**INTRODUCTION**

This is a quick and easy tutorial which shows how to turn a two dimensional world map into a global sphere, using GIMP.

**How to Use this Tutorial**

Throughout the tutorial I will offer explanatory text and screen capture figures describing the methods we are using, followed by highlighted key commands which will look like the following:

```
Image > Canvas Size > Lock Aspect Ratio > 100px > Center > Resize
```

**What You Will Need**

I will be using version 2.6.10 of GIMP. You will need a flattened copy of a world map. The height to width ratio of this map ought either to be 1:2 (for a view of the entire world), or 1:1 (for a view of only one side of the world).
Orientation Settings

Notice how in the preview window of Figure 2 the global view of Eriond is dominated by the ocean. I wanted to feature more land in my global map so I went ahead and adjusted the orientation settings. Under the Orientation menu the Rotation settings make the object rotate along the X, Y and Z axes. Adjusting the image along the X axes rotates the image either clockwise or counterclockwise. Adjusting the image along the Y and Z axes rotates the image either to the right or to the left. You can experiment with these options and then click on the “Preview” button to see the adjusted orientation of the globe.

I decided I wanted more of the western continent in view so I rotated the globe 75 degrees along the Y axes, thus moving it to the right (see Figure 3). I was happy with the results and so clicked “OK” to generate the globe (See Figure 4).

Turning the Oval into an Orb

As you can see, the global view of Eriond turned out to be an oval shape. This is because I am working with an image that has a height to width ratio of 1:2 (if you are working with an image with a height/width ration of 1:1 the globe should be circular). To transform this Oval into an orb shaped globe, simply go to your “Image” menu, click on scale image and select “Scale Image”. In the pop up window that emerges, click on the chain link symbol to the right of the width and height fields to unlock the aspect ratio and then edit the Width field to match that of your height, then press “Scale” (See Figure 5).

Finally, let’s get rid of that excess transparent space surrounding the globe. Go to “Image” and select “Autocrop Image”.

That’s it! Your map should now look something like the global view of Eriond featured on the front of this Tutorial.