

How To Gimp

In the book *¿GIMP for Textile Design¿* you will learn such essential skills as color reduction, recoloring a design, repeats (square and half-drop), photodraping (texture mapping) bodies, and creating plaids. You¿ll also learn many tricks that will give you the skills to handle the most challenging designs. My hope is that you will feel as though you were literally taken by the hand while you¿re being introduced to all aspects of textile design (and have fun doing it). The CD that is included with this book will give you a multitude of images, weaves and photographs to practice with. Besides practice images there are also color charts will help you match colors accurately and quickly. The original textile designs on the CD will give you the varied experiences you will need to be comfortable in any design situation (apparel, home furnishings, textile converter)

Learn the GIMP from the Ground UpIn this book I'll show you how to use the Gnu Image Manipulation Program (GIMP), a free Photoshop like program, to produce professional looking, high quality graphics on a budget. The book uses the creation of book covers for self-publishing as the basis for demonstrating the use of the program. The techniques demonstrated can be used to create stunning graphics for any purpose including display on the Web.Now I Can use Gimpl downloaded Gimp a while back, but thought it would take me forever to figure out how to use it in my spare time. Now Brian comes along with this book and explains how to do the one thing I need to do most--design book covers! I don't have to sift through the entire software manual anymore. Brian gives the essential information and offers links to many great examples of book covers. This book is an excellent value for self-publishing authors who want to go beyond the

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Kindle Cover Creator without paying for expensive software like Photoshop.---KschimmelwriterThis book provides material suitable for the absolute beginner and includes information on how to install all required tools and resources. It then goes on to show you how to use those components to produce unique, professional looking, and high quality graphics suitable for use as book covers for self-publishing. The course includes information on graphic composition that can be used to cause the most important elements of your image to stand out.Note: I discuss the use of the GIMP on a PC running Microsoft Windows 7. If you're a Linux or Mac user, the GIMP is also available to you, and information in this book beyond installation should be fully applicable.Sell More of Anything with Professional Looking GraphicsThough you shouldn't judge a book by its cover, the truth is that most people do exactly that. Why not produce the best impression you can by displaying stunning graphics mixed with text. Whether you're selling books or some other product, graphics that can capture the customer's attention will give you a leg up in differentiating yourself from your competition.This Book Includes Everything You Need to Know to Become Proficient with the GIMP Installing and Running the GIMP Creating a Simple Book Cover Working with Layers and Selections Loading Fonts and Using Font Effects Buying and Manipulating Inexpensive Images Creating Colored Boxes Using Layer Masks Stroking a Path Putting It All Together Learn to Create Stunning Book Covers and MoreWhy focus on book covers? The course benefits from having a specific focus and I'm the most familiar with using the GIMP to create book covers. Besides, you only need to know the fundamentals of using the GIMP to produce book covers. Don't worry, you can still create amazing images for the Web and beyond using the basics of the GIMP.Informative. Nice to know!!Very informative and nice to know. Very useful for the

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beginner and advanced alike. Thank you for writing this book !!---Ernie A.Expect to spend several days to weeks digesting all the information provided in this course.Start Today!Silly as it may seem, your book cover is the first characteristic of your book that is likely to distinguish you from the crowd. Why not spend some time learning how to produce a quality, professional looking book cover for your self-published work using free tools and inexpensive professional quality images?About the AuthorHi, I'm Brian Jackson. I'm a self-published author, publisher, web site designer and cover creator for both myself and my wife, author Melanie Jackson. I originally began using the GIMP while working for Cisco Systems in the Silicon Valley.---Brian

The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: –Improve the lighting and composition of images –Remove distortions and noise to

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make old and damaged photos look like new –Create stunning panoramas and digital collages using a series of photos –Make, edit, and export custom textures, logos, and animated GIFs –Work with selections, channels, and masks to edit images like a pro –Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.

Learn the practical techniques of digital image manipulation. Out of the hundreds of functions and filters in the GIMP, which were the right ones to use, and why?

Forty articles from the first five years of "The Perl Journal" discuss web site development, techniques for creating graphics, and using the Perl/TK toolkit for graphical applications.

GIMP for Beginners - First 12 Skills will teach you the first 12 techniques you can begin to use when getting started with this amazing free photo-editing software. Each tutorial has been written in a simple-to-follow, step-by-step manner that will walk you through each technique simply and without confusion. We use high-quality screenshots to show you exactly what to do as you work with and learn to master this amazing software. In this book, you will learn the following first 12 skills for new users: 1. Setting Up Gimp 2. How to Open Images 3. What are Layer Masks and How to Use Them 4. How to Crop an Image 5. How to restore Lost Tool Options and Lost Layers Panel 6. How to Use the Text Tool 7. How to Adjust Brightness & Contrast 8. How to Use the Sharpen Filter 9. Path Tools for Beginners - Part 1 of 3 10. Path Tools for Beginners - Part 2 of 3 11. Path Tools for Beginners - Part

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3 of 312. How to Save and Export

Images_____A message from the Author:Dear reader,This book is a step-by-step tutorial book on how to use GIMP. The techniques you will learn will give you a good base from where to launch your skills.Of course, you will want to use your own photos and images as you work through these tutorials with us. Once you understand the concepts of each technique and feel you have a firm grip on its application, then we hope we will have opened the doors of understanding wide open for you. It is our firm hope that you take what you learn in our tutorials and apply it to your own continued learning of this amazing software. So, where we say to add this or that specific information, you should know that you are totally free to add any data you want to experiment with and to make your learning more fun. We hope we can provide for you this base from which to learn. Learning, we feel, is best done 'on the job'. Please be aware that we have not filled this book with extra editorial information. This book is simply a tutorial book on how to do different techniques. We limited our information to only the most important, technique-specific information. Best wishes,Gabriel_____

New Contact List:We are excited to offer a new eMail mailing list group. If you'd like to join our growing eMail contacts list and receive periodic free eBooks, then send us an eMail at:

FrankWaltersAuthor@yahoo.com. We'd love to hear from you and learn how much you love this software.

Notable competitors:Adobe Photoshop Adobe Creative Suite Adobe InDesign Pixelmator Paint.net Adobe Lightroom Aviary Photo Editor Pixlr Autodesk Paintshop Pro Photoshop Elements, Acorn 4, Gimp Aperture Photoshop Touch Snapseed BeFunky Fotor Fotoflexer Ppicasa ACDSee Pro 8 PicMonkey Pic Monkey SumoPaint Ribbet adobe photoshop elements 2018 2019 adobe illustrator adobe acrobat adobe

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illustrator Final cut pro X Filmic Pro Ferrite Ulysses Apple
Photo Foto

Beginning Photo Retouching & Restoration Using GIMP teaches the reader how to achieve professional results using this high end image editor. You'll learn how to do everything from making dull images "pop" to resurrecting badly damaged photographs deemed beyond any hope of rescue. There's no need to shell out good money month after month for the "big name" software package. GIMP 2.8 is a world-class image editor that wields almost as much power, and is completely free! Learning the art of photo retouching and restoration is fun and rewarding. Reclaim those treasured images from the ravages of time and neglect, and pass them on to future generations. Beginning Photo Retouching & Restoration Using GIMP will provide you with a wide array of editing exercises to help you develop a high degree of proficiency. Whether you are the designated "family archivist" wanting to preserve your family history, or a professional photographer with a desire to add an extra revenue generating service, this book will be an invaluable aid.

- Shows how to acquire the best scans and digitize large photographs.
- Teaches you how to digitally repair damaged prints, correct color shifts, reclaim lost detail-even colorize black and white images.
- Offers great tips on how to maintain and preserve your newly printed restored photographs, and how to properly store originals.

Have you always wanted to do the things the pro's are doing? Now you can! In 'The Ultimate GIMP 2.10 Guide' you will learn professional photo editing, retouching, and

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e-book cover design in GIMP 2.10 in easy steps. The book starts from the very beginning, so when you are new to photo editing, that's no problem! The book starts with installing and configuring GIMP 2.10 to make it look and act as Photoshop. Then all aspects of photo editing are covered, and no stone will be left unturned!

Everything will be shown in easy to follow steps. You will learn how to improve and correct photographs professionally, and how to work with layers. You'll learn how to crop images, how to resize images, how to save images for web, how to save images for print, and how to make PDF's. You will learn professional retouching, like skin retouching with frequency separation, Liquify (for example to make someone thinner), how to let the program remove objects, and how to remove objects with the clone and heal tool. You will learn how to use masks, and how to make selections. In Chapter 5 we will go in to making professional selections with just a single click (this is not possible in Photoshop!) using the patented 'U-point technology'. The U-point technology is delivered by the Google Nik Collection, a professional high-end photo editing "plug-in" suite, used by professional photographers. The Google Nik Collection and its integration into GIMP will be discussed in its whole. So in addition to gaining great expertise in GIMP, this book will also cover the complete Google Nik Collection. We'll download and install the software, together with a special plugin that will let you work with the Google Nik Collection from out of GIMP. You will learn how to create black and white images at a professional level with the most powerful black and white

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plugin on the market, and you will learn how to sharpen images and remove noise. We will look at making vignettes, and HDR photography. We will look at the use of text, kerning text, and how to make eye-catching book covers. You'll learn everything about all the powerful blending modes, and the practical use of each blending mode will be shown and explained. You'll learn how to select hair, how to use and make patterns and gradients, and how to use and adjust a tablet. You will learn everything about brushes. How to create brushes yourself, the many special effects you can create with brushes (e.g. to create a flock of birds with just a single stroke, or to create grunge textures), and how to download free creative brushes. We will look at a popular skin retouching technique used by professionals called "frequency separation", and different methods for dodging and burning (selectively darkening and lightening of an image). We will discuss color theory, and its direct connection to the ways color is manipulated in photo manipulation programs. We'll discover creative filters that bring a different look and feel to your image. The book is created for the Windows (7,8,10) user. With some extra steps however, the Linux user can also follow along. The book has been printed in black and white to keep the price as low as possible. About the writer: Bernard 't Hooft has over 15 years of experience with professional photo editing, and teaches photo editing at the VolksUniversiteit in the Netherlands. A recipe for having fun and getting things done with the Raspberry Pi The Raspberry Pi makes it easy to learn about computers and computer programming, and

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Raspberry Pi For Dummies makes it even easier! Using this extremely affordable and compact computer, you can learn to code in languages like Scratch and Python, explore how electronics work, create computer-generated buildings in Minecraft and music in Sonic Pi, become Linux-savvy, make Internet-of-Things devices, or just play around! This book gets you up and running on your Raspberry Pi, starting with setting it up, downloading the operating system, and using the desktop environment. Then, the only limit is your imagination! It doesn't matter whether you have a Raspberry Pi 4, Raspberry Pi 400, Raspberry Pi Zero W or an older model: we've got you covered. Raspberry Pi For Dummies explores the latest technology—the Raspberry Pi 4 and 400, Scratch 3 programming language, new games bundled with the Raspberry Pi, and the hottest Add-Ons out there. This introductory guide is the perfect place to start if you want to get a taste of everything the Raspberry Pi can do! Set up your Raspberry Pi, install the operating system, and connect to the Internet Learn the basics of the Linux desktop and Linux shell so you can program, work, and play Use Python, Scratch, and Sonic Pi to write your first programs and make games and digital music Discover how circuits work hand-in-hand with your Pi If you want to make the most of the Raspberry Pi for school, work, or play, you'll love this easy-to-read reference.

Image editing is a crucial element in the photographic workflow. Image editing tools, most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market

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is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.8 for Photographers is a beginner's guide to the only open source image editing tool that provides a no-cost alternative to expensive programs such as Photoshop. Topics include the new user interface and tools, the basics of image editing and simple adjustments, advanced techniques using layers and masks, developing RAW images, working with the improved text tool, and preparing high-quality black-and-white images. The most important editing functions are presented in individual, easy-to-follow workshops. A bonus section on the included DVD describes special techniques for web graphics. GIMP 2.8 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP.

Graphic Design

If you want to learn how to self publish, then get "How To Self Publish" guide written by a real life author and self publisher Jennifer-Crystal Johnson. How to Self Publish by Jennifer-Crystal Johnson is an in-depth look at some of the most important skills for aspiring self-published authors and individuals considering founding an independent publishing company. With over ten years of writing and editing experience, Johnson points out some of the most common mistakes self-published authors make, how to avoid them, and some free tools to get your work looking professional and polished. With sections on the writing, editing, and revision processes as well as eBook formatting tips, book cover design

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basics, and marketing ideas, Johnson engages the reader in conversational suggestions for bettering the self-publishing experience and industry as a whole by providing new authors with useful tools and practical information to present their work professionally in print and eBook formats. About the Expert Jennifer-Crystal Johnson is originally from Germany, but was raised all over. She has published one novella under her former last name, *The Outside Girl: Perception is Reality* (Publish America, 2005 - this will be out of print by 2013), a poetry book, *Napkin Poetry* (Broken Publications, 2010), and a collection of poetry, art, and prose called *Strangers with Familiar Faces* (Broken Publications, 2011). Her poem, *Yin & Yang*, was featured on Every Writer's Resource's Poem a Day site. One of her short stories, *The Clinic*, has been featured in *Jack Meets Jill*, and her short horror story, *The Huntress*, has been featured in *Zombie Coffee Press*. She also received a finalist mention in the Summer 2011 Elephant Prize Contest for her short story, *Shrapnel*. HowExpert publishes quick 'how to' guides on all topics from A to Z by everyday experts.

Being a direct counterpart to Adobe Photoshop, GNU GIMP has gained popularity in the market as the open source graphics editor with multiple features/capabilities. It is downloadable at no cost and runs on many platforms such as GNU/Linux(tm), Apple Mac OS X(tm), Microsoft Windows(tm), OpenBSD(tm), NetBSD(tm), FreeBSD(tm), Solaris(tm), SunOS(tm), AIX(tm), HP-UX(tm), Tru64(tm), Digital UNIX(tm), OSF/1(tm), IRIX(tm), OS/2(tm), and BeOS(tm). Common Tasks in

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GIMP 2.8 is a comprehensive guide that has come to walk you through different ways of handling common GIMP 2.8 tasks in a painless way. What you will see in this book includes: Introduction: The GIMP Help system, Features and Capabilities, What's New in GIMP 2.8? Fire up the GIMP: Running GIMP, Known Platforms, Language, Command Line Arguments, Starting GIMP the first time. First Steps with Wilber: Basic Concepts; Main Windows; the toolbox, image window, dialogs and docking, Undoing; things that cannot be undone, Common Tasks; intention, change the size of an image for the screen, change the size of an image for print, compressing images, crop an image, find info about your image, change the mode, flip an image, rotate an image, Separating an Object From Its Background; How to Draw Straight Lines, Intention, Examples. Getting Unstuck: Getting Unstuck, Common Causes of GIMP Non-Responsiveness. Another good news is that the guide does not end here. Buying this book makes you eligible for a 939-page GIMP book for free. It's a full colour book. Get started today by clicking "Add to Cart"

The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this

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authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it, in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Obtain techniques for adding color to black and

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white or monochrome photographic images using GIMP. In this book you'll also learn to create a hand-tinted effect to add an element of antiquity. Pro Photo Colorizing with GIMP also teaches techniques that enable you to selectively colorize images, mixing black and white with color. There are also tips to go the opposite way: converting color images into black and white (there's more to it than just removing color). Written with both beginning and experienced GIMP users in mind, Pro Photo Colorizing with GIMP shows you how to colorize black and white images to achieve a high degree of realism. What You'll Learn

- Gain a basic overview of the GIMP workspace, tools, color palettes, layers, and layer masks
- Learn how to make the proper tonal adjustments to black and white images before starting the colorizing process
- Complete simple colorizing exercises for beginners and progress to more advanced colorizing techniques
- Colorize skin, teeth, hair, and eyes
- Create a nostalgic hand-tinted look and selectively colorize (mixing color with black and white) to create interesting images
- Use textures and patterns to create artistic colorized images
- Properly convert color images into black and white
- Colorize black and white portraits, and re-colorize old faded color portraits

Who This Book Is For GIMP users (but users of other photo editing software packages can benefit as well). It is especially useful for those who edit photographs, restore old photographs, or those

who want to apply colorizing techniques for artistic effect.

More than just a book! Get comfortable with the latest version of GIMP. Don't just read about it: see it, hear it, with step-by-step video tutorials and valuable audio sidebars. Way more than just a book, this is all the help you'll ever need...where you want, when you want! Learn Fast, Learn Easy! Using web, video, and audio · Show Me video walks through tasks you've just got to see—including bonus advanced techniques · Tell Me More audio delivers practical insights straight from the experts · Let Me Try It tasks break down the complex into easy-to-follow, step-by-step sequences James Pyles is a consultant, author, editor, and technical writer. He has worked as a support technician for a city government IT department, a wireless network vendor, and supported a usability lab for Hewlett-Packard (HP)—and so is familiar with technology from a hands-on perspective. His most recent book is PC Technician Street Smarts 2nd Edition (Sybex, October 2009), completely updated for the 2009 version of the A+ exams. He's also written MCTS: Microsoft Office SharePoint Server 2007 Configuration Study Guide: Exam 70-630 (Sybex, March 2008) and SharePoint 2007: The Definitive Guide (O'Reilly, September 2007). In addition, James regularly contributes to Linux Pro Magazine and occasionally writes for Ubuntu User Magazine.

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I will show step-by-step instructions how to use two online tools to make several kinds of maps from randomized fractal maps. The value in this book isn't the original maps, which are free. The value is in the techniques used to turn those maps into 3d, contour, and highly detailed maps by using digital techniques in the book. Also I show how to create a better outline map. You don't actually draw the map. You pick which one you like from a random created map. Doing so only takes a few steps - depending on what details you want - and can be done whenever you want. I show how to make highly detailed maps. It's pretty easy. Just a few buttons and setting adjustments to automate results which I show. It's much easier than drawing or using digital brushes although you depend on randomly made maps. Ideal chunks of 100 pixels or less clips. Even better are 3 to 20 pixel clips such as the small island.

Image editing has become a crucial element in the photographic workflow. Image editing tools, most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.6 for Photographers is a beginner's guide to the only open source image editing tool that provides a low-cost alternative to expensive programs such as Photoshop. Topics

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include the basics of image editing and simple adjustments, as well as advanced techniques using layers and masks, stitching panoramic images, and preparing high-quality black and white images. The most important editing functions are presented in individual, easy-to-follow workshops. GIMP 2.6 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP. The upgrade to GIMP 2.8 that is discussed in the book can be found at rockynook.com for a preview and more details.

As a full-featured, free alternative to Adobe Photoshop, GIMP is one of the world's most popular open source projects. The latest version of GIMP (2.8) brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes,

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patterns, selections, layers, modes, and masks, you'll learn: –Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors, produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo –Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders –Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering –Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

Open source refers to an application whose source code is made available for use or modification as users see fit. This means libraries gain more flexibility and freedom than with software purchased with license restrictions. Both the open source community and the library world live by the same rules and principles. Practical Open Source Software for Libraries explains the facts and dispels myths about open source. Chapters introduce librarians to open source and what it means for libraries. The reader is provided with links to a toolbox full of freely available open source products to use in their

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libraries. Provides a toolbox of practical software that librarians can use both inside and out of the library
Draws on the author's wide-ranging practical experience with open source software both in and out of the library community
Includes real life examples from libraries and librarians of all types and locations

A handy compact guide to GNU Image Manipulation Program (GIMP) version 1.2 explains how to use the popular open source image editor and design application, discussing the function of each menu item, offering tips on the techniques of image manipulation, and describing the file formats supported by GIMP.

Original. (Intermediate)

This is a book that will create enormous debate within the technical and the counter-terrorism communities. While there will be the inevitable criticism that the material contained in the book could be used maliciously, the fact is that this knowledge is already in the hands of our enemies. This book is truly designed to inform while entertaining (and scaring) the reader, and it will instantly be in demand by readers of "Stealing the Network: How to Own the Box" * A meticulously detailed and technically accurate work of fiction that exposes the very real possibilities of such an event occurring * An informative and scary insight into the boundries of hacking and cyber-terrorism * Written by a team of the most accomplished cyber-security specialists in the world

Pro SharePoint 2013 Branding and Responsive Web Development is the definitive reference on the

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technologies, tools, and techniques needed for building responsive websites and applications with SharePoint 2013. The book focuses on solutions that provide the best browser experience for the myriad of devices, browsers, and screen orientations and resolutions. Web technology has changed considerably in the past few years. Microsoft has embraced the new generation of open standards represented by HTML5 and JavaScript, and these changes are represented in a fundamental shift in how SharePoint 2013 supports web content management and publishing. Authors Eric Overfield, Oscar Medina, Kanwal Khipple, and Rita Zhang join forces to dive into the new features and capabilities provided by SharePoint 2013 and combine them with the latest techniques in responsive web design and development to demonstrate how to build modern and progressive websites and applications. Pro SharePoint 2013 Branding and Responsive Web Development covers the following technologies: SharePoint 2013 Server Edition Office 365 SharePoint Online Expression Blend 2013 Napa Tools for Office and SharePoint Development Visual Studio 2012 HTML5 and CSS3 JavaScript, JQuery, JQuery UI, Modernizr, and the Bootstrap Framework SharePoint 2013 Client Object Model What you'll learn Through the context of building a complete website on SharePoint 2013 from start to finish, readers will learn how to combine SharePoint 2013 web content management features and capabilities with modern web design and development skills. The key topics to be covered include: Design Manager – this new feature allows web designers and developers to build

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SharePoint branding templates using standard HTML and CSS and convert the templates to SharePoint master pages. This opens up branding to a wider audience of designers who struggled with having to understand the complexity of SharePoint and ASP.NET master pages. Client Object Model – this feature is based on web service technologies for interacting with server-side data from client-side. This feature has been extended significantly to support the new SharePoint application model, which heavily emphasizes client-side development. This book will provide full coverage of utilizing these updated web service technologies and how they can be used to build interactive websites. Device Channels – similar to the capabilities provided by HTML5 media queries, the new channels capability allows SharePoint to detect client devices and browsers to load the appropriate master page to provide a unique browser experience. Variations and Translation Services – SharePoint 2013 continues to improve features and capabilities for building multi-lingual sites including new support for integration with professional translation service providers, or automated translation web services. Term Set Navigation and SEO Improvements – SharePoint 2013 now provides native support for Search Engine Optimization requirements such as page meta fields, as well as a completely new approach to site navigation and human friendly URLs through the use of Managed Metadata navigation. Who this book is for Pro SharePoint 2013 Branding and Responsive Web Development is designed for web designers and developers who have existing knowledge of basic

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website design and development, including HTML, CSS, and JavaScript. This book builds upon that foundational knowledge to walk the reader through a complete project lifecycle for building a responsive website on SharePoint 2013. Table of Contents What's New in SharePoint 2013 Web Content Management Responsive Web Design and Development with HTML5 Gather Requirements and Wire frame for the Site Building a SharePoint HTML Master Page Using Device Channels to customize ClientUX Design Site Structure and Navigation with Managed Metadata Publish Cross-Site Content with Catalogs Design and Develop Page Layouts and Content Types Integrate Search-Driven Content Build Rich Interactive Forms Upload Documents and Files Integrate Location-Based Features Integrating Feeds and Social Media Supporting Multilingual Sites Appendix A: Setting up your Design and Development Environment

The book describes — How to shoot and process still image “nightsapes” – images of landscapes taken at night by the light of the Moon or stars ... and ... How to shoot and assemble time-lapse movies of the stars and Milky Way turning above Earthly scenes, all using DSLR cameras. The 400-page multi-touch book includes — 50 embedded HD videos (no internet connection required) demonstrating time-lapse techniques. 60 multi-page tutorials with step-by-step instructions of how to use software: Adobe Bridge, Adobe Camera Raw, Photoshop, Lightroom, LRTimelapse, Advanced Stacker Actions, StarStaX, Panolapse, Sequence, GBTimelapse, and more. Numerous Photo 101 sections explaining the

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basic concepts of photography and video production (f-stops, ISOs, file types, aspect ratios, frame rates, compression, etc.). Numerous Astronomy 101 sections explaining the basics of how the sky works (how the sky moves, where the Moon can be found, when the Milky Way can be seen, when and where to see auroras). Reviews of gear – I don't just mention that specialized gear exists, I illustrate in detail how to use popular units such as the Time-Lapse+, Michron, and TriggerTrap intervalometers, and the All-View mount, Radian, Mindarin Astro, eMotimo, and Dynamic Perception motion-control units, with comments on what's good – and not so good – to use. You'll learn — What are the best cameras and lenses to buy (cropped vs. full-frame, Canon vs. Nikon, manual vs. automatic lenses, zooms vs. primes). How to set your cameras and lenses for maximum detail and minimum noise (following the mantra of “exposing to the right” and using dark frames). How to shoot auroras, conjunctions, satellites, comets, and meteor showers. How to shoot nightscapes lit only by moonlit, and how to determine where the Moon will be to plan a shoot. How to shoot & stitch panoramas of the night sky and Milky Way, using Photoshop and PTGui software. How to shoot tracked long exposures of the Milky Way using camera trackers such as the iOptron Star Tracker and Sky-Watcher Star Adventurer. How to develop Raw files, the essential first step to great images and movies. How to process nightscape stills using techniques such as compositing multiple exposures, masking ground and sky, and using non-destructive adjustment layers and smart filters. How to shoot and

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stack star trail images made of hundreds of frames. How to assemble time-lapse movies from those same hundreds of frames. How to plan a time-lapse shoot and calculate the best balance of exposure time vs. frame count vs. length of shoot, and recommended apps to use. How to process hundreds of frames using Adobe Camera Raw, Bridge, Photoshop, and Lightroom. How to shoot and process advanced “Holy Grail” time-lapse transitions from day to night. How to shoot motion-control sequences using specialized dolly and pan/tilt devices. How to use time-lapse processing tools such as LRTimelapse, Panolapse, Sequence, and Advanced Stacker Actions. What can go wrong and how best to avoid problems in the field.

Layer masking is a reversible way to hide part of a layer. This gives you more editing flexibility than permanently erasing or deleting part of a layer. Layer masking is useful for making image composites, cutting out objects for use in other documents, and limiting edits to part of a layer. It is one of the best tools for removing objects from their background in a way that doesn't destroy your photo. This book will guide you on how to use Gimp to quickly isolate some of the trickiest things from the background, such as hair, leaves, a skyline, flowers, and a lot more. This isolation is an important first step toward doing more involved edits that professionals make. Use this book to quickly learn the GIMP image editing software. You can't go wrong with this book. This book is also useful for Teachers and Trainers conducting classes.

GIMP for Absolute Beginners gives us an easy way to

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use the power of GIMP, and enjoy digital photography and graphics without worrying about application features. GIMP is a powerful open source graphics and digital imaging application with almost all the features of its proprietary counterpart, Photoshop. But many of us are photographers and artists first, and we like to use our tools without having to think about them too much. GIMP for Absolute Beginners gets us to this stage without patronising users who haven't used GIMP before. But what can we actually do with photos and graphical images? These questions are answered in a photo projects chapter as well as a chapter on digital painting: Starting with making small changes to photos and adding information to them to creating paintings and drawings without photographic input. GIMP for Absolute Beginners covers the newest version of GIMP, version 2.8, so you can be sure the book covers the latest GIMP features.

****The print version of this book is black & white, but the ebook version is in color on color-enabled devices. ****

Blender is a powerful and free 3D graphics tool used by artists and designers worldwide. But even experienced designers can find it challenging to turn an idea into a polished piece. For those who have struggled to create professional-quality projects in Blender, author Ben Simonds offers this peek inside his studio. You'll learn how to create 3D models as you explore the creative process that he uses to model three example projects: a muscular bat creature, a futuristic robotic spider, and ancient temple ruins. Along the way, you'll master the

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Blender interface and learn how to create and refine your own models. You'll also learn how to: –Work with reference and concept art in Blender and GIMP to make starting projects easier –Block in models with simple geometry and build up more complex forms –Use Blender's powerful sculpting brushes to create detailed organic models –Paint textures with Blender and GIMP and map them onto your 3D artwork –Light, render, and composite your models to create striking images Each chapter walks you through a piece of the modeling process and offers detailed explanations of the tools and concepts used. Filled with full-color artwork and real-world tips, Blender Master Class gives you the foundation you need to create your own stunning masterpieces. Covers Blender 2.6x

GIMP Bible John Wiley and Sons

This is it. The complete and definitive guide to Inkscape, the free, vector-based graphics editor that competes with expensive drawing programs like Adobe Illustrator and CorelDRAW. In The Book of Inkscape, core Inkscape developer Dmitry Kirsanov shares his design experience and knowledge of Inkscape's inner workings as he walks you through the basics of using the program: drawing, working with objects, transformations and styling, adding text and shapes, and more. Kirsanov couples his detailed explanations with step-by-step tutorials that show you how to create business cards, animations, and

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technical and artistic drawings. In addition to the basics, Kirsanov teaches you how to: –Navigate the canvas and customize your workspace and views –Create new objects and then transform, style, clone, and combine them –Use drawing tools, strokes, and Bézier curves –Use gradients, patterns, filters, and path effects to liven up your work –Use the XML Editor to view and manipulate the structure of your artwork –Work with layers, groups, object order, and locks to control your images –Export your artwork to various formats This practical guide will show you how to harness Inkscape's powerful features to produce anything from a child's doodle to high-end, professional design projects. Now go ahead and draw something fun.

Get your first Android apps up and running with the help of plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you.

Android Apps for Absolute Beginners cuts through the fog of jargon and mystery that surrounds Android app development, and gives you simple, step-by-step instructions to get you started. This book teaches Android application development in language anyone can understand, giving you the best possible start in Android development. It provides clean, straightforward examples that make learning easy, allowing you to pick up the concepts without fuss. It offers clear code descriptions and

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layout so that you can get your apps running as soon as possible Although this book covers what's new in Android 7, it is also backwards compatible to cover some of the previous Android releases. What You'll Learn Download, install, and configure the latest software needed for Android app development Work efficiently using an integrated development environment (IDE) Build useful, attractive applications and get them working immediately Create apps with ease using XML markup and drag-and-drop graphical layout editors Use new media and graphics to skin your app so that it has maximum appeal Create advanced apps combining XML, Java and new media content Who This Book Is For If you have a great idea for an Android app, but have never programmed before, then this book is for you. You don't need to have any previous computer programming skills — as long as you have a desire to learn and you know which end of the mouse is which, the world of Android apps development awaits.

Learn all the essential stitches and skills you need to master the colorful art of plastic lacing. 17 simple but fun projects are provided for making zipper pulls, key chains, bracelets, decorations and more, using both 4-strand and 6-strand lacing techniques. Every braid is clearly illustrated, so instructions are a cinch to follow.

Learn how to use these two powerful tools with one

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of the best free image and photography editors.
Second edition with added contents.

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