

- This tutorial will guide you through the process of “cutting” an object out of a picture, for the purpose of using it on another background or image.



-- To begin, we will use the image to the left.

-- Our goal will be to “cut” the foreground watermelon out of the photograph, and paste it into another image.

- To begin, select the image to the left and press CTRL+C on your keyboard.

- Launch GIMP.

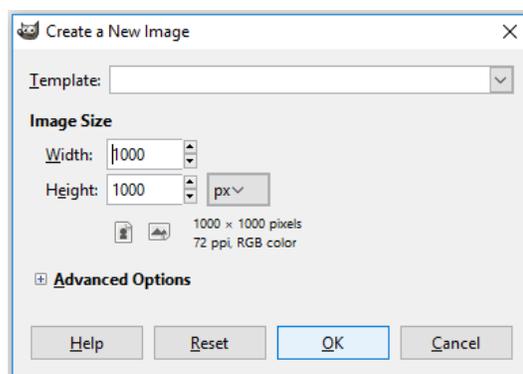
- Click File → New

-- The image size does not matter much here; the only goal is to keep the canvas from getting too small for the image. Thus, we will use the generic size of 1000x1000 pixels. Enter “1000” in the “Width” field as well as the “Height” field, and click “OK”.

-- Click anywhere in the white space you have just created, and press CTRL+V on your keyboard.

–Activate the “Move” tool by pressing “M” on your keyboard.

-- Click anywhere in the white space to “Anchor” the image.



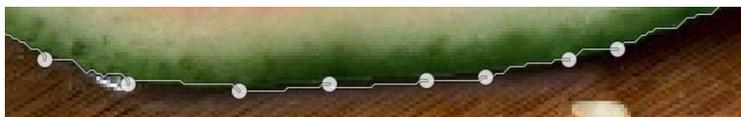
- Now, click Tools

→ Selection Tools → Intelligent Scissors.

-- As shown in the graphic (below), work your way around the object by clicking along the object boundary- smart scissors should follow the outline. If it does not simply click and drag boundary line to modify.

*NOTE: If you need to modify your zoom level at any point, simply press the “Z” button on your keyboard, and click the image to zoom in. To zoom out, CTRL+Click.*

-- When you are done, click on the first point you have made to “finalize” the boundary, and then click anywhere within the boundary. Clicking inside the boundary will select all content within the boundary you have made. Leave your watermelon window open- let us get the new background ready before we do anything more with it.



- We will be putting the watermelon on the sand image to the right.
- As you did on Page #1, create a new canvas within GIMP, and use the same arbitrary size as you did before (1000x1000 pixels).
  - Copy and paste the sand image into your new GIMP canvas, and anchor it by clicking on the white space.
- Now, let us head back to the watermelon. We want to feather the edges of the selection so that it looks nice when we copy and paste it on to the sand. Right-click on the selection you made with the Intelligent Scissors, and click Select → Feather. A dialog box will pop up, and ask you to specify your selection boundary. The default (5,000px) is fine. Click OK. Now, press CTRL-C to copy your feathered watermelon to the clipboard.

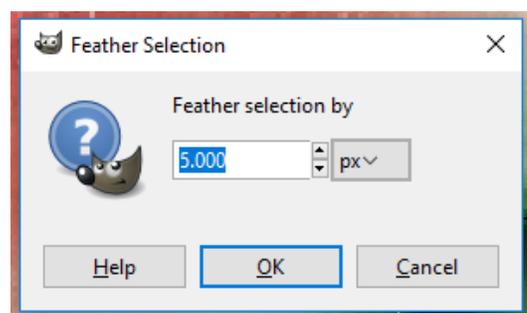
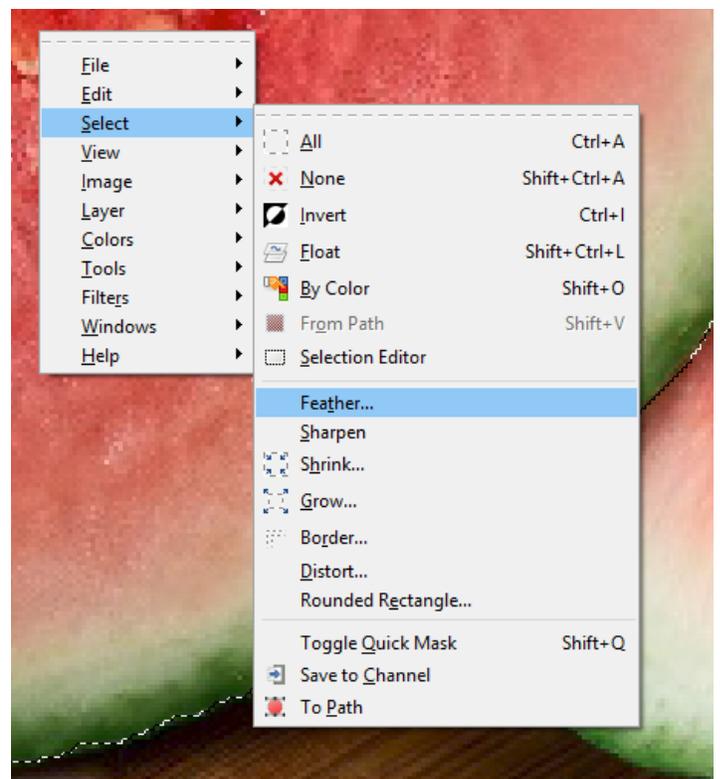


-- Go back to your sand canvas and press CTRL+V to paste the image onto the sand, and click the white space to anchor the watermelon to the sand.

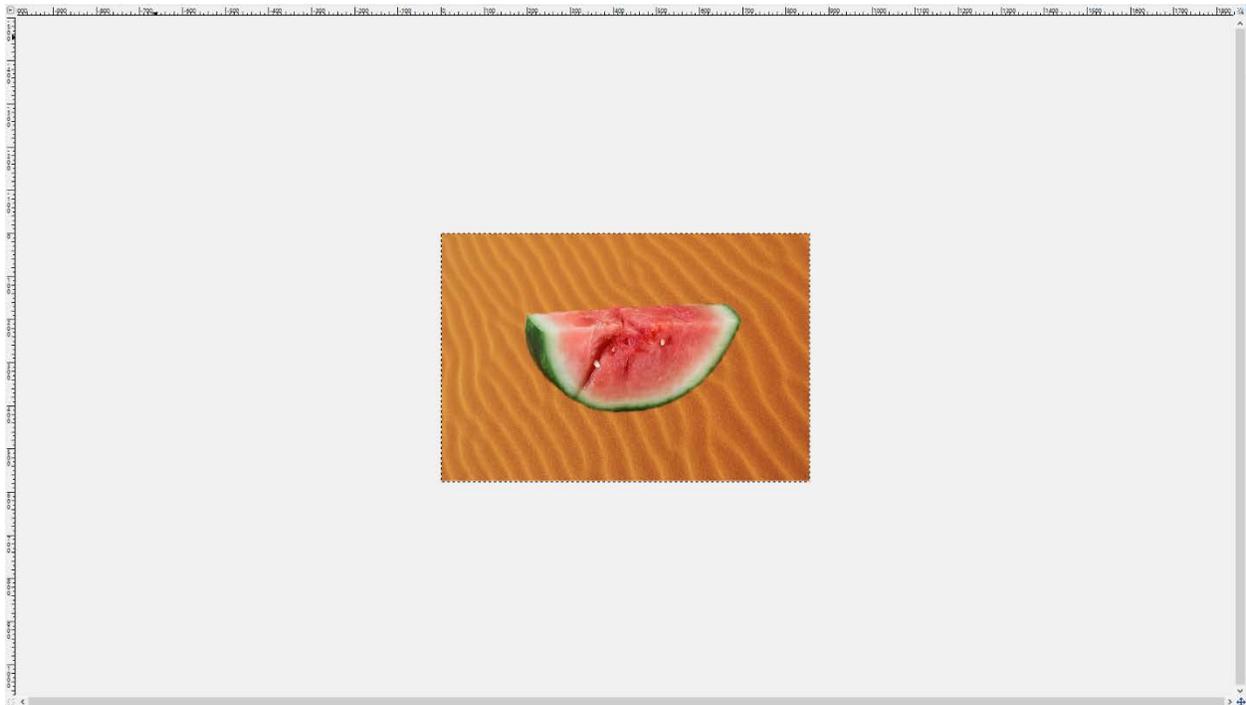
-- As you can see, the watermelon looks nice- the edges are not jagged.

- Now that our task is complete, we want to resize the canvas to fit around our image.

-- Click Image → Autocrop Image. The canvas should now be shrunk around the content of your image.

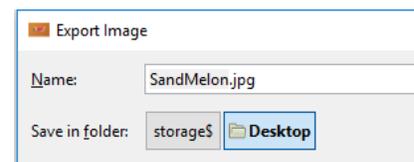


-- Your canvas should now look like this (below):



- Now, let us save this picture. Click File → Export As...

-- You can export to any format you choose. In this case, I chose to name it "SandMelon.jpg". Once you have chosen a name and a directory, click "Export". Your finished product should now be in the directory you chose, and should look something like this:



NOTE: If you want to save the image in another format besides JPEG (as I did), simply change the extension before you export (eg, SandMelon.png, SandMelon.tiff, SandMelon.bmp).