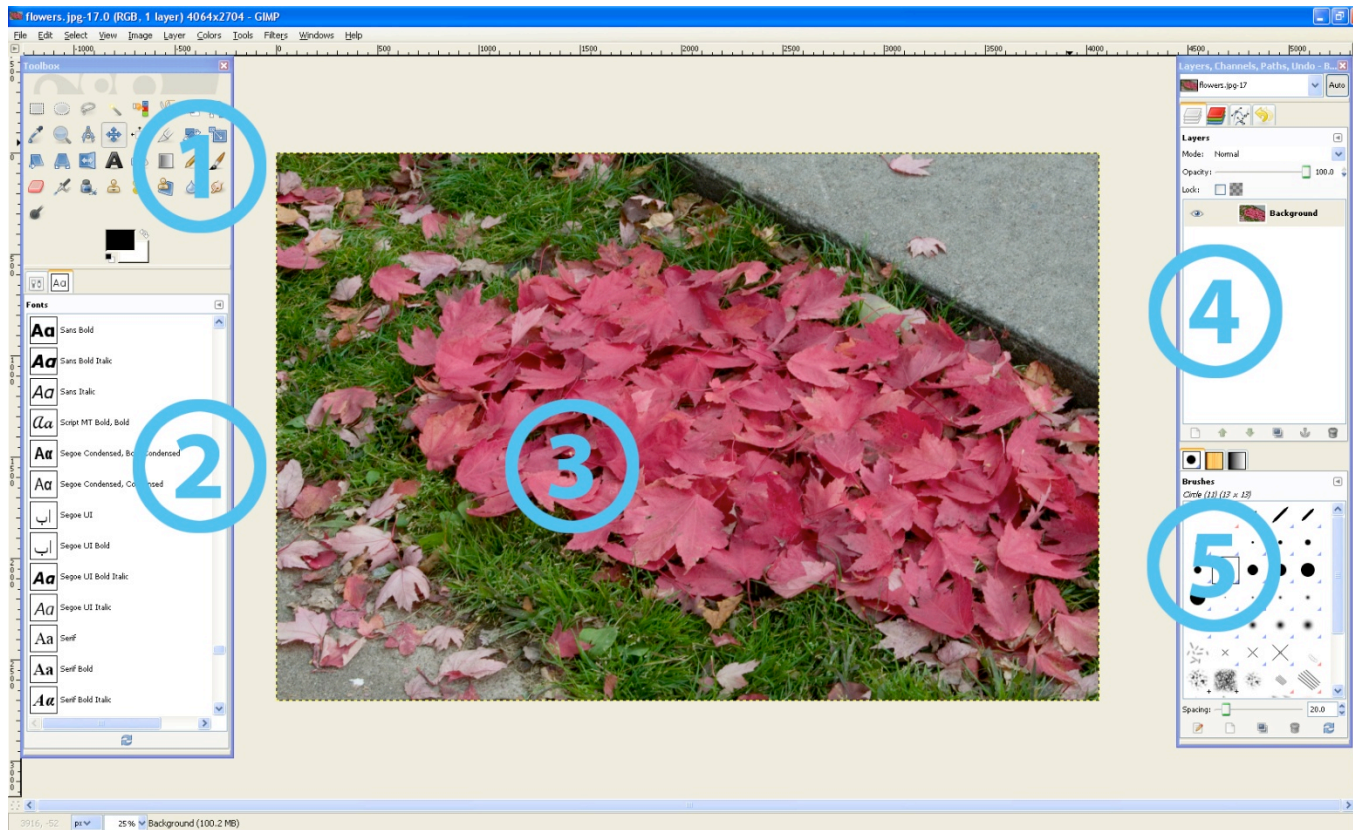




GIMP QUICK REFERENCE GUIDE




This is a screenshot of the basic starting GIMP interface.


There are 5 main sections that are used:


- 1. Toolbox:** This area has a set of tools that are used to perform tasks on your image. It contains tools like Rotate, Erase, Pencil, Clone, Healing, and Smudge. The Toolbox also displays your foreground and background colors, and your brush pattern, gradient, and an icon of your active image if you have the option turned on. To turn on brush pattern, gradient, or an icon of your active image, look on your Image Window and choose: Edit -> Preferences -> Toolbox
- 2. Tool Options:** The Tool Options section of GIMP gives you detailed breakdowns of the tools you selected in the Toolbox. You can add tabs using the Configure this Tab button (Button Image) located in the upper right corner of the Tool Options section.
- 3. Image Window:** This is the area where your image is located, and the window containing your main commands (File, Edit, etc.). GIMP allows you to have unlimited images open, and they are each displayed in separate windows.
- 4. Layers, Channels, Paths:** This section keeps your Layers, Channels, and Paths easily organized with a tab setup across the top. Buttons at the bottom of each of section allow you to easily move your layers, channels, and paths higher and lower in your stacks.
- 5. Brushes/Patterns/Gradients:** This area of the interface allows you to manage and select your brushes, patterns, and gradients. They can be accessed through a easy to use tab system.


TOOLBOX




 **Rectangle Selection Tool (Shortcut R)**
This tool selects rectangular regions from an image and is used for rendering a rectangle on an image.


 **Ellipse Selection Tool (Shortcut E)**
This tool selects circular and elliptical regions from an image and is used for rendering a circle or ellipse on an image.


 **Free Selection Tool (Shortcut F)**
This tool creates a selection by free-hand, holding down the left mouse button. When you release it; the selection is closed by connecting the last point to the start point.

 **Fuzzy Select Tool (Shortcut U)**
This tool select areas of the current layer of the image based on color similarity and contiguous regions.

 **Select by Color Tool (Shortcut Shift+O)**
This tool selects areas or regions of an image based on color similarity and all pixels that are sufficiently similar in color to the pixel you click on.


 **Intelligent Scissors Tool (Shortcut I)**
This tool selects a region or a shape using intelligent edge-fittings.


 **Foreground Select Tool**
This tool selects a region containing foreground objects and can extract foregrounds from the active layer.


 **Paths Tool (Shortcut B)**
This tool edits paths and creates vectorial curves.


 **Color Picker Tool (Shortcut O)**
This tool selects a color on any image and by clicking any point on that image; the active color will change into the color which the mouse clicked on.


 **Zoom Tool**
This tool zooms the level of the working image and can be adjusted.

 **Measure Tool**
This tool measures distance and angles of the working image.


 **Move Tool (Shortcut M)**
This tool moves layers, text, selections, guides and paths.


 **Alignment Tool (Shortcut Q)**
This tool aligns or arranges image layers and other objects.


 **Crop Tool (Shortcut Shift + C)**
This tool crops or clips an image. It also removes edge areas from images or layers.

 **Rotate Tool (Shortcut Shift + R)**
This tool rotates the layers, selection or path.

 **Scale Tool (Shortcut Shift + T)**
This tool scales the layers, selections or path.

 **Shear Tool (Shortcut Shift + S)**
This tool shears or shifts one part of an image, a layer, a selection or a path to a direction.

 **Perspective Tool (Shortcut Shift + P)**
This tool changes the perspective of the layer, selection content or path.


 **Flip Tool (Shortcut Shift + F)**
This tool flips or reverses the layer or selection vertically/horizontally.


 **Text Tool (Shortcut T)**
This tool places text into an image.

 **Bucket Fill Tool (Shortcut Shift + B)**
This tool fills a selection with the current foreground color.

 **Blend Tool (Shortcut L)**
This tool fills the selected area with a gradient blend from the foreground color to the background colors.


 **Pencil Tool (Shortcut N)**
This tool draws free-hand lines with a hard edge.

 **Paintbrush Tool (Shortcut P)**
This tool paints smooth brush strokes using a brush.

 **Eraser Tool (Shortcut P)**
This tool removes and erases areas of color from the current layer or selection.

 **Airbrush Tool (Shortcut A)**
This tool paints soft areas of color using a brush with variable pressure.

 **Ink Tool (Shortcut K)**
This tool paints solid brush strokes like calligraphy-style painting.


 **Clone Tool (Shortcut C)**
This tool copies a part of an image and then reapplies the copy part to cover up unwanted problems shown on an image.

 **Heal Tool (Shortcut H)**
This tool removes small failures like wrinkles in a photograph. This tool is kind of like the clone tool.

 **Perspective Clone Tool**
This tool clones from an image source after applying a perspective transformation.

 **Blur and Sharpen Tool (Shortcut Shift + U)**
This tool blurs or sharpens the image using a brush.

 **Smudge Tool (Shortcut S)**
This tool smudge colors on the active layer or a selection of an image using a brush.

 **Dodge and Burn Tool (Shortcut Shift + D)**
The dodge and burn tool lightens or darkens the colors in your image.

LAYERS, CHANNELS, PATHS



Normal Mode

Default layer mode. The layer on top covers the layers below it.

Dissolve

Dissolves the upper layer into the layer beneath it by drawing a random pattern of pixels in areas of partial transparency.

Multiply

Multiplies the pixel values of the upper layer with those of the layer below it and then divides the result. The result is usually a darker image. If either layer is white, the resulting image is the same as the other layer. If either layer is black, the resulting image is completely black.

Divide

Multiplies each pixel value in the lower layer and then divides that by the corresponding pixel value of the upper layer plus one. The resulting image is often lighter, and sometimes looks "burned out".

Screen

Inverts the values of each of the visible pixels in the two layers of the image. The resulting image is usually brighter, and sometimes "washed out" in appearance. Darker colors in the image appear to be more transparent.

Overlay

Inverts the pixel value of the lower layer. It darkens the image, but not as much as with "Multiply" mode.

Dodge

Image is usually lighter, but some colors may be inverted.

Burn

Tends to make the image darker, somewhat similar to "Multiply" mode.

Hard Light

Obtain bright colors and sharp edges.

Soft Light

Colors not so bright and softer edges.

Grain Extract

Is supposed to extract the "film grain" from a layer to produce a new layer that is pure grain.

Grain Merge

Merges a grain layer into the current layer, leaving a grainy version of the original layer. It does just the opposite of "Grain extract".

Difference

Invert elements of an image.

Addition

Image is usually lighter.

Subtract

Image is normally darker.

Darken Only

Applies colors in the active layer only if they are darker than the corresponding pixels below. Pixels in underlying layer that lighter than the blend color are replaced, and pixels darker than the blend color do not change. Completely white layers have no effect on the final image and completely black layers result in a black image.

Lighten Only

Applies colors in the active layer only if they are lighter than the corresponding pixels in the underlying image. Pixels of underlying layer that darker than active layer are replaced, and pixels lighter than the blend color do not change. Completely black layers have no effect on the final image and completely white layers result in a white image.

Hue

Uses the hue of the upper layer and the saturation and value of the lower layer to form the resulting image.

Saturation

Uses the saturation of the upper layer and the hue and value of the lower layer to form the resulting image.

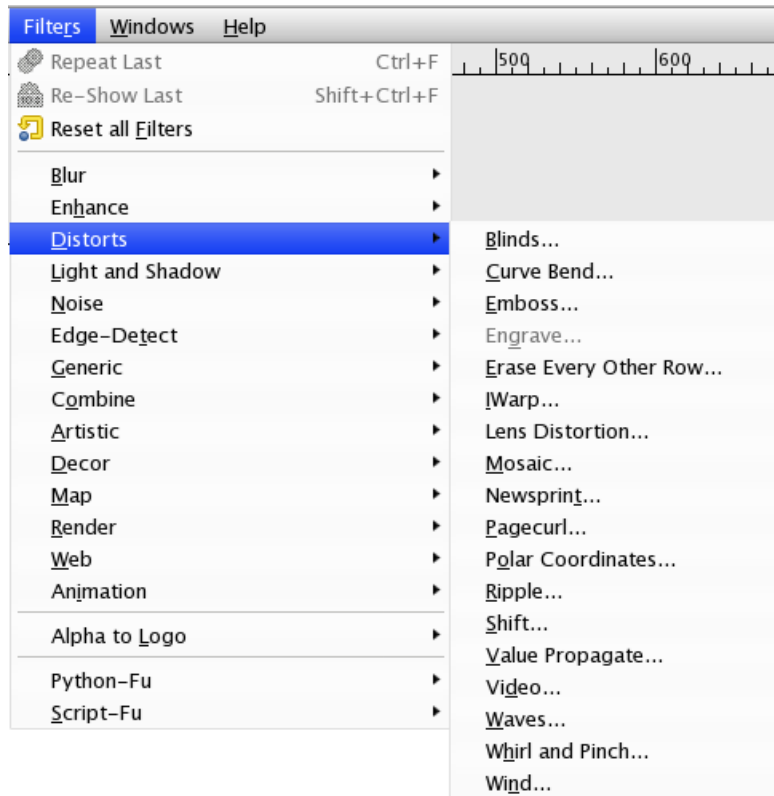
Color

Uses the hue and saturation of the upper layer and the value of the lower layer to form the resulting image.

Value

Sets the value of the upper layer and the saturation and hue of the lower layer to form the resulting image.

DISTORTION FILTERS



Blinds

Generates a window blinds effect with horizontal or vertical battens.

Curve Bend

Allows you to create a curve that will be used to distort the active layer or selection.

Emboss

It stamps and carves the active layer or selection, giving it relief with bumps and hollows.

Engrave

The image is turned black and white and some horizontal lines of varying height are drawn depending on the value of underlying pixels.

Erase Every Other Row

Erases each other row or column of the active layer and changes them to the background color.

IWarp

Allows you to deform interactively some parts of the image.

Lens Distortion

lets you simulate but also correct the typical distortion effect introduced in photo images by the glasses contained in the camera lenses.

Mosaic

Cuts the active layer or selection into many squares or polygons which are slightly raised and separated by joins, giving so an aspect of mosaic.

Newsprint

Filters halftones, using a clustered-dot dither.

Page Curl

Curles a corner of the current layer or selection into a kind of cornet showing the underlying layer in the cleared area.

Polar Coords

Gives a circular or a rectangular representation of your image with all the possible intermediates between both.

Ripple

Displaces the pixels of the active layer or selection to waves or ripples reminding a reflection on disturbed water.

Shift

Shifts all pixel rows, horizontally or vertically, in the current layer or selection, on a random distance and within determined limits.

Value Propagate

Filter works on color borders. It spreads pixels that differ in a specified way from their neighboring pixels.

Video

Applies a low dot-pitch RGB simulation to the specified drawable.

Waves

You get the same effect as a stone thrown in a quiet pond, giving concentric waves.

Whirl and Pinch

Distorts your image in a concentric way, much like the little whirlpool that appears when you empty your bath.

Wind

Can create the illusion of motion, because the edges are what will be blurred in a photograph of a moving object.