text and layers

An image created in GIMP consists of layers that can be compared to transparent films. On each of them is placed any drawing that can cover the entire surface of the image or a part of it. Each layer of the image from the drawing is an independent image. The layers that make up a given project are stacked on top of each other; the upper layers cover what is below them. They are independent of each other, so that each layer can be subjected to other transformations.

GIMP allows you to work with all the most popular graphic file formats. You can edit JPG, PNG, GIF, BMP and many others. These formats can be both opened and saved. The finished image created in GIMP can be saved in any format, e.g. BMP. However, remember that images created in GIMP contain much more information than JPG, PNG, GIF and BMP files. An image made in the GIMP program may contain, among others selections, layers, paths, and guides. After saving in JPG, PNG, GIF or BMP format all this information is irretrievably lost. Therefore, save the images that we create in GIMP, always in XCF format. It is a format developed by the creators of GIMP - a native format. A file saved in the XCF format will contain all layers, selections, guides and paths. This way you can open it again and modify it. The disadvantage of the XCF format is that such an image cannot be displayed directly. If GIMP is not installed on your computer, then XCF files probably cannot be viewed at all. If you want to share or put files on the Internet, convert them to one of the popular formats, e.g. JPG, BMP, PNG, GIF or TIFF, always keeping the original XCF file.

The Toolbox window contains buttons for commonly used tools. If you place the mouse cursor over any of the buttons and do not move it, after a while you will see a hint informing about the name of the tool and its shortcut key. This way you can identify each of the tools available in the toolbox.

project 1.1 desert

we will learn: to open and save files, add text to an image, change the location and properties of a text

From **http://bacon.umcs.lublin.pl/~yacgur** download desert.jpg. In the main GIMP window select the option File / Open; you can also use the Ctrl-O keyboard shortcut or the right-click context menu. T

he opened image is displayed in a separate window. The size of the image on the computer screen can be scaled using the buttons + and -; pressing the digit 1 displays the image in its actual dimensions; Ctrl-J shortcut adjusts the window size to the current scale of the displayed image.

The main program window has a Menu containing most of the GIMP commands; the same menu is displayed after right-clicking (PM) in the main program area - the so-called Context Menu.

We add the inscription: WELCOME ... In the Toolbox window, find options for adding text and moving (after moving the cursor on the icon, a description of the selected option will appear along with the keyboard shortcut). The shortcut for the text tool is T. After activating the tool, click anywhere in the photo - a text input control will appear - or enlarge the text input area on the image by dragging the bottom right corner of the border - enter the text WELCOME on the image ...; press Esc.

To change the font face and size, activate the text input control again; in the Toolbox, select a text tool and then click the text WELCOME ...; select the text entered - in the control with text properties, enter the name of the Georgia Bold typeface and the size of 28 pixels; if after enlarging the font the inscription is not visible in its entirety, increase the text input area.

Move the corner of the text layer so that the inscription is horizontal and fully visible. In the Toolbox, select the Move tool (M shortcut); grab the inscription WELCOME ... with the mouse and move it in upper left corner of the image. If you accidentally move a photo of the desert, undo the Ctrl-Z operation. End of the project.

Layers and brushes dialog - activation of Ctrl-L; our project consists of two layers: 1. desert.jpg; 2. the inscription WELCOME ...; select them one by one in the Layers window and try moving them to different places - undo Ctrl-Z operations.

Saving the project - File / Save menu - the file is saved under the name 1.1_desert.xcf.

If we want to publish a file prepared in this way on a website, then it must be saved, e.g. in .png format; we open the desert.xcf file; menu File / Export as; in the opened window we search for the option File type selection - we choose the png image, click Export - we accept the default settings.

project 1.2 desert 2

This project differs from the previous number of added texts, each of which will be placed in a separate layer. Open the desert.jpg file. Enter the text by placing individual words in separate layers: 1. WELCOME; 2. TO; 3. THE DESERT ... - font type Georgia Bold, size 22, white. The finished project should consist of four layers. Save the image under the name 1.2_desert.xcf and export to 1.2_desert.png.

project 1.3 desert 3

This time we will add a few lines inscription forming only one layer. We reopen the file desert.jpg; we choose the text adding tool; we open the text edit window and enter in separate lines - 1. WELCOME; 2. to the desert; 3. of the real; white font; size 12 px; we choose an italic font - italic; left alignment; we also change the size of the space between lines and individual characters - these options can be found at the bottom of the Toolbox window after selecting a text tool; we put the inscription in the lower right corner of the image; the finished project consists of two layers; save the prepared image as 1.3_desert.xcf and export to 1.3_desert.png. project

1.4 desert 4

We open the desert.jpg file; enter the text: welcome in such a way that each letter is placed in a separate layer; black font, size 12 px; after entering the letters we place them vertically on the right image edges; the finished design consists of eight layers; save the image prepared as 1.4_desert.xcf and export to 1.4_desert.png.

summary

- Open image - Ctrl O
- Save image Ctrl S
- View scaling (, -, 1, Ctrl J - window fit)
- Text tool (t)
- Move tool (m)
- Change font face, size and color
- Change line spacing and alignment of multi-line text
- Undo operations (Ctrl Z)
- Layers window (Ctrl L)
- Change the current layer

Only one layer is active at a time; its name is highlighted in the Layers ... window; most editing operations in Gimp relate to the active layer; when you perform the operation on the wrong layer - Ctrl Z, then select the appropriate layer in the layers window.
It may happen that the tool for moving layers stops working - select the Move button in the main window, then in the bottom window select the Layer icon and the option Indicated layer / guide.

by yourself - prepare a picture with the words WELCOME to the desert of reality - enter each word with a different font, size, color, etc. - save the prepared project under the name 1.5_desert.png.