

Basic Image Processing Techniques

USING GIMP

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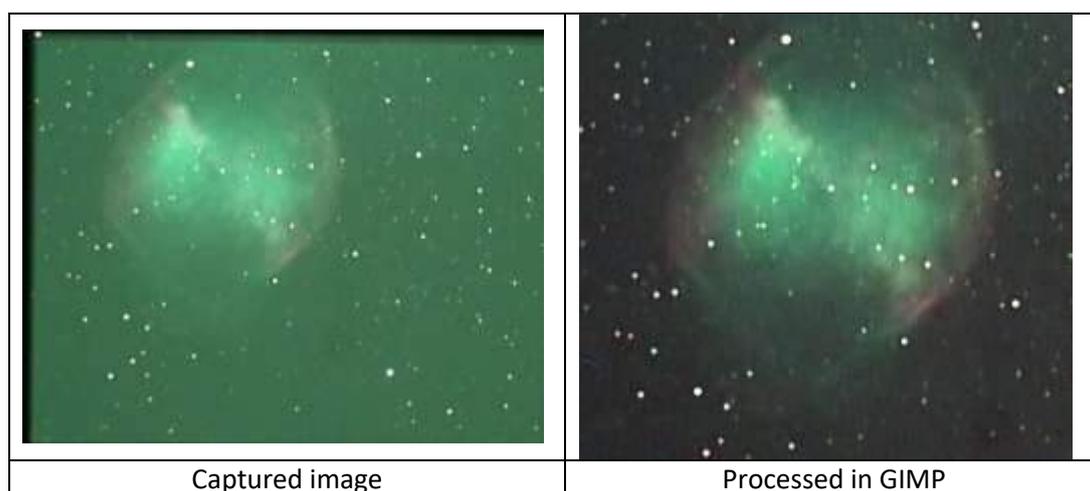
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1 Introduction

This document is a brief outline of several techniques used to process a captured image using GIMP. The image processed in the examples was captured by a Revolution Imager 2 camera. The image was produced as 368 frames in a SharpCap Live Stack session by SharpCap Forum user *@donstim*. The image used in this document can be found in forum post:

<https://forums.sharpcap.co.uk/viewtopic.php?f=12&t=1132> .



The captured image has three areas to be considered:

1. The colour-balance – this can be addressed by image processing software such as GIMP (free/donation), FastStone Image Viewer (free/donation), PhotoShop (~£10 per month subscription) and others.
2. The shape of the histogram – this needs to be worked on at image capture time.
3. Stacking artefacts at the left and top of the image.

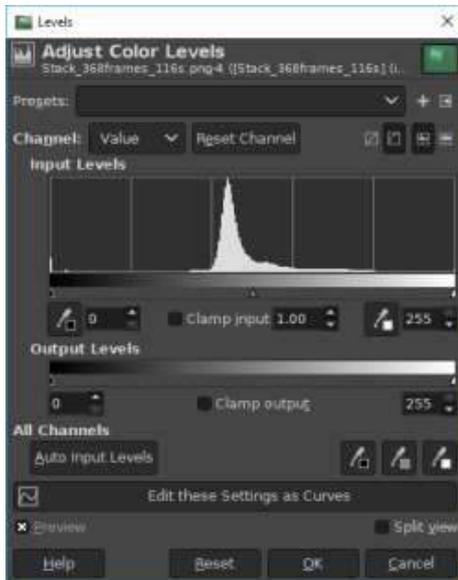
There was no requirement to use *Curves* in GIMP to stretch the image.

Download GIMP from <https://www.gimp.org/> . GIMP 2.10 (preferred) can handle 16-bit images. [Note: Gimp 2.8 will convert 16-bit images to 8-bit and thus reduce detail].

There may be different techniques which can achieve the same result. Please use whatever works for you.

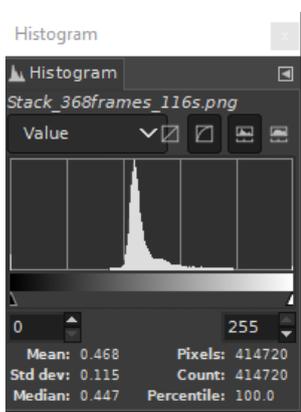
2 Getting Started

1. Start GIMP and drag and drop the image to be processed onto the GIMP workspace.
2. Choose *Colors > Levels*.

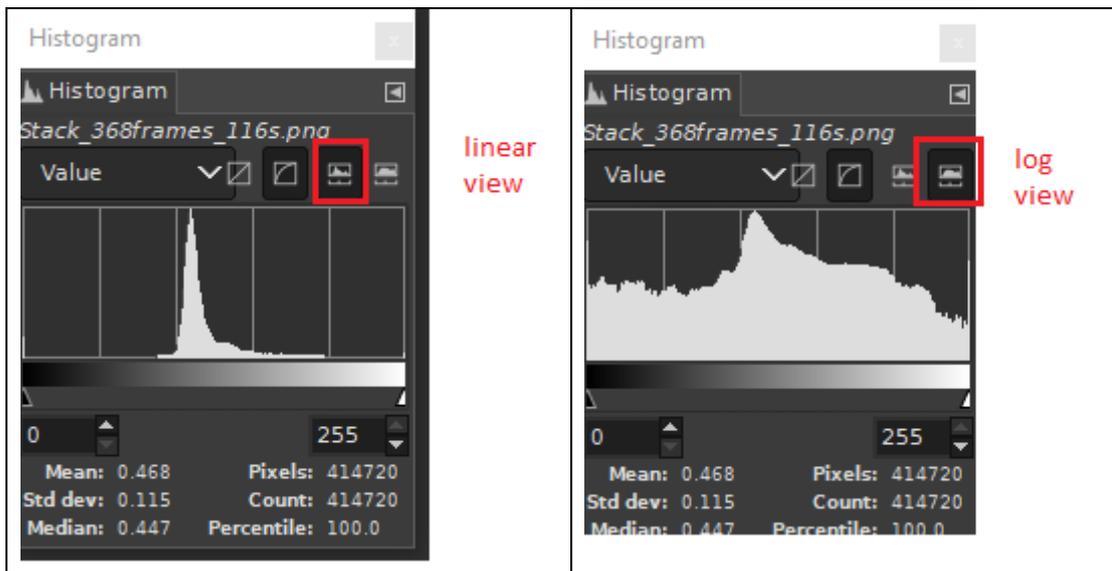


3. The histogram is also required. If the histogram is not visible, then from the menu select:

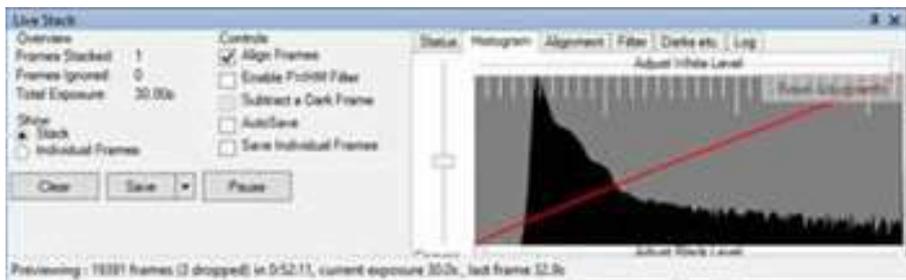
Windows > Dockable Dialogs > Histogram



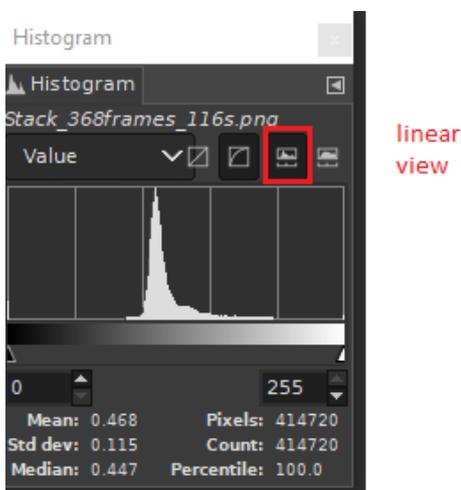
- The histogram can be displayed in 2 ways – *logarithmic* and *linear* using the buttons shown.



- The *log view* shows that the histogram is hitting both the left-hand and right-hand side. With Live Stack or conventional imaging of a deep sky object, at capture time, aim for a histogram shape as shown below.



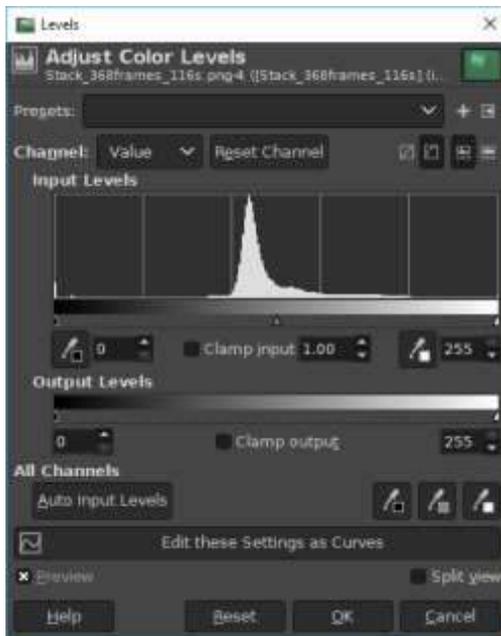
- For the next steps, set the histogram to *linear mode*.



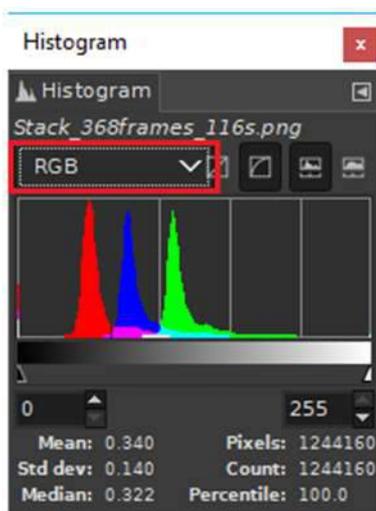
3 Balance Colour levels

These steps describe how to address colour balance issues.

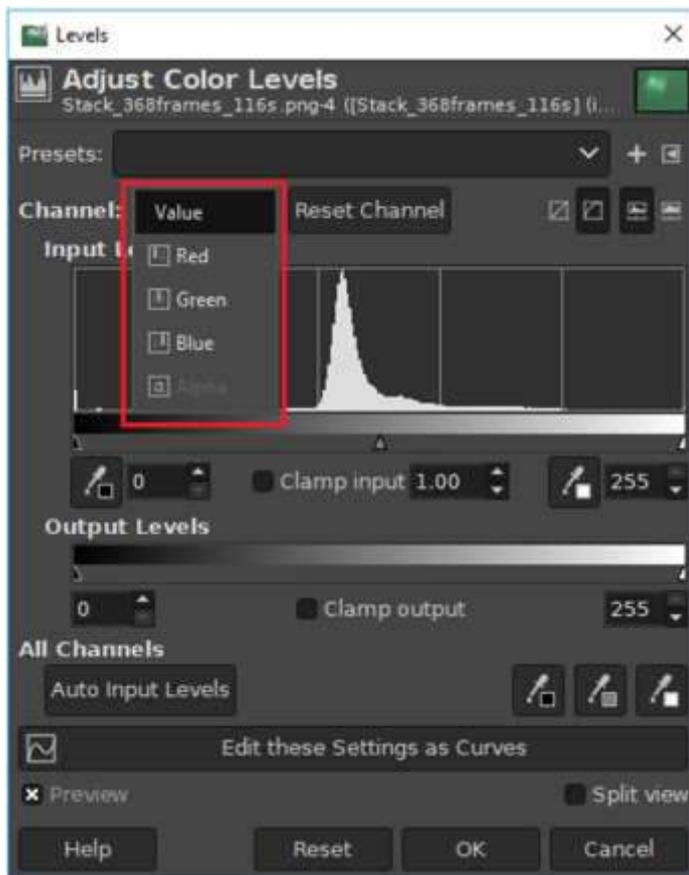
1. From the menu, select *Colors > Levels*.



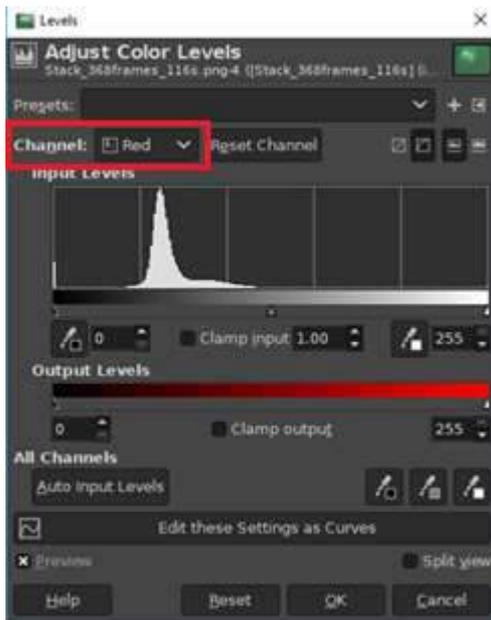
2. From the histogram select *RGB*. This demonstrates the lack of colour balance as the Red, Green and Blue histograms should be stacked on top of each other.



3. In levels, the *Channel* dropdown is used to select the colour to work on.



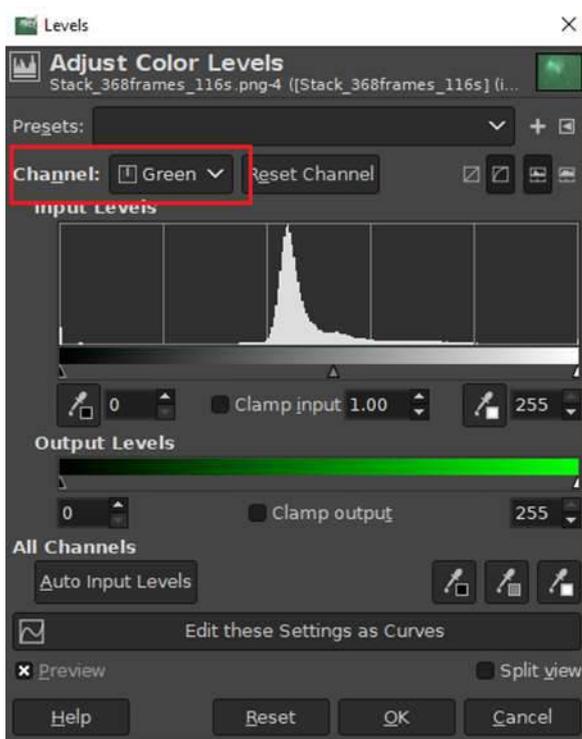
4. In the *Channel* dropdown, select **Red**.



5. Adjust the **red** channel.

<p>Move the left-hand slider to the right</p>	<p>Until the red histogram is at 20% (first vertical white line from left)</p>

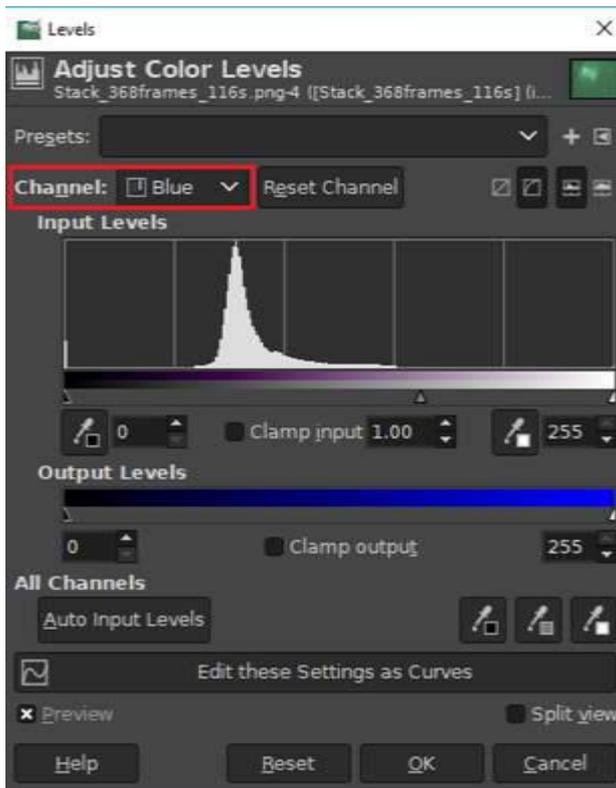
6. In the *Channel* dropdown select **Green**.



7. Adjust the **green** channel.

A screenshot of the 'Adjust Color Levels' dialog box, similar to the previous one, but the left slider of the 'Input Levels' is now set to 75. A red box highlights the slider's position. The histogram shows a narrower distribution of values.	A screenshot of the 'Histogram' dialog box. It shows a histogram for the 'Stack_368frames_116s.png' image. The 'Channel' dropdown is set to 'RGB'. The histogram shows three overlapping distributions: red (left), green (middle), and blue (right). A red arrow points to the green distribution, which is positioned to overlap with the red distribution. Below the histogram, statistics are displayed: Mean: 0.269, Std dev: 0.116, Median: 0.243, Pixels: 1244160, Count: 1244160, and Percentile: 100.0.
<p>Move the left-hand slider to the right</p>	<p>Until the green histogram overlays the red histogram</p>

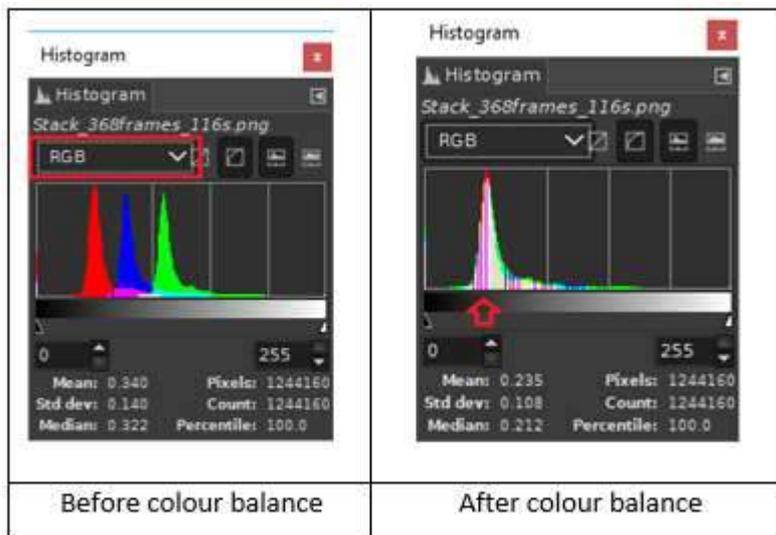
8. In the *Channel* dropdown select **Blue**.



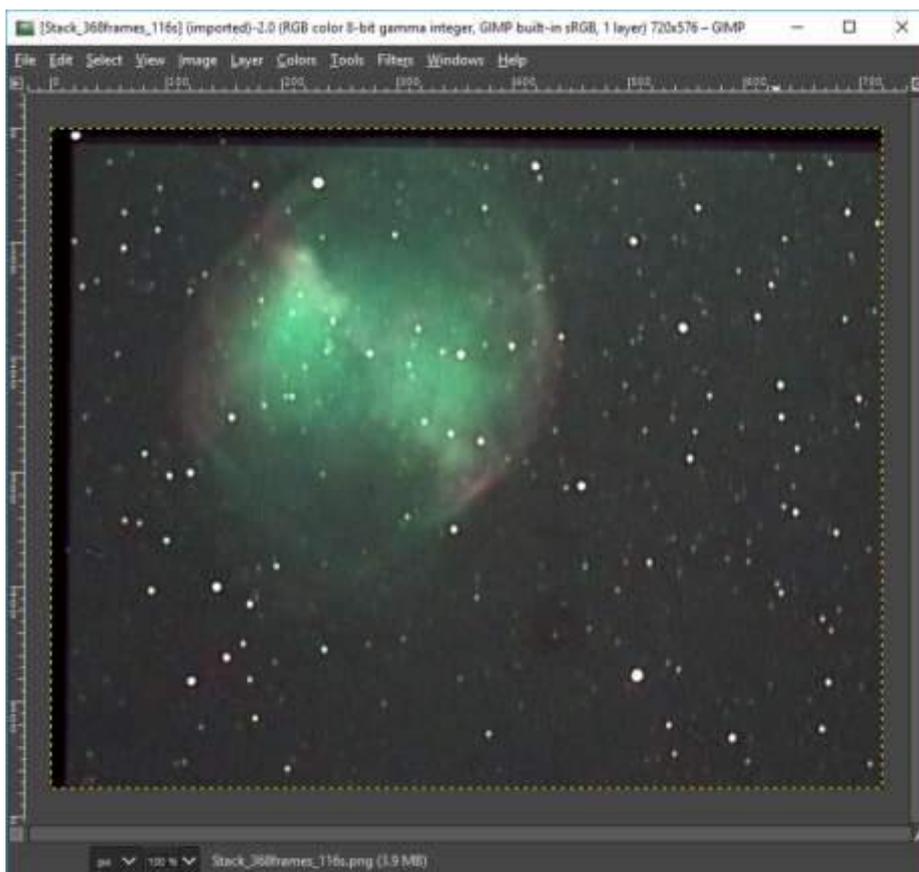
9. Adjust the **blue** channel.

<p>Move the left-hand slider to the right</p>	<p>Until the blue histogram overlays the red & green histograms</p>

10. The colour channels are now in balance.

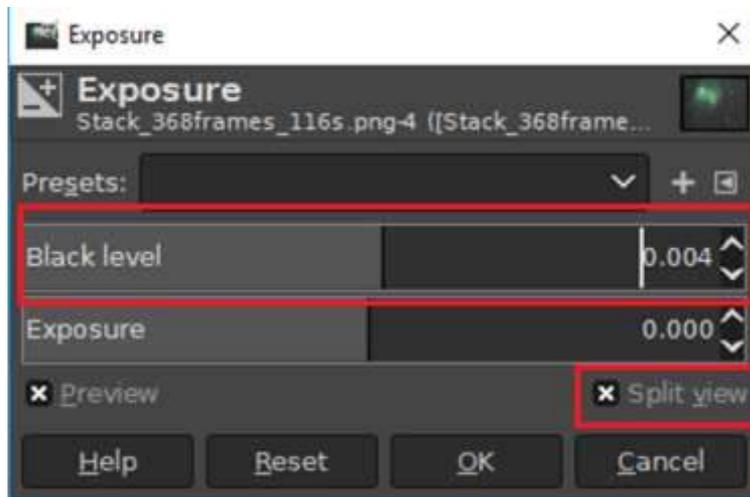


11. The green cast has been removed.

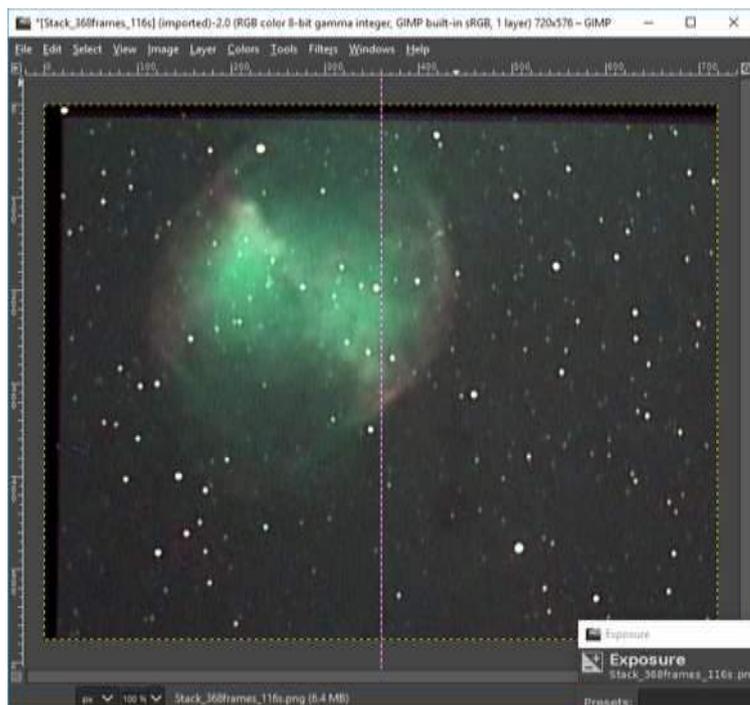


4 Adjust the Black Level

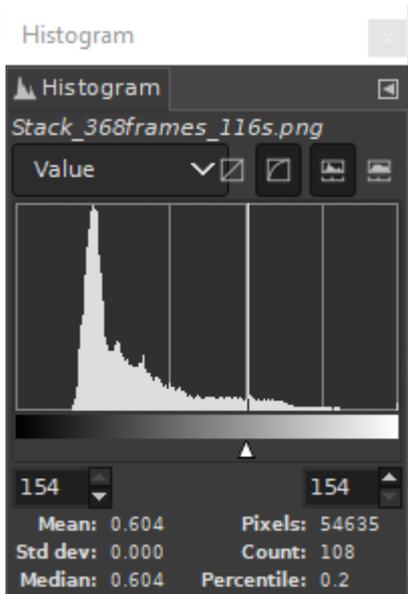
1. From the menu select *Colours > Exposure*. Click the *Split View* – the screen to the left-hand side of the vertical dotted line is after adjustment has been made, the right-hand side is before adjustment.



2. Adjust *Black Level* to taste – it needs to be less than black because the sky is not black.

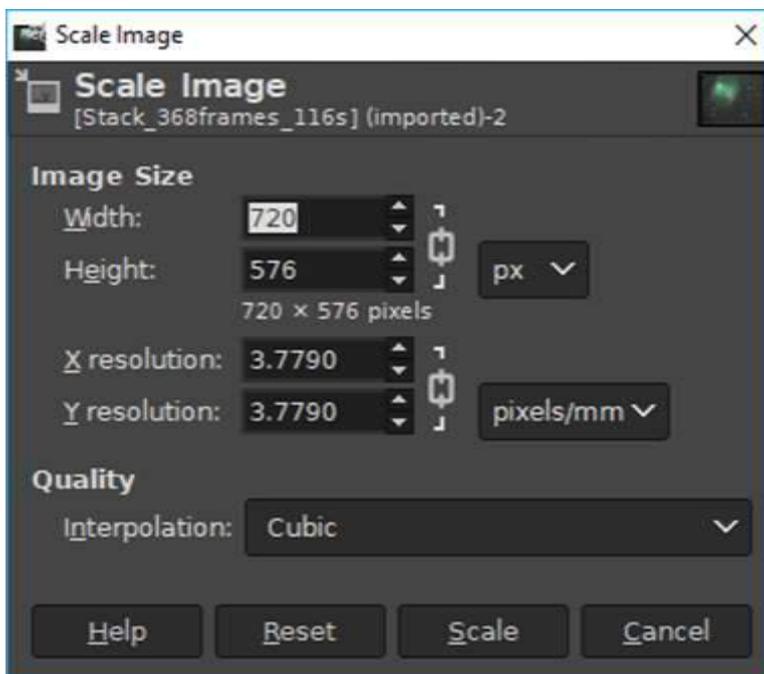


3. When doing this, keep an eye on the histogram to ensure it does not touch the left-hand side (black level clipping which would result in the loss of faint data).

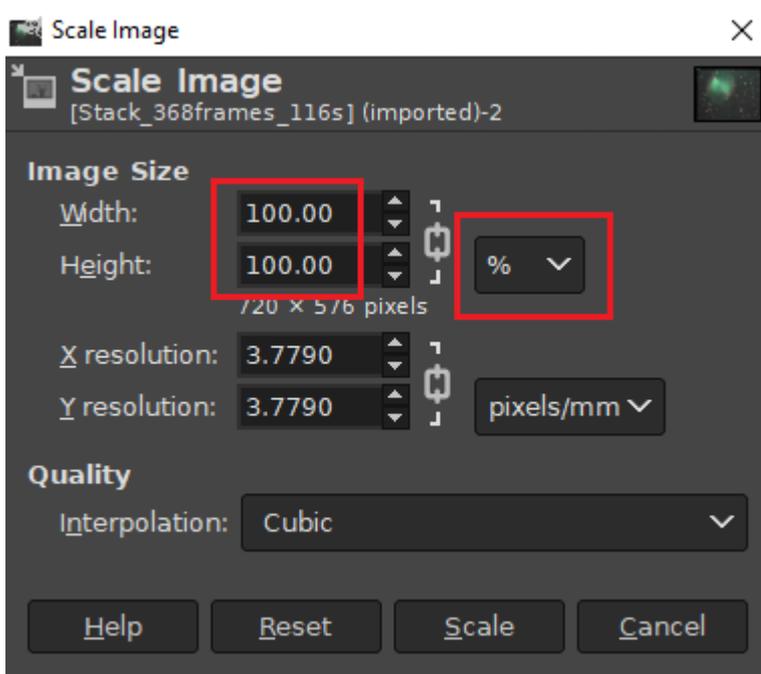


5 Scale the image

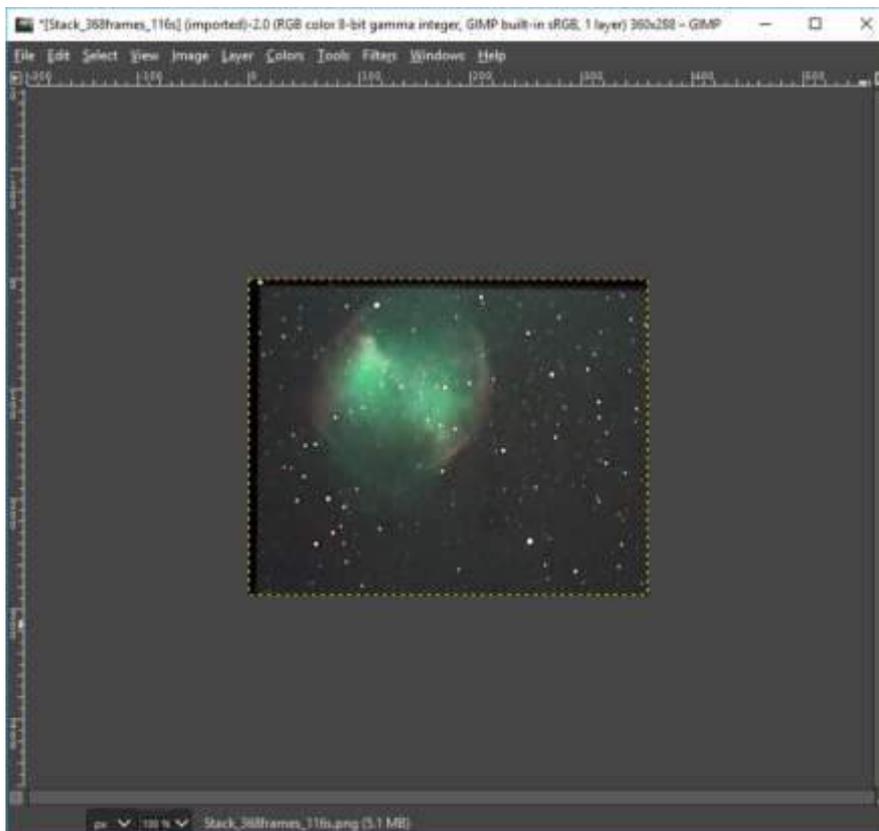
1. From the menu, select *Image > Scale Image*.



2. Choose % and set the *Width* and *Height* to 50



3. This results in 'tighter' stars.

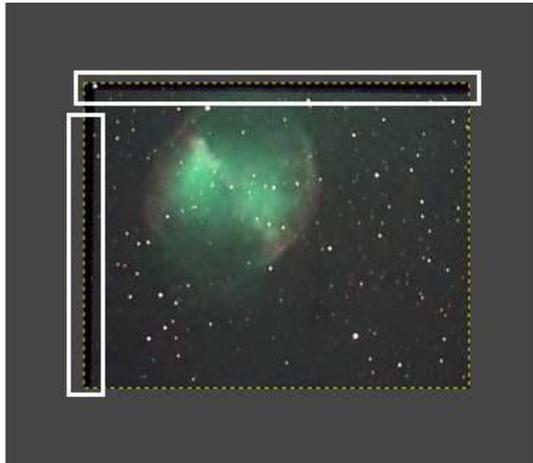


6 Crop Stacking Artefacts

The black lines at the top and left of the image are artefacts and have several possible causes:

- Less than perfect polar alignment
- Less than perfect tracking
- Less than perfect stacking

The first two can be addressed at the start of a session and will help with the third.

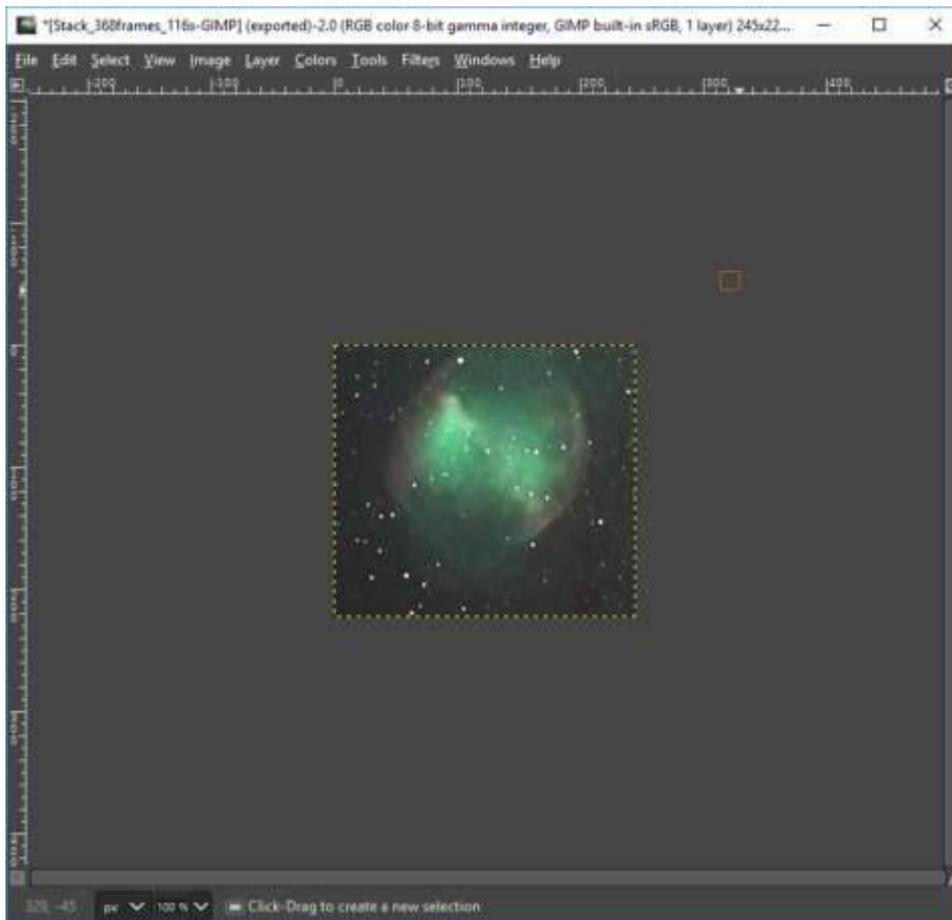


1. If the *Toolbox* panel is not visible, then from the menu select *Windows > Toolbox*.



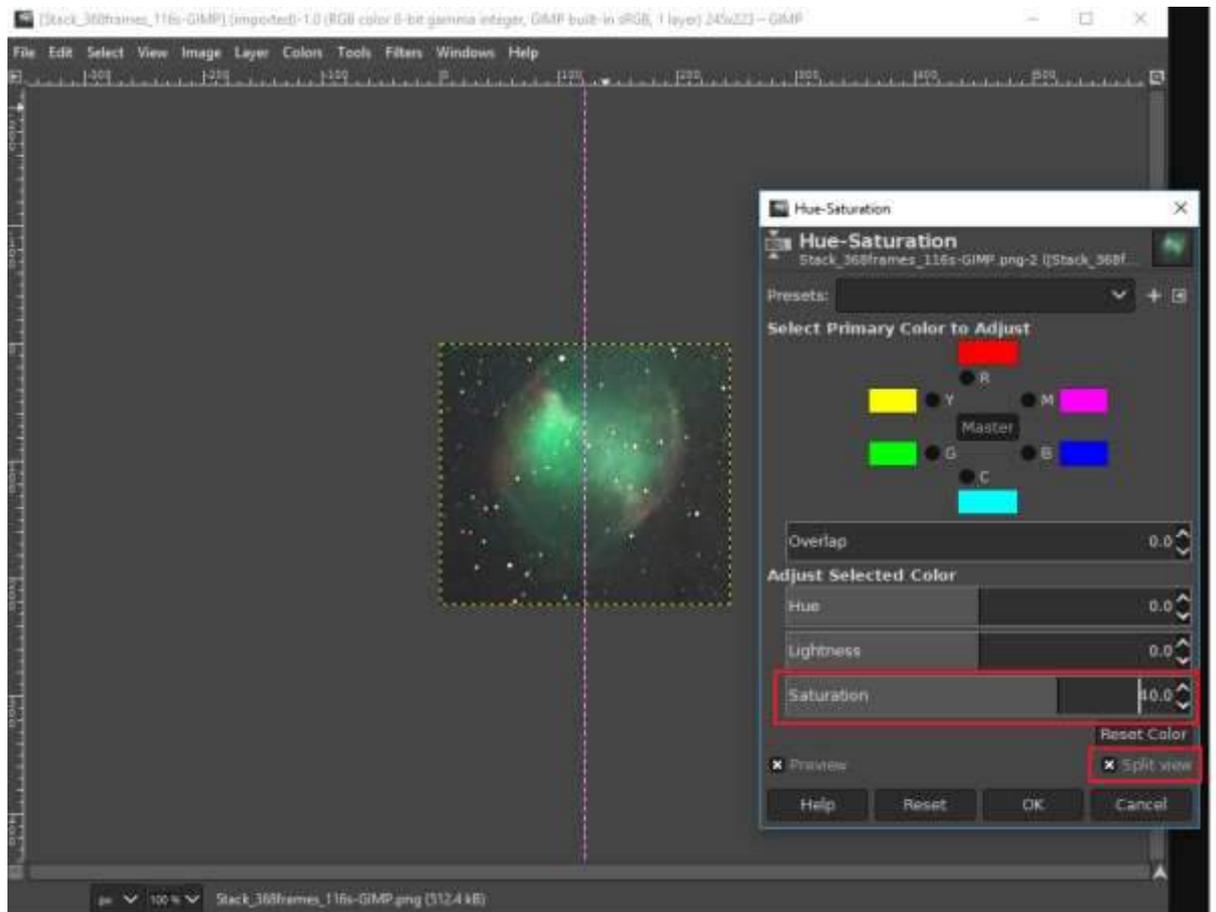
2. Use the *Rectangle Select Tool* and drag a suitable rectangle on the image leaving out the stacking artefacts.
3. From the menu select *Image > Crop to Selection*.

- This is the final cropped image.



7 Adjust Saturation

1. From the menu, select *Colours > Hue-Saturation*.
2. Check *Split View*.
3. Adjust the *Saturation*. A figure up to 40 can improve the image.



8 Save the Processed Image

1. From the menu, *File > Save* will save the image in GIMP format (an XCF file) for future editing.
2. From the menu, *File > Export As* will save the file in a format such as PNG or JPG.