

Batman 1989 Logo Tutorial:

This tutorial will teach you how to replicate the classic 1989 Batman: The Movie logo with Gimp 2.8. If you still use 2.6, there should be no problems following this tutorial, as it does not involve tools or features introduced in 2.8. This tutorial should also be compatible with PS and PS-like programs, providing they have the mentioned tools, or equivalents.

Unfortunately, this tutorial assumes you have a small degree of art skills, namely with the airbrush and paths tool. Not to worry, as the airbrush tool does not require a great deal of effort to work with, nor does it require a tablet. However, if you are not acquainted with the paths tool, then you should practice with that first until you are comfortable. No part of this tutorial requires a graphic tablet. In fact, most of the tools you'll be using respond far better with a mouse or touchpad.

I will start with a opening chapter to get grips with the paths tool. This tool is required to create the bat logo. As mentioned above, before starting this tutorial you will first need a bit of practice with this tool by creating various basic shapes.

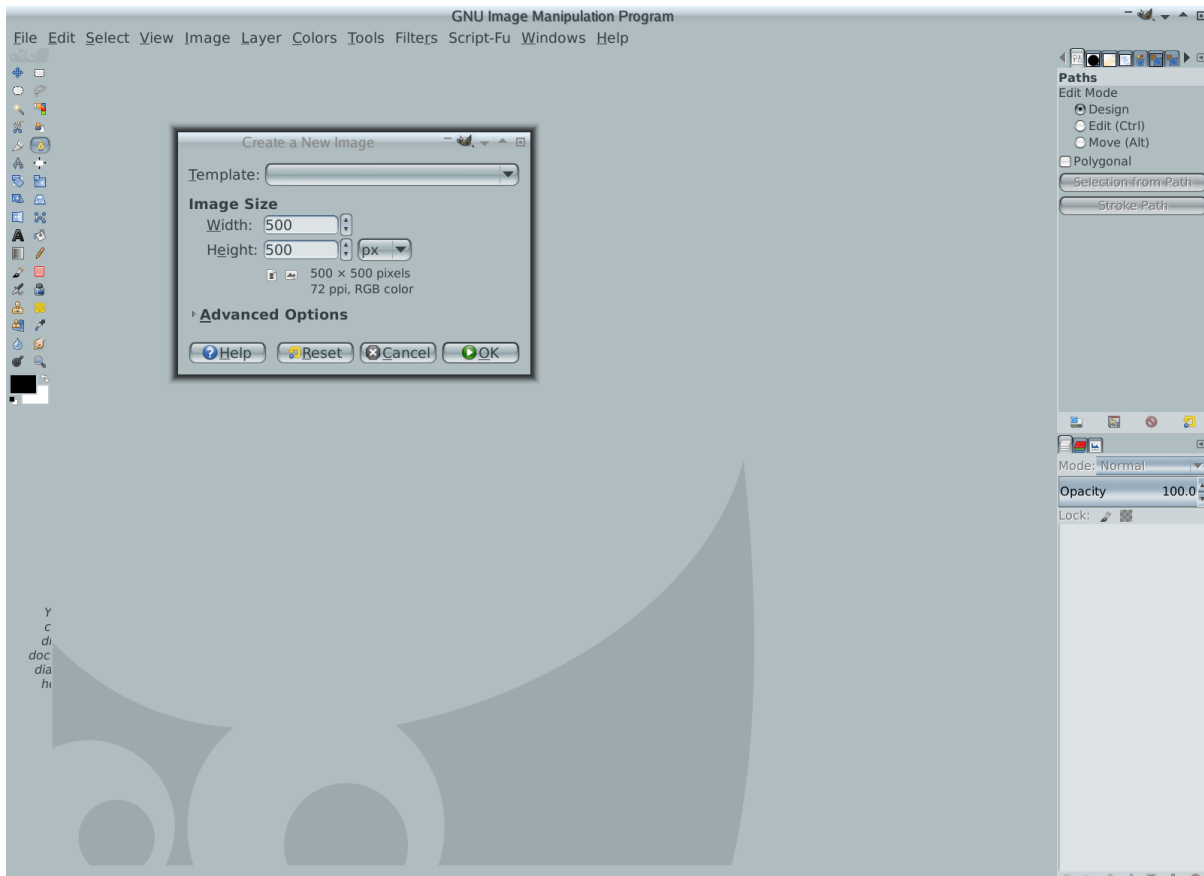
Your final result should resemble this:



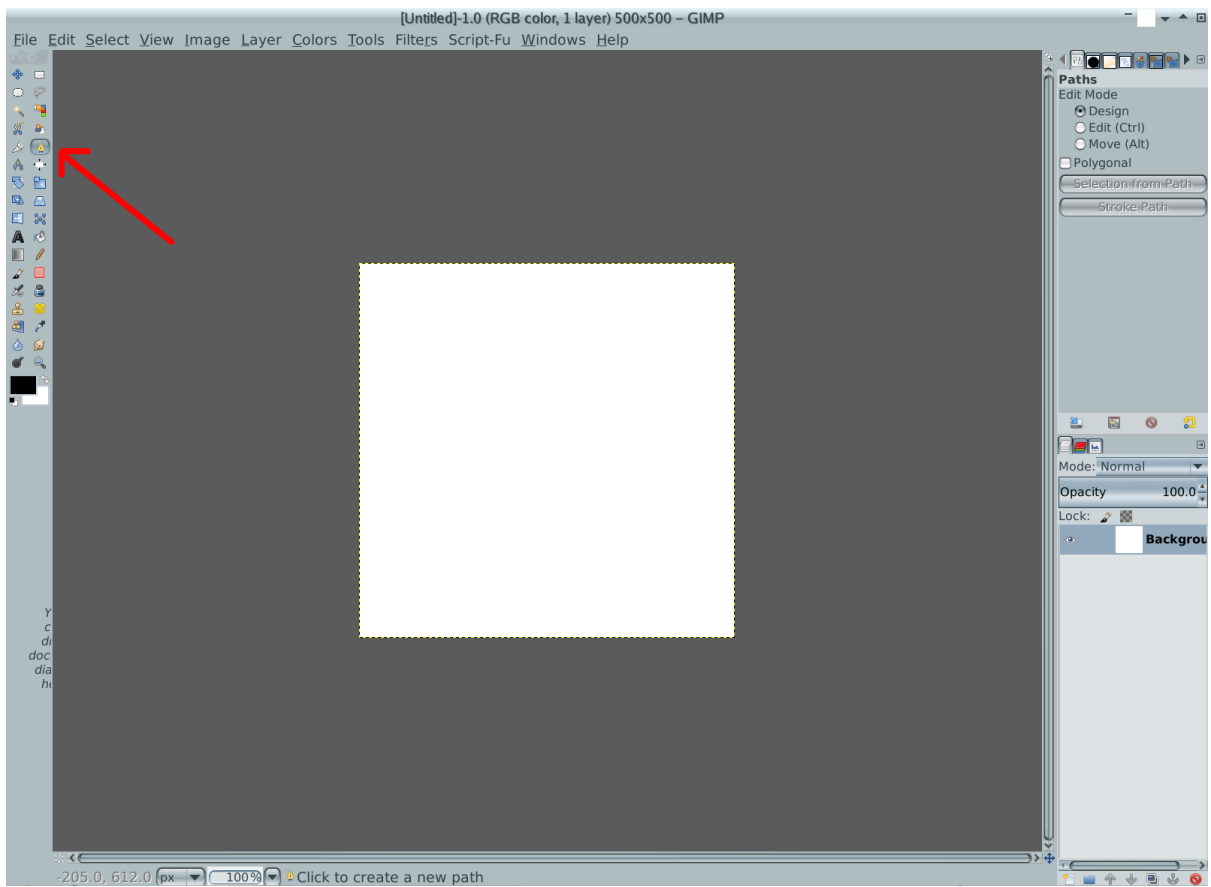
Part 1: Learning the Paths Tool:

Firstly, you need to know how to efficiently use this tool to complete this tutorial. If you already do, then skip to **PART 2**.

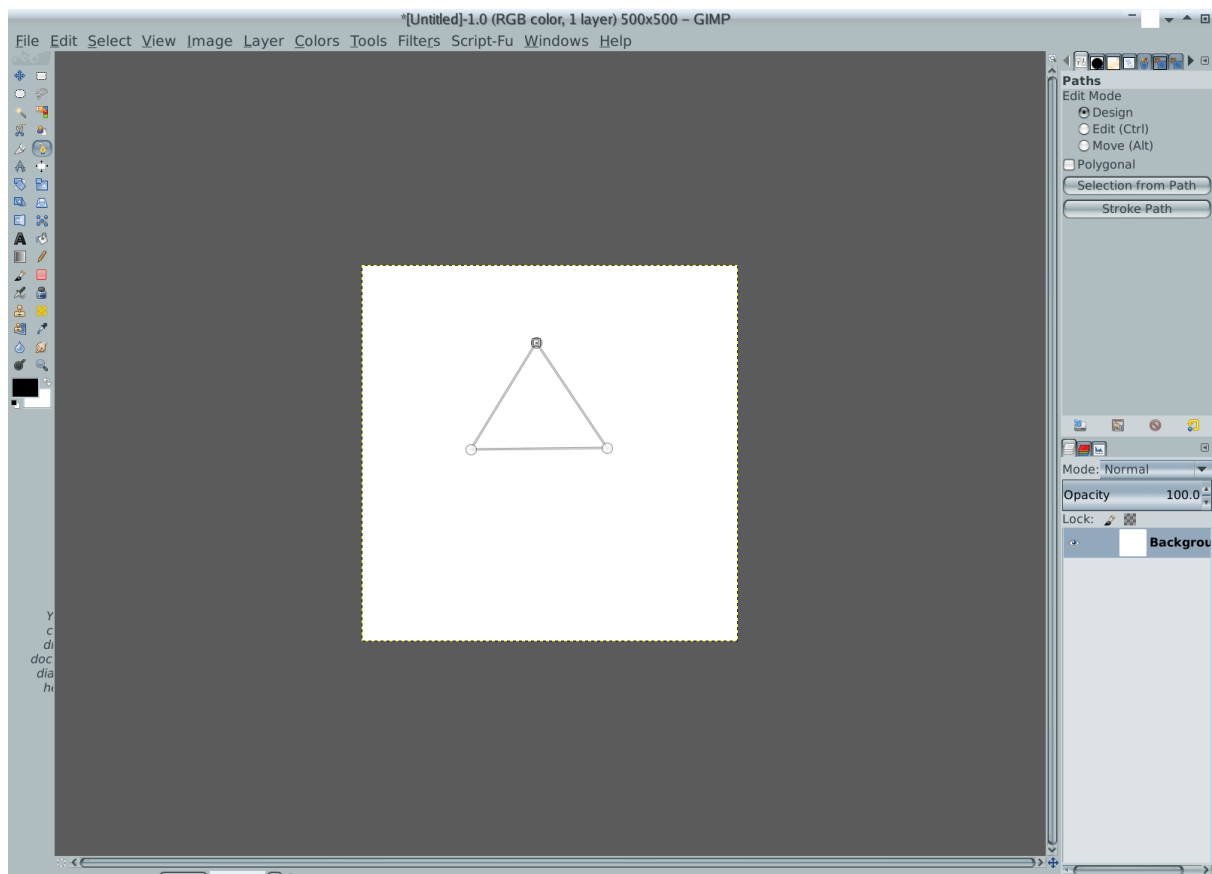
1) Start a new image at size 500x500px.



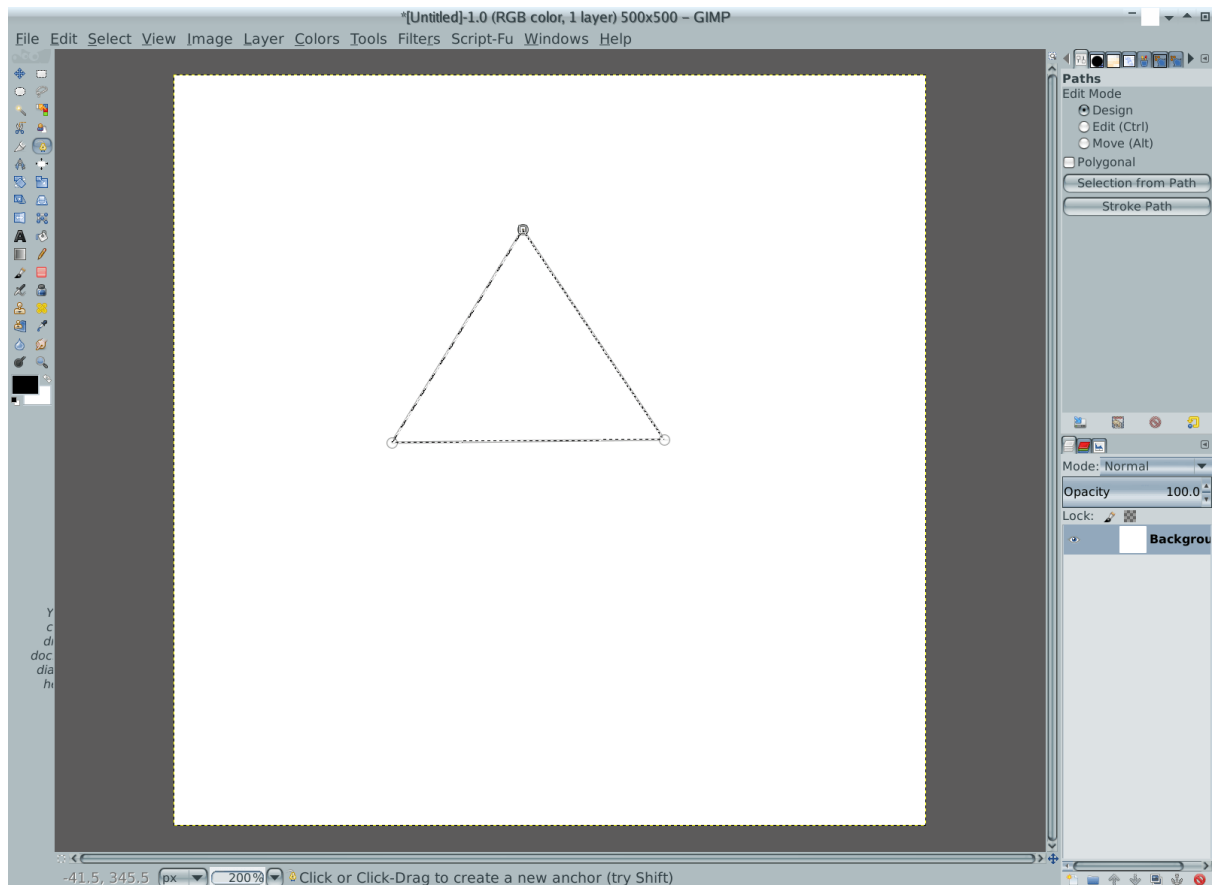
2) Select the paths tool, located here:



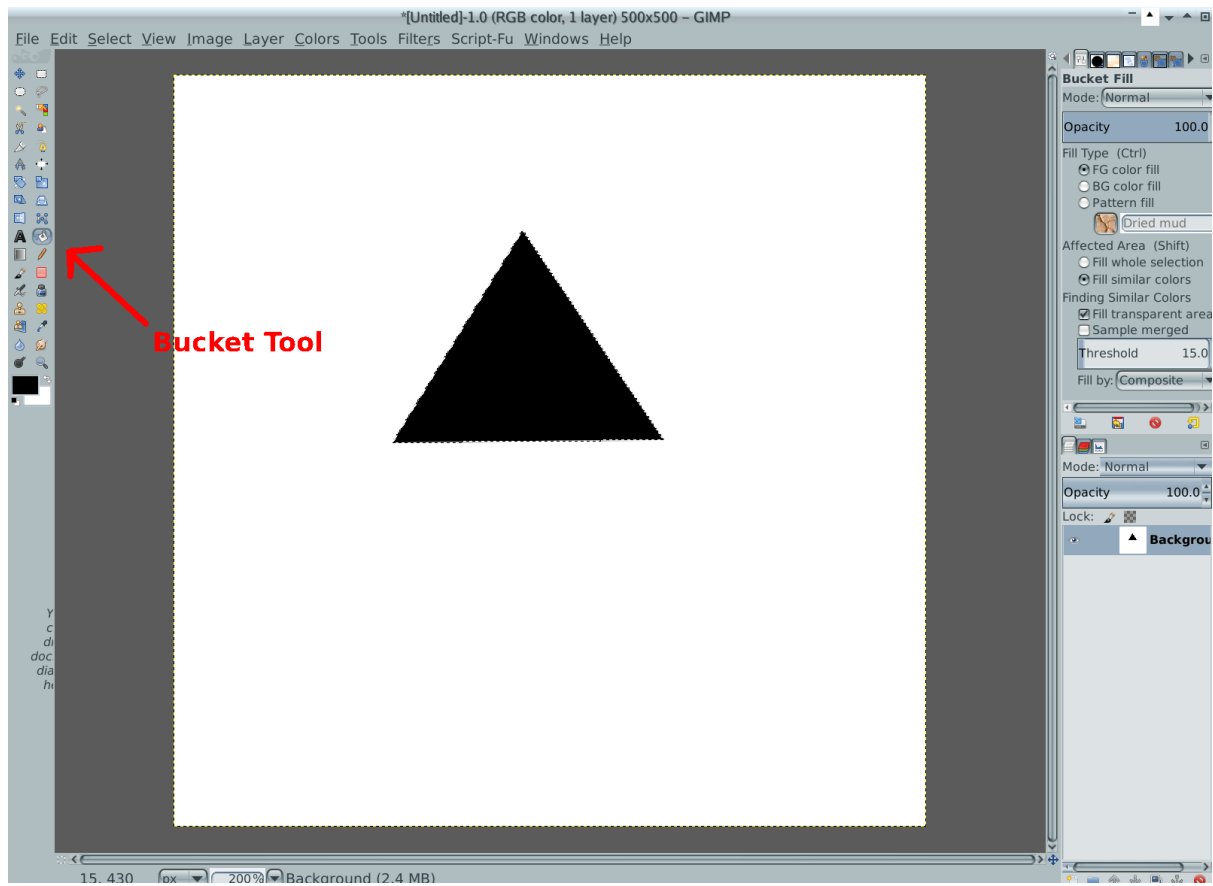
3) Create a basic triangle by setting the points as pictured, and make sure to align the final point (top point) with the first one:



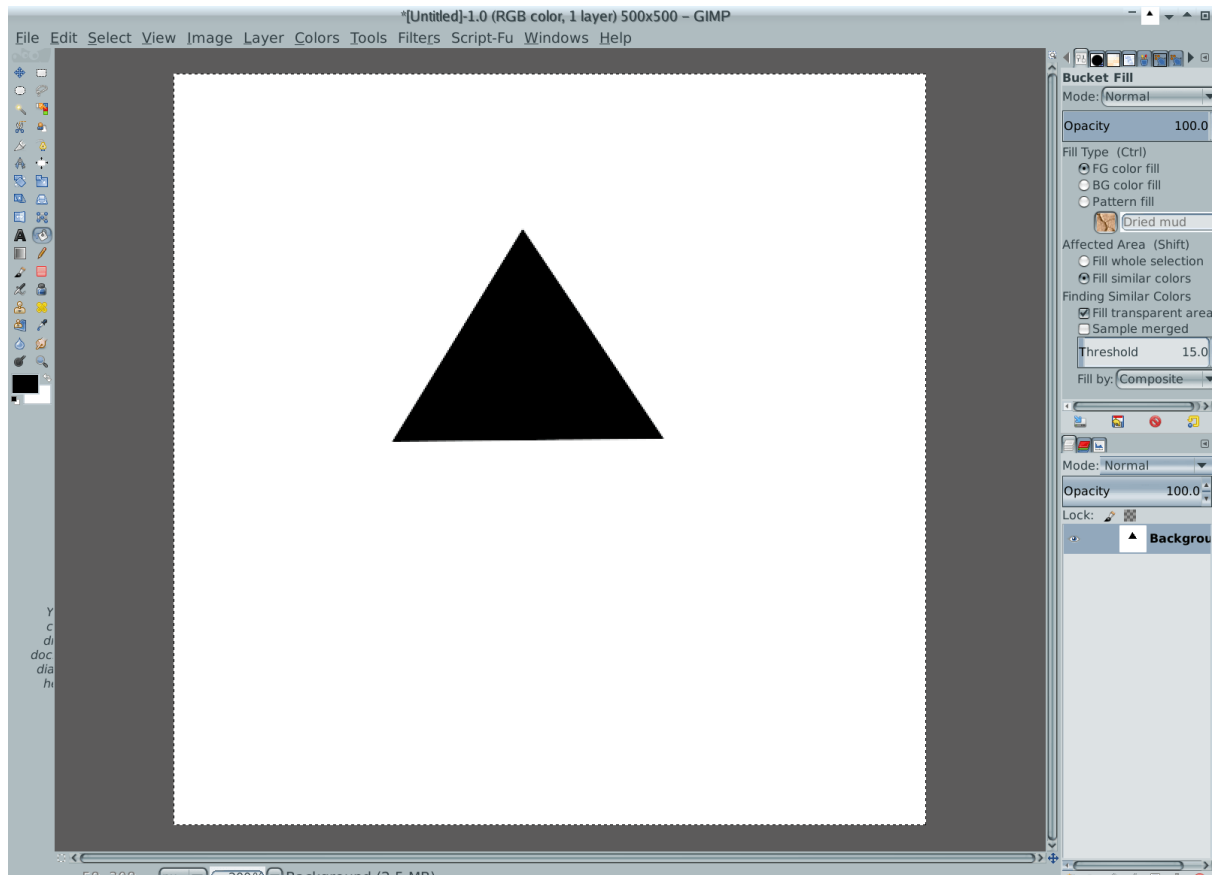
4) Press Return. You should now have the moving dotted lines to indicate a selection:



5) Use the bucket tool to fill the selection with black:



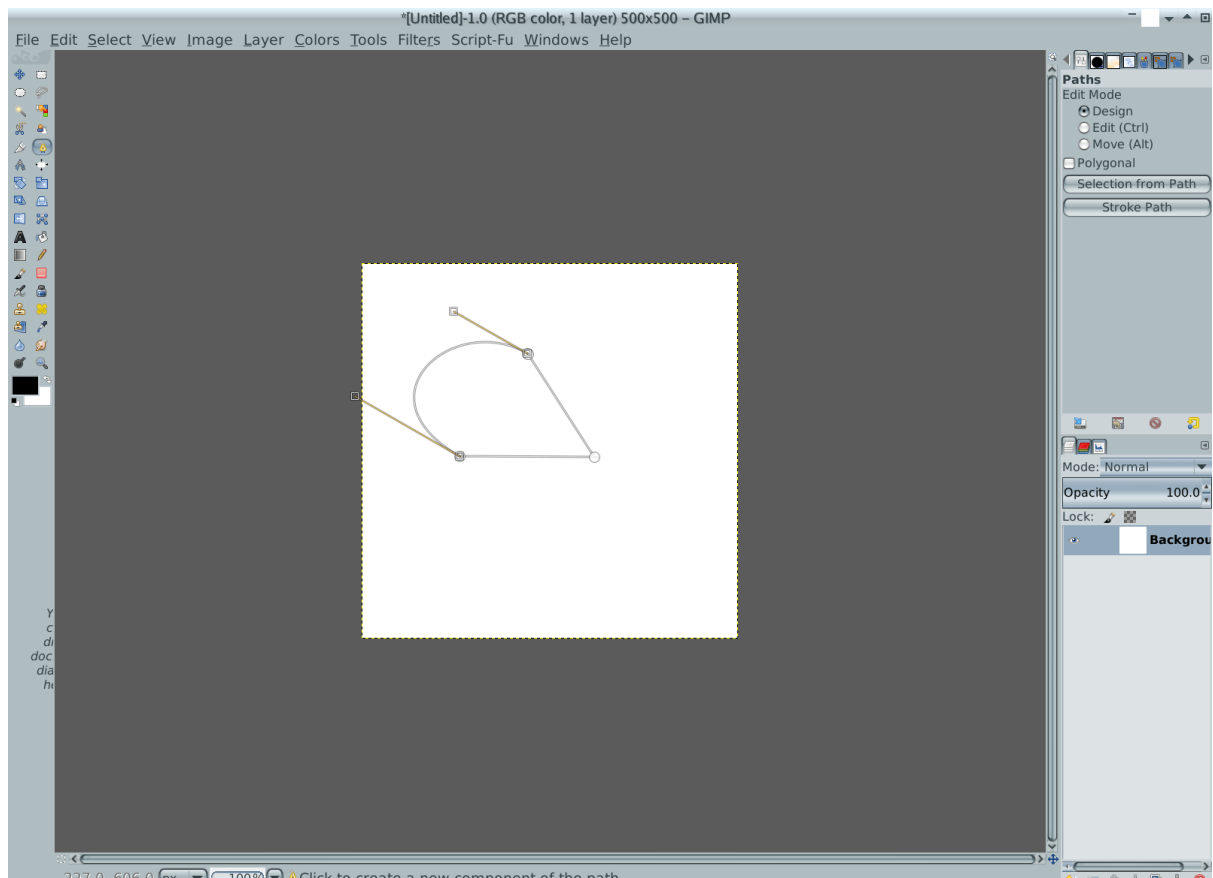
6) Deselect the triangle with “Select----->Select All”. As you can see your shape has been filled with smooth edges:



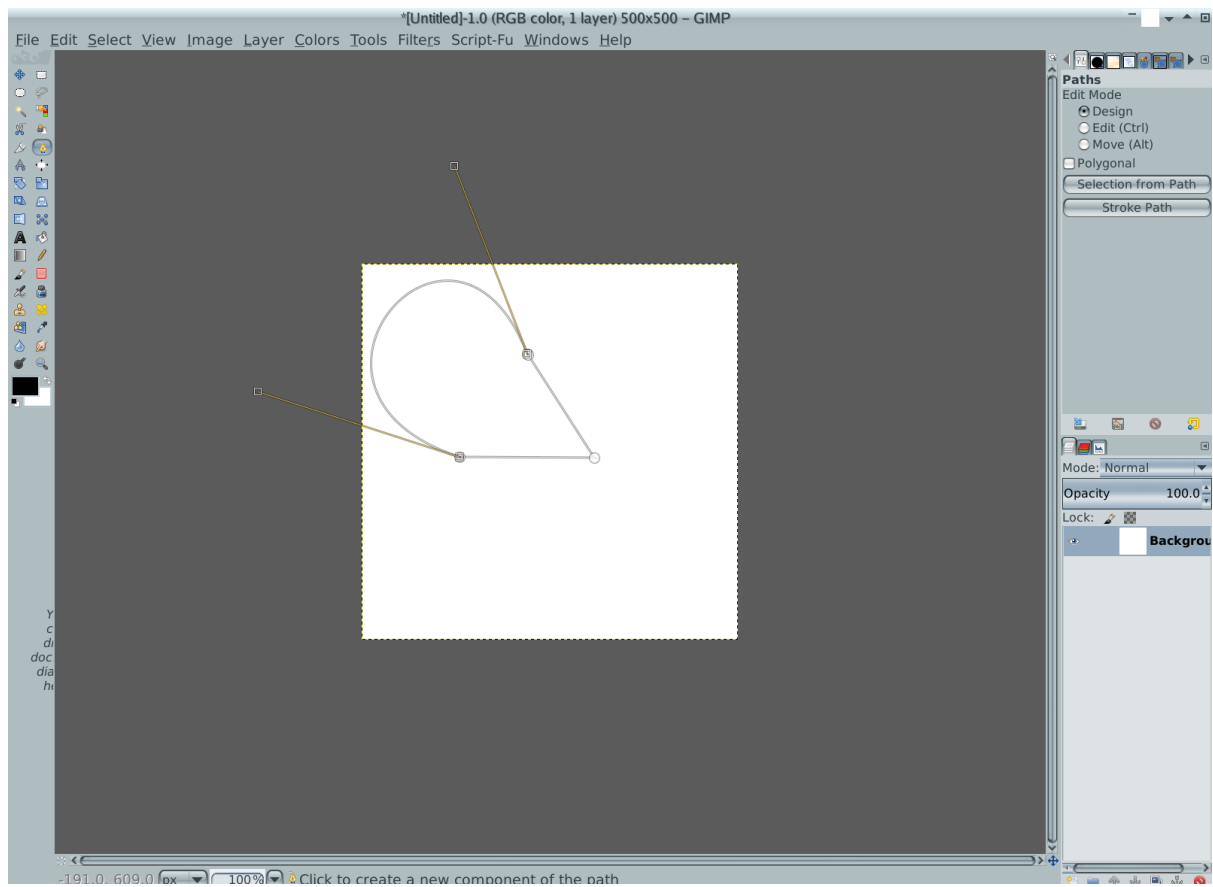
That covers the fundamental basic of the paths tool.

Now we'll move onto the more intermediate functions of this tool.

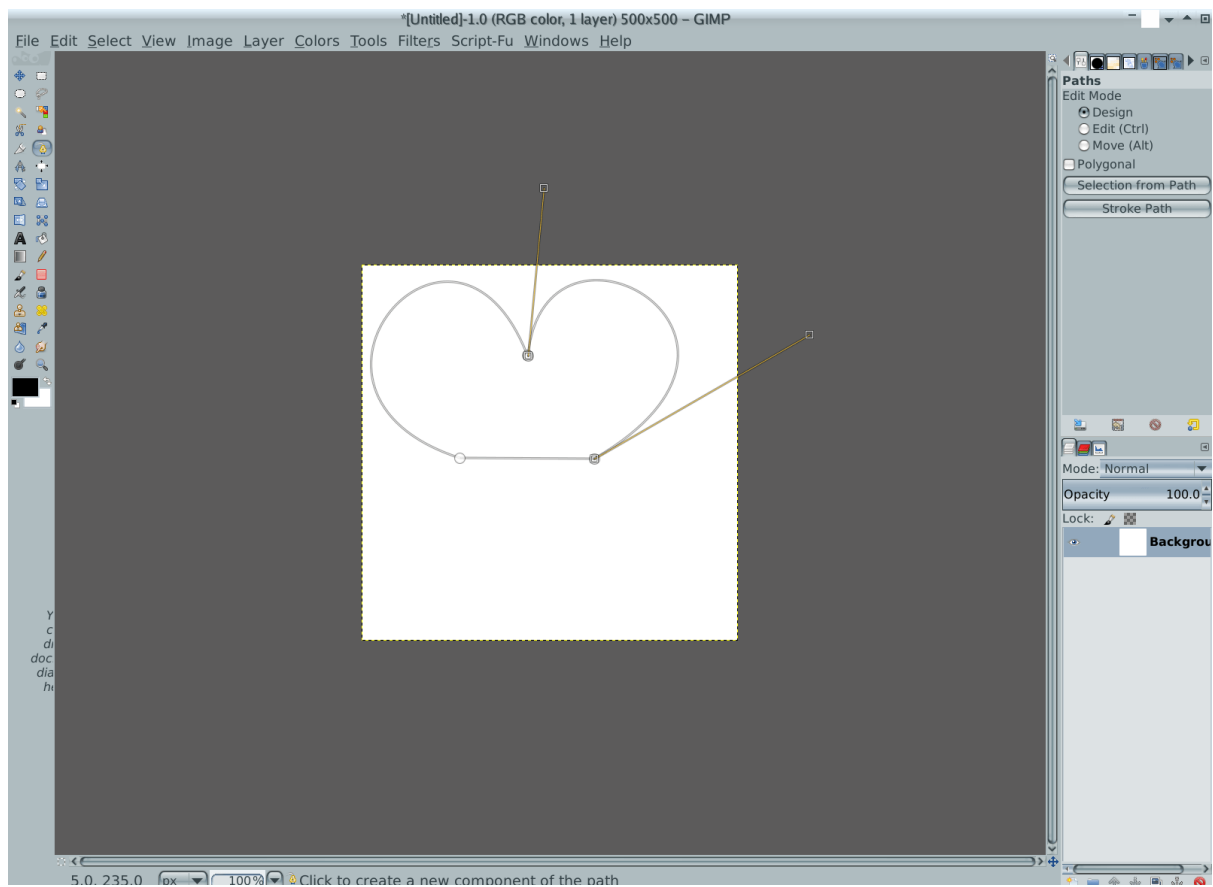
7) Start a new image, as before and once again create a triangle shape with the paths tool. Don't press return yet. This time click on the middle of the left line and drag it outwards, so that you get this result:



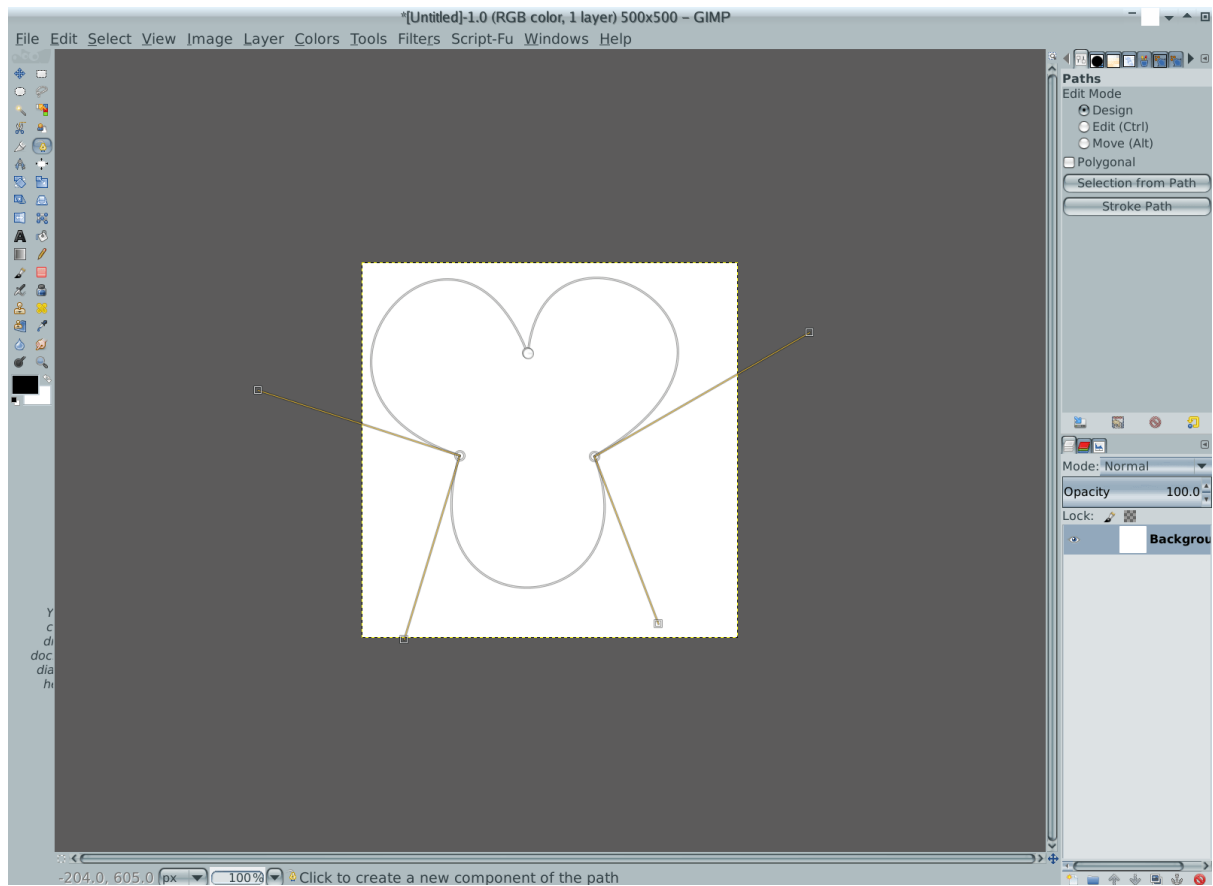
8) Note that there will now be 2 additional lines that appear at each edge of the line you just dragged out. These are not part of the shape, but are used to further shape the line inside of it. Drag them both out as pictured below, so that you get this result:



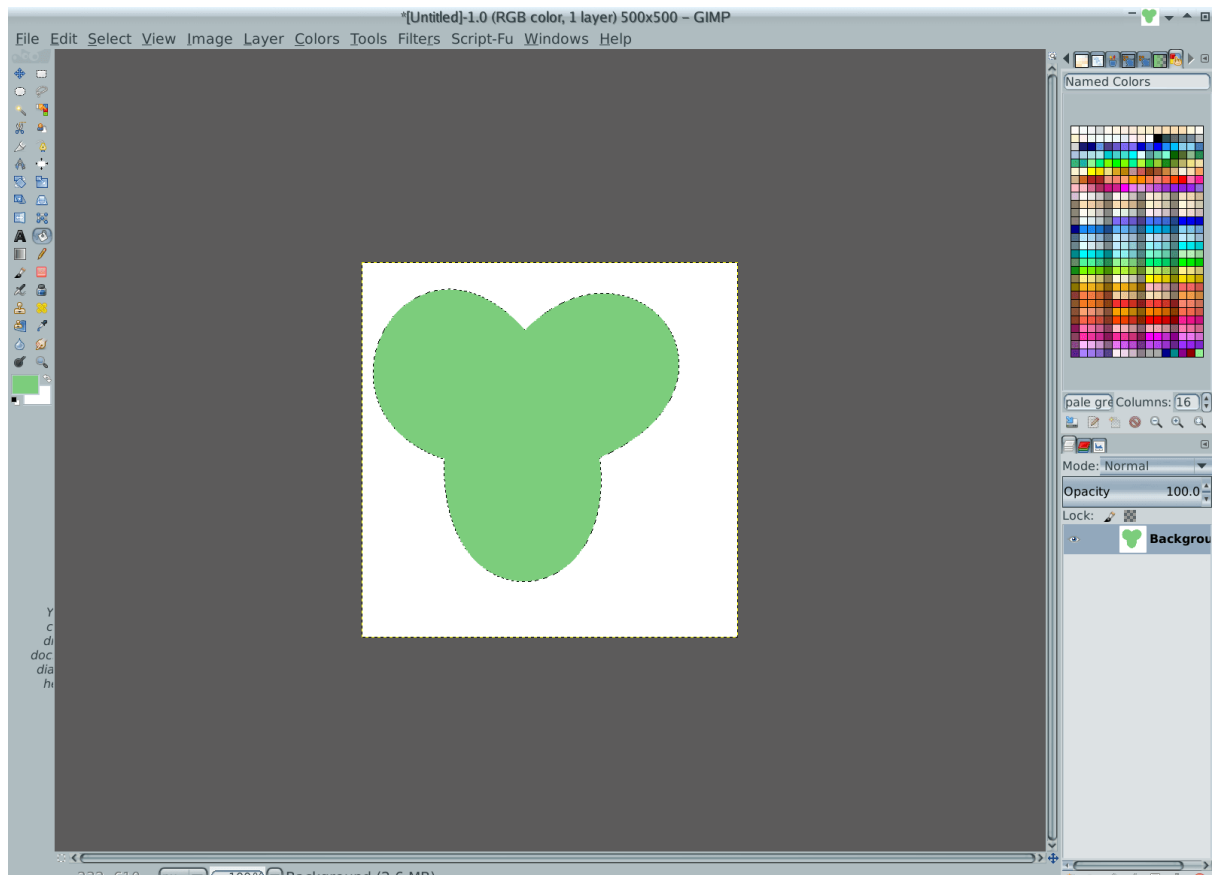
9) Do the exact same with the right line, so that you have 2 matching sides, as pictured below:



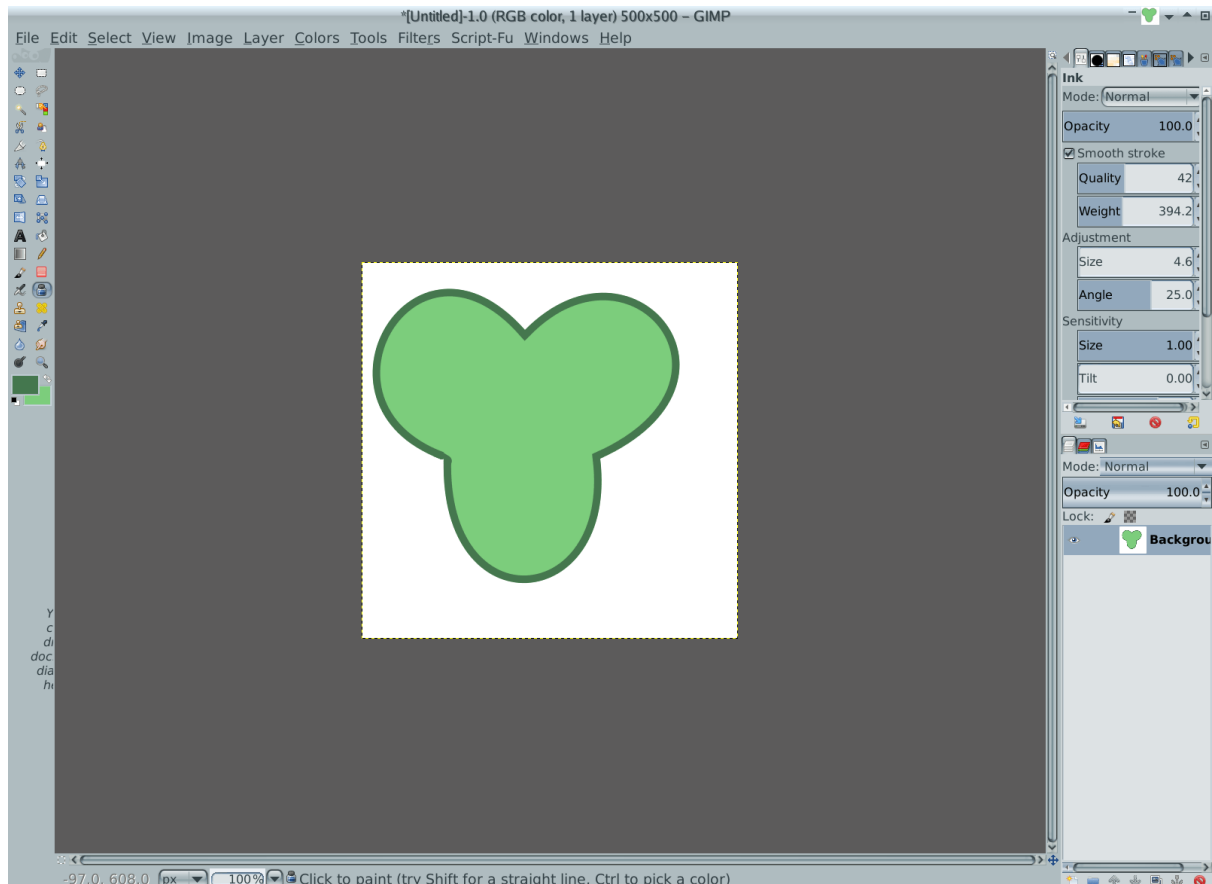
10) Do the same for the bottom line, and the resulting shape should resemble a 3 leaf clover:



11) Hit return to create the selection, and fill it with a medium green colour:



12) Now select a dark green colour, and select “Edit--->Stroke Path”, change the line width to 20px. Now select all, and you should have something resembling this:



These are just basic examples. From this point, you should do a bit of practicing with various shapes until you become reasonably skilled with this tool. Note that this tool is a bit sensitive, and more often than not you'll have to undo a mistake. The rule of thumb is not to click anywhere outside of the lines or points.

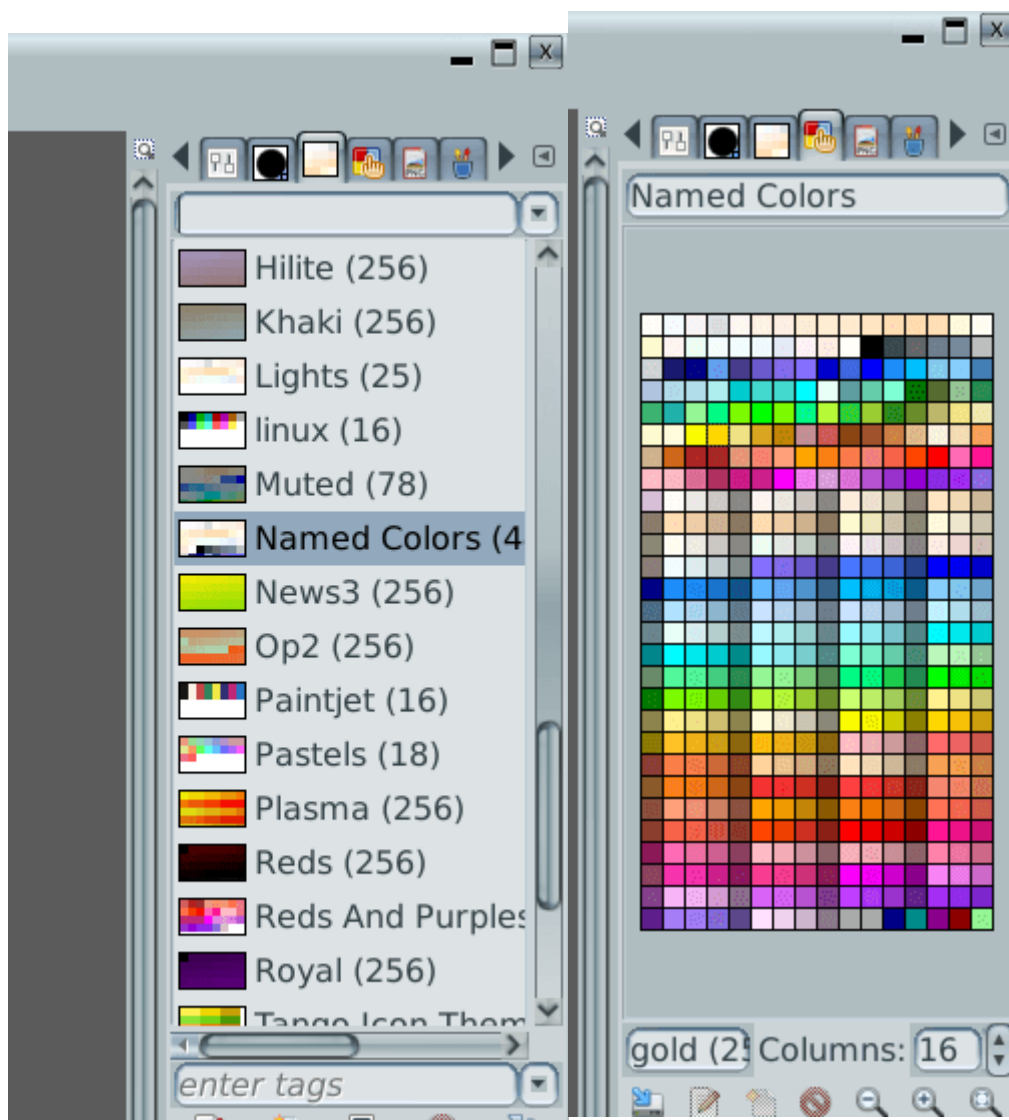
The Bat logo you want to achieve later on will require a degree of skill and patience, but I will cover it in full depth.

Part 2: The Bat Logo: Creating the base

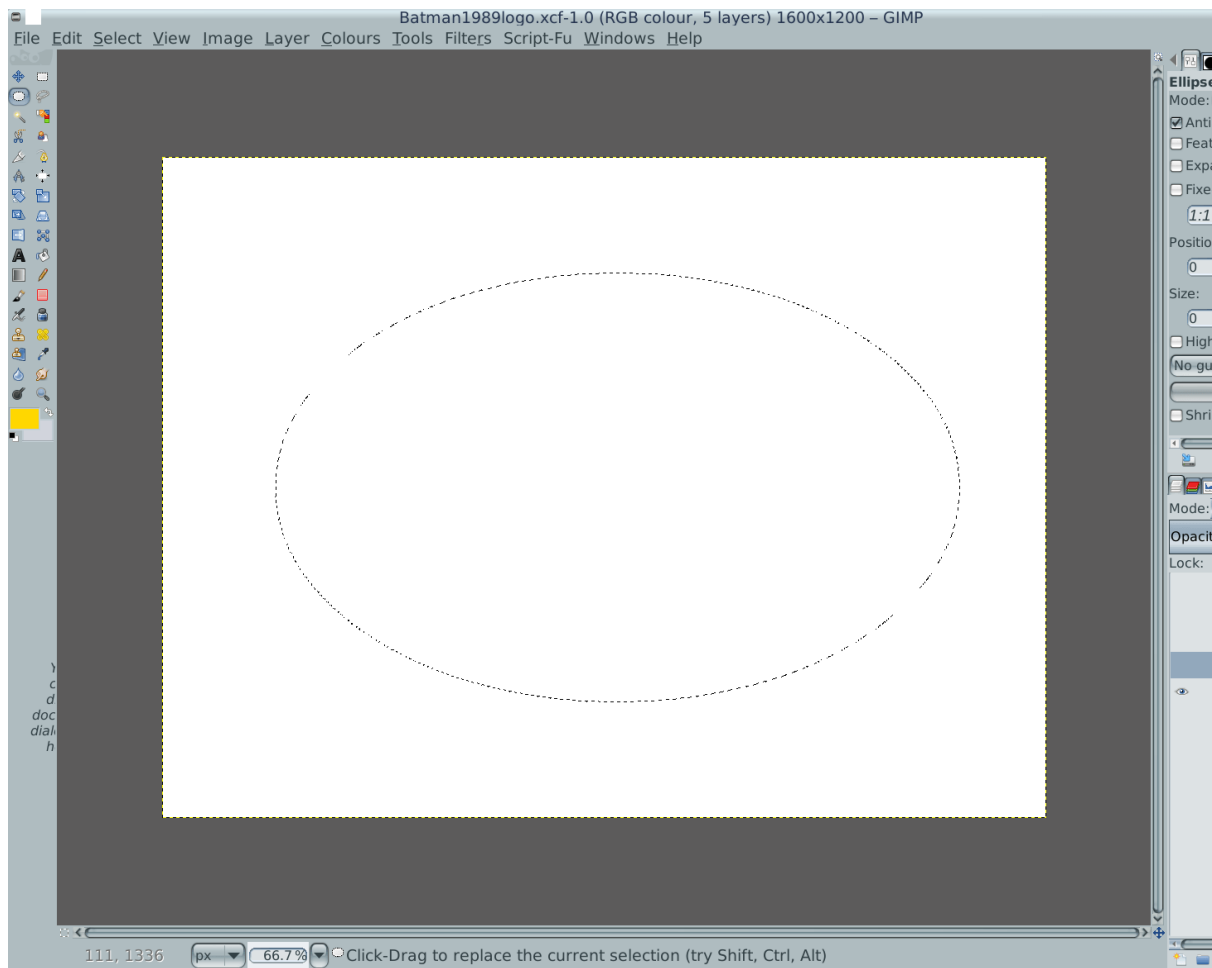
The first thing you need to do is to download an official image of the actual 1989 Batman: The Movie logo for reference. Try to find one with a good resolution:

1) Start Gimp and create a new image, sized 1600 x 1200px, and from advanced options set the X and Y resolution (default 72 pixels) to 300 pixels.

2) Select the palette called “named colours”, then choose the colour titled “gold”:

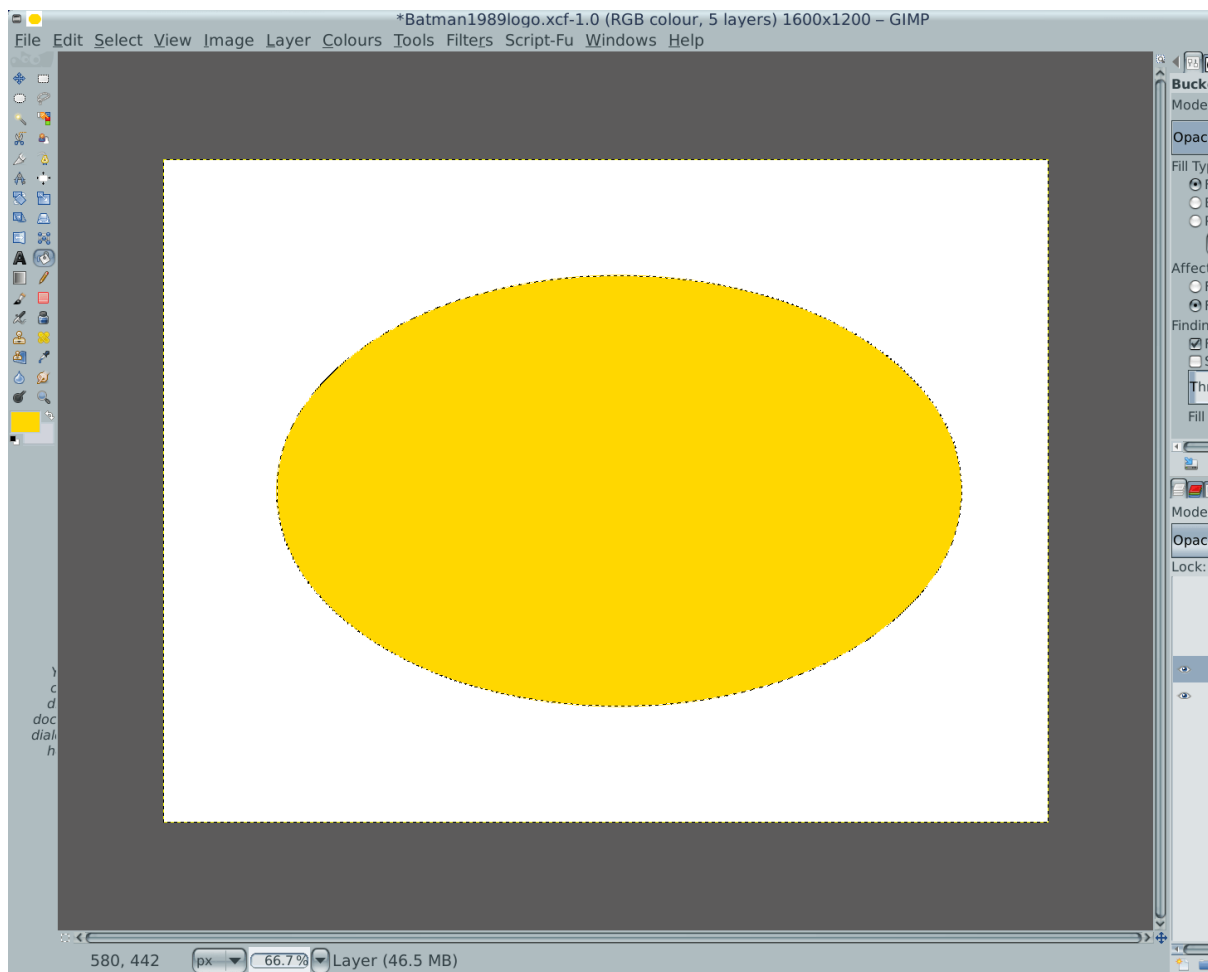


3) Create a new layer and name it “Layer 2“. Create an oval selection on it with the ellipse select tool, as pictured below:



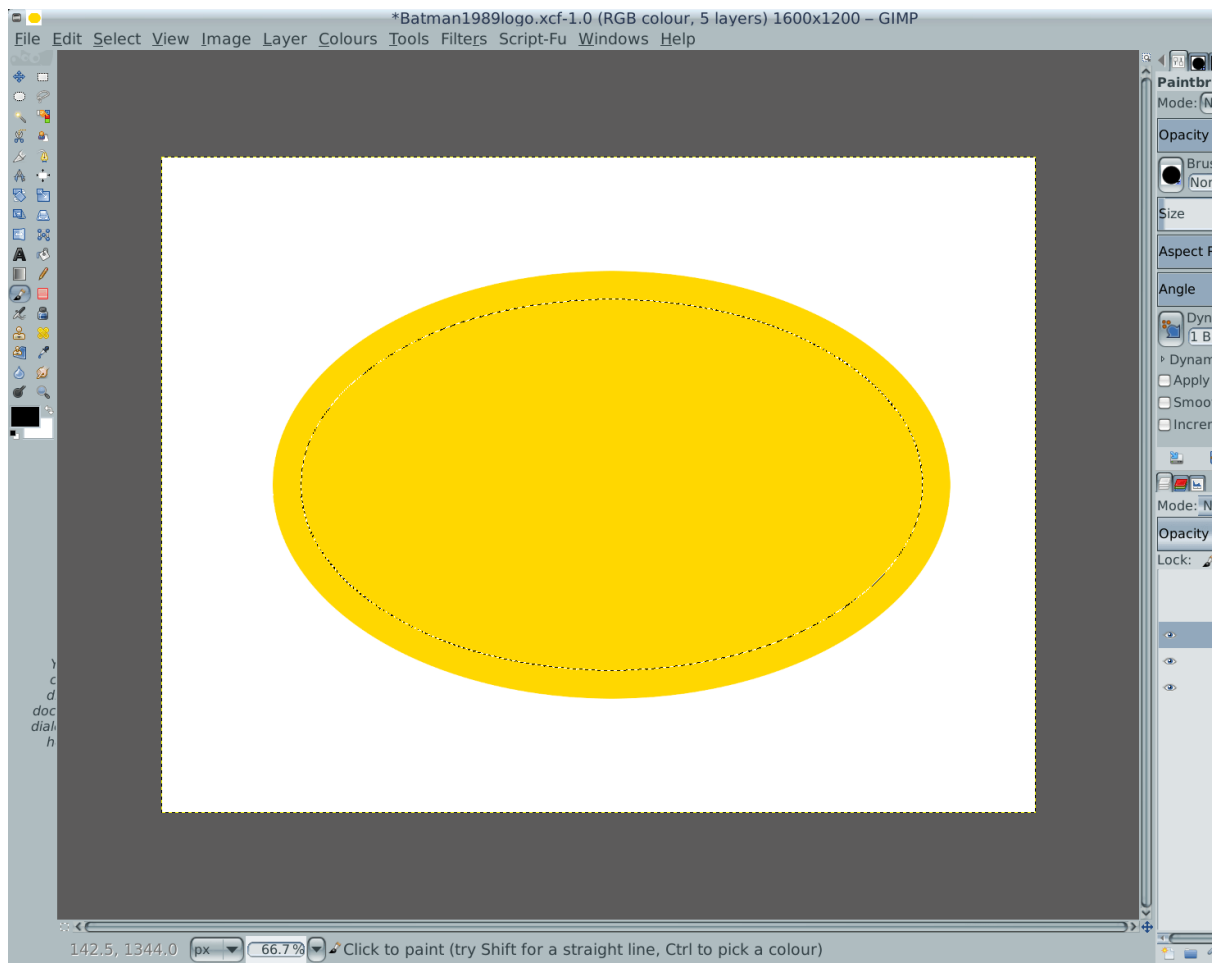
Try to get the size as pictured above as accurate as you can.

4) Use the bucket tool to fill the selection:

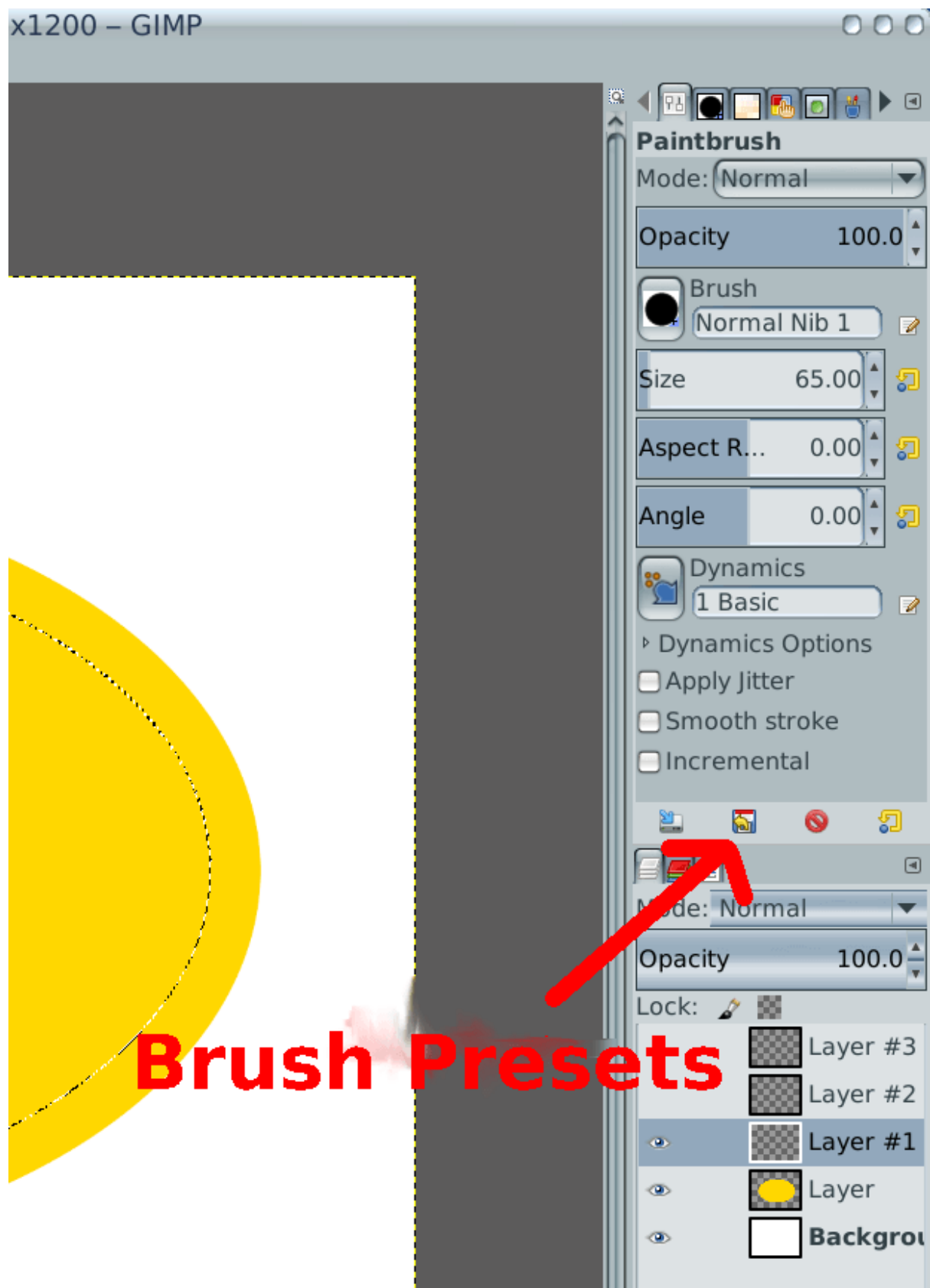


You now have the base of your logo. Make sure **not** to deselect your oval. This is a good point to save your image. Make sure to save it as an .XCF file, which is the native file format for GIMP. The good thing about this format is that it will also save your path selection.

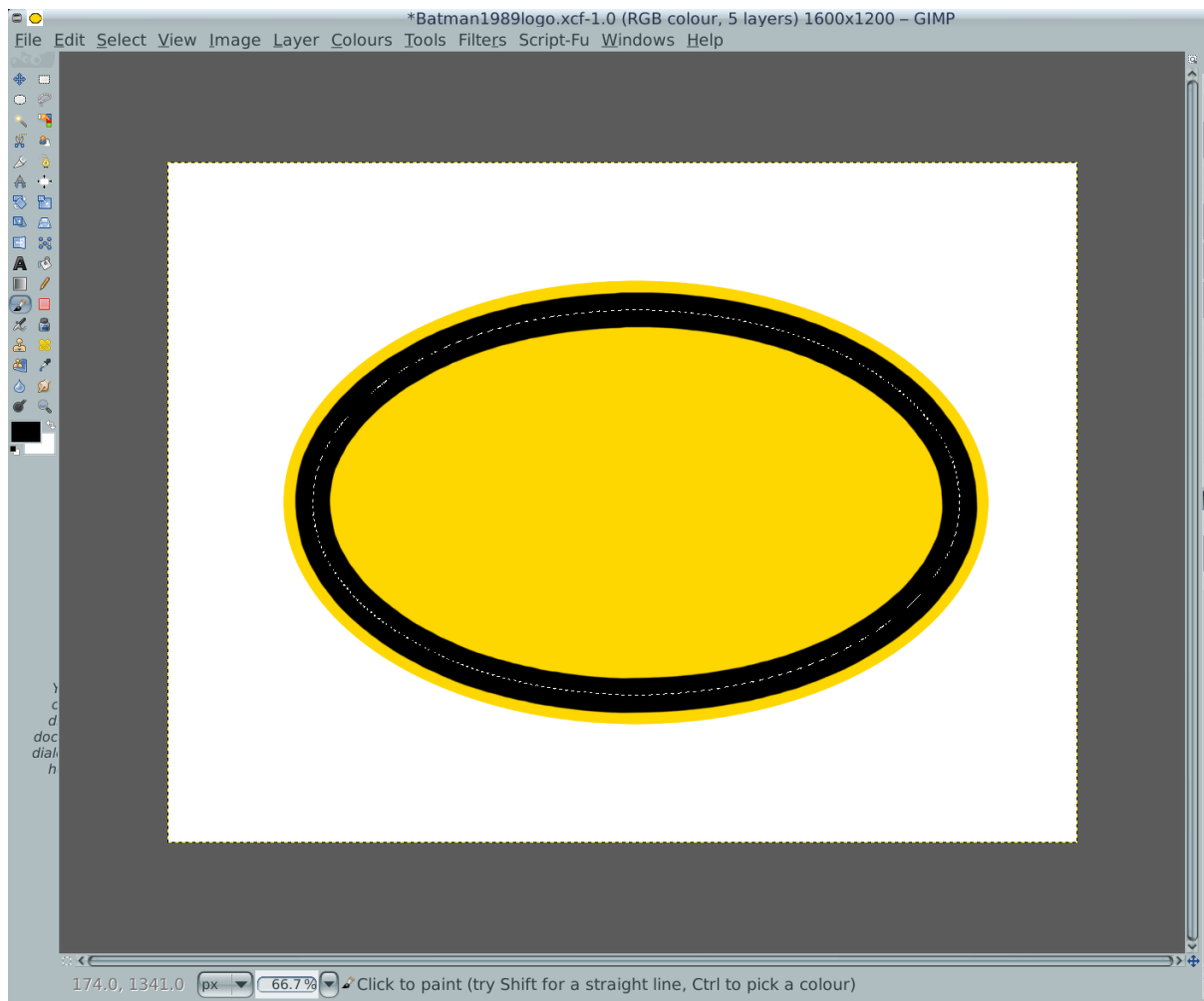
5) Create another new layer, titled “Layer 3“. Go to Select--->Shrink and choose the value of 50. Your selection should shrink to the position as pictured below:



6) Choose a pure black colour. From the brush presets, select the basic round brush and re-size it to 65:



7) Go to Edit---->Stroke Selection. From the stroke style dialogue, choose “Stroke with a paint tool”---->“Paintbrush”. Click on the “stroke” button, and you should have this result:

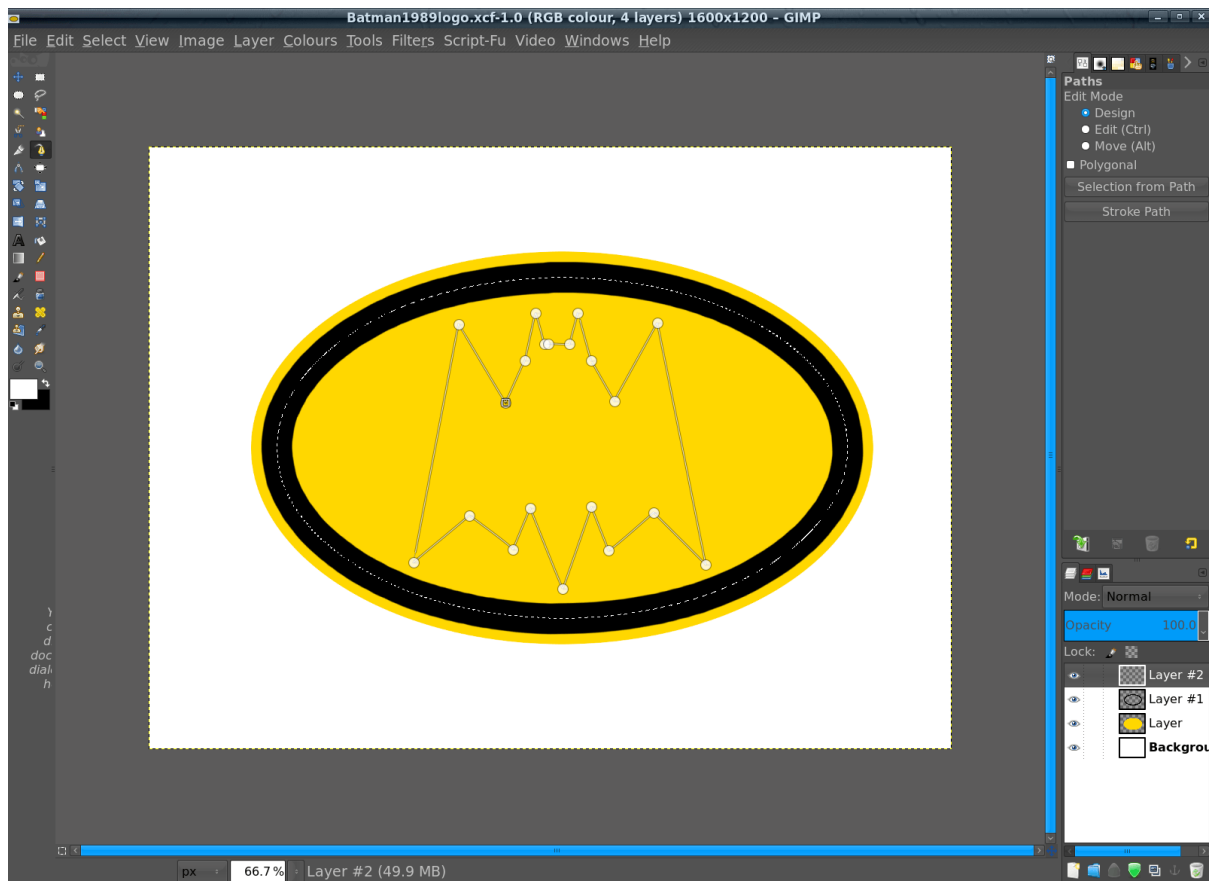


Now you have the basic base for the Batlogo. Everything beyond this section will require intermediate skills, both with the paths tool and the airbrush tool.

Part 3: The Inner Logo

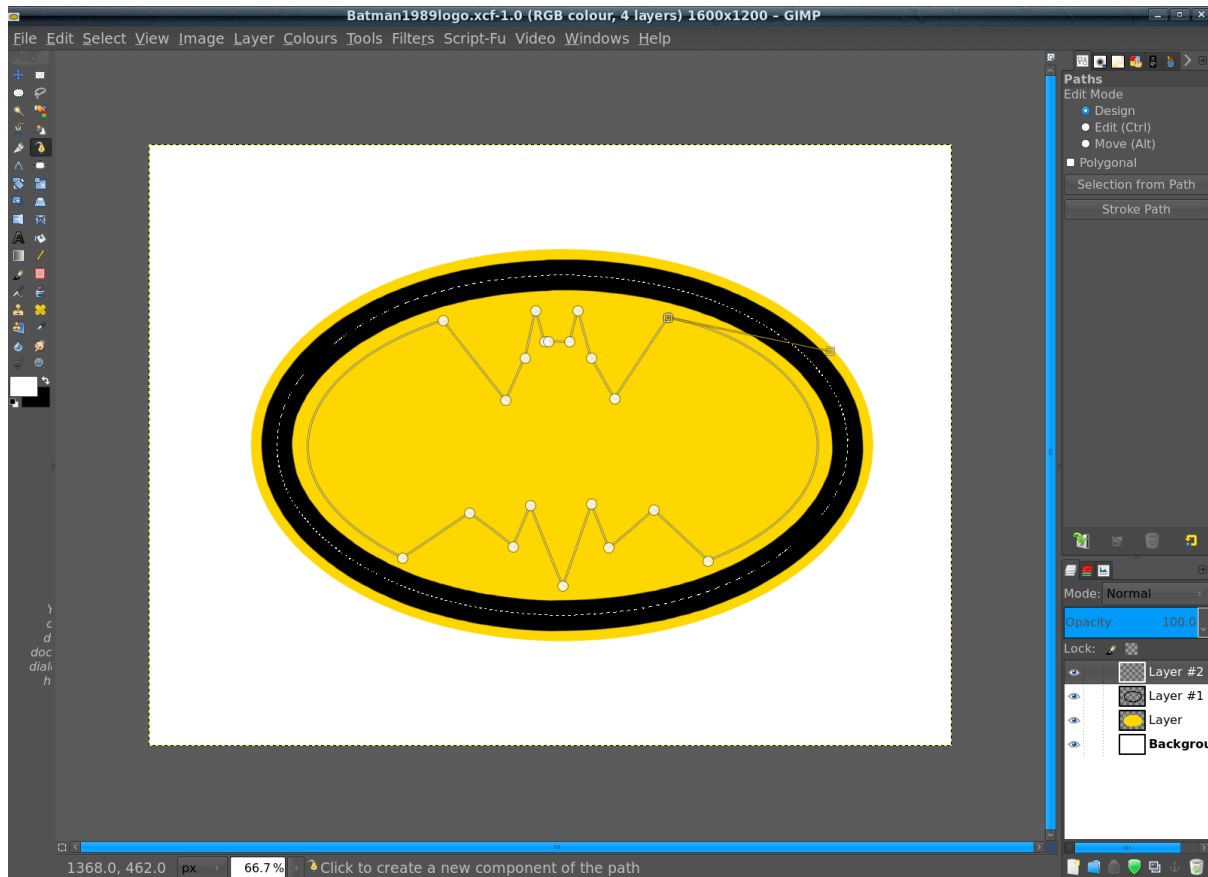
Now we move onto the most difficult part - the Batlogo itself.

1) Create a new layer, and using the 1989 logo as reference, plot the paths with the paths tool to create the inner basic, unexpanded shape, as shown here:



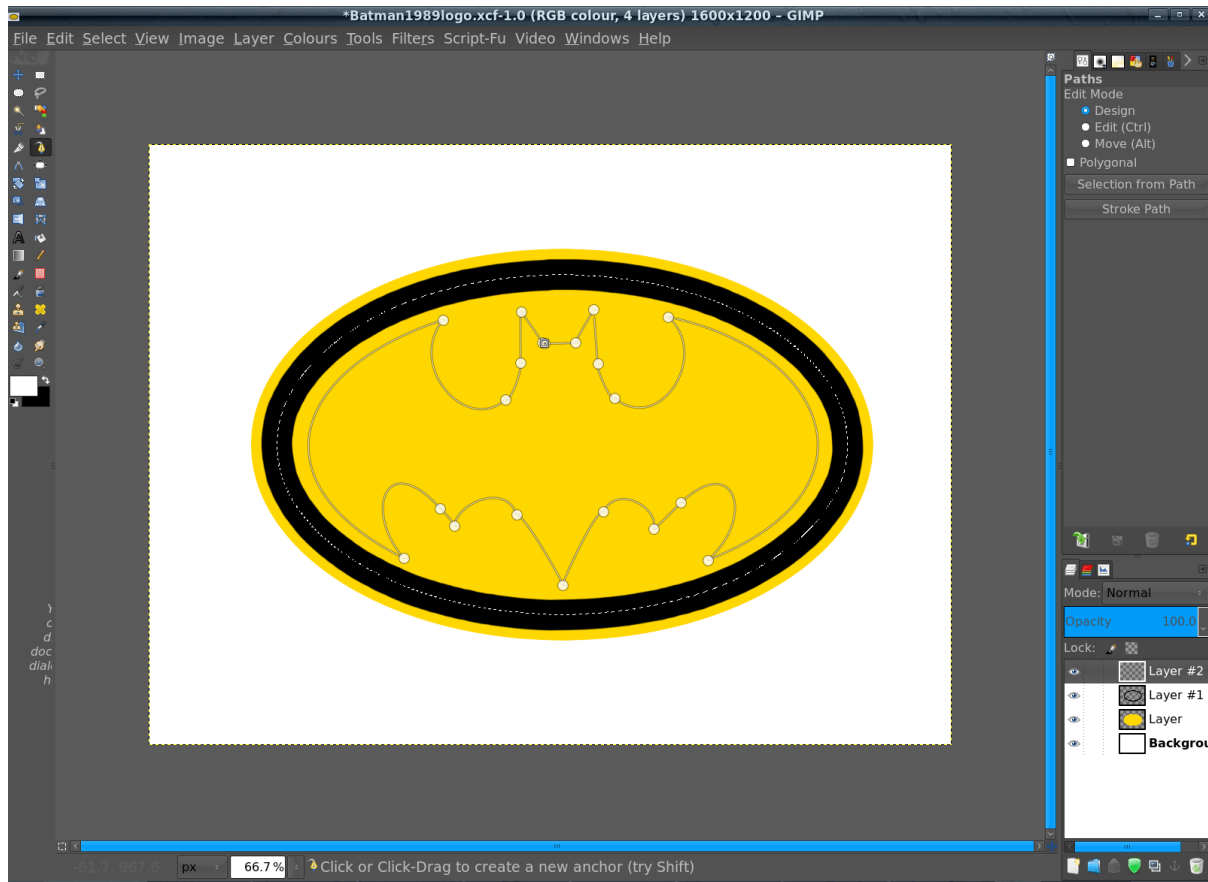
It's best to start plotting from the upper left ear of the bat and work your way anti-clockwise. These are just the rough positions of the anchor points. Everything will be refined to resemble the logo in the next step. **Do not** press enter / return yet. Keep in mind that you won't be able to save this selected path until it is highlighted, so you need to complete this entire Batlogo stage before you do make the next save.

2) Start off by dragging out the left and right wing paths to create curves which fit the circular edges of the border, as shown here:



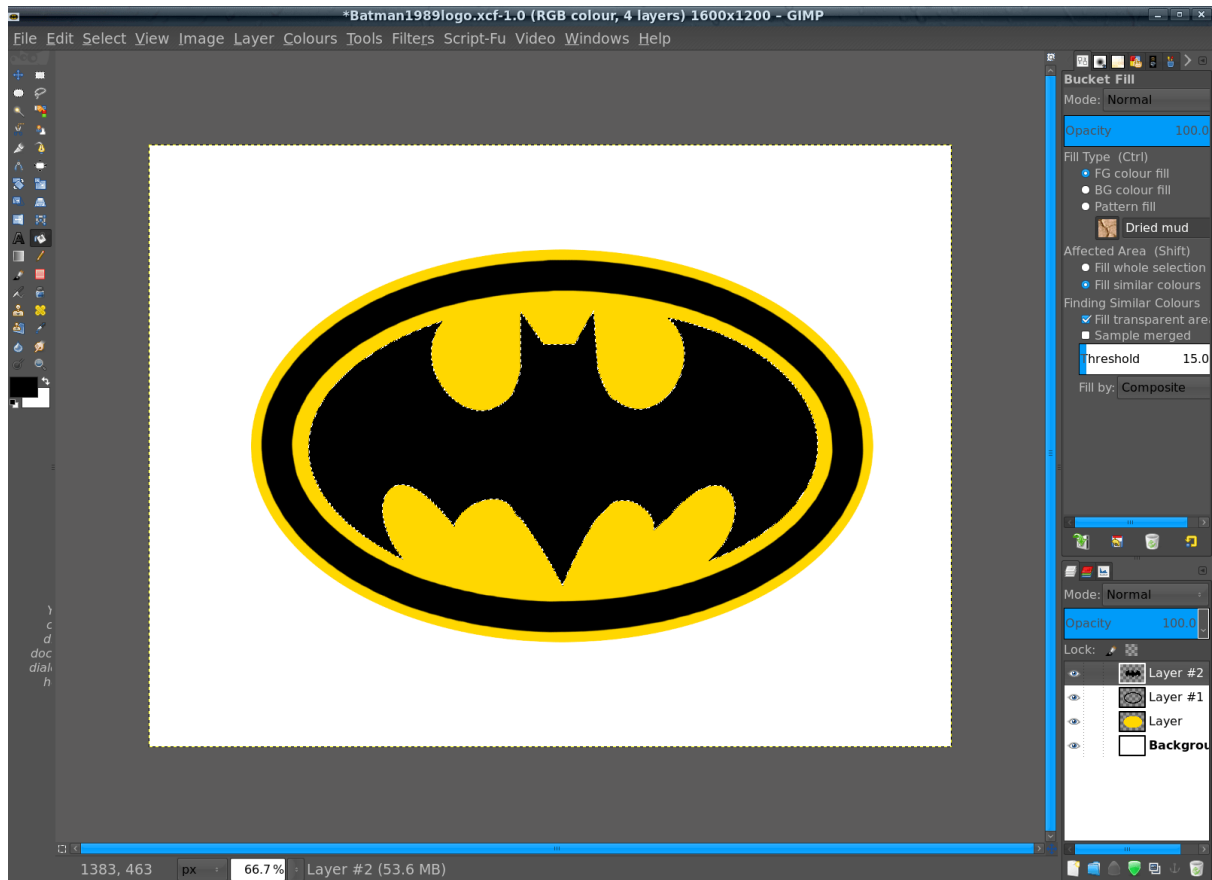
Now, using your reference, shape the curves accordingly for the rest of the logo. This will take quite a bit of refining and patience. The paths tool can be sensitive, so if you make a mistake then go back a step with edit ----> undo.

3) Try not to aim for 100% accuracy, but do try to get it to resemble the original as best as you can. This can take a bit of tweaking. A good result should resemble this:



Make sure you are 100% happy with your result. You should then press Return / Enter to make the selection, and make a very crucial save of your work so far. Note that once the selection is made, all of the anchor points will be eliminated, and further tweaks or changes cannot be made to your curves.

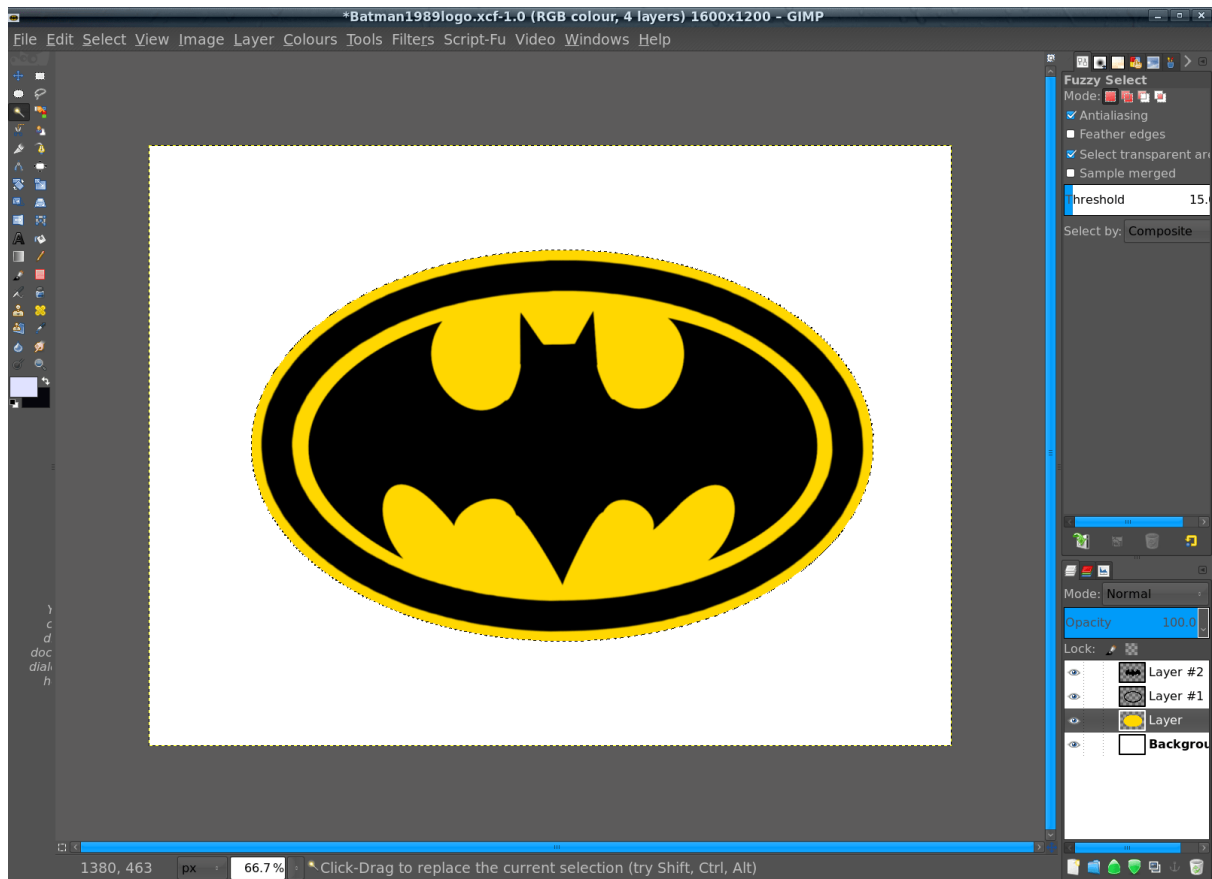
4) Now use the bucket tool to fill the selection with a pure black:



From here, you should save your work, and from thereon start saving further changes as a **new and separate file**, if you wish to keep this flat logo for other purposes. Doing so can also be handy for creating variation of the Batman logo, e.g. Batman Return.

5) Deselect everything on the logo layer and the border layer. Run the blur filter once on both these layers individually.

6) Select the base shape layer and make a selection of it with the magic wand tool:

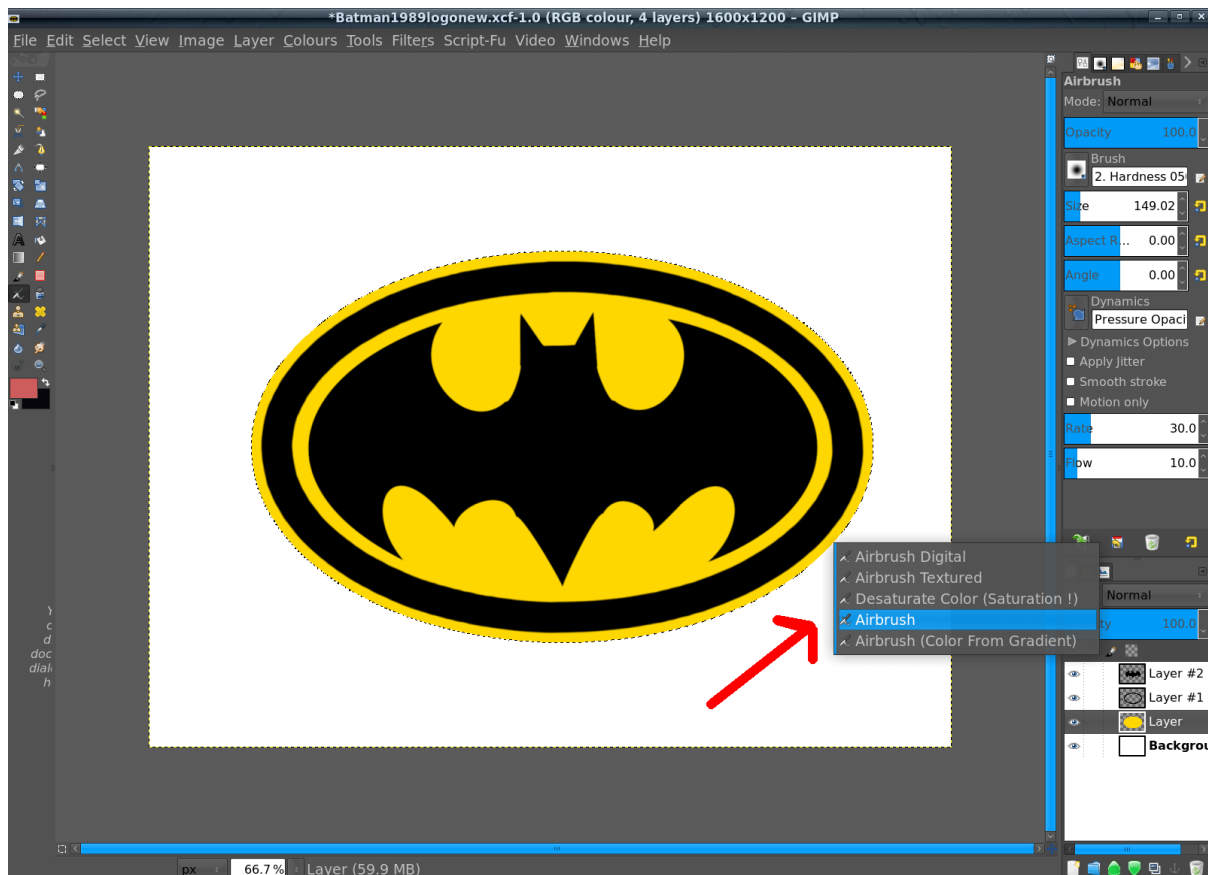


From here we start the airbrushing process. It doesn't require a great deal of skill. The selection is made so as to paint everything within the logo, without overlapping the borders.

The filled base currently has the mid-tone colour, so now it's a case of adding the lighter and darker tones. We will start by gradually adding the darker tones in ascending order, and we will then add the light tones lastly.

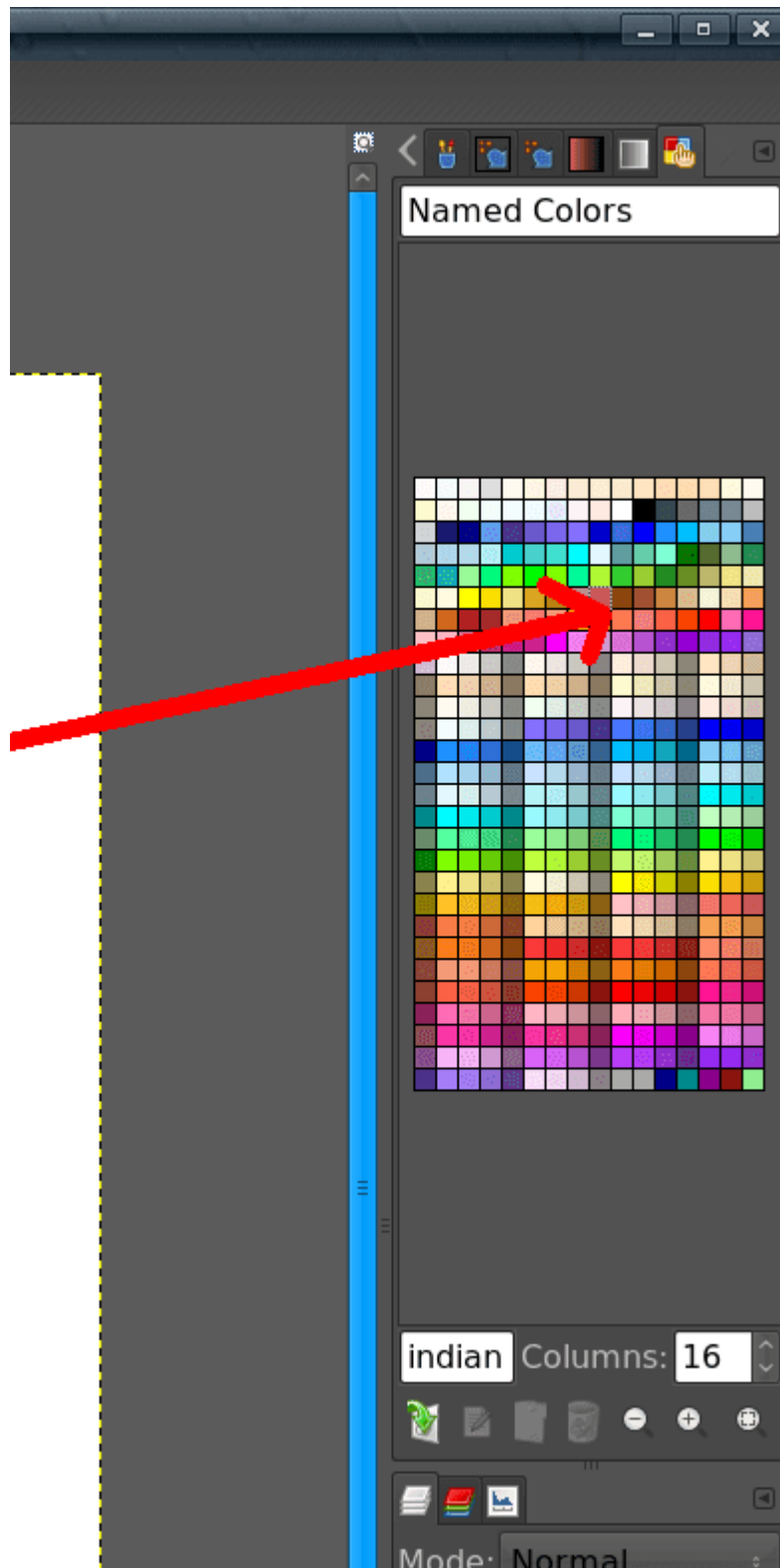
Airbrushing the Base:

1) Select the Airbrush tool and choose the preset “Airbrush”:

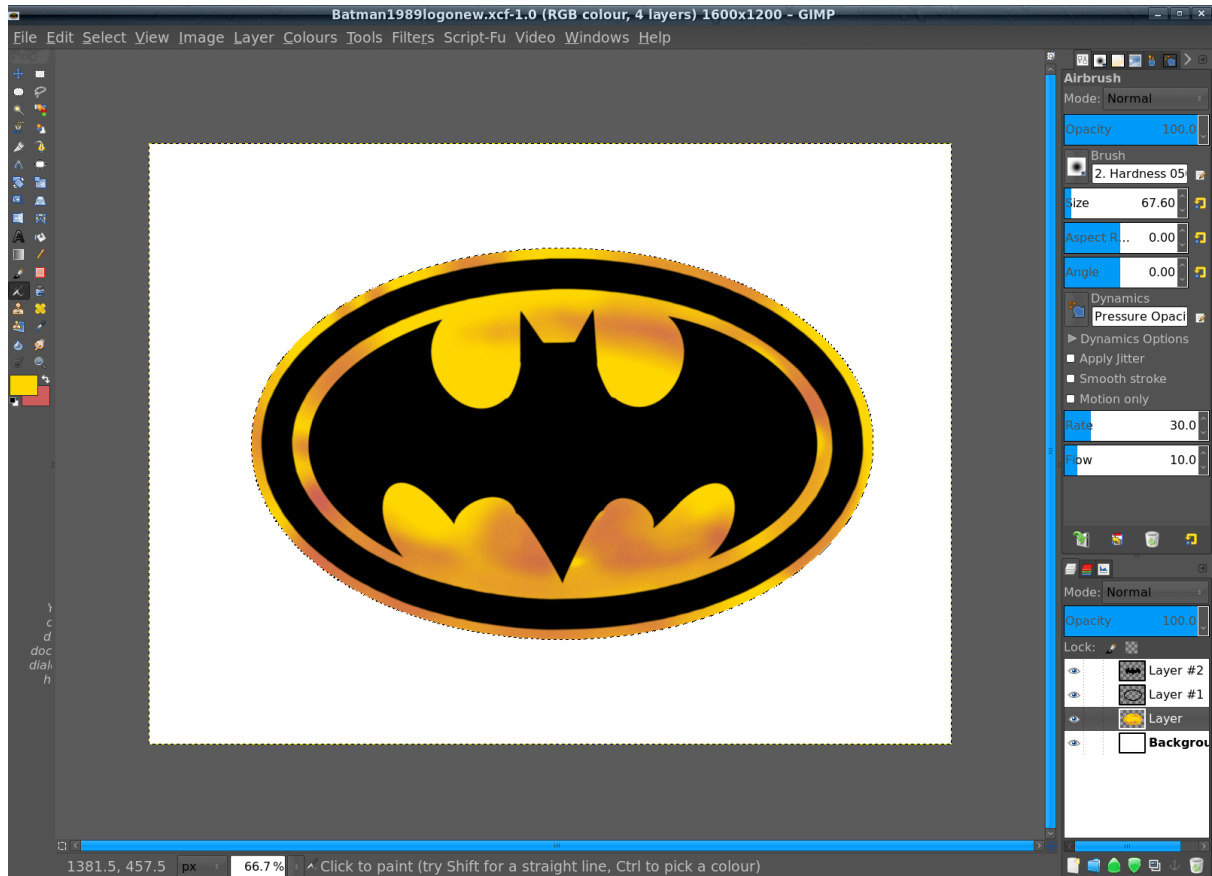


This should be a very soft brush with a default size of 500. Put the brush size down to 150. As you airbrush, you should keep resizing it accordingly depending on the area you are airbrushing.

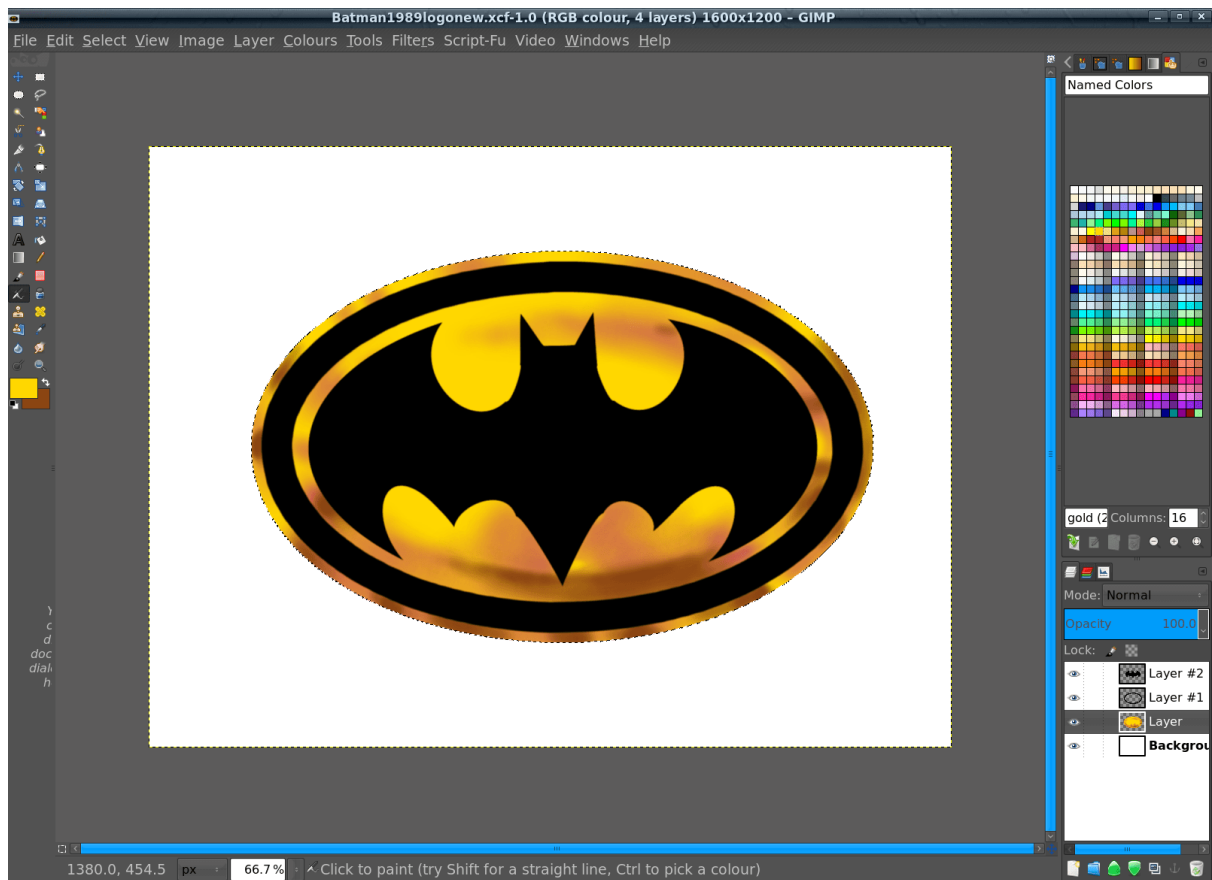
2) From your palette tab, select the colour “Indian Red”:



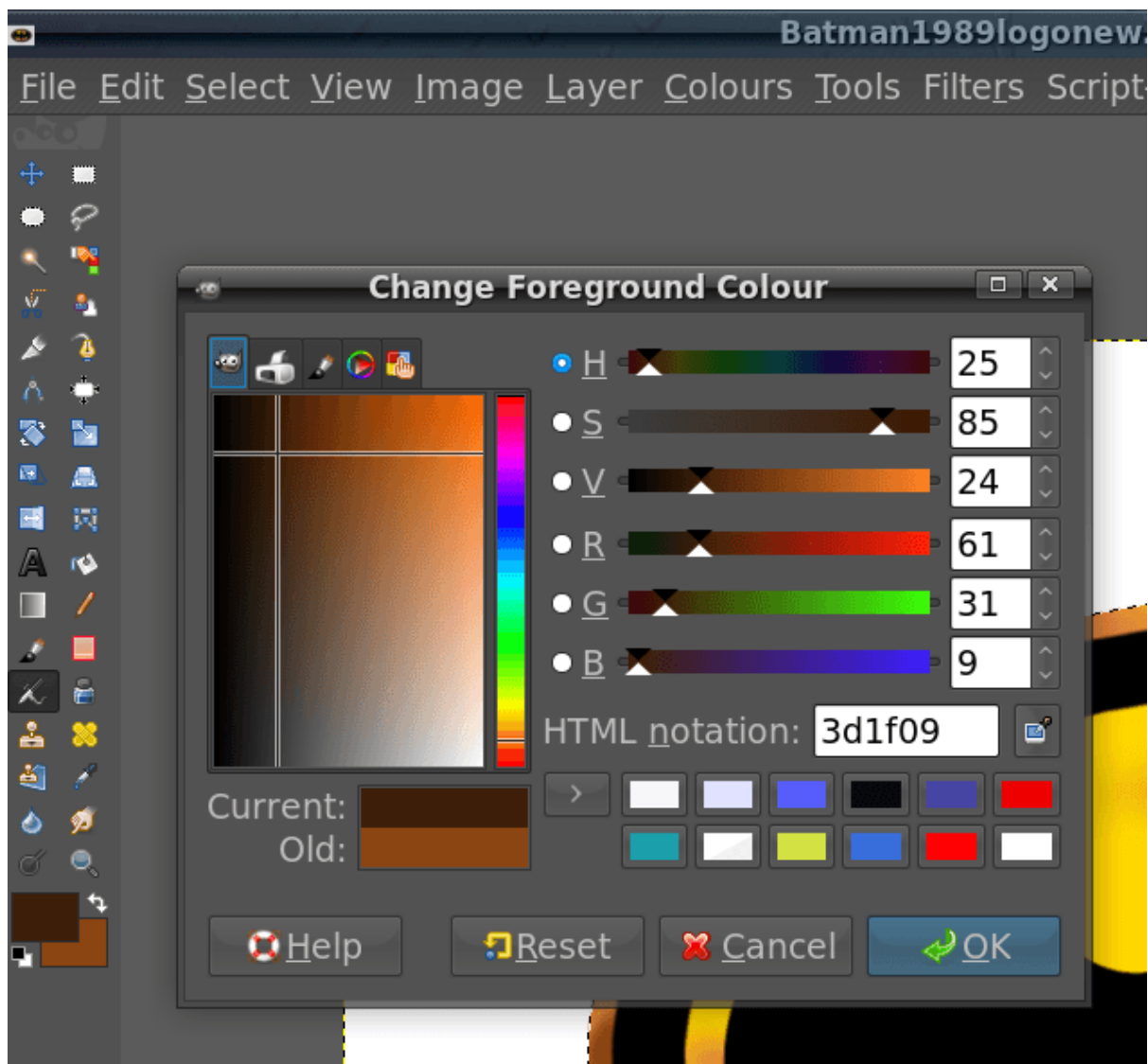
3) Choose the base gold colour as your **secondary** colour. With the primary Indian red colour, airbrush the darker mid-tones in as according to the reference. Use your secondary gold colour to fix mistakes or overworked areas if required. Pay close attention to all the small details, as they make all the difference. Remember to resize you brush as required:



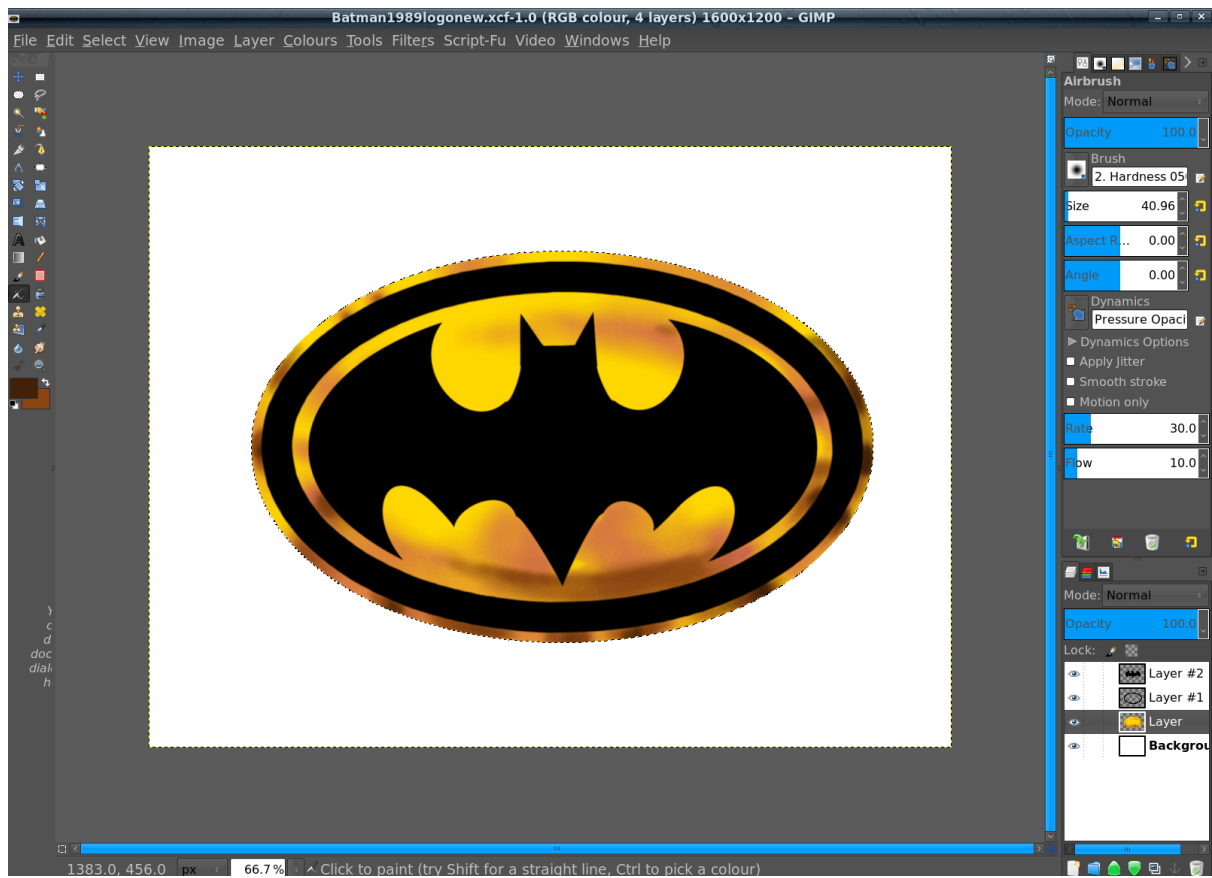
4) Now replace the Indian red colour with “Saddle Brown” from your palette. This colour is located directly next to it. Using the same airbrushing process, add these darker tones as according to the reference:



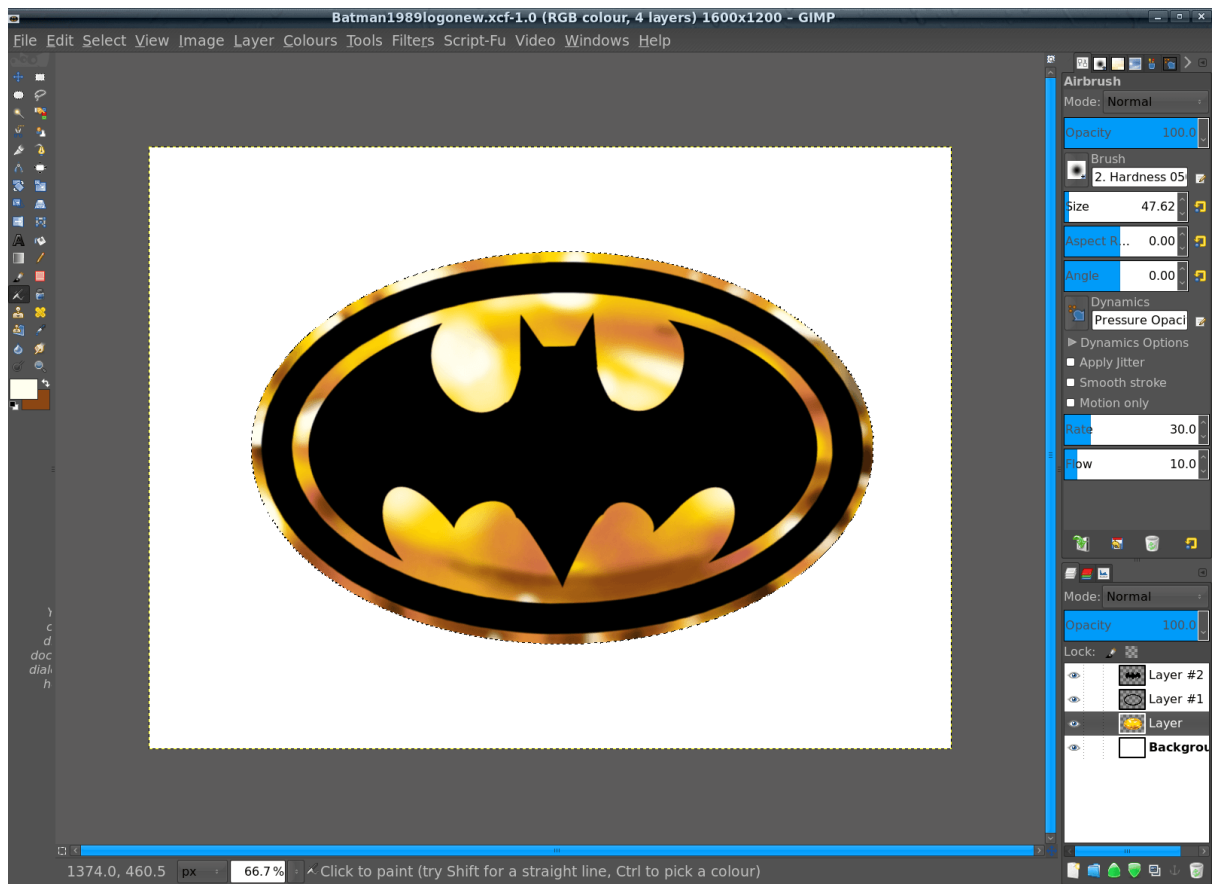
5) Now click on your Saddle brown colour and change it to the following darker value:



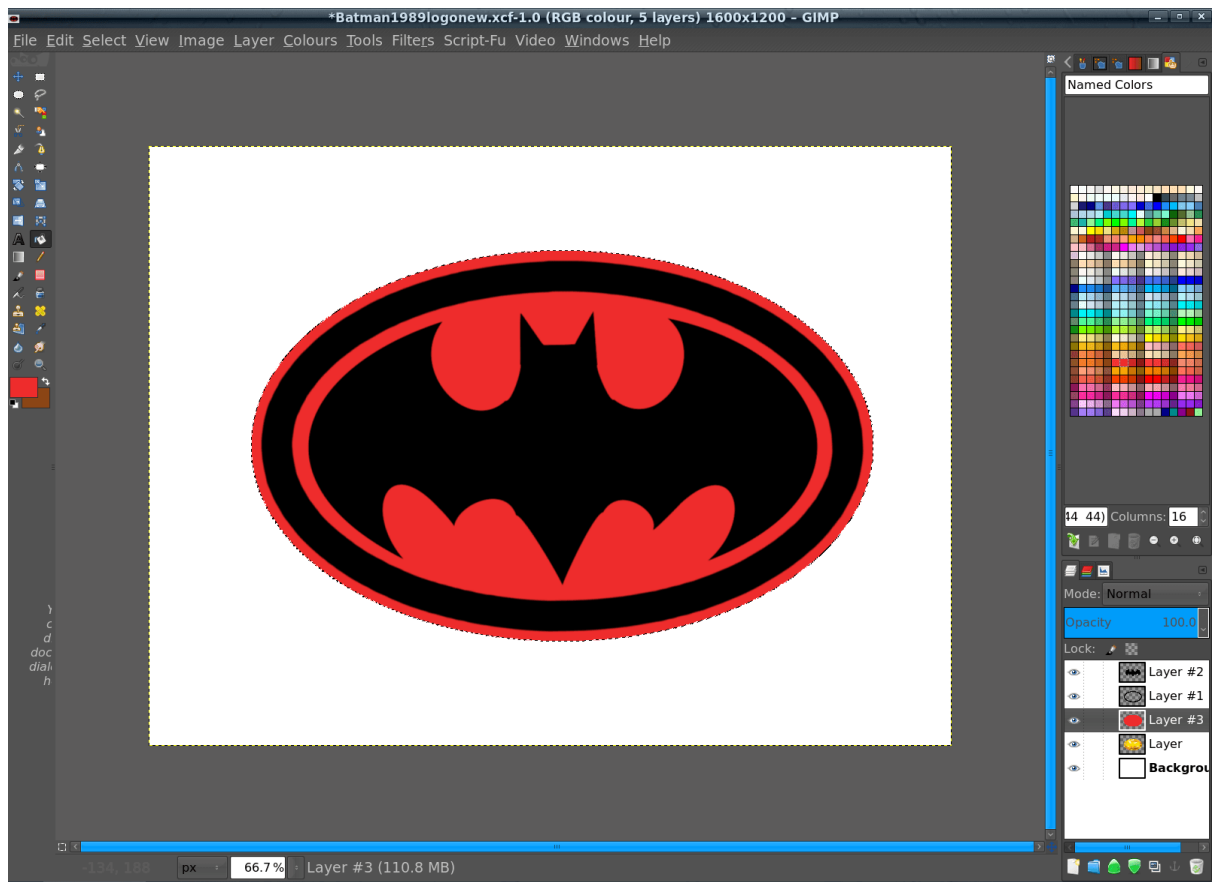
6) The selected dark brown will serve the darkest values of the logo. There aren't too many very dark areas, they exist only on the outer rim of the base:



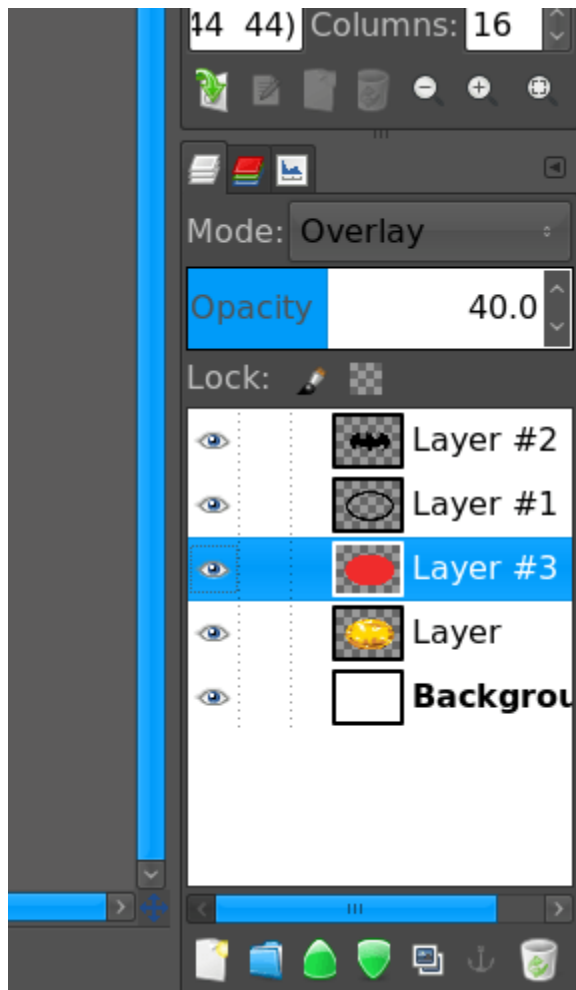
7) Now select the colour “ivory” from your palette. It should be located at the first column. Use this colour to airbrush the lightest values in, as according to reference. When done, revise everything and switch between previous colours to fix oversights and mistakes if required:



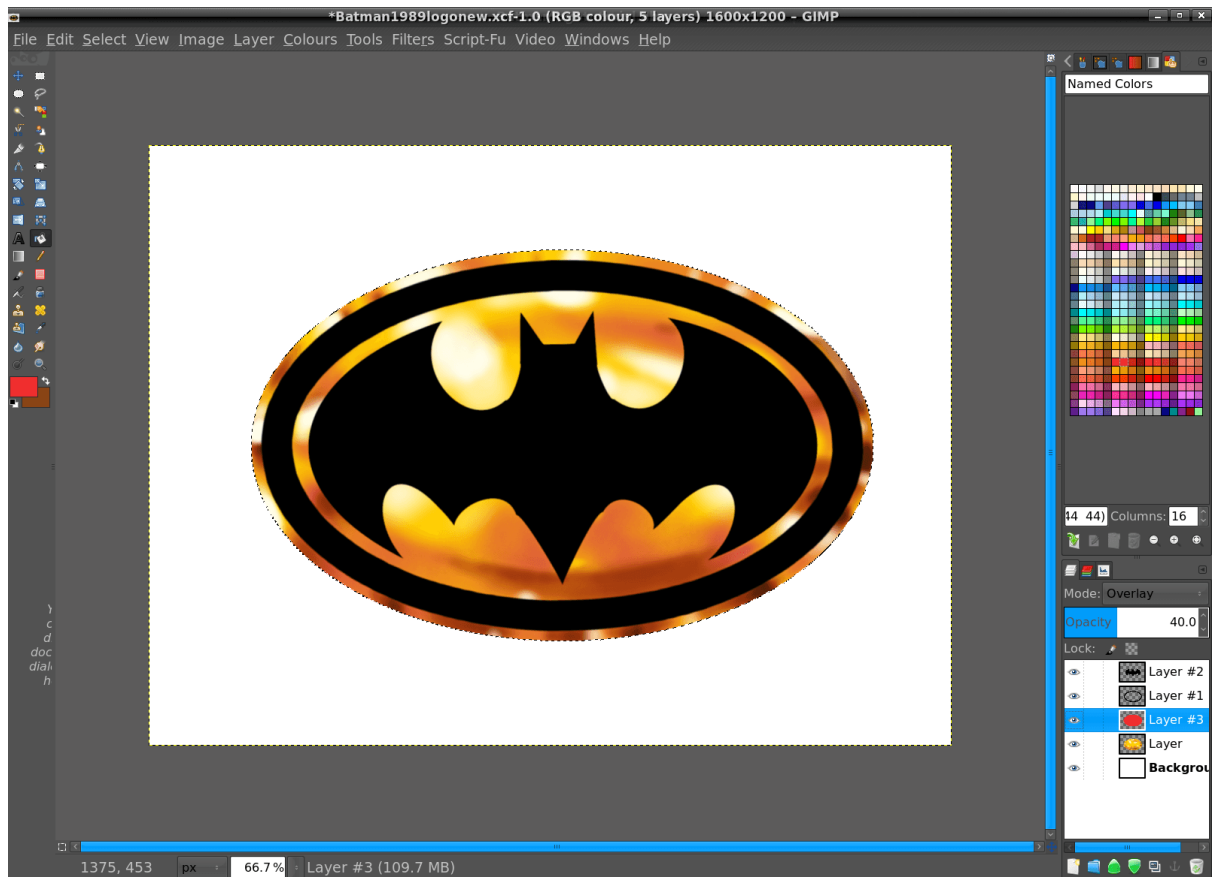
8) Make sure the base is still selected. Create a new layer directly above the current base layer. Select the colour “firebrick 2” from your palette. Use the bucket tool to fill the selected base area with this colour on this new layer:



9) From the layers tab, set this layer to “overlay” and set it to 40% opacity:



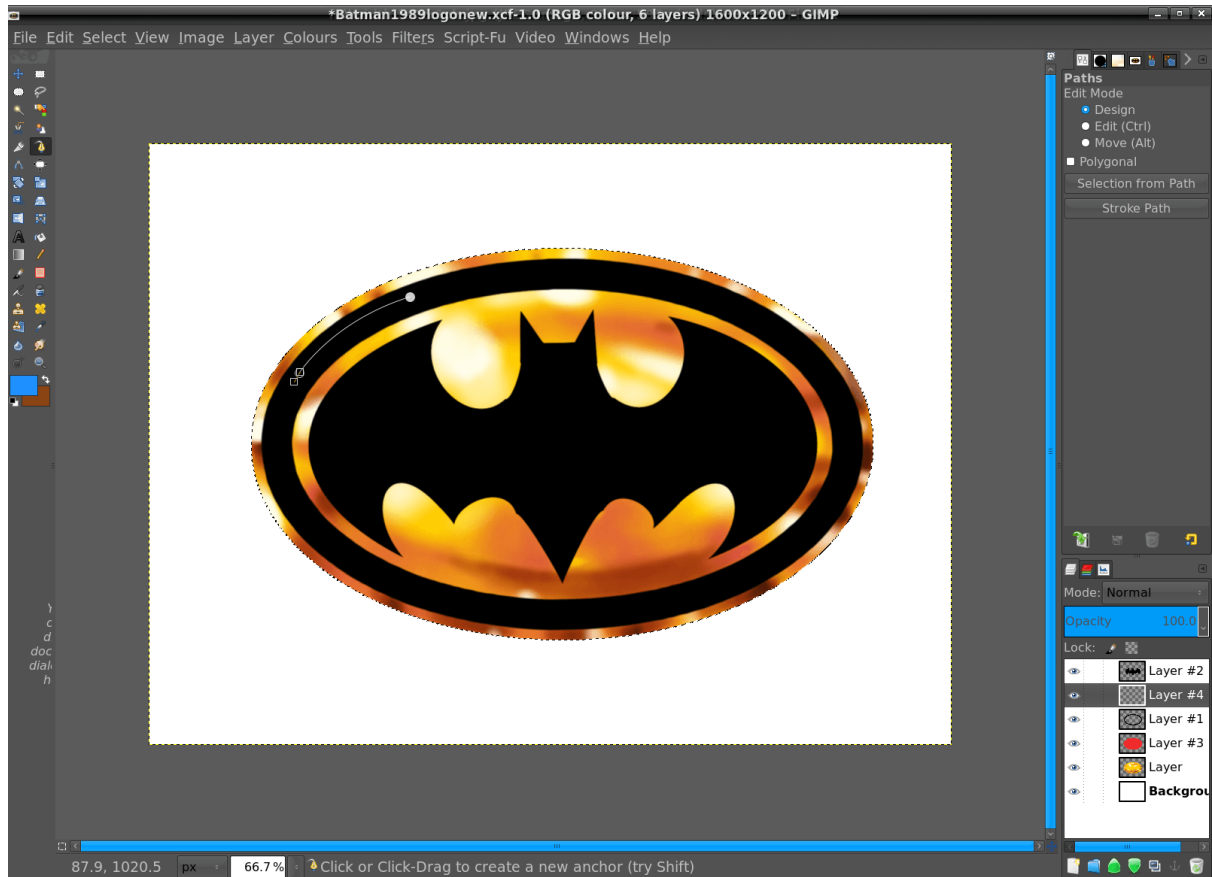
This will result in saturation of the redder values:



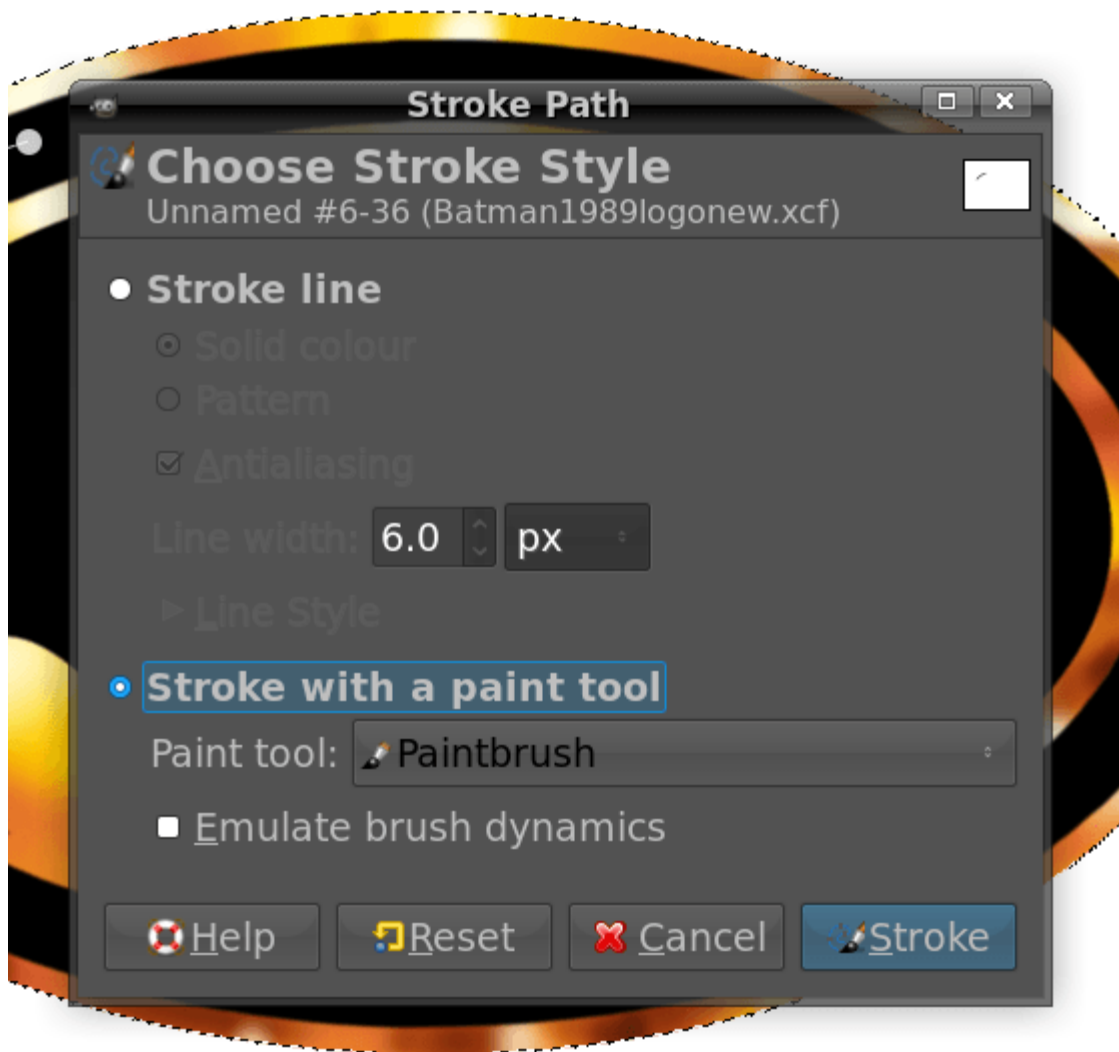
This marks the completion of the base area. Now we move back on to work on the border and logo areas.

Adding Details and Highlights:

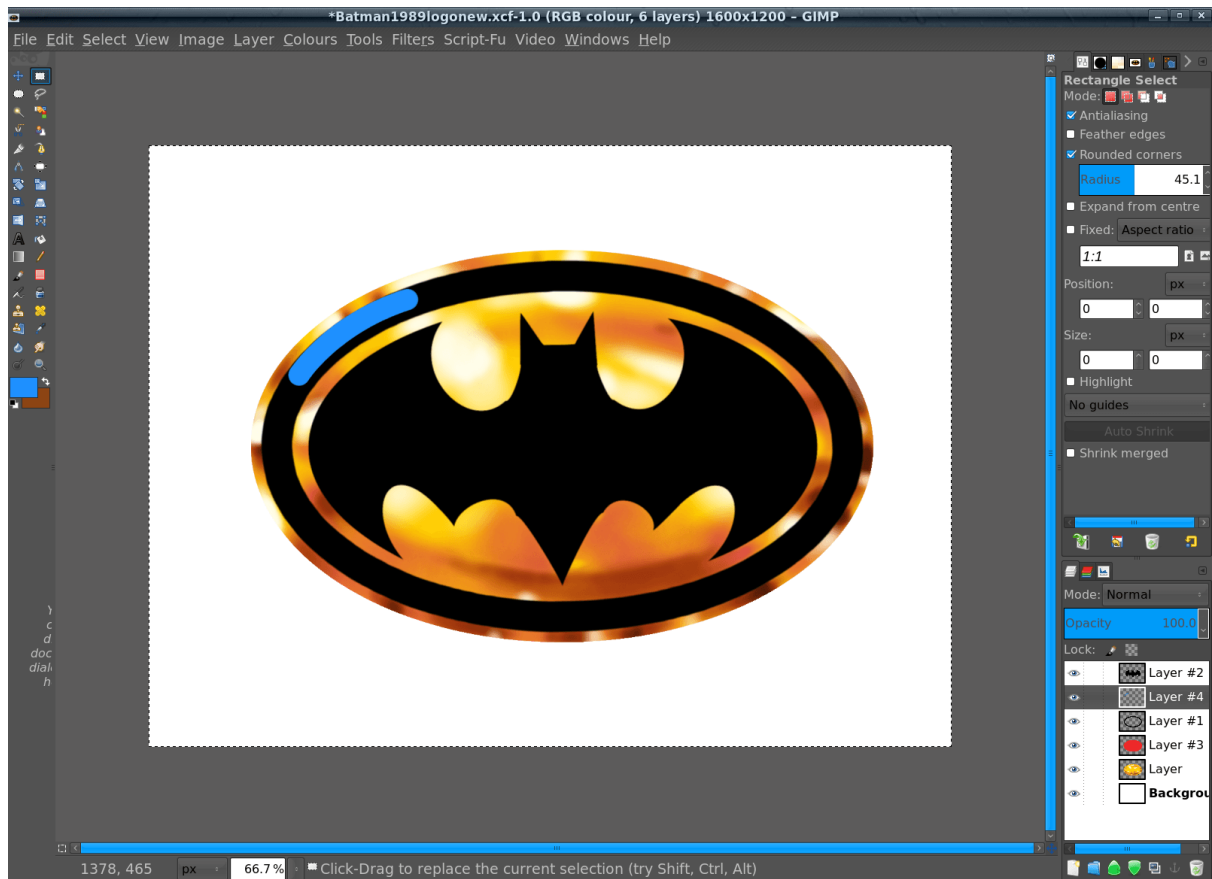
1) Go to the layer with the black border and create a new layer directly above it. Select the colour “Dodger Blue” from your palette”. Choose your brush tool and select the preset “Basic Brush”. Resize it to 40. Tick the “Smooth Stroke option” and set the quality to 45 and the weight to 200. Use your path tool and make the following selection on the upper left of the logo:



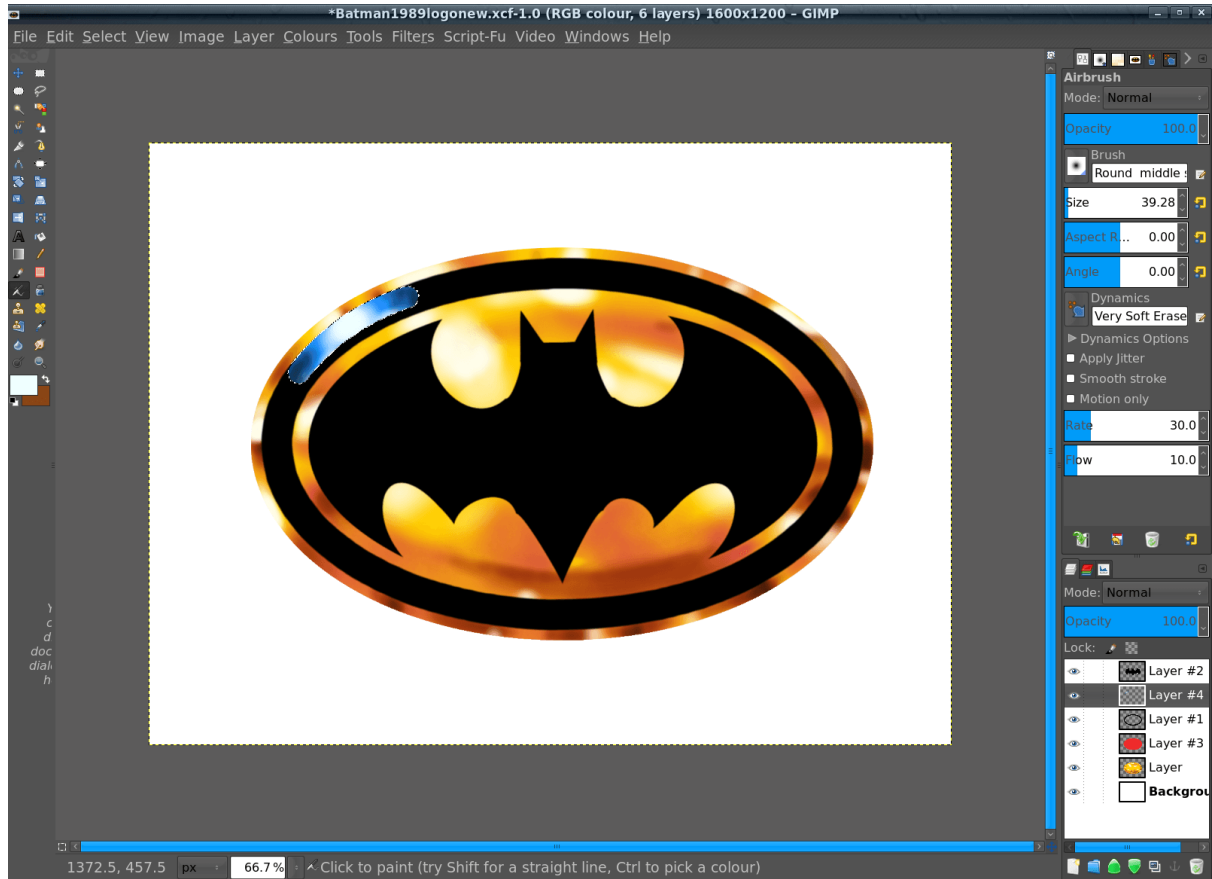
2) Select Edit-----> “Stroke Path” with the following options:



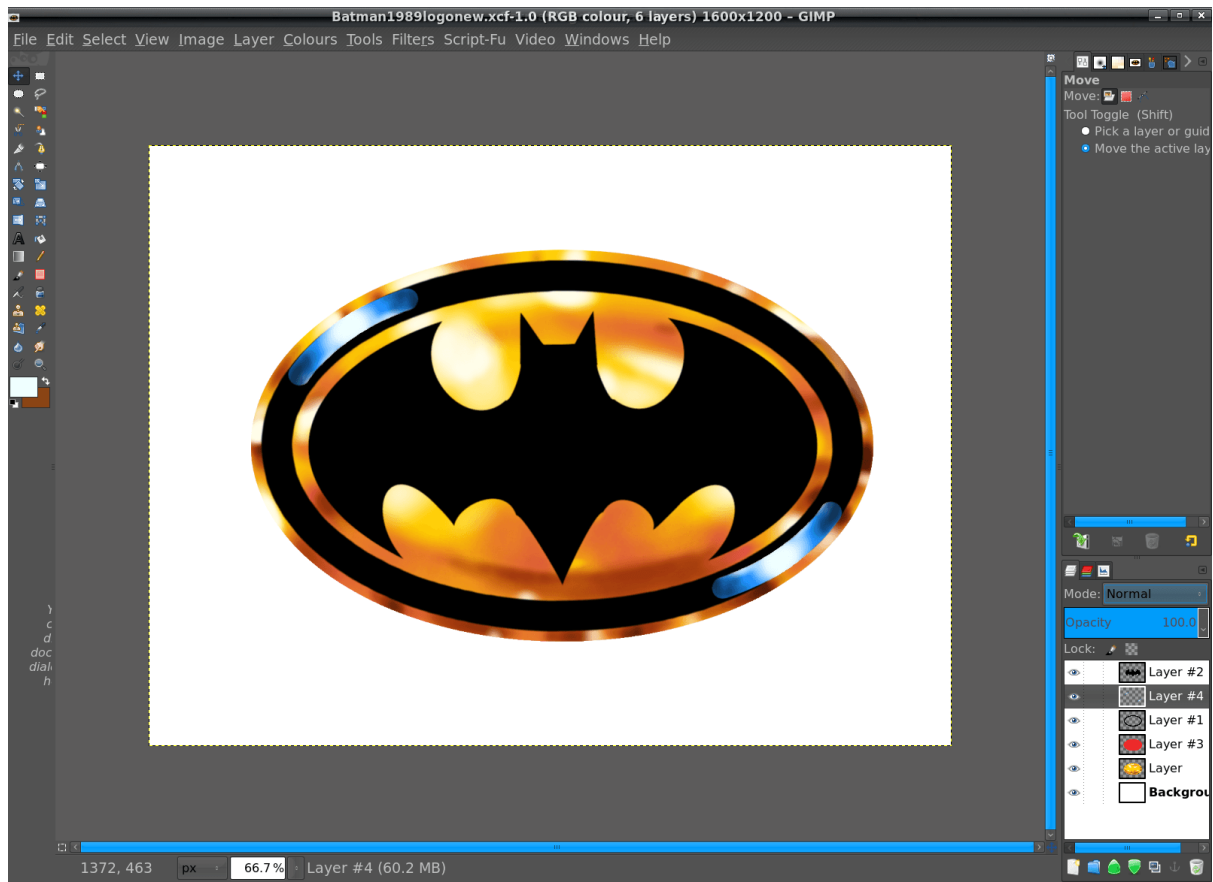
3) Click “Stroke” and deselect the path. You should have this result:



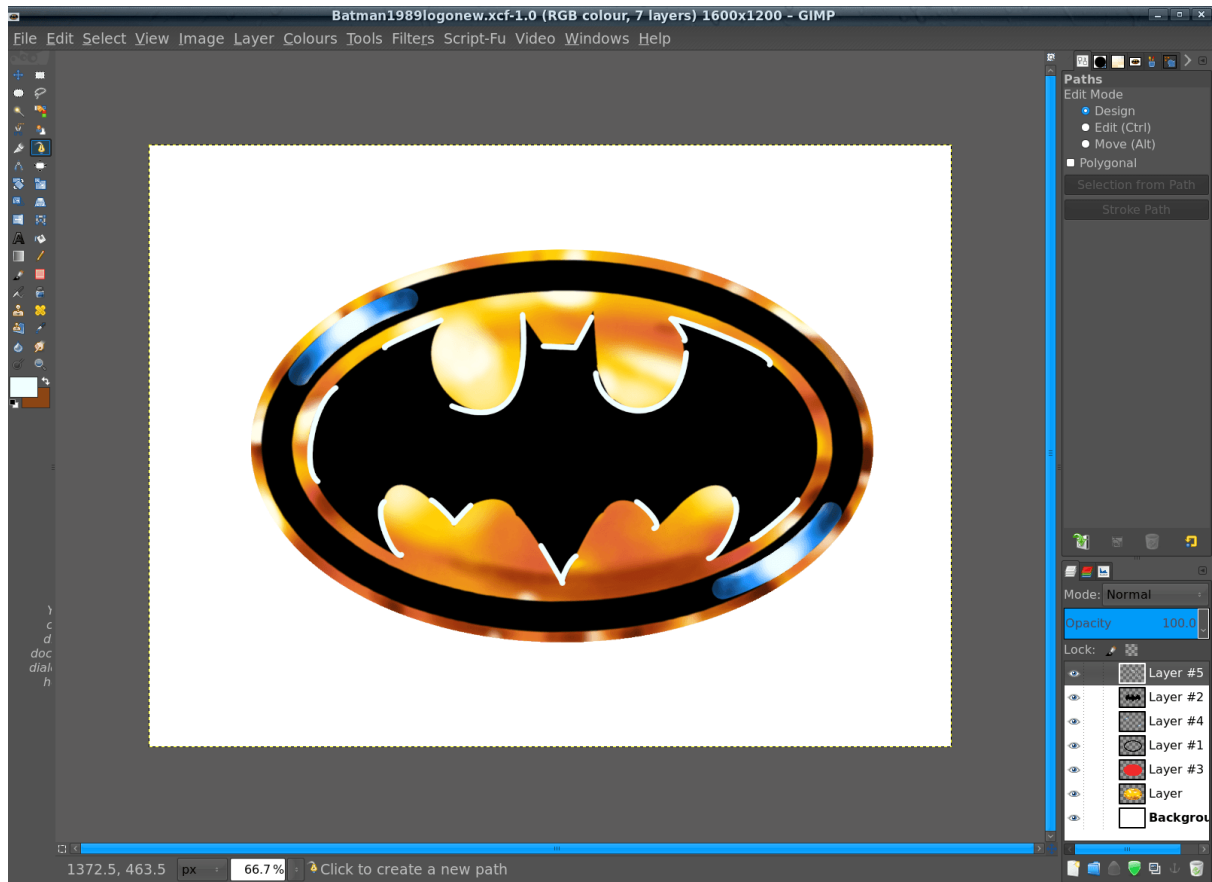
4) Select the colour “Azure” from your palette. Select your airbrush with the same settings as before and resize the brush to 70. Airbrush the middle of the selection white as according to the reference. Then select the eraser tool, select the preset “very soft eraser”, set size to 40 and set the opacity to 40. Then softly erase the edges of the selection, as according to reference. Your result should resemble this:



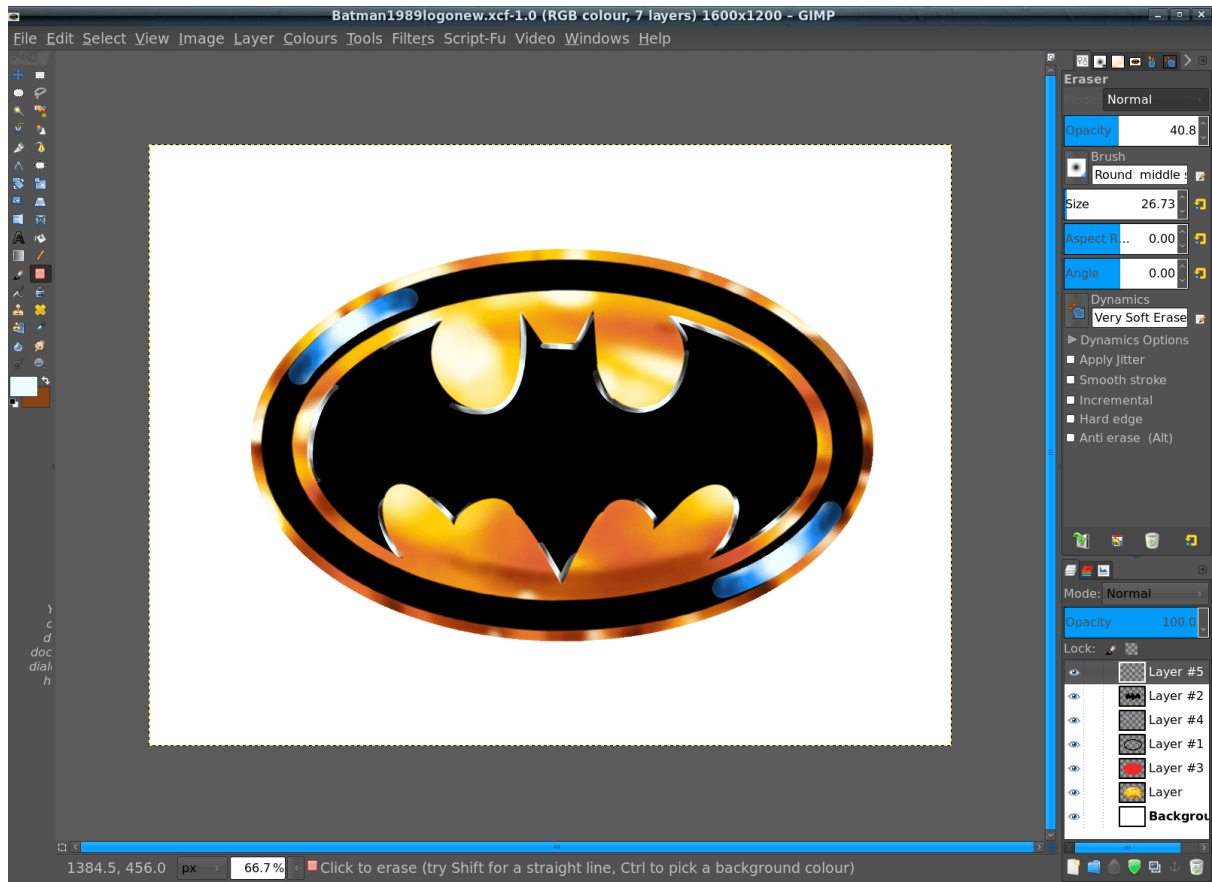
5) Repeat this process for the lower right corner of the border:



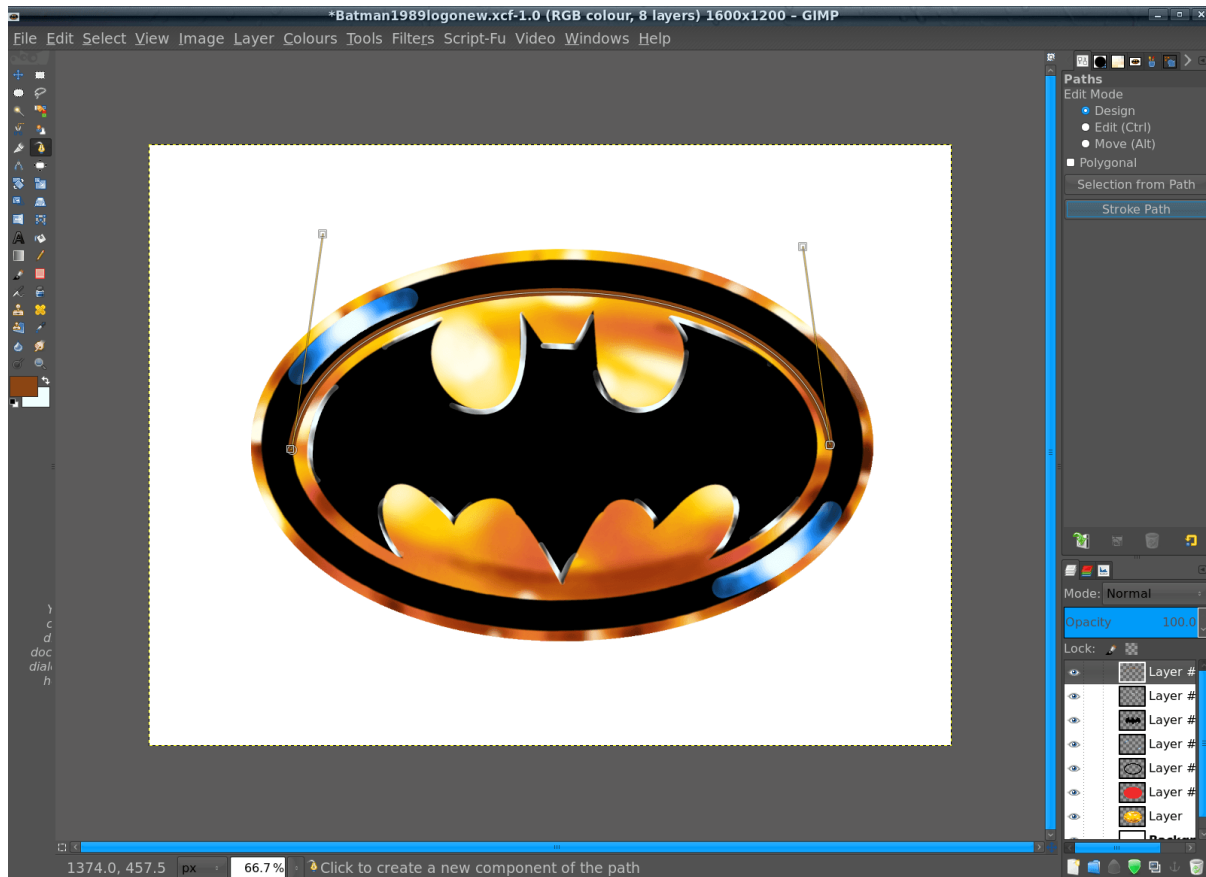
6) Create a new layer above the Batlogo. Stick to the colour “Azure”. Select the “Basic detail” brush preset and change the size to 10. Create and draw the following paths:



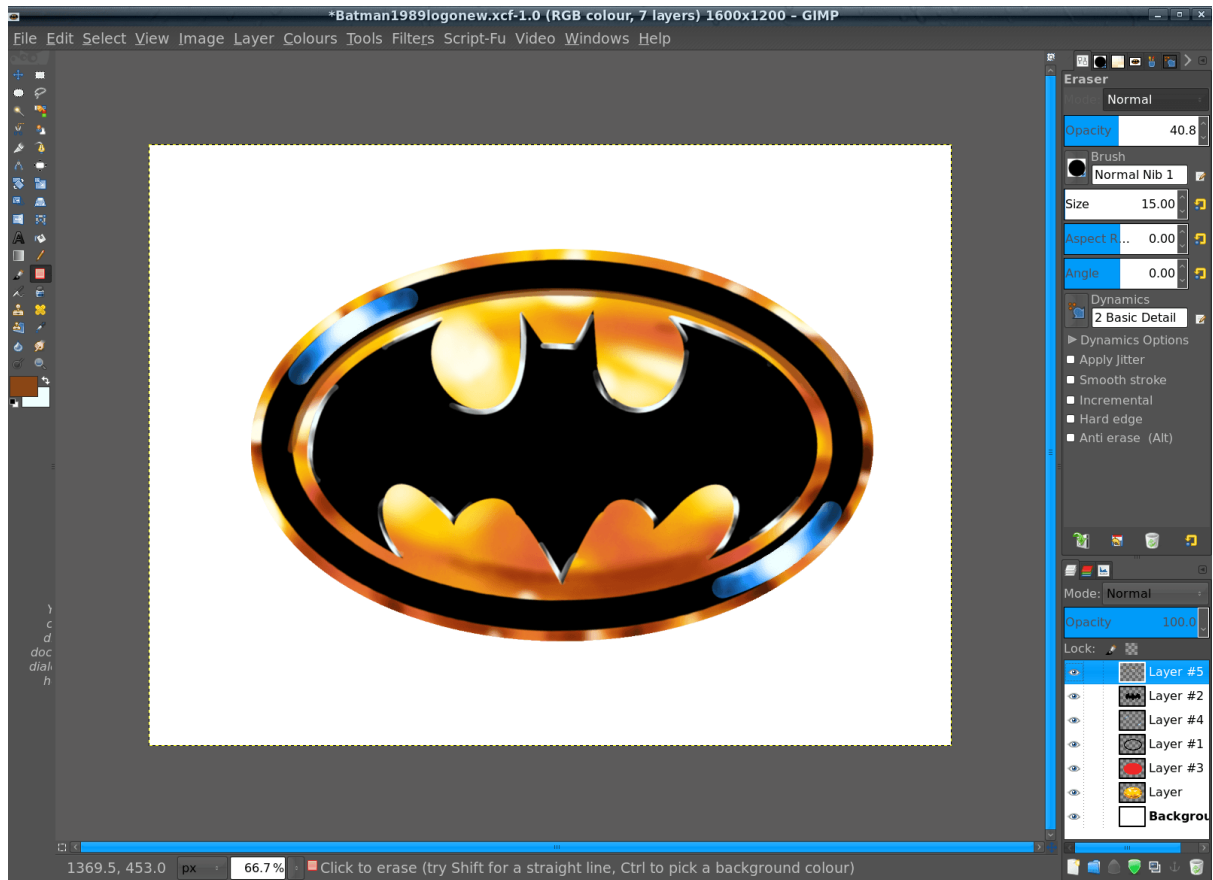
7) Use the “very soft eraser” preset. Set it’s opacity to 40. Resize the brush to 26. Softly erase the areas as according to reference. Run the blur filter once:



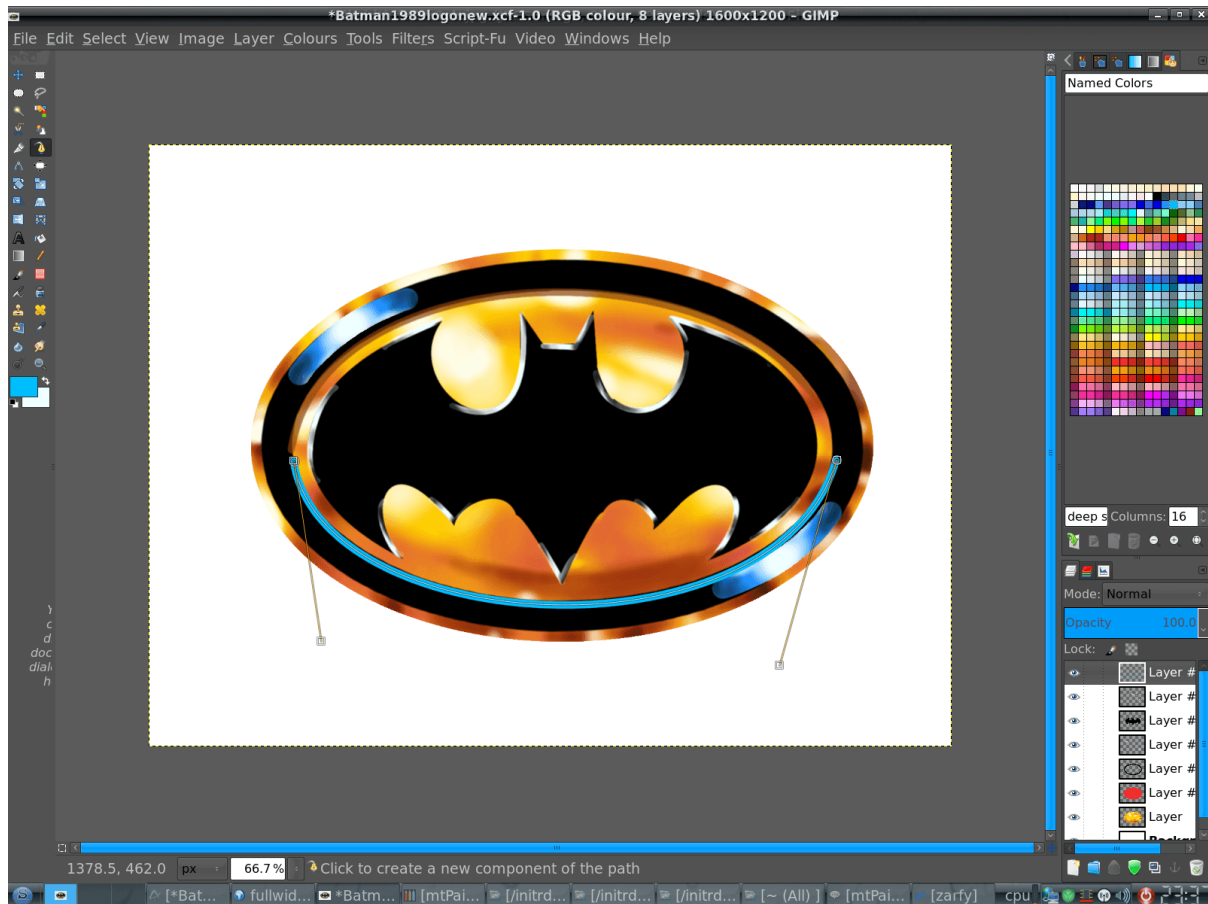
8) Create a new layer. Chose the detail brush again and set it's size to 15. On the inside, upper edges of the border, create and draw the following path with the colour “saddle brown:



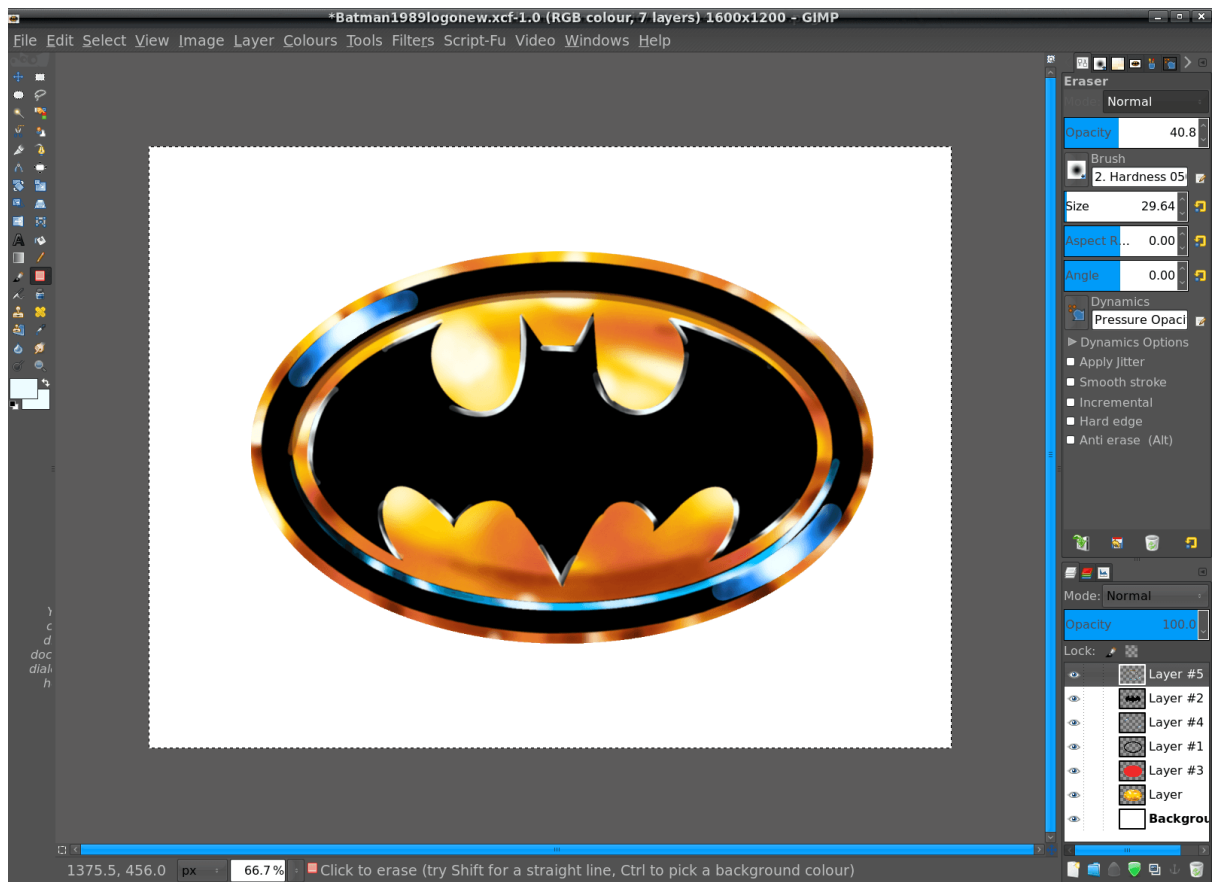
9) Softly erase the edges as according to reference. Run the blur filter once. Set the layer opacity to 70. Merge this layer down:



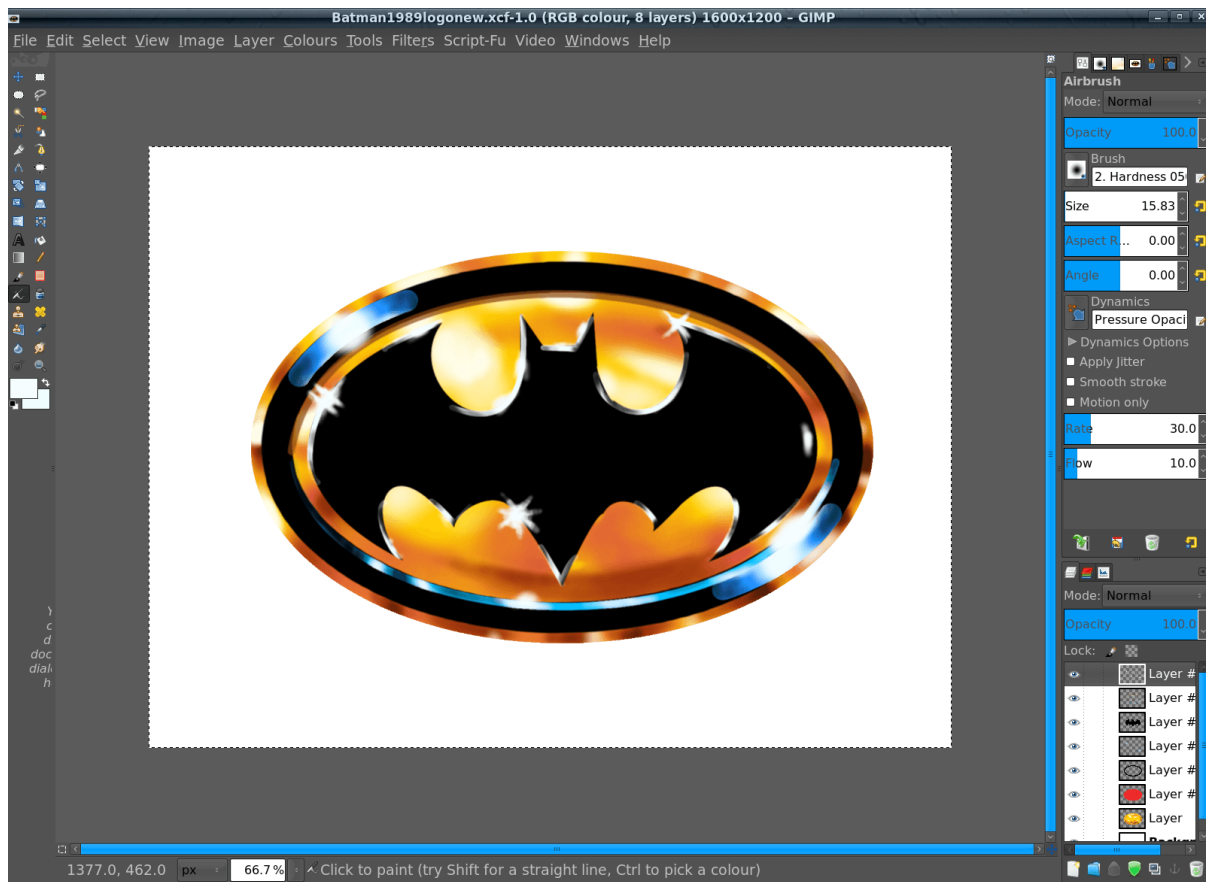
10) Create a new layer above the current one. Pick the basic detail brush preset this time at size 25. Select the colour “deep sea blue”. Create and draw the following path:



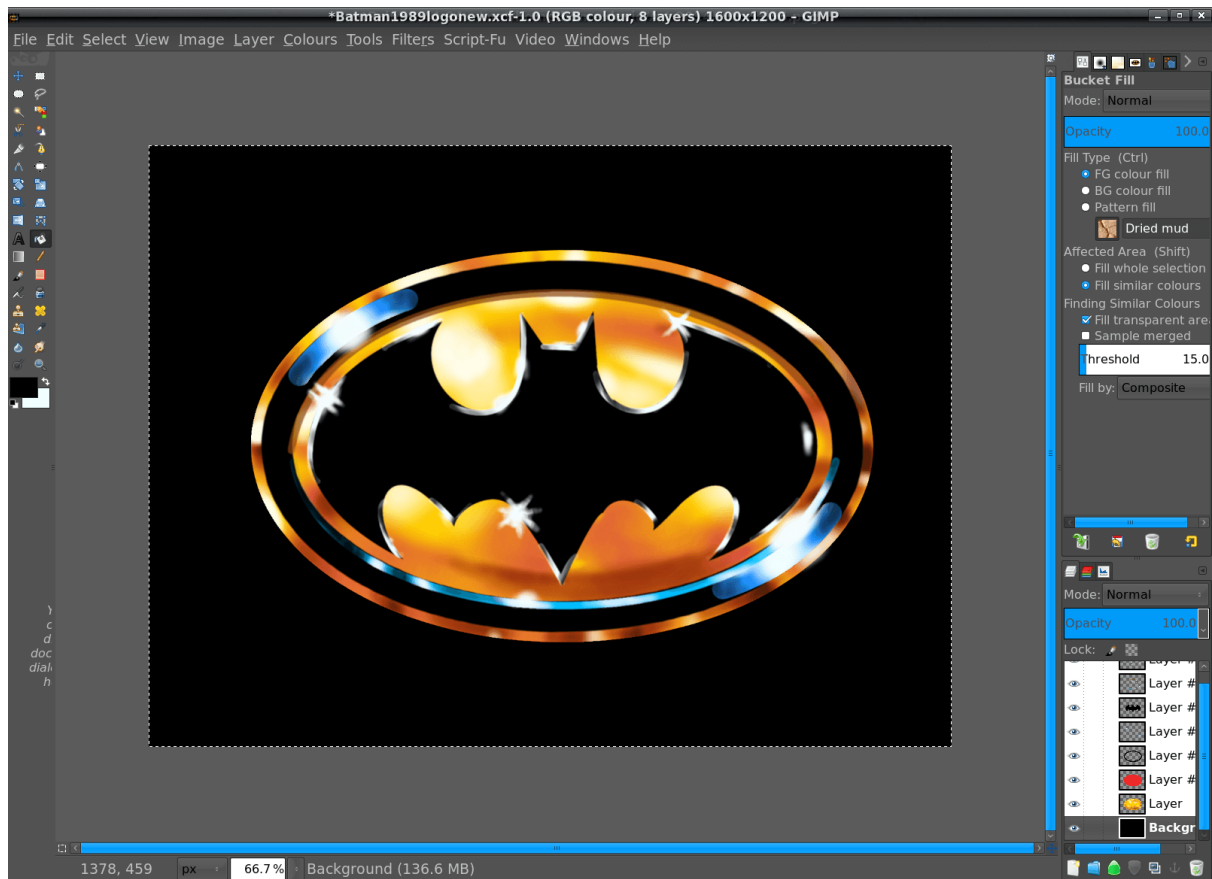
11) Select the drawn path with the magic wand tool. With the airbrush preset at brush size 30, airbrush the light areas in with the colour “azure”, as according to reference. Softly erase areas as according to reference. Run the blur filter once. Merge the layer down:



12) Create a new layer. Pick the Azure colour and increase the brightness. Do not go to a pure white or close to a pure white. Resize your Airbrush accordingly throughout, and proceed to airbrush the highlights in:



13) Go to your bottom layer and fill it with pure black:



Note that because everything is layered, that the option for a transparent background is also open.

This marks the completion of the tutorial.