Learn Gimp Introduction To Photo Editing

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Learn digital image editing without the expense of using subscription-based editors. This book will pave the way for you to leverage Pixlr Editor, a free, web-based image editing solution that works on virtually any computer platform. You'll learn image editing first hand by using the practice images with the corresponding tutorials—everything from creating simple graphics to enhancing and retouching photos. Explore all of the features you'd expect in a high end photo editing application; layers, history (multiple undos), and an array of powerful tools for handling almost any editing task. Powerful image editing used to require purchasing and installing expensive, complicated image editing software on your computer. Beginning Pixlr Editor takes an easy-to-access and convenient look at the alternative from the Pixlr family of tools and utilities and offers you advanced editing techniques so you can enhance, retouch, and edit your digital images like a pro. What You'll Learn: Easily access Pixlr Editor from any computer with a high speed Internet connection Create an new image, or open an image from your computer, a URL, or the Pixlr library Save your images on to your computer or the Pixlr library Navigate the the Pixlr interface Use the Tools, Layers, image Adjustments, History, and much more Who This Book Is For: Beginner and those with some image editing experience (anyone accustomed to Adobe Photoshop will instantly feel at home with Pixlr Editor).

Learn to train your eye and improve your timing in order to capture the decisive moment!

Whether it's due to social media or the introduction of great rangefinder-style digital cameras over a decade ago, street photography has experienced a remarkable resurgence in recent years. You can be roaming the streets of a classic urban environment (New York, Paris, Tokyo) or on a simple photo walk around a quiet neighborhood—it has never been more popular to pursue the art of capturing those candid, fleeting moments that happen throughout the day, of freezing a moment in time and transforming the ordinary into an extraordinary photograph.

But learning to see light and moment, to make quick decisions, and to nail a photographic composition are all crucial skills you must master in order to become a good street photographer. Photographer, instructor, and author Valerie Jardin has been teaching photographers how to take better photographs for years, and in *Street Photography Assignments: 75 Reasons to Hit the Streets and Learn*, she provides dozens of prompts for you to practice in order to refine and improve your craft.

 These activities focus on themes such as:

• Street portraits
?• Gesture
?• Shadows
?• Silhouettes
?• Rim light
?• Humor
?• Abstract
?• Tension
?• Motion
?• Reflections
?• Leading lines
?• Creative framing
?• Juxtapositions
?• Double exposures
?• And much, much more!

Each assignment includes a description of the technique, various tips and tricks to practice, technical and compositional considerations, and an example photo that Jardin has captured when practicing the same exercise. Whether you have 30 minutes or 3 hours, each assignment is an opportunity for you to take your camera and hit the streets. No more excuses!

Learn OpenGL will teach you the basics, the intermediate, and tons of advanced knowledge, using modern (core-profile) OpenGL. The aim of this book is to show you all there is to modern OpenGL in an easy-to-understand fashion, with clear examples and step-by-step instructions, while also providing a useful reference for later studies.

Learn how to build your own multimedia workstation, and how to use it! Slackermedia is a multimedia guidebook for people looking to get away from operating systems that tell them what they can or can't do in their art. But it doesn't stop there! In this volume, you'll find detailed guides on the most important multimedia applications on Linux today: the Kdenlive video editor and the Qtractor digital audio workstation. You'll also get tips and resources on other great multimedia applications of Linux, like Blender, Audacity, Jamin, CALF, LADSPA, GIMP, Inkscape, ffmpeg, sox, Qsynth, fluidsynth, soundfonts, Xsynth, whySynth, QJack Control, Font Matrix, and many many more. By the end of your journey with Slackermedia, you'll know everything you need to know to create original multimedia content and any kind of digital art on the powerful, free operating system of GNU Linux. So put your nerd glasses on, roll up your sleeves, and prepare yourself for creativity like you've never experienced.

Remote Astrophotography Using Slooh.com - A Handbook - 2nd Edition - Updated June 2019 after Slooh.com's major update! This is a practical book about astrophotography using Slooh.com. The book covers using Slooh.com to capture images of the night sky using its eight telescopes. In addition, Remote Astrophotography Using Slooh.com provides practical advice on booking coordinate missions, understanding the images you get from Slooh.com, and covers enhancing the images you get from Slooh.com. I cover using KStars, FitsWork, and AstroImageJ - all popular and free applications that enhance your overall experience with Slooh.com.Along the way, you'll learn about astronomy, understanding the telescopes, managing color, understanding FITS files, and much more. I explain about not only what to do, but also why you're doing it, giving you a solid foundation to build upon. This book is targeted at beginner to intermediate astronomers. All you need is your enthusiasm for astronomy, a computer, and your Slooh.com membership (Crew, Apprentice, or Astronomer level)!

Obtain techniques for adding color to black and white or monochrome photographic images using GIMP. In this book you'll also learn to create a hand-tinted effect to add an element of antiquity. Pro Photo Colorizing with GIMP also teaches techniques that enable you to selectively colorize images, mixing black and white with color. There are also tips to go the opposite way: converting color images into black and white (there's more to it than just removing color). Written with both beginning and experienced GIMP users in mind, Pro Photo Colorizing with GIMP shows you how to colorize black and white images to achieve a high degree of realism. What You'll Learn Gain a basic overview of the GIMP workspace, tools, color palettes, layers, and layer masks Learn how to make the proper tonal adjustments to black and white images before starting the colorizing process Complete simple colorizing exercises for beginners and progress to more advanced colorizing techniques Colorize skin, teeth, hair, and eyes Create a nostalgic hand-tinted look and selectively colorize (mixing color with black and white) to create interesting images Use textures and patterns to create artistic colorized images Properly convert color images into black and white Colorize black and white portraits, and re-colorize old faded color portraits Who This Book Is For GIMP users (but users of other photo editing software packages can benefit as well). It is especially useful for those who edit photographs, restore old photographs, or those who want to apply colorizing techniques for artistic effect.

As a full-featured, free alternative to Adobe Photoshop, GIMP is one of the world's most popular open source projects. The latest version of GIMP (2.8) brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes, patterns, selections, layers, modes, and masks, you'll learn: Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors, produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

Looks at the basic techniques of drawing people, covering proportion, perspective, and composition, along with step-by-step instructions for drawing specific body parts.

Image editing has become a crucial element in the photographic workflow. Image editing tools, most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.6 for Photographers is a beginner's guide to the only open source image editing tool that provides a low-cost alternative to expensive programs such as Photoshop. Topics include the basics of image editing and simple adjustments, as well as

advanced techniques using layers and masks, stitching panoramic images, and preparing high-quality black and white images. The most important editing functions are presented in individual, easy-to-follow workshops. GIMP 2.6 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP. The upgrade to GIMP 2.8 that is discussed in the book can be found at rockynook.com for a preview and more details.

A complete introduction to shooting, processing and rendering time-lapse movies with a DSLR camera. Written for new and intermediate DSLR users and time-lapse photographers this guide offers a detailed and easy to follow photo rich workflow to capture and produce great time-lapse movies.

The authors comprehensively cover GIMP by teaching readers all aspects ranging from installing to scripting to working faster and more efficiently through shortcuts. Features a 32-page Color Studio with inspiring images readers can create by learning all of the program's techniques in the book. The CD-ROM contains core GIMP software, plug-ins, and libraries that add file formats and effects to harness the power of this expandable and extensible program.

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.

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Goyal Brothers Prakashan

Skylum's Luminar AI is a great solution for both professional and amateur photographers who want to quickly create stunning photos. Luminar's advanced AI-based tools and templates eliminate hours of traditional editing tasks, whether you're applying automatic tone and color adjustments, replacing dreary skies with more dynamic ones, or retouching portraits to smooth skin, remove blemishes, and accentuate flattering facial features. For those who want to dig into editing, powerful tools give you full control over your RAW and JPEG images, including advanced features such as masking, dodging and burning, and cloning and stamping areas. Luminar AI also works as a plug-in for other applications, such as Adobe Photoshop, Lightroom Classic, and Apple Photos, allowing round-trip editing and seamless integration with workflows you may already have in place.

Luminar AI is deceptively deep, and in *The Photographer's Guide to Luminar AI*, photographer Jeff Carlson helps you discover Luminar AI's best features to take full advantage of the program for all your photography needs. From importing your images to editing, managing, and exporting your files, Jeff showcases the power, precision, and control of Luminar while teaching you to work quickly and efficiently. In this book, he walks you through real-world landscape and portrait edits, and covers every tool and feature with the goal of helping you understand how to make Luminar improve your images.

In this book you'll learn all about:

  • **AI editing:** Luminar AI's many AI-based tools eliminate hours of traditional editing tasks. Improve overall tone and color using just one slider, and enhance a sky using another without building masks or layers. Realistically replace the entire sky in one step, even when objects like buildings or trees intrude. Luminar identifies people in photos, allowing you to smooth skin, sharpen eyes, brighten faces, and perform other portrait retouching tasks in minutes.

  • **AI Templates** Luminar recommends templates based on the content of your photo, and has scores of other templates to apply quick fixes and stylish looks. Templates are also a powerful way to save your own editing adjustments, saving you time and ensuring consistent results across dozens or hundreds of photos.

  • **Expert editing:** Take advantage of Luminar's many professional tools to bring out the best versions of your photos. Enhance the look using tone controls and curves, dodging and burning, and tools built for specific types of images, such as Landscape Enhancer, Atmosphere AI, Supercontrast, and Color Harmony. The Erase and Clone & Stamp tools make it easy to remove unexpected objects and glitches such as lens dust spots. Luminar's RAW editing engine includes real-time noise reduction and advanced color processing and sharpening tools, all completely non-destructive and with the ability to step back through the history of edits.

  • **Advanced editing:** Luminar AI's Local Masking tool is one of its secret weapons, which can be used to combine edits and effects. Most tools can also have their own masks, giving you control over where edits are applied within the image.

  • **Creativity:** Open your imagination with Luminar's creative tools, which range from adding glow, texture, and dramatic looks to incorporating sunrays and objects into augmented skies. Learn how to use LUTs (Lookup Tables) in the Mood tool to bring the look of simulated film stocks and creative color grades to your work.

  • **Luminar Library:** Organize and manage your photos in a central library where your source images can reside where you want them, whether that's on your hard disk, a network volume, or in local cloud services folders such as Dropbox or Google Drive for remote backup.

• **Luminar plug-ins:** If you already use other applications to organize your library or for photo editing, such as Adobe Photoshop or Lightroom Classic, Luminar AI also works as a plug-in that allows round-trip editing and seamless integration with the workflows you may already have in place.

• **Sharing images:** Whether you're printing your images or sharing them online, learn how to make your photos look their best no matter what output solution you need.

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

A comprehensive user's guide to Inkscape, a vector illustration application. Dmitry Kirsanov, a former core Inkscape developer, shares his knowledge of Inkscape's inner workings as he shows how to use Inkscape to draw with various tools, work with objects, apply realistic and artistic effects, and more. Step-by-step task-based tutorials show you how to create business cards, animations, technical and artistic drawings, and graphic assets for games. This second edition covers the new tools, improved text features, advanced new path effects and filters, as well as many new UI conveniences in Inkscape 1.0. A new chapter describes Inkscape's extensions for both users and developers. Learn how to: • Navigate the canvas and customize your workspace and views • Create new objects and transform, style, clone, and combine them • Use gradients, patterns, filters, and path effects to liven up your work • Work with layers, groups, object order, and locks to control your artwork • View and manipulate your document's structure with the XML Editor and the new Objects dialog • Export your work to various formats

Introduction to Wedding Photography provides the blueprint for the perfect wedding: detailed information on how to shoot it and a stunning portfolio of inspirational photographs.Showcases the very best, most up to date wedding styles with a compelling selection of classic and innovative weddings photographed by one of the UK's leading wedding photographers.Includes sample shoot lists and indispensible technical advice.Covers the whole process from attracting and meeting clients to post-production, album design and presentation.

Digital Storytelling, Applied Theatre, & Youth argues that theatre artists must re-imagine how and why they facilitate performance practices with young people. Rapid globalization and advances in media and technology continue to change the ways that people engage with and understand the world around them. Drawing on pedagogical, aesthetic, and theoretical threads of applied theatre and media practices, this book presents practitioners, scholars, and educators with innovative approaches to devising and performing digital stories. This book offers the first comprehensive examination of digital storytelling as an applied theatre practice. Alrutz explores how participatory and mediated performance practices can engage the wisdom and experience of youth; build knowledge about self, others and society; and invite dialogue and deliberation with audiences. In doing so, she theorizes digital storytelling as a site of possibility for critical and relational practices, feminist performance pedagogies, and alliance building with young people.

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.

This revised and expanded new edition of an internationally successful classic presents an accessible introduction to the key methods in digital image processing for both practitioners and teachers. Emphasis is placed on practical application, presenting precise algorithmic descriptions in an unusually high level of detail, while highlighting direct connections between the mathematical foundations and concrete implementation. The text is supported by practical examples and carefully constructed chapter-ending exercises drawn from the authors' years of teaching experience, including easily adaptable Java code and completely worked out examples. Source code, test images and additional instructor materials are also provided at an associated website. Digital Image Processing is the definitive textbook for students, researchers, and professionals in search of critical analysis and modern implementations of the most important algorithms in the field, and is also eminently suitable for self-study.

This accessible textbook is the only introduction to linguistics in which each chapter is written by an expert who teaches courses on that topic, ensuring balanced and uniformly excellent coverage of the full range of modern linguistics. Assuming no prior knowledge the text offers a clear introduction to the traditional topics of structural linguistics (theories of sound, form, meaning, and language change), and in addition provides full coverage of contextual linguistics, including separate chapters on discourse, dialect variation, language and culture, and the politics of language. There are also up-to-date separate chapters on language and the brain, computational linguistics, writing, child language acquisition, and second-language learning. The breadth of the textbook makes it ideal for introductory courses on language and linguistics offered by departments of English, sociology, anthropology, and communications, as well as by linguistics departments.

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Beginning Photo Retouching & Restoration Using GIMP teaches the reader how to achieve professional results using this high end image editor. You'll learn how to do everything from making dull images "pop" to resurrecting badly damaged photographs deemed beyond any hope of rescue. There's no need to shell out good money month after month for the "big name" software package. GIMP 2.8 is a world-class image editor that wields almost as much power, and is completely free! Learning the art of photo retouching and restoration is fun and rewarding. Reclaim those treasured images from the ravages of time and neglect, and pass them on to future generations. Beginning Photo Retouching & Restoration Using GIMP will provide you with a wide array of editing exercises to help you develop a high degree of proficiency. Whether you are the designated "family archivist" wanting to preserve your family history, or a professional photographer with a desire to add an extra revenue generating service, this book will be an invaluable aid. • Shows how to acquire the best scans and digitize large photographs. • Teaches you how to digitally repair damaged prints, correct color shifts, reclaim lost detail-even colorize black and white images. • Offers great tips on how to maintain and preserve your newly printed restored photographs, and how to properly store originals.

This Affinity Photo Skills Book will teach you 10 techniques you can use when working with this amazing photo-editing software. Each tutorial has been written in a simple-to-follow, step-by-step manner that will walk you through each technique simply and without confusion. We use high-quality screenshots to show you exactly what to do as you work with and learn to master this amazing software. Affinity Photo is in our opinion the very best image-editing software on the market today. Due to the high printing costs, we are offering the ebook version of this printed book free of charge as a gesture of goodwill. We hope this is a good win-win for you and for us. Please join our growing mailing list for free ebook offers given to all mailing list participants every other month. Our Email is: FrankWaltersAuthor@yahoo.com In this book, you will learn the following techniques: 1. How to Change the Color of Anything 2. How to Make a Vignette 3. How to Make Youtube 4. How to Create a Paint-Splatter Effect 5. How to Make a Text Portrait 6. How to Make a Meme 7. How to Edit RAW Images - The Develop Persona 8. How to Clone Yourself 9. How to Create a Pop-out or 3D Effect 10. How to Colorize Black & White Images Please

check out our other titles: Affinity Photo for Beginners: First 10 SkillsAffinity Photo for iPad: Top 10 SkillsAffinity Designer - First 10 SkillsNotable competitors:Adobe Photoshop Adobe Creative Suite Adobe InDesign Pixelmator Paint.net Adobe Lightroom Aviary Photo Editor Pixlr Autodesk Paintshop Pro Photoshop Elements, Acorn 4, Gimp Aperture Photoshop Touch Snapseed BeFunky Fotor Fotoflexer Ppicasa ACDSeee Pro 8 PicMonkey Pic Monkey SumoPaint Ribbet adobe photoshop elements 2018 adobe illustrator adobe acrobat adobe illustrator Final cut pro X Filmic Pro Ferrite Ulysses

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

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

Provides instructions and tutorials on using the GIMP image editor to retouch photographs, create new artwork, and create composites of multiple images.

UP-TO-DATE, TECHNICALLY ACCURATE COVERAGE OF ESSENTIAL TOPICS IN IMAGE AND VIDEO PROCESSING This is the first book to combine image and video processing with a practical MATLAB®-oriented approach in order to demonstrate the most important image and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation. The book has been organized into two parts. Part I: Image Processing begins with an overview of the field, then introduces the fundamental concepts, notation, and terminology associated with image representation and basic image processing operations. Next, it discusses MATLAB® and its Image Processing Toolbox with the start of a series of chapters with hands-on activities and step-by-step tutorials. These chapters cover image acquisition and digitization; arithmetic, logic, and geometric operations; point-based, histogram-based, and neighborhood-based image enhancement techniques; the Fourier Transform and relevant frequency-domain image filtering techniques; image restoration; mathematical morphology; edge detection techniques; image segmentation; image compression and coding; and feature extraction and representation. Part II: Video Processing presents the main concepts and terminology associated with analog video signals and systems, as well as digital video formats and standards. It then describes the technically involved problem of standards conversion, discusses motion estimation and compensation techniques, shows how video sequences can be filtered, and concludes with an example of a solution to object detection and tracking in video sequences using MATLAB®. Extra features of this book include: More than 30 MATLAB® tutorials, which consist of step-by-step guides toexploring image and video processing techniques using MATLAB® Chapters supported by figures, examples, illustrative problems, and exercises Useful websites and an extensive list of bibliographical references This accessible text is ideal for upper-level undergraduate and graduate students in digital image and video processing courses, as well as for engineers, researchers, software developers, practitioners, and anyone who wishes to learn about these increasingly popular topics on their own.

Computational Photography combines plentiful computing, digital sensors, modern optics, actuators, probes, and smart lights to escape the limitations of traditional film cameras and enables novel imaging applications. This book provides a practical guide to topics in image capture and manipulation methods for generating compelling pictures for graphics, special effects, scene comprehension, and art. The computational techniques discussed cover topics in exploiting new ideas in manipulating optics, illumination, and sensors at time of capture. In addition, the authors describe sophisticated reconstruction procedures from direct and indirect pixel measurements that go well beyond the traditional digital darkroom experience.

The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it, in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary

materials are not included as part of eBook file.

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

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.

Learn to use the most up-to-date version of Paint.NET, the free, Windows-based program for image editing. This book is ideal for PC users who find Microsoft Paint too lacking, and Photoshop or GIMP too overwhelming. ?Paint.NET is a lightweight yet capable program that's easy to navigate and is regularly updated. You'll quickly become acquainted with this powerful, yet easy-to-learn program's features; tools, layers, adjustments, and effects. See how to correct exposure, digitally retouch and repair damaged photos, and handle a broad spectrum of photo editing tasks—even how to colorize a black-and-white image. You'll also learn how to create digital art using the Paint.NET drawing tools and effects. Practice files are provided with step-by-step instructions to jump into photo editing and art creation. Practical Paint.NET highlights this powerful program's rich set of features and capabilities providing you the pathway for just about any kind of image editing. Join the large community behind it today! What You'll Learn Use layers, which are essential in any professional quality image editing program Acquire and install plugins to maximize Paint.NET's capabilities Enhance, retouch, and modify digital images Create compelling digital artwork using the drawing tools and applying artistic filters Who This Book Is For Windows-based PC users who require the ability to edit digital images without the ongoing cost of subscription-based software, or complex open-source software. This group includes art or photography instructors (especially those in schools systems with limited budgets), small business owners, casual photographers, aspiring graphic designers, or anyone requiring a solid, basic editing program.

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. **

Langford's Basic Photography is a seminal photography text. First published in 1965, it has informed the work and career of many of the world's leading photographers. The new, 9th edition, continues the tradition of its predecessors, reflecting the same comprehensive mix of scholarly and practical information. It covers every aspect of photography, from capture through to output, both digital and analogue. There is an emphasis on explaining the 'how to' of photography, but Langford's Basic also includes in-depth coverage of the fundamental principles that govern the art, such as how light behaves, optics, and the shutter. This ensures that the reader comes away with not only a good grasp of photographic technique, but also an in-depth understanding of the fundamentals that will help them to better understand how great photography is made. As such, it functions both as an excellent coursebook for students of photography, and a great primer and reference for amateur enthusiasts. The new edition has been fully updated to reflect dynamic changes in the industry. These changes include: an expansion and overhaul of the information on digital cameras and digital printing; an emphasis on updating photographs to incude a wider range of international work; replacement of many diagrams with photos; overhaul of the analogue sections to give a more modern tone (ie exposure measurement and film and filters with some more dynamic photo illustrations); a fully edited and updated photography timeline. This landmark text is an essential purchase, both for new photographers as an introduction, and for established photographers as an invaluable reference work.

The Book of GIMPA Complete Guide to Nearly EverythingNo Starch Press

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

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