

## NAME

ImageMagick - a free software suite for the creation, modification and display of bitmap images.

## SYNOPSIS

**magick** [*options*]*input-file*... *output-file* **magick-script** *script-file* [*script-arguments*]...

## OVERVIEW

Use ImageMagick(R) to create, edit, compose, or convert bitmap images. It can read and write images in a variety of formats (over 200) including PNG, JPEG, GIF, HEIC, TIFF, DPX, EXR, WebP, Postscript, PDF, and SVG. Use ImageMagick to resize, flip, mirror, rotate, distort, shear and transform images, adjust image colors, apply various special effects, or draw text, lines, polygons, ellipses and Bèzier curves.

The functionality of ImageMagick is typically utilized from the command-line. It can also be accessed from programs written in your favorite language using the corresponding interface: G2F (Ada), MagickCore (C), MagickWand (C), ChMagick (Ch), ImageMagickObject (COM+), Magick++ (C++), JMagick (Java), JuliaIO (Julia), L-Magick (Lisp), Lua (LuaJIT), NMagick (Neko/haXe), Magick.NET (.NET), PascalMagick (Pascal), PerlMagick (Perl), MagickWand for PHP (PHP), IMagick (PHP), PythonMagick (Python), magick (R), RMagick (Ruby), or TclMagick (Tcl/Tk). With a language interface, use ImageMagick to modify or create images dynamically and automatically.

ImageMagick utilizes multiple computational threads to increase performance. It can read, process, or write mega-, giga-, or tera-pixel image sizes.

ImageMagick is free software delivered as a ready-to-run binary distribution, or as source code that you may use, copy, modify, and distribute in both open and proprietary applications. It is distributed under a derived Apache 2.0 license.

The ImageMagick development process ensures a stable API and ABI. Before each ImageMagick release, we perform a comprehensive security assessment that includes memory error, thread data race detection, and continuous fuzzing to help prevent security vulnerabilities.

The current release is ImageMagick 7.0.8-11. It runs on Linux, Windows, Mac Os X, iOS, Android OS, and others. We continue to maintain the legacy release of ImageMagick, version 6, at <https://legacy.imagemagick.org>.

The authoritative ImageMagick web site is <https://imagemagick.org>. The authoritative source code repository is <https://github.com/ImageMagick>. We maintain a source code mirror at

<https://gitlab.com/ImageMagick>.

ImageMagick is a suite of command-line utilities for manipulating images. You may have edited images at one time or another using programs such as GIMP or Photoshop, which expose their functionality mainly through a graphical user interface. However, a GUI program is not always the right tool. Suppose you want to process an image dynamically from a web script, or you want to apply the same operations to many images, or repeat a specific operation at different times to the same or different image. For these types of operations, a command-line utility is more suitable.

The remaining of this manpage is a list of the available command-line utilities and their short descriptions. For further documentation concerning a particular command and its options, consult the corresponding manpage. If you are just getting acquainted with ImageMagick, start at the top of that list, the `magick(1)` program, and work your way down. Also, make sure to check out Anthony Thyssen's tutorial on how to use ImageMagick utilities to convert, compose, or edit images from the command-line.

### **magick**

Read images into memory, perform operations on those images, and write them out to either the same or some other image file format. The `"-script"` option can be used to switch from processing command line options, to reading options from a file or pipeline.

### **magick-script**

This command is similar to `magick(1)` but with an implied `"-script"` option. It is useful in special `"#!/usr/bin/env magick-script"` scripts that search for the `magick-script(1)` command anywhere along the users `PATH`, rather than in a hardcoded command location.

### **convert**

Available for Backward compatibility with ImageMagick's version 6 `convert(1)`. Essentially, it is just an alias to a restrictive form of the `magick(1)` command, which should be used instead.

### **mogrify**

Resize an image, blur, crop, despeckle, dither, draw on, flip, join, re-sample, and much more. This command overwrites the original image file, whereas `convert(1)` writes to a different image file.

### **identify**

Describe the format and characteristics of one or more image files.

**composite**

Overlap one image over another.

**montage**

Create a composite image by combining several separate ones. The images are tiled on the composite image, optionally adorned with a border, frame, image name, and more.

**compare**

Mathematically and visually annotate the difference between an image and its reconstruction.

**stream**

Stream one or more pixel components of the image or portion of the image to your choice of storage formats. It writes the pixel components as they are read from the input image, a row at a time, making stream(1) desirable when working with large images, or when you require raw pixel components.

**display**

Display an image or image sequence on any X server.

**animate**

Animate an image sequence on any X server.

**import**

Save any visible window on any X server and output it as an image file. You can capture a single window, the entire screen, or any rectangular portion of the it.

**conjure**

Interpret and execute scripts written in the Magick Scripting Language (MSL).

For more information about the ImageMagick, point your browser to  
<file:///usr/local/share/doc/ImageMagick-7/index.html> or <https://imagemagick.org/>.

## SEE ALSO

`convert(1)`, `compare(1)`, `composite(1)`, `conjure(1)`, `identify(1)`, `import(1)`, `magick(1)`, `magick-script(1)`,  
`montage(1)`, `display(1)`, `animate(1)`, `import(1)`, `Magick++-config(1)`, `MagickCore-config(1)`,  
`MagickWand-config(1)`

## COPYRIGHT

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