NAME

montage − create a composite image by combining several separate images. The images are tiled on the composite image optionally adorned with a border, frame, image name, and more.

SYNOPSIS

montage-im6.q16 *input-file[s]* [*options*] *output-file*

OVERVIEW

The **montage-im6.q16** program is a member of the ImageMagick-ims6.q16(1) suite of tools. Use it to create a composite image by combining several separate images. The images are tiled on the composite image optionally adorned with a border, frame, image name, and more.

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

DESCRIPTION

Image Settings:
```
−adjoin            join images into a single multi-image file
−affine matrix     affine transform matrix
−alpha option      on, activate, off, deactivate, set, opaque, copy
                   transparent, extract, background, or shape
−authenticate value  decrypt image with this password
−blue-primary point  chromaticity blue primary point
−bordercolor color   border color
−caption string    assign a caption to an image
−channel type      apply option to select image channels
−colors value      preferred number of colors in the image
−colorspace type   alternate image colorsapce
−comment string    annotate image with comment
−compose operator  composite operator
−compress type     type of pixel compression when writing the image
−define format:option
                   define one or more image format options
−density geometry  horizontal and vertical density of the image
−depth value       image depth
−display server    query font from this X server
−dispose method    layer disposal method
−dither method     apply error diffusion to image
−draw string       annotate the image with a graphic primitive
−encoding type     text encoding type
−endian type       endianness (MSB or LSB) of the image
−extract geometry  extract area from image
−fill color        color to use when filling a graphic primitive
−filter type       use this filter when resizing an image
−font name         render text with this font
−format "string"   output formatted image characteristics
−gamma value       level of gamma correction
−geometry geometry preferred tile and border sizes
−gravity direction which direction to gravitate towards
−green-primary point chromaticity green primary point
−identify          identify the format and characteristics of the image
−interlace type    type of image interlacing scheme
−interpolate method  pixel color interpolation method
−kerning value     set the space between two letters
```

−label string   assign a label to an image
−limit type value   pixel cache resource limit
−matte   store matte channel if the image has one
−mattecolor color   frame color
−mode type   framing style
−monitor   monitor progress
−origin geometry   image origin
−page geometry   size and location of an image canvas (setting)
−pointsize value   font point size
−profile filename   add, delete, or apply an image profile
−quality value   JPEG/MIFF/PNG compression level
−quantize colorspace reduce colors in this colorspace
−quiet   suppress all warning messages
−red-primary point   chromaticity red primary point
−regard-warnings   pay attention to warning messages
−repage geometry   size and location of an image canvas (operator)
−respect-parentheses settings remain in effect until parenthesis boundary
−sampling-factor geometry
                horizontal and vertical sampling factor
−scenes range   image scene range
−seed value   seed a new sequence of pseudo-random numbers
−set attribute value set an image attribute
−shadow   add a shadow beneath a tile to simulate depth
−size geometry   width and height of image
−stroke color   color to use when stroking a graphic primitive
−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
−thumbnail geometry create a thumbnail of the image
−tile geometry   number of tiles per row and column
−title string   decorate the montage image with a title
−transparent-color color
                transparent color
−treedepth value   color tree depth
−trim   trim image edges
−units type   the units of image resolution
−verbose   print detailed information about the image
−virtual-pixel method
                virtual pixel access method
−white-point point   chromaticity white point

Image Operators:
 −adaptive-sharpen geometry
                adaptively sharpen pixels; increase effect near edges
 −annotate geometry text
                annotate the image with text
 −auto-orient   automagically orient image
 −blur geometry   reduce image noise and reduce detail levels
 −border geometry   surround image with a border of color
 −crop geometry   preferred size and location of the cropped image
 −extent geometry   set the image size
 −flatten   flatten a sequence of images
 −flip   flip image in the vertical direction

```
−flop              flop image in the horizontal direction
−frame geometry      surround image with an ornamental border
−monochrome          transform image to black and white
−polaroid angle      simulate a Polaroid picture
−resize geometry     resize the image
−rotate degrees      apply Paeth rotation to the image
−scale geometry      scale the image
−strip              strip image of all profiles and comments
−transform           affine transform image
−transpose           flip image vertically and rotate 90 degrees
−transparent color   make this color transparent within the image
−type type           image type
−unsharp geometry    sharpen the image
```

Image Sequence Operators:
```
−coalesce            merge a sequence of images
−composite           composite image
```

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
−help                print program options
−log format          format of debugging information
−list type           print a list of supported option arguments
−version             print version information
```

In addition to those listed above, you can specify these standard X resources as command line options: −background, −bordercolor, −borderwidth, −font, −mattecolor, or −title.

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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