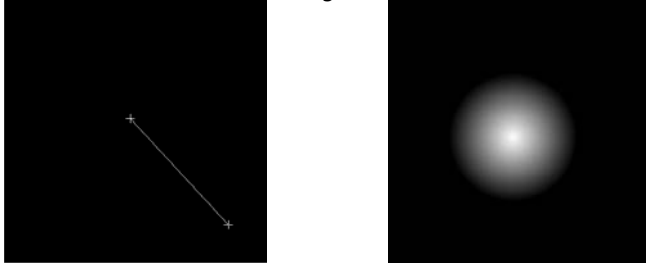
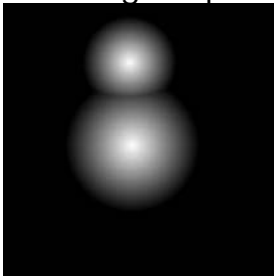


Draw a Bug in GIMP

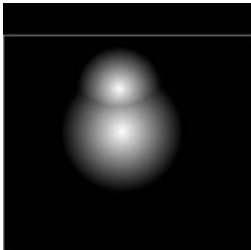
1. Create a new image: 400 x 400 px.
2. Set the background to black.
3. Set your gradient to "default".
4. In your tool options, adjust the settings to reverse, and shape to radial.
5. Now add a new transparent layer, set its mode to lighten only.
6. Do a gradient fill any where on the transparent layer.



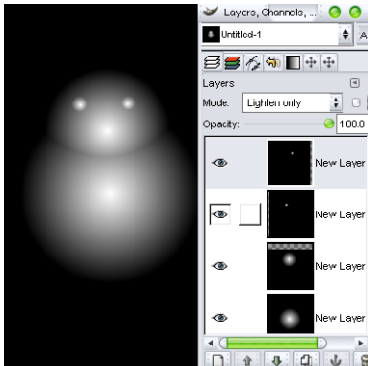
7. Add a new transparent layer, change its mode to lighten only also.
8. Do a gradient fill just like before, onto the layer you just created. You can place it anywhere. The new gradient fills into the previous layer without covering it up.



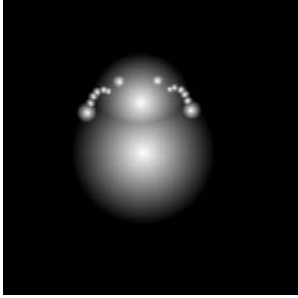
9. If you don't like how the fill came out, just undo and try again, or if the size is right just get the move tool and move the new layer around.
10. Since its set to "lighten only" you can move it just about any where. It is starting to look like a bug. Let's go with that and make it look more like one.



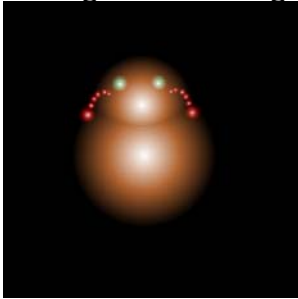
11. You can only add one fill per layer, so add new layers as needed, or duplicate one, and move it around.



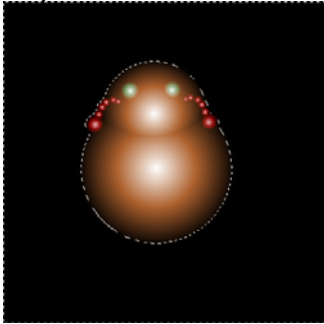
12. You can merge 2 layers together by setting the lower layer to normal, then merge the one above down. Then change the merged layers setting back to lighten only. You can also move the merged layer where you like.



13. Grouping layers like this give you the ability to add some detail, like color to the different layers. An easy way to add color is with the colorize tool, be careful not to change the background too much.



14. When you have your basic shape done just merge the visible layers. You can separate it from the background using the magic wand.



15. From here you can add your effects and spice it up a little. This bug has black circles added on one side of the body on a new layer, then the layer was duplicated and flipped horizontally. A black line on a new layer was added down the middle (which then could be IWarped to give a slight curve). Finally ovals, using a gradient from white to transparent, were added on a new layer to give the impression that light was reflecting off the bug.

