The Artists Guide To Gimp Effects Creative Techniques For Photographers Artists And Designers

"A thing of beauty. . . . You must read it."—Nadeem Aslam "A shower of pleasures."—Julia O'Faolain "Sophisticated, cosmopolitan and seductive, the novel engages mind and senses alike."—André Naffis-Sahely, The Times Literary Supplement Like his parents, he too spent many hours sending cloud messages to other places, messages of longing for something that he knew existed otherwise. London, that distant rainy place his father lived in once, is where Mehran finds himself after leaving Karachi in his teens. And it is there that his adult life unfolds: he discovers the joys of poetry, faces the trials of love and work, and spends his dreaming hours "sending cloud messages to other places," hoping, one day, to tell his own story. A feeling of not quite belonging anywhere pursues Mehran as he travels to Italy, India, and Pakistan. But the relationships he forms—with wounded, passionate Marvi, volatile Marco, and the enigmatic Riccarda—and his power of recollection finally bring him some sense, however fleeting, of home. Aamer Hussein was born in Karachi in 1955 and moved to London in his teens. He lectures at the University of Southampton and the Institute of English Studies and is a fellow of the Royal Society of Literature. His

novella Another Gulmohar Tree was shortlisted for the Commonwealth Writers' Prize Europe and South Asia 2010.

Torchon lacemaking is a textile art steeped in tradition and the skills required are often perceived to be beyond the reach of ordinary mortals. In this practical book, Jan Tregidgo describes those skills through a step-by-step guide and makes them accessible to all. She explains traditional techniques through a series of specially designed samplers, which can be worked in order by the beginner or in any order they choose by the more experienced. Although colour is not traditional in bobbin lace, it has been used here to great effect so the path of each thread can be clearly followed through the sampler. The book covers essential equipment and materials, described in detail; traditional techniques are fully explained through a sequence of specially designed samplers; instructions for a super-beaded sampler; advice on adapting and designing your own patterns; guide to joining and mounting lace; helpful troubleshooting hints; and information on suppliers and museums with lace collections. This is an indispensable guide for all lacemakers, textile artists and designers, and is superbly illustrated with over 700 colour illustrations including step-by-step photographs and simple diagrams to ensure that each stage is understood.

Includes categorical listings of collectible comic characters, with issue titles,

dates and current prices

Lists foreign and domestic films by title, with index to actors as volume 2.

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 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

Provides instructions and tutorials on using the GIMP image editor to retouch photographs, create new artwork, and create composites of multiple images.

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, 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

The most authoritative work on one of the most exciting products from Borland in years-the first true Rapid Application Development tool available for Linux.

The creators of VideoHound's Golden Movie Retriever present another winner--the ultimate guide to more than 3,000 of the best movies of all time. Extensive indexes of stars, directors, and over 325 wildly original categories, from Adolescence and Airborne Disasters to Wedding Bells and Wrong Side of the Tracks make it easy to hone in the perfect movie for any mood or occasion. Line drawings.

GIMP for Absolute Beginners gives us an easy way to 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. **

Index to literary sources of feature films.

Traditional Chinese edition of The Greatest Generation

Offers tips and tricks for creating artwork using the graphics application, covering such topics

as using object tools, working with text, and creating animations.

The Artist's Guide to GIMP, 2nd EditionCreative Techniques for Photographers, Artists, and DesignersNo Starch Press

"From Bebo and Friendster to MySpace Music"--Cover.

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 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.