Player Pictures

In this chapter we want to present the program GIMP which is a very useful tool for the creation of player pictures.

The most important tool for the creation and editing of player pictures is the eraser. This tool will continually accompany you during the process. You start by selecting a template. Here you should ensure that the picture has suitable size. The player's head should preferably be big, the neck and if possible the shoulders should also be on the picture. Furthermore, make sure no hair is missing.
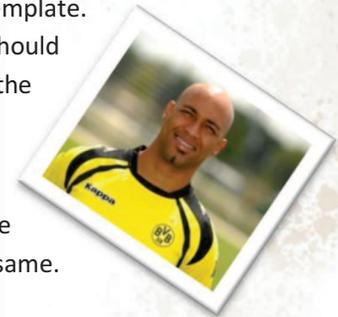
The next step is trimming the picture. The chin must be 0,5-0,9 cm away from the bottom margin, the head or hair must be on the same height with the upper margin. Furthermore, width and height must be the same. The shirt should finish flush with both sides.

Now comes the most important step: Use Layers -> Transparency -> Add Alpha Channel. Eventhough no visible change takes place, the background layer becomes transparent.
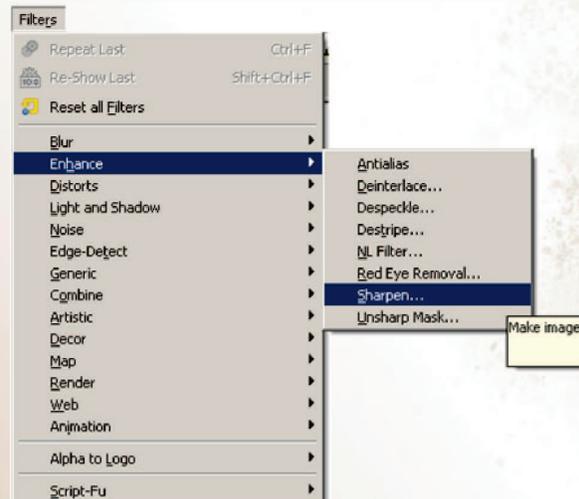
Afterwards, right-click Filters -> Enhance -> Sharpen and set the value to about 70, depending on the particular picture.

With the help of the magnifier function we zoom in the picture, so we can differentiate between the background and the actual picture (circa 1,000%).

Now for the first time, the eraser comes into play. We use the eraser (size: 5) to get from one shoulder to the other, once around the whole picture. For ears and hairs you should use a smaller size (e.g. 3 or 1), since precision is what we strive for here. You can also try out the Fuzzy Select Tool in this step.

In this procedure, precision is far more important than speed, since the more precise you work, the better the final result will look.

After the whole background has been cleared, the picture must be scaled to 160x160 pixels. Right click on the picture and use Image -> Scale Image.

Now we are almost there. Use Colors -> Brightness-Contrast and the other color options to change brightness, contrast, intensity or color levels. You can perform miracles with these adjustments!

Few steps ahead. Right-click on the image and use Filters -> Light and Shadow -> Drop Shadow.
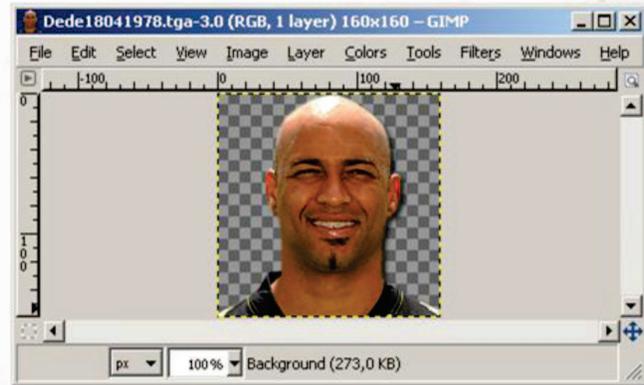
The values must be :

Offset X: 3
Offset Y: 3
Blur radius: 4
Color: Black
Opacity: 75

Furthermore, uncheck the box Allow resizing. Now Use Layer -> Anchor Layer and you're done.

The final player picture now has the name "Dede18041978.tga". The format is FirstnameLnDDMMYYYY.tga, in our case Dede suffices, since it is a stage name (like Ronaldinho, Zé Roberto etc.).

The picture must be saved in:

...\My Documents\FIFA MANAGER 10\Graphics\Portraits\Players\160x160