

Class 05: Programing the GIMP Tools

Held: Monday, February 1, 2010

Summary: We begin our synthesis of algorithms and image making 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:

- I feel particularly embarassed to say this, given that one of you mentioned procrastination as your least favorite thing about Grinnell, but I have not yet finished going over your HW1's and your quizzes.
- Does anyone need a partner for HW2?
- Are there any questions on HW2?
- We'll spend a few more minutes debriefing on HW1.
- Readings for tomorrow: Numeric Values and Symbolic Values.
- EC for Friday's CS table on Pair Programming. (More info to follow later.)

Overview:

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

Models of Images

- As we've seen in our early discussions, there are many ways to think about an image.
- In our first explorations with the GIMP, we looked at an *imperative, tool-based* model of drawing.
 - The model is imperative in that it consists of a sequence of commands (do this, then this, then this).
 - The model is tool-based in that almost all operations involve selecting a tool and then applying that tool.
- Over the next few weeks, we'll see a variety of other models.

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.
 - One of the flaws of the current strategy for teaching 151 is that there are way too many procedures to remember.
- There is (or should be) a convenient reference menu in MediaScheme.
 - There is also a convenient reference section on the Web site.
- If there's something that you want documented, bug me.

Lab

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

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