CODE:FREE

OPEN SOURCE AND FREE SOFTWARE ART MAGAZINE

3

"***Don't go wherever the path leads but where there is no path, and leave traces behind you.***"
(Jean Paul)

Dear friends of open source graphics!

It is my pleasure to present to you the third issue of CODE:FREE!
Recent software development is providing us artists with additional tools to express our creativity. In the course of the last months, I've come across so many great images by a variety of artists from around the globe, I just have to share them with you.

The motivation to create a bit of art without depending on companies is the most important aspect for my work with open source software. This is true for the artwork itself, as well as for this magazine.

This is the first issue that comes with a GIMP tutorial and a software review.
The publication of the flash version on Issuu.com is another innovation.
Unfortunately due to time restraints, the CODE:FREE web site is no longer online.

I hope you enjoy both art and articles in this issue!

VECTORWORKS

Artist: Gilles Pinard Tool: Inkscape

Fair use

Artist: Gilles Pinard Tool: Inkscape

Fair use

Artist: Juanmontoya (OCAL) Tool: Inkscape

Artist: Tommek (OCAL) Tool: Inkscape

Artist: Arwassa Tool: Inkscape

Artist: Arwassa Tool: Inkscape

Artist: Franzi Tool: Inkscape

©

Artist: Franzi Tool: Inkscape

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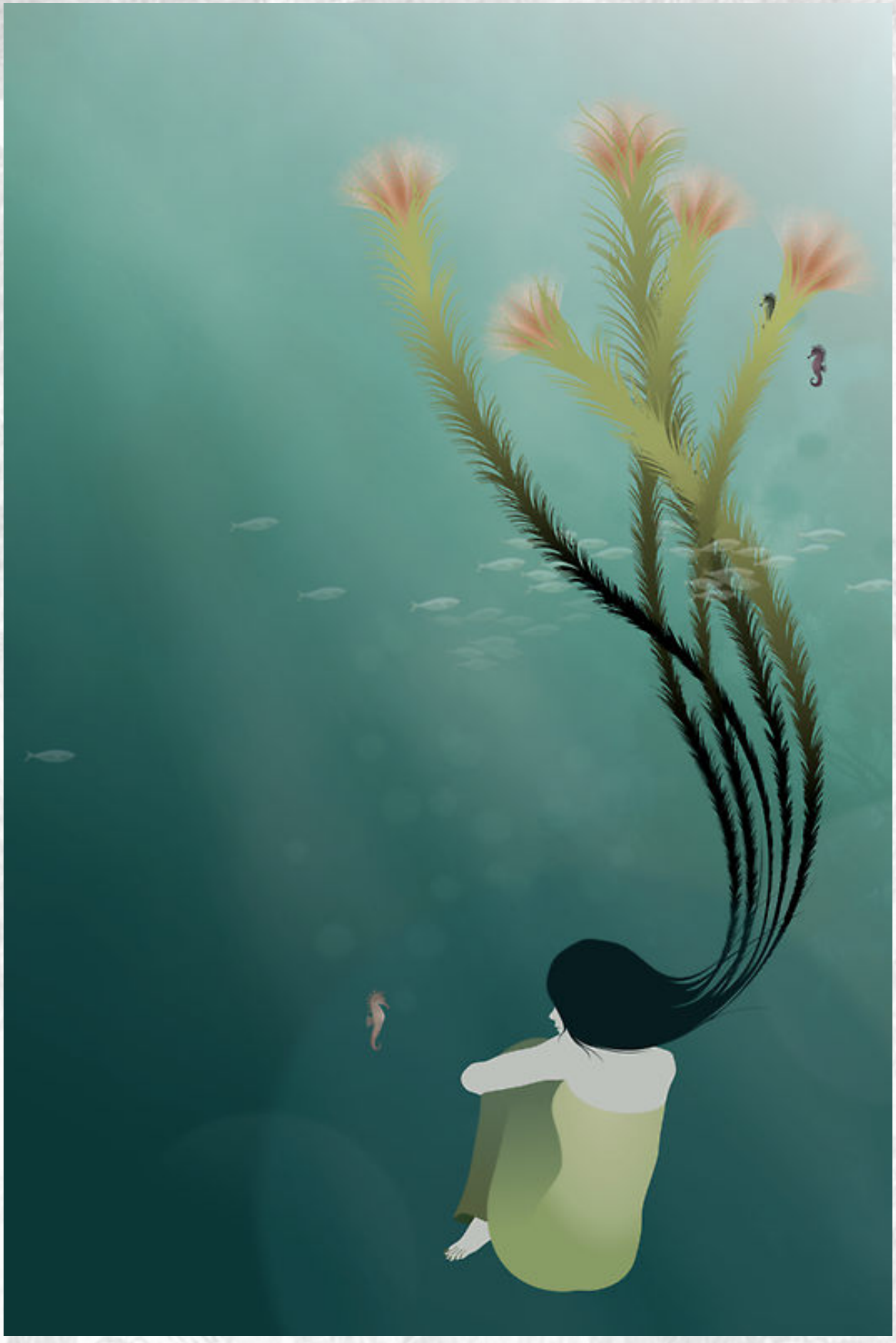

Artist: Franzi Tool: Inkscape

©

Artist: Vicious Speed Tools: Inkscape, Arsoft PhotoStudio

Artist: Vicious Speed Tools: Inkscape, Arsoft PhotoStudio

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Artist: Vicious Speed Tools: Inkscape, Arsoft PhotoStudio

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PAINTINGS

Artist: Arwassa Tool: GIMP

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Artist: Arwassa Tool: GIMP

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Artist: Filipe Soares Dilly Tool: GIMP

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Artist: Filipe Soares Dilly Tool: GIMP

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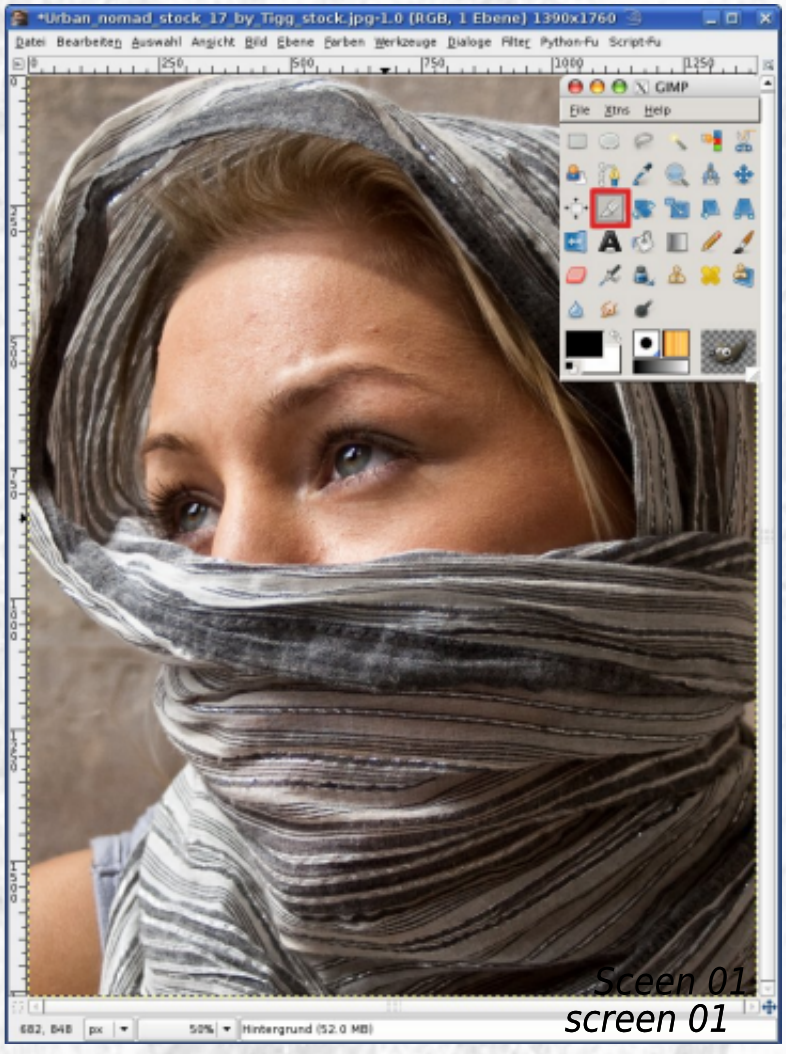
TUTORIAL: Smudge painting with GIMP

This tutorial will show you how to use the smudge-painting technique. It looks like real paintings!
I used a photo by Tigg-stock (http://tigg-stock.deviantart.com), with kind permission. You can find the original here: http://tigg-stock.deviantart.com/art/Urban-nomad-stock-17-127784242

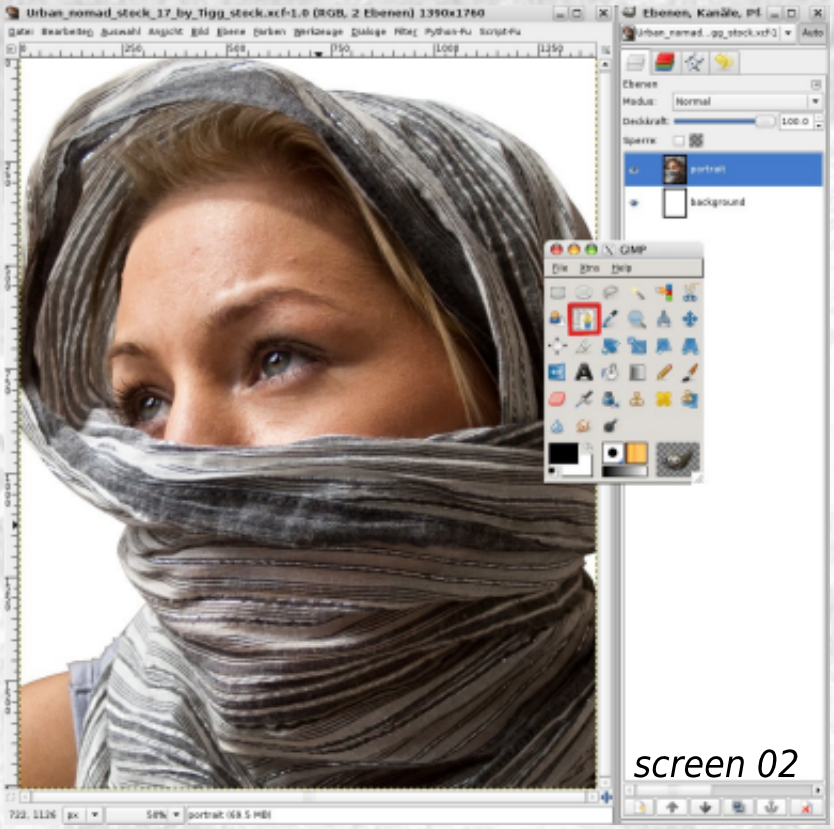
Thanks for sharing!

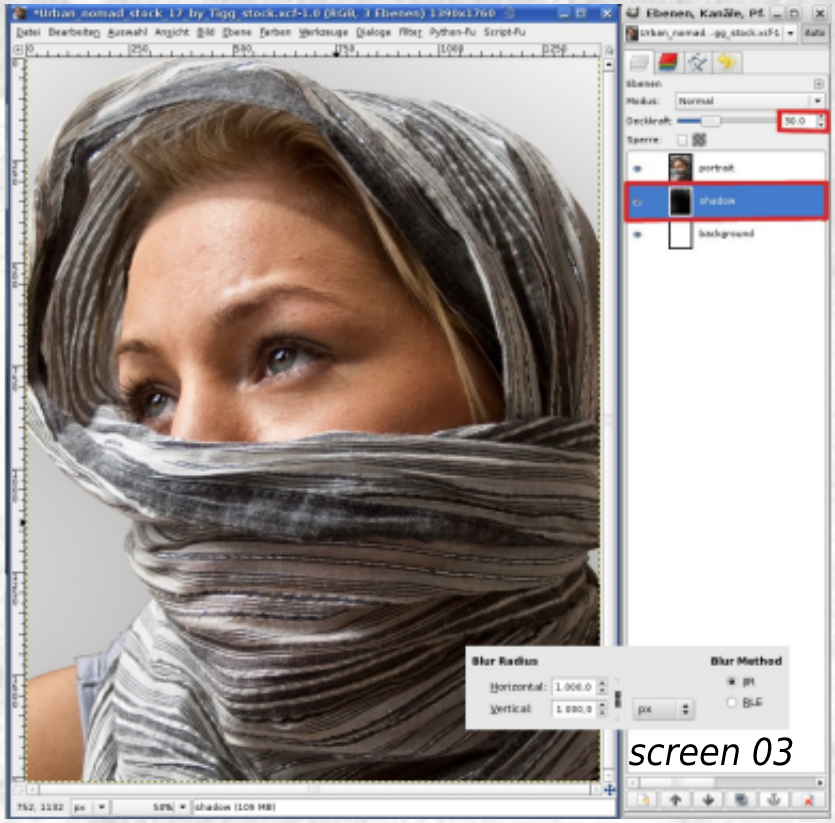


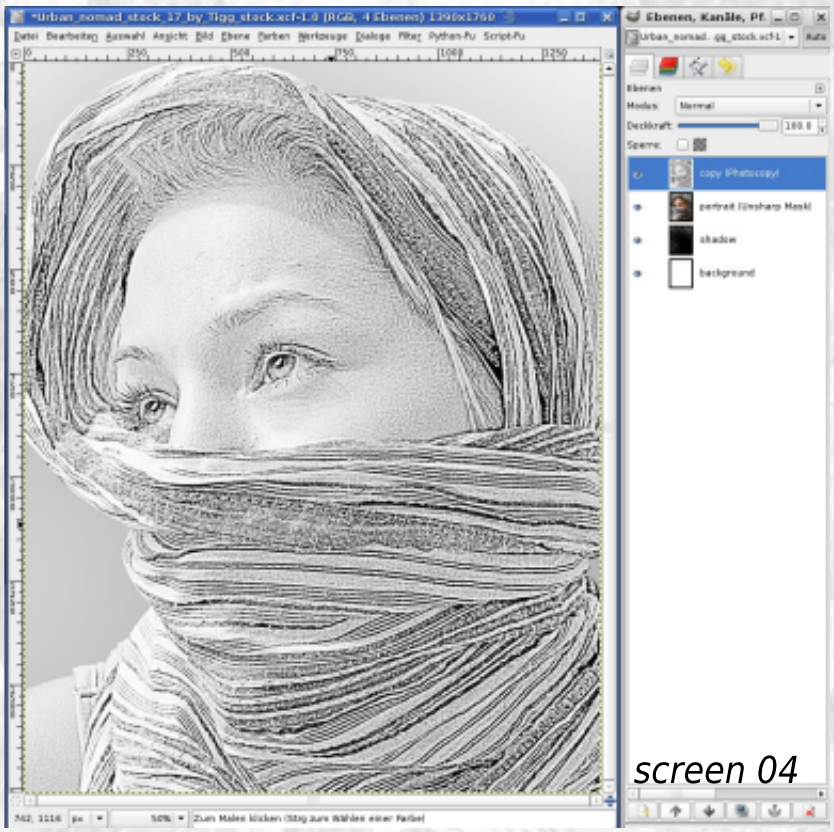
screen 01

Use the **crop tool** to remove unnecessary areas and bring out a composition you like.
screen01

Create a new layer below the photo layer and fill it with white. This layer is to become our new background. Use the path tool to select the face outline and eliminate the old background on the portrait layer.
screen02



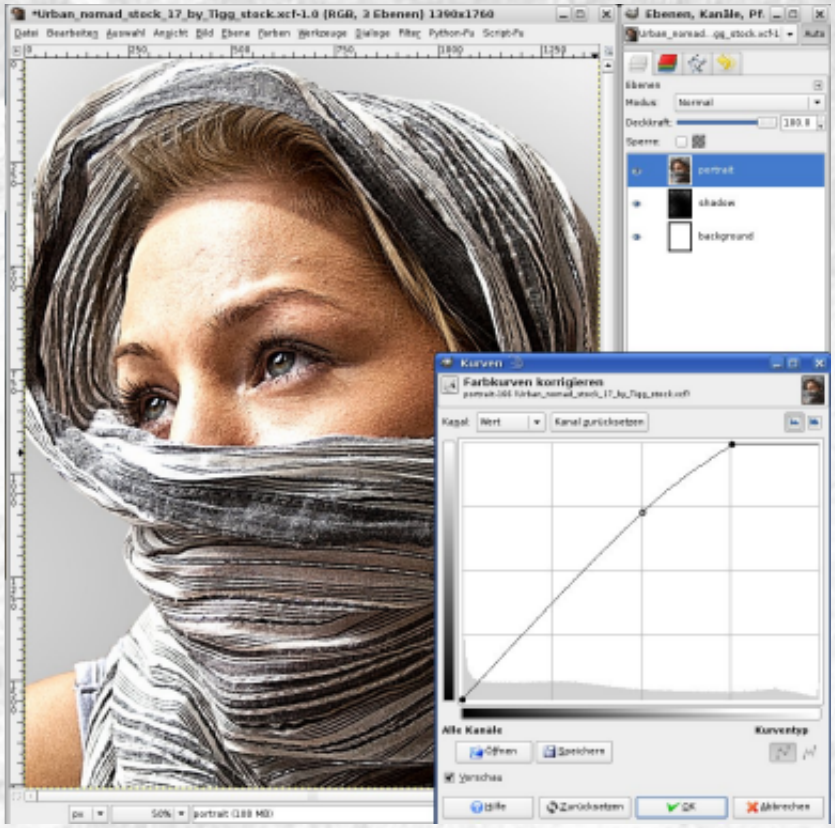




Position a new transparent layer (shadow layer) between photo layer and new background. Create a selection from the alpha channel of the portrait layer and activate the shadow layer. Fill this selection with black. Dismiss the selection. Blur the shadow with the **Gaussian Blur** Filter (blur radius: 1.000 pixel). Set the layer opacity to 30 %.
screen03

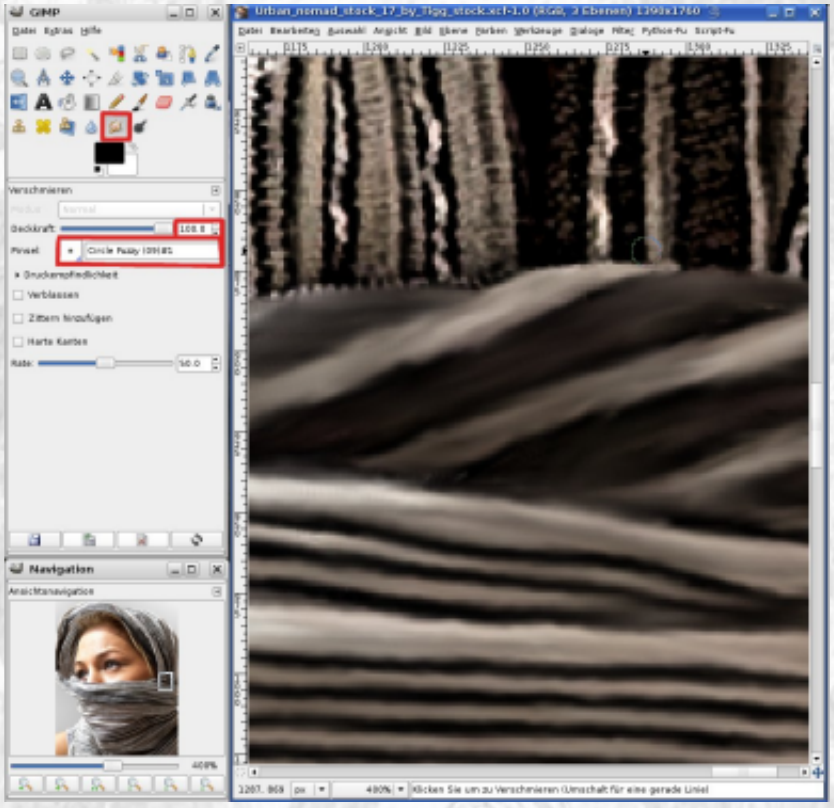
Run the **Unsharp Mask** filter (radius: 5.0/ amount: 0,50/ threshold: 0,0) on the portrait layer and duplicate this layer. On the duplicate, use the filter **Photocopy** (Mask Radius: 8.00/ Sharpness 0,800/ Percent black: 0.200/ Percent white: 0.200).
screen04

Set white to alpha (**Colors > Color to Alpha**) and merge the portrait layer with its modified duplicate. Change the color, brightness and contrast of the portrait layer to your liking with the **curves dialog**.
screen 05

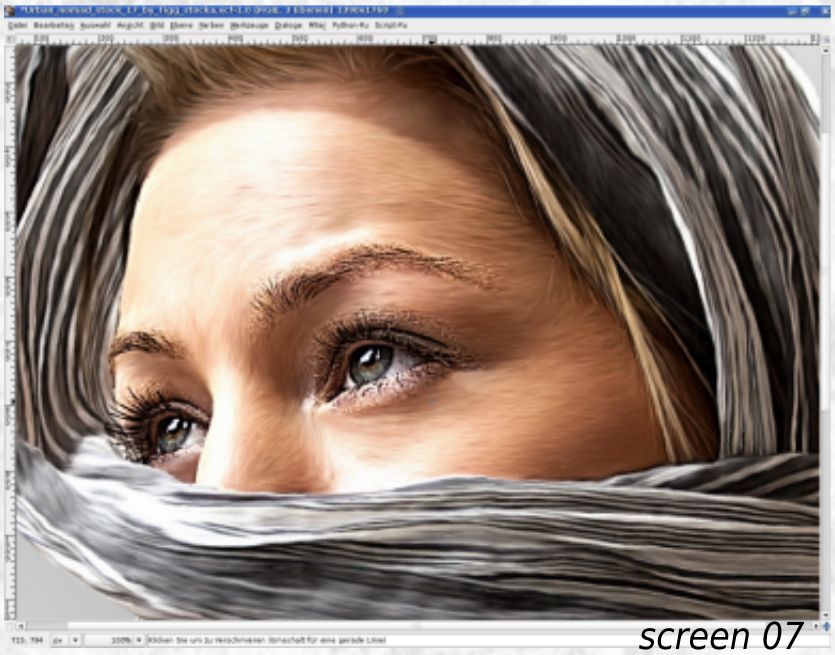


screen 05

Choose the **Smudge Tool** and pick the brush Circle Fuzzy 09 (opacity 100%), and start smudging the picture (except the eye area for now). You'll notice in the example that the strokes vary somewhat according to what is being smudged. Using a generous zoom factor also helps.
screen 06

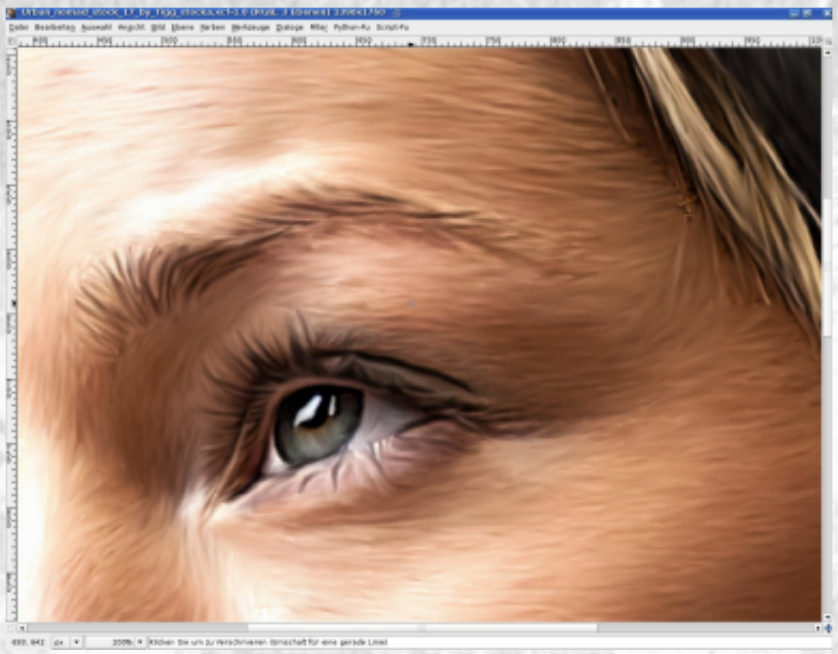


screen 06



screen 07

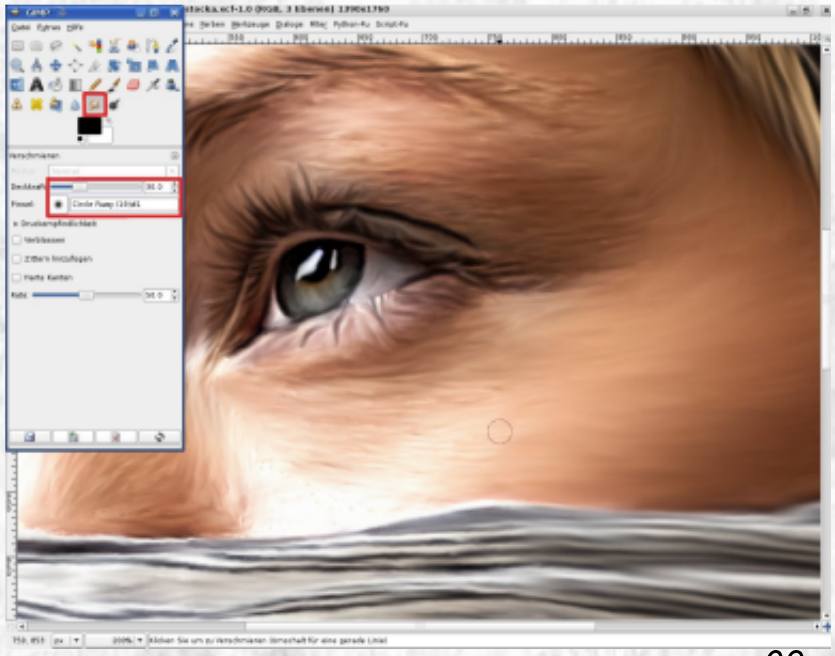
Eventually, the picture might look like this.
screen 07



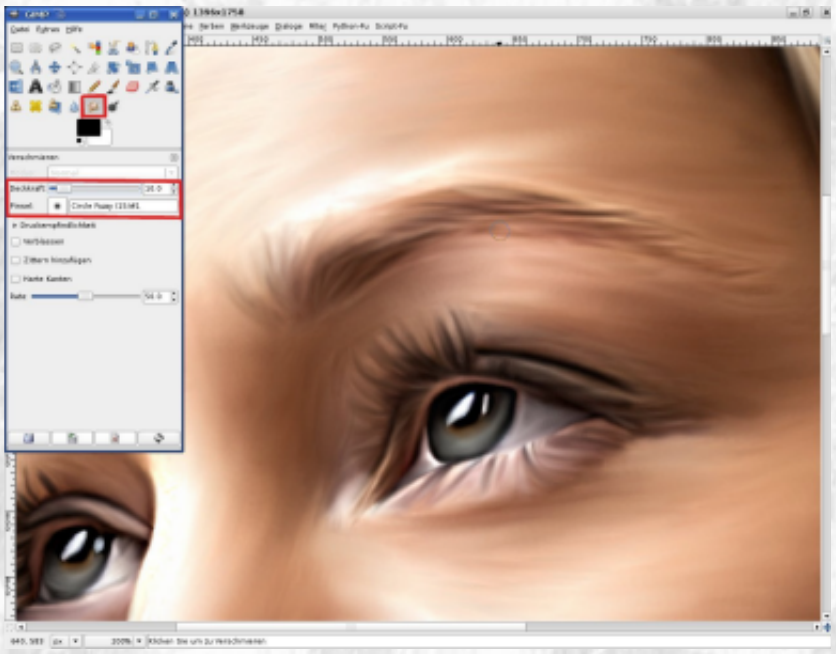
screen 08

In order to smudge the eyes and eyebrows, use the brush Circle Fuzzy 05 (opacity 100%).
screen 08

Use the brush Circle Fuzzy 19 (opacity 30%) to smooth out the facial features. Take care not to exaggerate, or the face will look unnatural.
screen 09

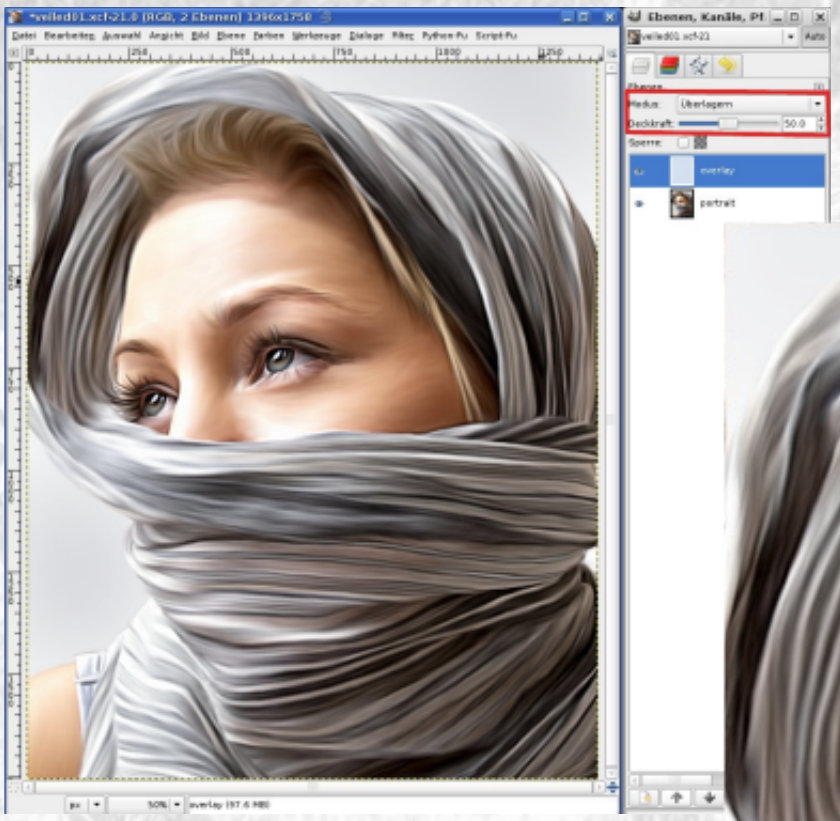


screen 09



screen 10

A brush like Circle Fuzzy 19 with opacity set to 10% was used for smoothing the eyes and eyebrows.
screen 10



screen 11

Now merge all layers, create a new transparent layer on top of the stack and fill it with a light blue color (e. g. d5e0f1). Set the layer mode to „overlay“ and the opacity to 50%.
screen 11

If everything went well, the end result might look something like this.

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PHOTOEDITING

Artist: Christian Nielebock Tool: QTPFSGUI

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Artist: Hasham al-Ammal Tool: QTPFSGUI

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Artist: Hasham al-Ammal Tool: QTPFSGUI

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Artist: Hasham al-Ammal Tool: QTPFSGUI

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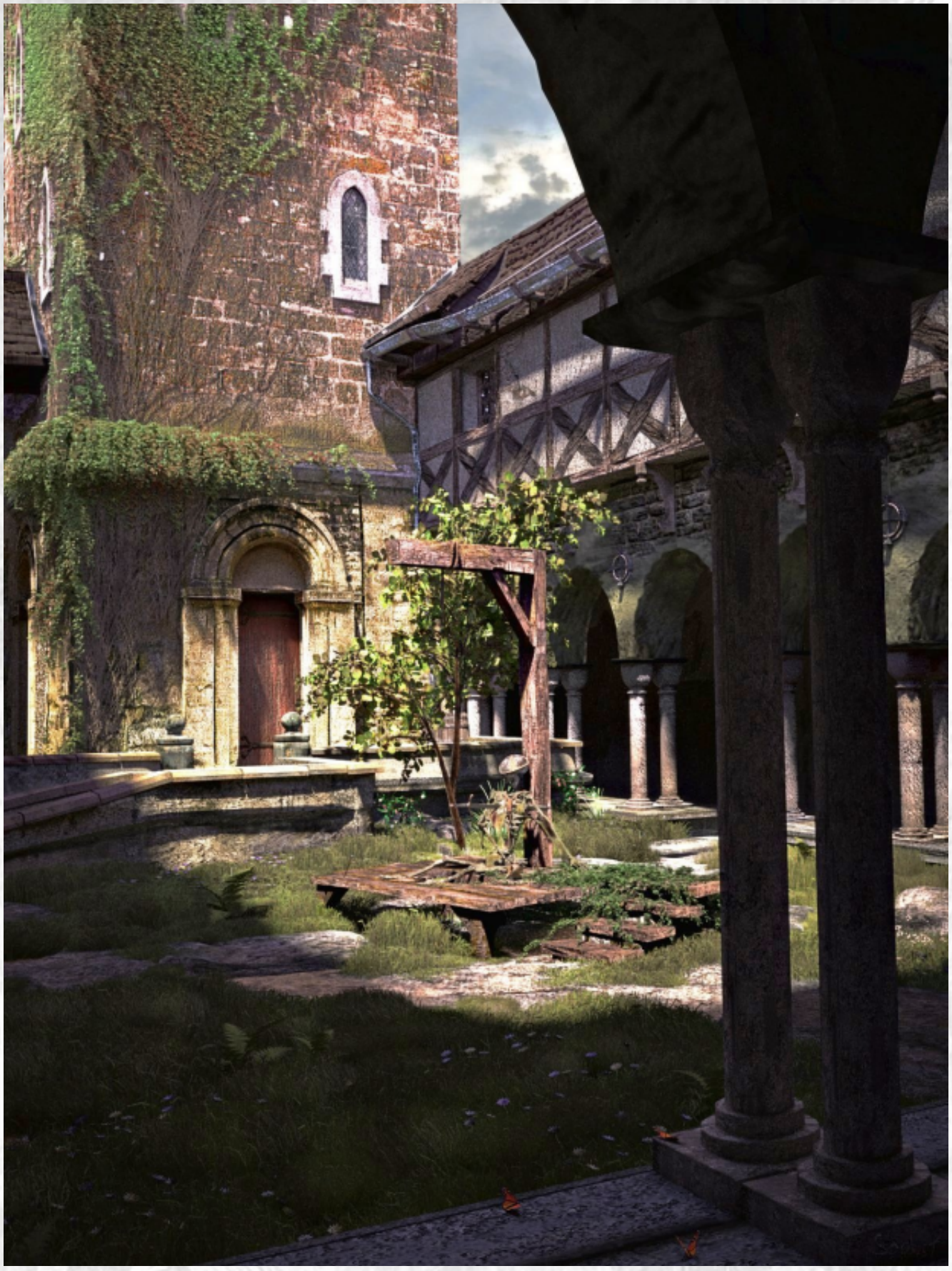
3D CREATION



Artist: Christopher Phal Tool: Blender

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Artist: Christopher Phal Tool: Blender

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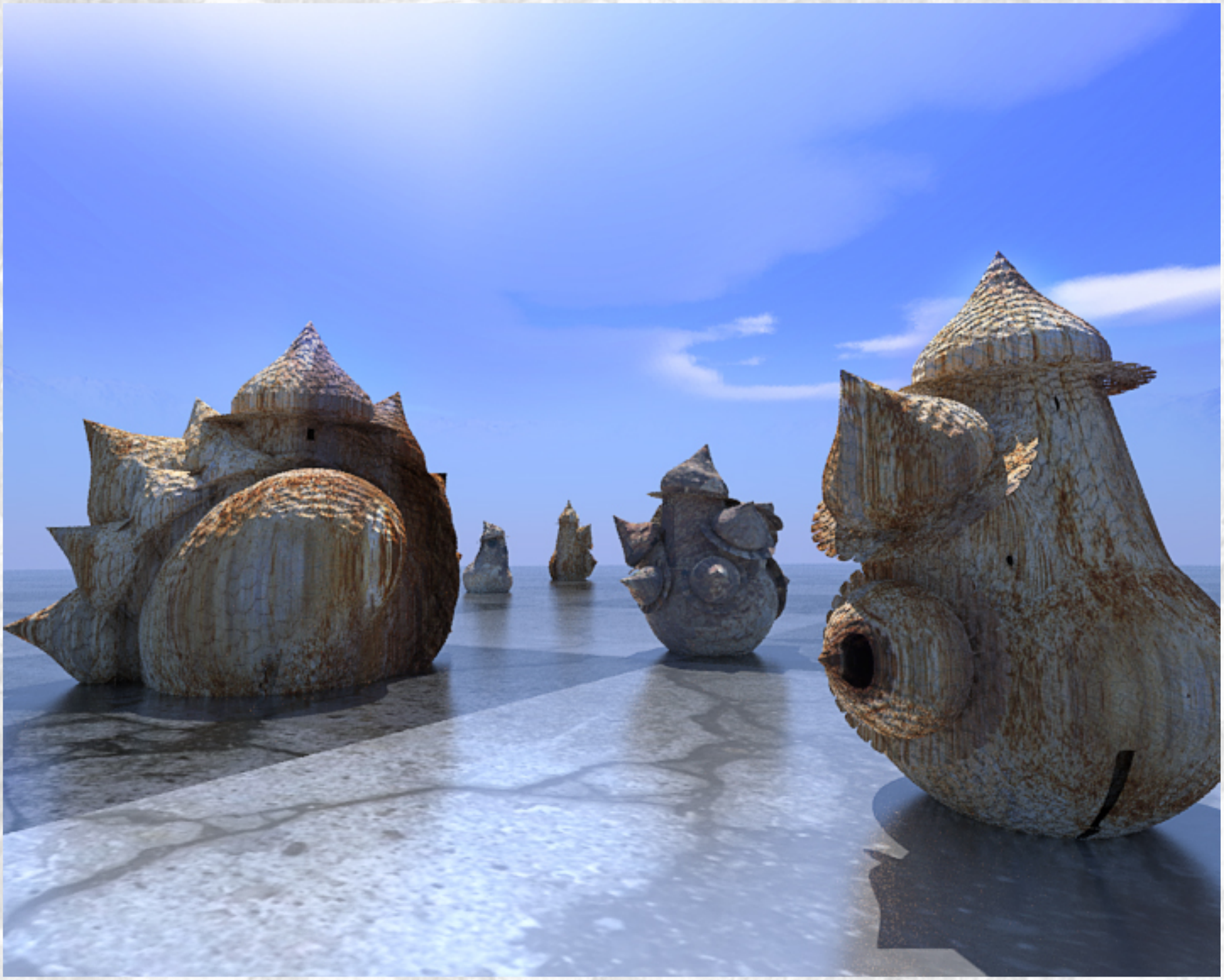
Artist: Peter Waz Tool: Blender

Artist: Peter Waz Tool: Blender



Artist: Peter Waz Tool: Blender

Artist: Filipe Soares Dilly Tool: Blender

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Artist: Filipe Soares Dilly Tool: Blender

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Alchemy

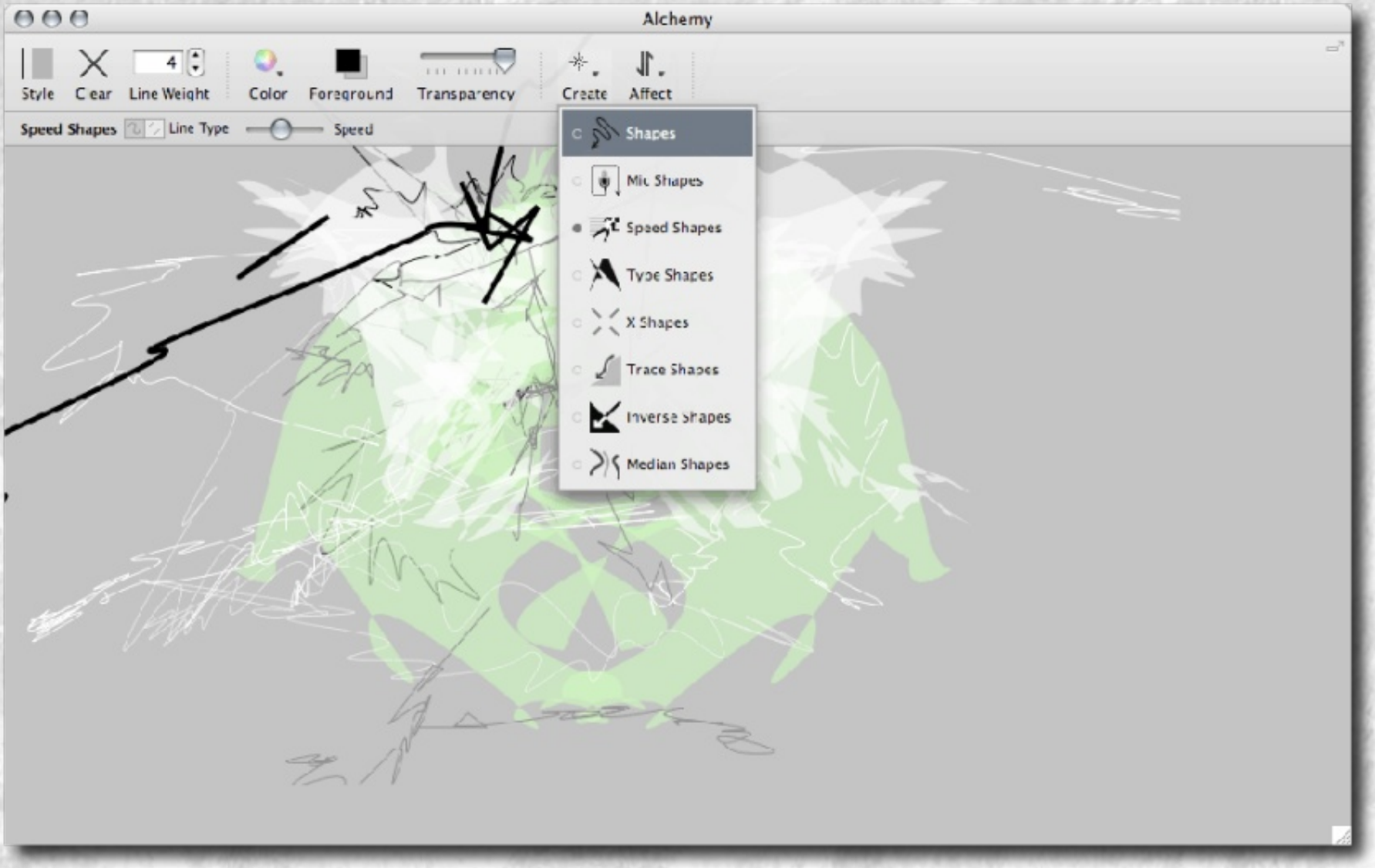
alchemy |’alkemē

Figurative: a process by which paradoxical results are achieved or incompatible elements combined with no obvious rational explanation

Alchemy is an open drawing project aimed at exploring how we can sketch, draw, and create on computers in new ways. Alchemy isn’t software for creating finished artwork, but rather a sketching environment that focuses on the absolute initial stage of the creation process. Experimental in nature, Alchemy lets you brainstorm visually to explore an expanded range of ideas and possibilities in a serendipitous way.

Alchemy is software for sketching ordrawing using a computer. Unlike other paint programs, Alchemy is not necessarily about creating finished artwork, instead it focuses on using experimental interaction to come up with new ideas completely. 'Experimental interaction' in this case means things like using your voice to control how lines are drawn on screen, generating random shapes, or drawing with symmetry to create a quick and dirty face or body.

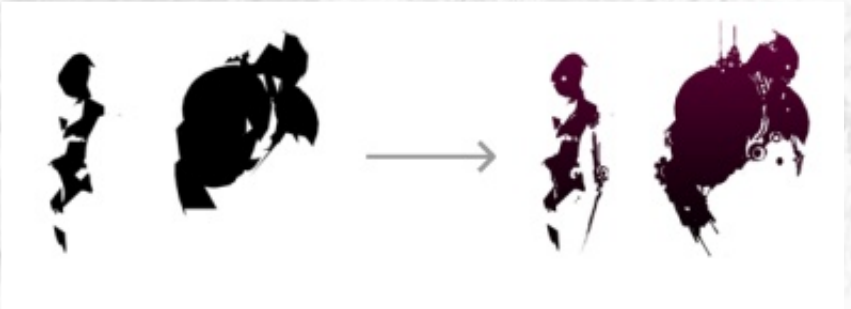
You might use Alchemy to draw for fun and experiment with, or if you're a more serious artist you might use it as a digital sketchbook - a place where you can experiment with new forms and drawing techniques. For example, like in the image below, you can create a quick and chaotic silhouette in Alchemy then later move to a more conventional paint program to add the finishing touches.



Interaction

First time users may notice that Alchemy is missing a lot of the features we expect paint programs to have: no undo, no selecting, and no editing! But don't worry, this is all part of the plan to output a great number of good, bad, strange, and beautiful shapes, rather than a single 'perfected' one. To keep track of all these sketches we will make, Alchemy has a recording function that saves pages in a PDF (Portable Document Format) file either manually or automatically.

You can install and run Alchemy on Mac OS X, Linux, and Windows. Drawing can be done with a mouse or laptop touchpad, but a pen tablet is the best choice.



** This content is taken from the Alchemy website: www.al.chemy.org*

Artist: TehPoA Tool: Alchemy

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Artist: Gokhan Okur / Kofti Tool: Alchemy

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Thanks to all artists !!
Find many more stuff on their webpages:

Vicious Speed: http://viscious-speed.deviantart.com/
Christian Nielebock: http://ravetracer.castarnie.de/
Lumpi: http://lumpi69.deviantart.com/gallery/
Franzi: http://drawanddream.carbonmade.com/
Arwassa: http://en.arwassa.com/
Gilles Pinard: http://www.flickr.com/photos/35772571@N03/
OCAL-images: http://www.openclipart.org/
Filipe Soares Dilly: http://dilly.carbonmade.com
Hasham al-Ammal: http://www.flickr.com/photos/heshaaam
Gokhan Okur / Kofti: http://kofti.com/
Peter Waz: http://www.flickr.com/people/26145812@N06/
Filipe Soares Dilly: http://dilly.carbonmade.com/
Christopher Phal: http://frogoncoffee.deviantart.com/
TehPoA: http://tehpoa.deviantart.com/

Special thanks to my friends and helpers from the GIMPforum.de!

Inkscape: http://www.inkscape.org/
GIMP: http://www.gimp.org/
Blender: http://www.blender.org/
QTPFSGUI: http://qtpfsgui.sourceforge.net/
Alchemy: http://al.chemy.org/documentation/
Scribus: http://www.scribus.net/

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