

Class 30: GIMP Basics

Held: Monday, 23 October 2006

Summary: Today we begin investigations of GIMP, The GNU Image Manipulation Program.

Related Pages:

- EBoard.
- Lab: The GNU Image Manipulation Program.
- Reading: The GNU Image Manipulation Program.

Assignments

- Homework 10: Survey.

Notes:

- Welcome back! I hope you had a great break.
- To make it easier to put your DrScheme window and your Web browser side-by-side, I've changed the margins. Let me know what you think.
- I've made some simple changes to the course syllabus.

Overview:

- About GIMP.
- This week.
- Getting started with GIMP.
- Lab.

GIMP

- This week, we'll play with an interesting application that is controlled by a scripting language that bears remarkable resemblance to Scheme (but isn't quite the Scheme you know).
- A free alternative to Photoshop and the ilk
- A remarkably awkward user interface, but you'll get used to it.
- Currently available for Linux, Windows, and Mac OS X.
- We're studying the GIMP because you can script it with Scheme (which you'll see later this week).
- Start GIMP by typing `gimp` in a shell window.
- Create a new file by selecting **New** from the **File** menu.
- Draw with the appropriate drawing tools (waving the cursor over a tool should tell you what it does).
- Save by clicking with the *right* mouse button within the picture and then selecting **Save** or **Save As** from the **File** menu..

Plans for This Week

- Monday: Play with GIMP.
- Tuesday: Start programming with one-liners.
- Wednesday: Write your own procedures.
- Friday: “Algorithmic art”.
- Next week: Cool programming techniques.
- In a few weeks: Project.

Lab

- Sam does a short demo.
- Do the lab.
- Be prepared to reflect.

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