

How to transplant one person's face to another's body using GIMP

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Honestly, tinkering with image editing tools like Photoshop and GIMP is fun. And you can do almost everything with these tools, from simple photo editing operations to creating impressive graphic work.

However, these applications will not bring much fun, if you do not know what you have to do. In this article, **TipsMake.com** will show you how to use GIMP to transplant a face onto another body.

Open images in GIMP

When you're ready, activate GIMP, open the image with the face to transplant, and the image containing the body you want to stitch the face on.

Click **File> Open** from the menu, locate and select the image, then click **Open**.

You will see both images on separate tabs in the GIMP window. The main task right now is to extract faces, so select the image tab of the face first.

Choose a face

In the left panel, select the **Paths Tool**, currently in the middle of the second row. With this tool, you will create a closed curve around the face and select what is inside the drawn line.

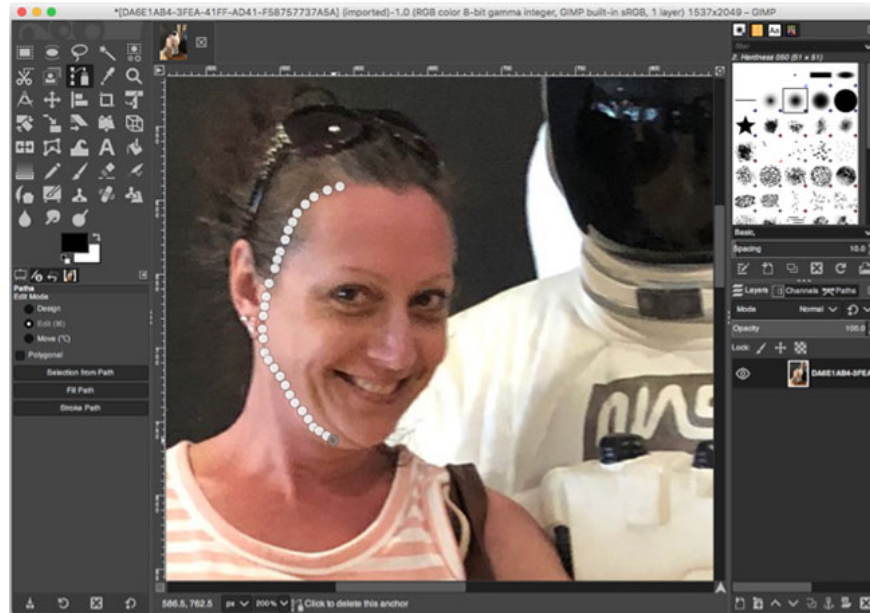
Technically, you can also use the **Select Tool**, but using the **Paths Tool** will give better results.

Create a closed curve around the face

You may want to start by zooming in on the face in the photo. The more you zoom, the more accurate the curves you create around the face. You can do this by clicking on the **Zoom** drop-down box in the status bar at the bottom or by selecting **View> Zoom** from the menu.

With the **Paths Tool** selected, start clicking around the face. Each click you create a point through which the closed curve passes.

Ideally, you should set this closed curve to coincide with the face contour. You can also bend lines between points for greater accuracy, by right-clicking on the line and moving the mouse.



Create a closed curve around the face

Don't forget, you can always undo everything you're doing by using **Edit> Undo** from the menu. So if you get the wrong one, you can always undo and try again.

Complete the closed curve

Normally all of this will only take a few minutes, especially if you work with a high-resolution photo. You will have to keep creating points around the face until the closed line is formed.

Once done, click on the first point again to complete the closed curve.

If the first and last points do not match, you can still edit in the next step. However, this last line will be bent, so if you need high accuracy, try to make the endpoint as close to the first point as possible.

Copy and paste faces

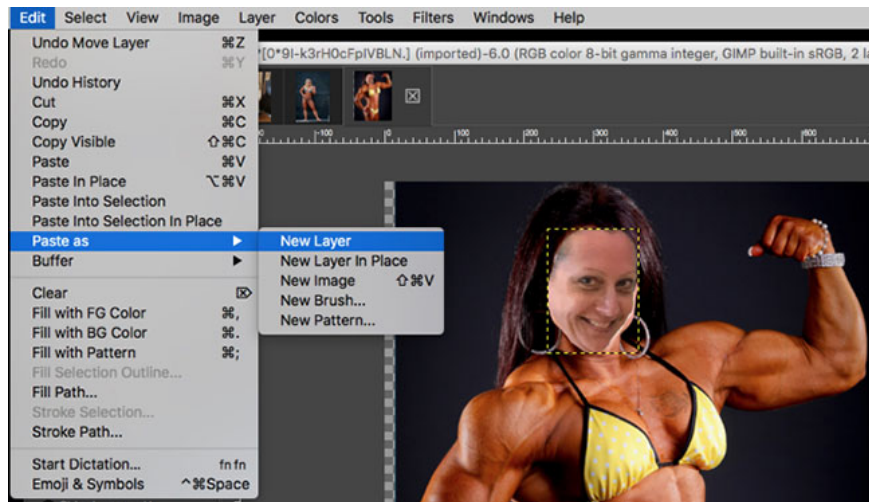
With the closed curve created, you will find a button labeled **Selection from Path** at the bottom of the left panel. Click on it and a selection will be made inside this line.



Create a selection

Next, copy the selection using **Ctrl+ C** on Windows, **Cmd+ C** on a Mac, or by clicking **Edit> Copy** from the menu.

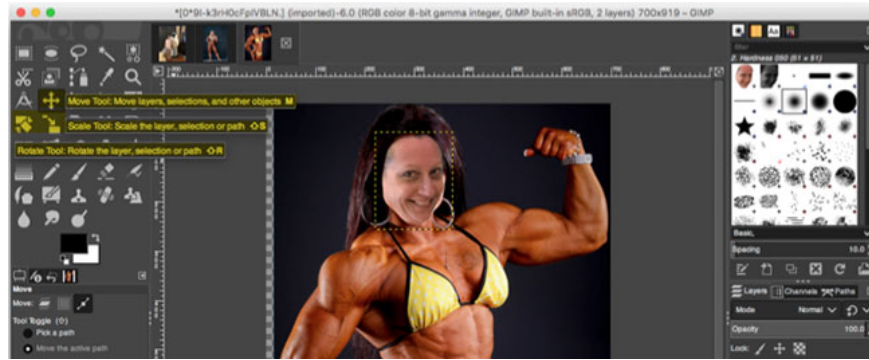
Select the tab with the image containing the body you want to stitch the face on. You can do this by clicking **Edit> Paste as New Layer** from the menu. Placing faces on a new layer will make it easy to move, resize or rotate faces as needed.



Place the face on a new layer

Move, resize or rotate faces

You are now ready to move, resize or rotate the face until it fits into the body.



Face and body transplant

1. **Move** : With the face selected, you can click the **Move Tool** from the left sidebar. This is a four sided arrow. Then drag the face to the place you want to place on the body.
2. **Resize** : If you need to resize your face, you can use the **Scale Tool** just below the **Move Tool** . This tool will keep the proportion of the face, when you drag from the corners to resize. You can also use the **Scale** pop-up window to adjust the face. Click **Scale** when you're done.



If you need to resize your face, you can use the Scale Tool

1. **Rotate**: You may also need to turn the face slightly so that it fits the head on the torso. Click on the **Rotate Tool** to the left of the **Scale Tool** . Then drag the end to face in either direction. Alternatively, you can also use the **Rotate** pop-up window to adjust the face. Click **Rotate** when you're done.



You may also need to turn the face slightly so that it fits the head on the torso

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