Introduction – Automating Image Editing in Gimp

Gimp has a huge number of filters and plug-ins that can be run on your images in order to bring out the best in them and make a good image great. Gimp offers this rich set of capabilities for free which is one thing that sets it apart from the commercial offerings.

Another aspect of Gimp setting it apart from other editors is its capability for automating the editing process. Once you have a work flow (or process, or recipe – what ever you want to call it) you can, with some programming, make that work flow repeatable or even run in its entirety from the push of a button.

There are four elements making Gimp an ideal image editing automation platform:

1. A full featured programming language for writing scripts. (there are two really)

2. Full access to all of the filters and image enhancing tools from the programming language.

3. Image parasites which are like "properties" in many other systems. They are persistent variables that can be assigned to and read from each individual image.

4. Functions and a Graphics User Interface that supports interacting with both the image and the file system.

Automating a work flow is too big of a topic for one tutorial, but we can illustrate how you might be able to use these tools in a series of tutorials, leaving it up to you to decide what might be worth doing on your own.