

Class 03: An Introduction to the GIMP

Held: Friday, 25 January 2008

Summary: We begin our exploration of GIMP, the GNU Image Manipulation Program. GIMP is an open-source raster graphics editor, which is scriptable by a variant of the Scheme programming language.

Related Pages:

- EBoard.
- Lab: The GNU Image Manipulation Program.
- Reading: The GNU Image Manipulation Program.

Notes:

- It appears that I have difficulty with dates. I think I've corrected the date errors in the syllabus, but please let me know if I've missed any.
- Are there any weekend events in which you are participating and would appreciate having our classmates attend?
- Assignment 2 is now available. It is due next Wednesday.
- There are three readings for Monday: One on DrScheme, one introducing Scheme, and one giving a bit more info about Scheme.

Overview:

- What is GIMP?
- Why GIMP in 151?
- Short Demo.
- Lab + Reflection.

What is GIMP?

- GIMP (the GNU Image Manipulation Program) is free software. (Free software is related to open-source software, but with a particular political bent.)
- It allows you to create and edit a wide variety of images, all of which are pixel-based. Such images are called *raster images*.
 - A separate kind of graphics is based on drawing primitives, and is called *vector graphics*.
- It is intended as a more open alternative to photoshop.

So Why Study the GIMP in 151?

- This is “An introduction to CS” not “Digital Art”. So, why are we studying this GIMP thingy?
- The GIMP is scriptable, giving us the opportunity to write algorithms.
- About six years ago, I added a short GIMP section to 151.
- About three years ago, I saw some evidence that introductory CS courses that emphasize image manipulation better served a wider variety of students, and decided to adapt that approach to our courses.
 - I applied for a grant, waited, waited some more, and finally got it.
- We had the first GIMP-based 151 last semester, and we continue to refine it.

A Short Demo

- Not scripted.

Lab

- Do the lab.

Reflect

- We’ll try a few of your algorithms.
- We’ll also try to reflect a bit on what you learned or didn’t learn.

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