

HOW TO MAKE A SPINNING COIN WITHOUT GAP

with credits to [ccbar](#) who made the original GAP tutorial
and [telperion](#) who helped me to understand the technique of the spinning



Create a new file 400 x 400 pixels.

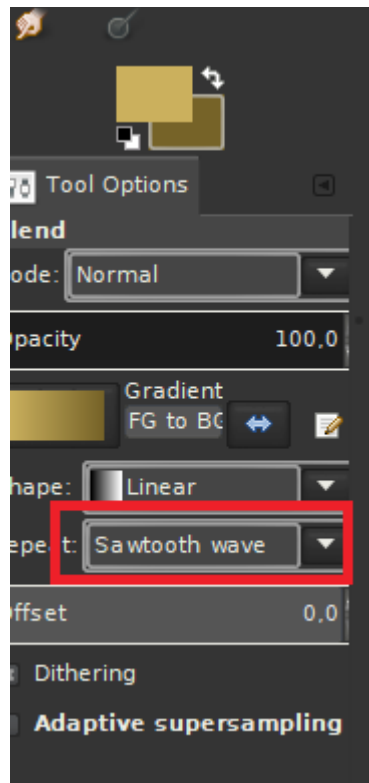
Place 2 vertical guides, one at 0 and one at 4 pixels.

And an horizontal guide at 200 pixels.

Choose two colors the same shading for a gradient, one light and one darker.

I used **c8ac58** FG color and **705d23** BG color.

Select the **Blend Tool** set for a **Linear Shape** and a **Sawtooth Wave Repeat**.



Position the cursor at point 0,200 (intersection of the vertical guide at 0 and horizontal guide at 200).

Hold down the Ctrl key and drag the cursor from point 0 to point 4,200.

You can zoom in to get a better view.

Releasing the mouse button, it create a striped background.

You can now make 2 golden coins from Conbagui's tutorial or take any picture you like. Make them the same size as the striped layer 400 x 400 pixels.

The coins or the picture should be a circular image on a transparent background.

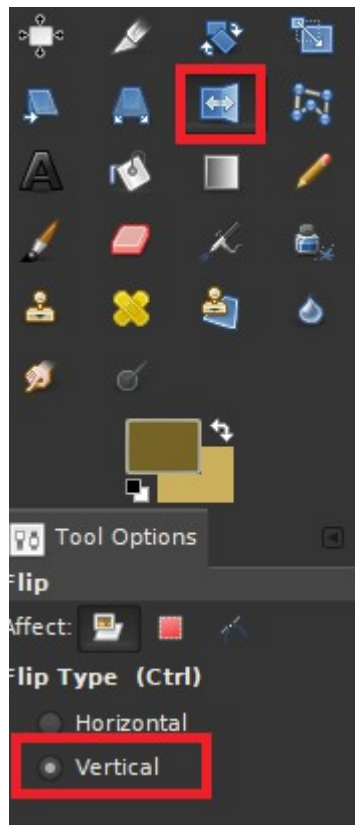
Name 1 coin **front** and the other **back**.

The striped image **BG**.

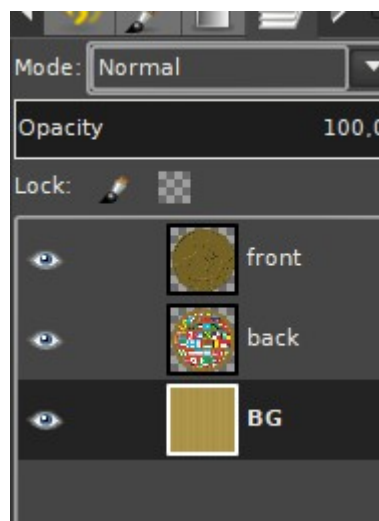
The **back** layer should be placed **upside down**.

Just use the flip tool vertical.

If there is some text on the the **Back** layer you have to flip it horizontally as well.



Open gimp and **ad as layers** the three parts of your creation.
The BG, the (upside down) back and the front.

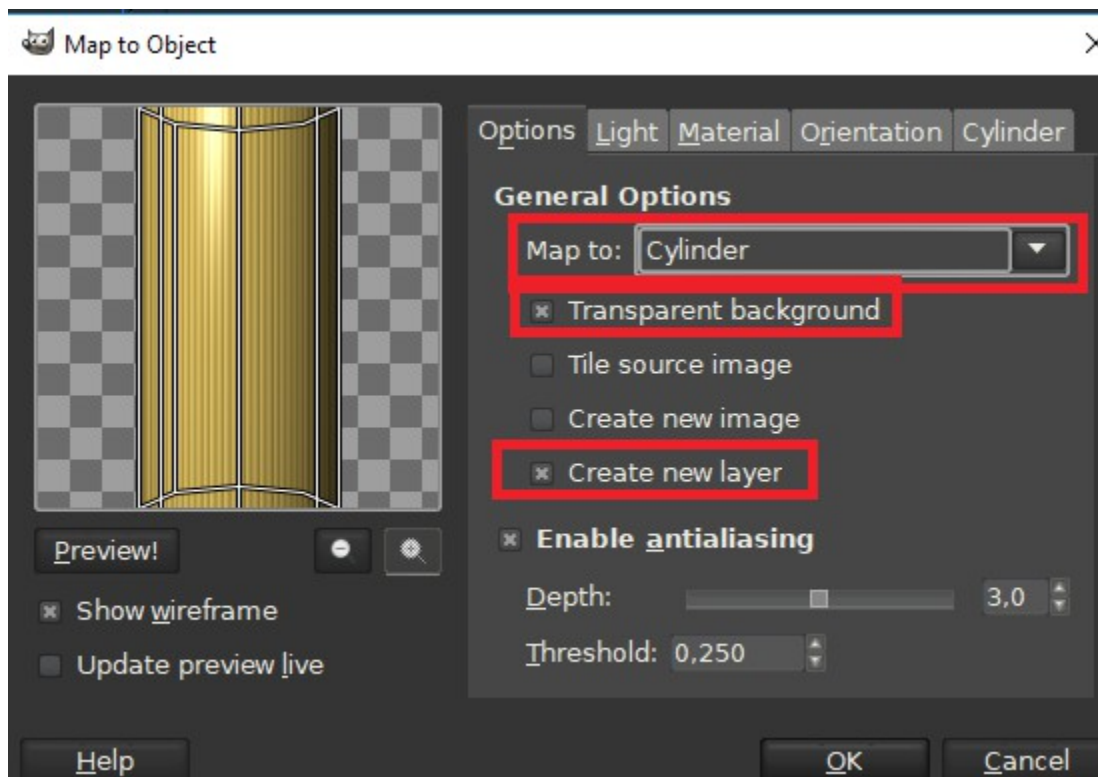


For the **striped BG** go to

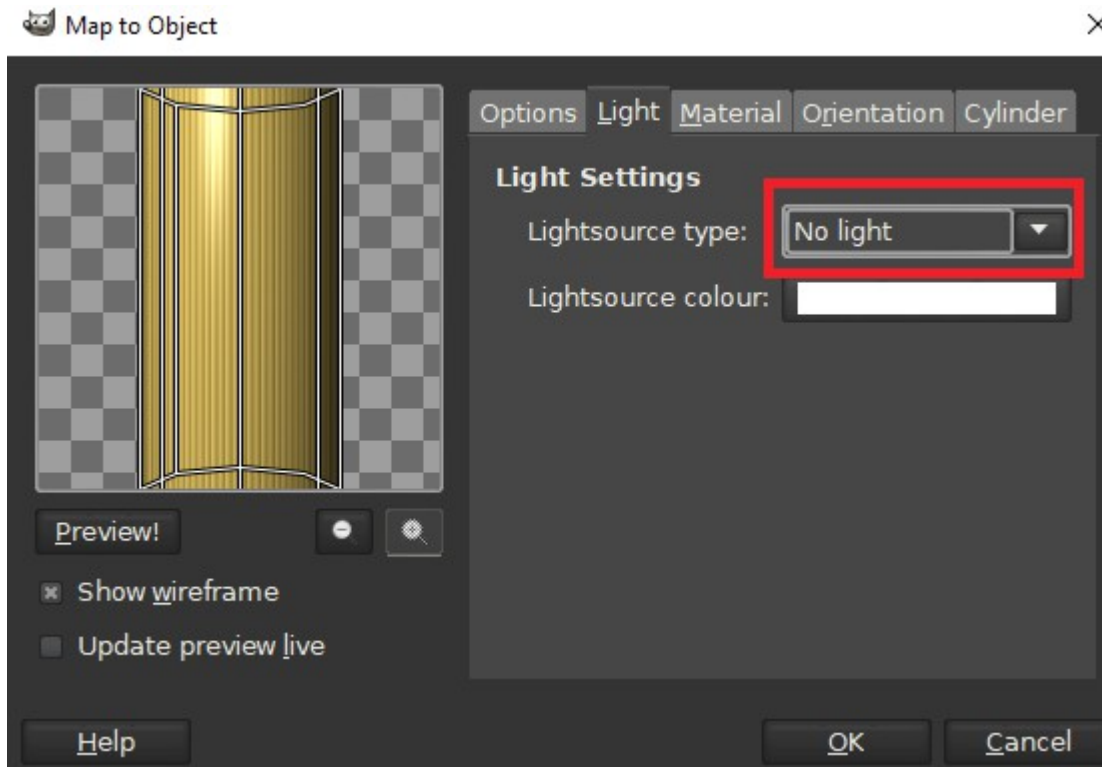
edit > copy > paste as new image

Go to filter > map > map object.

The **options** > Map to > cylinder > transparent background > create new layer

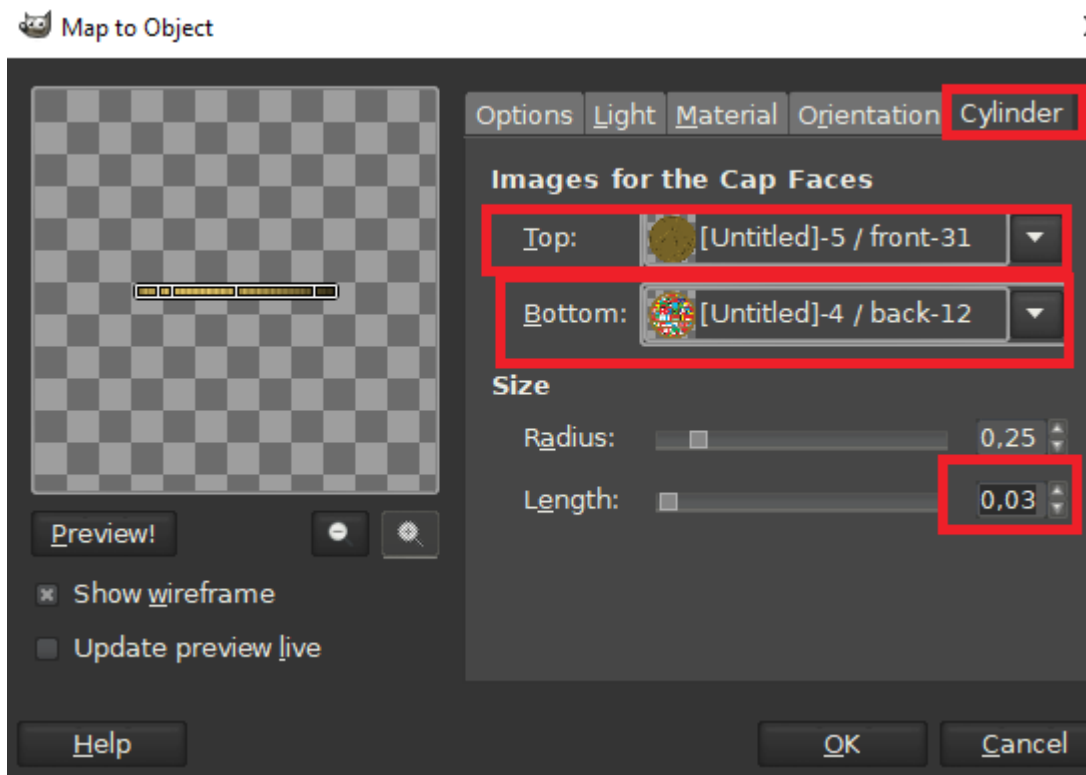


Light > no light

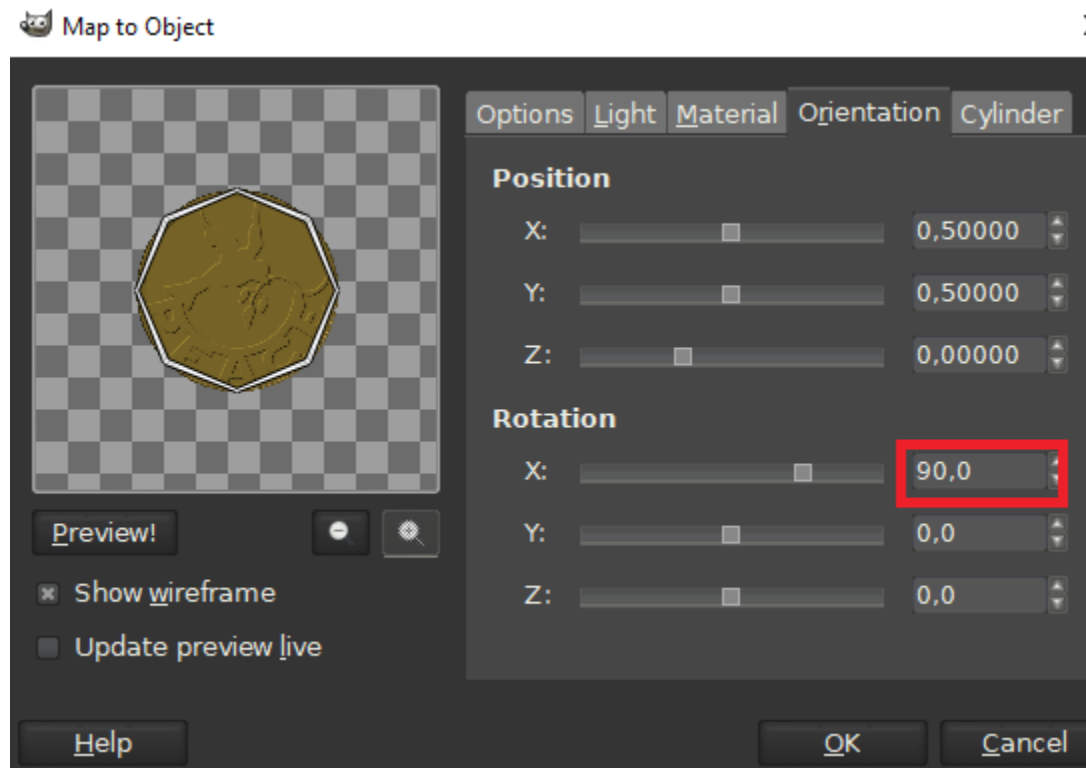


Cylinder > for the **Top** your **front** image (coin) > for the **Bottom** your **back** image (coin)

the length **0,03**



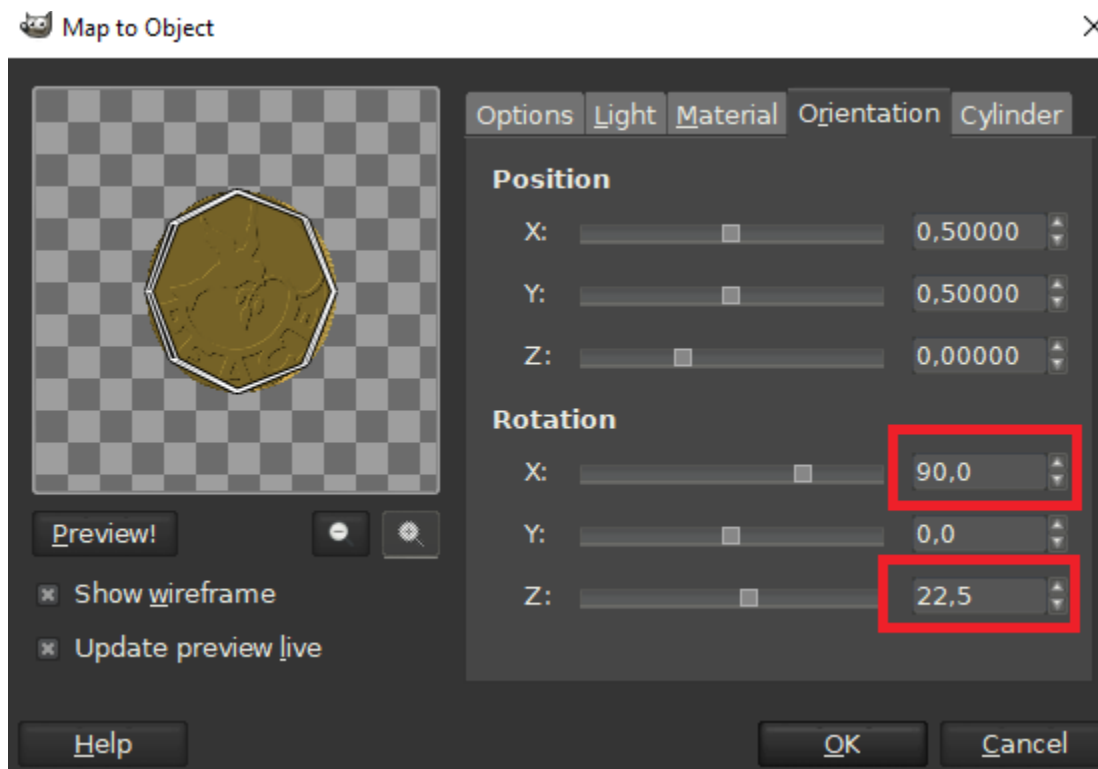
orientation > rotation > x at 90,0



and click OK

Just a bit patience :) the map to object must do it's job :)

1. Again select the BG layer
2. Click Shift+Ctrl+f
3. the map to object window shows up.
4. Leave everything the same just
5. orientation > rotation > **z** is **22,5**



In the preview window you can see the cylinder rotate a bit.

Repeat the process from point 1 to 5
increasing the rotation to **45 > 67,5 > 90 > 112,5 ...**
till you get at **180**.
By then you should have **9 rotating layers**.

Again the same process 1 to 5.
The rotation should be now **– (minus)157,5 > -135 > -112,5** and so on **until -22,5**

Don't forget always select the BG layer again at first !

Now you have **1 BG layer** and **16 rotated coin layers**.
You can delete the BG layer and leave the outcome with a transparent background.
Or you can make your own background and combine it with the 16 coin layers.

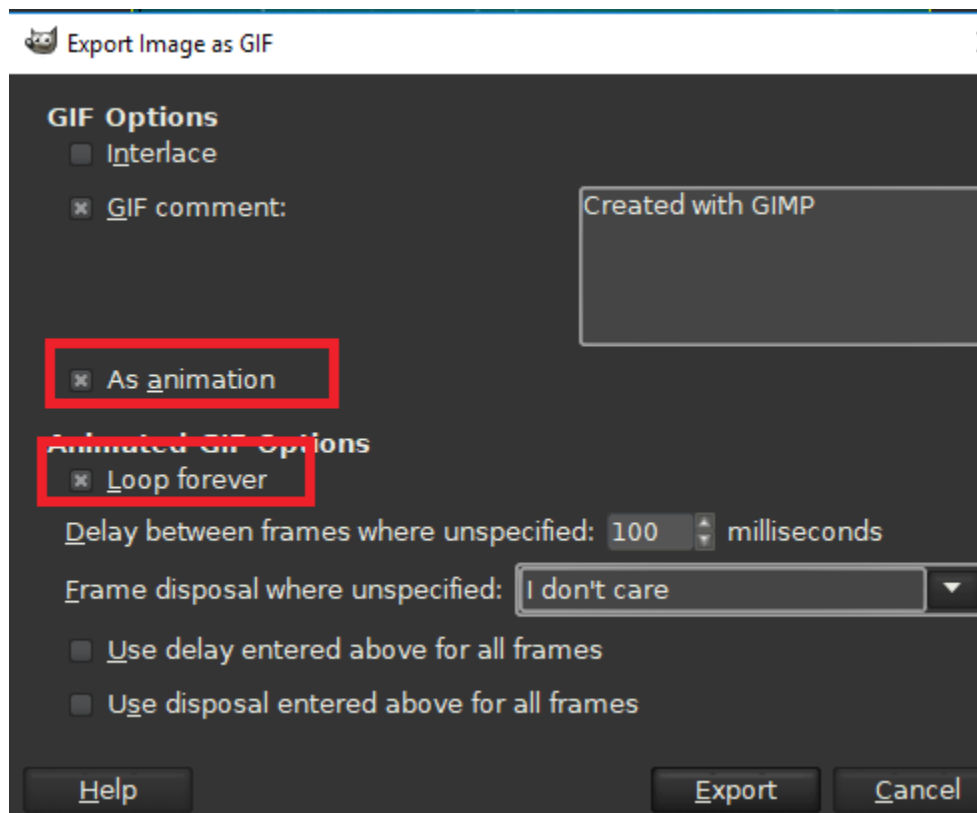
If you use **Filters > animation > combine background**,
don't forget, after combining, to delete the very bottom layer in the layer window.

You can preview your animation by going to

Filters > animation > playback.

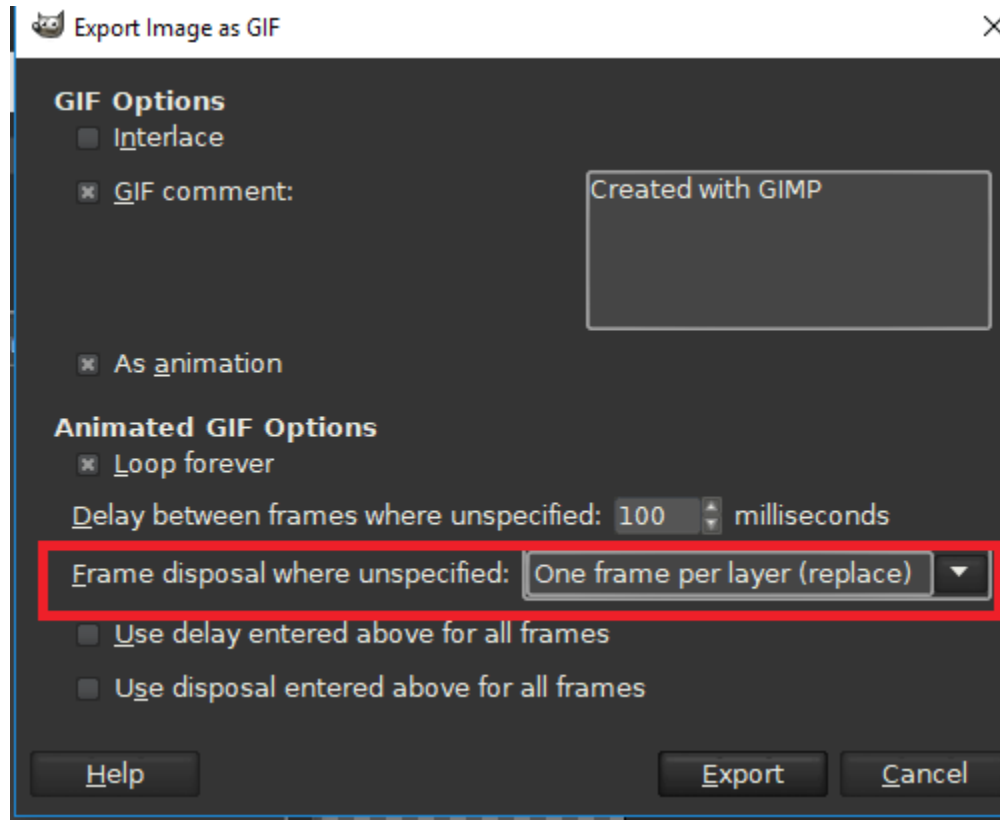
File > export as GIF

If you wish you can adjust the delay at your preference.



If you don't use a background, just leave the transparent.
Then by the “export as gif” you must put the

Frame disposal where unspecified at “one frame per layer (replace)”



GOOD LUCK WITH IT !

And again, be patient while mapping the object ;-)

Ella