

Class 33: GIMP Basics

Held: Monday, April 2, 2007

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

Related Pages:

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

Notes:

- Are there questions on the second exam?
- The intent is that this week be relatively low key (other than the exam), since it's the week after break.

Overview:

- About the GIMP.
- This week.
- Getting started with the 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).
- The GIMP is free alternative to Photoshop and the ilk
- It has a remarkably awkward user interface, but you'll get used to it.
- It is 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).
- On our Linux boxes, 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 week 13: Project.

Lab

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

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