Iwarp as a new tool for GIMP

DOCUMENTATION

Interaction Design for the Real World.

Team:
Ingrid De León
Stephanie Nagel

Table of Content.

1. Vision

Gimp is an application to edit pictures, there is a filter called Iwarp.
Iwarp is compareable with the photoshop filter liquify. You have seven functions in this filter like move, remove, grow, shrink, swirl, smooth and pressure and you can manipulate pictures with them. To make these functions easier to handle and work with, Gimp wanted to bring Iwarp to canvas with a new design and functions.

2. Goal of GIMP

This semester the goal of GIMP is to create Iwarp as a tool. We need to manage how to create this tool with each functions, and at the same time we will need to create an option to manage the pressure when you want to draw something.

3. Team Reflection

As a team, we started to see the way to how we can create Iwarp as a tool; first, we started to experiment with every function that Iwarp has. We choose different kind of photographies and then we started to see what happened with every function. We also compare Iwarp with the function liquify from photoshop, we saw a lot of differences between every program. We realized that each program has their pros and contras, but in this case, we needed to focus on Iwarp, so we started to look for problems and find the solutions for this program.

4. Use scenarios.

As we know there exist 3 different kind of scenarios.

First scenario: This scenario is used mostly of the times for pictures in a magazine. For example, when you want to edit a picture of a model and want to make perfect her/ him face, or the body. In this scenario you need a lot of presition because you need to make perfect the body or the face of the model.

Second scenario: We can call this scenario like the New world, because here the user use photographies to create a new way in the photo, for example, they mostly used to create different porpotions in the body, as you can see in the picture.

Third scenario: And the last scenario but not the less important is when we use size canvas for example cm/in, pixels and resolution, this scenario is for artistics pictures, scan material. Is when the user wants to experiment for example is he wants to create a collage.

5. Evaluation.

In this step we started to work with both programs and see the differences betwen them, iwarp and liquify. We found that both were quite similar, but with some different details, so we decided to look for the good things that every program has, and then compare. Here we can see a list with the pros of every program.

5.1 Iwarp GIMP vs PS Liquify

Iwarp.
- Easier to use.

- Better overview.

- Better for a quick edit.

Liquify.
- Zoom.

- It has undo and redo.

- Radius for the brush size.

- Every function has their own information.

6. Brainstorms

As a brainstorms we made a lot of drafts, but here we will just show the most importants.
In the first picture we have the very first ideas, we wrote the problems, the good things that iwarp has and the solutions that might be the best idea to fix every problem that has the program. Then in the last picture we can see all our drafts or sketchs that we started to draw for the solutions.
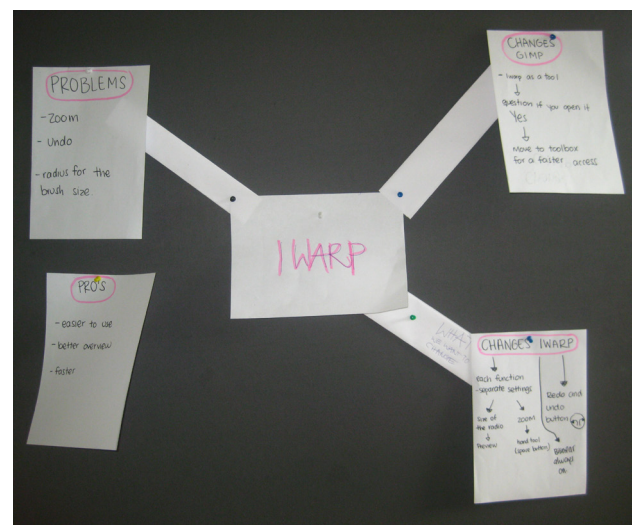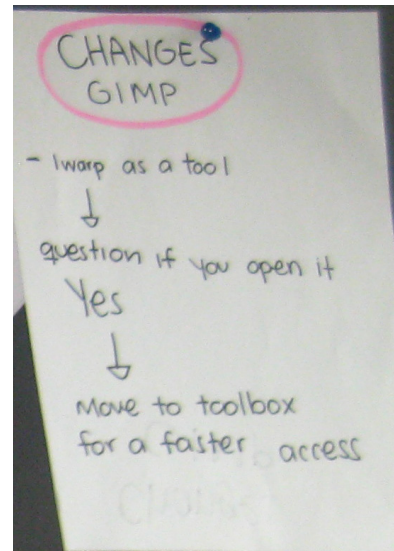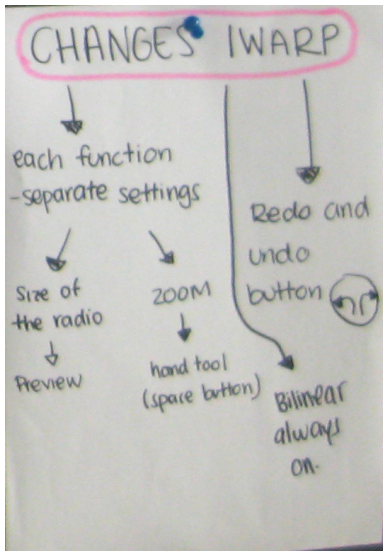
7. Problems

It was quite a challenge for us to create a way for this tool that it is easy to use and also the function of the pressure was not easy to implement.
We tried different ways, tried to attach possibilities to change the kind of brush, tried to work with further tools like hardness you can change. But in the end we eliminatet all these things because we found out that they are not necessary and the more options and functions we have in a tool the more complicated it gets.

8. Design drafts

Here we will show the different ideas as a drafts that we made for the process of our project. First we tried to figured out how can be the design of the widow which appears when you open Iwarp. Then we started to put the iwarp into the tool box as a new tool, but we decided that when the user open for the first time GIMP, there can be a option where you can choose between having Iwarp as a tool, or just like the normal option, as a filter; if you choose Iwarp as a tool, inmediately the icon will appear in the tool box. Then in the next drafts we draw the easiest ways to manage the options of every function. Our first idea was to has narrows besides every function and in the moment that you clic it, you can see the options like the deform radio and deform amount.
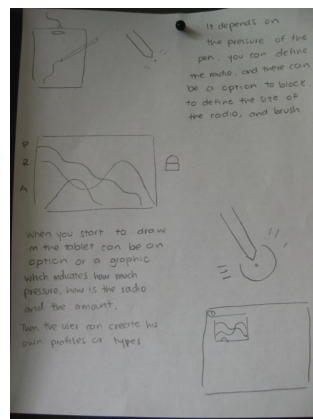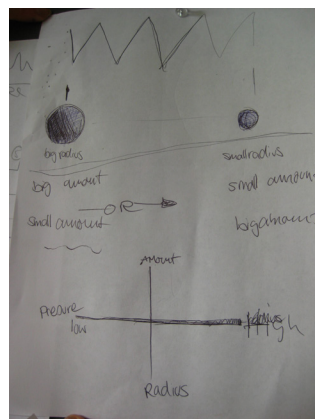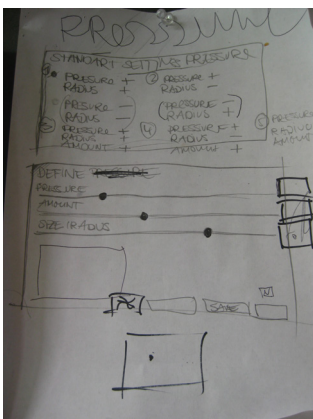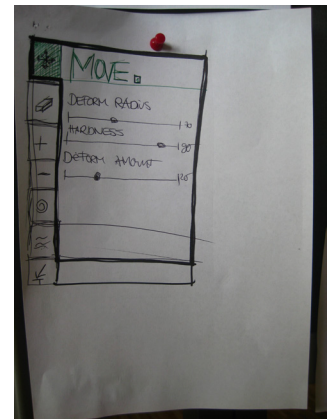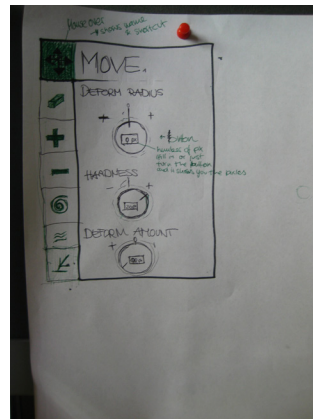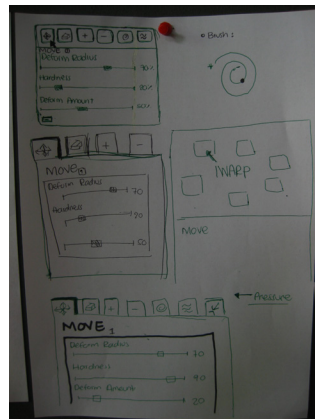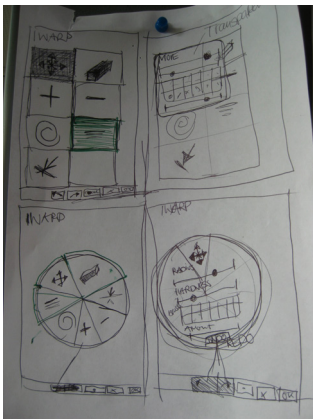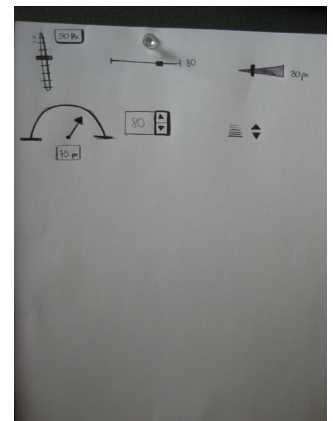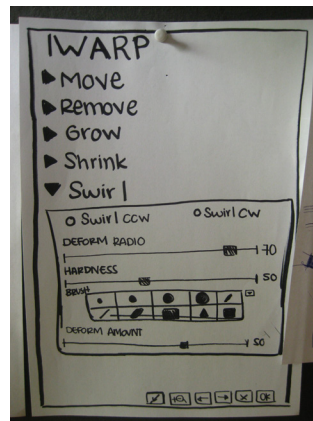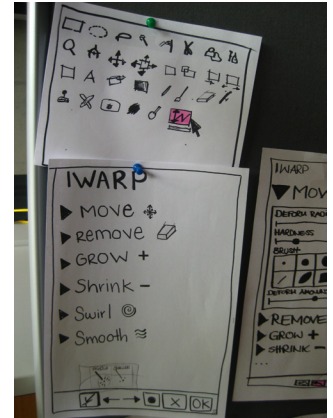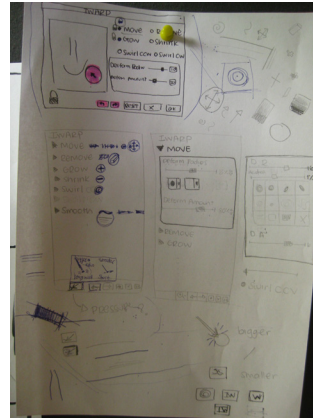
9. Solution / Final Design

After a long process we came to a solution that fitted for us very well.
We tried to make the design like an index. each function has the settings 'deform radius' and 'deform amount'.
It was very important for us to have for each function its own window and icon, so that you can change something at one function and you are free to jump to another function and you jump back, the settings you set before are saved.
The second thing what is new is the 'pressure'. If you want to work with a graphic tablet, you can switch the register 'pressure' on and you have an additional menu with a few more options especially verified to a graphic tablet pen so that you can change the radius and the amound with the pressure. You can make an input on your own like you define on which pressure you will have this and this amount or brush size and you can save it and add this to your individual library or you can choose one of the standart settings.
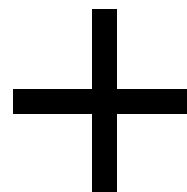Another function here is that you can lock the pressure if you make an input, because maybe people pressing the pen with a different pressure and the advantage is here that you can press how much you want - if you locked it, it doesn't changes.
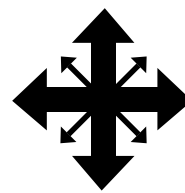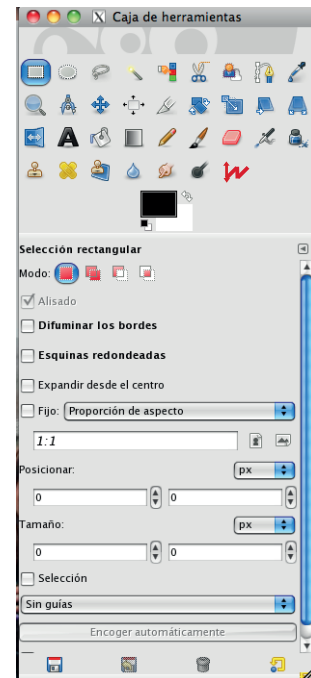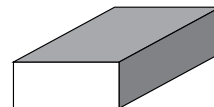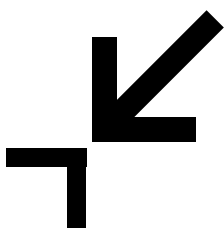

Pressure

Swirl

Move

Remove

Grow

Shrink

Smooth

Move

deform radius
70 px

deform amount
70 px

Remove

deform radius
70 px

deform amount
70 px

Grow

deform radius
70 px

deform amount
70 px

Shrink

deform radius
70 px

deform amount
70 px

Swirl

● ↺   ○ ↻

deform radius
70 px

deform amount
70 px

Smooth

deform radius
70 px

deform amount
70 px

Pressure

pressure input 🔒   close x

pressure
amount
radius

+ add   cancel

use standart settings ▼

Pressure

pressure input 🔒   close x

pressure
amount
radius

+ add   cancel

use standart settings ▼

high pressure | large radius
high pressure | small radius
high pressure | large radius | large amount
high pressure | large radius | large amount
high pressure | large radius | large amount

if not closeing pressure input....

Move

deform radius
70 px

deform amount
70 px

pressure input 🔒   close x

pressure
amount
radius

+ add   cancel

use standart settings ▼

high pressure | large radius
high pressure | small radius
high pressure | large radius | large amount
high pressure | large radius | large amount
high pressure | large radius | large amount

10. Conclusion.

As a conclusion, we think that our designs and new ideas for iwarp can work, because we made the use of iWarp faster and easier. we managed the way how the user can work better and more individual to his needs. But this was also very challenging for us to really fulfil the users needs and to create it usable for everyone.