

**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.

**VBLUR 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 farther a pixel is from this point the blurrier it will be. This is radial garden 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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