

## Alphabetical list of filters G'MIC (with location in the menu)

3d colored object -> Rendering  
3D Conversion -> {Tom Keil's filters} -> Stereoscopic 3D  
3d conversion -> Rendering  
3d elevation -> Rendering  
3d elevation -> Sequences  
3d extrusion -> Rendering  
3d extrusion -> Sequences  
3d image object -> Rendering  
3d image object -> Sequences  
3d lathing -> Rendering  
3d random objects -> Rendering  
3D Video Conversion -> {Tom Keil's filters} -> Stereoscopic 3D  
60's Cinema -> {Gentlemanbeggar's filters}  
60's Cinema -> Colors

### A

A-color -> Colors -> Lab Curves  
Abstract Flood -> {Naggobot's filters}  
Abstraction -> Colors  
Additive noise -> Degradations  
Adjust orientation -> Various -> Experimental  
Alpha blending -> Layers  
Angular blur -> Degradations  
Anisotropic smoothing (16bits) -> Various -> Experimental  
Anisotropic smoothing -> Enhancement  
Anisotropic smoothing -> Sequences  
Automatic depth estimation -> {Tom Keil's filters} -> Stereoscopic 3D  
Average -> Layers

### B

B-color -> Colors -> Lab Curves  
B&W dithering -> Colors  
B&W pencil -> Sequences  
B&W recolorize -> Colors  
B&W stencil -> Sequences  
Banding denoise -> {Iain Fergusson's G'MIC Filters}  
Bandpass filter -> Degradations  
Bayer filter -> Degradations  
Bayer reconstruction -> Degradations  
Beauty Retouch -> Presets / Testing  
Bilateral filtering -> Enhancement  
Black & White -> Colors  
Black Crayon Graffiti -> Artistic  
Blue -> Colors -> RGB Curves  
Blue chrominance -> Colors -> YCbCr Curves  
Boost Screen -> {PhotoComix Filters}  
Bost / Fade -> Colors  
BW Steampunk-Pen -> Black & white

### C

Canvas -> Patterns  
Canvas texture -> Patterns  
Cartesian transform -> Deformations  
Cartoon -> Artistic  
Cartoon -> Sequences  
Channel processing -> Colors  
Charcoal -> Black & white  
Chessboard -> Patterns  
CImg Skelton -> {KaRo's Test}  
Circlism -> Artistic  
CLmg nlmeans -> {KaRo's Test}  
CMYK mixer -> Colors  
CMYK tone -> {Iain Fergusson's G'MIC Filters}  
Color balance -> Colors  
Color burn -> Layers  
Color Doping -> {PhotoComix Filters}  
Color Sketch -> Artistic  
Color Stamp -> Artistic  
Color/Brightness decompose -> {Ronounours}  
ColorAbstractionPaint -> Artistic  
Colored Pencils -> Artistic  
Colormap -> Colors  
Comix Colors -> {PhotoComix Filters}  
Contrast swiss mask -> Lights & Shadows  
Corner gradient -> Colors  
Cracks -> Patterns  
Cube frame -> Arrays & frames  
Cubism -> Artistic  
Curvature -> Contours  
Curves -> Colors  
Custom code (global) -> Various  
Custom code (local) -> Various  
D  
Dark Edges -> {PhotoComix Filters}  
Dark Screen -> {PhotoComix Filters}  
Darken -> Layers  
Decompose channels -> Colors  
Deconvolution -> Enhancement  
Deinterlace -> Enhancement  
Depth map construction -> {Tom Keil's filters} -> Steroscopic 3D  
Dices -> Patterns  
Difference -> Layers  
Difference of gaussians -> Contours  
Discrete color square -> Presets / Testing  
Distance transform -> Contours  
Divide -> Layers  
Do nothing -> Various  
Dodge -> Layers  
DOF manipulation -> {Tom Keil's filters}

Doge and Burn -> Lights & Shadows  
Dots -> Patterns  
DR Adjust -> {Iain Fergusson's G'MIC Filters}  
Drop shadow -> Lights & Shadows  
Dynamic Range Increase -> {Tom Keil's filters}  
Dynamic Range Increase -> Enhancement  
E  
Edge-preserving flow -> Enhancement  
Edges -> Contours  
Edges -> Layers  
Edges -> Sequences  
Edges offsets -> Contours  
Edges on fire -> Sequences  
Elipsionism -> Artistic  
Equation plot -> Rendering  
Eucliden – Polar -> Deformations  
Exclusion -> Layers  
F  
Fade -> Layers  
Faded array -> Arrays & frames  
Fast tone mapping -> Colors  
Fish-eye -> Deformations  
Flower -> Deformations  
Fourier analysis -> Spectral handling  
Fourier transform -> Spectral handling  
Fourier watermark -> Spectral handling  
Freeze -> Layers  
Frequency merging -> Spectral handling  
Frequency splitting -> Spectral handling  
Fuzzy frame -> Arrays & frames  
G  
Gaussian blur -> Degradations  
GMic Struktore Tensors -> {Naggobot's filters}  
Gradient norm -> Contours  
Gradient RGB -> Contours  
Grain extract -> Layers  
Grain merge -> Layers  
Graphic boost -> Artistic  
Graphic Boost 2 -> Artistic  
Graphic Colors -> {PhotoComix Filters}  
Graphic novel -> Artistic  
Graphic Novel 2 -> Artistic  
GraphiX Colors -> {PhotoComix Filters}  
Green -> Colors -> RGB Curves  
GREYC Poker Tour -> Various  
H  
Hard light -> Layers  
Hard sketch -> Black & white  
Hearts -> Patterns

Heavy Screen -> {PhotoComix Filters}  
High Pass -> Enhancement  
Histogram analysis -> Various  
Hot pixels filtering -> Enhancement  
Hough sketch -> Black & white  
HSV Equalizer -> Colors  
HSV mixer -> Colors  
Hue -> Layers  
Hue Lighten/Darken -> {Iain Fergusson's G'MIC Filters}  
I  
Image grid -> Arrays & frames  
Import data -> Various  
Ink wash -> Black & white  
Interpolation -> Layers  
Inverse diffusion -> Enhancement  
Isophotes -> Contours  
K  
Kaleidoscope -> Artistic  
Kuwahara -> Artistic  
L  
Lab mixer -> Colors  
Laplacian -> Contours  
Lava lamp -> Sequences  
Layer Browser -> {Naggobot's filters}  
Layers alignment -> Layers  
Layers morphing -> Layers  
Layers to tiles -> Layers  
Lens Blur -> {Gentlemanbeggar's filters}  
Lens Blur -> Degradations  
Lenticular print -> {Tom Keil's filters} -> Stereoscopic 3D  
Light glow -> Lights & Shadows  
Light patch -> Lights & Shadows  
Light rays -> Lights & Shadows  
Lighten -> Layers  
Lightness -> Colors -> Lab Curves  
Lightness -> Layers  
Linear Blur -> Degradations  
Linear gradient -> Colors  
Lissajous -> Patterns  
Lissajous -> Sequences  
Local contrast enhancement -> {Naggobot's filters}  
Local normalization -> Colors  
Local orientation -> Contours  
Local Similarity Mask -> {Iain Fergusson's G'MIC Filters}  
Luminance -> Colors -> YCbCr Curves  
Luminance -> Layers  
Lylejk's painting -> Artistic  
Lylejk's stencil -> Presets / Testing  
M

Make Old Squiggly -> {Naggobot's filters}  
Make Squiggly -> Artistic  
Make Up -> {Iain Fergusson's G'MIC Filters}  
Mandelbrot / Julia sets -> Rendering  
Marble -> Patterns  
Mask Creator -> {Tom Keil's filters}  
Maxfield Parrish -> {Gentlemanbeggar's filters}  
Maze -> Rendering  
Mean-curvature flow -> Enhancement  
Median -> Layers  
median 3 image stack -> {Iain Fergusson's G'MIC Filters}  
median 5 image stack -> {Iain Fergusson's G'MIC Filters}  
Median filtering -> Enhancement  
Mescalito colors -> Artistic  
Metallic look -> {Tom Keil's filters}  
Metallic look -> Colors  
Mirored array -> Arrays & frames  
Modern Cinema -> {Gentlemanbeggar's filters}  
Morphological filter -> Contours  
Morphological filter -> Sequences  
Morphology painting -> {Naggobot's filters}  
Morphology painting -> Artistic  
Mosaic -> Patterns  
MS Pixel Denoise -> {Iain Fergusson's G'MIC Filters}  
Multiply -> Layers  
N  
Negation -> Layers  
nM Differences -> {KaRo's Test}  
O  
Object animation -> {Tom Keil's filters}  
oC Differences -> {KaRo's Test}  
Octave sharpening -> Enhancement  
Old photograph -> Artistic  
Old-movie stripes -> Degradations  
Oldschool 8bits -> Degradations  
Overlay -> Layers  
P  
Painting -> Artistic  
Paper texture -> Patterns  
Pastell art -> Artistic  
Patch-based smoothing (16bits) -> Various -> Experimental  
Path-based smoothing -> Enhancement  
Pattern frame -> Arrays & frames  
Pen drawing -> Artistic  
Pencil -> Black & white  
Perspective -> Deformations  
Phoenix Steam-Pencil -> Artistic  
PhotoComiX smoothing -> Presets / Testing  
Photoillustration -> {Tom Keil's filters}

Photoillustration -> Artistic  
Ping Pong -> {Gentlemanbeggar's filters}  
Pink operator -> Various -> Experimental  
Pink operator binary -> {KaRo's Test}  
Pink test operator bianca -> {KaRo's Test}  
Pixel denoise -> {Iain Fergusson's G'MIC Filters}  
Plaid -> Patterns  
Plasma -> Patterns  
Polar transform -> Deformations  
Polaroid -> Artistic  
Polaroid -> Sequences  
Polka dots -> Patterns  
Posterrized dithering -> Artistic  
Psychodelic Glasswork Tiler -> Artistic  
Puzzle -> Patterns

## Q

Quick copyright -> Various

## R

Radial blur -> Degradations  
Radial gradient -> Colors  
Rainbow -> Rendering  
Random -> Deformations  
Random array -> Arrays & frames  
Random color array -> Arrays & frames  
Random color ellipses -> Artistic  
Random pattern -> Arrays & frames  
Random shade stripes -> Degradations  
Recursive Median -> {Iain Fergusson's G'MIC Filters}  
Red -> Colors -> RGB Curves  
Red chrominance -> Colors -> YCbCr Curves  
Red-Eye attenuation -> Enhancement  
Reflect -> Layers  
Reflection -> Artistic  
Region inpainting -> Enhancement  
Regular array -> Arrays & frames  
Regular frame -> Arrays & frames  
Relief light -> Lights & Shadows  
Replace color -> Colors  
RGB mixer -> Colors  
RGB tone -> {Iain Fergusson's G'MIC Filters}  
Ripple -> Deformations  
Rodilius -> Artistic  
Rodilius -> Sequences  
Rorschach -> Patterns  
Rotoidoscope -> Artistic  
Round frame -> Arrays & frames

## S

Saturation -> Layers  
Saturation EQ -> {Iain Fergusson's G'MIC Filters}

Scale2x algorithm -> Enhancement  
Screen -> Layers  
Seamless Deco -> Patterns  
Segmentation -> Contours  
Select color -> Colors  
Sepia -> Colors  
Shadow patch -> Lights & Shadows  
Shape average -> Layers  
Shock filters -> Enhancement  
Sierpinsky triangle -> Patterns  
Simple noise canvas -> {Naggobot's filters}  
Single image stereogram -> {Tom Keil's filters} -> Stereoscopic 3D  
Skelton -> Contours  
Sketch -> Black & white  
Smart upscale -> Enhancement  
Snowflake -> Patterns  
Soft glow -> Artistic  
Soft glow -> Sequences  
Soft light -> Layers  
Solidify -> Enhancement  
Solve maze -> Various  
Sphere -> Deformations  
Split tones -> Layers  
Sponge -> Patterns  
Spread noise -> Degradations  
Stained glass -> Patterns  
Stamp -> Black & white  
Stamp -> Layers  
Steampunk-Pencil -> Black & white  
Stencil -> Black & white  
Stencil -> Patterns  
Superformula -> Patterns  
Symmetry Master -> Patterns  
T  
Taquin -> Arrays & frames  
Tetris effect -> Artistic  
Texture enhance -> {Iain Fergusson's G'MIC Filters}  
Thin brush smoothing -> Presets / Testing  
Thin edges -> Contours  
Tileable rotation -> Arrays & frames  
Tiled isolation -> Arrays & frames  
Tiled normalization -> Arrays & frames  
Tiled parameterization -> Arrays & frames  
Tiled random shift -> Arrays & frames  
Tiled rotation -> Arrays & frames  
Tiles to layers -> Layers  
Tone mapping -> Colors  
Tone presets -> {Iain Fergusson's G'MIC Filters}  
Total-variation flow -> Enhancement

Transfer colors -> Layers

Transparent difference -> Layers

Truchet -> Patterns

Tunnel -> Arrays & frames

Turbulence -> Patterns

Twirl -> Deformations

U

Unsharp mask (16bits) -> Various -> Experimental

Unsharp mask -> Enhancement

Urban Blight -> {Gentlemanbeggar's filters}

User-defined -> Colors

V

Value -> Layers

Vintage style -> {Tom Keil's filters}

Vintage style -> Colors

Visible watermark -> Degradations

Vivid Colors -> {PhotoComix Filters}

Vivid Edges -> {PhotoComix Filters}

Vivid Screen -> {PhotoComix Filters}

W

Warhol -> Artistic

Water -> Deformations

Watercolor -> Artistic

Wave -> Deformations

Whirl drawing -> Artistic

Whirls -> Patterns

Wild Cartoonizer -> Artistic

Wind -> Deformations

X

Xor -> Layers

Y

YAG\_effect -> {Naggobot's filters}

YCbCr mixer -> Colors

Z

Zone system -> Colors

Zoom -> Deformations