The GIMP project began in 1995 with two Berkley CSci students named Peter Mattis and Spencer Kimball with two questions...

http://groups.google.com/group/comp.os.linux.development.apps/msg/ffa0c060f527159b?output=gplain

```
From: p...@soda.csua.berkeley.edu (Peter Mattis)
Subject: Image Manipulation Program Features
Date: 1995/07/29
Message-ID: <petm-2907952329370001@charnley.hip.berkeley.edu>#1/1
X-Deja-AN: 107142305
organization: UC Berkeley
newsgroups: comp.windows.x, comp.windows.x.apps, comp.os.linux.x,
comp.os.linux.development.apps

Suppose someone decided to write a graphical image manipulation program
(akin to photoshop). Out of curiosity (and maybe something else), I
have a few (2) questions:

  What kind of features should it have?
  (tools, selections, filters, etc.)

  What file formats should it support?
  (jpeg, gif, tiff, etc.)

Thanks in advance,
Peter Mattis
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The First GIMP Announcement...

http://groups.google.com/group/comp.os.linux.development.apps/msg/b5a9a98ef1e9fd4d?oe=UTF-8&output=gplain

Get the GIMP...

www.gimp.org

You can download source code and binaries of the GIMP for Linux,
Windows or MacOS X at: http://www.gimp.org/downloads/

GIMP is built using GTK+ so if you install it on Windows, it'll have to
install the GTK+ toolkit as well, which is now included as part of the Windows install
too. The GIMP help files are installed by a separate package.

The GIMP is used for creating and manipulating images for websites, logos,
commercial art, book covers, computer software, medicine & science and
even film (to name a few).

Film GIMP and Scooby-Doo 2002: http://www.linuxjournal.com/article/6148

Animators at the Los Angeles post-production studio Rhythm & Hues used Maya,
Houdini, Film GIMP and proprietary Linux-based tools. *"We utilized about a hundred
Linux desktops to create Scooby-Doo"*, says Technology VP Mark Brown. *"My biggest
problem was all the animators yelling at me for more Linux boxes."*

Short Features List...

Painting
- Full suite of painting tools including Brush, Pencil, Airbrush, Clone, etc.
- Sub-pixel sampling for all paint tools for high quality anti-aliasing
- Extremely powerful gradient editor and blend tool
- Supports custom brushes and patterns

System
- Tile based memory management so image size is limited only by available disk space
- Virtually unlimited number of images open at one time

Advanced Manipulation
- Full alpha channel support
- Layers and channels
- Multiple Undo/Redo (limited only by diskspace)
- Editable text layers
- Transformation tools including rotate, scale, shear and flip
- Selection tools including rectangle, rounded rectangle, ellipse, free, fuzzy
- Foreground extraction tool
- Advanced path tool doing bezier and polygonal selections.
- Transformable paths, transformable selections.
- Quickmask to paint a selection.

Extensible
- A Procedural Database for calling internal GIMP functions from external programs as in Script-fu
- Advanced scripting capabilities (Scheme, Python, Perl)
- Plug-ins which allow for the easy addition of new file formats and new effect filters
- Over 100 plug-ins already available

Animation
- Load and save animations in a convenient frame-as-layer format
- MNG support
- Frame Navigator (in GAP, the GIMP Animation Package)
- Onion Skin (in GAP, the GIMP Animation Package)
- Bluebox (in GAP, the GIMP Animation Package)

File Handling
- File formats supported include **bmp, gif, jpeg, mng, pcx, pdf, png, ps, psd, svg, tiff, tga, xpm**, and many others
- Load, display, convert, save to many file formats
- SVG path import/export

Examples (the Basics)...
http://www.gimp.org/tutorials/The_Basics/

Preferences (changing the defaults)
Create/Open an image file (Background/Foreground)
Acquiring Screenshots
Zoom (+ in, - out)
Selecting (Shift Adds, Ctrl Subtracts)
Selecting FG & BG colors & Transparent Fill
Selecting by Color (for Cut/Bucket Fill)
Cropping
Changing Modes (RGB, Grayscale, Indexed)
Rescaling
Flipping
Rotating
Adding Text (Layers/Flatten/Visible) - Align tool.
Filters:
Blur (Gaussian Blur)
Render (Clouds, Plasma, etc.)
Map (Bumpmap for text, shapes, etc.)
Pen/Brush/Airbrush/Inkpen/Eraser/Bucket Fill
Drawing/Stroking Shapes and Straight Lines
Beizer Shapes
Quckmask
Artistic Affects (Oilify Example: princess.jpg)
Decor (Old Photo, Coffee Stain, etc. Example: generations.jpg)

Example Red Eye Removal...
http://www.gimp.org/tutorials/Red_Eye_Removal/
Select RGB layer RED only and use the Burn->Highlights tool,
Or go ahead and use the GIMP built-in Filter->Enhance->Red Eye Removal tool.

Example 3D Button...
http://www.technomono.com/blog/mac-button/

Example GIF Animation (stop-motion)...
http://www.gimp.org/tutorials/Simple_Animations/ (Moving-Penny.gif)

Example Colorize a sketch...
http://the.sunnyspot.org/slm/tutorials/01.html

Example Combine...
Viper Tux...Filters->Combine->Depth Merge Overlap (1) Offset (.5)
Use custom battlestar font…

Example (Lightsaber Script Fu & Text Script Fu)...
http://www.baudalign.com/lee/gimplightsabre.html
Quick Decor->Old Photo and Decor->Coffee Stain example...
Note: You can use the new foreground select feature here too…
We'll take a snapshot action photo of CINLUG guys to do the lightsabers...

Review some other examples of what you can do…

(Jedi Kids, Dark Jedi Princess (custom brushes), Baseball Card, Tattoos (select by color), Moonhenge, Black/White/Red XMAS Hat, Tux Logos, Fighter Logo, Ubuntu Linux for Rednecks, Sydney's latest GIMP drawing.)

GIMP Links…

http://www.gimp.org
http://docs.gimp.org
http://www.gimp.org/tutorials/
http://gimpology.com/
http://gimp-savvy.com/BOOK
http://en.wikipedia.org/wiki/GIMP

Lightsabre Script-Fu:
http://www.baudalign.com/lee/gimplightsabre.html

Lightning effect:
http://www.gimptalk.com/forum/topic/Creating-Lightning-Plus-A-Couple-Of-Added-Twists-122-1.html

Lightning Brush:
http://project-gimpbc.deviantart.com/ (search for gimp lightning)
http://aggr3ssi0n.deviantart.com/art/Lightning-Brushes-43409022
(by aggr3ssi0n) - Note: you have to use the brush not pencil.

Light beam effect:
http://abduzeedo.com/gimp-galaxy

Blaster effect uses: Blur->Motion effect in conjunction with Lightsaber Script-Fu.

CONTEST INFO!

Visit www.cinlug.org for more details very soon. The contest is to basically use the GIMP to modify, enhance or create your own photos, images, logos, or whatever, and upload them to the designated CINLUG gallery. (Or email them to Michael at: schultmc@cinlug.org) We'll lock the contest entries some time in January (after our first meeting scheduled for January 2nd) and then create a web poll. The winner will be presented a prize at the February (Annual) CINLUG meeting where we also nominate the 2008 Board of Directors.

GOOD LUCK! And may the GIMP be with you!