NAME
     dwebp - decompress a WebP file to an image file

SYNOPSIS
     dwebp [*options*] *input_file.webp*

DESCRIPTION
     This manual page documents the **dwebp** command.

     dwebp decompresses WebP files into PNG, PAM, PPM or PGM images. Note: Animated WebP files
     are not supported.

OPTIONS
     The basic options are:

     -h Print usage summary.

     -version
          Print the version number (as major.minor.revision) and exit.

     -o *string*
          Specify the name of the output file (as PNG format by default). Using "-" as output name will
          direct output to 'stdout'.

     -- *string*
          Explicitly specify the input file. This option is useful if the input file starts with an '-' for instance.
          This option must appear **last**. Any other options afterward will be ignored. If the input file is "-",
          the data will be read from *stdin* instead of a file.

     -bmp
          Change the output format to uncompressed BMP.

     -tiff
          Change the output format to uncompressed TIFF.

     -pam
          Change the output format to PAM (retains alpha).

     -ppm
          Change the output format to PPM (discards alpha).

-pgm

Change the output format to PGM. The output consists of luma/chroma samples instead of RGB, using the IMC4 layout. This option is mainly for verification and debugging purposes.

-yuv

Change the output format to raw YUV. The output consists of luma/chroma-U/chroma-V samples instead of RGB, saved sequentially as individual planes. This option is mainly for verification and debugging purposes.

-nofancy

Don't use the fancy upscaler for YUV420. This may lead to jaggy edges (especially the red ones), but should be faster.

-nofilter

Don't use the in-loop filtering process even if it is required by the bitstream. This may produce visible blocks on the non-compliant output, but it will make the decoding faster.

-dither *strength*

Specify a dithering **strength** between 0 and 100. Dithering is a post-processing effect applied to chroma components in lossy compression. It helps by smoothing gradients and avoiding banding artifacts.

-alpha_dither

If the compressed file contains a transparency plane that was quantized during compression, this flag will allow dithering the reconstructed plane in order to generate smoother transparency gradients.

-nodither

Disable all dithering (default).

-mt Use multi-threading for decoding, if possible.

-crop *x_position y_position width height*

Crop the decoded picture to a rectangle with top-left corner at coordinates (**x_position**, **y_position**) and size **width** x **height**. This cropping area must be fully contained within the source rectangle. The top-left corner will be snapped to even coordinates if needed. This option is meant to reduce the memory needed for cropping large images. Note: the cropping is applied *before* any scaling.

-flip

Flip decoded image vertically (can be useful for OpenGL textures for instance).

-resize, **-scale** *width height*

   Rescale the decoded picture to dimension **width** x **height**. This option is mostly intended to
   reducing the memory needed to decode large images, when only a small version is needed
   (thumbnail, preview, etc.). Note: scaling is applied *after* cropping. If either (but not both) of the
   width or **height** parameters is 0, the value will be calculated preserving the aspect-ratio.

-quiet

   Do not print anything.

-v   Print extra information (decoding time in particular).

-noasm

   Disable all assembly optimizations.

BUGS

   Please report all bugs to the issue tracker: https://bugs.chromium.org/p/webp
   Patches welcome! See this page to get started:
   https://www.webmproject.org/code/contribute/submitting-patches/

EXAMPLES

   dwebp picture.webp -o output.png
   dwebp picture.webp -ppm -o output.ppm
   dwebp -o output.ppm -- ---picture.webp
   cat picture.webp | dwebp -o - -- - > output.ppm

AUTHORS

   dwebp is a part of libwebp and was written by the WebP team.
   The latest source tree is available at https://chromium.googlesource.com/webm/libwebp

   This manual page was written by Pascal Massimino <pascal.massimino@gmail.com>, for the Debian
   project (and may be used by others).

SEE ALSO

   cwebp(1), **gif2webp**(1), **webpmux**(1)
   Please refer to https://developers.google.com/speed/webp/ for additional information.

Output file format details

PAM: http://netpbm.sourceforge.net/doc/pam.html

PGM: http://netpbm.sourceforge.net/doc/pgm.html

PPM: http://netpbm.sourceforge.net/doc/ppm.html

PNG: http://www.libpng.org/pub/png/png-sitemap.html#info