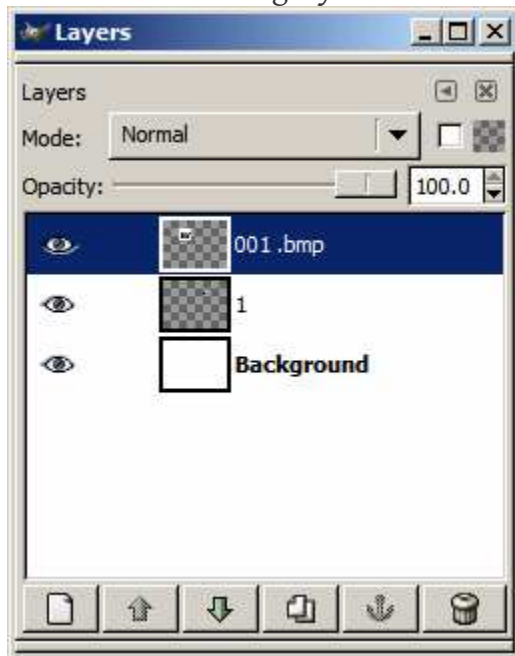



## Making Picture Arrays for Eye Tracking

### Instructions:

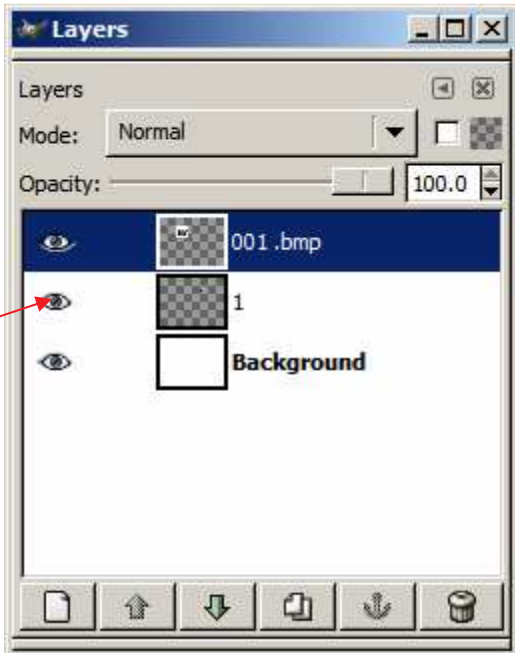
These instructions assume that you will be making either a 2x2, 3x3, or 4x4 grid of objects. Before starting you should have all of your objects resized to 150 pixels wide by 150 pixels high, and saved as either .bmp, .png, or .jpg files in a single directory.

1. For each unique image, start with the appropriate template file (2x2.xcf, 3x3.xcf, 4x4.xcf). Double click on this file to open it if GIMP is not running. If GIMP is running, drag the template file onto the toolbar dock (the subwindow with all of the tool options).
2. Open your directory of individual objects.
3. Drag the first object onto the template.
4. Press CTRL+L to open up the Layer's dialog. Make sure that the layer that you just dragged onto the template is above the numbering layer. If it is not, drag it above the numbering layer.



5. Select the Move layers tool  and click on the title bar of the template to highlight the window. Move the layer that you just dragged into the appropriate position. It should snap to the guide that have been placed on the template.
6. Repeat for each item.

7. When you are done, you will need to remove the numbering layer from view. To do this, press CTRL+L to bring the Layers dialog into focus. There is an eye next to a layer titled “1”. This is the numbered layer. Click on the eye to make it and the layer invisible.



8. Save as a new file (CTRL+SHIFT+S) with a .bmp extension. You may see an alert about not being able to handle transparency. Choose “export” on the alert