

GNU Image Manipulation Program

Vodič za korisnike

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Pravna upozorenja

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Part I

Prvi GIMP koraci

Chapter 1

First Steps With Wilber

1.1 Osnovni GIMP koncepti

Ovo je kratki uvod u osnovne koncepte i terminologiju koja će vam biti potrebna za razumijevanje ostalog dijela dokumentacije o Gimpu. Ovdje ćete naći objašnjenja detaljnije opisana nego bilo gdje drugde. Brojnim linkovima i ostalim unakrsnim referencijama pokušali smo izbjeći nejasnoće, uz koje sitne iznimke, naravno. Sve što je ovdje spomenuto lako se može naći u indexu

Slike Slike su osnovna cjelina Gimpa. Grubo rečeno jedna ‘slika’ je jednostavna datoteka, kao što je TIFF ili JPEG. Sliku možete shvatiti i kao jedan prozor, međutim to baš i nije točno: moguće je imati više otvorenih prozora jedne te iste slike ali nije moguće imati samo jedan prozor koji će prikazivati nekoliko slika. Osim toga jedna slika može biti i neprikazana.

GIMP slika je nešto kompliciranija. Umjesto da ju predočite kao list papira sa crtežom, trebali bi ste ju shvatiti kao knjigu čije se stranice nazivaju ‘slojevi’ Osim hrpe slojeva, jedna GIMP slika može sadržavati masku selekcije, skupinu kanala i putanje.

U Gimpu možete otvoriti više slika u isto vrijeme. Ukoliko su velike, svaka će koristiti više megabajtova memorije, no GIMP koristi usavršenu proceduru upravljanja memorijom, tzv. "title-based memory management system" koja mu omogućuje skladno rukovanje čak i vrlo velikim slikama. Dakako postoje i granice. Kad radite sa slikama preporučljivo je u svoj sistem staviti najveću moguću količinu memorije.

Slojevi Ako si sliku predočimo kao knjigu, onda je sloj jedna njezina stranica. Najjednostavnija slika sadrži samo jedan sloj i biti će tretirana kao jedan list papira, međutim upućeniji korisnici Gimpa često upotrebljavaju slike sa više slojeva. Oni mogu biti prozirni i nemoraju pokrivati cijelu površinu slike, dakle kad gledate sliku možete vidjeti ne samo najgornji sloj nego i određene dijelove drugih slojeva koji se nalaze ispod njega.

Kanali JOŠ NIJE NAPISANO

Odabir Kada radite na slici često dolazite u situaciju da promijenite samo jedan njezin dio. Mehanizam ‘Odabir’ vam to omogućuje. Svaka slika ima svoj vlastiti odabir, koji možete vidjeti kao isprekidanu pomičnu liniju. Ona odvajala odabrani dio slike od neodabranog dijela. No to nije sve: odabir u Gimpu je postupan i nije ograničen na sistem odabrati sve ili ništa. On je zapravo predstavljen kao kanal u sivim nijansama. Linija koju vidite je obris srednjeg nivoa odabira (50%). Kanal odabira i sve njegove detalje možete proučiti ako aktivirate Brzu masku.

Dobro korištenje GIMP podrazumijeva i vladanje umjetnošću izabiranja odabira (odabir koji sadrži samo ono što želite i ništa drugo). Zato što je rukovanje selekcijama od kapitalne važnosti GIMP vam nudi veliki broj alata: izbor alata za selekciju, izbornik za operaciju selekcije i mogućnost lakog prelaženja u ‘Brzu masku’ u kojoj možete raditi na kanalu odabira kao da se radi o kanalu boje i na taj način ‘bojati odabir’

Poništavanje Kada pogriješite, greške možete poništiti. Više-manje sve što je moguće napraviti na jednoj slici moguće je i poništiti. Zapravo možete poništiti dobar dio zadnjih radnji ukoliko smatrate da su nepotrebne. GIMP čuva povijest vaših radnji. Ta povijest zahtjeva i dio memorije zbog čega nije moguće u nedogled poništavati. Neke radnje koriste samo mali dio memorije tako da ih možete napraviti desetke prije no što prva bude izbrisana iz povijesti. Količinu memorije koju će GIMP koristiti za povijest svake slike možete sami postaviti, no u svakom slučaju, uvijek je moguće poništiti 2 ili 3

zadnje radnje („zatvaranje slike“ je najvažnija radnja među njima i ne može biti poništena. Ukoliko ste na slici napravili bilo kakve promjene GIMP će vas tražiti potvrdu želite li stvarno zatvoriti sliku).

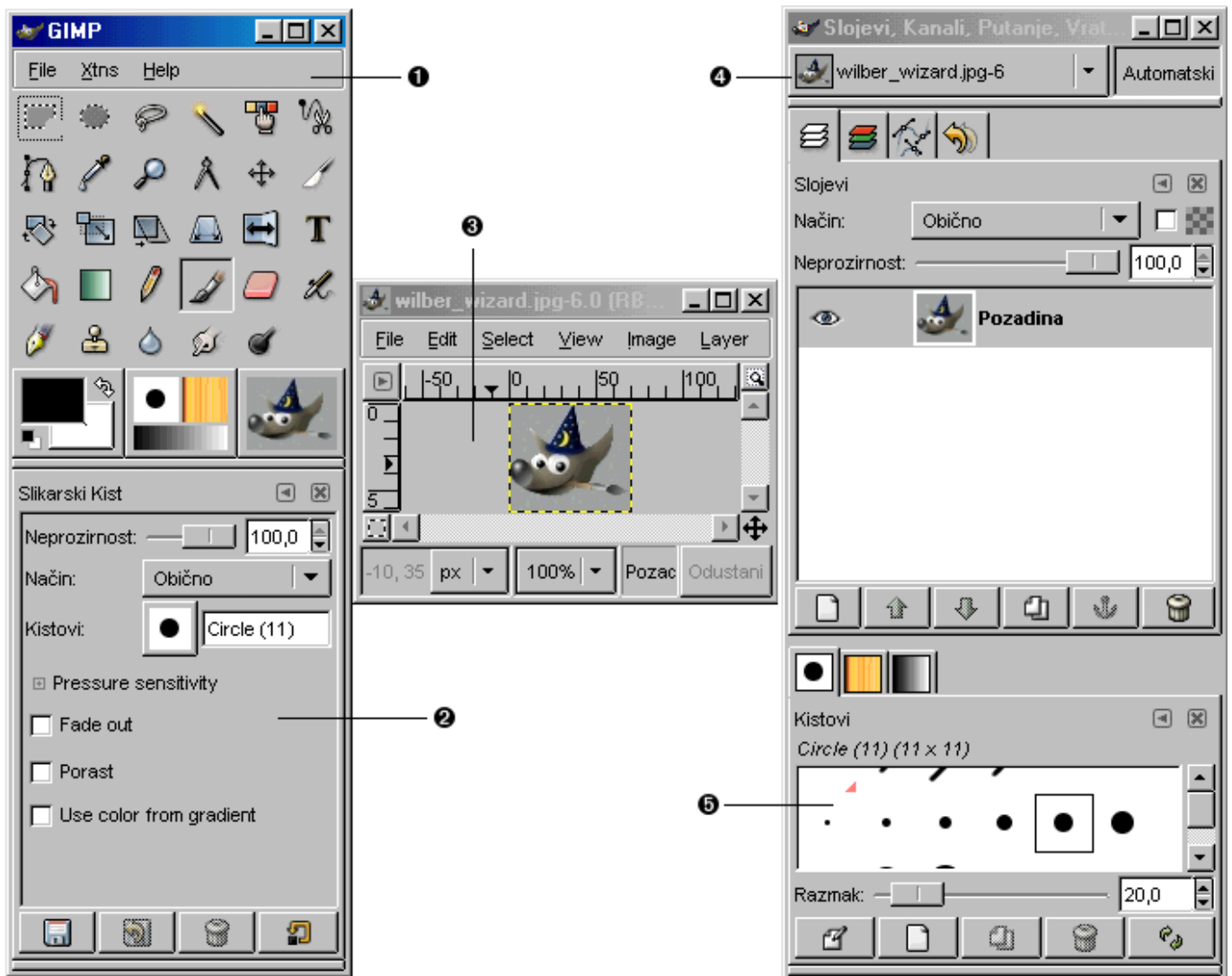
Dodaci (Plug-ins) Većina stvari, sasvi sigurno sve, koje ćete napraviti na jednoj slici učiniti će sâm GIMP. Ipak on može biti nadopunjen dodacima (plug-ins). To su vanjske aplikacije koje rade u bliskoj interakciji sa Gimpom, a sposobne su rukovati slikama i drugim predmetima u Gimpu na vrlo sofisticirani način. Brojni plug-inovi se već nalaze u paketu Gimpa ali moguće je do njih doći i na drugi način. Ako niste član ekipe koja se bavi razvojem Gimpa najlakše ćete dodati druge funkcije u GIMP ako sami napišete plug-in (ili skriptu), a možete ih naći već gotove i na mreži.

Svi dijelovi izbornika Filters (Filteri) i dobra dio drugih izbornika su zapravo ubačeni uz pomoć dodataka (plug-ins).

Skripte Uz dodatke (plug-ins), aplikacije koje su pisane u jeziku C, GIMP može koristiti i skripte. Većina skripti je pisana u jeziku koji zovemo Script-Fu, a koji je specifičan za GIMP (za one koje to zanima, radi se o jeziku Scheme koji je inspiriran Lispom). Moguće je napisati skriptu za GIMP i u Python jeziku ili u Perl-u. Ovi informatički jezici su fleksibilniji i moćniji od Script-Fu jezika. Nezgodno je to što ovise o aplikacijama koje nećete dobiti u paketu zajedno sa Gimpom, a ne postoji ni garancija za će dobro funkcionirati na svim instalacijama u Gimpa.

1.2 Uvod

Figure 1.1: Slika ekrana prikazuje standardne GIMP prozore



Kopija ekrana prikazuje najjednostavniji i najkorišteniji raspored prozora u GIMPU. Prikazana su tri prozora :

- 1 *Glavna Alatna kutija* : Ovo je samo srce GIMPA. Ona sadrži glavni izbornik i set ikona za odabir alata, itd ...
- 2 *Izbornici alata* : Ispod Alatne kutije nalazi se, pričvršćen za dok, dijalog Izbornici alata. Ovaj dijalog prikazuje opcije izabranog alata.
- 3 *Prozor slike* : Svaka slika koju otvorite sa Gimpom biti će prikazana u jednom izdvojenom prozoru. Moguće je otvoriti više slika u isto vrijeme, ograničenje vam postavlja jedino vaš sistem. GIMP je moguće lansirati bez da se otvori bilo kakva slika, međutim ne postoji puno korisnih stvari koje u tom slučaju možete napraviti.
- 4 *Dijalog slojeva* : Ovaj dijalog prikazuje strukturu slojeva aktivne slike i pruža mogućnost upravljanja na različite načine. Moguće je raditi i bez ovog dijaloga međutim čak i korisnici koji nemaju puno iskustva nalaze da je važno uvijek ga imati pri ruci.

- 6 *Kistovi, Motivi i Gradijenti* : Ovaj dialog sa tabovima nalazi se pričvršćen ispod dijaloga Slojeva, a sadržava tri dijaloga za kontrolu kistova, motiva i gradijenata.

Ovo je minimalna konfiguracija. U GIMPU postoji nešto više od dvanaestak drugih dijaloga ali ih korisnici otvaraju i zatvaraju prema vlastitoj potrebi. Oni napredniji obično čuvaju Alatnu kutiju (sa izbornicima alata) i dijalog slojeva konstantno otvorene. Alatna kutija je osnovni alat za izvršavanje brojnih operacija u GIMPU; usput rečeno ukoliko zatvorite alatnu kutiju i sam GIMP će se zatvoriti (biti ćete zapitani je li to zaista ono što želite napraviti). Dijalog Izbornici alata je od sada zaseban dijalog, a na slici je prikazan ispod alatne kutije. Na ovaj način upućeniji korisnici konfiguriraju dijaloge. Zaista je teško koristiti alate bez uvida u njihove opcije; na primjer Dijalog slojeva postaje aktivan čim radite na slici koja sadrži više slojeva. Kada savladate osnove korištenja GIMPA vidjet ćete da je *gotovo uvijek* neophodno imati pri ruci opcije alata. I na kraju, očito je da trebate imati otvorenu barem jednu ili više slika kako bi na njima radili.

Note



Ako izgubite raspored prozora GIMPA vrlo je lako opново konfigurirati prozore kako je to prikazano na slici gore. U Izborniku File (Datoteka) Alatne kutije, izaberite : File(Datoteka) → Dialogs (Dijalozi) → Create New Dock (Napravi novi Dok) → Layers, Channels, and Paths (Slojevi, Kanali i Gradijenti). Time ćete dobiti dijalog Slojeva. U istom izborniku izaberite : File (Datoteka) → Dialogs (Dijalozi) → Tool Options (Izbornici Alata) kako bi izvjesili novi Dijalog Izbornici alata koji zatim možete pričvrstiti u glavni prozor (u dijelu priručnika Dijalozi i pričvršćivanje naći ćete više informacija kako pričvrstiti dijaloge). Nije potrebno kreirati jednu novu glavnu alatnu kutiju jer zapravo niti ne možete zatvoriti ovu koju već imate, a da pri tome ne zatvorite i sam GIMP.

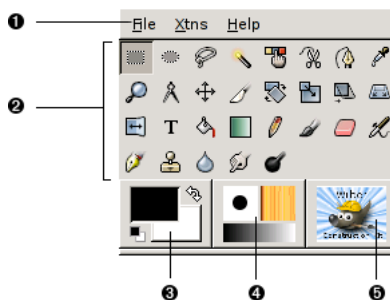
Za razliku od ostalih programa, GIMP vam ne dozvoljava sve zajedno grupirati (prozor slike i dijaloge) u jednom jedinom glavnom prozoru. Programeri GIMPA oduvijek smatraju da je to zapravo jedan loš način rada jer prisiljava program na izvršavanje određenog broja funkcija koje su puno bolje izvršavaju uz pomoć upravitelja prozora. Ne samo da to programerima uzrokuje veliki gubitak vremena, nego je gotovo i nemoguće napraviti a da pri tome GIMP dobro funkcionira na različitim operativnim sistemima za koje je predviđen.

Ranije verzije GIMPA (sve od 1.2.5) imale su vrlo brojne samostalne dijaloge: korisnici su često na ekranu imali desetak dijaloga otvorenih u isto vrijeme preko čitavog ekrana. Bilo ih je zaista teško sve imati u isto vrijeme dobro vidljive. GIMP 2.0 je puno uredniji što se dijaloga tiče jer ih je od sada moguće zajedno pričvrstiti na fleksibilan način (dijalog slojeva na slici gore, zapravo sadrži četiri dijaloza u obliku tabova : Slojevi, Kanali, Putevi i Povijest poništavanja). Ovaj sistem zahtjeva malo više učenja ali kada ga jednom savladate nadamo se da će vam se svidjeti.

U slijedećem dijelu priručnika provesti ćemo vas kroz svaki pojedini dio prozora prikazanih na slici gore kako bi vam potanko objasnili čemu su namijenjeni i kako se njima sužiti. Kada pročitate taj dio kao i dio koji opisuje osnovnu strukturu slika u GIMPU znati ćete dovoljno kako bi ste se koristili Gimpom za brojne jednostavne funkcije. Ostatak priručnika možete prelistati iz vlastite znatiželje i otkriti ostale, brojne puno subtilnije i specijaliziranije mogućnosti Gimpa. Dobro se zabavite.

1.2.1 Glavna Alatna kutija

Figure 1.2: Snimka ekrana Alatne kutije



Glavna alatna kutija je srce Gimpa. To je jedini dio aplikacije koji ne možete duplirati ili zatvoriti. Evo kratkog opisa što sve u njoj možete naći.

**Tip**

U alatnoj kutiji kao i u većini drugih dijaloga Gimpa ako stavite i zadržite kursor iznad određenog elementa pojaviti će se informacija o tom elementu što vam pomaže u razumijevanju elementa i što sve s njime možete napraviti. Osim toga, u većini slučajeva, možete pritisnuti tipku **F1** i čime aktivirate pomoć za element koji se nalazi ispod kursora.

- 1 *Izbornik alatne kutije:* ovaj izbornik je specijalan: većinu komandi koje on sadrži nemožete naći u drugim izbornicima povezanim sa slikom. Radi se o komandama podešavanja, komandama za kreiranje određenih tipova dijaloga itd ... Njihov sadržaj je detaljno opisan u poglavlju Izbornik alatne kutije Toolbox Menu.
- 2 *Ikone alati:* ove ikone su zapravo gumbi koji aktiviraju alate za razne svrhe: selektiranje dijelova slike, slikanje, vršenje raznih promjena na slici, itd ... Poglavlje Upute za Alatnu kutiju Toolbox Introduction daje vam pregled kako raditi s alatima, a svaki je alat posebno i detaljno opisan u poglavlju Alati .
- 3 *Boje prednjeg i stražnjeg plana:* Boje koje možete vidjeti na slici su boje izabrane prema osnovnim vrijednostima programa. One dolaze u igru u mnogim operacijama. Kliknite na jednu od njih i otvoriti će se izbornik boja, ako pak dvaput kliknete na strelicu sa dva smjera boje će zamijeniti mjesta. Klik na mali simbol u donjem lijevom uglu ponovno vraća boje na njihovo početno mjesto.
- 4 *Kistovi/Motivi/Gradijenti:* Simboli koji su vidljivi na slici prikazuju trenutnu GIMP selekciju: za Kist, a koriste se za sve alate kojima možete crtati ("crtanje" uključuje i operacije brisanja ili zamicuvanja); Motivi se koriste za punjenje selektiranih zona slike, a Gradijente za operacije koje zahtjevaju lagani prijelaz iz jedne u drugu boju. Klik na bilo koji od ovih ikona otvara prozor dijaloga u kojem možete mijenjati različite opcije.
- 5 *Aktivna slika:* (ovo je novi element u GIMP 2.2). U Gimpu možete u isto vrijeme raditi sa nekoliko slika, međutim samo jedna od njih može biti "aktivna slika". Ova nova ikona prikazuje tu aktivnu sliku. Klik na nju otvara dijalog sa listom svih otvorenih slika što vam pruža mogućnos promijeniti aktivnu slike ukoliko to želite. (Klik na prozor aktivne slike postići će isti rezultat).


**Note**

Pri svakom otvaranju GIMP izabire jedan alat (kist), jednu boju, jedna kist i motiv prema već unaprijed određenim osnovnim vrijednostima, a koje su uvijek iste. Ukoliko želite da GIMP izabere alat, boju i motiv koji ste koristili prethodni put, provjerite "Set input device settings on exit" u Preferences/Ulazni uređaji.

Chapter 2

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