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Note generali	"Covers GIMP 2.8." Includes index.
Nota di contenuto	The Artist's Guide to GIMP: Creative Techniques for Photographers, Artists, and Designers; Dedication; About the Author; About the Technical Reviewer; Acknowledgments; Credits; Introduction; What This Book Is About; What This Book Is Not About; How This Book Is Organized; A Few More Hints; A Useful Package; About the Canvas; 1. Fundamental Techniques; Multi-Window vs. Single-Window Mode; The GIMP Toolbox; The Tool Options Dialog; Color Swatches and Tool Previews; Brush, Pattern, and Gradient Previews; Active Image Preview Window; Docking; The Image Window; Menus; Additional Features The Preferences DialogShortcuts; Undo Levels and Other Environment Options; Resource Folders; 1.1 Drawing and Painting; Paint Tools and Features; The Pencil Tool; The Paintbrush Tool; The Airbrush Tool; The Eraser Tool; The Ink Tool; Brushes; Creating Ordinary and Colored Brushes; Creating Parametric Brushes; 1.2 Layers and Modes; The Layers Dialog; Paint Modes; Layer Modes; Using a Layer Mode to Colorize an Image; Using a Layer Mask to Colorize an Image; Layer and Layer Mode Tips; 1.3 Color Modes; 1.4 Selections; Selection Tools; Editing Selections; Selection Constraints; Selection Modes Oddly Shaped SelectionsThe Free Select Tool; The Fuzzy Select Tool;

The Select by Color Tool; The Scissors Tool; The Foreground Select Tool; Creating Masks from Selections; Feathering Selections; Using the Quick Mask; Discarding Selections; Working with Selections; Selection Tips; 1.5 Paths; 1.6 Drawing Basic Shapes; Drawing a Straight Line; Drawing Simple Shapes; Drawing Irregular Shapes; Drawing Predefined Shapes; Basic Shape Tips; 1.7 Patterns and Gradients; Patterns; Concrete Texture; Simulated Cloth; Creating Tileable Patterns; Gradients; Using the Shape Setting with Gradients  
Using the Gradient EditorPattern and Gradient Design Tips; 1.8 Working with Text; Creating Text; The Tool Options Dialog; The Text Editor; Text, Paths, and the Context Menu; Text Tips; 1.9 Digital Cameras; A Digital Camera Primer; File Formats; Camera Metadata: EXIF; GIMP Photo Processing; Digital Camera Tips; 1.10 Basic Tutorials; Clouds; The Plasma Filter; The Solid Noise Filter; Difference Clouds; Fog; Combining the Filters; Creating a Steam Effect; Cloud Tips; Rips and Cracks; Ripping an Image's Edges; Ripping Tips; 2. Photographic Effects; 2.1 Soft Focus; Getting Started  
Preparing the High Pass FilterMerging Layers; Adjusting Light and Shadow in the High Pass Layer; Blending Layers; Fine Tuning; Further Exploration; 2.2 Photo to Sketch; Getting Started; Converting the Image to a Sketch; Adding Depth to the Sketch; Adding the Finishing Touches; Further Exploration; 2.3 Antiquing with Sepia Tones; Getting Started; Increasing the Middle Grays; Adding the Sepia Tone; Further Exploration; 2.4 Color Swap; A Simple Color Swap; Isolating the Object; Choosing the Destination Color; A More Complex Color Swap; Creating a Complex Selection; Changing the Quick Mask Color  
Painting the Selection

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## Sommario/riassunto

GIMP is a powerful, full-featured, cross-platform, and free alternative to Adobe Photoshop. Although GIMP is one of the world's most popular open source projects, with millions of users worldwide, it's notoriously difficult to use. The program lacks good documentation and many of its features remain hidden or inaccessible to casual users. The Artist's Guide to GIMP is a collection of carefully selected, practical tutorials that show the artist in all of us how to use GIMP to manipulate images and create impressive artwork for print and web use. The author focuses on the most useful features in

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