

**NAME**

mogrify – resize an image, blur, crop, despeckle, dither, draw on, flip, join, re-sample, and much more. Mogrify overwrites the original image file, whereas, convert-im6.q16(1) writes to a different image file.

**SYNOPSIS**

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

**OVERVIEW**

The **mogrify-im6.q16** program is a member of the ImageMagick-ims6.q16(1) suite of tools. Use it to resize an image, blur, crop, despeckle, dither, draw on, flip, join, re-sample, and much more. This tool is similar to convert-im6.q16(1) except the original image file is overwritten with any changes you request.

For more information about the mogrify command, point your browser to file:///usr/share/doc/image-magick-6-common/html/www/mogrify.html (on debian system you may install the imagemagick-6 package) or <https://www.imagemagick.org/script/mogrify.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
- 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 centiseconds 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 type     image format type  
 -function name    apply a function to the image  
 -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  
 -monitor          monitor progress  
 -morphology method kernel  
                   apply a morphology method to the image  
 -orient type     image orientation  
 -page geometry    size and location of an image canvas (setting)  
 -path path        write images to this path on disk  
 -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  
 -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  
 -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
- alpha option        on, activate, off, deactivate, set, opaque, copy  
                      transparent, extract, background, or shape
- 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        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
- bordercolor color   border color
- brightness-contrast geometry  
                      improve brightness / contrast of the image
- cdl filename       color correct with a color decision list
- 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
- decipher filename   convert cipher pixels to plain pixels
- 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  
 -encipher filename      convert plain pixels to cipher pixels  
 -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  
 -features distance    analyze image features (e.g. contrast, correlation)  
 -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 parameters  
                     apply function over image values  
 -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  
 -ift                implements the inverse discrete Fourier transform (DFT)  
 -help                print program options  
 -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  
 -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
- statistic type geometry
  - replace each pixel with corresponding statistic from the neighborhood
- 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:

- affinity filename transform image colors to match this set of colors
- append append an image sequence top to botto (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:

- 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

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)

## COPYRIGHT

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