

Gimp Guides

This book will teach you how to create the model shown on its cover. It assumes that you may know nothing about the 3D modeling software, and starts this course from the very basics. In subsequent chapters the author gradually introduces new methods and tools, on the example of building a model of the P-40B fighter. Every step of this workflow is presented in numerous illustrations. The goal of this book is to encourage all the "plastic modelers" for this new branch of their hobby. To make this hobby more affordable, this course uses solely the free (Open Source) software. This publication may also be interesting to all who would like to master the powerful Blender 3D package. "Virtual Airplane" contains so many illustrations (over 2400) that it is readable to some extent even in a foreign language. If you want to skim all of its contents, search the Google Books for its free version (ISBN: 9788394141752, it is a Polish translation), or visit airplanes3d.net.

Create attractive layout designs, logos, brochures, icons, and more using the Inkscape vector graphics editor with this book and ebook.

With the increasing popularity of games that run on all PC platforms—whether Windows, Mac, or Linux—the search is on for game developers who can create cross-platform games. Cross-Platform Game Development explains to both beginners and experts how to use cross-platform tools, provides tutorials on setting up and compiling key gaming libraries, and examines the necessary code and conceptual frameworks to get started on the path to making cross-platform games. With this book discover how to create cross-platform games in C++ using the cross-platform editor Code::Blocks; explore how to make games quickly with a combination of cross-platform and open-source gaming libraries; understand the fundamentals of game programming, including hierarchial scene management, collision detection, and depth sorting; learn how to make both 2D and 3D real-time cross-platform games, complete with sound, graphics, and more.

The Installation and Getting Started Guides for Red Hat Linux 6.0

The American Angler's Guide

A history of the machine-wrought hosiery and lace manufacturers ... Subscribers' copy

fourth edition

From Novice to Professional

The London journal of arts and sciences (and repertory of patent inventions) [afterw.] Newton's London journal of arts and sciences

A two-in-one guidebook and reference manual to the free graphics-editing program provides a comprehensive introduction to GIMP's many features while offering step-by-step instructions for a series of projects that encompass photo retouching, logo animation and website visuals. Original.

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 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.

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. ****

The Rough Guide to The Internet

A Subject Guide to Quality Web Sites

The Ultimate Gimp 2.10 Guide: Learn Professional Photo Editing

GIMP Pocket Reference

With which are Incorporated "the Mechanic," "Scientific Opinion," and the "British and Foreign Mechanic."

Inkscape Beginner's Guide

The Rough Guide to The Internet is still the ultimate handbook for novices and experts alike. Written in plain English, it covers everything from getting online for the first time to newsfeeds, Internet telephony and advanced tips and tricks guaranteed to turn casual surfers into M gurus. Whether you need to demystify Internet jargon, update or upgrade your level of security, discover WiFi, networking & the fine art of searching; The Rough Guide to The Internet provides all the essential information from getting online the first time to advanced tips & tricks. Fully updated, this edition features a directory of the web's coolest sites, lowdown on switching to Google Mail & latest crazes including 'Twitter' as well as Skype, blogging, myspace and other social networks and online video. Whether you've never sent an email or you just want to keep up with the latest developments, this book is invaluable for making the most of your time on the Internet. Let The Rough Guide to The Internet open up the Internet world to you.

Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll go back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll LearnDesign apps that are impressive, wow users, and most importantly, are easy to use. Build a business model around an app that turns a profit Determine when its OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

The Rough Guide to Digital Photography is an up to date quick reference tool for all things photography-related. With tips on composition and technique, editing quick fixes, and cool things to do with photos, this essential handbook tells you what you need to know to maximize the quality and impact of your pictures both online and off. It will also help you make sense of the mass of online options in an ever-changing digital age, from photo sharing and hosting to creating blogs, mash-ups and slideshows. Taking a practical look at the many image tools available, it will help you decide what's best for you and shows you how to: Learn the rules of composition ... and then learn how to break them Harness the power of the digital darkroom and how to create images that will impress your friends Whether you are new to photography, want to get the best out of your cameraphone, or are a dedicated amateur with an SLR this book will help you make the most of your pictures at home, on the move or online.

Using Free Tools for Photographers

English Mechanic and World of Science

Perl Graphics Programming

English Patents of Inventions, Specifications

The London Journal of Arts and Sciences, and Repertory of Patent Inventions

Find Success on the App Store without Coding

The four volumes of the "Virtual Airplane" series will teach you how to create the model shown on the cover. This guide assumes that you may know nothing about the 3D modeling software, so it starts the course from the very basics. In subsequent chapters the author builds a computer model of the P-40B fighter, gradually introducing new methods and tools. Every step of this workflow is shown in numerous illustrations. This first volume ("Preparations") describes how to prepare and verify the reference drawings, which you need to build a 3D model. "Preparations" also discusses various methods of checking and enhancing these reference images. It can be useful, as a guide on its own, for all who would like to draw accurate scale plans. You can learn there how to use photos and original aircraft documentation (including manufacturer's blueprints).

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)

Provides instructions, photographs, and diagrams for completing upholstery jobs that range from stripping and reupholstering to fixing a simple tear.

Beginning GIMP

Linux Journal

GIMP for Absolute Beginners

Abridgments of Specifications : Class ...

Dictionary of Occupational Titles

Price List of Fishing Tackle and Anglers' Requisites

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: The Rapening Volume Tre collects the remaining five unreleased Gimp film review guides into one freakin' volume. From horror and exploitation to sci-fi and action, Gimp: The Rapening Volume Tre offers honest, entertaining and often irreverent film reviews of classics, flops, indie, mainstream and everything in-between.

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 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 plugin on the market, and you will learn how to sharpen images and remove noise. We'll look at making vignettes, and HDR photography. We'll 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 it's 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.

iPhone App Design for Entrepreneurs

Or, Complete Fisher's Manual, for the United States

Gimp: the Rapening (Volume Tre)

Creating SVG, SWF (Flash), JPEG and PNG Files with Perl

The Book of GIMP

WatchFace Design for Samsung Galaxy SmartWatches

Graphics programmers aren't the only ones who need to be proficient with graphics. Web and applications programmers know that a dull web page can be quickly transformed into one that's interesting and lively with the use of well-planned graphics. And fortunately, you don't need the skills of a fulltime graphics programmer to use graphics effectively. From access counters and log report graphs to scientific plots and on-the-fly animated GIFs, graphics scripting is within the grasp of most web programmers. Using open source software, like Perl, you have the power to dynamically generate graphics based on user input and activity, easily manipulate graphics content, and optimize graphics for compression and quality.Gearred toward Perl users and webmasters, Perl Graphics Programming focuses on open-source scripting programs that manipulate graphics files for use on the Web. The book demystifies the manipulation of graphics formats for newcomers to the Web with a practical, resource-like approach. With this book you'll learn to: Generate dynamic web graphics with charts, tables, and buttons Automate graphics tasks (thumbnails and borders) Create dynamics web documents (PDF, Postscript) Produce rich Internet experiences with Flash and SVG You'll begin with a tour of the most common web graphic file formats--PNG, JPEG, GIF, SWF, SVG, Postscript and PDF--then you'll explore the most powerful tools and Perl modules available for manipulating these graphics, such as GD, PerlMagick, and GIMP. Included in this part of the book is a thorough description of the Ming module for creating on-the-fly Flash files. Next, a "cookbook" section includes practical, all purpose recipes: GIF animation, generating images within a dynamic application, communicating between SWF front-end and Perl back-end, XSLT transformations, compression, and much more.Perl programmers naturally turn to Perl to tackle whatever challenge they have at hand, and graphics programming is no exception. Perl Graphics Programming provides all the tools you need to begin programming and designing graphics for the Web immediately. This book will change how you think about generating and manipulating graphics for the Web.

The Web is always moving, always changing. As some Web sites come, others go, but the most effective sites have been well established. A Subject Guide to Quality Web Sites provides a list of key web sites in various disciplines that will assist researchers with a solid starting point for their queries. The sites included in this collection are stable and have librarian tested high-quality information: the most important attribute information can have.

Since the advent of digital photography, we have been able to post-process our pictures. However, to do it properly, we have to become digital art apprentices. Sebastian Montabone is a computer vision expert who wants us to use our cameras and image processing software to come up with works of art. In this book, he teaches image processing techniques of ascending difficulty based on freely available tools. The book teaches you to use the best tools for the job, and it focuses on the techniques, not the environments or toolchains in which they run. Also in this book, you'll learn about the Canon Hack Development Kit (CHDK), which expands the features of some cameras.

Cross Platform Game Development

1877, 501 - 600

Newton's London Journal of Arts and Sciences

Virtual Airplane vol. 1: Preparations

Blender Master Class

The Complete Guide to Upholstry

Pro Freeware and Open Source Solutions for Business is a practical guide for the small business owner seeking viable alternative to expensive commercial software packages and subscriptions. This comprehensive look at the powerful alternatives to expensive proprietary software provides an illustrated overview of no-cost software solutions. In this book you will find free and open source solutions for office productivity, PDF creation, accounting, image editing and graphic design, desktop publishing, 3D design, CAD, audio and video editing, website and blog creation, customer relationship management, point of sale, networking and security, and alternatives to the Windows and Macintosh operating systems. This guide helps free the cost-conscious business owner from the bonds of expensive proprietary software by exploring the free and powerful alternatives that exist. You can save a substantial sums of money by replacing just a few commercial software titles with free and open source solutions. Learn how with Pro Freeware and Open Source Solutions for Business today.

Explains how to use the Linux-based computer graphics program to manipulate images, merge and blend layers, create special effects, and prepare images for the Web.

Gain concepts central to smartwatch design, editing and animation correction using the popular open source Galaxy Watch Designer software package. This visual guide builds upon the essential concepts of smartwatch design, decoration, digital imaging, animation, function integration, and visual effects, and gets more advanced as chapters progress, covering which digital new media file formats (JPEG, PNG, GIF, etc.) are best for use with smartwatch design. Smart Watch Design Fundamentals also covers key factors in the data footprint optimization work process, designing and optimizing animation assets, and why these optimizations are important. Additionally, the book covers other advanced topics such as how to provide free smartwatch faces for the first few days on the smartwatch store, and how to post watchface designs for sale in the store. What You'll Learn>Create a smartwatch design and visual effects pipeline Gain knowledge of the concepts behind smartwatch design Work with resolution, aspect ratio, animation, and color depth Use smartwatch design components such as ticks, numerals, feature markers, dates, etc. Optimizing digital image asset data footprint to create small smartwatch design file sizes Who This Book Is For:This book is primarily for smart watch and fashion designers.

Virtual Airplane

The Rough Guide to Digital Photography

The GIMP for Linux and Unix

SmartWatch Design Fundamentals

A Hands-on Guide to Modeling, Sculpting, Materials, and Rendering

Patents for Inventions

Presents a guide to the 3D design tool which uses three representative models to demonstrate such techniques as object manipulation, texture mapping, lighting, rendering, sculpting, and compositing.

Featuring the latest changes in Fedora Core, this book offers valuable new secrets for Fedora users, including yum, mail filtering with SpamAssassin, mandatory access control with Security Enhanced Linux (SELinux), and improved device handling with udev Demonstrates how to use Linux for real-world tasks, from learning UNIX commands to setting up a secure Java-capable Web server for a business Because Fedora Core updates occur frequently, the book contains a helpful appendix with instructions on how to download and install the latest release of Fedora Core The DVD contains the Fedora distribution as well as all binary code packages and source code

Supplement to 3d ed. called Selected characteristics of occupations (physical demands, working conditions, training time) issued by Bureau of Employment Security.

A Complete Guide to Nearly Everything

Beginning Digital Image Processing

Red Hat Fedora Linux Secrets

A History of the Machine-wrought Hosiery and Lace Manufactures

Pro Freeware and Open Source Solutions for Business

Third edition

The Book of GIMPA Complete Guide to Nearly EverythingNo Starch Press

Or, Complete Fisher's Manual, for the United States: Containing the Opinions and Practices of Experienced Anglers of Both Hemispheres; with the Various Modes Adopted in Ocean, River, Lake and Pond Fishing ...

The London journal and repertory of arts, sciences and manufactures

Being a Record of the Progress of Invention as Applied to the Arts. ...
Stuffed with Step-by-Step Techniques for Professional Results