



Digital Coloring For Comics GIMP Edition Part 2

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Purpose: This tutorial is designed to help get your scanned art files, which should be full of greys and multiple pencil/eraser marks, to the point where you have an art file that is pristinely black and white only (which is what you will color on)

Required materials:

- [GIMP 2.8](http://www.gimp.org)
- Laptop or desktop computer with installation privileges

More tutorials:



[Digital Coloring For Comics - GIMP Edition Part 1](#)

This tutorial will instruct you on how to scan and save your comic book illustrations in order to use them with the GIMP Digital Coloring tutorials.

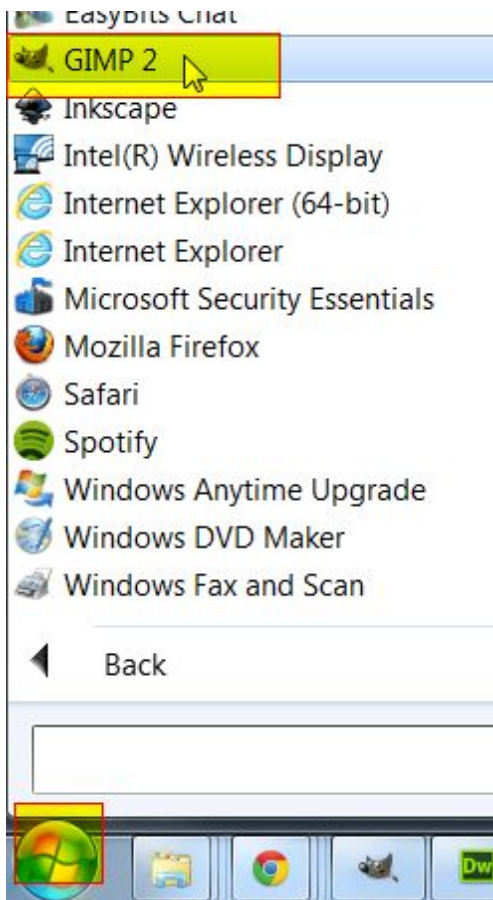


[Digital Coloring For Comics - GIMP Edition Part 3](#)

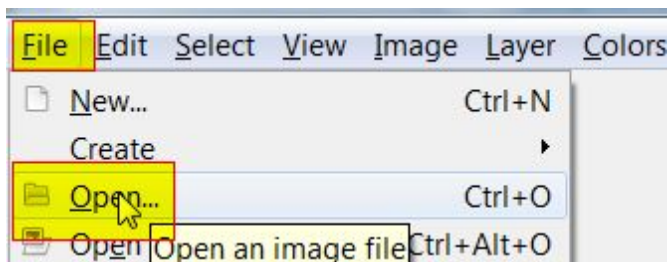
This tutorial will instruct you on how to color lineart made from scans within GIMP 2.8

Tutorial:

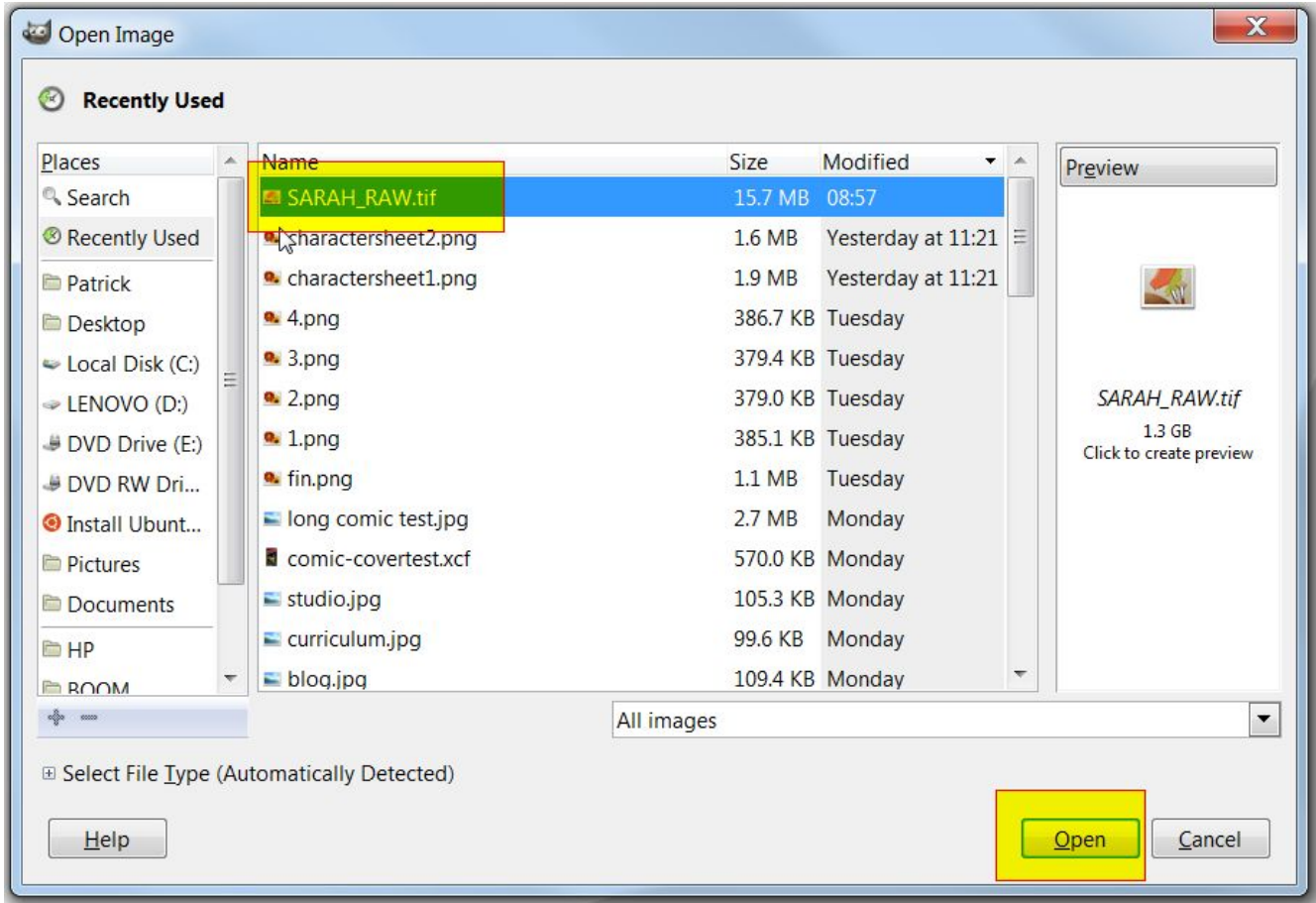
1. Open GIMP 2.8



2. Click "File>Open"



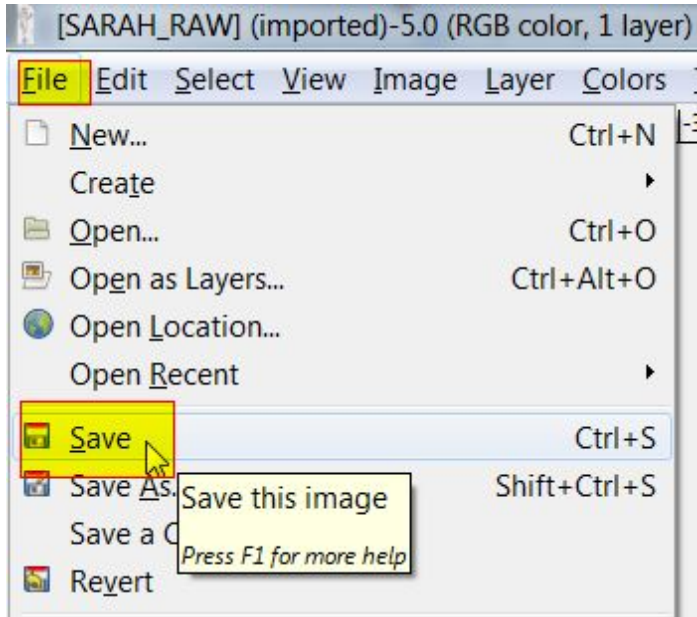
3. Find the RAW file you created in “[Digital Coloring For Comics Part 1](#)” in whatever folder you saved it in



4. You should have a grey & black scanned file that looks something like this open

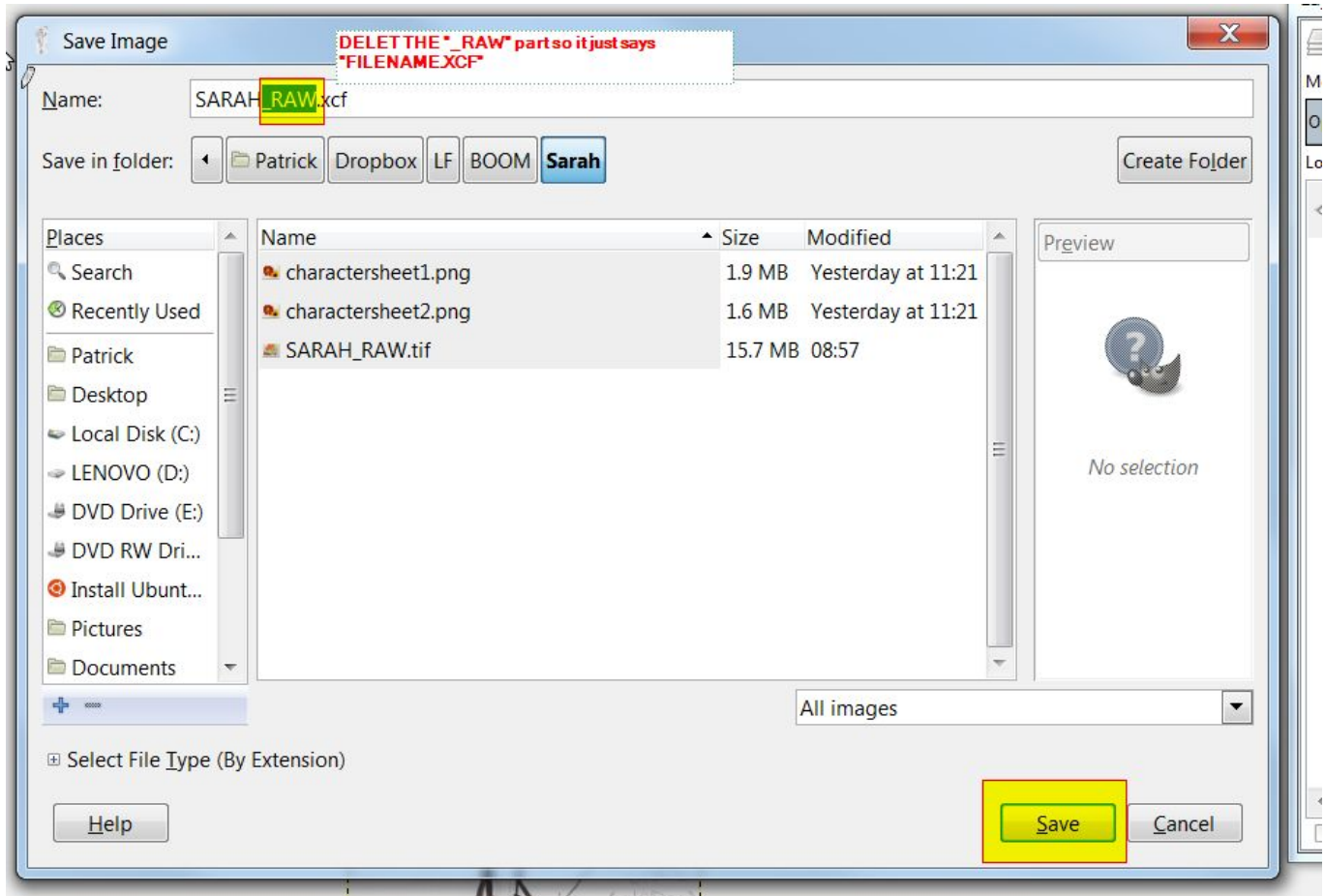


5. Click "File>Save"

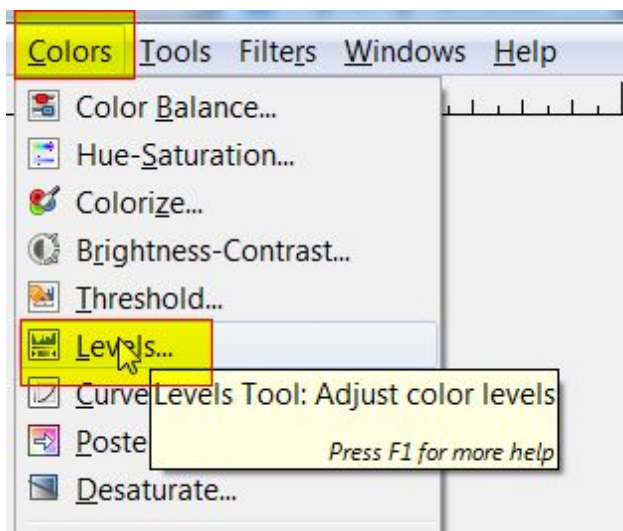


6. Because your file, previously saved, was a “.TIF” file, you currently do not have a complex file that can work with multiple layers. In photoshop, these kinds of files are called “.psd” files, whereas in GIMP these files are called “.xcf” files. Since we’re working in Gimp, we’ll obviously be saving our image as an xcf.

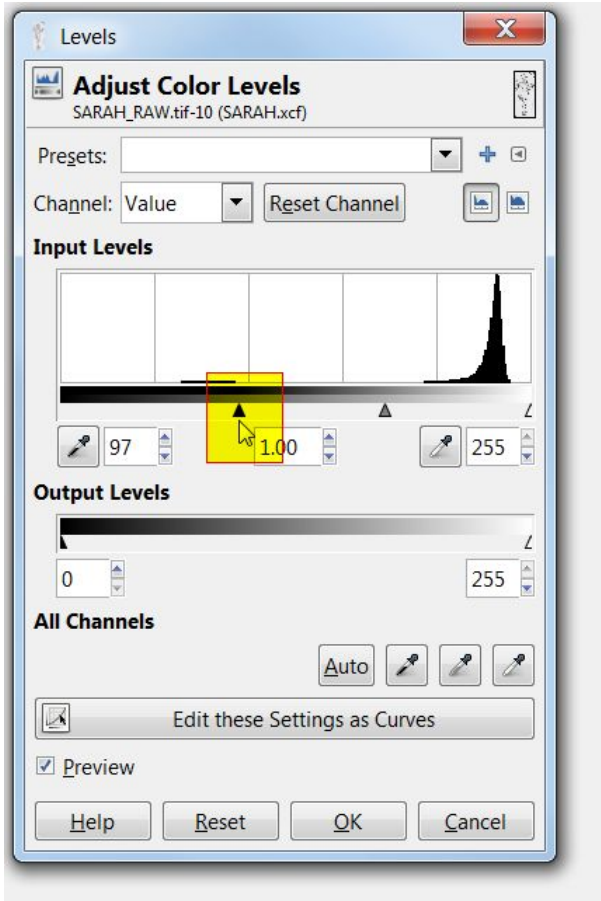
When this window appears delete the “_RAW” part of the file name (that indicates that the file has not been worked with - which isn’t what is happening with this file) and click Save. That’s all.



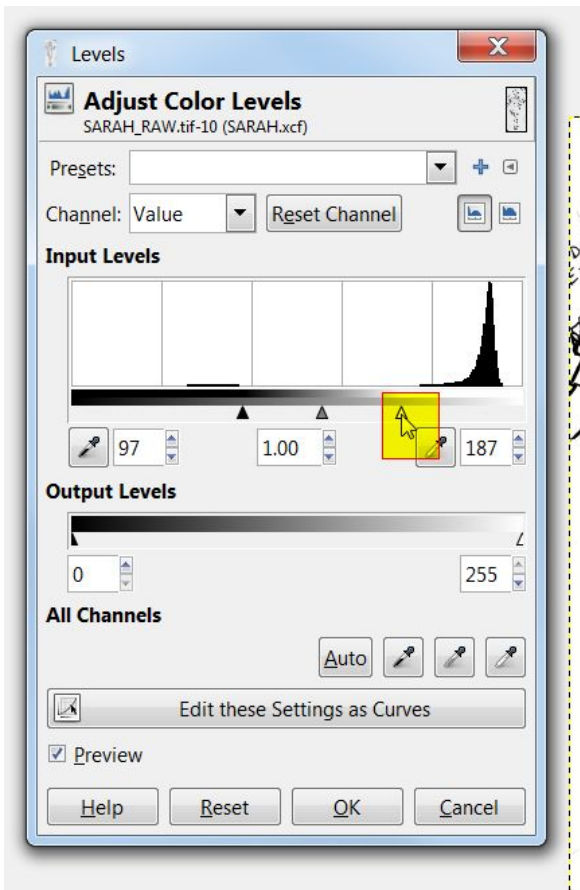
7. Now we are ready to make the pencil lines and greys magically disappear! Click “Colors>Levels”



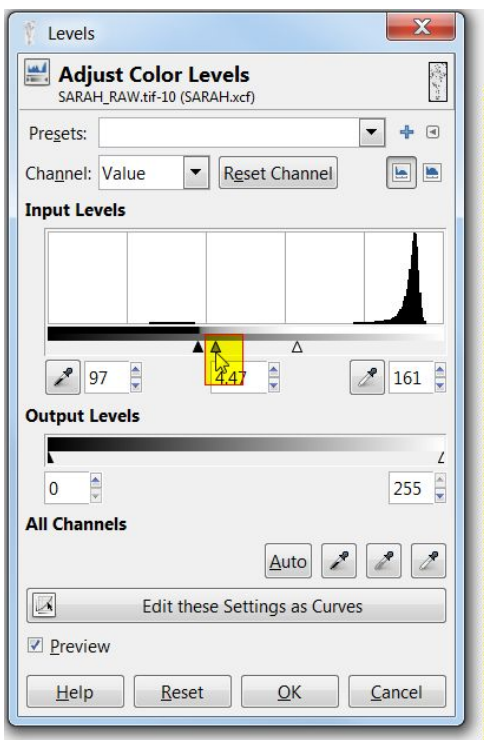
8. First click on the little black triangle in the “Input Levels Section” and slide it to the left. If you look at your image it should be changing as you move the slider. When you do this with your back triangle you will see the black lines in the art get darker.



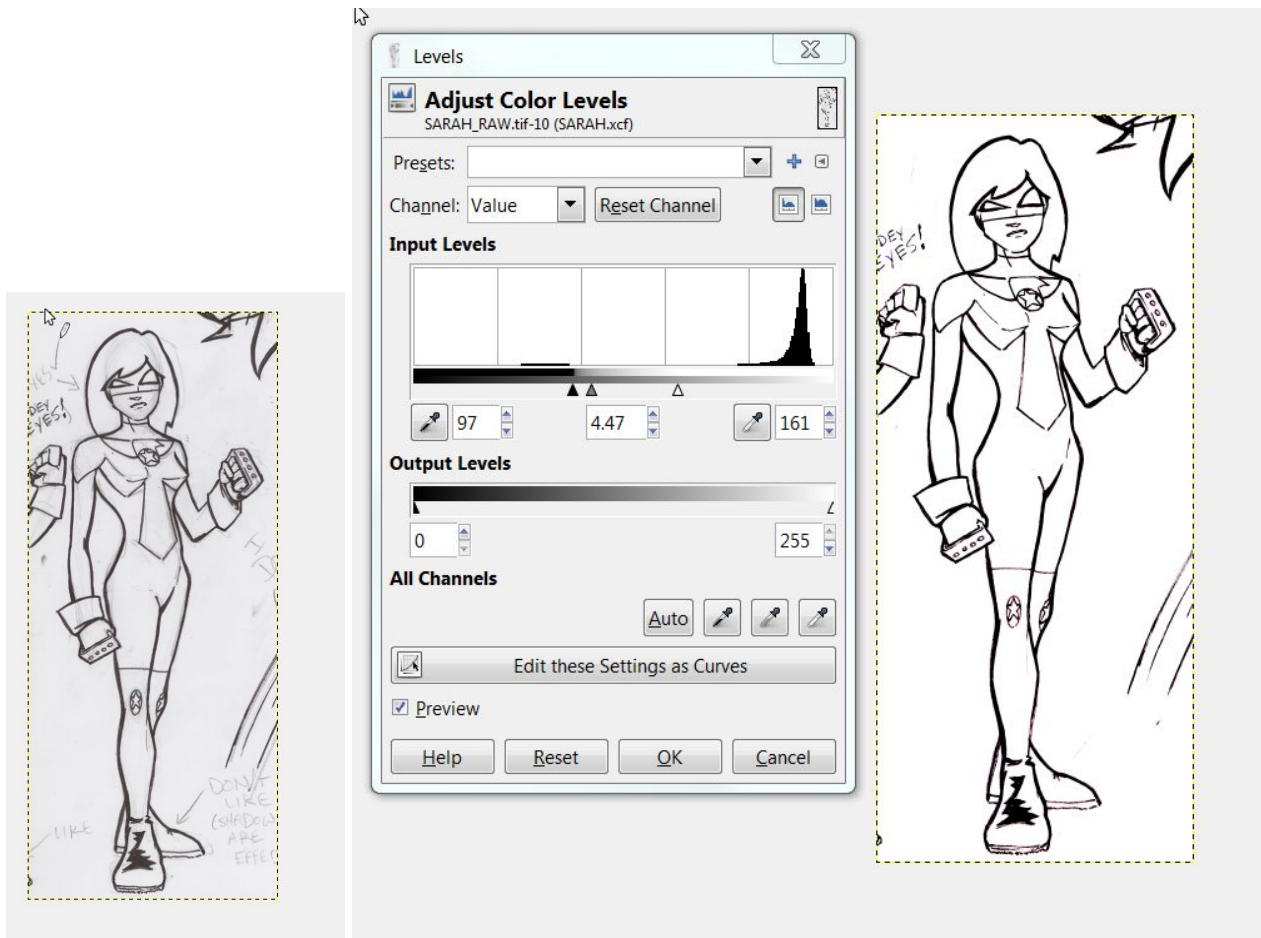
9. Now do the same with your white triangle. You will see the white parts of the art start to get lighter and the greys in the image start to disappear.



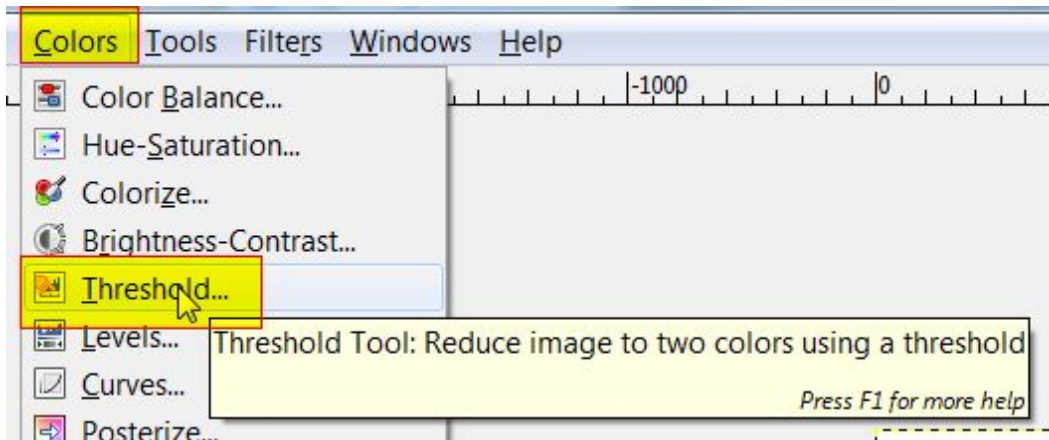
10. Now click on the grey triangle and move it closer to the black until you see all the pencil lines in your art disappear.



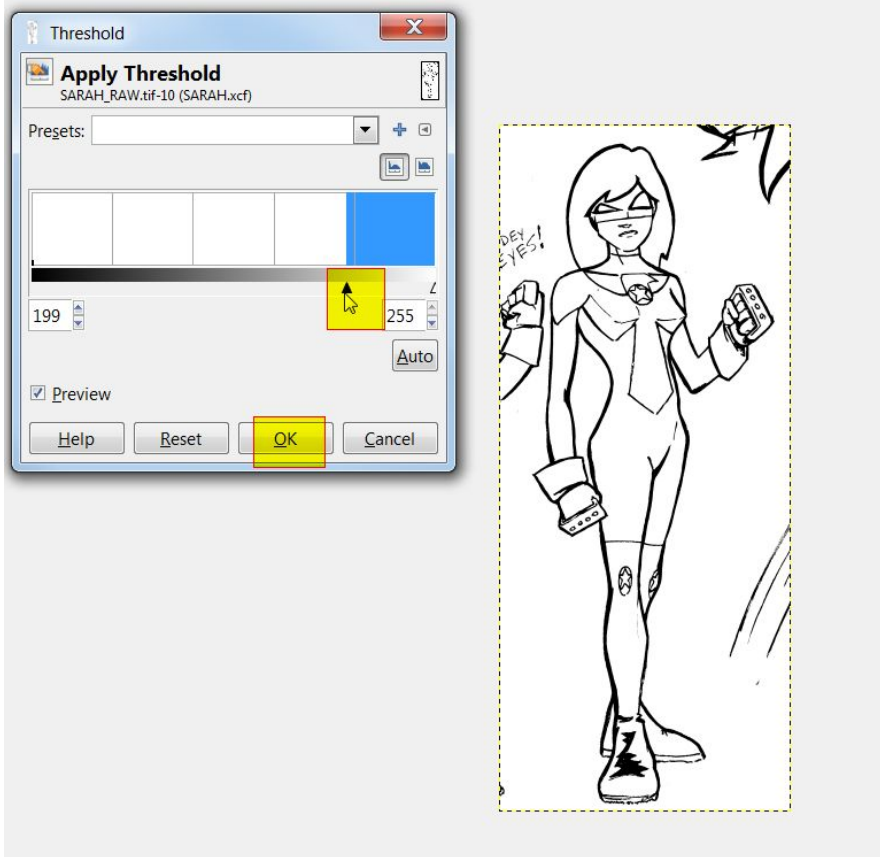
11. Before you click “ok” make sure your grey artwork looks like the image on the right. That means that all the grey is gone and you now have a more pristine black and white image.



12. Click “Colors>Threshold”



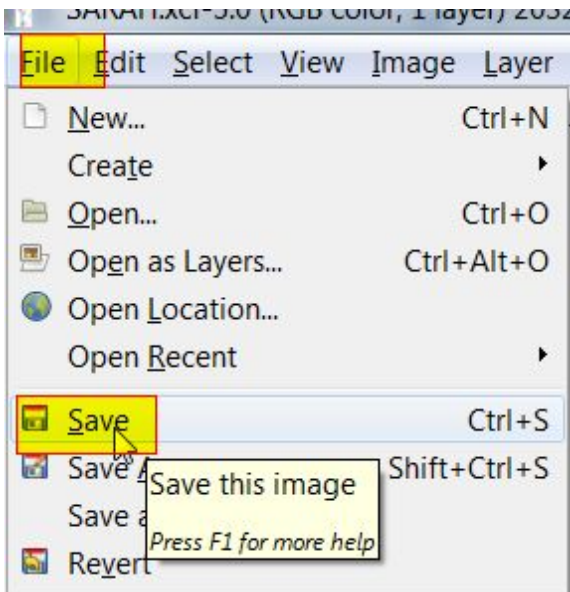
13. With the black triangle in the threshold window move the triangle to the right until you feel that the the black and whites are the way you want them. Then click “ok”



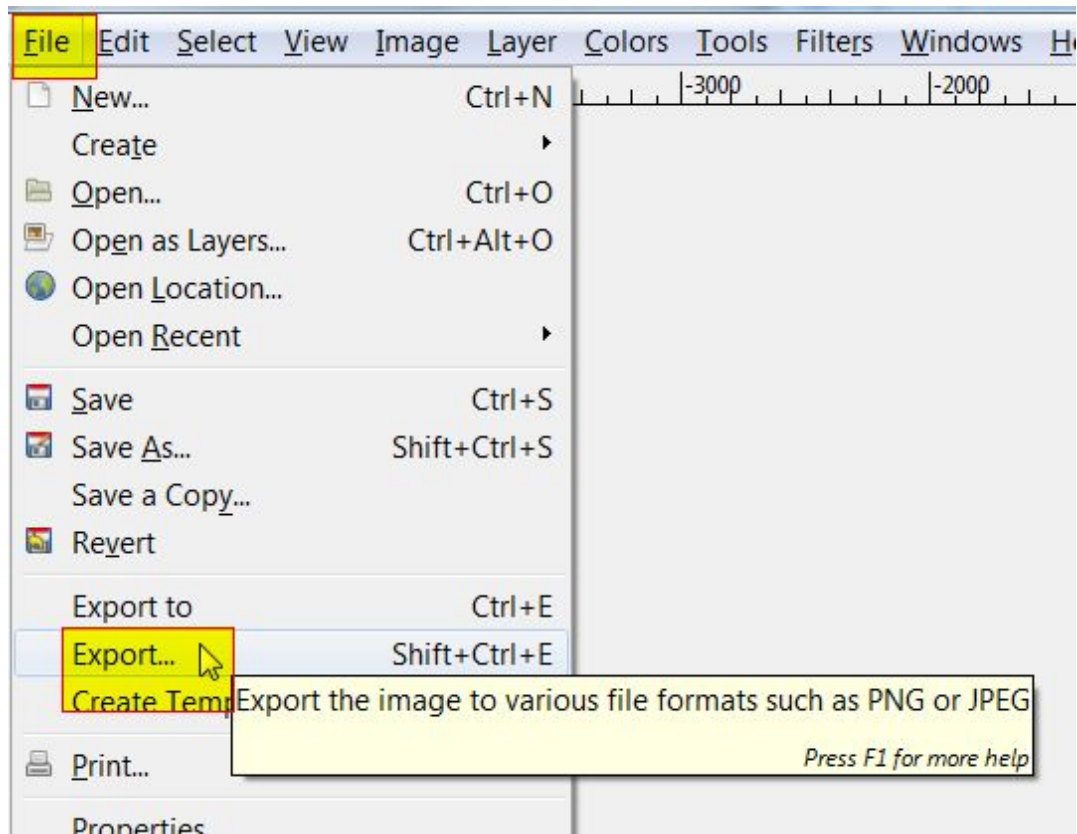
14. You should now have an image that looks something like this:



15. Click "File>Save"

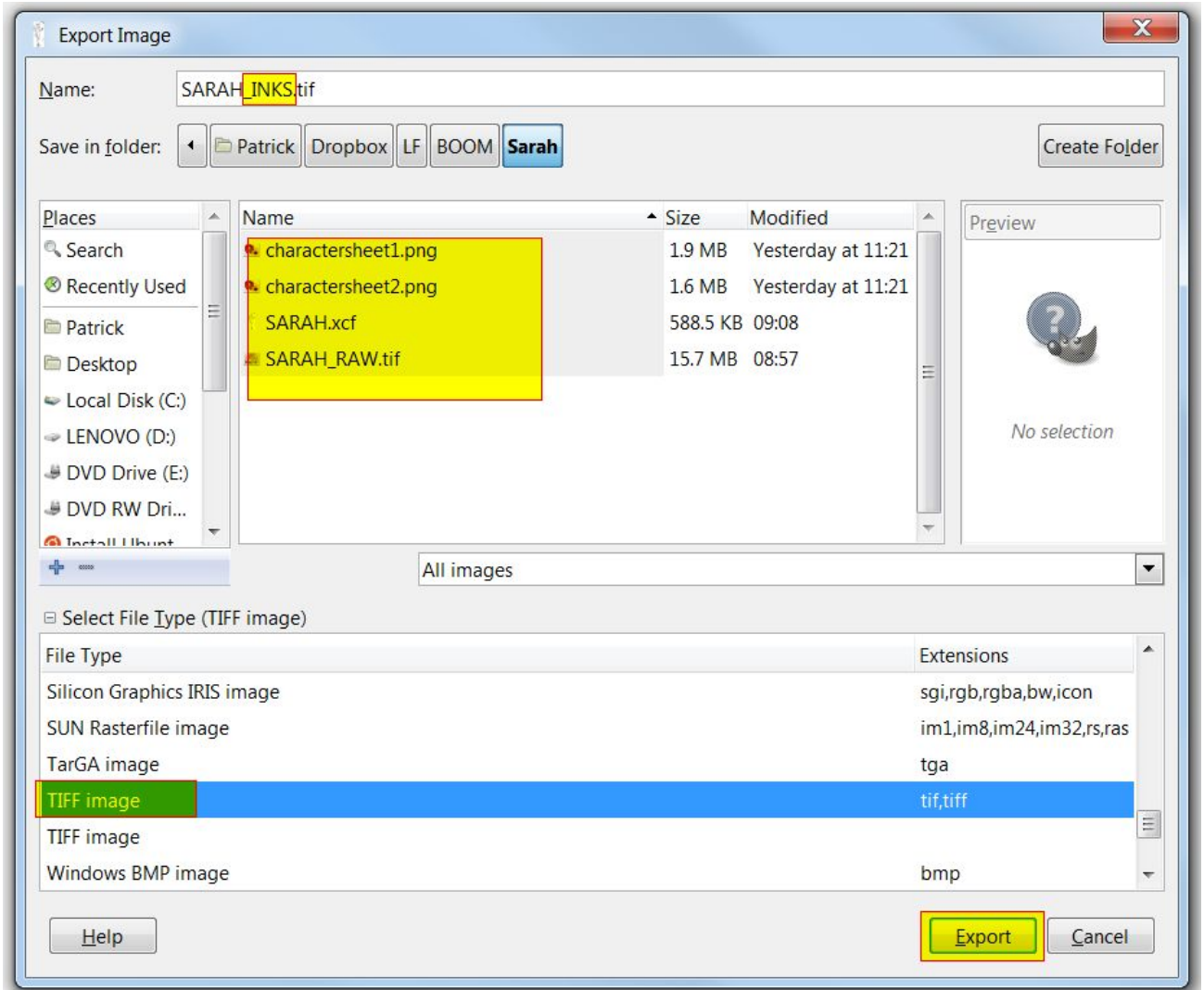


16. Now click "File>Export"

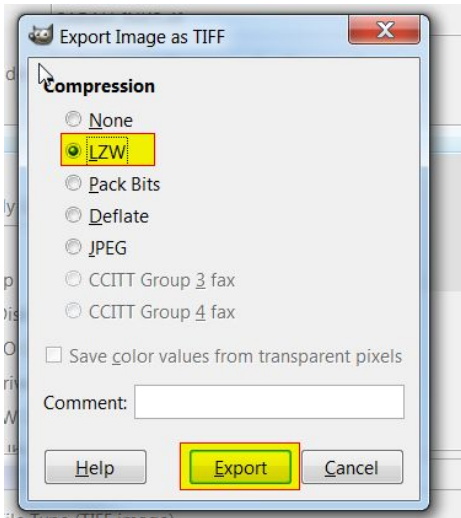


17. In the export window do the following steps before clicking export:

- Find the correct folder and make sure you are saving your exported file there
- Change the name of the file to “FILENAME_INKS”
- Select the file type: “TIFF image”
- Click “Export”






18. Select the “LZW” compression and click “Export”



19. You are done and ready to go to the next tutorial!

The Tutorials

	<p><u>Digital Coloring For Comics - GIMP Edition Part 1</u></p> <p>This tutorial will instruct you on how to scan and save your comic book illustrations in order to use them with the GIMP Digital Coloring tutorials.</p>
	<p><u>Digital Coloring For Comics - GIMP Edition Part 2</u></p> <p>This tutorial is designed to help get your scanned art files, which should be full of greys and multiple pencil/eraser marks, to the point where you have an art file that is pristinely black and white only (which is what you will color on)</p>
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