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
 –delay centiseconds  display the next image after pausing
 –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
    –layers method     optimize or compare image layers
    –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-im6.q16(1)

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