# Table of Contents

3 Welcome From The Assistant Editor  
4 GIMP Tutorial: Quick Neon Text With G’MIC  
5 GIMP Tutorial: Create A Swirl Effect  
7 GIMP Tutorial: Create A Lightning Bolt  
9 GIMP Tutorial: More Photo Editing Tricks  
11 GIMP Tutorial: Graffiti Text  
13 GIMP Tutorial: Using Levels To Correct Photo Colors  
15 GIMP Tutorial: Convert A Photo To A Sketch  
17 GIMP Tutorial: Pop-Up Text  
19 GIMP Tutorial: Make A Folded Map  
21 GIMP Tutorial: Engraved Text  
23 GIMP Tutorial: Fancy Text  
25 GIMP Tutorial: Create Abstract Glass Art  
28 GIMP Tutorial: Make A Simple Animation  
30 GIMP Tutorial: Six Awesome GIMP Add-Ons  
32 GIMP Tutorial: Using The Cloning Tool To Edit Photos, Again  
35 GIMP Tutorial: Add Rain To A Photo  
38 GIMP Tutorial: Exploring G’MIC  
41 GIMP Tutorial: Exploring G’MIC, Part 2  
43 Inkscape Tutorial: Creating A Personal Calendar  
46 Inkscape Tutorial: Create A Feathered Background  
49 Inkscape Tutorial: Creating A Water Drop Illustration  
51 Inkscape Tutorial: More Tools  
54 Inkscape Tutorial: Creating A City Map  
57 Inkscape Tutorial: Creating A Photo Popping Or Photo Cutout  
59 Inkscape Tutorial: Abstract Wallpaper  
62 Inkscape Tutorial: Creating A Ketupat Icon  
64 Inkscape Tutorial: Abstract Wallpaper 2  
66 Inkscape Tutorial: Creating A Glass Of Juice  
69 Inkscape Tutorial: Creating A Bubble  
71 Inkscape Tutorial: Six Helpful Inkscape Tricks  
73 Inkscape Tutorial: Design a Simple Brochure  
76 Inkscape Tutorial: Another Fun Text Effect  
78 Inkscape Tutorial: Creating A Jigsaw Puzzle Using The Lasercut Extension  
80 Inkscape Tutorial: More Text Tricks  
82 Inkscape Tutorial: Five Cool Inkscape Extensions You Must Try  
84 Inkscape Tutorial: Easy Patterns Using The Stamping Tool  
86 Inkscape Tutorial: How To Create Melted Text  
87 Inkscape Tutorial: Create Transparent Text  
88 Inkscape Tutorial: Creating An Interactive Object  
90 Inkscape Tutorial: A Textured Paint Effect  
91 Inkscape Tutorial: Create A 3D Landscape  
93 Inkscape Tutorial: Five Handy Inkscape Tricks  
95 Inkscape Tutorial: Sliced Text  
97 Inkscape Tutorial: Using Envelope Deformation To Manipulate Text  
100 Inkscape Tutorial: Create Tiled Clones, Part 1  
103 Inkscape Tutorial: Create Tiled Clones, Part 2  
105 Inkscape Tutorial: Create Tiled Clones, Part 3  
107 Inkscape Tutorial: Easily Create A Neon Effect  
109 Inkscape Tutorial: Draw A Cartoon Turkey  
111 Inkscape Tutorial: Create A Pattern
Welcome to the second installment of the magazine's Graphics Special Edition! This has been compiled from the GIMP and Inkscape articles published from January, 2015 to December, 2017. Remember, since each one has already been published in the magazine, we've only released this in PDF and not in ebook or HTML versions.

This special edition contains not only my articles, but also those created by our friend Khadis, who submitted many great articles before life intruded and he had to attend to more important parts of his life. Many thanks go to Khadis for all his contributions!

Many things have happened in the years since the first special edition was released! Life has intruded on most of us, whether it be life or work changes, COVID, really bad weather or the loss of someone we love. These days we can't even get together very much because we're busy social distancing. I hope your particular situation is a happy one, or will be soon. In spite of all that has happened, we've found time to experiment with GIMP and Inkscape, creating loads of projects and having fun (at least I hope you have!). We've done calendars, wallpaper, many different text effects and even learned a bit more about editing our photos.

We plan to do another special edition, with the articles from January, 2018 to December, 2020 soon. In the meantime, enjoy this edition and the monthly issues of the magazine.

Meemaw, Assistant Editor
**GIMP Tutorial: Quick Neon Text Using G'MIC**

by Meemaw

In this tutorial, we can create a simple neon text with G'MIC. G'MIC is a program you can use online or as an add-on to Gimp. You can install it from Synaptic.

Open GIMP and create a new project. You can make it whatever size you want. Mine is 600 x 400 px. The background should be black. Choose your Text tool and write your desired text. You can use whatever font you want, but the neon effect looks really good using some sort of rounded font (the tutorial I found used Arista but I used Art Brush and Tango BT). Highlight the text and change the color to white and the size to 200 pt or so, depending on the font. Change tools back to the moving tool and move your text to the center of your drawing.

Right-click on the text and choose Layers > Layer to image size. Go to the Layers tab. Right click on the text layer and choose Alpha to Selection.

Click on Filters > G'MIC. A window will open that shows a list of filters.

The filter we will use is Contours > Gradient RGB. From the sliders that appear, set the smoothness to 10 and max threshold to 100, then click OK. Click Select > None.

Duplicate this layer and, choosing the lower text layer, click on Filters > Blur > Gaussian Blur. Increase the Blur Radius to about 60. Then choose Hue/Saturation, and change the Saturation to 100 and Lightness to 70.

Quick, huh? You can change the background if you wish, and should merge the layers before exporting.
GIMP Tutorial: Create A Swirl Effect

by Meemaw

We’ve done backgrounds before, but we will use GIMP this time to create a swirled background. This was a fun tutorial to do, as well.

Open a new image (File > New) in the size you want. I used 1600 x 1200, but you can use bigger if you need it.

Decide on a color and then choose two shades of that color so we can put in a bit of a gradient. My favorite wallpaper color is blue so I used two different shades of blue.

Click on the Blend tool in the Toolbox and verify that the Gradient is set to FG to BG and the Shape set to Linear. With the Blend tool, draw a line from the top to bottom, bottom to top, or from corner to corner. I drew mine from top left to bottom right, and as you can see, the top left corner is darker.

Click on Filters > Blur > Gaussian Blur and set both values to 40, then click OK. You should have an image that looks sort of like this:

Now, click on Filters > Distorts > Whirl and Pinch. Move the Whirl angle slider all the way to the right (the number will be 720), the Pinch amount slider about three-quarters to the left (around -0.5) and leave the radius at 1.00.

Let’s adjust. Click Filters > Distorts > Waves. Make sure that the Smear radio button is selected. Play around with the amplitude, phase, and wavelength sliders until you’re happy with the result (as you can

Change the foreground to white, then draw a swirl in the middle of your image using the brush tool. The the swirl won’t be perfectly uniform, unless you draw much better than I do!
see on the previous page, I set the amplitude to 70, phase to 145, and wavelength to 45).

Before we finish, we want to make the ripple effect stand out a bit more. Go to Filters > Artistic > Softglow and adjust the sliders to your liking. I set the Glow radius to 1.00 (all the way to the left), Brightness to 0.25, and Sharpness to 1.00 (all the way to the right).

You can always play around with the other filters and see what different effects you can come up with. One option is Filters > Render > Clouds > Difference-Clouds. I changed the color of my original to a shade of green (in Colors > Hue-Saturation), then did the Difference-Clouds filter with the X and Y sizes set to 1.

Experiment all you want!

We are finished, unless you want to go back and adjust something else. You can always go back into any of the Filters items and change settings. If you decide the color is wrong, instead of starting over, click on Colors > Hue-Saturation and adjust the Hue slider.
GIMP Tutorial: Create a Lightning Bolt

by Meemaw

I always wondered if a realistic looking bolt of lightning could be created in any of the programs we use. I found a tutorial that does it in GIMP, and so I will share it with you. It's not too long and pretty fun.

Open GIMP and start a new document. I used 800 x 600. Click on the blend tool and create a grayscale gradient (FG to BG), linear shape, running left to right.

Now click on Colors > Invert to bring the lightness back to the middle.

Click on Colors > Levels, then grab the center triangle in Input Levels and drag it far to the right. You can see in the tool window the two triangles at the far right under the histogram. You should now have a fuzzy-looking lightning bolt.

Click on Filters > Render > Clouds > Difference Clouds. Turn the Detail all the way up to 15. It looks cloudy, but notice that there is now lighter gray on the left and the black is mostly in the center of the page.

To finish, I put a black background behind my lightning, merged the layers and exported the picture.

Right-click on the layer and choose Add Layer Mask. You have several options, but select Grayscale copy of layer and click Add. This adds a transparent layer which will help us isolate the main lightning bolt. Use the Paintbrush tool with a large soft black brush on the mask to erase the rest of the unwanted areas.

You can experiment with the difference clouds (clicking on New Seed) to get lightning that looks
different, and can also experiment with your gradient
(maybe drawing from upper left to lower right) to get
different effects. In the image below, I used a smaller
brush, and drew my gradient from upper left to lower
right.

Screenshot Showcase

A magazine just isn’t a magazine
without articles to fill the pages.

If you have article ideas, or if you
would like to contribute articles to the
PCLinuxOS Magazine,
send an email to:
pclinuxos.mag@gmail.com

We are interested in general articles
about Linux, and (of course), articles
specific to PCLinuxOS.

Posted by brisvegas, on November 1, 2020, running Mate.
GIMP Tutorial: More Photo Editing Tricks

by Meemaw

I have a couple of wallpapers that I like very much, probably since I have been to the location pictured. Several years ago, I downloaded a wallpaper of “The Mittens” in Monument Valley in southeast Utah, USA. Then, I went there during a trip to Utah several years ago, and took one of my own. As you can see, the wallpaper I downloaded, on the left, is much more colorful than the photo I took, which is on the right. Bear in mind, the original photo on the left may have been a little more dull as well, until the photographer enhanced it.

So, how am I to brighten up the one on the right? Let’s use GIMP. Choose a photo you want to edit, and open a copy of it in Gimp. Navigate to Colors and select Levels. You’ll see a histogram, which tells you how the pixels are distributed. If most of the black in the histogram is to the left, then your image is probably dark and underexposed. If they’re to the right, then the picture may be too bright. A perfect shot will show most of the action in the middle. Mine had some in the center but lots in the right. Grabbing the arrow on the right and moving it left cleared up my photo a little (bottom, left).

Now let’s navigate to Filters > Enhance > Sharpen. The more you sharpen the image, the more detail you can see, but be careful! I went too far with the sharpen and almost had white detail spots on top of everything and white outlines around objects. Reducing the setting solved that problem.

I also used Colors > Color Balance. I had way too much brown in the image, and that location really isn’t dull brown, but many shades of orange. Be careful with this one as well, or you can drastically change the color of everything. Obviously I put too much red into this one because the clouds now have some purple in them that wasn’t there before. Fortunately, all that is needed is to reduce the red setting in the color balance window. The arrow keys are very useful, as they allow you to make very small adjustments to get the color you want (right, top).

Colors > Brightness and Contrast can also help to brighten up your image. Just make tiny changes.

I went back to Color Balance and then Levels and played around a bit more. I am happier with it, but I think I can do better. You can see the before and after photos on the next page.

It is much more colorful than the drab brown photo was. Make sure you keep the original of your photo and only work on a copy. Since every photo is different, there are no absolute settings that will work on everything. The best way is to experiment with the setting until it looks right to you. Don’t forget you can undo each change (<CTRL> + Z) if you don’t like it. With a little more practice, I’m sure I can get it right quicker ... and you can, too!
Before (above) and After (below)

The PCLinuxOS Knowledge Base
It Belongs To YOU!

It's easier than E=mc2
It's elemental
It's light years ahead
It's a wise choice
It's Radically Simple
It's ...
**GIMP Tutorial: Graffiti Text**

by Meemaw

I saw a neat tutorial not long ago that featured another text effect to make graffiti. You will need two things: some sort of image to put your graffiti on (I’m going to use a brick wall or wood siding), and some sort of font that looks like it could have been made by a spray paint can. I have a font called A.C.M.E. Secret Agent, and another called Style Wars, and you may see either of them. While I hate to see graffiti on walls, train cars or other property, painting graffiti in GIMP is allowable, and very fun!

While your grown text is still selected, choose a couple of colors for it - one light and one darker. Click on the Blend tool, choosing Normal Mode, gradient FG to BG, and Shape to Linear. Draw a line from top to bottom to create the gradient. Click on Select > None.

So, now we have our graffiti, but it just looks like a text box created in front of an image of a brick wall. Let’s fix that. Choose your original (black) text, then right-click the layer again and choose **Alpha to Selection**. Change your gradient colors to gray and a darker gray, and draw your gradient line so the lighter gray is on the top. Now, go to **Filters > Map > Bump Map**. You will see a dropdown with your layers in it. Click on the dropdown and choose your brick wall layer. Change the **Depth** setting to 10, then click OK. You should notice that the paint now looks as if it is painted on the brick.

Since this is supposed to be black paint, we need to darken it back, so click on Colors > Brightness and Contrast. Set the **Brightness** down to about -115 and the **Contrast** up to about 40, but you can play with these until you like them.

Now, choose your color layer and repeat the process without changing the gradient colors (Alpha to Selection, Filters > Map > Bump Map, choose brick wall layer, check to make sure Depth is 10, then OK.)

Open the background you want to use in GIMP. Click on the Text tool and choose your desired font, then type your graffiti.

With your layer still chosen, right-click the text layer (in the Layers dialog) and select **Alpha to Selection**. Duplicate the text layer and send it under the original text layer. Click on Select > Grow. In the window that appears, you will see the number 1, but you want the layer you are growing to be larger. I used 15, but use whatever looks good to you.

Go back to your original (black) text layer, and do the same steps again. You will right-click and choose **Alpha to Selection** in your Layers dialog again, then duplicate the layer and send that layer down a layer. This time, however, when you choose Select > Grow, change your setting to about one fourth of the original setting. I used 15 the first time, so I changed the second setting to 4. Choose two more colors, and create the gradient just as you did before. Click Select > None, then merge this layer down onto the other color layer.
We can merge the text layers down, but it isn’t necessary.

As a finishing touch (because graffiti writers aren’t satisfied with just text - they always seem to paint a little more). Create another transparent layer, then, using your choice of brush, do some “wall painting”. Use different brushes to sprinkle in some paint splatters and other effects to make it look more realistic. Using the same steps as before, finish with your Bump Map to make it look like this “paint” is also on the brick. Export your finished product.
GIMP Tutorial: Using Levels To Correct Photo Colors

by Meemaw

How many of us have older photos of family? We want to put them in a family album, but the photo has darkened or changed over the years, and the color looks off. We may even have some more recent photos that are off because of the light in the location they were taken. Let’s try to fix them with levels in GIMP. I am using a photo of a local 4-H club. The photo that was taken shows a bit too much yellow.

Open a copy (always work on a COPY of your image, rather than your original) of your photo in GIMP, then click Colors > Levels and the Levels window will open. Some of your photos can be edited using the settings that are already there, which is using all colors at once. You can try it, but you may have better results if you choose one color at a time from the dropdown.

Choose the red first, and you will see the histogram (that graph in the center of the window) change to show the red levels. Look for a gap in the curve, usually on the right side, where there is no curve except the line at the bottom. It will most likely be at one of the ends. Using the arrow there, click on it and drag it toward the graph where the gap ends and the curve starts, and stop there. You should already see an improvement in your photo, depending on the color balance of the photo you are using. Choose the green, and do the same thing, then the blue. As with all photo work, this is a process that you have to “fine-tune” according to your own photo and histogram. Truthfully, I didn’t see much change with the red or the green, but when I chose the blue, my photo was changed as shown:

These colors look much more realistic. Here’s another older photo:

I tried red, but there was not much change. However, I then tried green:

(still not much yet), and then blue:

While it isn’t perfect, it’s a bit more clear than it was, and will now only need to be lightened a bit (if desired) and possibly repaired a little, with the dark spots towards the bottom left of the photo removed.

Most photos may not need this degree of editing, but you might find that some of your photos will benefit from using the levels editor. You can always try some of the other color editing features in GIMP. This photo might have been edited simply by using Desaturate, leaving a plain black & white photo, but I
wanted to preserve the “old photo” flavor (since it was likely taken in 1945).

It is fun to experiment with these old photos to keep them for coming generations! As always, each photo is different, and you will need to experiment using small changes, but adding Color Levels to your group of editing tricks should help you with those hard-to-edit older photos.
GIMP Tutorial: Convert A Photo To A Sketch

By Meemaw

I found a tutorial that will allow you to change a photo to a sketch. While you wouldn’t do this very often, it might be fun for a child to color a picture that means something to him.

Pick out a photo and open it in GIMP. Make it a simple photo, rather than one with loads of detail. I am using a photo of a parade I attended last year.

To highlight the details, go to Colors > Auto > Equalize.

We want a black & white sketch, so we need to get rid of the colors that are left in the photo and convert them to grey. Click on Colors > Desaturate and hit OK.

Navigate to Filters > Edge-Detect > Sobel. Make sure all the checkboxes are selected and hit OK. It looks dreadful, but we have a few more steps.

We are going to create a duplicate layer (Layer > Duplicate Layer, or press Shift+CTRL+D). Let’s also name each layer so we don’t get confused. Double-click the original layer (the one that doesn’t say Copy in the Layers panel) and rename it ‘Equalized’. Now double-click the layer you just created (the copy) and rename it ‘Adjusted’.

We need to bring out the details of our sketch. This means we will darken the blacks and lighten the whites, so we are going to use the Levels tool that we used in November. Go to Colors > Levels and adjust the Input Level sliders until you’re happy with the results. This is one of those times you need to use your own judgement about how it looks, because every photo will need something different. The finished product should look sort of like this:

Another method is to click on Colors > Curves and adjust the curve until it looks the way you want.

We’re also going to use a layer mask on this. Make a duplicate of the Equalized layer by selecting it and clicking Layer > Duplicate Layer. Move this layer to the top (with the layer chosen, click the up arrow in the Layers dialog), double-click, and rename it ‘Masked’.
We will invert the colors on this new layer. Click on the newly created layer (which should be on top), and select **Colors > Invert**.

It is starting to look a bit like a sketch! However, it looks a little grey when we want it to be brighter.

We're going to apply the adjusted layer as a mask. Highlight the Adjusted layer and select **Edit > Copy**. Now highlight the Masked Layer, right-click, and select **Add Layer Mask**. In the dialog box that pops up, check the **Selection** radio button, then press **Add**. Now, select the Masked Layer you just created and click **Edit > Paste**. Right-click the 'Floating Selection' layer that appears in the Layer box and click **Anchor Layer**. It looks kinda weird again, but we'll fix it.

Now, create a new, white layer (**Layer > New Layer** or click on the **New Layer** button in the Layers dialog), and place it underneath the Masked Layer. Your sketch should now look similar to the one below.

While the shadows under each truck didn't come out exactly the way I hoped, the trucks themselves look good. I'm sure your project will look great!
GIMP Tutorial: Pop-Up Text

by Meemaw

I found a fun tutorial the other day that shows how to make your text look like it is pushed up out of the background.

Create a new page. It can be any size you want, but mine is 640 x 400. You can use the Pattern choice on your Bucket Fill or just open some sort of pattern. The one I did above was the pattern Paper. The rest of this tutorial will use a wood background. Add your text as usual, setting the characteristics to your liking.

Now we will copy the background texture onto the text. With the text layer chosen, right click it in the layers dialog and choose Alpha to selection. This will outline your text. Now click on the background layer, then click Edit > Copy. Then, click the text layer, and choose Edit > Paste.

There is a floating layer above your text layer. Choose that layer and click the anchor in the layers dialog to anchor it to the text layer.

Create a new, transparent layer, then click back on your text layer. Right click the text layer and choose Alpha to selection. You will be able to see your text again by the moving dotted lines. Click on the new layer again, then go to Select > Grow. A box will appear asking how much you want it to grow. You can set it from 5 to 8 px, depending on the size of your text, then click OK. Now choose your bucket fill tool and change it to FG black, then click inside the letters (right, top).

Now choose Select > All to select the whole layer, then go to Filters > Blur > Gaussian Blur and change the vertical and horizontal settings to 20 px, then click OK (right).

This layer should be behind the text, so in the Layers dialog, choose the text layer and move it to the top.
Now we are going to add another effect to help our text along. Right-click on the text layer on top and choose Alpha to Selection. Then go to Filters > Decor > Add Bevel. Change the setting to 5 px and uncheck the two boxes in the Bevel window. Click OK. You should see a tiny bit of a bevel on the edges of the letters. Change to the Move tool and move text layer up and left a tiny bit, then anchor it. Now it looks as if it is popping out of the background.

If you are happy with the results, you can go ahead and merge your layers and export your project.

I have found several tutorials about text, so we will do more in coming issues.
GIMP Tutorial: Make A Folded Map

By Meemaw

Let's start by giving ourselves more room in the image. Choose Image > Canvas Size. I want a 50 pixel border around my map, so I added 100 pixels to each measurement, clicked on Center, then clicked Resize.

Using your rectangle select tool, select the first section of your map, then click on the Shear tool, then click back in the selection.

Give the Y magnitude a setting of -50, then click Shear. Anchor the layer, then select the third section and do the same thing.

I have signed on to the Gimp Chat forum. It is a fun place where everyone shows their Gimp creations and help each other learn new things. A user named alc59 posted a tutorial for this project. I took a screenshot of a Google map of Kansas City and used it for this tutorial. I was surprised how easy it turned out to be. This is the map I used to start:

Choose Layer > Layer to Image Size, so when we start changing things the changes will show up correctly. Now let's put some guides in where we want our map folds. From the left ruler, click and drag three guides over your map to divide it into fourths.

Selecting the second section, apply the value 50 (positive this time). While you have the section selected, choose Color > Hue and Saturation and...
change the Lightness to about -20 or so, whatever looks good to you, enough to make it look like it's a bit shadowed. Anchor the layer.

Do the same steps with the fourth section.

You can move your guides back now as we no longer need them. Now we will use the perspective tool to make our map look more realistic.

Choose the perspective tool and move the top of your map down and inward so it looks more like it's lying on a surface.

Choose Layer > Layer to Image size. Duplicate this layer and move it under the main map layer. Right click on the layer copy and choose Alpha to selection, then bucket fill it with black. You might have to set your Threshold up quite a bit on your bucket fill tool, but it will work. Also, create a new, transparent layer and put it under both of your other layers.

We will put a shadow under this map. Choosing the black layer, click on your Scale tool and shorten that layer down so it's only about ¼ the height of the map layer.

Choose Layer > Layer to Image size. Duplicate this layer and move it under the main map layer. Right click on the layer copy and choose Alpha to selection, then bucket fill it with black. You might have to set your Threshold up quite a bit on your bucket fill tool, but it will work. Also, create a new, transparent layer and put it under both of your other layers.

Now, choose the bottom, transparent layer and use the Gradient tool, choosing a Linear BG to FG gradient. On mine, I changed the foreground color to blue, but you could make it any color you wish. This time I'll use a beige. Start in the upper left with your gradient so it looks like the light is coming from there. That's why we made the sections facing away from the light a little darker. The result is below.

I had fun with this one! You don't have to use a map, either. You can use any picture you desire, or even make the folds different - horizontal, maybe, or only two folds. Your only limit is your imagination.
GIMP Tutorial: Engraved Text

By Meemaw

I found another fun text effect to show you. This effect makes your text look like it has been cut or burned into the background.

Load in whatever image you want to use. I am using a couple of different wood images. Place your text on the image. Move the text layer to where you want it, then choose Layer > Layer to Image Size. Also, choose the image you imported and choose Layer > Layer to Image Size again. This will make sure the changes we make will work correctly. We are going to use the Displacement tool to roughen up the edges of our text, so it looks like it follows the contour of the wood. To use that filter, both layers have to be the same size.

With the text layer chosen, click on Filters > Map > Displace. In the window that appears, choose the wooden background in both boxes, and leave the other settings at default, then press OK. Now it should look like it has picked up the texture of the background.

Select the text layer, right-click it and choose Alpha to Selection to outline your roughened-up text. At this point you can delete the text layer, and we’ll work with just the selection. Now we want a drop shadow, but sort of inside the text so it looks cut in rather than popped out, like we did in March. To do that, we will first invert the selection, then choose Filters > Light & Shadow > Drop Shadow. Leave most of the default settings, but change the Opacity to 100%. Now you can see a shadow inside the text that is starting to make it look engraved.

However, we need another drop shadow with different settings. Choose Filters > Reshow Drop Shadow (because the Filters menu saves our work as well), then change the settings to X = 0, Y = 0, and Blur Radius = 30. This puts a bit more shadow where the first one was, plus adds some to the other side of each letter.

Now you can click Select > None to remove the selection lines.
Save your work, if you haven't already, then crop your image and export it as your desired image file.

Screenshot Showcase

It's easier than E=mc2
It's elemental
It's light years ahead
It's a wise choice
It's Radically Simple
It's ...
GIMP Tutorial: Fancy Text

by Meemaw

I thought we’d make some fancy text for the magazine’s 10th birthday. Open your GIMP and create a new project at least 800 x 600 px. Using the text tool, enter your text and edit it to your liking (font and size). Now click on Layer > Text to path, which will outline your text with a path. However, we can’t see the path yet. Go to the paths tab, choose the path and make it visible by clicking the eye next to it.

Click on the path tool in the toolbox and click on the text (within the outline somewhere). You now will see nodes on your path, and you can move nodes or part of the path to alter your text.

When you have your nodes edited, add a transparent layer above your text. With the path tool still selected, click on the new layer. Below your path tool (on the bottom left of your window, probably) are the settings for the path tool. Click on Stroke path, and in the window that appears, change the line width to 8 px, then click Stroke.

You have your text on a new layer now, so you can go back to the paths tab and “turn off” the visibility of the path. Save your work.

Making sure your new layer is selected, click on your ellipse select tool, and draw a small ellipse over one of the places you edited in your text. Click on Filters > Distorts > Whirl & Pinch, and set the Whirl to about 300. You can see that the path inside your ellipse with twist around into a curly shape. You can do that to each of the paths that you created simply by grabbing the ellipse (don’t change tools) and moving it to the new spot, then choosing Filters > Repeat Whirl & Pinch, which is now at the top of the menu.

When you are finished changing your text, choose Filters > Alpha to Logo > Glossy. From the window that appears, choose the two gradients you want to use, then apply. You might have to experiment to get the look that you want, but remember, you can go to Edit > Undo, then start over on your gradients as many times as it takes to get what you want.

To finish, one option is to click on the layer Background 1 and put a gradient on it with the Blend tool. I used a background to foreground gradient. Now choose Filters > Artistic > Clothify or Filters > Artistic > Apply Canvas. Color it in a manner that will blend with your text. One way to do that is to
choose **Colors > Colorize**. The Hue slider will change the color however you want, then move the Lightness and Saturation sliders until it looks good to you.
GIMP Tutorial: Create Abstract Glass Art

by Meemaw

I found this one on http://mygimptutorial.com/ and it looks really neat. It creates shapes that appear to be cut glass with light reflecting on and through them.

This one takes a little practice as colors tend to blend more than you want them to. You can use different gradients and get different effects, but let's do the basic steps that resulted in the image above.

Create a new image, size 1024×768, making sure the background is white.

Select the Blend tool and set Mode to Difference and the Shape to Radial. The original tutorial used Land1 as the gradient, so we will do that (center, top).

You will want to create eight gradients: one from each corner to the opposite corner. You can see I have already done 3 of those (center):

You also want one from each corner to the center. This one is my first (right, top):

You might also notice that the color in your last corner is much brighter, so let's adjust the brightness there. In this one, my bottom left corner is too bright.

When you're finished, the image should look similar to this:
Click on the **Fuzzy Select** tool, set the threshold to 45, and also enable **Feather edges** and set them to 5. Holding down the **Shift** key, click once in the corner:

![Fuzzy Select tool](image)

Keep holding Shift and click on all the light areas in that corner until your selection looks similar to this:

![Selected area](image)

Click on **Colors > Brightness-Contrast**. Set the Brightness to at least -60 and Contrast to at least 20. You might have to experiment to get your corners closer to even. I ended up setting mine to Brightness -75 and Contrast 30 (center, top).

When it looks closer to the other corners, then click on **Select > None** to go back to the entire drawing.

![Colors > Brightness-Contrast](image)

Again, click on **Select > None**. This might be a good time to save your work, if you haven’t already.

To make this look a bit more “glassy”, let’s add some blur to soften some of the edges. Click on **Filters > Blur > Gaussian Blur** and set the blur radius to 2.

Now it should look similar to this:

![Fuzzy Select tool](image)

Just in case you also have a corner that is too dark, you can use the **Fuzzy Select** tool again. Set the threshold to 30 this time. Just like before, hold the **Shift** key and click until you have a selection like you had before. It might be a little more difficult. If it wants to select more than you need (like parts of the center), set your threshold down a little bit and try again.

This time set **Brightness** to at least 70 and **Contrast** to 45. My upper left corner was very dark, so I experimented a bit and ended up setting the Brightness to 80 and the Contrast to 30, and mine turned out like this:

![Colors > Brightness-Contrast](image)

Now duplicate the layer. (In your layers dialog, click on the **Duplicate Layer** button.)

Making sure you have the top layer selected, go to **Colors > Desaturate**.

![Desaturate dialog](image)
The layer will be gray, so now select **Colors > Colorize**. Set the **Hue** to 100, and the **Saturation** to 60. This will give your image a nice green color, kind of like old glass.

One last thing you can do is to lower the opacity of the green layer to around 75 (in the Layers dialog), so your background layer will shine through and make it look like it’s reflecting colors through it.

This is one you can experiment with, substituting other gradients (some don’t work as well as others!), other colors in the colorize step and other gradient shapes. I tried one with the Radial Rainbow gradient and did the first four gradient paths (clear across the rectangle), then reversed the gradient and did one path from the center of the rectangle to below the image. Surprisingly, I didn’t have to lighten or darken anything. Then I duplicated and desaturated the layer, but then when I colorized, my hue was set to 360 and Saturation down to 40 or 50. I then set the opacity of the layer to 90. Here is my result. Weird, huh? Definitely not as “glassy”.

---

**Screenshot Showcase**

*Posted by luikki, on February 1, 2020, running KDE.*
GIMP Tutorial: Make A Simple Animation

By Meemaw

Suppose you’re giving a speech and have something you want to emphasize. You could make a simple animation to help you out. I’m going to use a graphic to help emphasize my point, so I’ll open it in GIMP.

What you didn’t see is me adding this clipart to a larger page with a white background. I needed room on the right for the words I’m going to add.

An animation is simply a multi-layered graphic, saved as a .gif file, and configured to make each layer visible for a certain length of time as decided by you, the artist. It can have as few as two layers, or as many layers as you want to make your design. On this animation, let’s do four layers.

We’ll start by duplicating this layer three times, so the pointing finger will be constant throughout the animation. In the Layers dialog, click on the Duplicate layer button three times. The only place you’ll be able to see the copies so far will be in the Layers dialog (top, center).

Now to create our text. My text will say “WOW! GIMP animation is easy! Have Fun!!”, but it will be split into four text frames, one for each layer. I’m sure you can think of some text you’d like to use. Choosing the first layer, create your text frame and enter your text. Just as you normally do, format the font and size of your text. When it appears as you wish, choose the Move tool and position it. You can see that the text layer is “floating” at the moment.

To position your successive text frames, you can set the layer transparency on the finished ones to a lower value, so you can see the layer below it. You can also move the text frame you’re working on to the top so you can compare it to the top text, then move it back down when you have it positioned.

Something I have learned while doing this animation is that your text has to be in order from last to first (my “Have Fun!!” is at the top of the layer stack and my “REMEMBER!!” is at the bottom for it to play correctly). If you have trouble knowing which layer has which text, you can always rename each layer by double-clicking it in the Layers dialog and typing in the title you want. This might be a good time to save your work, if you haven’t already.

While you are changing the layer names, you can also put in the frame delay. Simply type an expression similar to the following after your layer name: (1000ms). You can see I have that above in my layer names. With this in each “layer comment”, the animation will change frames every second. If you want it longer, just increase the time in ms. You can make it change every two seconds by using (2000ms) rather than (1000ms). At the last minute, I added another frame to mine. It has a GIMP logo, and I made its delay 3000ms.

To check if it looks good to you, click on Filters > Animation > Playback. You will see a new window with your creation, and can press the play button to see how it looks.
You now need to save your animation as a GIF. You can go in and optimize your file first, if you want to. There are two ways listed in GIMP: Optimize (Difference) or Optimize (for GIF). Difference works by using the background on the bottom layer for all frames, and removing the rest, leaving the text boxes and other additions intact. Optimize for GIF works much the same way but includes a size reduction. However, if your gif isn’t very big in the first place (mine is only 800 x 400 px) file size won’t be too serious. The biggest mine turned out was 66.4KB, and that was with no optimization. The optimized ones were around 36KB. If you start a bigger canvas, it will probably make a big difference. There is also a choice for no optimization.

Now you can choose File > Export, and name your animation using the file format gif. When you do that, you will get a new window asking if it should save the image as an animation. This is exactly what we need. In the window, you have some checkboxes to specify what you want.

The box “As animation” HAS to be checked, of course. The frame delay was set in your Layers Dialog, but if you hadn’t done it there, you can do it here. Loop forever means play over and over, so if you only want it to play once, you can uncheck that. “Frames disposal where unspecified” choices are combine or repeat or I don’t care. If you had optimized your file, that should be covered already. You can change your frame delay if you set it above and click the box that says “Use delay entered above for all frames”. However, we already set ours, so we won’t check that either, or the frame disposal box at the bottom. You can do a lot from this window if you need to change something at the last minute before you export. My animation turned out well! You can view it here.
GIMP Tutorial: 
Six Awesome GIMP Add-Ons

By Meemaw

I have been visiting a site called Gimp Chat over the last year, and have discovered some VERY talented Gimp users. There’s a family there as well (kind of like our forum family). Someone will post a photo or some artwork, and invite everyone else to try some editing. The results are amazing! Many of them are experts at writing scripts and plugins for Gimp. These scripts take the steps for a certain effect and roll them together so all you have to do is change some settings and get your desired result. I thought I might take this opportunity to share a few of them with you. *Ed. NOTE*: Many links have been updated.

**NOTE**: These are small files that you place into your /home/<UserName>/.gimp-2.8 folder, either in the scripts or plug-ins folder. Since they only run when you activate them, and are only in your /home folder, they shouldn’t cause any system problems. One member named GnuTux created the website called GIMPScripts and that is where nearly all these scripts are posted. In addition to Gimp Chat, many of the members have joined another forum called Gimp Learn. The same activity happens there, but with a slightly different set of members. GIMP Chat was closed for a while recently (server issues, I believe), so GIMP Learn was REALLY active for a while.

Some of the most fun I’ve had is with effects that have changed a photo of mine into some sort of abstract image, or use the text I have typed and make it truly fancy with very little effort.

**Mosaic Lyle Style**  (Pack 10)

A member of GIMP Chat known as dinasset created this filter, saying, “This filter has been inspired by Lyle’s experiments on Mosaic creation, posted on Gimp Chat”. One of the Gimp Chat threads was by a member named Rod, who experimented with the steps needed for the effect, and dinasset wrote the script. It takes your photo or drawing and converts it to a “Roman-style” mosaic. Here is a tulip I photographed on vacation, with the filter done on it.

**Bling Text Logo**  (Pack 1)

GnuTux created this one, saying, “Bling Text Script V2.0 allows you to create animated “Bling” (sparkle) text with an added drop shadow & background.” The bling won’t show up in the pdf or ebook versions, but viewing it in the html version of this article will show that the purple part of the text also has sparkles. This particular one of mine has no shadow.

**Reflect on Ponds**  (Pack 8)

Dinasset created this one as well, used to simulate a pond where the original photograph had none. This is a photo from a vacation in Colorado, and I added the pond to a grassy valley area. The filter adds the ripples and the reflection.

**Chewed Text**

Member Rod created this one. Depending on the patterns you choose, your text will look slightly uneven or “chewed” around the edges.

**Jamack Sketch**  (Pack 2)

This filter takes a photograph and creates one or three sketches from it. If you choose three, each has
different characteristics: one is an almost colorless sketch, one emphasizes the darker areas, and one is colored closer to the original. This one is the nearly colorless copy of a photo of our wonderful editor and his beautiful wife.

Crazy Tone Map (Pack 2)

Dinasset created a wonderful add-on that is very useful for enhancing photographs! You load your photograph into GIMP, and then apply this add-on. It has several settings so you might have to experiment to get the effect you want. So far I have found excellent results from this one! You can choose a low impact or high impact from your script, and choose different nuances to bring out the color you want. Here I just wanted to accent the vegetation a bit more. (center, top)

The original is the top photo, and you should be able to see that the green vegetation is brighter in the second.

The forum is great because everyone helps by testing and using the add-ons and posting their result and comments. This always results in better versions of the add-ons. There is also one called Add Gimp Decor that will add a “Created using GIMP” text detail to your creation. I put one in the bottom right corner. Decor would be a valuable tool to add your own personalization. Oh, I also used an add-on called “Render Snow”. (top, right) Add GIMP Decor is Pack 1 and Diego - Render Snow is Pack 3.

These sites are very valuable Gimp resources for me;

http://gimpchat.com/
http://gimpscripts.net
http://www.gimplearn.net

Several of the members have posted sites where their artwork/creations are displayed. Feel free to see the awesome artwork!

GnuTux http://gimpscripts.net
Griatch http://griatch-art.deviantart.com/
Trandoductin http://www.gimplearn.net

Lots of really fun add-ons can be found on Gimp Chat! Take the time to register and visit often!

(Oh, by the way, this post on Gimp Chat contains directions to add new splash screens to your Gimp, if you want to. Some of the members have even shared some.)
GIMP Tutorial: Using The Cloning Tool To Edit Photos, Again

by Meemaw

In the December, 2012 issue of the PCLinuxOS Magazine, I did an article about photo editing which centered on removing unwanted items from your photo. This uses the Clone tool, which is different from the Clone menu in Inkscape. Inkscape’s Clone tool is used to make exact duplicates of an object, while the Clone tool in GIMP allows you to cover up an imperfection in a photo with something that will blend with the surrounding features.

In my original article I used the Clone tool to remove a traffic sign from a photo, replacing it with the appearance of the surrounding vegetation. In this article we will explore ways to make this a bit easier.

One of the forums I used to frequent was the Linux Graphics Users Forum, which I’m sad to say has disappeared. However, one of the members posted this list of suggestions for cloning:

A few things that I have found helpful when cloning are:

- Select the area to clone over to avoid having to go so carefully near the edges.

What this means is that you can select an area you want to clone (or one you don’t want to clone). I have a photo of my mother that was damaged years ago. I repaired it in an earlier GIMP article as well, but let's do something different. This time I used the Scissors Select tool to draw around her so I can clone in a different background (center, top).

- You should make sure you have the selection pretty close to what you want to keep.

I zoomed in to make sure things like lips and eyebrows were selected smoothly, then when I’m satisfied, I press Enter, and the selection is shown (top, right).

- When backgrounds blend into the edges around a person. Selecting them, enlarging the selection by one or two pixels and then cloning around the edges helps clean the edges.

Before I started on anything else, I did Select > Grow and grew the selection around her by 1 pixel.

Since I want to keep her and clone in a different background, I'm going to choose Select > Invert. This will choose the background and allow me to use the clone tool without worrying that I'm going to cover her image with a color I don't want.

Also, in the clone tool properties, you can choose an area of the photo to use for your clone (we already knew that), but you can also choose a pattern to clone in. If you have some patterns you think would make a good background, try one and see. You might have to try a few before you find one you think will work best. Notice you can swipe quite a bit with your mouse and the selected area will be the only part affected (next page).
GIMP Tutorial: Using The Cloning Tool To Edit Photos, Again

While I was doing that, I also cloned over the places in the photo that looked cracked.

Then I cropped the photo and saved it as a GIMP .xcf file.

---

When you are finished with the background you want, choose Select > None to get back to the whole picture.

- Magnify up to the pixel size for final tuning-up in important areas, such as around a face.

I did some fine tuning around her cheek and her lips, then found this big lump on the sleeve of her blouse (center, top). For this, you need to zoom in close and make your brush small, like 10 pixels, and stroke very carefully.

- Use 'Ctrl + Z' to quickly undo the last change(s) and use 'Ctrl + Y' to put them back. Alternating these commands lets you quickly evaluate which is the better of two views.

This is a tip you probably already know, but possibly haven’t thought about. It’s really easy to switch back & forth between one change and the previous one to see which looks better.

- Stopping and starting frequently avoids having to undo too much at once, but sometimes it pays to start in the same position for each addition to keep the same reference point while extending the coverage.

Sometimes I get into what I’m doing and draw several changes without stopping or even releasing the button on my mouse (it’s easy to “color” with your mouse for several strokes), but if you are doing something more delicate, it will be better to use short strokes and release the mouse button, then look at what you have. If you’ve gone too far, then you won’t lose as much progress when you undo something you don’t like.

While I was at it, I cloned in the bottom right corner and completed the corner of the photo that had been torn, and fixed her blouse, using other areas of her blouse to match. Remember, if you are using the photo to choose the clone “material”, you position your mouse over what you want to use, then hold down the <CTRL> key and click.
• Run the blur tool over the cloned area, especially if it is sky/clouds, to remove unnecessary detail.

I also felt that the edges of her face and hair seemed way too sharp, as if they had been cut out with scissors. (and of course, they had.) To remedy this, I used the Blur tool (looks like a water drop) along the edges (very lightly) to smooth out the places that were cut out in the first step.

After that, I exported it to a photo format.

I’ll have to try it again. Just like with any project in GIMP, if you don’t like your first attempt, you can always start over (as long as you are working on a copy of your original and not overwriting the original.) I didn’t like the original background but saved a copy of the one I fixed, and I’m still considering the background on this one.
GIMP Tutorial: Add Rain To A Photo

by Meemaw

GIMP does all sorts of special effects! You can take an ordinary photo and add or subtract almost anything using GIMP. This month we’re going to make it rain in an otherwise clear photo.

Choose the photo you would like to use. Create a new layer filled with black. This is the layer we’ll use to make the rain. Go to Filters > Noise > RGB Noise and uncheck Independent RGB so that the three color sliders are linked. Click on any one of the sliders and drag it to the right so that the values of all the colors show a reading of about 0.70. The Alpha slider should be clear to the left. When you’ve selected your setting, click OK. The layer will now look kind of like it’s snowing, but we have more to do.

With the rain layer still selected, click on the Mode dropdown menu in the Layers palette (at the top) and change the Mode to Screen.

If you desire, you can use different settings for this step. Generally moving the sliders further to the right will make the rain appear heavier.

Ensuring that the speckled layer is selected, go to Filters > Blur > Motion Blur to open the Motion Blur dialog. Ensure that the Blur Type is set to Linear. Then you can adjust the Length and Angle parameters. I set the Length to forty and the Angle to eighty, but you can experiment with these settings to produce the result that you think looks best. Higher Length values will make it look like harder rain and different Angle settings will make it look like the rain is coming from the other direction or driven harder by the wind. Click OK when you’re happy with the effect.
I know the rain is hard to see so far, but the next step will help considerably. Go to Colors > Levels and check that the Linear Histogram button is set (red circle at right) and that the Channel dropdown is set to Value (red oval at left).

In the Input Levels section you will see that there is a black peak in the histogram and three triangular drag handles beneath. First, drag the white handle across to the left until it is aligned with the right hand edge of the black peak. Now, drag the black handle to the right and check the effect on the image as you're doing this (make sure that the Preview checkbox is activated). You can move these handles back & forth until you get what you want. I actually had to move the white handle back to the right a lot to get the effect I wanted.

When you're happy with the effect, you can drag the white handle on the Output Levels slider a little to the left. This reduces the intensity of the fake rain and softens the effect. Click OK when you're happy with your result.

It may look the way you want it, but if not, there are a couple more things you can try. You might also go to Filters > Blur > Gaussian Blur and experiment with the Horizontal and Vertical values, and see if that makes any difference. It didn’t seem to on mine.

One last thing you can do is select the Eraser Tool from the Toolbox and select a large soft brush in the Tool Options, and reduce the Opacity to 30%-40%. Using the large brush, stroke a few areas of the rain layer make it look more varied and natural (right).

Also, if you feel like you have messed up thoroughly and just want to start over, you can always just delete that layer in the Layers dialog. You will be left with your original picture, free to have another try. If you like it, be sure to Export it with a new file name so you still have your original photo.

This is the process to use if you want a lot of control over your creation. However, if you want rain quickly, you can use the GIMP filter Render Rain written by our friend dinasset over at GIMP Scripts. It is a one-step script that does the rain quickly (next page). NOTE: the render rain script is in Pack 3 at GIMP Scripts.
Screenshot Showcase

Posted by Meemaw, on April 26, 2019, running Xfce.
**GIMP Tutorial: Exploring G'MIC**

by Meemaw

GIMP has many wonderful filters you can use to enhance, fix or wildly change your photos, and more are being developed all the time. If you click on Filters, you will see one that says G'MIC at the bottom of the menu.

The letters stand for GREYC's Magic for Image Computing, and you can get G'MIC as a plug-in for GIMP or Krita, a command-line interface that works with ImageMagick or a stand-alone online program. It is available for Linux (and Windows), and is in the PCLinuxOS repository.

![Gimp Logo](image1) From their website:

G'MIC is a full-featured open-source framework for image processing, distributed under the CeCILL license. It provides several different user interfaces to convert / manipulate / filter / visualize generic image datasets, ranging from 1d scalar signals to 3d+t sequences of multi-spectral volumetric images, thus including 2d color images.

![Image 1](image2) After opening a photo in GIMP, click on Filters > G'MIC. You'll see the following window (top, center):

Let's see a few of the effects that you can do with G'MIC. I am not an expert, but many of the effects, carefully chosen and used, can enhance your photos. There are also many that will give you some really different outcomes. I'm going to be using G'MIC on the two following photos, both of which were taken in Colorado a couple of weeks ago. As you saw from the G'MIC window above, there are MANY categories with many filters in each, so I will describe them by the section and filter name so you can find them if you want to play.

Generally, starting out with one of these filters, I just use the default settings, then start "tweaking" to see if I can get a better outcome. Most of the time (depending on the photo), the defaults are right for the result I'm looking for, because I'm sure that in developing the filter, the author has spent many hours figuring out the settings that give the best result. So, using the photo of the windmill, and using the filter Details > Tone Enhance, we get this result:

![Image 2](image3) It seems to sharpen it up a bit.

If we use the Light & Shadow > Equalize Shadow instead, it seems to make it a bit more dull with less color (next page, top left):

Both of these could be useful, depending on what your photograph looks like. If it's really bright and you want to tone it down a bit, the Equalize Shadow may work very well.
GIMP Tutorial: Exploring G'MIC

Glow gives a glow effect to the photo. If yours is dark, this may bring out highlights.

For a really different look, I also tried the filter called Artistic > Pen Drawing. It gives a totally different effect.

In the Testing section, under Photocomix > Psychedelic Glasswork, you can get some interesting effects. Go to the layers dialog and duplicate your layer first, then perform the filter on the top layer. Before you click OK, go into the settings for that filter and uncheck Activate Mirrors. When you are finished, change the layer mode to Overlay. You’ll find that your layer mode will make a difference as well.

Using the photo of the Aspen trees, I tried more G’MIC filters. One called Light & Shadow > Light

Mine came out like this:

For something completely different, you can use Black & White > Threshold Etch. It made this photo look like a wood carving:
Not all of the filters in G'MIC just accent a photo: some of them give you something wild. I used this tiger photo, and did a filter called Artistic > Rodilius. You can see the result below the original.

This article has barely scratched the surface of all the filters you can find in G'MIC. I hope in your experimentation, you find some more awesome effects!
GIMP Tutorial: Exploring G'MIC, Part 2

by Meemaw

I hope you had fun exploring G'MIC a couple of months ago. We are going to do a few more this month, to illustrate how versatile G'MIC really is. If you haven't tried it, I urge you to do so at least once. There are literally dozens of effects located there.

Let's get started!

The first thing I want to do is give you a bit of a warning. **NOTE** - the bigger your photo is, the longer G'MIC will take. Some of the G'MIC commands take more time to accomplish as there are several commands in the filter. I'm telling you this because a complicated filter will slow down an older/slow computer, and you should be prepared for it.

Our first filter is called **Artistic > Dream Smoothing**. I took this photo of a grave I saw on one of my 4-wheeler rides this summer (believe it or not, there are a few graves in the national forest, along one of the riding trails):

![Grave Photo](image)

After applying the filter, we get this result:

![Filtered Photo](image)

In an **article from November, 2014**. Khadis showed us how to create puzzle pieces in Inkscape. In GIMP, we can use the G'MIC filter **Arrays & Tiles > Puzzle** to create one from a favorite photo. Using the following scene, I applied the filter.

![Scene Photo](image)

I could print this out and actually make a jigsaw puzzle with it:

![Printed Puzzle](image)

Another filter, **Artistic > Brushify** looks a lot like the first filter above, only not so bright:

![Brushified Photo](image)

**Artistic > Graphic Novel** kind of sharpens up everything and makes it brighter than the original (next page, top left):

![Graphic Novel Photo](image)

Another effect is **Black & White > Pencil Portrait** which is kind of like making a pencil drawing. You can choose the color, but sepia is the default.
Warning: this one takes a few minutes.

This next one is something you might use to edit your photo. Details > Sharpen (texture) seems to help sharpen it, and it might be useful if you have a photo that's just a bit fuzzy (center, top).

Then, if you want to have a bit of fun, we can open the Rendering section and play! Start with a new project with a white background. I started with a white square. These would be useful if you need some sort of crazy background, or even wanted to create a zany wallpaper.

Rendering > Circle Art is kind of fun (this one takes a minute or so). Changing some of the settings can alter the nice symmetrical appearance I have going here.

I'm sure there are well over one hundred filters in G'MIC! Some of our friends over at GIMP Scripts have added more as well. Your creativity is only limited by how willing you are to experiment. Just as a reminder, your results may vary greatly from mine. The more you alter the settings in each filter, the more different your photo will look. I stayed with the defaults most of the time. I'm sure you can make something truly amazing.

Donate NOW
Inkscape Tutorial: Creating A Personal Calendar

by Khadis

Hurray! The new year is here and there must be a lot of wishes, right? How was your party to welcome this new and “fresh” year? I do hope that the party was awesome and cheerful.

In this edition, I would like to show you a little trick to improve your creativity in using Inkscape. As we know, Inkscape has some superiorities compared to the similar graphic design software. The extensions module is one of the superiorities that its competitors don’t (always) have. One of the modules collection I’d like to use is “Calendar,” which will help us to create an instant personal calendar. Now, let’s go!

1. Start your Inkscape engine and then create a landscape document with your own preferred size (File – Document Properties or Ctrl + Shift + D). Mine is A4 landscape.

2. Create a rectangle with the same size as the document size (29.7 cm x 21 cm). Color it with purple (or any color you like).

3. Import an image (Ctrl + I) to be used as a background. I picked a random image collection in my computer. Of course, you can find better image(s) over the Internet. Set the image as large as (or bigger than) your rectangle. Put it in front of the rectangle, select all (Ctrl + A), and then go to Object – Mask – Set. The image should now be inside of the purple rectangle. You can set the opacity lower than 100% to get better color (Ctrl + Shift + F).

4. Go to Extension – Render – Calendar menu. The Calendar window will appear in your screen. It has some parameters that you can adjust, such as the year number, number of month in each page (e.g. 12 months per page for 1 page calendar, 6 months per page for 2 pages calendar, etc.), the starting weekday and weekend, the months and days name in your local language, etc. You can activate Live Preview to get the preview before you apply your settings.

5. I set the parameters as follow (Indonesian style, especially the starting week day and the name of the days):

   ![Calendar Interface]

   - Configuration: Layout, Colors, Localization
   - Month (0 for all): 0
   - Year (0 for current): 2015
   - Fill empty day boxes with next month’s days
   - Week start day: Monday
   - Weekend: Sunday
   - Live preview

   ![Calendar Interface with settings applied]

   - Configuration: Layout, Colors, Localization
   - Automatically set size and position
     - The options below have no influence when the above is checked.
     - Months per line: 3
     - Month Width: 6cm
     - Month Margin: 1cm
   - Live preview

   ![Final Calendar]

   - The final result of the calendar with the settings applied.
6. Click **Apply** and **Close**. Resize to fit the page and **make it center on horizontal axis (Ctrl + Shift + A)**.

7. If you want to change the font type or edit a single object inside of the calendar, e.g. to edit the year number’s font, just double click your calendar, then double click the year number, then change the font type/color/size. Each double click will “temporarily” ungroup your calendar into single editable object.

8. Create another rectangle as a background of each month. I chose white color with 66% of opacity. Duplicate it (**Ctrl + D**) and resize it (see the picture at top right) and give different color. In this case, I chose green.

9. Make these two rectangles’ corners rounded by using **Edit paths by nodes** tool (**F2**). After that you may group them first, or just select them, then move them lower (behind the calendar item) using **Page Down** button on your keyboard. You may need to hit the button twice or three times. Or you can select the calendar item then hit **Home** button so it will directly on top of all the objects.

10. Duplicate these rectangles and put them behind the other months (right).

11. You can then put photos, create decorations (by combining circles, rectangles, stars, hexagons, etc.), or place texts (next page).
Inkscape Tutorial: Creating A Personal Calendar

The PCLinuxOS Magazine
Created with Scribus

Want To Help?
Would you like to help with the PCLinuxOS Magazine? Opportunities abound. So get involved!

You can write articles, help edit articles, serve as a “technical advisor” to insure articles are correct, create artwork, or help with the magazine’s layout.

Join us on our Google Group mailing list.

Donate To PCLinuxOS
Community Supported.
No Billionaires/Millionaires.
No Corporate Backing Or Funding.

Click here to make a one-time donation through Google Checkout.

Or, click one of the amounts down below to make a monthly, recurring donation.
Inkscape Tutorial: Creating A Feathered Background

by Meemaw

Many of the wallpapers and Impress backgrounds I have seen seem to have a kind of “whispy” or feathered background. Solid colors are nice, and so are gradients, but this tutorial I found gives us another option. We will use Spiro and Clones in Inkscape, along with a few other skills we have learned along the way. In this one, I went into Document Properties and unchecked the page frame and shadow checkboxes at the bottom so I have lots of room to work without seeing the page outline in the background.

First, click on the pen tool. In the tool config at the top of your window (shown below), click on the Spiro tool, then draw a curved path with 5 points.

All segments should be curves. As soon as you finish the curve, it will change to a spiro curve.

Click on Path > Path Effects to open that window. You will see that the Spiro spline is already present in that window as it is a default in Inkscape now.

Next, we will add a triangle “brush” to our spiro curve using the Path Effect Pattern on Path. Using the pen tool, draw a triangle. While it is selected, copy it to the clipboard using Edit > Copy (or <CTRL> + C). With the Path Effects dialog open, choose Pattern on Path from the dropdown, then press the Add button.

In the Path Effects dialog, click the clipboard icon to paste the triangle we copied there. The triangle is the pattern (“brush”) we are putting on our path (the spiro). Your spiro should now look something like this.

Now, we will unset the fill and the stroke of the tapered curve that we are going to use. Right click on the “None” label next to fill in the bottom left corner, and choose “Unset Fill” from the menu that appears. Right click on the black box next to stroke in the bottom right corner, and choose “Unset Stroke” from the menu that appears (next page, top left).

Next, we need to clone our path, move the clone away from the original, change the color to something other than black, and duplicate it several times. Select the path with the select tool, then make...
ONE clone of it, using Edit > Clone > Create Clone or ALT + D. Separate your clone from the original curve so you have room to work.

Duplicate the colored clone 30 or so times using Edit > Duplicate or CTRL + D. Now, we are going to use the tweak tool to jitter the position of our 30 clones, as well as jitter some the saturation and lightness values of the clones.

Using the select tool, click and drag around the clones to select all 30. If you aren't sure, look in the status bar at the bottom of your window, which should say something like “30 Objects selected....” Click on the tweak tool in the toolbox, then look at the configurations across the top of your page. The Tweak tool has three modes for moving objects but you want Move Objects in Random Directions.

Now click and drag the tweak tool over the clones and watch them move. If they don't look like they are moving much, you may need to play with the Width and Force values of the tweak tool. I used 25 for Width and 20 for Force. The selection outline of the objects will disappear when using the tweak tool, so you won’t see all the dotted lines around everything. Your end result should look something like this (top, right):

With all clones still selected, go back to the Tweak tool, and this time set the mode to Jitter Colors. Make sure the only 2 values checked/toggled are Saturation and Lightness. On my desktop the channels show as toggle buttons in the toolbar, since my screen is wider. In a smaller window they will be hidden in a dropdown. Click and drag over the clones and watch their colors change slightly. If they change too much, consider tweaking the Force value.

Inkscape Tutorial: Creating A Feathered Background

The curve selected is the clone, and I'm going to separate them more. Change the color of the clone either with the palette at the bottom or the Fill / Stroke dialog. Only the clone should change color. If both objects change, you are probably changing the color of the original and you should grab the other curve and work on it instead. Shown below, the clone is the only one that changed color.

With the 30 clones still selected, open the Fill / Stroke Dialog, and lower the opacity of the clones. The tutorial used 30%, so I did too.
You can also change the “Brush” we used to create the curve design. Click on the Show Pattern Source button in the Path Effects dialog, and somewhere on the Inkscape canvas, your triangle should appear (you may need to zoom out to see where it appears. If it is far from your drawing, select all 3 nodes and move it closer.)

Can you see my triangle? Now, using the node tool, edit the triangle shape, adding and moving nodes. Your changes should update as you go on the black original path, and also the blue clones. Cool, huh?

Let’s do a bit more. Group your clones together, then duplicate the group 2 or 3 times, rotate each one a bit, and change the opacity of each group. When I got close to what I wanted, I found that I wanted it a bit more blue with less white, so I duplicated the whole grouping once more.

Now, you can finish this one of two ways. You can draw a rectangle over the area, and use a clipping path to create a rectangular background, or you can go back to Document Properties, make your page visible by checking the page border checkbox, place your finished texture over it and export the PAGE as a bitmap.

After I finished the background, I then used it to create a background for a LibreOffice Impress presentation.

The great thing about this project is that you can always go back and change the curve, or the brush (or both) and the color and have another feathered background to use for whatever you want.
Inkscape Tutorial: Creating A Water Drop Illustration

By: Khadis

Creating a water (or blood) drop or splash in Inkscape is radically easy and simple. If you are going to create it, you just need one tool to do it. Let’s go!

- Open up your Inkscape and create an oval of any size and any color using **Circle tool** (F5).

- Grab your **Tweak tool** (Shift + F2) and activate **Push parts of paths in any direction** option. Here are some of other parameters that you can set:

- Click and hold any side/part of your oval, then drag it out. On my example, I dragged out the upper part. Your first result on the edge might be like this:

- Still using Tweak tool, click and drag several times on the edge (including “undoing” if you get bad result) so the result will be like this (yours may be better):

- Do tweaking again for other parts. You might need to do a circular movement or drag calmly and gently.

- Here are some of my creations. Not so good, but I am sure that you’ll be inspired to create the better and realistic one:
Inkscape Tutorial: Creating A Water Drop Illustration

- To get different effect, you can always change the width of tweak area and the force value. You can also switch from Push parts of paths in any direction to Shrink (inset) parts of paths option.

- For the next touch, you can duplicate (Ctrl + D) the object, give it a different color (I chose the darker color), add a stroke, send it to back, and move it some millimeters to create a shadow effect.

- I used the Impact font, while you can choose your favorite font. Resize it to fit your main object.

- Then, I rotated the text, duplicated it and picked a darker color for the duplicated one, and also moved the duplicate to higher position. It will give a shadow effect too.

- If you think that the text isn’t good yet, you can modify it by giving it a “shattered” effect. Here is how:

  - Type your text. Then, by using the Bezier tool (Shift + F6) create some objects (example: triangle or any random shape), and put them above the text, similar to the picture below:

  ![Image of text with Bezier objects]

  - Then, do Difference (Ctrl + -) operation by clicking on the Bezier object, then hold your Shift button, click on your text, and press Ctrl + -.

  - Apply the text to your water drop object.

- You can also put text above the objects like this:
Inkscape Tutorial: More Tools

by Meemaw

I had already thought that we needed to cover more of the tools in this wonderful program, but suddenly, here is an update which has even more tools! The toolbar on the left has one more item now, and some of the tools we already have contain more features. Now we have even more to explore.

The newest version of Inkscape is version 0.91 and is available in Synaptic. Some of the tools have been enhanced with extra features. Let's explore.

Improved Import

Many of us import images to work with in Inkscape. The old Import window asked only whether we wanted to Link or Embed the imported image. Now the window is bigger and asks more questions:

We are still asked whether we want to Link or Embed the image, but now we are also asked about the DPI (resolution) and Rendering Mode. It will use the resolution in the object you are importing, or the default resolution from your preferences (under Bitmaps). Also, you can choose how something is imported by changing the Rendering Mode to optimize quality or speed. So far, I have kept the defaults shown above.

Ruler Tool

The new left side toolbar has an additional item: the ruler. Here you can see a comparison of the toolbar before (left) and after (right) the update. Measuring is easy. Place your cursor on one end of the item you are measuring and drag to the other end, holding down the mouse button until you are finished reading the measurement. I experimented a bit, and holding the left button down plus doing a right-click will keep the measurement display there temporarily. You will get a drop-down and can left-click once to close it, and your measurement will stay until you left-click away from it. This is handy if you need to measure diagonally, since the top and left rulers don't do that. It will also give you an angle measurement. Notice at the top of the drawing you can change the size of the displayed text and also the unit of measure.

When I was thinking about what to cover in this article (since Inkscape has so much), I was already going to cover the Tweak tool. It hasn't had any additions this time, but it already has several features that make it fun to use.

When you click on the Tweak tool, the upper bar looks like this (below), and each item does something different.

We used the Tweak tool a couple of months ago to do our feathered background. However, the bar above has more than just the two modes we used. Some are self-explanatory, but going from left to right, the modes are as follows (items in parentheses occur if you hold down the <Shift> key):

Move objects in any direction - if you move the area under the tool to the right, your objects will all move that direction

Move objects towards (or away from) the cursor - if you place your cursor over the selected objects, they will all move towards (or away from) your cursor.
Move objects in random directions - we used this one in our feathered background to move the duplicates around a bit

Shrink (or enlarge) objects - you can make many duplicates, then select some and resize them smaller (or larger)

Rotate objects clockwise (counter-clockwise) - You can rotate things as little or as much as you wish.

Duplicate objects (or delete objects) - This is an alternative for the Duplicate command <CTRL> + D. Holding the Shift key down will delete some of the selected objects. Caution! If your Force setting is higher, you can create bunches of duplicates pretty fast. I left my Force setting higher while I was using this tool, and ended up with 358 duplicates in about two seconds!

Push parts of paths in any direction - Generally, when I am moving parts of paths, I am concentrating on a certain path, but depending on your creation, you might be able to do several at once.

Shrink or inset (grow or outset) parts of paths

Attract parts of paths toward (or away from) cursor

Roughen parts of paths

Paint the tool's color upon selected objects

Jitter the colors of selected objects - Jittering colors changes them just a bit, so if you have several objects that are the same color, you can use this jitter tool and end up with several shades of the same color. If your Force setting is up, it's possible that several blue objects could end up a bit closer to purple.

Blur objects more (less)

Looking at the Tweak tool bar, the first two settings are Width and Force. They are fairly self-explanatory, with Width being how big an area you want to affect, and Force being how much of an effect you want to make. As an example, if you want to use the third tool (move objects in random directions), your Width should be big enough to cover the majority of the objects you want to move. Your Force needs to be set depending on how much you want to move your objects, using a small setting for minimal movement and a larger setting for more movement. Also, remember that the Tweak tool will only affect objects that have first been selected with the Select tool.

As you move your cursor over your object(s), the tweak tool will carry out the desired operation, but you will have to practice with this tool a bit to get your desired result. Remember, you can always undo it if you don't like the result.

Gradients

The gradient tool works the same way, but here is where a new feature has been added. When you create an object, and click on the gradient button in the properties window, you now get an open window which will list the gradients you have used in your drawing (plus how many times it has been used). This is nice because you can choose a particular gradient you have already created and won't have to create it again (right, top).
As you can see, there are three additions to the window and they are grouped under the section “Rearrange”.

From left to right, the buttons are:

**Nicely arrange selected connector network:** This will “auto-arrange” the items you have connected. I started with the array on the left with connectors running from bottom left to bottom right (Orange, blue, gray, red, blue, purple, blue, purple, gray). When I selected the group and push this button, they changed to the arrangement on the right. This is not to say you will like the way that Inkscape arranges them, but it will be different. Remember, **Undo** is still `<CTRL> + Z`.

**Exchange positions of selected objects - stacking order:** This will exchange the positions of your objects while retaining the order in which they are “stacked”. Whatever object is at the bottom will remain there.

**Exchange positions of selected objects - clockwise rotate:** If you choose more than two objects and click this button, the objects will be moved in a clockwise direction. In the series below, I chose all eight objects, and you can see how the colors move around.

**Randomize centers in both directions:** This will move your objects so the centers are at random distances. The result may not be what you want, but you can undo it and try again, or not use it at all (right, top).

**Unclump objects:** try to equalize edge-to-edge distances:** This will try to move your objects apart a bit, but possibly still overlapping.

With the ability to exchange and rearrange things, your design should be easier to manage.

**Edit Menu Addition**

There is another new tool from the edit menu, and it will be really useful if you need to change something in multiple objects. Let’s do color first. Select an item of the color you want to change, then choose **Edit > Select Same > Fill Color**. Each item of the same color as the one you chose will be selected. Now you can change the color of all of them at once. (I changed all the green squares to purple.) The menu item **Select Same** also has four other options: **Fill and Stroke, Stroke Color, Stroke Style** and **Object Type**. This should make your work easier.

While we didn’t actually complete a project, I hope you have a better understanding of the new tools present in Inkscape and how they will make your artwork easier to do. I always look forward to seeing any of your projects, and I hope you have enjoyed creating them.
Inkscape Tutorial: Creating A City Map

by Khadis

As we know, it's now getting easier to create a design in Inkscape. Moreover, Inkscape is now equipped with a symbol library, which will make our designing process much easier and faster. This time, I want to show you how to use items in the symbol library to create a city map.

As usual, please open up your Inkscape and set the paper size as you want. I use landscape A4 and use cm (centimeter) as the unit. Please look at Document Properties (Shift + Ctrl + D) to ensure that the paper size meets your need.

Using the Rectangle Tools (F4), draw a rectangle of your preferred size and fill it with 60% gray color. Before we continue, it will be better if you have already had a concept of your city map.

Assuming that that you already have the concept, you are totally ready to continue drawing the map.

Drawing a city map is quite easy. We only need several modified rectangles (which I gave a light green color) and some circles with different sizes as the ground, buildings, lake, etc. I also put some shapes and built-in symbols taken from symbol library.

I started by drawing a rectangle and modified it a bit using Path – Object to Path (Shift+Ctrl+C) menu. You can duplicate (Ctrl+D) the rectangle as much as you want and modify them using Edit Path by Nodes (F2) tool. You might want to modify some of the rectangles into trapezoid or other “irregular” shapes, and it's OK to do so.

Next, zoom to one of rectangles and create a small circle above it. Convert it into path by using Path – Object to Path (Shift+Ctrl+C) and grab your Edit Path by Nodes (F2) tool. Add one or two more nodes, then click and drag them to create tree-like shape. Give it a dark green color, and duplicate it (Ctrl+D). Put the new (duplicated) shape randomly and you may change some of them to a different color, too. Do the same step to create the “lake” shape.

For the other rectangles (or other land shapes), you can do the same steps.

Assuming that you have filled all the town parts with “pool,” “lake,” and “trees,” let’s access the symbol library by pressing the (Shift+Ctrl+Y) button. There, you will see some categories. Just point your mouse to the United States National Park Service Map Symbols category on the available drop-down menu.

Search the symbol(s) that you want to put into the map by clicking and dragging the symbol out of the box. Put somewhere on the map and adjust the size and the color (next page, top right).

You might want to put the symbol inside of a shape. So, create a shape, insert the symbol, and adjust the alignment using various options in Align and Distribute (Shift+Ctrl+A) box.
Set the movement distance according to your need, whether it's horizontally or vertically. Example: Horizontal: 1.500 cm, vertical: 0.000 cm. It will move the object 1.500 cm horizontally from its original location. You can set the value into -1.500 cm to move the object in the reverse direction. Positive horizontal value will move the object to right horizontally, and the negative value will move the object to the left. And so does the vertical value. The positive value will move the object up, and the negative value will move the object down.

Now, let's finish the road part. Zoom to the road part, then draw a white rectangle (no border) as the road separator. The size might be small enough, depends on the map size you want to create.

Put this new rectangle accordingly. Open Transform (Shift+Ctrl+M) panel, then open the Move tab. There, you can see the movement direction—horizontal and vertical—and also the unit. I prefer to use centimeter.

After you decide the movement direction and its distance, click on the new rectangle of road separator. Press Ctrl+D to duplicate it, and click Apply on the Transform panel. Repeat the steps until you reach the end of the road.

You can also put a river. I used the Draw Freehand Lines (F6) tool to create the river. Just click and drag this tool, click on the last point to start new line until you reach the first starting point to make this new object as a closed-curve that can be filled with color and stroke.

By using Edit Path by Nodes (F2) tool, you can modify the river shape. You can add or delete the nodes and also change the curve model (smooth, symmetric, corner, etc.)

Fill the river with cyan as the fill color and light orange as the stroke or any other color combination that you think will be better.

What about the road that crossing the river? It's easy: just place a rectangle above the river with the same width and color as the road. Look at the picture below. At the first, I put a rectangle with the same width but in a different color. Then I changed the color so that it has the same color as the road.
Inkscape Tutorial: Creating A City Map

You can add text if you think that it's necessary.

Because it's impossible for me to show all the steps to create the whole map, I will assume that you have already understood how to make the objects to be put on other town parts. Just remember, I only use rectangles, circles, triangles, and Bezier lines. The rest (including the layout), later, will be totally depend on your imagination.

Here is the example of my small work:

![City Map Example]

---

Want To Help?

Would you like to help with the PCLinuxOS Magazine? Opportunities abound. So get involved!

You can write articles, help edit articles, serve as a "technical advisor" to insure articles are correct, create artwork, or help with the magazine's layout.

Join us on our [Google Group mailing list](#).
Inkscape Tutorial: Creating A Photo Popping Or Photo Cutout

By Khadis

Photo popping or cutout is usually done in photo editing software such as the Gimp (like what Meemaw did in the PCLinuxOS Magazine, Volume 94, November 2014 edition, entitled GIMP Tutorial: An “Out-Of-The-Frame” Effect). However, it can also be done through Inkscape. Let’s try to do it!

- Open up your Inkscape and import an image using Ctrl + I command or through File – Import menu. I myself used a random picture from Google Image (I took Synyster Gate’s photo).

- To be able to see the popping / cutout result, you can first make a big rectangle behind the photo (as the background) and color it. Look at the illustration below:

- Now let’s return to the photo and convert it into a pattern using the Alt + I command or through Object – Pattern – Objects to Pattern menu. Once you have done that, please create a rectangle with the size equal to the photo size. You can make the rectangle a little bit bigger or smaller than the photo, and it is still okay. The color will not matter since we will flood it with the pattern, so you can choose any color for now.

- Access your Fill and Stroke panel by pressing Shift + Ctrl + F on your keyboard. On this panel, open the Fill tab and choose Pattern. Your rectangle will be now filled by the new pattern (the photo you imported to the document).

- Now, let’s convert this patterned rectangle into a path by pressing Shift + Ctrl + C or through Path – Object to Path menu. After that, you can use the Edit path by nodes tool (F2) to modify this object. If it is possible, use the Zoom tool (Z) to get a better view.

- Now grab the top right corner handle (node) and move it lower. Then grab the bottom right corner handle (node) and move it higher. It should now look like a perspective photo, as in the picture here:

- Now, still using Edit path by nodes tool (F2), put some new nodes. For this sample, I put some new nodes in these places (look at the yellow nodes):

- Now, let’s “trace” the picture by moving the nodes one by one. Use the Synyster’s body as the “path”. You can add or reduce the number of the nodes by simply double click on the picture to add more nodes or click in a node and press Delete to reduce the node.

- Before we really move the nodes one by one, let’s make a Bezier curve (Shift + F6) first to “extend” the picture so it will be easier to be edited. Draw a Bezier curve like this (look at the white Bezier. The shape might be different from mine):

- Do a Union by selecting the Bezier, then press the Shift button, click on the photo, then press Ctrl + +.

- Now, let’s go back to the photo. Move the nodes one by one, by following the Synyster’s body and his guitar shape. Still, you can add or delete more nodes if you need to do so. Use the Zoom tool (Z) to zoom any parts you need to see in detail. The final result might be like this (the better your imagination, the better the result will be):
Inkscape Tutorial: Creating A Photo Popping Or Photo Cutout

• Zoom out the photo, and here is my result:

• After you are satisfied with your result, send the yellow perspective rectangle to the back of the photo by pressing the Page Down button on your keyboard. Once the yellow rectangle settled behind the photo, return its opacity to 100%. The final result could look like this:

• For the final touch, let’s create a frame for the photo. Grab your Rectangle tool (F4) and draw a rectangle above the photo. The size can be bigger than the photo, and the color is up to you. I chose yellow.
• Call the Fill and Stroke panel (Shift + Ctrl + F) to appear. On the Fill tab, reduce the color opacity so the rectangle is now semi-transparent. Convert it into path by pressing Shift + Ctrl + C or through Path – Object to Path menu.

• Activate your Edit path by nodes tool (F2). Adjust the shape of your semi-transparent rectangle to form a perspective shape that following the shape of the photo. Always use the Zoom tool (Z) whenever you need a better view.
Inkscape Tutorial: Abstract Wallpaper

by Meemaw

Many of the wallpapers we see have circles that look like they are different sizes, but all look similar. We have now worked with clones enough to know that the Tiled Clones tool can do that pretty easily. I saw this tutorial not long ago, and thought it looked pretty fun, so let’s play a bit.

Open Inkscape and edit your Document Properties. My page will be 1200 X 900, but yours can be whatever you want. Start with a rectangle the same size as your page, and make it whatever color you want. My preferred color is blue, and I’m going to make it a bit dark to start. When you have your color in, change the stroke to none, and the fill to a linear gradient, with your original color on the top of the page, and a lighter shade of that color on the bottom (center, top).

Choose the circle tool and draw a circle with fill the same color as the bottom of the gradient (or at least a color that blends well with it) and no stroke. Make the circle about two-thirds as wide as your page. My page is 1200 pixels wide, so I made my circle 800 pixels. Remember, after you get your circle drawn, you can adjust the size in the boxes along the top of your workspace. Put it about halfway off the top of the page, and center it horizontally using the Align and Distribute tool. Finally, change the Blur to about 25% and the Opacity to about 50% (but you are free to play with these numbers and choose what looks good to you - we are just looking for a highlight at the top of our page).

Also remember that when you export your wallpaper, you will choose Export Page, and the part of the circle not on the page will be omitted.

Next, let’s add a layer to our drawing. I want to be able to put more objects in without moving or changing anything I have already drawn. That’s the great thing about layers. Generally we add a layer above the one we have been working on, so when you choose the Add Layer tool, the pop-up that appears has that as the default. Click Add.

As an extra safety precaution, you can go back to Layer 1 and lock it by clicking the little lock on that line.
If for some reason you added the new layer below the original, you can move your rectangle and circle to the bottom by selecting them both and then choosing Layer > Move Selection to Layer Below or pressing <Shift> + <Page Down>.

Now let’s add more on the top layer. Make sure that layer is selected, then draw a circle that is about 40 or 50 pixels wide. Make the fill one color, and a 3-pixel stroke using a lighter shade of the fill color. All of mine will be different shades of the blue I started using on the background. Change the opacity on your circle to 50%.

Let’s multiply this circle by creating clones of it. Select it, then click Edit > Clone > Create Tiled Clones. The window that appears has several tabs and can be quite daunting. The best way to figure out what it does is to play with the settings and see what happens. For this tutorial, I got some help and will give you the settings I used.

When we did the stars in our sunset project, we put in rows and columns of clones. This time we will designate an area that we want to cover. On my 1200 x 900 pixel drawing, I used a 400 px width and 200 px height. Then the following tabs were set as shown below:
Shift - 50% in Randomize x and y,
Scale - 25% in Randomize x and y,
Blur and Opacity - Both 15% in Randomize. The Shift tab is shown at center top.

When you get all the settings in, click the Create button at bottom right. This is another place you can experiment: if you don’t like the array that appears, you can click Remove and click Create again until you see something that’s more pleasing to you.

Wow, I’ve decided that I need to change the fill color of my objects! Remember, if you change the original, all the clones will be changed. OK, which one of those is my original? None are selected! This is cool.... choose one of the clones, then press <Shift> + <D>, and your selection will change to the original item. Now you can edit the fill. If you haven’t saved your file yet, this is a great time to do so.

This is the basic tutorial, but I’m going to do more. First I will select all my clones, then duplicate the whole bunch of them (<CTRL> + <D>). Then I’m going to move them into another part of my drawing. I also want to flip mine and change their opacity so they don’t look identical to the others. I also increased the size of both groups. Increase the original first, because the change to the original circle will affect them all since they are all clones. Then if you want your duplicates bigger or smaller again, select the second group and change them (top right).

The next thing I am going to do is put a couple of swirls through the picture. I will use the pencil tool and make the stroke one of the lighter colors we are using. I also changed the Opacity to 75% and the Blur to 3%. After I get a line I like, I will duplicate it and flip it so I have two lines. Since I only duplicated the first line to get the second line, I can change the Opacity and Blur to something different on the first without altering the second.

Another thing that you can do is place a rectangle or triangle on your wallpaper. My triangle will be in the bottom left of the page, and will be the darkest of the colors. I also positioned a line along one side of the triangle, and made it much lighter with a radial gradient as an accent (next page, top left).
You can do much more or much less than I have done. It's your project, so make it the way you want it.

It's easier than E=mc2
It's elemental
It's light years ahead
It's a wise choice
It's Radically Simple
It's ...
Inkscape Tutorial: Creating A Ketupat Icon

by Khadis

Here in Indonesia, Lebaran Day, which is celebrated with “ketupat” — cooked rice that is wrapped with coconut leaves—is only several days ahead. On this day, people usually send greeting cards—and of course, with a “ketupat” image or icon. In the image below you can see ketupat before it’s cooked.

There are various techniques that we can apply to create the image or icon as realistic as possible. But now, I would like to use a simple technique to create a flat “ketupat” icon. Let’s go!

Open up your Inkscape and create a 5 cm x 5 cm rounded rectangle. Give it a dark green color (R: 0, G: 128, B: 0, A: 255) from the Fill and Stroke (Shift + Ctrl + F) panel. Outline is optional.

To create a rounded rectangle, just draw an ordinary rectangle, then modify it by dragging down the circle handle (top right corner of your active rectangle) using the Edit path by nodes (F2) tool.

Duplicate the rectangle using the Ctrl + D command. After that, move this new rectangle through the Transform (Shift + Ctrl + M) panel. Set the parameters as shown below, then click Apply:

The setting above will move the duplicated rectangle 5 cm to the right and additional 0.25 cm for space.

Set the second rectangle with brighter green (R: 0, G: 255, B: 0, A: 255). Duplicate (again) the rectangle using Ctrl + D and return the color into darker green (R: 0, G: 128, B: 0, A: 255).

Select all three rectangles and group them (Ctrl + G). Then, duplicate and move them using the following parameter:

Repeat the previous step so you will get the following formation:

Change the color to get the following color combination. Don’t forget to un-group the rectangles (Ctrl + U) first:
Select all the rectangles and group them (Ctrl + G), then rotate them -45 degree (rotating 45 degree will produce the same result as well).

Now, create the “head” and “tails” using the **Calligraphic tool (Ctrl + F6)**. Try to draw the “head” and the “tails” using a different parameter for each.

Final result:

*Posted by OnlyHuman, on December 3, 2019, running enlightenment.*
Inkscape Tutorial: Abstract Wallpaper 2

by Meemaw

We have already done a wallpaper using tiled clones. Now, let's just use lines, shapes and gradients. This project is actually pretty easy.

Open Inkscape and edit your document properties to reflect your desired wallpaper size. My desktop monitor is 1024x768, so I chose that size. You can make it any size you wish.

Draw a rectangle the same size as your document. I am partial to blue backgrounds so I used a dark blue, but you can use any color you wish as well. We will probably change it later, anyway.

Now for the gradients. Let’s use the bezier tool first. Draw any figure, making sure you close the curve so it will fill. In your Fill & Stroke window, make the Fill white, and the Stroke a 3 px white line.

Go back to Fill and choose a radial gradient, then to Stroke and choose radial gradient there as well. Clicking your Gradient tool, you should see two gradient handles, one for the fill and one for the stroke. Grab the one for the fill first and move it where the figure you made looks like a highlight, then move the stroke handle so it emphasizes just a part of your stroke. You can also set the Opacity down on your color. I set mine down to about 60%.

One thing that perplexed me was that the gradient handles seemed to jump together so when you wanted to move one, both of them moved. The way to remedy that is to hold down your Shift key while moving one of them. It will move away from the other one and then you can manipulate them one at a time.

To keep from having so much of your artwork “off the page”, you can also duplicate your background and then, holding the Shift key, choose your object. Click on Path > Intersection and the only part of your gradient you will see is that part on the page. You will still be able to move and resize it.

We can also use the Ellipse tool to do this. The procedure is the same. Simply draw an ellipse, change it to white, and configure the gradients the same way. You can use a linear gradient as well, depending on how you want your drawing to look (next page, top left).

You can put in as many of these figures as you want, arranging them any way that looks pleasing to you. You can also use your bezier tool to put in more
varied objects with different curves…. whatever looks good to you. After all, it IS your creation. I put a little purple in one of my gradients for a bit of variety (center, top).

Did you decide you wanted a different color background? Choose the background, change the color, and export it again (center). Easy!

Reach Us On The Web

PCLinuxOS Magazine Mailing List:
http://groups.google.com/group/pclinuxos-magazine

PCLinuxOS Magazine Web Site:
http://pclosmag.com/

PCLinuxOS Magazine Forums:
http://www.pclinuxos.com/forum/index.php?board=34.0
Inkscape Tutorial: Creating A Glass Of Juice

By Khadis

We can find a lot of clip art about foods and beverages out there on the internet. Do you ever imagine creating your very own clip art? If you do, let's create a piece of clip art using Inkscape. The clip art image we are going to create is a glass filled with orange juice.

**Step One:** Open up your Inkscape and create a rectangle with your own preferred size. I used 3.5 cm x 7.5 cm. If necessary, use Zoom (Z) tool to get a better view. I used a 20% gray color fill and used 50% gray color for the stroke. I also set the stroke width to 4.5 px.

**Step Two:** Convert the rectangle into a path using the Path – Object to Path menu or by using the Shift + Ctrl + C shortcut. Modify the rectangle using the Edit paths by nodes (F2) tool. Add a node on the left side of the rectangle. Look at the picture at center top:

**Step Three:** Click the new node, then click the upper handle and drag it to the right to bend the left side of your rectangle. You can repeat this step until you get your most perfect shape. You can also move the other handles to make more adjustments.

**Step Four:** After you get the shape you want, you can do the same steps above to be applied to the right side of the (ex-) rectangle. Or, you can duplicate this shape (Ctrl + D), then flip it horizontally. Adjust the position to get the following image.

**Step Five:** Press Ctrl + + to combine the shapes so your new shape will be like this:

**Step Six:** Now, to create the juice inside of the glass, you just need to copy the glass shape, remove the stroke, and resize it. Fill it with a linear gradient, from yellow to orange. First, you need to choose the Gradient (Ctrl + F1) tool, then drag it from top to bottom. Click the first node (top) and choose a yellow color.
**Inkscape Tutorial: Creating A Glass Of Juice**

**Step Eight:** Draw a free curve by clicking the tool until you get the shape like this:

![Glass shape](image1)

**Step Seven:** Is the color combination satisfying for you? Now, let’s create “accessories” on the glass. Grab your **Bezier (Shift + F6)** tool. Choose Spiro-path mode and Ellipse on the Shape drop down menu.

![Bezier tool](image2)

**Step Nine:** Now, fill this shape using a gradient color. So, access the **Gradient (Ctrl + F1)** tool again. Click the first node (top) and choose a white color. Click the second node (bottom) and choose a yellow color. You can always change the nodes (top or bottom) to get a better gradient.

You can draw another shape using the **Bezier (Shift + F6)** tool so that it will look like this:

![Bezier shape](image3)

**Step Ten:** Now, create a circle and put it under the all shapes above. Give it a 50% gray as the color.

**Step Eleven:** You can also create another circle or duplicate and resize the current circle, then give it a 20% gray color. Place the second circle like this:

![Circle](image4)

**Step Twelve:** Create an ellipse and put at the bottom of all the objects. You can use any proportional size. For the color, I used 30% gray color and no outline/stroke.

![Ellipse](image5)
**Step Thirteen:** Duplicate (Ctrl + D) the ellipse and fill it with 60% gray color. Then, move it a little bit lower and move it a bit to right to create a shadow effect. After that, press the Page Down button on your keyboard to send the shadow ellipse to the back of all objects.

**Step Fourteen:** At last, you can create a “connector” between the circle and the ellipse as shown in the illustration below. The “connector” can be made of a small rectangle with a 30% gray color without stroke. On the picture below, I modified the rectangle a bit and gave it a red color so that you can spot my “connector”.

Other possible results:
Inkscape Tutorial: Creating A Bubble

By Khadis

Well, I have just got inspired to create a bubble illustration on Inkscape after seeing many bubble-style wallpapers. So, I tried to create my own bubble. Let's go!

Open up your Inkscape and draw a circle of any size. Give it no fill and a stroke with a color you like. I chose green as the stroke color.

Create a new ellipse and put it above the previous blurry circle. Give it the same color as the stroke color of the previous circle, but set the stroke to none. Adjust the size to match your preferred size.

Set the stroke width as wide as you like. Just ensure that it is thick. Then, make it blur using the blur effect in Fill and Stroke Panel (Shift + Ctrl + F).

Now, set the color to transparent. Use Edit paths by nodes tool (F2) to change the direction and the distance of the transparency.

Duplicate the blurry circle by pressing Ctrl + D. Remove the blur effect (set the blur effect back to 0). Make sure that this new circle is above all of the other objects. Click this circle and press Home button on your keyboard if you are unsure.

Now, press Ctrl + A to select all objects and then, go to menu Objects > Clip > Set. Finally, add a small white ellipse like in the following picture. You can rotate this white ellipse to make it look nicer. Blur the small ellipse, and you are finished.

You can also change the bubble color, as well as the stroke and the gradient of the ellipse. As this bubble-shape is not only representing a bubble itself, but also a water/rain drop, later, you can test the “realistic level” of your creation by putting it in front of a textured background (see next page, left).

commandlinefu.com
Screenshot Showcase

Posted by parote, on August 10, 2019, running Xfce.
Inkscape Tutorial: Six Helpful Inkscape Tricks

by Meemaw

Inkscape has a great deal to offer any artist. One can find tutorial after tutorial on the internet to help learn to use it, and I have tried to share some really excellent tutorials to help you make some really great creations. Many of the features of Inkscape can be plainly seen, but some of them aren’t so evident. Let’s look at six items that might help a bit.

Sometimes you need to manipulate nodes in an object you have drawn in order to make it into what you really need. (Not all objects are regular objects!) Draw the object you want, and click on Path > Object to Path to get the nodes you need. Select at least 2 nodes. In the Nodes toolbar directly above your workspace, click on the Show Transformation Handles button (see button above red arrow below). You will get handles around your nodes and can resize or rotate them just as you would a regular object. You may have to experiment a bit, but you will have more choices in your object manipulations.

While making star shapes, pay attention to the nodes. Moving the outer node towards or away from center will let you change the size of your star or the angle sizes, but if you move it left to right, all it will do is rotate your star. The inner node, however, will let you change the angles differently and even make a new type of figure. In the top illustration, I changed from the right figure to the left simply by moving the outer node toward the center of the star. In the bottom illustration, I changed the star by moving the inner node. The left star was made by moving the inner node to the left just a little. The right object was made by moving the inner node clear across to the opposite side of the star.

I know we always use the Fill & Stroke window when we are creating. As there is always more than one way to do anything, coloring an object is just as easy with the color palette at the bottom of your Inkscape window. Draw your object, then Click on your desired color for the fill, and <CTRL> + Click for the stroke. There are many colors so the palette has its own scroll bar (bottom).

If you have another object and you want the two the same, use the color dropper (left side toolbar near the bottom). Click on the object you want to color, choose the dropper, then click on the object color you are trying to match.

Rulers can be used to give you guide lines. Make sure your rulers are enabled, then click and drag - vertical and horizontal lines will move to the desired position on your page. You can now align objects using the guide lines. If you enable your snapping toolbar (in View > Show/Hide, you can show the Snap Controls bar), items can snap to the intersection or along the guide lines, or even to each other. Experiment!
Sometimes when I am making a tapered line, Inkscape acts a little squirrely, and it doesn’t turn out exactly the way I want it. Another way to do it is to make a diamond shape, then choose the top and bottom nodes. Click on **Make selected nodes symmetric** (to round the diamond shape) in your nodes bar (See blue object below.) Copy it to the clipboard (**<CTRL> + C**), then use it as model for your Freehand or Bezier lines (**Shape from Clipboard**).

![Inkscape tutorial: Six Helpful Inkscape Tricks](image)

I think I have covered the status bar before, but it bears repeating. Pay attention to the information in the status bar, as it can tell you what’s happening in your drawing. You can see loads of information in the bar below (left to right):

- The fill and stroke color of the item selected (red fill and black stroke)
- The stroke size (3)
- The opacity of the figure (0 meaning no opacity)
- The layer that object is on (and even if the layer is locked or made invisible)
- The type of object selected (Rectangle)
- X and Y coordinates of your mouse (147.48 x 72.23)
- The zoom percent of your project (68%)

One of the things that is really great is where it shows the type of object selected. If you have more than one object selected, the status bar will tell you how many objects. I use this when I do the word search puzzle solution every month. I put the puzzle on one layer, and the lines showing the answers on a higher layer. I make sure I have them all when I can select everything on that layer and it will tell me the correct number of objects (if I have 30 words, the status bar will report 30 lines).

I hope I’ve provided a few tips to help you use Inkscape. I’m sure there are tons more!
Inkscape Tutorial: Designing A Simple Brochure

by Khadis

When designing a brochure, leaflet or flyer, we might be more inclined to use Scribus instead of Inkscape. But, some people also rely on Inkscape, as it has richer capabilities and more flexible tools, especially the ability to draw lots of items right in the application.

In this article, I’d like to imitate a simple brochure made by my friend using proprietary software for a seminar in his workplace. But here, besides redesigning it using Inkscape, I will also change the content. OK, let’s go!

• Create an A4 sized document and draw a rectangle the same size as the document.
• Give it a 7.5% gray as the fill color and no stroke.
• Create a circle with diameter 5 cm. Give it 7.5% gray as the fill color and 20% or 30% gray as the stroke color.
• Duplicate (Ctrl + D) the circle and re-size it to 4 cm. Duplicate again and re-size again, so that the diameter is now 3 cm. Repeat duplicating the circle until you have a circle with diameter 1 cm.

• Open up Align and Distribute (Shift + Ctrl + A) panel, select all circles, then on the Relative to option, choose Last selection. Click on Center on vertical axis and Center on horizontal axis.

• Group these circles (Ctrl + G), then duplicate the group several times (Ctrl + D), and spread them above the main rectangle (top, right).

• Create a rectangle with the same width as the document and give it orange as the fill color without stroke. For the height, it is up to you. Put the new rectangle down a bit from the top side of the gray one.

• Duplicate (Ctrl + D) the orange rectangle and fill it with yellow. Then, duplicate this new yellow
rectangle and fill it with 40% gray. Open up Fill and Stroke (Shift + Ctrl + F) panel, then reduce the Alpha (A) value of this gray rectangle into 150. The orange and grey rectangles will be spaced out further down the page.

• Now, create a new yellow rectangle (about 8 x 9 cm) and reduce the Alpha (A) value to 150. Later, you can play with this Alpha value to make a proper color combination.

• Convert this new yellow rectangle into path through Path – Object to Path (Shift + Ctrl + C) menu. Use your Edit Paths by Nodes (F2) tool to raise the bottom right corner node of this rectangle.

• Put this new shape in the top left corner of the main A4-sized rectangle by opening up Align and Distribute (Shift + Ctrl + A) panel. There, set the Relative to option to Last selected.

• Click this new shape, hold your Shift button, then click the main rectangle. Choose Align left edges and Align top edges.

• Create an ellipse (about 7.5 x 3 cm) and fill it with orange color. Then, duplicate and give it different color. I chose gray (again).

• Put these ellipses above the long yellow rectangle like this:

• Create new orange rectangle (about 6 x 26 cm). Again, reduce the Alpha (A) value through Fill and Stroke panel. Convert into path, and modify it using Edit by nodes (F2) tool.
Later, you can duplicate the ellipse and make it different colors for the next part.

Now, let's add some text and picture/logo. For the texts, I use some fonts: Belwe Bd BT, Helvetica Neue LT Std, and Arial. Meanwhile, for the Gimp logo, Inkscape logo, and Scribus logo, I took randomly from Google Images.

The final result:

Want To Help?

Would you like to help with the PCLinuxOS Magazine? Opportunities abound. So get involved!

You can write articles, help edit articles, serve as a “technical advisor” to insure articles are correct, create artwork, or help with the magazine's layout.

Join us on our Google Group mailing list.
Inkscape Tutorial: Another Fun Text Effect

By Meemaw

I was talking to ms_meme the other day about ways to manipulate text in Inkscape, and one of the extensions we discussed was the Envelope extension. **Envelope** is an extension that will “mold” text to a rectangular shape. Let’s do one!

Start with the bezier tool and draw a rectangle. You have to make it a rectangle for the extension to work. If you want a triangle, you can draw a 4-sided figure that looks kind of like a triangle with one point cut off, as shown below.

![Triangle](image1)

Some of these extensions are picky about how you draw them. Envelope **requires** the figure to be drawn in this order: top left, top right, bottom right, bottom left, and close. Change your rectangle to a path by clicking **Path > Object to path**.

![Path Object to Path](image2)

Once you change it to a path, you can always go in and move the nodes around to get the shape you want. It has to be four-sided, but the four sides can be any way you want. If you want a banner shape (or any other four-sided shape), just move the nodes until you are satisfied with the result. The text will align with the rectangle along the first and fourth lines, with the top of the word being against the first line and the left side of the first letter being against the fourth line. When you move your nodes, keep this in mind.

Now for the text. Type and configure it, changing the font, size, etc., however you want. With your text selected, click on **Path > Object to path**. At this point, your text is a group of paths, with each letter being its own path. **Ungroup** your text, which will then look like this:

![Ungrouped Text](image3)

then click on **Path > Combine** and combine the text into one path.

![Combined Text](image4)

Envelope works with only two paths. If you don’t perform the above step, you will get an error message that says you have to have only two paths. Choose the word, (hold down <Shift>) and choose the shape, and then go to **Extensions > Modify Path > Envelope** (top, right).

![Modify Path](image5)

After your text is changed, you can use or delete the shape, whatever you need to do for your drawing.

![Custom Shape](image6)

It’s a fun process! With a little experimentation, you can get all sorts of effects.

![Custom Effect](image7)

commandlinefu.com
ms_meme got this (which looks kind of like a tree):

This one’s fun! I hope you have fun with it as well.

Inkscape Tutorial: Another Fun Text Effect

Does your computer run slow?
Are you tired of all the "Blue Screens of Death" computer crashes?
Are viruses, adware, malware & spyware slowing you down?
Get your PC back to good health TODAY!

PCLinuxOS
Users Don't

Text
Phone
Web Surf
Facebook
Tweet
Instagram
Video
Take Pictures
Email
Chat

While Driving.

Put Down Your Phone & Arrive Alive.
**Inkscape Tutorial: Creating A Jigsaw Puzzle Using The Lasercut Extension**

by Khadis

A couple of months ago I wrote a tutorial about making jigsaw puzzle pieces manually. I realized that it took a long time to create it, although it still good to sharpen your designing skill. But, thanks to the Inkscape community, working in Inkscape is now getting easier each day — including creating puzzle pieces instantly.

In this issue, I will show you how to create a jigsaw puzzle instantly using the Lasercut extension. OK, let's go!

To get started, download the Lasercut extension (Lasercut-jigsaw.inx) from [https://github.com/Neon22/inkscape-jigsaw](https://github.com/Neon22/inkscape-jigsaw). If you cannot download it directly, just copy the script into your favorite text editor, then save it in the <.inx> format with name "Lasercut-jigsaw.inx".

Also, download the python script (Lasercut-jigsaw.py) from the same address above. Simply copy the script into your favorite text editor and save it with a <.py> format.

Put those 2 files in the `usr/share/inkscape/extensions/` folder and start your Inkscape. If it doesn't work, put those files in `~/.config/inkscape/extensions/` folder. You'll find this new extension under the Extensions – Render – Lasercut Jigsaw menu. If it still doesn't work, try to run Inkscape using root mode.

Now, import an image to your Inkscape. I used a random free image from [http://www.123rf.com/](http://www.123rf.com/). Look at its dimension. Mine is 562.5 x 435 px (center top).

Click Apply and your puzzle pieces will appear in the center of your working canvas. By default, they are fairly hard to see because the stroke is very thin. So, open up the Fill and Stroke (Shift + Ctrl + F) panel and increase the stroke width from the Stroke Style tab.

Go to the Extensions – Render – Lasercut Jigsaw menu entry. A Lasercut window will appear in your screen. Set the width and height the same as your image dimension. Also, set the number of pieces across and down (see the illustration below). You can experiment with the number of pieces to gain a better result.

After that, put the puzzle above the image (click the puzzle and press the PageUp button to ensure). Then, select all (puzzle and the image) and center them through the Align and Distribute (Shift + Ctrl + A) panel.
Inkscape Tutorial: Creating A Jigsaw Puzzle Using The Lasercut Extension

Done. You can later cut the puzzle into pieces by following the pattern. Good luck.

Screenshot Showcase

Posted by present_arms, on February 2, 2020, running Openbox.
Inkscape Tutorial: More Text Tricks

by Meemaw

It seems you can make practically any text design you want, and this tutorial taught me a lot I didn’t know! I add text to many of my projects, and I always used the Text window to edit my text (correcting a misspelled word, changing the font and size, etc.), but I hadn’t really paid attention to the toolbar that is directly above my work area. I found out that you can use text window (the “T” at the top of the window), but the toolbar just below it has more options ... many things can be done just using this toolbar (at top).

Going from left to right, we start with the normal settings: Font, Font Size, Font Style (Normal, Bold, Italic or a combination) and Alignment buttons. We even have two buttons for superscript and subscript, if needed. From there, however, we have six settings that can really make your text look different. Let’s concentrate on this half of the toolbar (at bottom).

The first one is line spacing. This is useful if you have more than one line of text. Inkscape’s default is 1.25. Depending on how you set it, you can put letters right on top of each other (with a negative setting) or space them far enough apart that something can be put between them. One use for this could be the award certificates that some schools give to children. If you have a two-line statement, you can space it out enough to leave room for someone to write in the child’s name. If you design your own certificates, this may work better for your spacing than using the Enter key several times in a row (center).

The second is letter spacing. This setting determines how close or far apart your individual letters are. A negative setting “smoothes” letters closer together, and a positive setting stretches the words out, as shown below. The center image is a zero setting, or “normal”. This works well if you want to make a banner fitting a precise length (top right).

The third of the settings is word spacing. You can stretch your sentence out as much as you want by increasing the space between each word. This might help on your banner design, or a newsletter headline or ad you want to emphasize (center, right).

The fourth one is kerning. This adjusts the letter spacing only between the letters you’ve selected (putting the cursor between the letters you want to space out). As you see on the next page, I separated the “e” from the rest of the word “Time”.
You can also highlight each letter and change the color. I did the colors and rotated all of these. The rotation setting is zero because no letters are highlighted.

Shift is next. Shift moves letters up or down. Place the cursor to the right of the letter you want to move, then change the setting. A positive setting moves it up and a negative setting moves it down.

Rotation is the last number setting in the toolbar. You can rotate the letters one at a time by placing your cursor to the left of the letter you want to rotate, then changing the setting to a positive or negative setting in degrees.

Inkscape Tutorial: More Text Tricks

Another way to edit your text is to use the path effect editor. Change your text to a path (Path > Object to Path), then click Path > Path Effects. Add the effect you want (Bend, for example). In the Path Effects window, choose the edit on canvas tool (the node tool symbol) and you will get a line in your text to manipulate, just like moving nodes. On this one, I grabbed the center of the line and pulled it up.

The last two buttons are text direction buttons. Most of the time you will want your text to run horizontally, but occasionally you might want vertical text. Choose your text tool and type it in as usual. If you forget, just highlight it and click the button and your text will change.

Another path effect is the envelope, which we covered in the December issue.

Have fun adding some more zip and pizzazz to your text in your next Inkscape project.
Inkscape Tutorial: Five Cool Inkscape Extensions You Must Try

by Khadis

Inkscape has dozens of extensions that can help us create various designs, illustrations, etc. In the previous issues of this magazine, you have seen many creations that used many techniques involving different extensions. Now, I will show you some cool extensions that you can use in your next designs.

Foldable box

Are you often curious about how to create a box design for a product package? Using the Foldable box extension, you can design a product package template easily. Once you access it from Extensions – Render – Foldable box menu, a setting window will appear (left). There, you can set the box size by setting up the box width, height, and depth. Later, if you need to modify each part of this package design, you only need to ungroup (Ctrl + Shift + G) and the box will turn into editable pieces (bottom, left).

QR code creator

It is very easy and it takes no time to setup a ready-to-use QR code. In the setting window, you only need to put “something” in the Text field. In the default setting, the Text field is filled by the Inkscape homepage address. You can fill it with the information you want. Then, in the Size field, you can choose any size of QR code that matches your needs. You can also choose the character encoding you want.

L-system

QR codes are now everywhere, and QR code creators are also can be found easily on the Internet. But, do we really need a separate QR code creator to put a certain “identity” in our products designed in Inkscape? No. We only need an integrated QR code creator right inside Inkscape, and it is already there, under Extensions – Render – Barcode – QR Code menu.

Do you wonder about how to create instant dry bushes for your illustration? Creating bushes from lines and curves can take forever until it's done. Don't worry, you can rely on L-system extension that can be accessed from Extensions – Render menu. With a single click, you will get a perfect bushes
Inkscape Tutorial: Five Cool Inkscape Extensions You Must Try

The similar extension that might help is Random tree extension that can also be accessed from Extensions – Render menu.

Cover template

Lorem ipsum

Lorem ipsum seems to be just useless text. However, it is a very popular template of a paragraph that we can find almost everywhere: brochure templates, tabloid templates, etc. Sometimes, when we are designing publication material, we also need to show it to the client first. And instead of using a final design with the whole text, we can use lorem ipsum paragraph.

Lorem ipsum

The good news is that lorem ipsum is available in Inkscape and can be accessed from Extensions – Text – Lorem ipsum.
Inkscape Tutorial:
Easy Patterns Using The Stamping Tool

by Meemaw

We have created loads of really fun things over the past several years. Sometimes the creation design is something that repeats or something that copies a certain shape. We can duplicate or multiple duplicate to get what we want, but maybe that's too slow. I found this tutorial not too long ago, and it discusses the stamping tool. Let's experiment!

Create a rectangle with a border. To use the stamping tool, click on the rectangle like you are moving it, start dragging your rectangle, then press and hold down the spacebar. As you are moving your object, you will see it multiplying before your eyes. Cool, right?

We can expand on this. Remember that when you select your object, and click a second time, the rotate arrows appear, along with a little plus sign on the center of your object. Depending on where the plus sign appears, since it serves as the center of rotation, you can make all sorts of different designs just by changing the center of rotation.

If we leave it in the center, we get the following:

Using the selection tool, move the plus sign to one end (I actually moved it past the line end, as you can see), then grab the other end to rotate it. I used the corner arrow closest to the curly end.

However, using the rectangle, move the plus sign to the end, then grab the other end to rotate it:

You can do this, naturally, with any object - rectangle, square, triangle, star....

You will have to keep your motion smooth and at a constant speed to make your copies even all the way around the rotation. It takes a bit of practice.

This expands the items we can make and makes our job easier. I made this simple flower (next page, top right) by drawing one petal, then using the stamping tool to duplicate the petals, after which I created the center by itself.

Let's try that with a simple curved line. Using the draw tool, draw a line (top, right).
This was a 2 minute creation. I also went back and chose individual flowers to move to make it more even. You could always edit individual flowers so each of them is not identical. With a little practice, I'm sure you can do something spectacular!
Inkscape Tutorial: How To Create Melted Text

By Khadis

There are various nice text effects we can create manually in Inkscape. You can create scattered effect, bubble effect, 3D effect, etc. In this article, I want to show you a simple technique to create a melted text effect. It might be suitable to be put in a food package ;)

Here we go:

* Create a text. I choose to type “Cokelat”, that means “chocolate” with yellow as the fill color. For this text, I simply use Arial Black 180 pt.

* Duplicate the text (Ctrl + D) and convert it into path from Path – Object to Path menu (Shift + Ctrl + C). Un-group this duplicated text (Ctrl + Shift + G). This action will break the text into single letters.

* Create an ellipse above each letter, started from letter “C”.

* Do the division operation. Click the letter, hold your Shift button, then click the ellipse. Go to Path – Division. Click outside your choices, then select the bottom part of the letter to see the division. Give it brown as the fill color.

* Modify the new modified ellipse using Tweaking tool (Shift + F2) by clicking and dragging the bottom part of the ellipse several times in different spots.

* For the tweaking setting, I use Width = 7, Force = 20, and Fidelity = 28. The selected mode is “Push parts of paths in any direction”. Your setting could be different, depending on the font size.

* Do the same steps for other letters.

* You can add a 3D effect to the text by grouping all objects, then duplicate the group and color it with black. Then, send it to back by pressing Page Down button. Place it little bit higher or lower than the main “Cokelat” text (depends on your preference). And also move it little bit to right or left.

Your final result might be similar to this:
**Inkscape Tutorial: Create Transparent Text**

by Meemaw

I saw another fun text effect that I want to do for you.

In Inkscape, import an image file that you would like some text in. I'm using a photo from a trip I took to Utah several years ago. This is Butler Wash, with Native American rock art. I want to put the text “Butler Wash” at the top.

Load your photo, then create your text. Change to the selection tool, and make the text the size you want. Now, make 4 copies of it using Edit > Duplicate or <CTRL> + D. It helps to make them different colors so you can tell them apart.

Change the top copy to black, change the blur to 0.5, then do Path > Outset two or three times, depending on how big everything is and whether you used bold text or regular. Move your black text to the right just so the next copy is visible, then lower it one level. Now you should have a different color text above the black text. With that text selected, hold down <SHIFT> and select the top level text, then choose Path > Difference. You should now have a blurred text edge with your third color showing.

Select the top text, and change it to white, then make a gradient (linear, from above the top of the text to about the center of the text so the white is barely visible at the top. Now you should have transparent text with a bevel, highlight and shadow sitting on top of your image.

Move the blurred text to the bottom of text stack (but above the image). Choose the top text and change the color to white, then do Path > Outset once or twice. Move it below the text it is above (1 level), select both and do Path > Difference on them. It will look like a white outline with your last color showing. With the white text outline selected, change the opacity to 30%, and move it down to just above the black blurred text.
Inkscape Tutorial: Creating An Interactive Object

by Khadis

It’s not a new thing that the interactivity function will make designing more fun, but it is available in Inkscape. There are so many things that we can do there, BUT, it will need some JavaScript tricks.

In this article, I will show you the basic and simple steps about how to make an interactive object. My example is not very cool stuff, but at least, it will inspire you to make more creative contents. And, it might be useful to create contents for your blog/website, or to create a unique presentation. Let’s check it out!

As usual, start your Inkscape. Then create a rectangle at any size and color you’d like. I used 15 x 8 cm rectangle and colored it with red.

Insert the text “Tell me a secret!” with any font you like. I used white Arial Black 36pt. Put the text horizontally center to the red main rectangle. Then, create 3 new white rectangles and arrange them as shown in the illustration below:

Create text fields labeled “Secret #1”, “Secret #2”, and “Secret #3” and put them above the 3 previous white rectangles. The temporary look might be like this:

Now, group the “Secret #1” text with the rectangle below it. Do the same step with “Secret #2” and “Secret #3”. Later, let’s call this set as ‘page 1.”

Save your work as “interactive-1.svg.”

Create other sets of pages. For “page 2” (saved as “interactive-2.svg”), I created this:

For “page 3” (saved as “interactive-3.svg”), I created this:

And for “page 4” (saved as “interactive-4.svg”), I created this:

Now, go back to the interactive-1.svg page. Select the “Secret #1” group, right click, and choose Object Properties. Find the Interactivity option, and in the onclick column, type this code: window.location=’interactive-2.svg’. (see next page, top left)
Select “Secret #2” group, right click again, and choose Object Properties. Fill with this code: window.location='interactive-3.svg' in the onclick column under Interactivity option.

Do the same action for “Secret #3” group by filling code: window.location='interactive-4.svg' in the column onclick.

To make every “secret” group (or now, it becomes a button) in every page is clickable, make sure to put the code in every button on every page.

Now, let's test our creation.

Close all Inkscape windows. Then, right click interactive-1.svg, and open with your browser (Firefox or Chrome).

There, you can try to click “Secret #1”, “Secret #2”, and so on. Once you click the button, it should jump you to “Secret #1” page, “Secret #2” page, and so on.

Later, you can add a Back or Home button to jump you back to the main page.
Inkscape Tutorial: A Painted Text Effect

by Meemaw

I found a tutorial which shows how to create an image that looks like it was painted on some sort of material.

We used to see burlap bags of materials with the labels painted on them. We should do something like that.

You will need two bitmaps of the same texture (one normal color and one greyscale) to use for the bag. I am using a burlap pattern I got from www.textures.com, but you can get them here.

We will make the label. Open Inkscape and draw a rectangle or some shape you think would make a great label. Make sure you change it to a path using Path > Object to Path. I made a 400 x 400 px square with rounded corners, then curved the sides inward (center, top).

Now create your text, and change it to a path. Depending on your version of Inkscape, this involves choosing Path > Object to path, then Ungrouping the text, then choosing Path > Union. I made my text grey, so I could see it against the black label (below, left).

Place your text over the label, choose both and do Path > Difference. Now it looks like the text has been cut out.

Now we will make the painted layer. With the greyscale texture, position the label behind it and choose Object > Mask > Set (top, right).

Select and align the greyscale with the color texture so it looks like the textures match. If the label layer isn't dark enough, just duplicate it.

Save your work and export your creation.
**Inkscape Tutorial: Create A 3D Landscape**

by Khadis

Creating a 3D photo using image editing software isn’t something new. How about if we create it using Inkscape? It is totally easy, and can be done in minutes. Let’s start!

1. Create the following shapes. You can use the rectangle tool (F4), or manually draw them using the Bezier tool (Shift + F6).

2. Arrange those object like this:

3. Import a grass image. I took a random image from Google Images. Put the image behind the first shape. If the image isn’t behind the first shape yet, press Page Down once, twice, or many times until it moves behind the first shape. Press Page Up to return it to upper position.

4. Select the grass and the shape, then go to Object - Clip - Set. The grass image should now fill the shape.

5. Import a soil texture image in PNG format. Again, I took randomly from Google Images. Before you put the image behind the second shape, it is better for you to duplicate the image (Ctrl + D) so we do not need to re-import the image to fill the third shape.

6. Put the first soil image behind the second shape like in the step #3. Select them, then go to Object - Clip - Set.

7. Before doing the same step to the third shape, let’s make the second soil image darker than the first.

8. Select the second soil image, go to Filters - Color - Lightness-Contrast. Set the lightness lower than the original value (make the image darker). Check the Live Preview to see the changes, then click Apply once you are satisfied with the darkness level.

9. Put this second soil image under the third shape, then go to Object - Clip - Set.

10. Now, import some rock and tree images in PNG format. You can easily find them in Google Images using a search keyword like “rock png”, “tree png”, or something like that.

11. Arrange those rock and tree images. Mine is like this (next page, top left):

12. Later, you can add a lake, pond, or river, or even buildings. I added a pond by creating it manually, using the Bezier tool (Shift + F6). (center left)

13. Then place a water image using Object - Clip - Set action. Again, I took the sea water image from Google Images.
Inkscape Tutorial: Create A 3D Landscape

14. The final result might be like this:

Looking for an old article? Can't find what you want? Try the PCLinuxOS Magazine's searchable index!

Chat with PCLinuxOS users from all over the World. Sign up TODAY!

PCLOS-Talk
http://pclostalk.pclinuxusers.com

Like Us On Facebook!
The PCLinuxOS Magazine
PCLinuxOS Fan Club

It’s easier than E=mc²
It’s elemental
It’s light years ahead
It’s a wise choice
It’s Radically Simple
It’s ...
Inkscape Tutorial: Five Handy Inkscape Tricks

By Meemaw

I view loads of tutorials to choose some I think you will find useful. In my reading, I have also found several tricks that could make things easier. Let’s look at a few.

Tools: Use <CTRL> + the mouse wheel to zoom in and out easily. The toolbar also gives you three choices (below): Zoom to fit Selection in window, Zoom to fit Drawing in window and Zoom to fit Page in window. No, the drawing and the page aren’t always the same thing. The page is whatever is contained on your designated page size. Your drawing includes your page and anything that happens to lie outside your page boundary.

Need some storage while you organize your project? Use the area outside the page boundary. Many of my “from scratch” drawings contain pieces of items I have put together to make one object. If I am putting a hat on Tux, I usually make the hat separately. The birthday Tux on the cover of the August issue had an ice cream cone and a sign with balloons - both made separately, or imported, then combined with the Tux I used. I store stuff outside the page boundaries and get them as I need them. This is the reason I choose “Page” when I export a creation. Exporting the drawing would include all those little items.

Also, when you are ready to export your image, the Export window gives you 4 choices: page, selected item, drawing and custom. By the way, “selected item” means you can export individual parts of your drawing. If I created an image of bleachers with a crowd of Tuxes on them (April 2011 cover), I could export only that part of my creation if I wanted to use it again somewhere else (July 2014 cover). I just need to make sure it’s all selected. “Custom” means that you define an area to export, whether it be a part of your page, or an area in your drawing that’s possibly not all on the page. When you choose Custom, the export window will try to guess the area you want. In the following illustration, it guessed part of the page and part of the window because of what I had selected. Locations x0 and y0 will define the lower left corner of your export area, and x1 and y1 will define the upper right corner of your export area: the exported image will then be the rectangle defined by these four numbers.

The gray rectangles are the page boundary. Notice that exporting the drawing brought in a few of the items from the side of the page.

Status Bar: Keep an eye on the status bar, as it contains much information. You can see what your Fill & Stroke settings are at the moment, including the size of your stroke. You can see how many objects you have selected and what type of objects they are. When I am doing the word find puzzle’s solution, I open the puzzle in Inkscape and add a layer named “Answers”. I know I’m finished marking the answers when I have one more object than words to find (since the puzzle counts as one object). Notice below that I have one ball cap selected, but the status bar shows that I have five objects selected, since I created the cap using five different objects. The X and Y in the lower right tells me where my cursor is, and the percent is how big a zoom I have on this object/drawing. On the left side you see the fill & stroke colors (but since I have five
Inkscape Tutorial: Five Handy Inkscape Tricks

objects, it can’t show each, so it says Unset), tells me which layer I am on, and lets me hide or make the layer visible and lock or unlock the layer from the status bar.

**Nodes:** If you select multiple nodes using the area select tool, you can hold down `<ALT>` while dragging one and the others will move proportionally. Also, select many nodes and click one, and you can rotate or resize those within the selection. To do this, make sure you have the “Show transformation handles for selected nodes” tool button active (third from the right in the nodes toolbar).

In the illustration (center), the chosen nodes are blue, and also outlined by the smaller dotted line rectangle. You can see that I have lengthened the arrow and the nodes have moved as well.

Clicking on one of the nodes changes the arrows to the rotate handles, and you can rotate your nodes as well (center, bottom).

**Filters:** We all use some filters to achieve special effects in our projects. Many of these filters have previews. Make use of the previews to save some time. It’s much easier to look at the preview and make adjustments than it is to apply your filter, close your filters window, and then have to go back in to adjust. In the example at top right, I can change the settings on the drop shadow and see the results immediately and not have to close the settings window each time I change something. Bear in mind that not all filters have settings you can alter. Your object is changed when you choose the filter and you have no choice. However, on the filter windows with settings, the live preview is a good choice.

I’m sure you have some handy tips that you use in Inkscape! If you have something that I haven’t mentioned, please PM me in the forum and tell about me it, so I can share, OR, share it in the Tips & Tricks section of the forum. For me, Inkscape is great fun and frustrating at the same time. I hope yours is more of the fun, and less of the frustrating.
Inkscape Tutorial: Sliced Text

by Meemaw

I saw a cool tutorial a couple of months ago, and I wanted to share it with you. This will make a line of text look like it has been cut apart.

Create the text you desire. Then, single click the canvas with the text tool to create a normal text object (not a flowed text object). Don’t change tools yet.

With the text tool still selected, place the cursor in between two of the letters in the text. Then hold down the ALT key and then press an arrow key on the keyboard. This will manually adjust the spacing between the letters (Kerning). Repeat this process for all the letters in your text. Wherever you place your cursor will cause all letters to the right of the cursor to be changed, so you will have to do each letter from left to right, depending on how you want it to look.

To make make our effect, we’ll have to duplicate some of it, so let’s first draw a triangle over your text using the path tool. I changed the color of the triangle to make it easier to see.

Next, select both the triangle and the text, and duplicate them (Right click > Duplicate or Edit > Duplicate). Make sure that you do not deselect them after the duplication. With one copy of the text / triangle combination still selected, choose Path > Intersection, to create the first piece to cut out. Click in the color bar and change the color of the triangle to something that will stand out (I chose green).

Finally, select the leftover red triangle and the other text path and choose Path > Difference. This will remove the triangle from the text. Repeat these steps on the black text as many times as you want. You should end up with something like this... Then, move the green sections out a bit to create the “shattered” or “sliced” look. Save your work, if you haven’t done it already.

Now, you can combine all these separate pieces together by pressing CTRL + A to select all (or draw a box around them all with your cursor), then choose Path > Combine. After you do that, you can click on the color bar to change the text to your desired color.

We could stop here if we wanted. However, something else we can do is apply a “grunge” look to the text. We can use a splatter pattern and layer it over the text. You can create a splatter pattern and use the Path Effects menu to put the pattern onto a path. We did this in another tutorial, but we can do it here, too. Create some sort of splatter object and edit it so it looks the way you want (I did a rough circle that looks like a drop of paint). Now, using the pencil tool (or bezier tool) draw a path. Mine was kind of squiggly. Choose your splatter object and copy it to the clipboard (<CTRL> + C). Click on your path and go to Path > Path Effects (near the bottom of the menu). Click on the plus sign to add the effect Pattern Along Path.
You will want to set your parameters before anything else. You should probably change your Pattern copies to Repeated so there will be more than one of your pattern on your path. I also set my Spacing to 1.00 so the path wouldn’t be one continuous pattern. Then click the clipboard towards the top to indicate the pattern is on the clipboard and is the one that should be used. I got one similar to this:

Place the pattern over your text.

Finally, select both the grunge and your text path, and choose Path > Difference to finish. The text will now look even more broken.

Have fun with this one! You can do as much or as little as you want. Depending on your triangle locations, it can look more or less “sliced”. Remember, both of these items need to be paths for the effect to work correctly.
Inkscape Tutorial: Using Envelope Deformation To Manipulate Text

by Khadis

In this tutorial, I would like to show you how to apply the envelope effect on a text to create a new “shape”. I am inspired by a poster in Flickr.

Let’s go!

Create an ellipse using the Circle tool (F5). Choose any size and stroke color you like. No need to give it fill color. Convert it to a path by going to Path - Object to path menu or press Shift + Ctrl + C.

Using the Edit path tool (F2), modify the ellipse into a leaf shape. Look at the illustration below (note: you are free to make your own shape):

Type a text. I choose to type the same as the example above. So first, I typed “COMMERCIAL”. Use any fonts you like. Then, resize the text so that it almost covering the ellipse. Set the text so that the left and right edge stick to the leaf shape.

Now, convert the text into path by accessing Path - Object to path menu. Then, open up Path - Path effects (Shift + Ctrl + 7) panel.

Click Add path effect, and choose Envelope Deformation. Click Add.

Uncheck the Enable left & right paths option. Click on Top bend path icon to edit the upper side of the text (right, top).

Now, the upper part of the text is surrounded by green line. Drag the line so it sticks to the leaf shape. Do the same step for the lower part (choose the Bottom bend path first).
Inkscape Tutorial: Using Envelope Deformation To Manipulate Text

Now, you can remove the leaf shape while the enveloped text will remain there.

Later, create another leaf shape and another text, for example “RESIDENTIAL”. Do the same steps as above until you have the “leaves” you want.

For the stalk, you can make an ordinary curve using Bezier tool (Shift + F6). Then, type a text “THE POSSIBILITIES ARE ENDLESS”. Rotate it 90°. Put this text into the curve by selecting both the curve and the text, then select Text - Put on path. Hide the path by removing its stroke.

For the flower, you only need to follow the steps like you did on the leaves. Prepare another eight elliptical shapes containing words ORGANIC, HOME-MADE, BENEFICIALLY, NATURAL, RECYCLING, GREENER, ENVIRONMENTALLY, and CONVENIENT for the petals. You can color the text with a solid color or gradient color. Later, you can delete the ellipse shapes.

Create a circle and make the petal shapes go around the circle. How?

First, select the first petal shape and rotate it 90 degrees. Put it above the circle.

Double click the petal shape. You will see + sign in the middle of the petal shape. Move it to the center of the circle. You can also activate Snap an item’s rotation center option first. Ensure that your Snap Control Bar is active (go to View - Show/Hide - Snap Control Bar menu).

Open up Transform (Shift + Ctrl + M) panel and open the Rotate tab. Set the rotation angle to 45°, click Apply.

Click the second petal shape, move its center point (the + sign) to the center of the circle, and rotate it 45° twice.

Do the same step to other petals. For the third petal and later, rotate them 45° several time so that you achieve the right position.

Group all petal shapes and put them above the stalk. Make proper adjustment such as rotate them a bit.
Inkscape Tutorial: Using Envelope Deformation To Manipulate Text

The final result can be like this (or even much better):

[Image of a sun with text: GREEN, ORGANIC, NATURAL, COMMERCIAL, THE POSSIBILITIES ARE ENDLESS]

[Image of a PCLOS-Talk Instant Messaging Server banner: Sign up TODAY! http://pclostalk.pclosusers.com]

[Image of a Screenshot Showcase: A desktop screenshot with text:Posted by tuxlink, on June 4, 2019, running KDE.]
Inkscape Tutorial: Create Tiled Clones, Part One

by Meemaw

The Clone tool in Inkscape is useful for creating many copies of a single object. It is convenient to clone an object rather than to simply copy one. If you make several copies of an object, then they are all stacked up in one group and must be moved. Also, clones are unique in that if you change the beginning object, the change also happens to the clones. This may make for easier work. The section Create Tiled Clones is very useful for creating many clones arranged a particular way. It is a menu option that has multiple configurations. The configuration window has tabs for several different types of changes. Let's try a few.

Create a simple object, like a circle, square or star. I got a little silly with my star.

Select your object, then choose Edit > Clone > Create Tiled Clones. The configuration window will open, and you can see the tabs at the top. There are only six tabs, but there are loads of changeable options which can create many effects. The one thing common to all tabs is that the bottom never changes. Everything below the line “Apply to tiled clones” remains throughout your tab choices (center, top).

If you choose P1: Simple translation, 4 rows and 4 columns, and click Create, you will see an array like the one below:

If you tried this with a square, you probably noticed that your clones were sitting up against each other in a sort of checkerboard pattern. In fact, you can make a checkerboard pattern in just this manner.

What if we don't want everything jammed together? Some of our tabs could remedy this. Let's look at the tabs for a moment. We'll do a few basic things, but honestly, there is so much you can do with the Clones window, it will take more than one article.

Symmetry: This tab lets you choose what to do with the figure you have drawn. The dropdown has 17 choices that alter the clones with a regular pattern. P1: Simple translation makes the pattern that you see above. Some of the other choices can give you a different effect. PM: reflection + reflection gives you a different pattern, each “star” being a reflection of the one to the left of it, and the pattern continued down and across.

This one is P4M: 90° reflection + 45° rotation
As you can see, there are many choices just using the first tab. You can also click on the Remove button at the bottom to delete your clones and go back to the beginning star. Let’s experiment more.

**Shift:** These settings will let you move things so they aren’t just crammed up against each other, or even on top of each other, as in the last example. You can shift, or move, each successive row and column by a certain percent, or randomize each. Click on this tab, and change the settings as you see them below, then click Create.

If we add 25% to the settings in the Randomize column, we will get this:

Randomize varies the results of the other settings so things aren’t symmetrical.

Any of these settings can be changed to any percent. Experimentation is the key in this project! So let’s experiment more. Change randomize back to zero, but leave the shift settings as they are.

**Scale:** This setting will let us change the sizes of our clones. Put in the following settings:

![Scale settings](image)

This will have the effect of increasing the height and decreasing the width of each clone in the first row, but decreasing the height and increasing the width in each column. That probably is hard to visualize, so look how we end up:

We probably want to reset those settings. However, we’ll keep experimenting. For the next setting, I pressed Reset in the lower left of the window, then went back and set the Shift tab back to the 25% we started with, so that our result will be more easily seen.

**Rotation:** This setting does exactly what you think: rotates your clones. Set each to 30% as shown below. See the results below that.

![Rotation settings](image)
Obviously, each clone is at a different angle. You should be able to tell on these that each result as we move to the right and down is a progressive product of the item to the left and/or above it. What I mean by that is that one the first row, the second star has resulted from a 30° rotation of the first, then the third is the second one rotated 30°, so when you get to the fourth, the rotation is much more evident: in fact, it is a 90° rotation of the first.

**Blur & Opacity**: This setting makes the opacity and blur of your clones different (just what you thought). In this one, I changed my star to a 6-pointed star, with black fill. I also changed the rows and columns to 8 rather than 4. I used a 25% randomize in each setting. You can see what the result is below.

It might be difficult to see, but the stars aren’t all the same color intensity. Some are lighter than others.

**Color**: This setting changes the hue, saturation and lightness of the original, so if you need some colors to be different, you can do that as well. Make sure you click on the color chip in the settings window and choose the correct color.

Let’s stop here so you can experiment on your own. Stay tuned for the next article. I’ll show you some uses for this tool that you may have already seen.
Inkscape Tutorial: Create Tiled Clones, Part Two

by Meemaw

In part one, I introduced you to the Create Tiled Clones window and a few simple things you can do with it. Now I will show you a few things you may have already seen with this tool. Many of the settings I report can be changed to suit yourself. Also, if you have clones and decide that you want to clone the same object again, you can use any of them. However, if you decide to delete some and delete a clone that you have used to clone more, all if its clones will be deleted as well. To find the original, all you need to do is choose one (in the status bar, it will say “Clone of Image (size of image)”, then press <CTRL> + C and you will see a line extend from your choice to the original.

OK, more examples:

In the 100th issue of the PCLinuxOS Magazine, May 2015, our cover featured one of Georgetoon’s awesome cartoon characters with a cake and confetti in the air. The confetti was made using the Create Tiled Clones tool.

First, I made some little confetti pieces... diamonds and squares, one of each in three different colors. Using each one alone, I opened the Tiled Clones window and changed the settings as shown below. All settings were entered in the Randomized columns.

Shift 85% - Scale 25% - Rotation 50% - Blur 30% - Opacity 40%

In part 1 of this article, I gave you rows and columns for the limits of the clones (bottom of the window) but on this, I used 7” x 5” width & height.

This also worked for the stars on the cover of the October 2014 issue. However, the settings were different.

The St. Patrick’s Day, March 2015, magazine cover featured a mess of shamrocks. I started with a shamrock background (below, right), but I wanted more shamrocks, so I used a different, single shamrock and cloned it.

![St. Patrick's Day Cover](image)

Also, the checkerboard mentioned in part 1? Do it this way (next page):
Inkscape Tutorial: Create Tiled Clones, Part Two

Help PCLinuxOS Thrive & Survive
DONATE TODAY

Screenshot Showcase

Posted by ximru, on June 11, 2020, running Xfce.

Draw four squares, filling two with black and two with white, and all with a .25 black stroke. Depending on how you have your preferences, you can “snap” them together, or use align and distribute so that their edges are touching. Select all four squares and click Group. They should look as shown below.

Now, open the tiled clones window. The first thing you should probably do (if you’ve been experimenting) is reset all settings to zero by clicking the Reset button at bottom left. Now change the settings at the bottom of the window so you are making 4 rows and 4 columns. Leaving all other settings at zero, click the Create button. And, there you go....

In the next tutorial, we will experiment with clones that may not necessarily result in rows and columns.
Inkscape Tutorial: Create Tiled Clones, Part Three

by Meemaw

We've spent some time doing tiled clones for stars, shamrocks and confetti, and I hope you have experimented with your own projects to see what you can do. Each of those made use of the row and column concept. However, many of our designs are circular. Can we do that with tiled clones?

I actually went back to Inkscape's tutorials list and searched. In their Tips and Tricks section, Inkscape Tutorials, Tips & Tricks, I found some instructions:

It's easy to see how to use the Create Tiled Clones dialog for rectangular grids and patterns. But what if you need radial placement, where objects share a common center of rotation? It's possible too!

This is where we use the Rotation tab. Let's create the start of a clock face. Open Inkscape and draw a line.

I want a line on each hour, so I want 6 lines (since we're rotating the line around the center of the starting line, we'll only need half as many), so set the rows to 1 and the columns to 6. Click on the Shift tab and set the Per row/Shift Y and Per column/Shift X both to -100%. Now click on the Rotation tab and set the column rotation to 30°. Click on Create.

I want my clock face a bit fancier, so I'll zoom in on the original line (which should already be selected). Click on the Paths tool just under the selection tool at left, then double click on the line at the center and halfway between each end. I just moved the lines between the nodes a bit so my line looks a tiny bit curved. The great thing about doing this with your line and then cloning it (or doing it after it's cloned, like now) is that each clone will turn out exactly like the original. If you aren't happy, make changes to the original, and the changes will be made to the clones as well... I'd rather do it once than 6 times (top, right).

After messing with it a bit more, and adding the numbers and circles for decoration, my clock face, while not real fancy (or even to your liking), looks like this (right):

There are some presets in the program, so you could try the P3, P31M, P3M1, P4, P4M, P6, or P6M symmetries and see how they work out.
That was a relatively simple design. You can do more if you vary your row and columns, varying your rotation along with them. These settings (with the shift left at -100 like before), you'll get the result shown below.

The groups of 3 are the rows, 3 degrees apart, and the groups are the columns, spaced 30 degrees apart.

What if you don’t want to use only lines? This time I made a teardrop shape, and when I was satisfied with the design, I clicked on it twice to turn on the rotation arrows, then grabbed the cross in the center and moved it away. The cross is the center of rotation for the one object, and if I move it away from the center of the object, and use the exact settings we used before, then the clones will be arranged as shown below. Notice that the cross in the center was the one I moved from the original teardrop.

Let’s try another. With the following settings, I obtained the figure below, which looks more like a flower than a starburst:

**P1 Simple Translation with 3 Rows and 10 Columns**

Shift  
X  25% Row -100% Column  
Y -100% Row  25% Column  
No Randomize  
Scale  0% all  
Rotation  Angle 20% Row and 40% Column

To get a really full flower, we should duplicate it more.

This is just a sample of things that can be done with the Create Tiled Clones tool. Honestly, you should just experiment to get your desired result. Remember, the **Remove** button is at the bottom of the window, just like the **Create** button is. If you Create something that isn't what you want, just click **Remove**.
**Inkscape Tutorial: Easily Create A Neon Effect**

by Meemaw

We’ve done many text effects in Inkscape and GIMP, but this is a really quick and easy way to create the effect on almost any path you draw. I experimented with a font called Scriptina, and came up with the following effect in just a few minutes. I’m sure you can do the same. The good thing is that if you draw any spirals or curves to accompany your text, you can use this method to match them.

Open Inkscape and set your document as you desire. I always start with an 8.5 x 11 page, oriented landscape, but you do whatever you like. One of my good friends designed a template that he opened every time, then renamed to the project. His was 1600 px by 1200 px, I believe, also oriented landscape. Anyway, now you have a new page, ready to create!

Design the item you want to change to neon. It may be text like above, or a stroke of some kind. Let’s start with a stroke. I’ll use my “pencil” and draw a line. Then I’ll click on the node tool, and move the nodes around until I like my curve, then click on the selection tool. Change the color of your line to the color you want.

You want to duplicate this line twice. Hold down the CTRL key, and press D twice. You won’t see much but your line seeming to darken, but all duplicates are stacked on top of one another. Grab and move the two duplicates.

Choosing the center line, change the stroke to about 8, and make sure the round corner and end buttons are clicked. This curve will be between the other two, so leave it where it is.

Let’s change things now. Open your Fill & Stroke window, and click the Stroke Style tab. Select your top curve, and change the stroke to about 18. Also, click on the buttons that make your curve round on the corners and at the ends. Go down to Blur, and change it to 3. In your main window click on “Lower selection to bottom”. We want this curve to be behind the other two.

Now for the bottom curve. This one will be on top, so select it and click on “Raise selection to top”. Change the stroke to 2 or 3, whatever looks good to you (I used 3), and change the color to white. Give it a blur of 1, and make sure the rounded curve and corner buttons are clicked. I changed mine to a very light purple so you could see it in the following image, but then changed it to white for the next step.
Now we want to stack them up for our neon. Using your mouse, draw a rectangle around all three curves to select them all.

Open your Align and Distribute window. With all 3 curves selected, click on Align vertically and Align horizontally. This will put them right on top of each other, something like the following:

This is fun! I did the text first, and you will have to set the stroke differently because your text has fill as well. Setting your stroke to 18 will make a mess (since the stroke is basically an outline, and it will overlap the letters a lot), so make your stroke about 4 or so. If you use text, you can also try making the fill and stroke different colors, which may enhance the neon effect.

Now I can export this as a .png so the background will be transparent, then add it to my text (center, top):
Inkscape Tutorial: Draw A Cartoon Turkey

by Meemaw

I found a fun tutorial the other day, and since Thanksgiving is coming up soon for many of us, I thought it would be fun to do a turkey. I’m sure you have done something this easy already, but we’ll use some of the skills we’ve learned over the years.

Open Inkscape and a new canvas, and start by creating a couple of circles. Make the fill brown with a darker brown or black stroke. You can create the first circle and then use <CTRL> + D to duplicate it. After you do that, make one of the circles smaller than the other. Open your Align & Distribute window and align the two circles vertically. Now you have your body and head.

Now draw two circles with white fill and black stroke for eyes. Also, add a black circle to each. Use Align & Distribute to line them up as well.

For the beak, draw a small triangle with a shade of yellow fill and black stroke. I also grabbed the top line and curved it a bit.

Turkeys have a “beard” or snood under their beaks. I drew this with the Bezier tool, moving the nodes to edit it the way I wanted it, but you could use the Pencil tool as well.

Also, for wings, create a zig-zag with the Bezier tool. Choose Path > Object to Path, and curve the lines until you have 3 smooth curves. Fill and stroke it with the same colors as the body.

Rotate them around and duplicate once for the other side, then place the wings.

If you have the body and face the way you want them, you could choose them all and Group them (or not), but be sure and save your work. Now let’s get busy on the feathers. To create the feather shape, start with a long oval. When you get it drawn, choose Path > Object to Path.

Now use the Nodes tool again to add a couple of nodes to one end so we can make it a bit different.

For the finishing touch, use the Pen tool or Bezier tool to draw a simple line down the middle of the feather. I made mine a shade darker than the feather color. Group these two when you’re finished, and also move the point of rotation to the right side of the feather.
With the feather group selected, we’re going to Edit > Clone > Create Tiled Clones. Now, change the following settings:
Shift X Per column to -100%
Scale X Per column to 5%
Rotation Angle Per column to 10 degrees.
Rows, columns to 1 and 11
When the settings are set, click Create. You should get the following:

We need a circular wedge to use for shading, so position them as shown below. Select both of the circles choose Path > Difference.

The shape you’ll get is a wedge that can fit at the bottom right of the face. Give it an Opacity of about 50%. Make sure the beak and snood are brought in front of the shadow.

Now, select the bunch of feathers, and group them. Duplicate the group and flip the duplicate horizontally. You can do this as many times as you need to, in order to make the feathers as full as you want. I think I made extra, but I like the result. You will have to rotate them and line them up in the center, then position them behind the body.

For the feet, simply use the Pen tool and draw a few lines to make feet. Group them and duplicate, then flip the duplicate horizontally. Position them at the bottom.

Do the same to the body. You can also add a drop shadow to the grouped, finished turkey (right, top).
If you want to, you can add a background (right). I hope you like the way yours turned out.

We need to do some shading to finish. Draw a couple of circles, or ungroup and duplicate one of the ones you made for the head or body. I made one just a little darker than the turkey color.

---

**PCLOS-Talk**
*Instant Messaging Server*

*Sign up TODAY!* [http://pclostalk.pclosusers.com](http://pclostalk.pclosusers.com)
Inkscape Tutorial: Creating A Pattern

by Meemaw

I found this tutorial a while back and thought it looked fun. We’ll be making a wreath for the holidays. By using repeating objects as markers, we can create a wreath out of any shape. We’re going to make a pattern first.

To start out, using the rectangle tool, draw a green square. If you hold down <CTRL> and drag, it will be a perfect square. We will use the square as a background to our pattern to make sure there are no blank spaces in our finished product.

Choose the pencil tool and set these settings:
- Mode: Bezier Path
- Smoothing: 50
- Shape: Triangle in
Now create several short lines/triangles. You can make several different lengths, then select them and duplicate them (<CTRL> + D) to get as many as you think you might need. Make them different shades of green to give your wreath some variety.

Group them over the square until you have them arranged the way you want them. Select them all and Group them (<CTRL> + G). Now choose Object > Objects to Marker to make this a marker. Don’t be shocked, as it will take your pattern and put it in markers, and it won’t show on your page any more.

To add to your wreath, select your circle with the Nodes tool and click the Add nodes button or double-click on your circle in the location you want a node. Every node you add will add more of the pattern, so just keep adding nodes until you get your desired results. If your pattern doesn’t look big enough (or too big), adjust your stroke size up or down.

This will be a simple circular wreath, so draw a perfect circle with the ellipse tool by holding down <CTRL> and dragging your mouse. Also, choose Path > Object to Path to convert your circle to nodes. You will see 4 nodes.

With your circle selected, choose Fill and Stroke and click the Stroke style tab. From here, you should assign your custom object as a Start Marker and Mid Marker (right, top).
We need to add some finishing touches. Many wreaths have berries or decorative balls on them. All you need is a red circle, a white ellipse for a light reflection and a dark green circle for the shadow. You can also make some yellow or blue ones for color variety.

Many wreaths also have a bow on them. You may have to draw this by hand, but I’m sure it will be wonderful. Remember to add a drop shadow from Filters > Shadow and Glows to give your creation some depth.

Mine is finished, and I’m sure yours is beautiful. Happy Holidays!