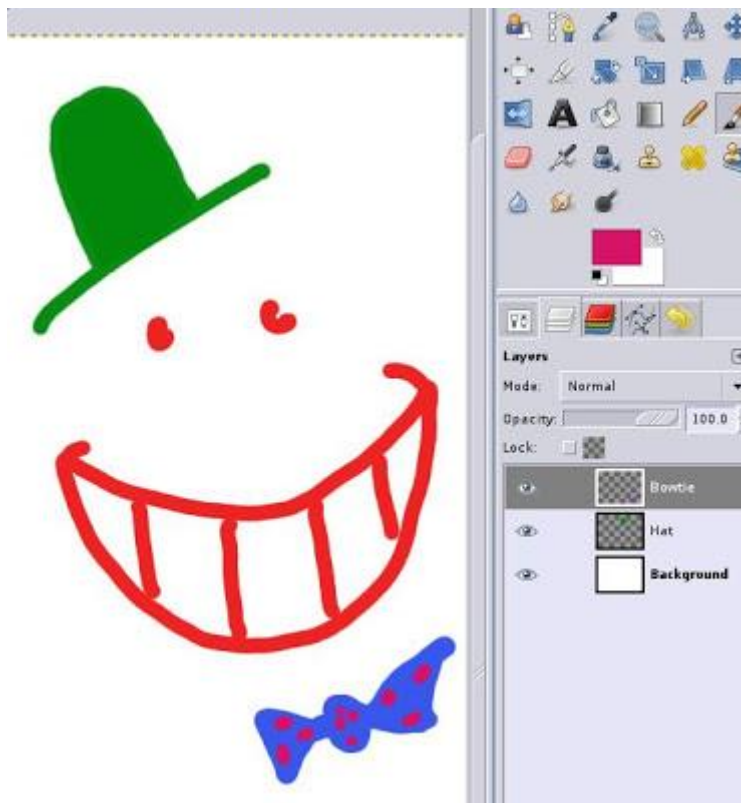


gimpsetup040.jpg

After the rotation is complete, take a look at your layer list. A new layer has appeared! This is a "Floating selection layer". It contains only your rotated hat and is a temporary thing; you cannot select any other layer while this layer is there.

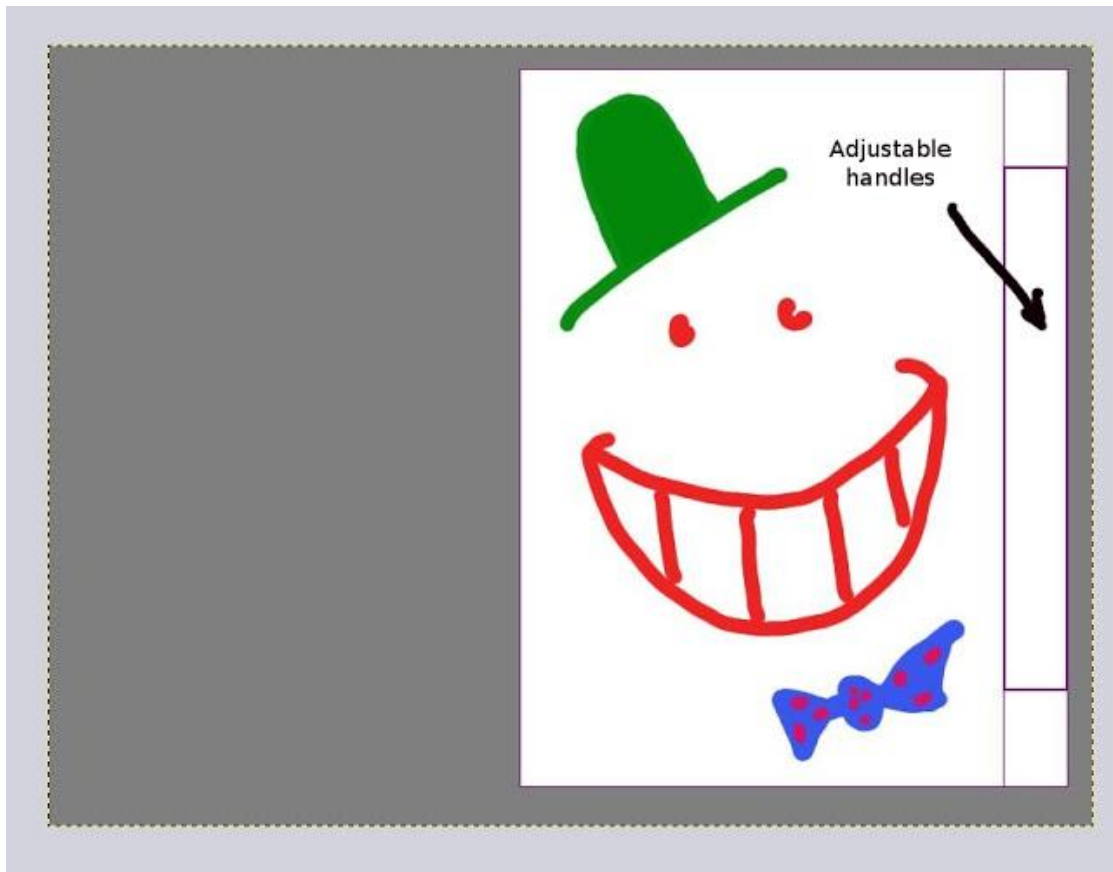
Select the *Move* tool (make sure the Move tool's Option is set to "Move active layer"). Move the hat around a bit to try it out and place it better. Next find the little Anchor at the bottom of the Layer dialogue. Pressing this will merge the floating layer back into the Hat layer and everything will be working normally again.

(Advanced note: Using any selection-type tool with the floating selection will have it act as a move tool when over the hat while clicking the tool outside the hat will directly anchor it down. This is a faster way to work.)



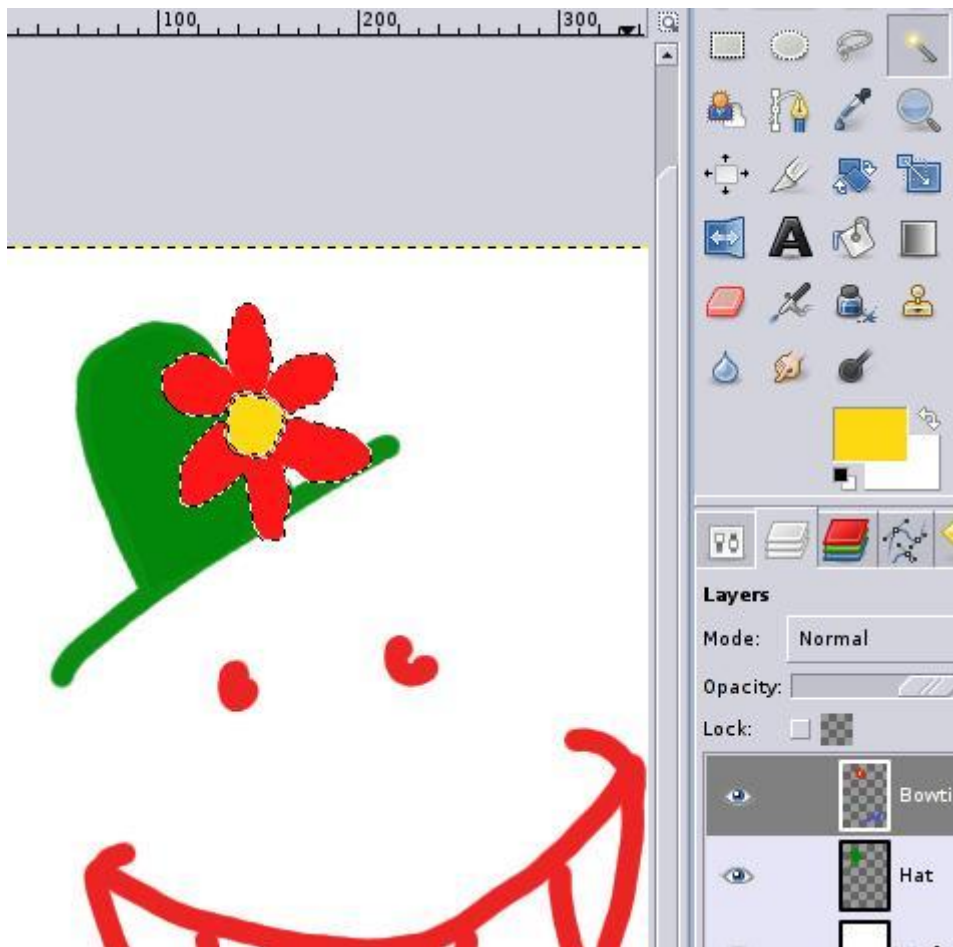
gimpsetup041.jpg

Create a new transparent layer named "Bowtie" and paint a simple blue bow tie on it. Put some red dots on it too, for good measure. You should know how to do these steps by now!



gimpsetup043.jpg

Notice that the image canvas is a lot bigger than the area we actually use for the smiling guy? Let's cut it down to size. Select the *Crop tool* and cut away the non-used white areas of the image. You will find that you get handles that allows you to adjust the crop. Click in the selection or press Return to finish and actually crop it. Cropping is very useful for images of all types.



gimpsetup044.jpg

Let's add one last thing to our smiley -- a flower in his hat. Use the "bowtie" layer for this (you can rename it to "bowtie+flower" layer if you are feeling picky) -- it's just a yellow blob surrounded by red blobs, very easy to do with the paintbrush and the same brush which we have used all the time.

Use the *Magic wand* to select the red flower petals. Before we used a selection to fill it with green. Now we want to use the lines of the selection itself instead (we are only scraping on the surface of uses for selections, of course).

Choose a black colour from the colour selector.

Go to the menu *Edit->Stroke Selection*.



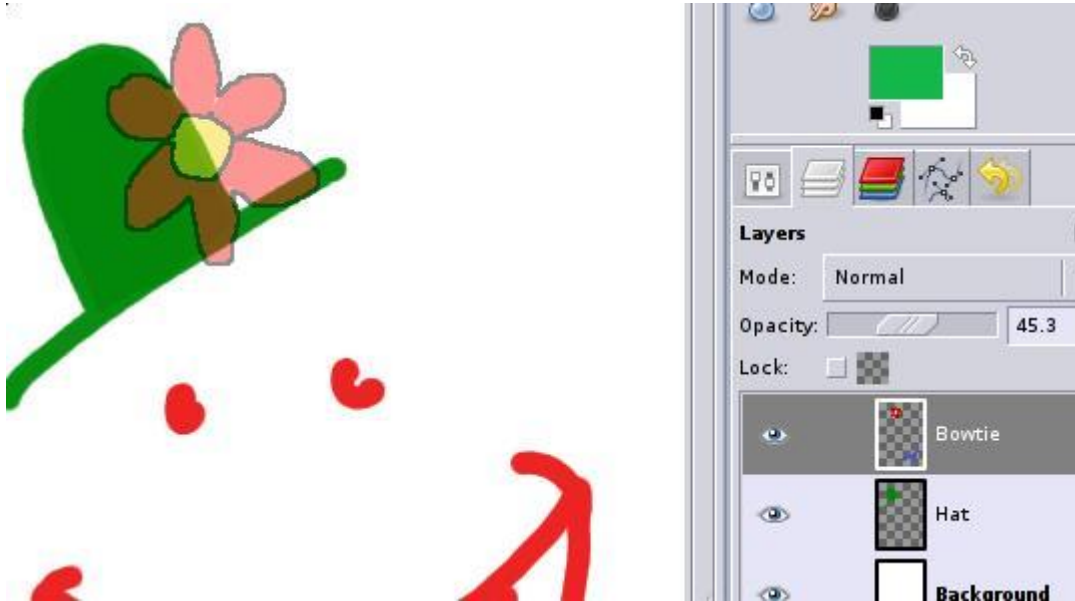
gimpsetup044.jpg

You will end up in the *Stroke style* dialogue. This function allows you to trace the lines of your selection with colour, in this case black. Select *Solid colour* and a line width of 2.0. Press *Stroke* to finish, and then use the menu *Selection->None* to get rid of the selection.



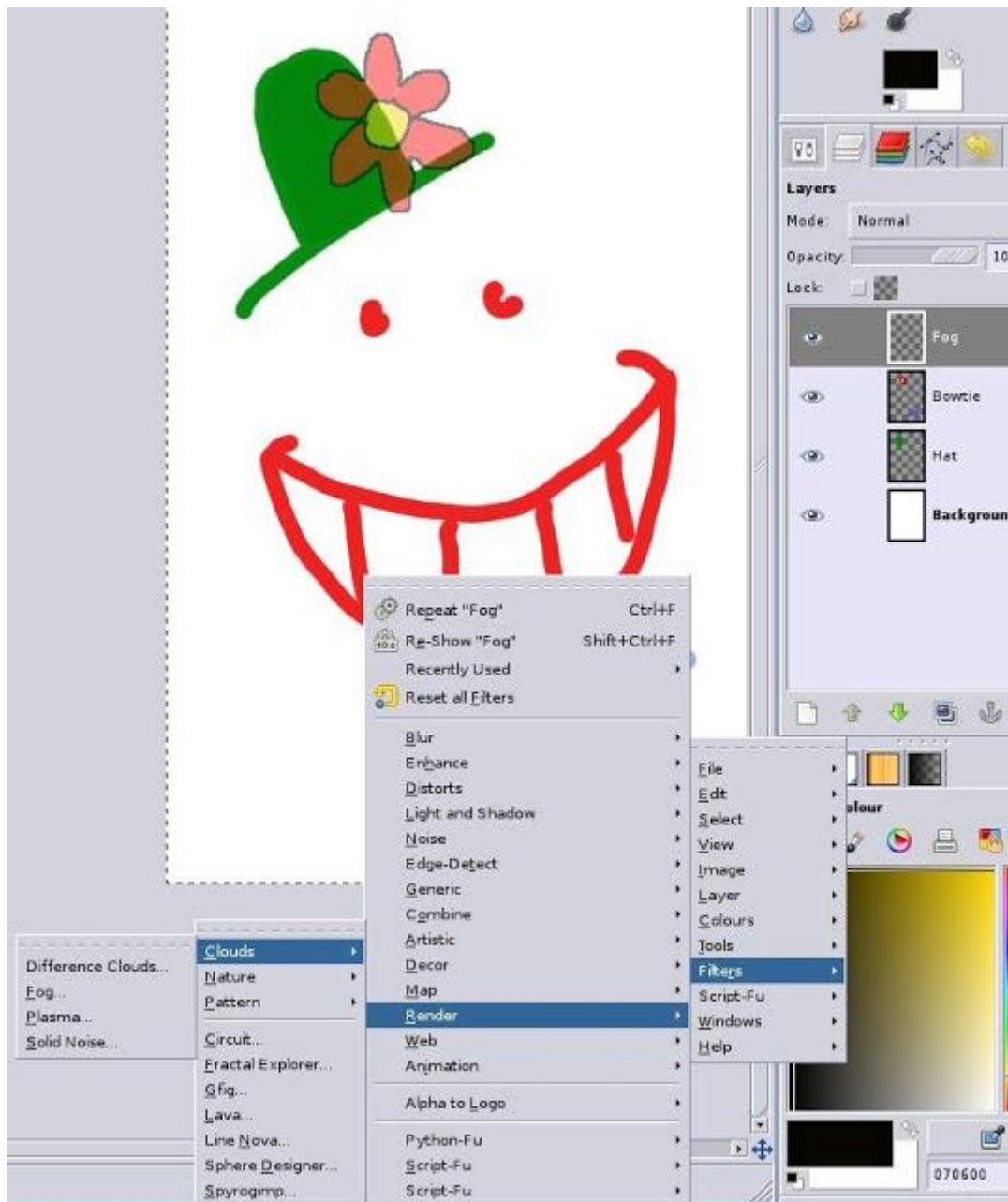
gimpsetup046.jpg

Hey Presto! We just stroked the outline of that flower with black, and that without actually tracing it by hand -- the selection tools did all the work.



gimpsetup047.jpg

Have your your "Bowtie" layer selected. Notice the little "Opacity" slider above it? Why not play with that slider a bit? This changes how much of the layer's colour actually is shown -- it changes the transparency if you will. Play around and see how the hat shines through the flower, as if you had a glass plate above it. Note that also the bow tie becomes less visible since it's located on the same layer as the flower (but there's only white behind the bow tie so it's not so apparent). Set the opacity value of the "Bowtie" layer to around 50%.



gimpsetup048.jpg

Now, let's try to use a *Filter* with our image. Filters are semi-automatic functions that change a layer, part of a layer or the entire image in some way (how depends on the filter). GIMP comes with a wide selection of Filters, but more can be added as well.

Stay on the "Bowtie" layer Go to the menu *Filters->Render->Clouds->Fog....* This will open the controls for a filter function, in this case a function that creates a new layer filled with "Fog".

Note: If you didn't install GIMP with Python support, GIMP does not have the Fog filter (Linux users usually have this from the onset, Windows users can check out the package mentioned above, Mac users have to install it normally). If you find this to be the case, do the following instead:

- Create a new transparent layer at the top of the layer list, named "Clouds". Make sure it is your active layer.
- Use the menu *Filter->Render->Clouds->Plasma...* (instead of the Fog function).
- Accept the default settings in the Plasma requester.
- You will end up with a similar effect as seen in the tutorial, except it's a rainbow-coloured "fog" and it will hide all of the image.
- Lower the opacity of your "Clouds" layer so you can see the smiley clearly through it.
- Skip the next section and then continue as normal from there.



gimpsetup049.jpg

Skip this section if you do not have the Fog filter (e.g. on some Windows installs)

Name the layer to create "Clouds" (this is the default) and choose a yellowish colour. Keep the rest as it is, you can experiment more with the settings on your own later.



gimpsetup050.jpg

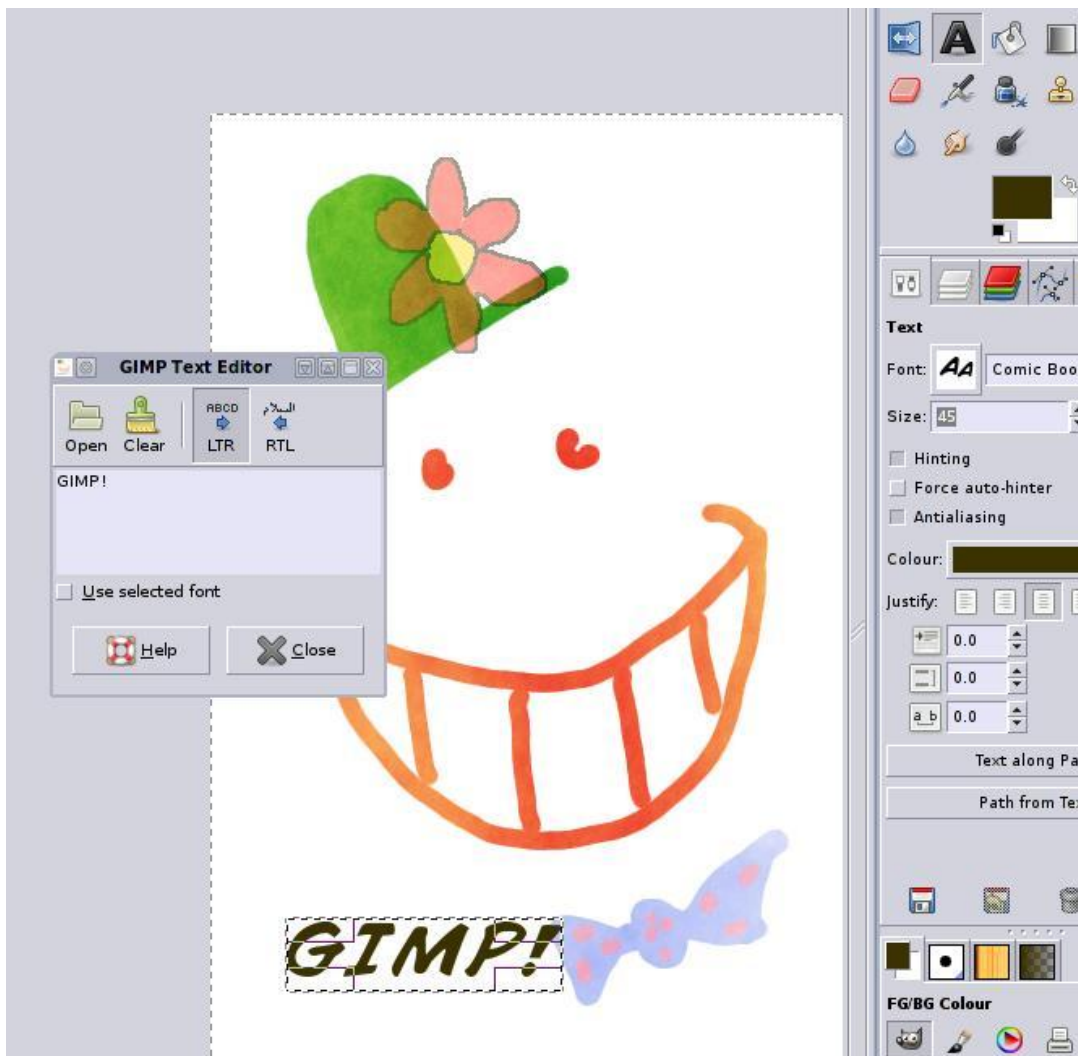
Some "Fog" was added (If you used the "plasma" filter instead, this fog will be multi-coloured, that's as it should be. The following will work the same even though it will not look exactly the same). You should have a new layer named "Clouds" in your layer list. You can play with its opacity to have more or less of the fog to show.

... Now, have you noticed the alluring "Mode" button just above the Opacity slider in your layer list? This controls the *Layer mode*. Layer modes affect how the layer is applied to those under it. For example, the "*Multiply*" mode multiply the colour values of each pixel together, whereas the "Addition" adds them together. Play around a bit! If you want details on what the layer modes do, you can find it in the gimp manual [\[here\]](#).



gimpsetup051.jpg

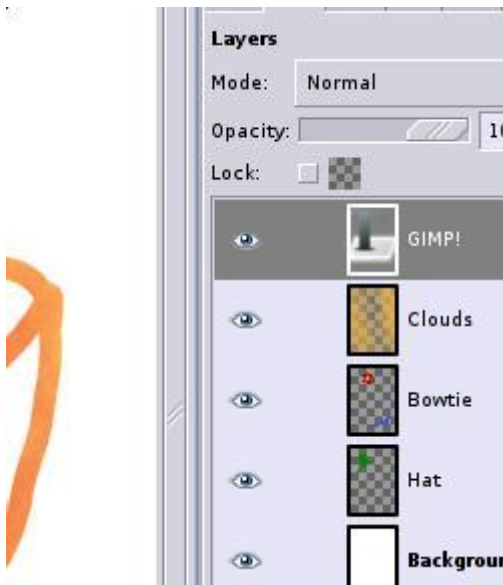
By using the "Addition" mode, the white background is not affected (this is due to white already being "maximum" colour, so adding to it will still remain white). Only the lines of the mouth will get a nice shading to it. You can surely find other cool combinations, but let's go with that for now.



gimpsetup052.jpg

Let's try to round this up by adding some text. Choose a black colour. Use the *Text tool* (duh) and click in your image (you can do this on the "Bowtie" layer if you want, the text tool will create a new layer anyway so it doesn't matter).

Write "GIMP!" in the text editor, then close it. Here I've used a font called "Comic Sans" which was downloaded off the web. Use any of the standard fonts if you want, or add new fonts to GIMP in the same way as you added brushes above.



gimpsetup053.jpg

You will find a new layer has been added to your image. This is a special type of layer, a *Text layer*. Text layer means that you can use the text tool to re-write the text in this layer in a normal way using the keyboard -- as opposed to an image layer where you would have to use the eraser tool to delete the text.

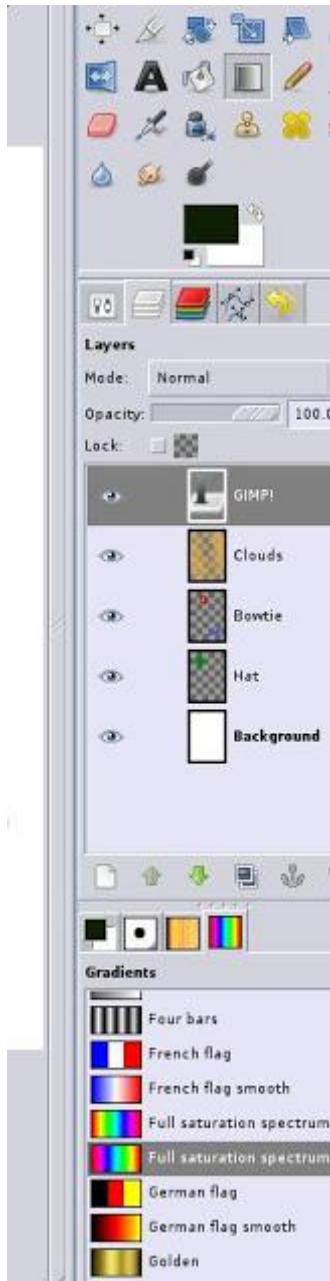


gimpsetup055.jpg

Go to the text layer and select the text with any of the techniques you have learned up to now. The Colour-select or Magic wand tool work well for this.

(Bonus hint: There is an extra way to select that is very suitable for text layers. Right-click the text

layer in the layer menu and a menu will appear. Choose "Alpha to selection" and your text will be selected.)



gimpsetup054.jpg

Select the *Gradient Fill tool* (it was described among the other tools earlier). Find the tab containing the gradients and scroll down the list to the rainbow-looking "Full saturation spectrum".

Making sure you have the Text layer active, and the gradient fill tool selected, click and drag horizontally from left to right over the text you just selected, then release.

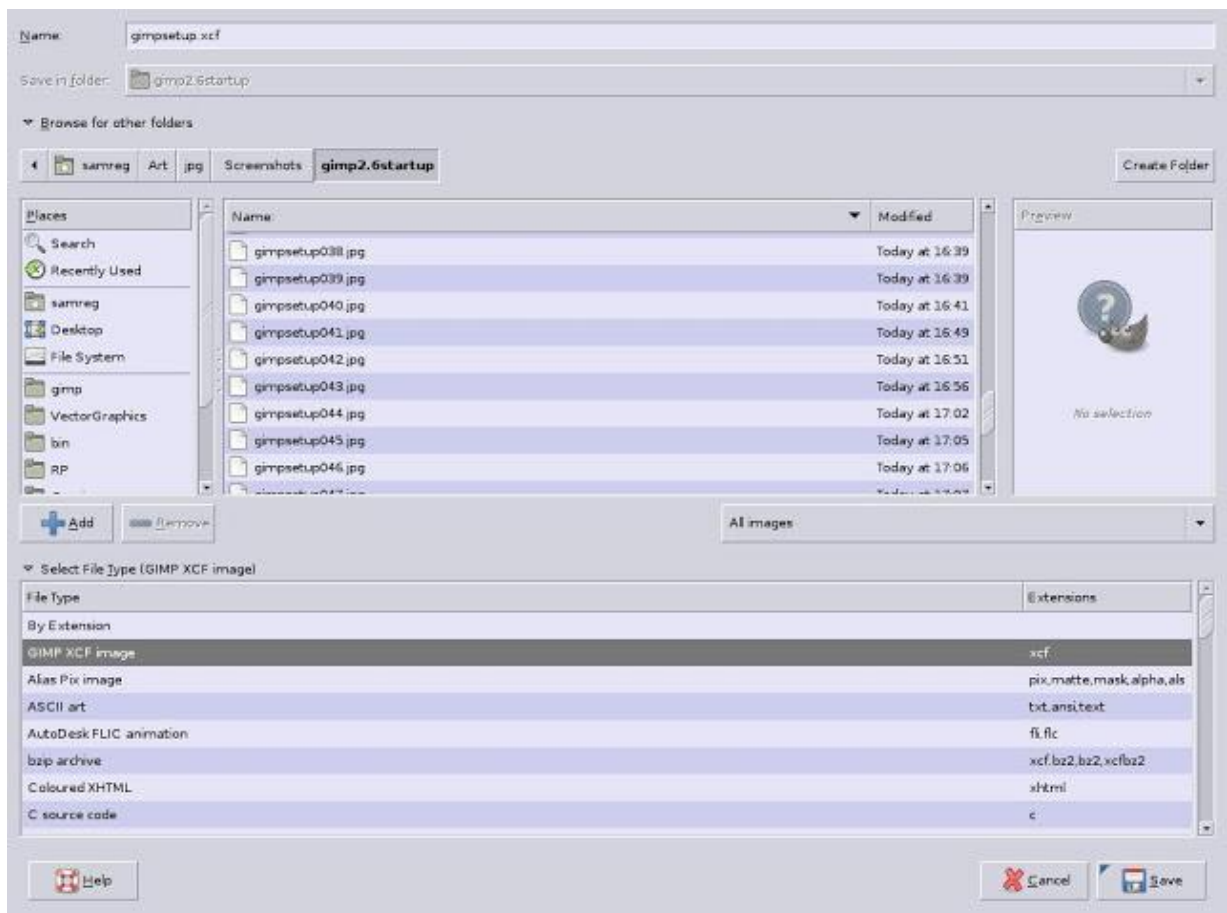


gimpsetup056.jpg

Some nice text-colouring appeared! Do *Selection->None* to get rid of the selection and admire your handy work. Note that after you filled the text the Text layer has been converted to a normal Image layer. This means that you can no longer edit it with the text editor, GIMP only sees the text as any image. This is unavoidable whenever you perform any graphical operation in a text layer.

We are done! Now for the last important step -- saving this effort, and doing so in a clever way. In this tutorial we only do it at this point, but when working on a real project you should take for habit to save often, just to be on the safe side.

Press *Ctrl+S* or use the menu *File->Save*. The following dialogue will appear:



gimpsetup058.jpg

Save your image by locating a place on your harddrive, then enter a file name ending in .xcf, e.g. *gimpsetup.xcf*.

Always save your work as an .xcf image. This can not be emphasized enough. XCF is GIMP's native file format and will retain your layer structure and settings (all except the undo info) so you can continue working on it at a later stage. Formats like .jpg and .png will not save this info, so you will have big trouble if you ever wanted to change that flower without modifying the hat, for example.

However, few other programs besides GIMP understand .xcf. Browsers don't, for example. So what do you do if you want to show your masterpiece on the web or send it to the printers? The answer is simple -- export your image.

Select *File->Save a Copy*. Pick a new file name, this time with the extension .jpg. Using *Save a Copy* is better than using *Save As* since you will still be working on your .xcf image when done exporting (and using *File->Save* will thus continue to save to the .xcf). *Save As* switches your current work session to the new image name (so *File->Save* will save to the .jpg file from then on, which is probably not what you want). So keep exporting with *Save a Copy* unless you know what you are doing.

Other suitable formats for internet use are PNG or GIF. Read GIMPtalk's [FAQ](#) for help on image formats.



gimpsetup059.jpg

This is the requester you get when saving as .jpg (also called JPEG). You will get asked if you want to "flatten" the image. This means all layer info will be lost. It's ok since we have our .xcf safely stored away. Accept.



gimpsetup059.jpg

Select a jpg quality. 85% is a pretty good balance between quality and file size, but for using your work for stock images and the like, 90% or more could be needed (*Note: choosing jpg at a lower quality is good for making files small and easily uploadable to the web. But if you want high quality, don't save as a 100% jpg image. A PNG image is higher quality and takes much less space than an jpg at 100%.*). Save and you now have a copy of your image you can easily share with everyone ...

... Like I'm doing right now!



To finish the tutorial, reply to this post with your own smileys! Welcome to the world of digital art!

(If you don't know how to make images available on the web, see [\[here\]](#). You need to supply a thumbnail if you want me to be able to add you to the "hall of fame" at the bottom of this post).

Where to go from here

Obviously one can only scrape the surface of a complex application like GIMP with a first tutorial like this. Depending on what you want to do with it, different things become important for you to know. But hopefully you now have something to start from.

Further reading:

[Essential GIMP Tutorials](#)

[GIMP Chat's Tutorial Index](#)

[The GIMP user manual \(in many different languages\)](#)

[GIMP Help Glossary](#)

.. and of course, once you hit a snag, [GIMP Chat's help forums](#) are just a click away.

Offsite Resources

[GIMPtalk's Official tutorials](#)

[GIMPtalk's User tutorials](#)

[DeviantArt GIMP brushes](#)

[Setting up GIMP for digital painting](#)

[Creating a simple Animated GIF \(animation\)](#)

[GAP for GIF \(animation\)](#)

[GAP-very simple tutorial \(animation\)](#)

Griatch