

NAME

animate – animates an image or image sequence on any X server.

SYNOPSIS

animate-im6.q16 [*options*] *input-file*

OVERVIEW

The **animate-im6.q16** program is a member of the ImageMagick-ims6.q16(1) suite of tools. Use it to animate an image or image sequence on any X server.

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

DESCRIPTION

Image Settings:

- alpha option on, activate, off, deactivate, set, opaque, copy
 transparent, extract, background, or shape
- authenticate value decrypt image with this password
- backdrop display image centered on a backdrop
- channel type apply option to select image channels
- colormap type Shared or Private
- colorspace type alternate image colorspace
- decipher filename convert cipher pixels to plain pixels
- 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 display image to this X server
- dispose method layer disposal method
- dither method apply error diffusion to image
- filter type use this filter when resizing an image
- format "string" output formatted image characteristics
- gamma value level of gamma correction
- geometry geometry preferred size and location of the Image window
- gravity type horizontal and vertical backdrop placement
- identify identify the format and characteristics of the image
- immutable displayed image cannot be modified
- interlace type type of image interlacing scheme
- interpolate method pixel color interpolation method
- limit type value pixel cache resource limit
- loop iterations loop images then exit
- matte store matte channel if the image has one
- map type display image using this Standard Colormap
- monitor monitor progress
- pause seconds to pause before reanimating
- page geometry size and location of an image canvas (setting)
- quantize colorspace reduce colors in this colorspace
- quiet suppress all warning messages
- regard-warnings pay attention to warning messages
- remote command execute a command in an remote display process
- 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
- size geometry width and height of image
- support factor resize support: > 1.0 is blurry, < 1.0 is sharp
- transparent-color color
 transparent color
- treedepth value color tree depth
- verbose print detailed information about the image
- visual type display image using this visual type
- virtual-pixel method
 virtual pixel access method
- window id display image to background of this window

Image Operators:

- colors value preferred number of colors in the image
- crop geometry preferred size and location of the cropped image
- extract geometry extract area from image
- monochrome transform image to black and white
- resample geometry change the resolution of an image
- resize geometry resize the image
- rotate degrees apply Paeth rotation to the image
- strip strip image of all profiles and comments
- thumbnail geometry create a thumbnail of the image
- trim trim image edges

Image Sequence Operators:

- coalesce merge a sequence of images
- flatten flatten a sequence of images

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, –foreground, –iconGeometry, –iconic, –name, –mattecolor, –shared-memory, 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.

Buttons:

- 1 press to map or unmap the Command widget

SEE ALSO

ImageMagick-im6.q16(1)

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