

Class 05: Programing the GIMP Tools

Held: Friday, 4 September 2009

Summary: We begin our synthesis of algorithms and images as we explore techniques for programming with the basic GIMP tools.

Related Pages:

- EBoard.
- Lab: Scripting the GIMP Tools.
- Reading: Programming the GIMP Tools.

Notes:

- Don't forget to fill out the RISC survey at <http://www.grinnell.edu/academic/psychology/faculty/dl/risc/>. It should take about fifteen minutes.
- Extra credit for the Prairie Studies farm trip tomorrow.
- Extra credit for attending this weekend's home football and women's soccer games (unless you play on the team).
- To help reduce the spread of infection, I'm bringing wipes and hand sanitizer to class. I'd recommend using the hand sanitizer at the beginning and end of class.
- Are there questions on Assignment 2?
- Lab writeup 1 assigned for Tuesday. Write up exercises 2d, 3, and 4 from Scripting the GIMP tools.
- I will take questions on Scheme before the quiz.

Overview:

- Quiz.
- A model of images, extended.
- Coding algorithms for drawing.
- Other useful techniques.

Quiz

- Leftover comments from the previous lab.
 - How do you know that the answer Scheme comes up with for `sqrt` is correct?
 - What are the purposes of the three panes in the MediaScript window?
- Questions on Scheme?
- We'll take about ten minutes for the quiz. After those ten minutes, I'll start talking. You can hand in your quiz when you're done.

Encoding Drawing Commands

- Because there are only a limited number of basic actions one can perform in GIMP, it is possible to represent each of these actions as a procedure.
- These procedures are *parameterized* in that you can modify how they work by providing different input values.
- Many of these procedures change the state of the system. When procedures change things (as opposed to computing new values), we tend to suffix their name with an exclamation point.
- For clarity, we tend to prefix the name of a procedure with the kind of value it works on. For example,
 - procedures that modify and create images begin with `image-`,
 - procedures that modify the global context begin with `context-`,
 - procedures that modify and create colors begin with `color-`.
- The primary model we use is to repeatedly select and then stroke or fill regions.
- We do not expect you to remember all of these procedure names.
- There is (or should be) a convenient reference menu in MediaScheme.
 - There is also a convenient reference section on the Web site.

Lab

- Work on the lab.
- Be prepared to reflect on some of the questions contained therein.

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