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Grokking The Gimp

"Grokking the GIMP" is for the serious user of the GNU Image Manipulation Program, a premiere digital image editing and painting program. It covers the GIMP in depth, and complex tasks are intuitively presented and explained using an interactive approach. In addition to emphasizing the theory and core concepts of image manipulation, "Grokking the GIMP" beautifully illustrates the ...

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9780735709249: Grokking the GIMP - AbeBooks - Bunks, Carey ...

However Grokking the Gimp certainly keeps me on the straight and narrow. The book gets users up to speed very quickly in the layout, toolbars, panels and help associated with GIMP. Then in Chapter 2 is 30 pages of layers, resizing, and other transformation. The first thing you notice is that the many illustrations are out of data not for functionality or the theory behind the Gimp process ...

Grokking the Gimp - ThePhotofinishes.com

Grokking the GIMP by Bunks, Carey. Publication date 2000 Topics Computer graphics software, Internet, Unix, Unix Linux & Unix TCL/TK, Unix (Operating System), Desktop Publishing - General, Digital Image Processing, Computers, Computers - Desktop Publishing, Techniques - Digital, Computer Books: General, Operating Systems - UNIX, Computer Graphics - General, Computer graphics, Data Transmission ...

Grokking the GIMP : Bunks, Carey : Free Download, Borrow ...

Grokking the GIMP. Covers image manipulation concepts and which GIMP tools are the most effective for the implementation. Tag(s): Open Source Productivity Tools. Publication date: 01 Feb 2000. ISBN-10: 0735709246 ISBN-13: n/a Paperback: 352 pages Views: 34,180. Type: Book ...

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GIMP - Books About GIMP

(Yes, I know it's Gnu Image Manipulation Program, but nobody ever calls it that and it's a bit of a mouthful, as the actress said to the bishop.) As for the book "Grokking The Gimp", the title practically screams "GEEKS ONLY". Don't get me wrong, I like the Gimp - Linux and Windows versions alike. It's actually quite decent software - OK, it may lack the features that professionals need, CYMK ...

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Grokking The Gimp - Slashdot

"Grokking the GIMP" is for the serious user of the GNU Image Manipulation Program, a premiere digital image editing and painting program. It covers the GIMP in depth, and complex tasks are intuitively presented and explained using an interactive approach. In addition to emphasizing the theory and core concepts of image manipulation, "Grokking the GIMP" beautifully illustrates the practical ...

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Setting up Your Computer to Get the Most from the GIMP. Notes on RAM; Notes on Video RAM; Notes on Swap and GIMP Memory Management; Loading Fonts; Setting the X Window System to Run More Than 8 bpp. Sources of Raw Image Materials; The History of the GIMP. 1. GIMP Basics. 1.1 Introducing the GIMP Windows and Dialogs. 1.1.1 The Toolbox; 1.1.2 The ...

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Grokking the GIMP - Vrije Universiteit Brussel

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Grokking the GIMP: Bunks, Carey: 0752064709244: Amazon.com ...

Grokking the GIMP – download free book. Author: Vivek Gite. Last updated: October 12, 2006. 6 comments. GIMP an image manipulation and paint program for Linux / UNIX. The GNU Image Manipulation Program (GIMP), is a raster graphics editor application with some support for vector graphics. GIMP can also be used as a paint program. It features a set of drawing and painting tools such as ...

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Grokking the Gimp by Carey Bunks - Goodreads

D height adjustment mechanism for cervical collar october, thorgilsdottir et al. grokking the gimp At the recent state titles, noosa tied for third place but on a countback they were reduced to fourth no medal but a great effort.

Learn the practical techniques of digital image manipulation. Out of the hundreds of functions and filters in the GIMP, which were the right ones to use, and why?

A Complete Guide to Starting and Growing Your Own Business On A Shoestring Budget The Cheat Sheet for Business. For the millions who start a new business every year on the barest of resources, Shoestring Venture: The Startup Bible is like hiring a high-level consultant to deal with the bewildering maze of issues from finance to marketing to technology that all entrepreneurs face. Every business is nothing but a series of decisions which can make or break the business. You could say that, if there's a science of business, it's the science of making good decisions. And every bootstrap entrepreneur faces the daunting task of making ALL the business decisions, any one of which could either doom the enterprise or catapult it to stratospheric success. That means that every entrepreneur has to quickly get up to speed on every issue their business faces. Shoestring Venture: The Startup Bible is the most exhaustive set of practical resources collected to empower entrepreneurs to make the right decisions on a limited budget, from business concept to product development to Web marketing. We call a "consultant in a book," there to give considered and experienced answers to the infinite questions that come up. Shoestring Venture-The Start-up Bible All entrepreneurs - even the smallest operating on the tightest of budgets - have the opportunity to build powerful start-up organizations without ever really having to walk out the front door. Using global communications and data networks, even bootstrap entrepreneurs can staff an entire organization with every human resource and skill they need at rock-bottom prices. In short, anyone can run a virtual organization using only a desktop or laptop computer. Shoestring Venture: The Startup Bible gives bootstrap entrepreneurs all the resources they need to build truly effective startups using the magic of outsourcing and offshoring. This is the century for small business . . . You have the tools to build a powerful start-up organization, from financing to product development to marketing, without ever really having to walk out your front door. Using global communications and data networks, you can staff an entire organization with every human resource and skill you need at rock-bottom prices. You are, in short, running a virtual organization using only a desktop or laptop computer. It's the magic of outsourcing. It means that you can be a pretty formidable player in the business world. Why? Because it permits you to focus your energies on what brings real value to your business-what you do best. That's what this book is all about. Shoestring Venture gives you the tools you need to start your new venture or take your current business several levels higher by exploiting the resources our interconnected world offers you. Chapters: Startup, Finance, Taxes, & Banking, Hardware and Software, Bringing Your Products to Market, Outsourcing Your Back Office, Information Technology, Web and Ecommerce, and Promoting Your Product: Marketing & Sales

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.

Linux guru Nick Petreley demystifies the most powerful features of Fedora, the new Linux operating system from Red Hat The book is tailored for new users and people upgrading from previous Red Hat versions Cuts through technical jargon with a concise, friendly approach and offers invaluable insider tips that enable users to get up and running fast with Fedora Features step-by-step guidance to help readers to use and customize the friendly graphical Bluecurve desktop; get online with instant messaging, e-mail and a favorite browser; create personal audio and data CD-ROMs; and get started with the OpenOffice office productivity suite Includes essential security tips and all the basic configuration details for networks, firewalls, users, and printers Two CD-ROMs include Red Hat's new personal edition distribution known as Fedora Copyright © 2004 by Red Hat, Inc. Material may be distributed only subject to the terms and conditions set forth in the Open Publication License, V1.0 or later (the latest version is presently available at <http://www.opencontent.org/openpub/>).

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](http://rockynook.com) for a preview and more details.

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.

Bring yourself up to date on everything you need to know about Ubuntu Linux The Ubuntu Linux Bible covers all of the latest developments in version 8.10 and 8.04, including tips for newcomers as well as expert guidance for seasoned system administrators. Learn about topics like the Gnome Desktop, the Bash shell, virtual machines, wireless networking, file sharing, and more. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Explore the mathematical computations and algorithms for image processing using popular Python tools and frameworks. Key Features Practical coverage of every image processing task with popular Python libraries Includes topics such as pseudo-coloring, noise smoothing, computing image descriptors Covers popular machine learning and deep learning techniques for complex image processing tasks Book Description Image processing plays an important role in our daily lives with various applications such as in social media (face detection), medical imaging (X-ray, CT-scan), security (fingerprint recognition) to robotics & space. This book will touch the core of image processing, from concepts to code using Python. The book will start from the classical image processing techniques and explore the evolution of image processing algorithms up to the recent advances in image processing or computer vision with deep learning. We will learn how to use image processing libraries such as PIL, scikit-image, and scipy ndimage in Python. This book will enable us to write code snippets in Python 3 and quickly implement complex image processing algorithms such as image enhancement, filtering, segmentation, object detection, and classification. We will be able to use machine learning models using the scikit-learn library and later explore deep CNN, such as VGG-19 with Keras, and we will also use an end-to-end deep learning model called YOLO for object detection. We will also cover a few advanced problems, such as image inpainting, gradient blending, variational denoising, seam carving, quilting, and morphing. By the end of this book, we will have learned to implement various algorithms for efficient image processing. What you will learn Perform basic data pre-processing tasks such as image denoising and spatial filtering in Python Implement Fast Fourier Transform (FFT) and Frequency domain filters (e.g., Weiner) in Python Do morphological image processing and segment images with different algorithms Learn techniques to extract features from images and match images Write Python code to implement supervised / unsupervised machine learning algorithms for image processing Use deep learning models for image classification, segmentation, object detection and style transfer Who this book is for This book is for Computer Vision Engineers, and machine learning developers who are good with Python programming and want to explore details and complexities of image processing. No prior knowledge of the image processing techniques is expected.

From the Internet's infrastructure to operating systems like GNU/Linux, the open source movement comprises some of the greatest accomplishments in computing over the past quarter century. Its story embraces technological advances, unprecedented global collaboration, and remarkable tools for facilitating distributed development. The evolution of the Internet enabled an enormous expansion of open development, allowing developers to exchange information and ideas without regard to constraints of space, time, or national boundary. The movement has had widespread impact on education and government, as well as historic cultural and commercial repercussions. Part I discusses key open source applications, platforms, and technologies used in open development. Part II explores social issues ranging from demographics and psychology to legal and economic matters. Part III discusses the Free Software Foundation, open source in the public sector (government and education), and future prospects.

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