

Spinning World Tutorial

Get these two scripts and put them into your gimp-2.6 / Scripts folder.

<http://fence-post.deviantart.com/gallery/652520#/d2j5t5r>

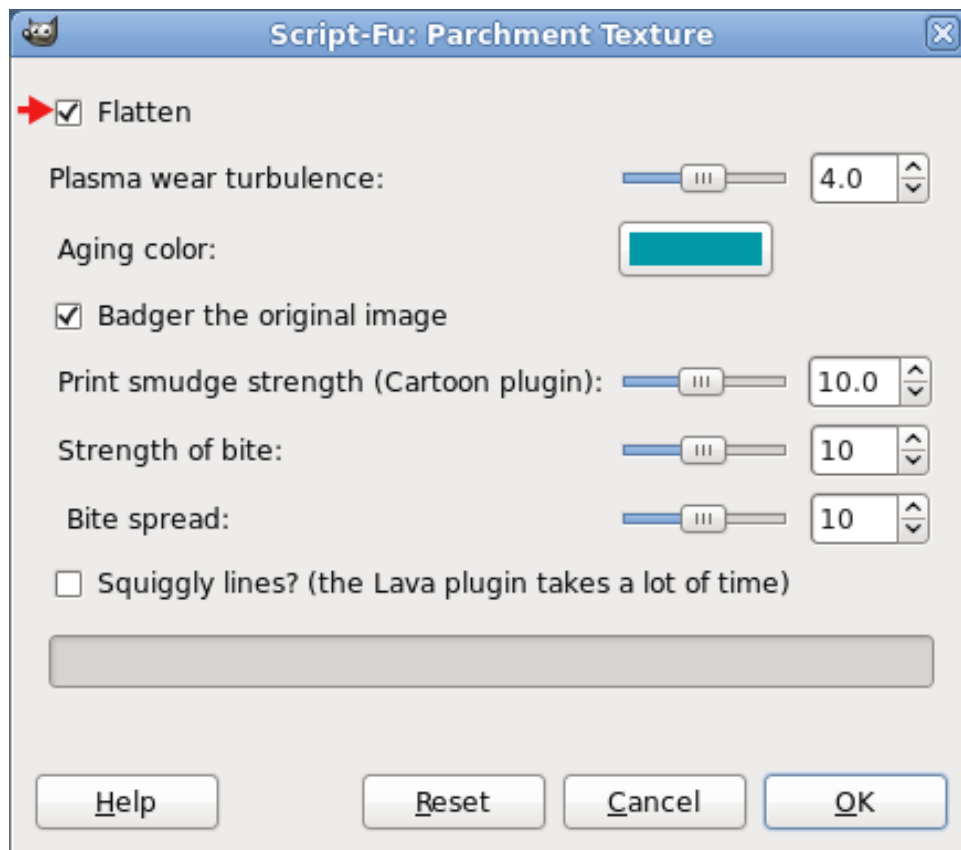
<http://registry.gimp.org/node/25382>



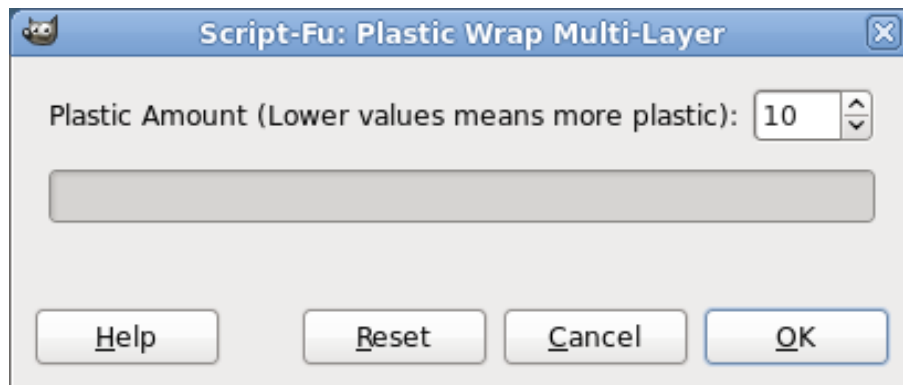
1. Make a starry background or find a starry background picture. NASA has a lot of them [here](#). Scale it. I scaled mine with a width of 700px. Save it but don't leave it open in gimp. It will get in your way right now. After you have it and the globe positioned in layers you can crop it to suit yourself.
2. Change the background color in gimp to the color you want to be the dominant one in the background.



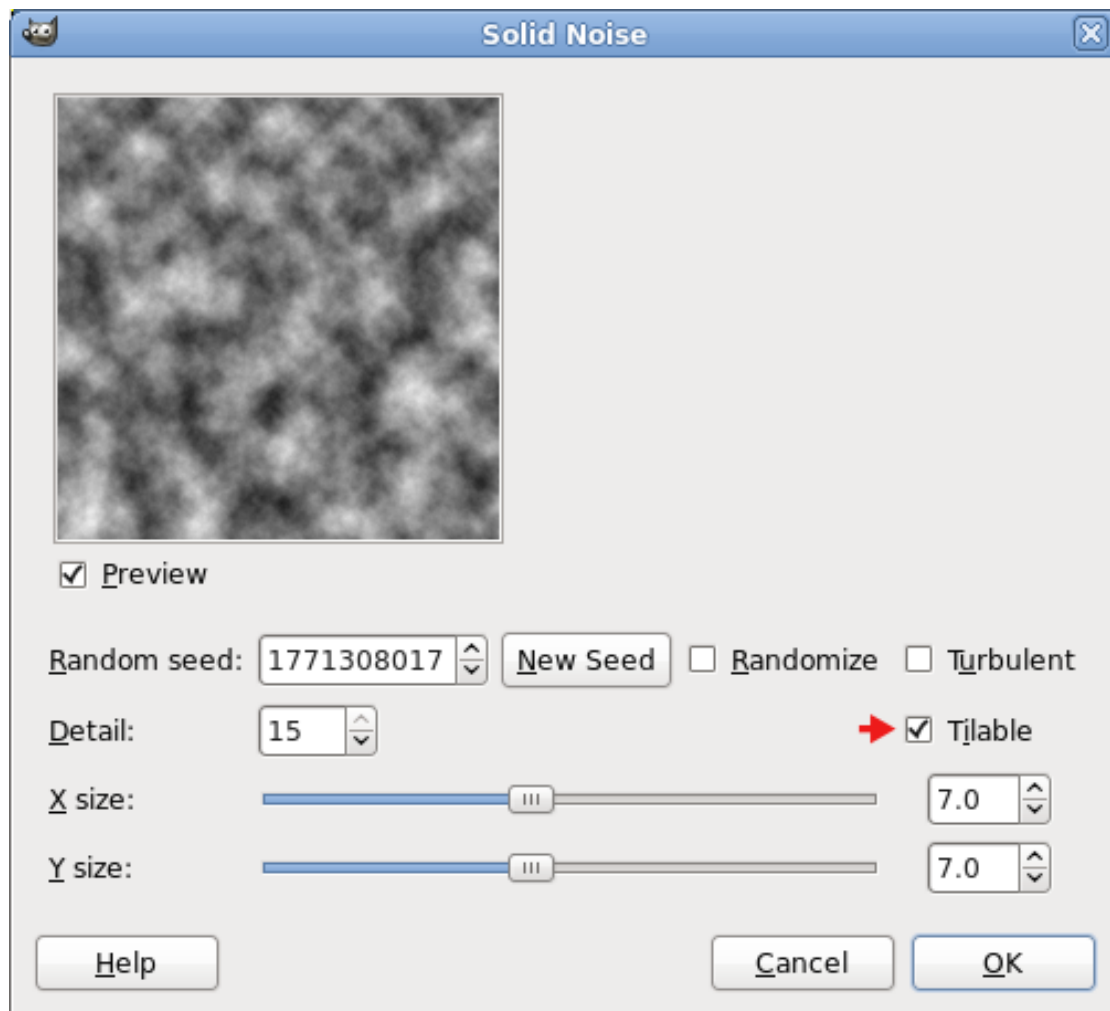
3. Open a new, transparent image that is square. I used 500x500. Name that layer parchment.
4. Go to the Parchment script in Decor> Parchment Texture. Change the Aging color to something that blends with the background color you chose. Be sure to check flatten. Squiggly lines - optional there - whatever you like. When you come up with something you like, go to Filters > Map > Make Seamless.



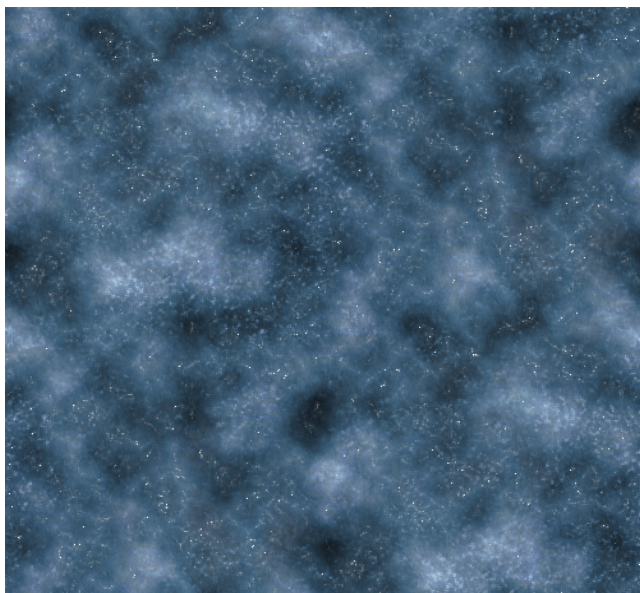
5. Filters > Light & Shadow > Plastic Wrap Multi-layer and make the Plastic Amount setting 10. It adds interesting scattered sprinkles to the image.



6. Make a new transparent layer and name it clouds. Move the clouds layer below the parchment layer. Go to Render > Clouds > Solid Noise. Click tilable and make X & Y sizes around 7. A little one way or the other is fine. I make Detail as high as it will go - 15. Click new seed a few times just for the heck of it, then click OK.

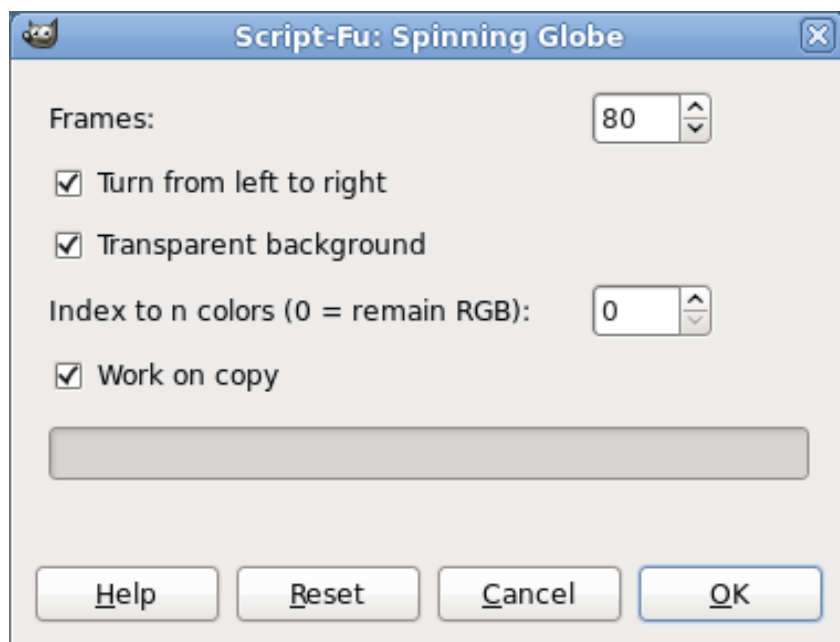


7. Click the parchment layer and scroll through the layer modes. I like to use Addition or Hard Light or Grain Merge. Choose what you like best. Scroll through the other Layer modes, you may find something you like better. After you find what you like, merge the parchment layer down to the clouds layer. You may want to save the background as an xcf file and work on a copy of it; Ctrl + D and close the xcf file.

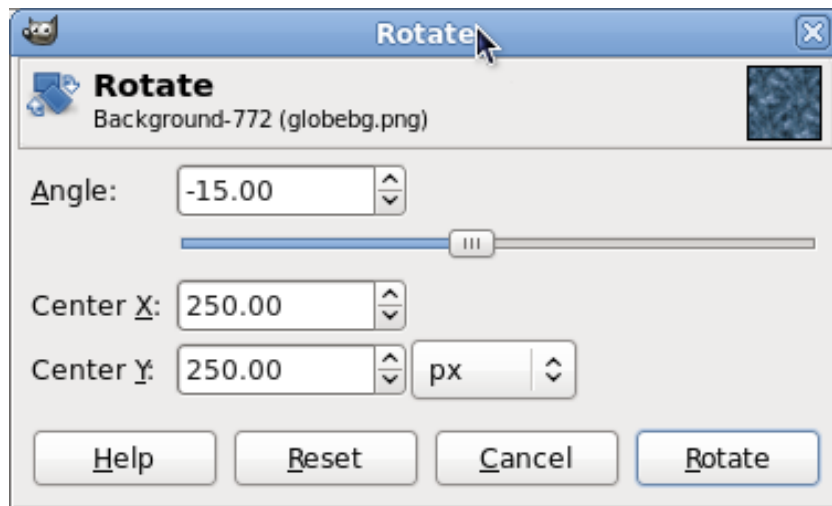


8. Animation > Spinning Globe. I made mine 80 layers and to spin from left to right. It's a good thing to have work on copy checked. That way if you don't like the globe you can delete the new globe image and start again. Be sure you set Index to n colors (0 = remain RGB) as zero so it won't Index your globe colors and make it rough around the edges. If you want the stars in the starry background to take on a very pale color of the background, don't set the Index to n colors, leave it the default. The roughness doesn't show on the globe with the dark bg behind it.

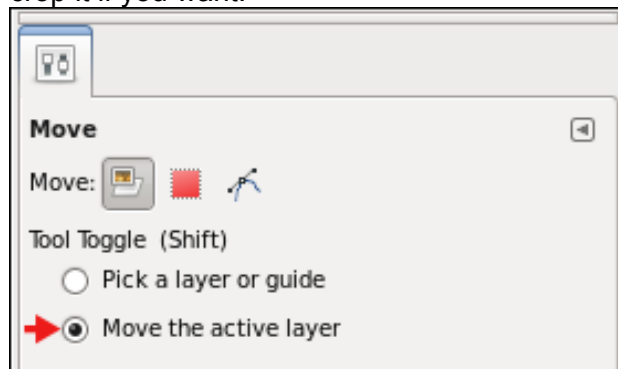
Run the filter. You will need to wait awhile while the spinning globe filter works.



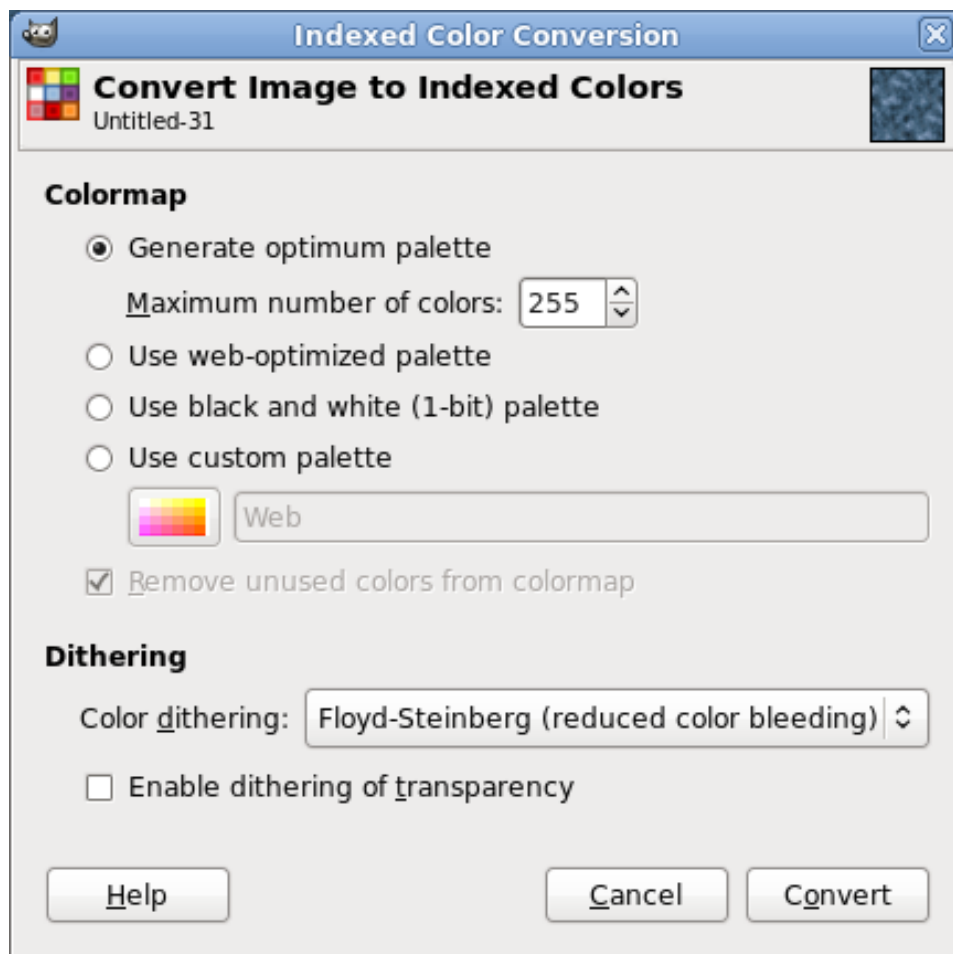
9. Once your globe is finished, hold down the Shift key and click between the eye and the picture in the layers so that every layer has the chain link  on by it.
10. Click the bottom layer of your globe layers. File > Open as Layers and open your starry background picture. It will open as the next to the last layer. Move it to the bottom layer.
11. With your bottom (starry background) layer selected, go to Image > Fit canvas to layers and your globe picture expands out to fit the starry background size. Ctrl + E to expand the image so you can see it all.
12. Click any globe layer (not the starry background layer). Click the Rotate  tool. I used -15 in there to tilt it to the left, or 15 to tilt it to the right. Click apply.



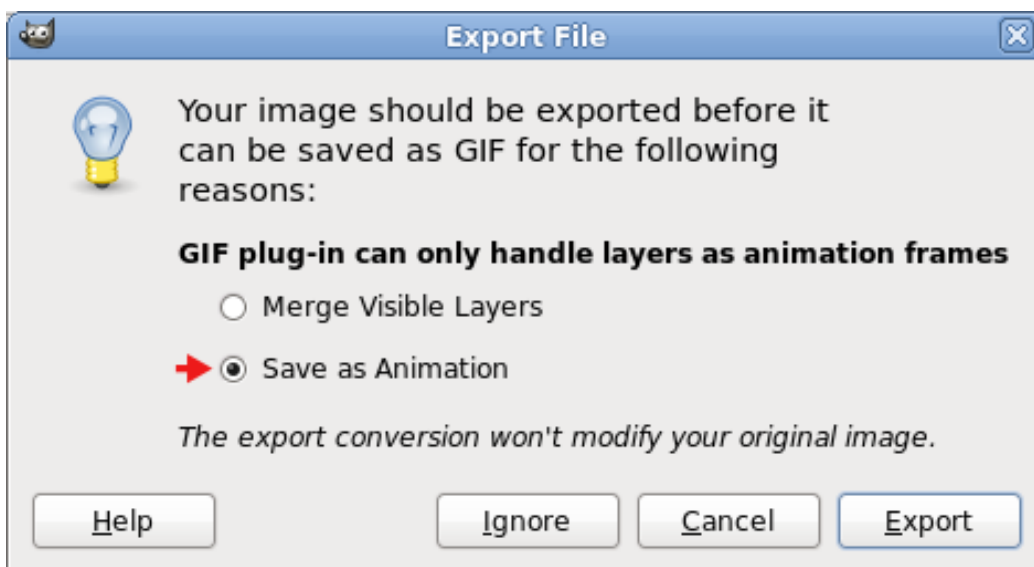
13. Click the Move tool , be sure it is set to Move the active layer in the options. Move the globe to where you want it. All of the layers will move together. Take a look at your picture. Now is the time to crop it if you want.



14. Go to Filters > Animation > Combine background. That will put the background behind all of the globe layers. The original background is still on the bottom layer. Delete the bottom layer. Look over your picture. If you want to crop it more, now is the time to do it.
15. Filters > Animation > Optimize (Difference). Cuts down on the size of the picture so it doesn't take up so much bandwidth. Wait for it to finish.
16. Go to Image > Mode > Indexed and where it says Color dithering: Choose Floyd-Steinberg (reduced color bleeding) and click Convert. I like to use that when Indexing gif files. It seems to do a nicer job of converting to Indexed rather than the default setting. You will have to wait a little while for it to finish.



17. Your picture is done. Click **Filters > Animation > Playback** and click the arrow on the upper left to see it in motion. Click the X in the right corner to close the Playback dialog.
18. **File Save As >** Name your file a descriptive name and save as myfilename.gif. Browse to where you want to save it and click **Save**. The Export dialog will come up. Be sure to click **Save as Animation**, then click **Export**. Use the default settings in the next dialog that comes up.



You are finished.

This tutorial is located at <http://www.gimpchat.com/viewtopic.php?p=28711#p28711>