

Time	Subject – Total video time 21:00
00:00	Introduction: - propeller animation texture creation in Gimp
00:20	Open Gimp
02:00	Download Gimp 3 DDS plugin from Internet and install it
	Create a new texture: - [File],[New] 256,256 pixels - Background: transparency - Insert 2 guid's (horizontal, vertical)
05:00	Create 3 circles on the Layer propColor : → circle1: 252525 (Hex color code) → circle2: 878787 (Hex color code) → circle3: 9f9f9f (Hex color code) Save file in project texture folder: propBlur_T.xcf
	Duplicate propColor layer Rename copy to propColor_T Reverse the stackorder of the layers
09:20	Create a new layer, call it propBlur Put this layer on top of the 2 others Draw pure white vertical line (width 20 pixels) between the edges of the 2 nd circle Hide propColor layer Clear the middle of the white line with the eraser-tool
12:00	Duplicate propBlur layer Rename copy to 360propBlur Drag it under the propBlur layer Hide copy of 360propBlur
12:40	[Filter],[Blur],[Motion blur],[Blur type]:radial, angle:20 [Ok] Hide propBlur layer. Select 360propBlur layer [Filter],[Blur],[Motion blur],[Blur type]:radial, angle:180 [Ok]
13:30	Select 360propBlur layer and make a copy of it Select propBlur layer and make a copy of it Re-arrange layer stack order so that: - the copies are on top - propBlur is above 360propBlur Hide 360propBlur Hide propBlur [Merge Down] propBlur into 360propBlur
15:00	Rename merged layer to propBlur_A
	Select propColor layer [Layer],[Add layer mask],Black,[Add]
15:50	Select propBlur_A and copy the layer Select the MASK of the propColor layer and [Right_click][Show layer mask] >> green square appears in the layer menu: Click in the image and press [Ctrl-V] to paste the propBlur_A into the propColor layer Hide propBlur_A layer
18:00	[Right_click] and turn off [Show layer mask] and [Edit layer mask]
	Save the file

19:00	Hide propColor layer Select propColor_T layer Export the propColor_T layer to propBlur_T.png in the project's ..\textures folder
19:30	Hide propColor_T layer Select propColor layer Export the propColor_T layer to propBlur_T.dds in the project's ..\textures folder - Compression: DC3/DXT5 - Mipmaps: Generate mipmaps - [Ok] and you are ready Close Gimp
21:00	End of the video