

NAME

minigimp – Easy digital image processing tool using a command line interface.

SYNOPSIS

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

DESCRIPTION

minigimp lets 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 shows 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 decontrasted 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 (they are expressed in percent but don't add the % sign). Then the further a pixel is from this point the blurrier it will be. This is radial gradient blur. The *value* works 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

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

AUTHORS

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