

THE EXPERT'S VOICE® IN OPEN SOURCE

Covers GIMP 2.8

# GIMP

## for Absolute Beginners

Jan Smith with Róman Joost

Apress®

---

# GIMP for Absolute Beginners



**Jan Smith**  
with Roman Joost

Apress®

---

## **GIMP for Absolute Beginners**

Copyright © 2012 by Jan Smith and Roman Joost

All rights reserved. No part of this work may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system, without the prior written permission of the copyright owner and the publisher.

ISBN 978-1-4302-3168-4

ISBN 978-1-4302-3169-1 (eBook)

Trademarked names, logos, and images may appear in this book. Rather than use a trademark symbol with every occurrence of a trademarked name, logo, or image we use the names, logos, and images only in an editorial fashion and to the benefit of the trademark owner, with no intention of infringement of the trademark.

The use in this publication of trade names, trademarks, service marks, and similar terms, even if they are not identified as such, is not to be taken as an expression of opinion as to whether or not they are subject to proprietary rights.

President and Publisher: Paul Manning

Lead Editor: Dominic Shakeshaft

Technical Reviewer: Alexandre Prokoudine

Editorial Board: Steve Anglin, Mark Beckner, Ewan Buckingham, Gary Cornell,  
Jonathan Gennick, Jonathan Hassell, Michelle Lowman, Matthew Moodie, Jeff  
Olson, Jeffrey Pepper, Frank Pohlmann, Douglas Pundick, Ben Renow-Clarke,  
Dominic Shakeshaft, Matt Wade, Tom Welsh

Coordinating Editor: Jessica Belanger

Copy Editor: Mary Behr and Kimberly Burton

Indexer: SPi Global

Production Support: Patrick Cunningham

Cover Designer: Anna Ishchenko

Distributed to the book trade worldwide by Springer Science+Business Media, LLC., 233 Spring Street, 6th Floor, New York, NY 10013. Phone 1-800-SPRINGER, fax (201) 348-4505, e-mail [orders-ny@springer-sbm.com](mailto:orders-ny@springer-sbm.com), or visit [www.springeronline.com](http://www.springeronline.com).

For information on translations, please e-mail [rights@apress.com](mailto:rights@apress.com), or visit [www.apress.com](http://www.apress.com).

Apress and friends of ED books may be purchased in bulk for academic, corporate, or promotional use. eBook versions and licenses are also available for most titles. For more information, reference our Special Bulk Sales–eBook Licensing web page at [www.apress.com/bulk-sales](http://www.apress.com/bulk-sales).

The information in this book is distributed on an “as is” basis, without warranty. Although every precaution has been taken in the preparation of this work, neither the author(s) nor Apress shall have any liability to any person or entity with respect to any loss or damage caused or alleged to be caused directly or indirectly by the information contained in this work.

---

# Contents

■ About the Authors.....	xv
■ About the Technical Reviewer.....	xvi
■ Acknowledgments.....	xvii
■ Introduction.....	xviii
■ Chapter 1: Finding and Installing GIMP.....	1
■ Chapter 2: Getting to Know the GIMP Workspace.....	15
■ Chapter 3: Basic Computer Graphics.....	45
■ Chapter 4: Image Straightening, Cropping, Scaling, and Perspective.....	61
■ Chapter 5: Fixing Problems in Images.....	85
■ Chapter 6: Digital Imaging Projects.....	131
■ Chapter 7: Setting Up a Graphics Tablet.....	167
■ Chapter 8: Digital Art: Painting in GIMP.....	175
■ Chapter 9: Digital Art: Drawing in GIMP.....	223
■ Chapter 10: Hints, Tips, and Further Help.....	273
■ Appendix A: Keyboard Shortcuts.....	287
■ Appendix B: GNU General Public License.....	295
■ Glossary.....	307
Index.....	315

---

# Contents

■ About the Authors.....	xv
■ About the Technical Reviewer.....	xvi
■ Acknowledgments.....	xvii
■ Introduction.....	xviii
■ Chapter 1: Finding and Installing GIMP.....	1
In This Chapter.....	1
Is This Chapter for You?.....	1
GIMP Works on Windows, Mac, and GNU/Linux.....	2
System Requirements.....	3
GIMP Is Free Open Source Software.....	3
Windows: Downloading and Installing GIMP.....	3
Portable GIMP for Windows: Installing GIMP on a USB Drive, CD, or DVD.....	7
Mac: Downloading and Installing GIMP.....	8
Snow Leopard and Leopard (Mac OS X 10.6x, Mac 10.5x).....	9
Tiger: Downloading and Installing GIMP.....	11
GNU/Linux.....	11
Ubuntu.....	12
Extra Functionality in GIMP via Plugins.....	13
Summary.....	14
■ Chapter 2: Getting to Know the GIMP Workspace.....	15
In This Chapter.....	15
Is This Chapter for You?.....	15
Quickest Way to Learn GIMP.....	16
Starting GIMP.....	16
Windows.....	16

---

Mac .....	16
Linux.....	16
GIMP 2.8 Workspace .....	17
Simplifying GIMP's Workspace .....	18
Quick Quiz.....	21
GIMP Workspace Tour .....	21
Quick Quiz.....	27
Toolbox.....	28
Quick Quiz.....	30
Menus in GIMP .....	30
File Menu .....	30
Edit Menu.....	31
Select Menu.....	33
View Menu .....	34
Image Menu .....	35
Layer Menu .....	36
Colors Menu.....	37
Tools Menu .....	38
Filters Menu .....	39
Windows Menu.....	40
Help Menu .....	41
Quick Quiz.....	42
Dockable Dialogs or Dockable Panels .....	42
Undo History—Great for Beginners.....	42
Quick Quiz.....	43
Summary .....	43
■ Chapter 3: Basic Computer Graphics .....	45
In This Chapter: .....	45
Choosing an Image File Format .....	45
Suggested File Types for Beginners.....	46
Quick Quiz.....	47
Zooming in GIMP .....	48

---

Image Basics .....	48
Quick Quiz.....	53
Checking Image Resolution in GIMP .....	53
Saving Files in GIMP via the File ► Export Menu .....	55
Saving (Exporting) and Reducing JPG File Size.....	58
Summary .....	60
■ Chapter 4: Image Straightening, Cropping, Scaling, and Perspective .....	61
In This Chapter .....	61
Straightening or Rotating an Image .....	62
Image Opens Upside Down .....	68
Cropping an Image.....	70
Basic Crop .....	70
Cropping to an Aspect Ratio .....	72
Cropping to a Width or Height .....	74
Changing the Size of an Image .....	74
Making an Image Larger .....	75
Making an Image Smaller .....	77
Fixing Perspective: Leaning Buildings .....	78
Framing an Image.....	82
Summary .....	83
■ Chapter 5: Fixing Problems in Images .....	85
In This Chapter .....	85
Assessing Images .....	85
Image Assessment Gallery .....	86
Assessing Brightness and Darkness .....	89
Assessing Your Editing .....	91
Areas of GIMP Used in This Chapter.....	92
Correcting with Brightness (Contrast) .....	93
Improving Tones in Images with Levels .....	96
Correcting a Dull Image with Curves .....	101
Improving Color and Tone with Curves .....	106

---

Color Too Strong (Oversaturated) .....	107
Hue-Saturation .....	108
Noisy Image .....	111
Sharpening an Image .....	113
To Sharpen an Image with Unsharp Mask .....	115
Removing Red Eye .....	117
Selections .....	117
Red Eye Removal .....	117
Using Brushes to Repair Images .....	120
Whitening Teeth .....	120
To Whiten Teeth .....	120
Unwanted Spots or Blotches .....	125
Removing Spots with the Smudge Brush .....	125
Removing Spots with the Healing Brush .....	126
Making Brushes Dynamic .....	129
Summary .....	129
■ Chapter 6: Digital Imaging Projects .....	131
In This Chapter .....	131
The Digital Project Gallery .....	132
Adding Text to an Image .....	134
Text on a Transparent Background .....	136
Layers .....	138
Adding Two or More Images Together .....	138
Saving Layers .....	147
Layer Masks (Non-Destructive Editing) .....	147
Working on Part of an Image (Selections) .....	149
Tools to Select Part of an Image .....	151
Cage Transform Tool .....	157
Cloning or Copying Parts of an Image .....	159
Cloning an Item in an Image .....	159
Color to Black-and-White .....	161



---

Changing the Look of Your Images with Filters .....	162
Old Fashioned Sepia Toning.....	163
Warping an Image .....	164
Using a Filter to Convert a Photo a Background for a Drawing .....	165
Summary .....	166
■ Chapter 7: Setting Up a Graphics Tablet.....	167
In This Chapter .....	167
The Benefits of Using a Graphics Tablet.....	167
How to Add a Graphics Tablet.....	167
Installing Graphic Drivers on Your Computer .....	168
Setting Up Your Graphics Tablet.....	168
Troubleshooting Tips .....	170
Adding Pressure Sensitivity to Your Tablet.....	170
Setting Up Your Tablet's Eraser.....	172
Summary .....	173
■ Chapter 8: Digital Art: Painting in GIMP .....	175
In This Chapter .....	175
Paint Tools in GIMP .....	175
Is This Chapter for Me? .....	176
Digital Painting: The Advantages .....	176
The Canvas.....	177
Navigation and Zooming .....	178
Color Basics.....	179
Choosing a New Color: The Color Dialog .....	180
The Bucket Fill Tool.....	181
Changing the Background Color .....	181
Managing Colors: Palettes .....	184
Becoming a Digital Painter: Using Paint Tools .....	188
The Eraser Tool.....	188
The Paintbrush Tool.....	192
Doing More with Brushes .....	199

Layers.....	202
The Canvas Revised.....	202
Managing Layers with the Layer Dialog.....	210
Doing More with Layers.....	214
Problems with Layers .....	218
Filling in the Details .....	219
Blending Colors .....	219
How to Blend Colors with the Smudge Tool.....	219
Lightening and Darkening Colors .....	220
Summary .....	221
■ Chapter 9: Digital Art: Drawing in GIMP.....	223
In This Chapter .....	223
How to Draw in GIMP .....	223
Tools for Drawing.....	224
The Bucket Fill Tool.....	226
The Eraser Tool.....	226
Drawing with Selections .....	226
Selection Tools.....	228
Creating an Elliptic Selection.....	228
Doing More with Selections.....	233
Drawing Freely.....	236
Drawing a Straight Line.....	236
Pixel Art .....	238
Using Depth in Pixel Art.....	239
Painting Without a Tablet.....	247
Assistive Painting: The Paths Tool.....	247
The Path Tool Options .....	251
Common Problems with Using Paths.....	256
The Paths Dialog.....	257
Summary .....	271
■ Chapter 10: Hints, Tips, and Further Help.....	273
Customizing GIMP .....	273
Increasing GIMP's Undo History .....	274

---

Scanning Images.....	275
GIMP Can Be Extended.....	276
What is a Plug-in?.....	276
GIMP Extension List.....	278
Photoshop and GIMP: A Comparison.....	279
GIMP and Photoshop on the Same Computer.....	280
Troubleshooting GIMP.....	280
I Just Want One Workspace.....	281
I Cannot Seem to Paint or Fill My Image with a Color.....	281
The Paint Tools Are Not Working.....	281
GIMP Will Not Let Me Do Anything.....	282
Lost Toolbox or Other Dialogs.....	282
Where Is Undo History?.....	282
Resizing Your Workspace.....	282
Layer Control.....	282
How Do I Make Changes Outside a Selected Area?.....	282
How Do I Reset a Tool or Dialog?.....	283
Improving GIMP's Speed.....	283
How Do I Get Maximum Editing Control of an Image?.....	283
How do I Copy and Paste in GIMP.....	283
How do I remove the Marching Ant Border around my Image.....	284
How do I open Raw Files.....	284
Further Help.....	284
Mailing Lists.....	284
IRC: Joining the GIMP Community.....	284
Further Reading.....	284
Other Open-Source Graphics Software.....	285
Inkscape.....	285
Scribus.....	285
Blender.....	286
GIMP's Future.....	286

---

■ Appendix A: Keyboard Shortcuts.....	287
Help .....	287
Tools .....	287
Context .....	289
Within a Dialog .....	290
Within a File Dialog.....	291
Window .....	291
Zoom .....	291
Scrolling (Panning).....	292
Rulers and Guides.....	292
Undo/Redo .....	292
Clipboard .....	293
Fill .....	293
■ Appendix B: GNU General Public License .....	295
Preamble .....	295
Terms and Conditions.....	296
0. Definitions.....	296
1. Source Code .....	296
2. Basic Permissions .....	297
3. Protecting Users' Legal Rights from Anti-Circumvention Law .....	297
4. Conveying Verbatim Copies.....	298
5. Conveying Modified Source Versions .....	298
6. Conveying Non-Source Forms.....	299
7. Additional Terms .....	300
8. Termination .....	301
9. Acceptance Not Required for Having Copies .....	301
10. Automatic Licensing of Downstream Recipients .....	302
11. Patents .....	302
12. No Surrender of Others' Freedom .....	303
13. Use with the GNU Affero General Public License .....	303
14. Revised Versions of this License .....	303
15. Disclaimer of Warranty .....	304

16. Limitation of Liability .....	304
17. Interpretation of Sections 15 and 16 .....	304
How to Apply These Terms to Your New Programs .....	304
■ Glossary .....	307
Alpha.....	307
Alpha Channel .....	307
Aspect Ratio .....	307
Brightness.....	307
Color Cast.....	307
Convert to RGB Working Space .....	308
Crop .....	308
Curves.....	308
Dialog .....	308
Dock.....	308
Docking .....	308
Dot for Dot .....	308
EXIF Data .....	309
Export/Save Images.....	309
GIMP .....	309
Guides.....	309
Grid.....	309
Help .....	309
HDR .....	309
Histogram.....	310
Hue .....	310
Inkscape .....	310
Interactive Boundary.....	310
Levels.....	310
LZW.....	310
Pixel .....	310
Pixel Art .....	311
Plug-in .....	311
Raster Images.....	311

---

Saturation.....	311
Save.....	311
Scaling .....	311
Scale-Up.....	311
Sharpening.....	312
Snap to Grid .....	312
Snap to Guide .....	312
Tonal Range .....	312
Undo.....	312
Undo History .....	312
Unsharp Mask.....	312
Value.....	313
Vector Images .....	313
XCF .....	313
Zoom .....	313
Index.....	315

---

# About the Author



Jan Smith has been taking photos for more than 20 years; her photos have been reproduced in a range of media. In 2000 she studied digital imaging at the Adelaide Central School of Art and moved from the darkroom to digital editing with relief.

Jan discovered GIMP nine years ago while volunteering at Computerbank (a non profit company refurbishing donated computers for low income people). She helped people become familiar with computers loaded with open-source software. She has developed a solid grasp of the way beginners learn to use software.

Jan has worked as a technical writer for Infrae in the Netherlands and for companies using open-source software in Australia. She was elected Vice President of the Zope Foundation in 2010. She has a background in radio journalism, technology and production.



Roman Joost first learned about open-source software in 1997. He is the project manager of GIMP's user documentation and he has contributed code to GIMP. He has contributed to GIMP and Zope open-source projects for eight years.

Roman has a Diplom-Informatiker (FH) from Anhalt University of Applied Sciences in Koethen, Germany. He has worked for Gocept GmbH & Co. in Germany, Infrae in the Netherlands, and is currently working for another Zope company in Brisbane, Australia. For relaxation, he enjoys photography and digital painting with GIMP.

---

# About the Technical Reviewer

Alexandre Prokoudine is a regular contributor to various, free software projects—mostly related to design, photography, and music and video production. When not using, testing, or translating apps, he writes news about and tutorials on them for the Libre Graphics World blog. He works in the education projects department for a Linux vendor.



---

# Acknowledgments

Thanks to my husband, Darce Cassidy, for his feedback, patience, cooking and the photo on page 73. Thanks to my son, Michael Cassidy, for his sage-like comments. Thanks to Anna Rigg for the photo on page 60. Thanks to Robyn Harvey for your friendship and encouragement. To Arthur Dent, thanks for nagging me in 1999 to get involved in open-source software, where intelligence and cooperation help overcome short-sighted, greedy, vendor lock-in.

A special thanks to Alexandre Prokoudine; the book is richer for your helpful and incisive technical review. Thanks to Roman for writing the painting and drawing chapters and for sticking with the project, even after the arrival of your first child. Thanks to Jessica Belanger, Matt Wade, Nancy Wright, Kimberly Burton, Mary Behr, Dylan Wooters, Leah Weissburg, and the team at Apress who helped whip this book into shape. Thanks also to the members of the Parklands Photo Club and others who filled out the digital editing survey.

Thanks to Jernej Simončič for making GIMP available to Windows users and to everyone involved in the development of this powerful software.

—Jan Smith

Thanks to my family for the support they gave me; without I would have not been able to participate in this book. Thanks to Anne Schneider, my brother Lars, my wife and Ross Copping for checking my chapters and trying various exercises. Additional thanks goes to my brother Lars for his artwork in Figure 8-26 on page 198. To my uncle Dr. Wolfgang Joost, a dedicated thanks for your inspiration.

I would like to thank Jan Smith for the countless effort she put into this book and her support in general. Without her, this book would have not been possible.

Thanks again to the many GIMP developers and people in the free software community, like Sven Neumann, Michael Natterer, Alexandre Prokoudine, Martin Nordholds, and many more who helped me contribute to this application. Thanks to the documentation team who put in a lot of effort into making the GIMP user manual better with each release.

I would also like to thank Jakub Steiner and Garrett LeSage for their contributions to the free software community; they inspired me to contribute, too.

—Roman Joost

---

# Introduction

## Is This Book for You?

- Yes, if you are moving from a photographic darkroom to a digital image editor.
- Yes, if you are looking for a digital image editing guide for beginners.
- Yes, if you enjoy using free software.
- No, this book is not for you if you want to use the command line or scripting (see GIMP's online resources for assistance).

## What Is GIMP?

GIMP is a digital image editor and a digital drawing tool. GIMP allows you to:

- Retouch photos by fixing problems affecting the whole image or parts of the image
- Adjust colors in your photos to bring back the natural look
- Be creative with your photos—crop, blend, and add items, special effects, and more
- Discover the fun of digital drawing and painting without messy paints and a wet canvas

If you need something more than a simple digital editing program, GIMP could be for you. GIMP has the ability to sandwich different elements to make up a picture. It also has controls for cropping, scaling, exposure, brightness, contrast, color balance, sharpening, and a vast number of ways of selecting objects in an image. There are a large number filter effects for photos and drawings. Images can convert to a large range of file formats.

Volunteer programmers, designers, and writers have been developing GIMP for more than fifteen years. The 2012 release of GIMP version 2.8 has new features, such as Single-Window Mode and Paint Dynamics. GIMP traditionally has three separate windows. Single-Window Mode joins the three windows into one workspace. With Paint Dynamics enabled, brush strokes mimic real-world brush strokes.

---

## GIMP for Windows, Mac, and Linux

This book covers GIMP 2.8 and explains GIMP for Windows, Mac, and Linux. If you have an older version of GIMP, please upgrade so that you can use GIMP's latest features, which are described in this book. GIMP is free to upgrade because it is free software.

## Why Does GIMP Have an Odd-Sounding Name?

This is a question often asked of the GIMP community.

GIMP stands for **GNU Image Manipulation Program**. It was originally called The GIMP, but today the correct name is GIMP. Developers of GIMP are happy with this name.

## This Book Is for Beginners

This book is written for absolute beginners to digital image editing and digital drawing. We presume you have a working knowledge of your computer, its operating system, how to use a mouse, and find items in a menu system. You should also be able to find your images on your computer. We do not expect you to have used GIMP or any other digital image editing software. This guide is to help you get up and running editing your images using a wide range of options and to get started with digital drawing.

Some people have the luxury of learning digital image editing in a classroom with the help and support of teachers and other students. This book presumes you have no one to turn to for help or for encouragement with your GIMP project.

There is nothing like the exhilarating feeling of transforming an ordinary image into a very good or even a great image. It is not so great if you are stuck or if you do not know how to do something in GIMP. It is even worse if you do not know the technical name for the task that you are trying to complete. Forgetting or not knowing the technical name for a task can happen with any image-editing program, not just GIMP.

We have reduced the emphasis on technical terms such as, masks, paths, channels, layers, filters, and so on. However, this does not mean we do not cover these topics. If you know what these concepts mean, you can look them up in the index at the back of the book. Beginners using this book will get to use some or all of these concepts depending on the projects they choose to do.

## The Focus Is on Problem Solving

The focus of this book is on tasks and problem solving. We tested chapters in this book with people who had never used GIMP and with people new to digital editing. We also surveyed camera club users and took note of their responses. For some, the hardest part was finding things in GIMP. Throughout the book, we help you locate tools and menu options. Some people want to jump in and start editing straight away. Others need an overview and a clear roadmap. Not everyone learns a new skill the same way. This book covers a few approaches to learning.

You can read each chapter in turn or you can just read the section that solves your current digital editing task or problem. It is your choice.

Throughout the book, we point out traps for new digital editors.

---

## Will I Be Successful in Using GIMP?

If you use GIMP once a year, you are not going to be successful in using GIMP. To get the maximum benefit from GIMP, like anything worthwhile, you must practice. If you do not have lots of time, we suggest you learn one or two useful tasks in GIMP. It is then easy to build on this and increase your skills.

### Is GIMP Too Complicated?

If you are worried that GIMP may be too difficult or geeky for you, you are probably wrong. If you can pass exams, drive a car, cook, sew, hold down a job, or find your way around a new city with a map, then you have sufficient skills to try GIMP. If you have a fear of computers, then think of your computer as a mere tool for your creativity, rather than a barrier.

Have you used another image-editing program? Do not expect GIMP to do things exactly the same way. GIMP does some tasks differently; for instance to save a JPG image, you export it rather than save it. There may be a learning curve for you. This book tries to resolve those hiccups and differences.

## Photoshop and GIMP Comparisons

You may have been using Photoshop and have decided to try GIMP. Things will not necessarily be in the same place in both programs. Our hints and tips section in Chapter 10 looks at the similarities and differences between Photoshop and GIMP. GIMP is more complex than Photoshop Elements.

### Why Is GIMP Free?

People participate in open-source software for similar reasons that people play or follow a sport. They like the code and they enjoy the social aspects. Open-source developers believe in sharing knowledge freely. Working on an open-source project is a way for people to have fun, to build something they need, to share, to compete, to extend their knowledge, to help others, to be part of a community, and for some, to become well-known in that community.

## The History of GIMP

The story of GIMP's development helps explain how open-source programs evolve and extend.

In 1995, two university students, Peter Mattis and Spencer Kimball, developed the first version of GIMP for a project at the University of California at Berkeley. After the completion of the class project, they decided to extend their small project. Peter worked on the plug-in architecture and Spencer worked on core GIMP. This meant they were working on very separate pieces of the architecture. They were complimentary teammates.

---

## Collaboration and Sharing in the Open-Source World

Peter and Spencer did not develop in isolation; they participated in newsgroups and mailing lists. In July 1995, Peter answered a mailing list question about plug-ins, gave his own solution, and offered further information, if needed. A few months later, Peter asked a newsgroup, “What kind of features should (image manipulation software) have? (Tools, selections, filters, etc.) What file formats should it support?”

They were developing, sharing, evolving, and collaborating with others from the beginning.

By July 1996, GIMP had two mailing lists, the gimp-user and the gimp-developer mailing lists. In 1997, Peter and Spencer graduated from the university and stopped contributing to the GIMP project. By then, however, other people were contributing to GIMP and are continuing to do so today.

## GPLv3 License for GIMP

GIMP 2.8 has a GPLv3 license. The GPLv3 license allows people to use GIMP for no charge. Additionally, developers can use or make a copy of the source code and add to it or turn it into something else entirely. Developers can distribute this new version, as long as the original code and the new code have the same sharing conditions. You can read the full license details in Appendix B.

## GIMP 2.8

Released in 2012, this version of GIMP has a number of new features.

- Single-Window Mode gives the option of joining GIMP’s three windows into one window.
- Single-Window Mode incorporates the navigation of open images via thumbnails.
- With Brush Dynamics enabled, the thickness and opacity of a brush depends on the pressure, speed, and angle of your mouse or graphical tablet.
- Brushes now have the option of rotation.
- There is an improved text tool.
- Enhanced resource management allows for tagging of frequently-used tools.
- Layers have a locking feature to avoid accidental strokes.
- There is improved ability to customize GIMP’s tools and workspace.
- The Cage Transform Tool enables you to alter the shape of a subject, while keeping it realistic-looking.

---

## 400,000 Downloads a Week?

According to SourceForge, every week more than 400,000 people download GIMP for Windows and Mac from its web site alone.

### Summary

GIMP is a sophisticated, open-source image-editing program. If you have basic computer skills, it is possible to learn GIMP. This book guides the person new to graphics and digital editing software. Use this book to solve some simple graphics tasks, then come back to the book to try tasks that are more complex.



# Finding and Installing GIMP

## In This Chapter

- Where to find GIMP
- How to install GIMP on your computer

## Is This Chapter for You?

- If you have installed a program on your computer before, try this chapter.
- If you have not installed a program on your computer before, ask the person who usually adds extras to your computer for help. Do not forget to hand them your usual bribe and this chapter. They will be pleasantly surprised to see how easy it is to install GIMP.
- If you want to install GIMP from the source code, this chapter is not for you. Try the online resources at [www.gimp.org](http://www.gimp.org).

You may still be hesitating and asking yourself if you should try GIMP. GIMP is one of the very few free programs that provides an alternative to expensive advanced photo editing software such as Photoshop. If you use Photoshop and are trying GIMP for the first time, Chapter 10 covers the similarities and differences between GIMP and Photoshop. When you download GIMP, you will not be alone; there have been over 112 million downloads of GIMP for Windows.

You probably have some photos you would like to improve or play around with but you aren't sure if this will be easily accomplished. We try to make editing in GIMP as easy as possible for a beginner so you can focus on your creativity.

Will GIMP work on your computer? GIMP is available for computers with Windows, Mac, or Linux operating systems, and it needs 1GB or more of RAM. Do not put GIMP on an old computer from your garage and then blame GIMP if it runs slowly.

This chapter shows you where to find and download GIMP and how to install it for Windows, Mac, and Linux. GIMP 2.8 was used for this book, but older versions are available. However, since GIMP is free, we see no need to use an older version. And GIMP 2.8 has some very useful new features!

As mentioned, you will not be the first person to download and try GIMP.

- There are over 400,000 weekly downloads of GIMP for Windows from SourceForge.
- There are around 40,000 weekly downloads of GIMP for Mac from SourceForge.
- For Linux, it is gestimated that there are more weekly downloads than GIMP for Mac.

## GIMP Works on Windows, Mac, and GNU/Linux

GIMP is available for the following Microsoft Windows systems:

- Win7
- Vista
- XP
- Windows Portable is a GIMP application for a USB drive, CD, DVD, etc.

---

■ **Note** Older versions of Windows can run older versions of GIMP. However, very old versions of GIMP look and behave differently than the examples given in this book.

---

GIMP is available for the following Apple Macintosh systems:

- Snow Leopard 10.6x
- Leopard 10.5x
- Tiger 10.4x

GIMP works on both PC- and Intel-based Macs. The GIMP for Mac download comes bundled with a number of extra photo editing and retouching tools.

---

■ **Note** A very old version of GIMP will run on Panther 10.3 but it lacks many of the features talked about in this book. GIMP will not run on version 9 of the Macintosh operating system.

---

GIMP is easy to install on the following Linux systems:

- Debian
- Fedora
- Gentoo Portage



---

sample content of GIMP for Absolute Beginners

- [Nurse Practitioner Certification Examination and Practice Preparation \(3rd Edition\) book](#)
- [download Shocked: My Mother, Schiaparelli, and Me book](#)
- [read online Tracy Beaker's Thumping Heart here](#)
- [Pivot: How Top Entrepreneurs Adapt and Change Course to Find Ultimate Success here](#)
- [Stand By Stand By \(Geordie Sharp, Book 1\) for free](#)
  
- <http://hasanetmekci.com/ebooks/Around-India-in-80-Trains.pdf>
- <http://serazard.com/lib/Shadow-Man--A-Novel.pdf>
- <http://nautickim.es/books/Tracy-Beaker-s-Thumping-Heart.pdf>
- <http://diy-chirol.com/lib/David-Foster-Wallace--The-Last-Interview--and-Other-Conversations--The-Last-Interview-Series-.pdf>
- <http://yachtwebsitedemo.com/books/Stand-By-Stand-By--Geordie-Sharp--Book-1-.pdf>