

NAME

convert – convert between image formats as well as resize an image, blur, crop, despeckle, dither, draw on, flip, join, re-sample, and much more.

SYNOPSIS

convert-im6.q16 [*input-option*] *input-file* [*output-option*] *output-file*

OVERVIEW

The **convert-im6.q16** program is a member of the ImageMagick-ims6.q16(1) suite of tools. Use it to convert between image formats as well as resize an image, blur, crop, despeckle, dither, draw on, flip, join, re-sample, and much more.

For more information about the convert command, point your browser to <file:///usr/share/doc/image-magick-6-common/html/www/convert.html> (on debian system you may install the imagemagick-6 package) or <https://www.imagemagick.org/script/convert.php>.

DESCRIPTION

Image Settings:

- adjoin join images into a single multi-image file
- affine matrix affine transform matrix
- alpha option activate, deactivate, reset, or set the alpha channel
- antialias remove pixel-aliasing
- authenticate value decrypt image with this password
- attenuate value lessen (or intensify) when adding noise to an image
- background color background color
- bias value add bias when convolving an image
- black-point-compensation use black point compensation
- blue-primary point chromaticity blue primary point
- bordercolor color border color
- caption string assign a caption to an image
- cdl filename color correct with a color decision list
- channel type apply option to select image channels
- clip clip along the first path from the 8BIM profile
- clip-mask filename associate a clip mask with the image
- clip-path id clip along a named path from the 8BIM profile
- colors value preferred number of colors in the image
- colorspace type alternate image colorspace
- comment string annotate image with comment
- compose operator set image composite operator
- compress type type of pixel compression when writing the image
- decipher filename convert cipher pixels to plain pixels
- define format:option define one or more image format options
- delay value display the next image after pausing
- density geometry horizontal and vertical density of the image
- depth value image depth
- direction type render text right-to-left or left-to-right
- display server get image or font from this X server
- dispose method layer disposal method
- dither method apply error diffusion to image
- encipher filename convert plain pixels to cipher pixels
- encoding type text encoding type
- endian type endianness (MSB or LSB) of the image
- family name render text with this font family
- features distance analyze image features (e.g. contrast, correlation)

-fill color color to use when filling a graphic primitive
 -filter type use this filter when resizing an image
 -flatten flatten a sequence of images
 -font name render text with this font
 -format "string" output formatted image characteristics
 -fuzz distance colors within this distance are considered equal
 -gravity type horizontal and vertical text placement
 -green-primary point chromaticity green primary point
 -intensity method method to generate intensity value from pixel
 -intent type type of rendering intent when managing the image color
 -interlace type type of image interlacing scheme
 -interline-spacing value
 set the space between two text lines
 -interpolate method pixel color interpolation method
 -interword-spacing value
 set the space between two words
 -kerning value set the space between two letters
 -label string assign a label to an image
 -limit type value pixel cache resource limit
 -loop iterations add Netscape loop extension to your GIF animation
 -mask filename associate a mask with the image
 -matte store matte channel if the image has one
 -mattecolor color frame color
 -metric type measure differences between images with this metric
 -moments report image moments
 -monitor monitor progress
 -orient type image orientation
 -page geometry size and location of an image canvas (setting)
 -ping efficiently determine image attributes
 -pointsize value font point size
 -precision value maximum number of significant digits to print
 -preview type image preview type
 -quality value JPEG/MIFF/PNG compression level
 -quiet suppress all warning messages
 -red-primary point chromaticity red primary point
 -regard-warnings pay attention to warning messages
 -remap filename transform image colors to match this set of colors
 -repage geometry size and location of an image canvas
 -respect-parentheses settings remain in effect until parenthesis boundary
 -sampling-factor geometry
 horizontal and vertical sampling factor
 -scene value image scene number
 -seed value seed a new sequence of pseudo-random numbers
 -size geometry width and height of image
 -statistic type geometry
 replace each pixel with corresponding statistic from the neighborhood
 -stretch type render text with this font stretch
 -stroke color graphic primitive stroke color
 -strokewidth value graphic primitive stroke width
 -style type render text with this font style
 -support factor resize support: > 1.0 is blurry, < 1.0 is sharp
 -synchronize synchronize image to storage device
 -taint declare the image as modified
 -texture filename name of texture to tile onto the image background

- tile-offset geometry
tile offset
- treedepth value color tree depth
- transparent-color color
transparent color
- undercolor color annotation bounding box color
- units type the units of image resolution
- verbose print detailed information about the image
- view FlashPix viewing transforms
- virtual-pixel method
virtual pixel access method
- weight type render text with this font weight
- white-point point chromaticity white point

Image Operators:

- adaptive-blur geometry
adaptively blur pixels; decrease effect near edges
- adaptive-resize geometry
adaptively resize image with data dependent triangulation
- adaptive-sharpen geometry
adaptively sharpen pixels; increase effect near edges
- annotate geometry text
annotate the image with text
- auto-gamma automagically adjust gamma level of image
- auto-level automagically adjust color levels of image
- auto-orient automatically orient image
- bench iterations measure performance
- black-threshold value
force all pixels below the threshold into black
- blue-shift factor simulate a scene at nighttime in the moonlight
- blur geometry reduce image noise and reduce detail levels
- border geometry surround image with a border of color
- brightness-contrast geometry
improve brightness / contrast of the image
- canny geometry detect edges in the image
- charcoal radius simulate a charcoal drawing
- chop geometry remove pixels from the image interior
- clamp keep pixel values in range (0-QuantumRange)
- clip clip along the first path from the 8BIM profile
- clip-mask filename associate a clip mask with the image
- clip-path id clip along a named path from the 8BIM profile
- colorize value colorize the image with the fill color
- color-matrix matrix apply color correction to the image
- connected-component connectivity
connected-components uniquely labeled
- contrast enhance or reduce the image contrast
- contrast-stretch geometry
improve contrast by 'stretching' the intensity range
- convolve coefficients
apply a convolution kernel to the image
- cycle amount cycle the image colormap
- deskew threshold straighten an image
- despeckle reduce the speckles within an image
- distort method args

distort images according to given method and args
 -draw string annotate the image with a graphic primitive
 -edge radius apply a filter to detect edges in the image
 -emboss radius emboss an image
 -enhance apply a digital filter to enhance a noisy image
 -equalize perform histogram equalization to an image
 -evaluate operator value
 evaluate an arithmetic, relational, or logical expression
 -extent geometry set the image size
 -extract geometry extract area from image
 -fft implements the discrete Fourier transform (DFT)
 -flip flip image vertically
 -floodfill geometry color
 floodfill the image with color
 -flop flop image horizontally
 -frame geometry surround image with an ornamental border
 -function name apply a function to the image
 -gamma value level of gamma correction
 -gaussian-blur geometry
 reduce image noise and reduce detail levels
 -geometry geometry preferred size or location of the image
 -grayscale method convert image to grayscale
 -hough-lines geometry
 identify lines in the image
 -identify identify the format and characteristics of the image
 -ift implements the inverse discrete Fourier transform (DFT)
 -implode amount implode image pixels about the center
 -interpolative-resize geometry
 resize image using 'point sampled' interpolation
 -lat geometry local adaptive thresholding
 -layers method optimize or compare image layers
 -level value adjust the level of image contrast
 -level-colors color,color
 level image with the given colors
 -linear-stretch geometry
 improve contrast by 'stretching with saturation' the intensity range
 -liquid-rescale geometry
 rescale image with seam-carving
 -magnify double the size of the image with pixel art scaling
 -mean-shift geometry delineate arbitrarily shaped clusters in the image
 -median geometry apply a median filter to the image
 -mode geometry make each pixel the 'predominant color' of the neighborhood
 -modulate value vary the brightness, saturation, and hue
 -monochrome transform image to black and white
 -morphology method kernel
 apply a morphology method to the image
 -motion-blur geometry
 simulate motion blur
 -negate replace each pixel with its complementary color
 -noise geometry add or reduce noise in an image
 -normalize transform image to span the full range of colors
 -opaque color change this color to the fill color
 -ordered-dither NxN
 add a noise pattern to the image with specific amplitudes

- paint radius simulate an oil painting
- perceptible epsilon
 - pixel value less than |epsilon| become epsilon or -epsilon
- polaroid angle simulate a Polaroid picture
- posterize levels reduce the image to a limited number of color levels
- print string interpret string and print to console
- profile filename add, delete, or apply an image profile
- quantize colorspace reduce colors in this colorspace
- radial-blur angle radial blur the image
- raise value lighten/darken image edges to create a 3-D effect
- random-threshold low,high
 - random threshold the image
- region geometry apply options to a portion of the image
- render render vector graphics
- resample geometry change the resolution of an image
- resize geometry resize the image
- roll geometry roll an image vertically or horizontally
- rotate degrees apply Paeth rotation to the image
- sample geometry scale image with pixel sampling
- scale geometry scale the image
- segment values segment an image
- selective-blur geometry
 - selectively blur pixels within a contrast threshold
- sepia-tone threshold
 - simulate a sepia-toned photo
- set property value set an image property
- shade degrees shade the image using a distant light source
- shadow geometry simulate an image shadow
- sharpen geometry sharpen the image
- shave geometry shave pixels from the image edges
- shear geometry slide one edge of the image along the X or Y axis
- sigmoidal-contrast geometry
 - lightness rescaling using sigmoidal contrast enhancement
- sketch geometry simulate a pencil sketch
- solarize threshold negate all pixels above the threshold level
- sparse-color method args
 - fill in a image based on a few color points
- splice geometry splice the background color into the image
- spread amount displace image pixels by a random amount
- strip strip image of all profiles and comments
- swirl degrees swirl image pixels about the center
- threshold value threshold the image
- thumbnail geometry create a thumbnail of the image
- tile filename tile image when filling a graphic primitive
- tint value tint the image with the fill color
- transform affine transform image
- transparent color make this color transparent within the image
- transpose flip image vertically and rotate 90 degrees
- transverse flop image horizontally and rotate 270 degrees
- trim trim image edges
- type type image type
- unique-colors discard all but one of any pixel color
- unsharp geometry sharpen the image
- vignette geometry soften the edges of the image in vignette style

- wave geometry alter an image along a sine wave
- wavelet-denoise threshold
 removes noise from the image using a wavelet transform
- white-threshold value
 force all pixels above the threshold into white

Image Sequence Operators:

- append append an image sequence top to bottom (use +append for left to right)
- clut apply a color lookup table to the image
- coalesce merge a sequence of images
- combine combine a sequence of images
- compare mathematically and visually annotate the difference between an image and its reconstruction
- complex operator perform complex mathematics on an image sequence
- composite composite image
- copy geometry offset,
 copy pixels from one area of an image to another
- crop geometry cut out a rectangular region of the image
- deconstruct break down an image sequence into constituent parts
- evaluate-sequence operator
 evaluate an arithmetic, relational, or logical expression
- flatten flatten a sequence of images
- fx expression apply mathematical expression to an image channel(s)
- hald-clut apply a Hald color lookup table to the image
- morph value morph an image sequence
- mosaic create a mosaic from an image sequence
- poly terms build a polynomial from the image sequence and the corresponding terms (coefficients and degree pairs)
- process arguments process the image with a custom image filter
- separate separate an image channel into a grayscale image
- smush geometry smush an image sequence together
- write filename write images to this file

Image Stack Operators:

- clone indexes clone an image
- delete indexes delete the image from the image sequence
- duplicate count,indexes
 duplicate an image one or more times
- insert index insert last image into the image sequence
- reverse reverse image sequence
- swap indexes swap two images in the image sequence

Miscellaneous Options:

- debug events display copious debugging information
- distribute-cache port
 distributed pixel cache spanning one or more servers
- help print program options
- log format format of debugging information
- list type print a list of supported option arguments
- version print version information

Use any setting or operator as an *output-option*. Only a limited number of setting are *input-option*. They include: –antialias, –caption, –density, –define, –encoding, –font, –pointsize, –size, and –texture as well as any of the miscellaneous options.

By default, the image format of 'file' is determined by its magic number. To specify a particular image format, precede the filename with an image format name and a colon (i.e. ps:image) or specify the image type as the filename suffix (i.e. image.ps). Specify 'file' as '-' for standard input or output.

SEE ALSO

ImageMagick-ims6.q16(1)

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