Chapter 1

- segment an image based on its color histogram

- describe image format and characteristics

- retrieve, list, or print files from a remote network site

Tip!

Chapter 3
ImageMagick Tools

ImageMagick provides a number of tools that help you manipulate the images you work with.

display

combine

Combine combines images to create new images.

xtp

Xtp is a utility for retrieving, listing, or printing files from a remote network site,

Chapter 4
Animate

Overview

Animate displays a sequence of images on any workstation running an X
server. Animate first determines the hardware capabilities of the workstation.
If the number of unique colors in an image is fewer than or equal to the
number the workstation can support, the image is displayed in an X window.

Format

-colormap type

Type of colormap:

■ Shared

■

To specify a percentage width or height instead, append %. For example to crop an image by ten percent on all sides of the image, use `-crop 10%`.

Use cropping to apply image processing options to, or display, a particular area of an image. Omit the x and y offset to generate one or more subimages of a uniform size.

Use cropping to crop a particular area of an image. Use `-crop 0x0` to trim edges that are the background color. Add x and y offsets to leave a portion of

-display host:display[.screen]

        Specifies the X server to contact. See X(1).

-dither

-geometry <width>{%}x<height>{%}{+-}<x offset>{+-}<yoffset>{!}{<}{>}

Preferred size and location of the Image window. See X(1) for details about the geometry specification. By default, the window size is the image size and the location is chosen by you when you map it.

The width and height are maximum values, by default. That is, the image is expanded or contracted to fit the width and height value while maintaining the aspect ratio of the image.

Append an exclamation point to the geometry to force the image size to exactly the size you specify. For example, if you specify `640x480!` the image width is set to 640 pixels and height to 480. If you specify only one factor, both the width and height assume that value.

Choose from the following standard colormap types:

The X server must support the standard colormap you choose, otherwise an error occurs. Use list as the type and display searches the list of colormap types in top-to-bottom order until one is located. See xstdcmap(1) for one way of creating standard colormaps.

-monochrome

For example, if you specify -90> and the image size is 480x640, the image is not rotated by the specified angle. However, if the image is 640x480, it's rotated by -90 degrees.

Empty triangles left over from rotating the image are filled with the color defined as bordercolor (class borderColor). See X(1) for details.

-scene value

Image scene number.

Use this option to specify an image sequence with a single filenam2s.3028.506 0 0 rgDf

-treedepth value

Normally, this integer value is 0 or 1, which tells display to choose an optimal tree depth for the color reduction algorithm.

An optimal depth generally allows the best representation of the source image with the fastest computational speed and the least amount of memory. However, the default depth is inappropriate for some images. To assure the best representation, try values between 2 and 8 for this option. Refer to quantize for more details.

Note: The -colors or -monochrome option is required for -treedepth value to take effect.

-verbose

-visual type

>   Displays image using this visual type.

>   Choose from these visual classes:

>   **Note:** The X server *must* support the visual you choose, otherwise an error

```
image.ps
```

See convert(1) for a list of valid image formats.

When you specify X as your image type, the filename has special meaning. It

borderColor (class BorderColor)

the preferred color to use for the Image window border. The default is #ccc.

borderWidth (class BorderWidth)

the width in pixels of the Image window border. The default is 2.

name (class Name)	the name under which resources for the application should be found. This resource is useful in shell aliases to distinguish between invocations of an

Environment

DISPLAY

To get the default host, display number, and screen.

Appendix A
Supported Formats

ImageMagick™ supports over fifty image formats. Some of the image formats

EPDF	Encapsulated Portable Document Format file	
EPS	Adobe Encapsulated PostScript file	requires Ghostscript
EPS2	Adobe Level II Encapsulated PostScript file	requires Ghostscript
EPSF	Adobe Encapsulated PostScript Interchange format	requires Ghostscript
EPSI	Adobe Encapsulated PostScript Interchange format	requires Ghostscript
FAX	Group 3	
FIG	TransFig image format	requires TransFig
FITS	Flexible Image Transport System	
FPX	FlashPix format	use -DHasFPX to compile; requires FlashPIX SDK
GIF	CompuServer graphics interchange format	8-bit color
GIF87	CompuServer graphics inter-	

GRANITE   granite texture

GRAY   raw gray bytes   use -size command line
                                                     optą𝖬nyteqȼuąᶠtdtany he1g

UYVY	16-bit/pixel interleaved YUV	use -size command line option to specify width and height
VICAR		read only
VID	rled2(r)10()5(ual lmr)1agerto-rly	

On some platforms, ImageMagick process the following extensions automatically:

- ■ .gz for Zip compression
- ■ .Z for Unix compression