NAME

minigimp /- Easy digital image processing tool using command line

SYNOPSIS

minigimp [-h | -histo] [-v] [<code_lut>[<param1>]*]* [-o output_filepath.ppm]

DESCRIPTION

minigimp let you add effects on your images in an artistic manner. The required file format for both the input and output image is *.ppm* You can use as many effects as you wish at once.

Options

-h, -histo
> Save the original image histogram alongside the final image's histogram

-v   Same as **-h** but show both histograms in the terminal, display can go wrong if your window is too small.

-o *outputimagepath.ppm*
> Specify a custom output filename and path default is ./output.ppm

ADDLUM *value*
> Increase overall image luminosity, it takes a *value* between 0 and 255

DIMLUM *value*
> Decrease overall image luminosity, it takes a *value* between 0 and 255

ADDCON *value*
> Increase overall image contrast, it takes a *value* between 0 and 255

DIMCON *value*
> Decrease overall image contrast, it takes a *value* between 0 and 255

INVERT
> Invert colours of the image, similar to a negative effect.

GRAY   Make the image grayscale.

SEPIA   Make the image sepia.

SINCON *value*
> This effect is going to apply a conversion curve based on sinus, you may use a *value* between 1 and 2 for better results.

HISTEQ
> This is an automatic contrast adjustment effect. It stretches the histogram so that the image luminance is well balanced. It can achieve great results on a very deconstrasted image by recovering a huge amount of details that human eyes can't see.

BLUR *value*
> Blur the image entirely. The higher the *value* the blurrier the image. Please note that *values* over 10 will make the processing time longer.

BLUR *value centerX centerY*
> More advanced blurring effect. You specify an anchor point on the image using *centerX* and *centerY* that will stay crisp. Then the father a pixel is from this point the blurrier it will be. This is radial garden blur. The *value* wworks the same as **BLUR**.

KBLUR
> Light blur effect that doesn't take any input value.

EDGE   This effect reveals the edges of crisp elements in the image.

FLIP_V
> This flips the image from a vertical axis. See it as a mirror effect.

FLIP_H
     Acts the same as **FLIP_V** but this time it does the flipping horizontally.

AUTHORS
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