Grid on a Globe

Part 1 - Preparation

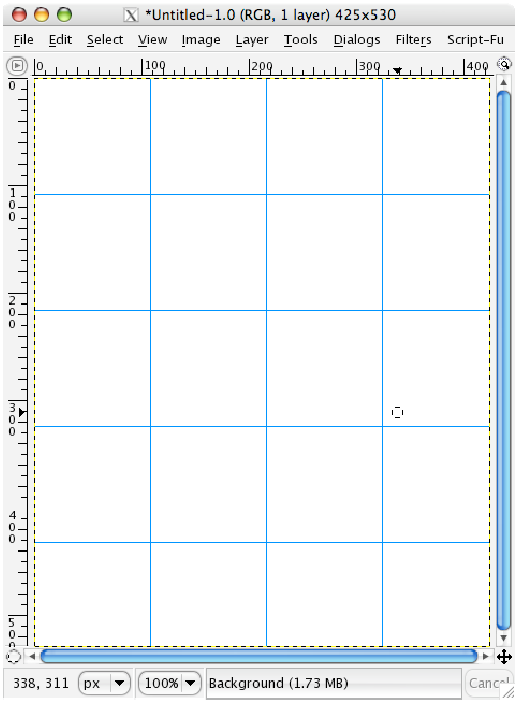
The most tedious part of this exercise is preparing the images you plan to place on the sphere. You will need twenty 100 pix by 100 pix square images. Of course, for the purpose of the exercise you could use just a few images repeatedly. At any rate, you will need to select your images and *crop each one to a square*. Then all the images will need to be *resized to 100 x 100 pixels*. I used Picasa to resize my pictures.

Part 2 - Create a new image for the picture grid

Create a new image 425 pixels by 530 pixels (*height = 1.25 x width*). Next turn on the grid and configure it.

View - Show Grid
View - Snap to Grid (optional)
Image - Configure Grid

Set *Width* and *Height* both to **108**. (This will allow an 8 pixel space between the images in the grid.)



4. Start placing the small square pictures into the grid.
File - Open as Layer

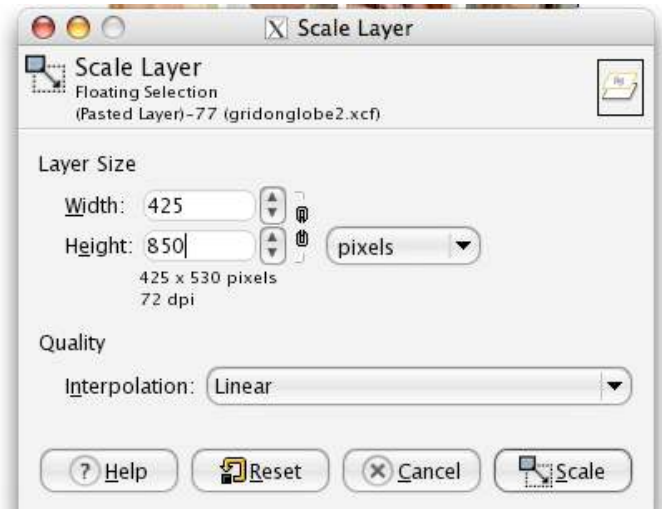
5. With the **Move** tool, position the picture in the top left corner of a grid square.
If you turned on the snap to grid option, when you get near the corner, it'll snap into place.

6. Repeat steps **4** and **5** until all the grid squares are filled.

7. When the grid is filled, flatten the image to a single layer.
Image - Flatten Image

Part 3 - Create a second image which will become the sphere

1. Create a new square image 1000 pix by 1000 pix.
2. Activate the grid image and copy it. **Edit - Copy**
3. Make the new empty image active and paste the grid image onto it. **Edit - Paste**
The grid image is now a *floating layer* centered over the plain background layer.
4. Stretch the new layer (the grid) vertically. **Layer - Scale layer...**
IMPORTANT Break the Width/Height link by clicking on the chain icon
Set the height to 850 (*height = 2 x width*)

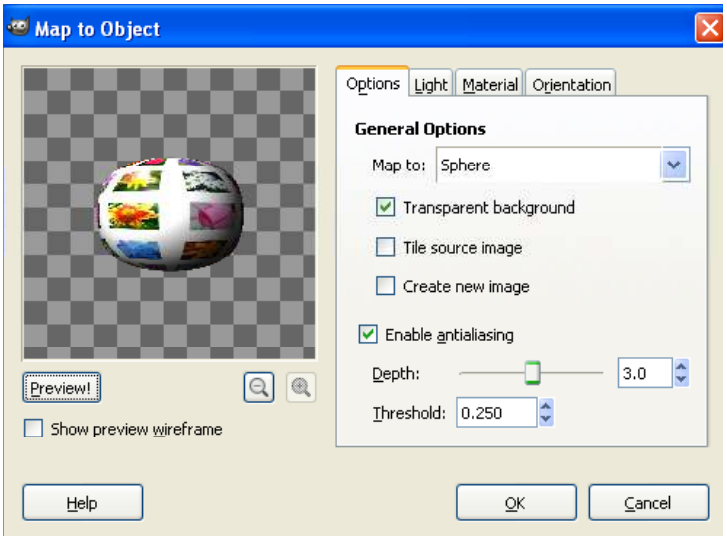


5. Anchor the floating selection to the background layer.
Layer - Anchor Layer

Part 4 - Map this image to a sphere

Filters - Map - Map to Object...

-Select Map to : *Sphere*
-Check *Transparent background*



Depending on the speed of your system, this may take a bit to render.