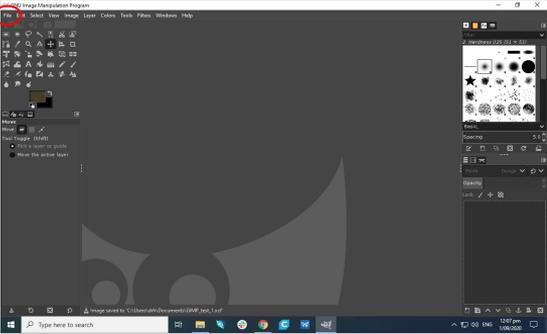
GIMP vs Photoshop

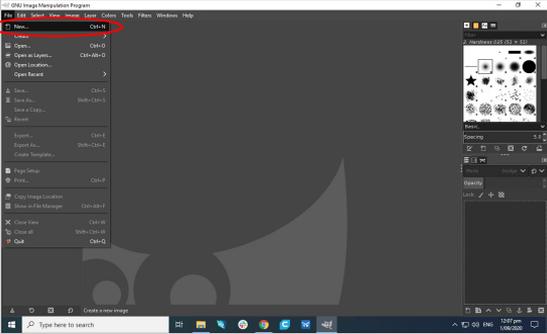
GIMP	Photoshop
<ul style="list-style-type: none">-FREE.-20x smaller than Photoshop,space saving.-GIMP will open PSD files, but you need to export and save the images onto your desktop and reopen into the software. This is where editing the images and saving can be a problem. Especially as the editing processes are destructive (not keeping the original file seperate).-Working colour profiles is mainly RGB (limited CMYK modes even with plugins)-Destructive editing/adjustment, unable to revert to original image. (writes over original).-Unable to edit Raw images without the addition of plug-ins.	<ul style="list-style-type: none">-Cloud subscription.-Takes up more space on the computer/RAM intensive.-Easily open files between Adobe softwares (e.g Lightroom to Photoshop).-Photoshop has RGB, CMYK and other colour profiles.-Non-destructive editing/adjustment layers.-Handle RAW images with Camera Raw.

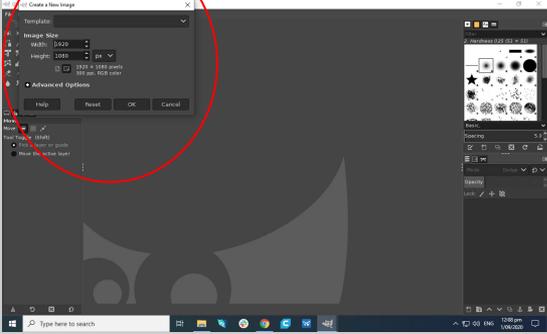
**As of September 2020

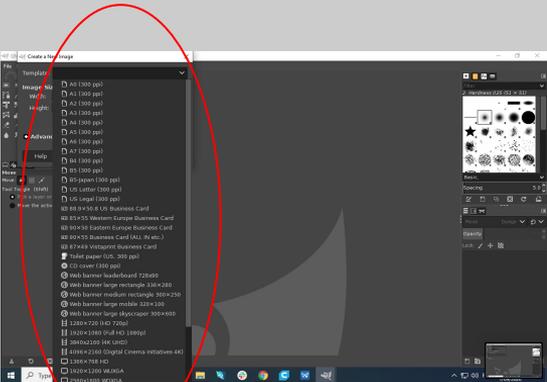


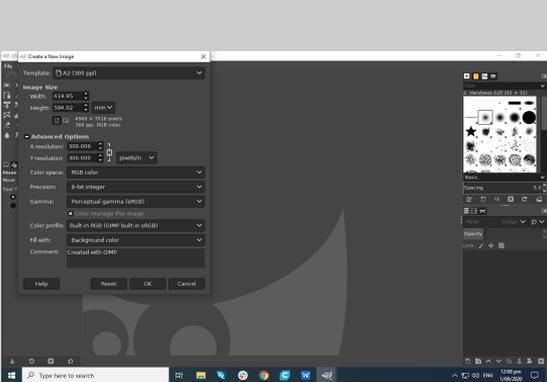
Page Setup

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1 Click File

2 Select New...

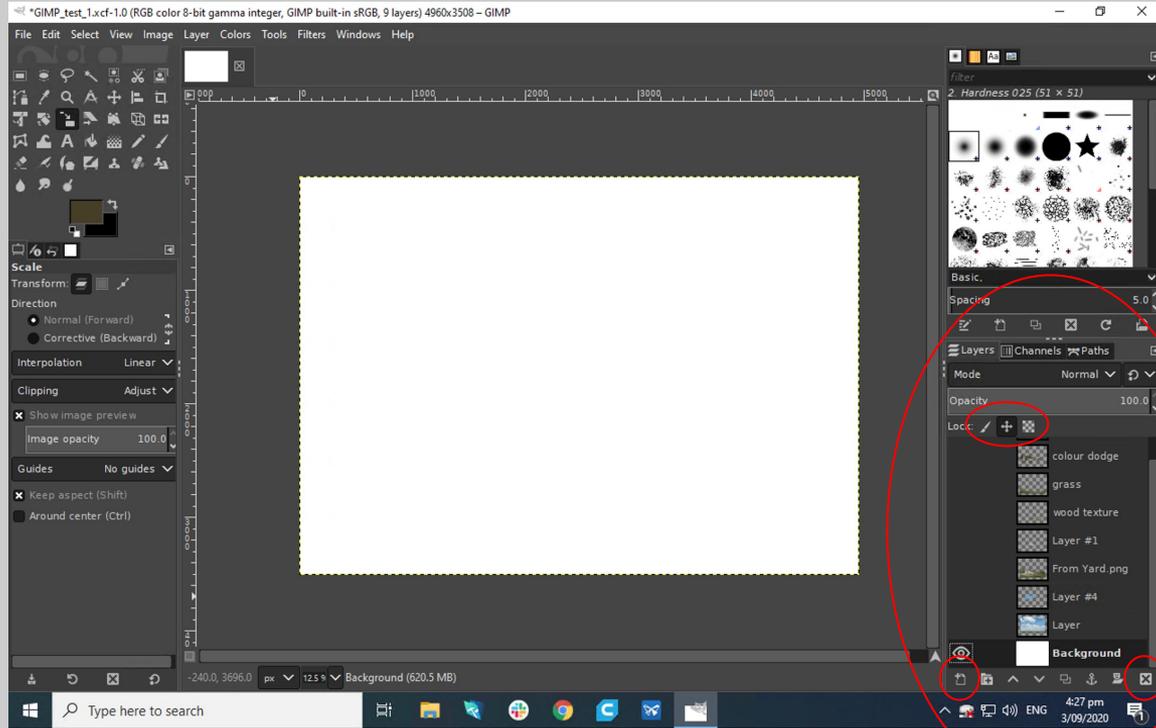
3 Create a New Image (window)

4 Select desired canvas size

5 Image options will appear
Click OK



Sorting Layers



1 This is the layer tab in GIMP

2 To add a new layer, click the icon on the bottom left of the layer tab.

3 To select a layer, simply click on the layer

4 To rename a layer, doubleclick on the text of the layer and type in the new name

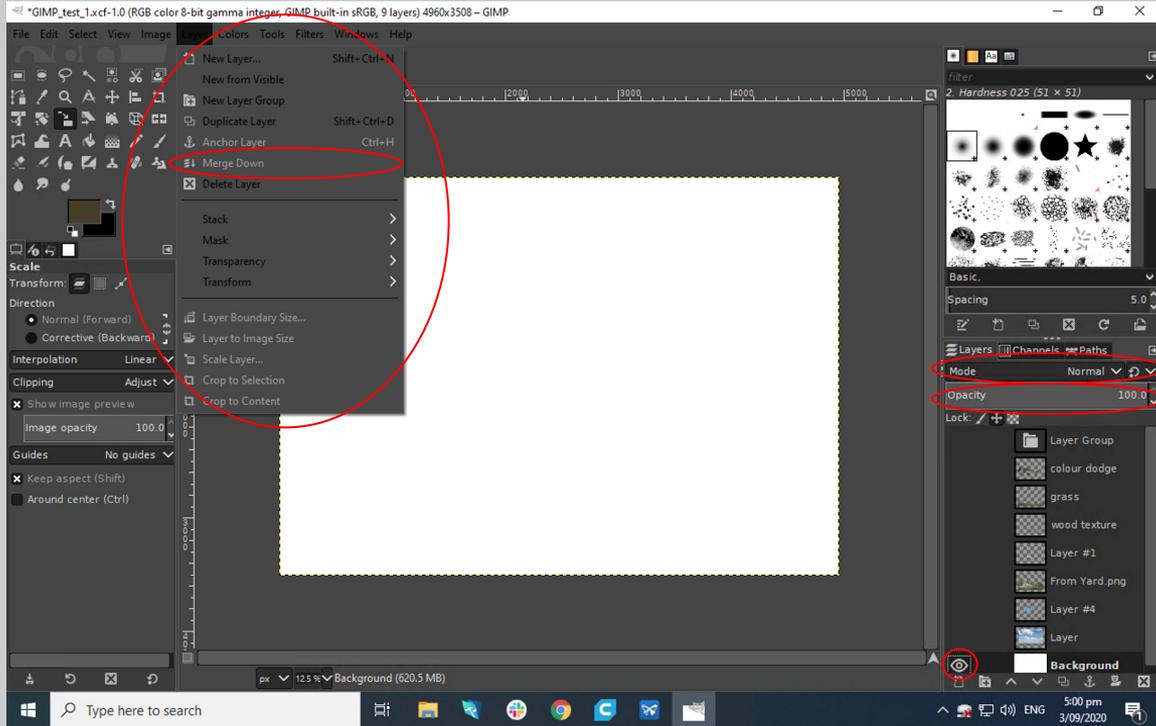
5 To reorganise layers, drag/move the layer up and down within the tab.

6 The three layer lock options available are paint lock, move lock and transparency lock

Note: When dragging and dropping an image, create new layer below the new image



Layer Adjustments



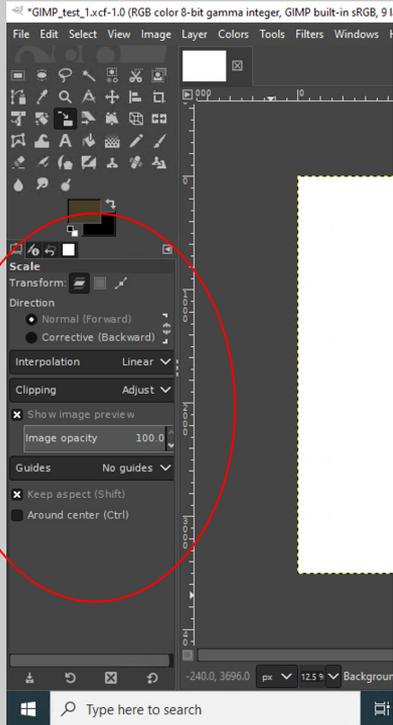
1 For further layer adjustment options, click the layer tab on the top of the screen.

- Here there are key tools such as merging layers for bringing elements together into one single layer.

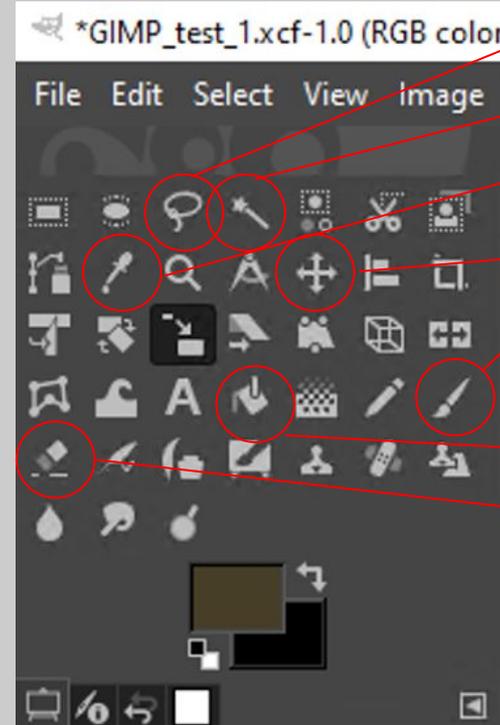
2 Layer mode allow for interesting layer effects to be added

3 Opacity adjusts the opacity of the selected layer. To turn off visibility of a layer completely, toggle with the eye icon, next to the layer.

Key Tools



The Tools panel is on the left side of the screen. With the various tools arranged on the top and below is the tools properties panel.



Free Select tool (F)

Fuzzy Select tool (U)

Colour Picker tool (O)

Move Tool (M)

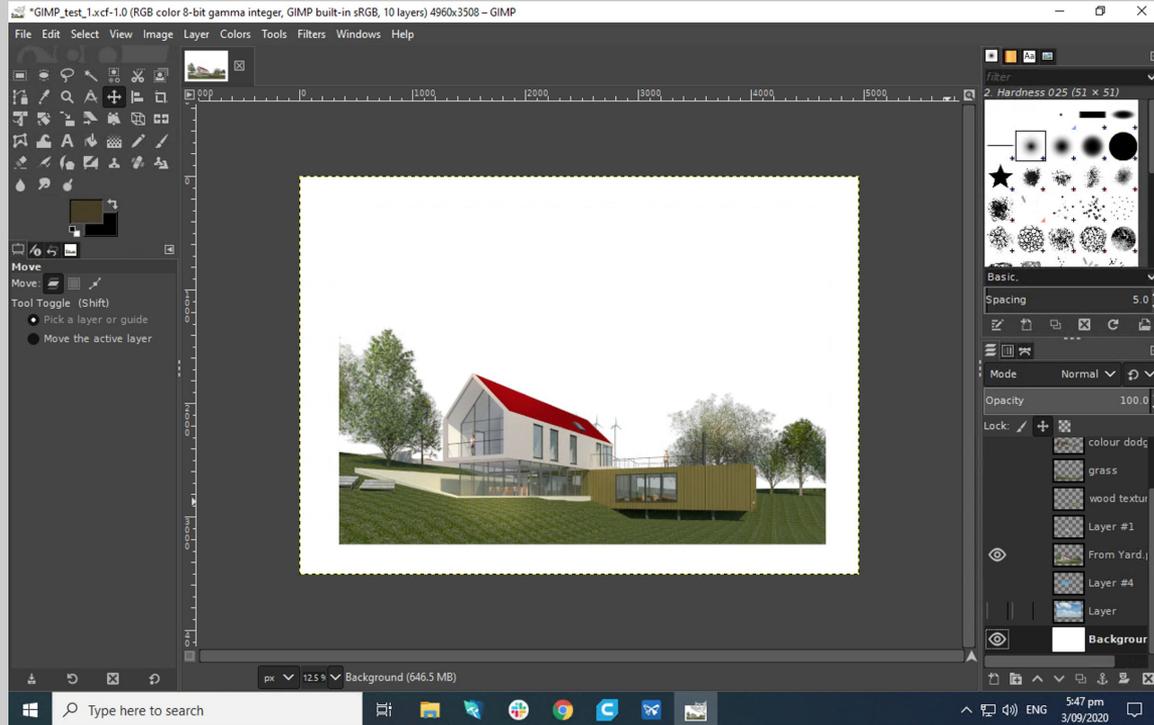
Paint brush tool (P)

Bucket fill tool
(Shift + B)

Eraser tool (Shift + E)



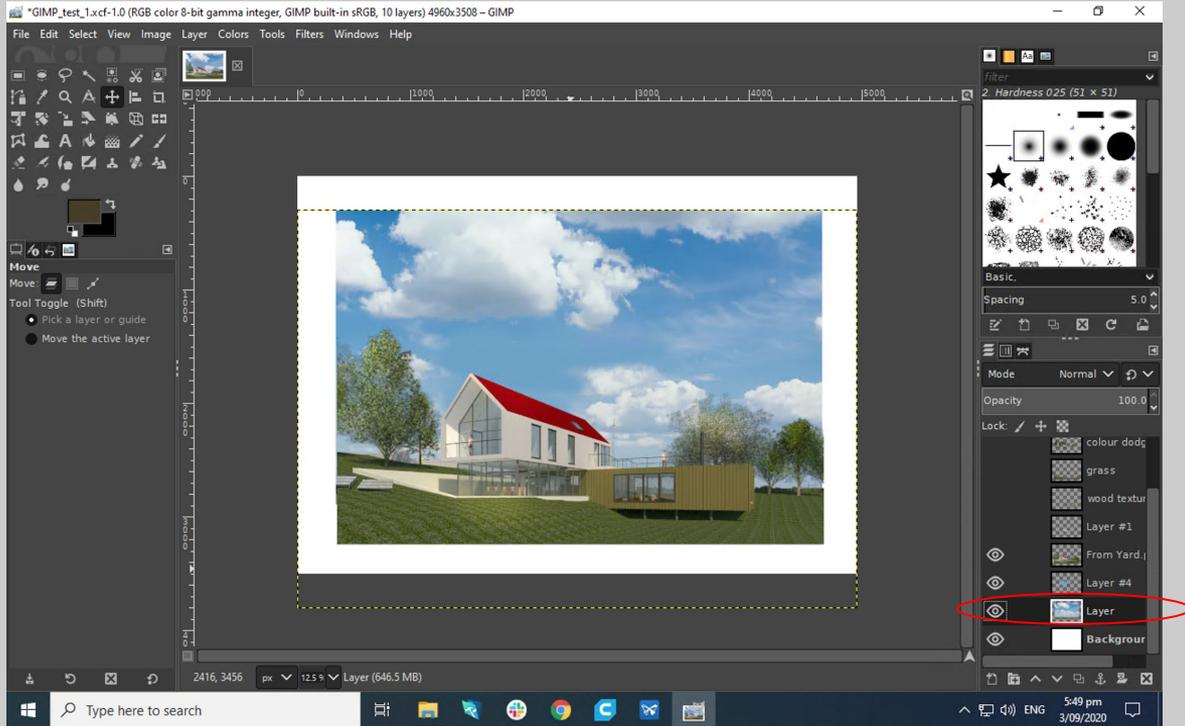
Basic editing exemplar



1 Drag and drop your render into the canvas and scale to how big you would like.



Basic editing exemplar

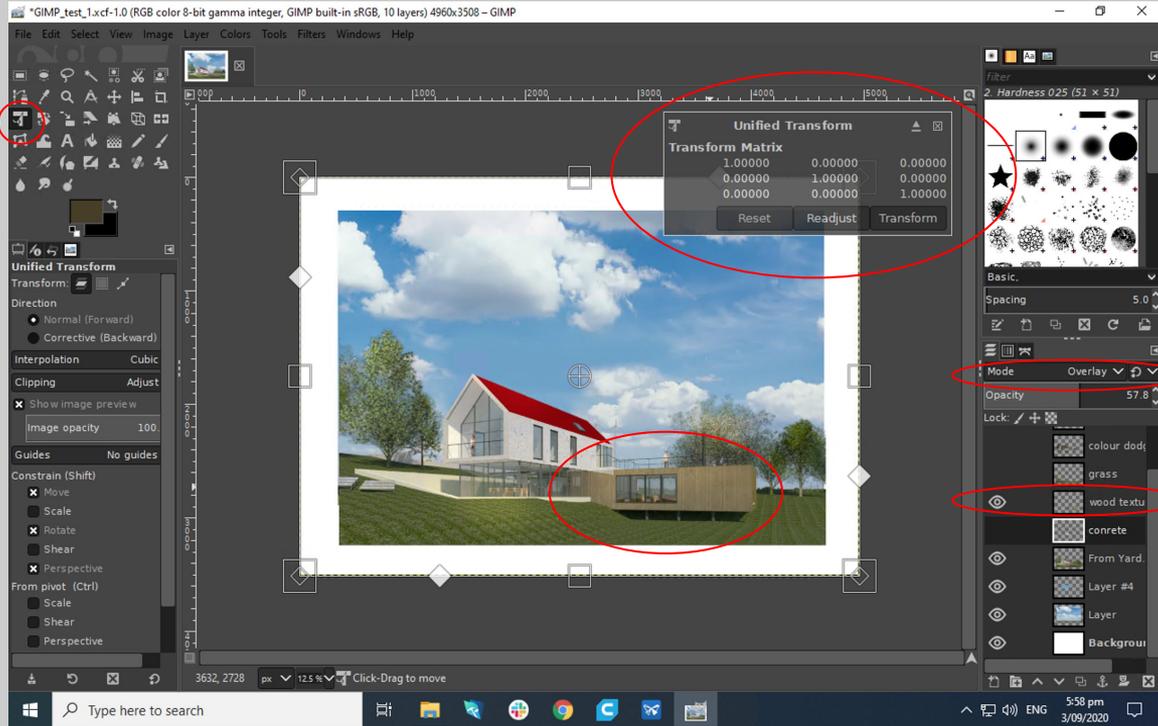


1 Drag and drop a sky image for the background, crop image to match the render.

2 If needed, rearrange the sky image to be below(behind) the render so that it appears that way too. (background vs foreground)



Basic editing exemplar



1 Adding Textures

2 Create a new layer

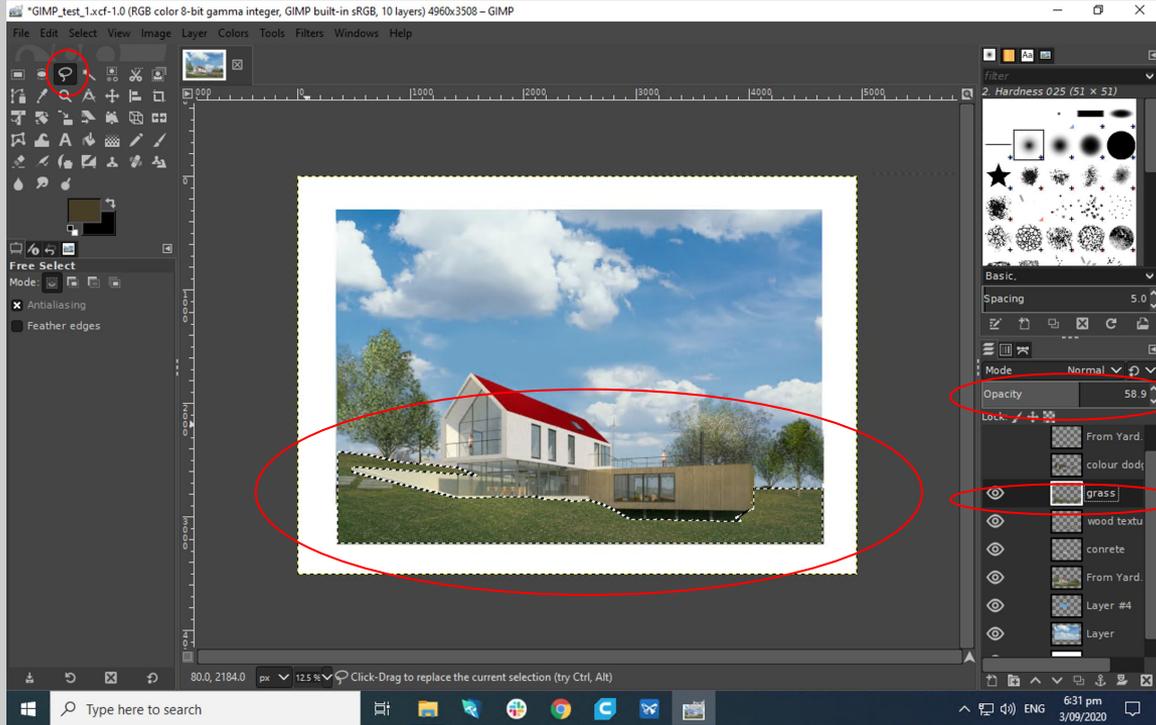
3 Paste the texture above the layer
(GIMP automatically merges anything
pasted to the layer below)

4 To transform the texture to the surface,
press (SHIFT + T) this will prompt the
transformation box, hit enter when done.

5 Experiment and see which Layer mode
works best, and adjust opacity for a
seamless blend to the base render.



Basic editing exemplar



1 Adding grass texture

2 Create a new layer

3 Paste the texture above the layer
(GIMP automatically merges anything
pasted to the layer below)

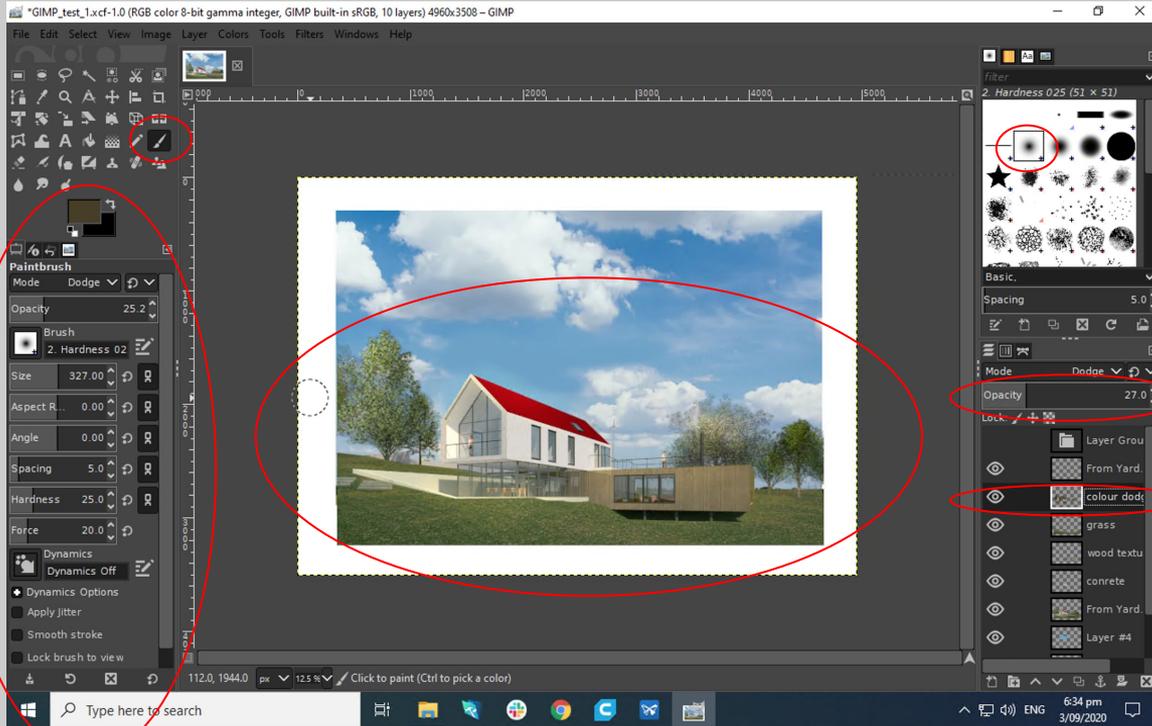
4 To transform the texture to the surface,
press (SHIFT + T) this will prompt the
transformation box, hit enter when done.

5 Experiment and see which Layer mode
works best, and adjust opacity for a
seamless blend to the base render.

6 Use the Free select tool to cut out the
grass to fit the ground plane.



Basic editing exemplar



1 Adding dodge effect

2 Create a new layer

3 Use the paint brush tool (P) to paint areas for effect, choose a soft brush.

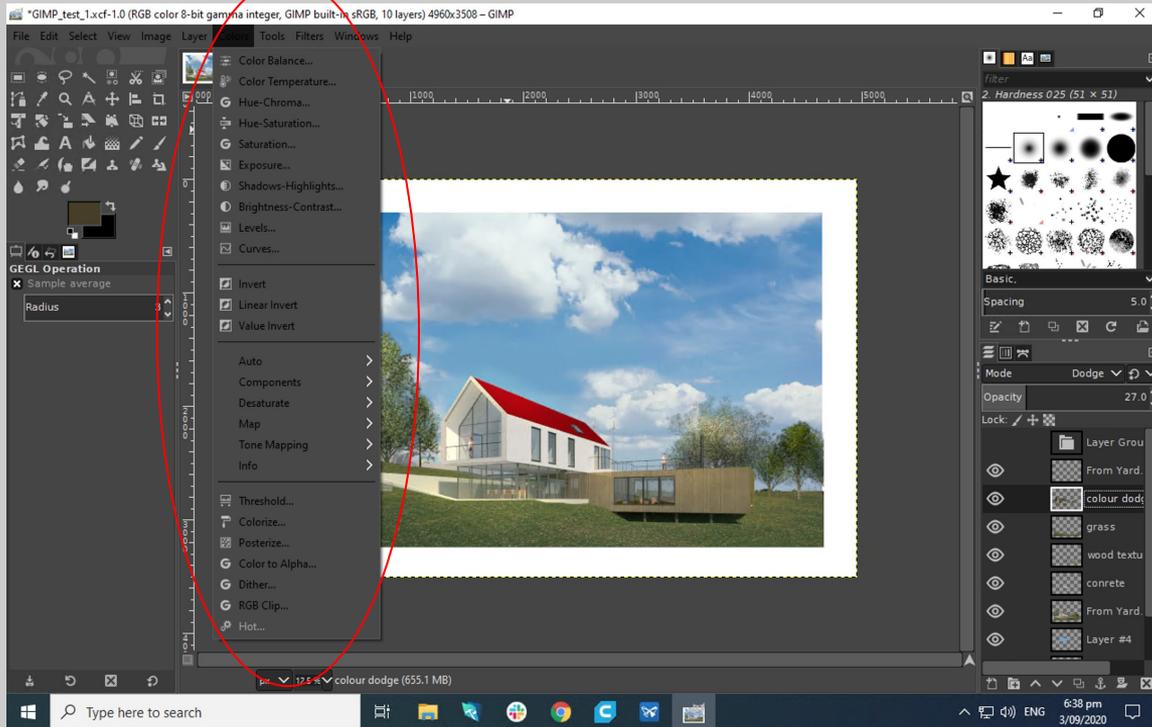
4 Set layer mode to dodge

5 Use the tools properties panel to adjust brush size and more

6 Adjust opacity to adjust strength of dodge effect



Basic editing exemplar



1 To adjust colours and more, go to the Colour tab and various adjustment options will drop down.

NOTE: these editing options are all destructive edits

