

\* List of filters sorted by path:

Arrays & frames / Array [faded]  
Arrays & frames / Array [mirrored]  
Arrays & frames / Array [random colors]  
Arrays & frames / Array [random]  
Arrays & frames / Array [regular]  
Arrays & frames / Droste  
Arrays & frames / Frame [cube]  
Arrays & frames / Frame [fuzzy]  
Arrays & frames / Frame [painting]  
Arrays & frames / Frame [pattern]  
Arrays & frames / Frame [regular]  
Arrays & frames / Frame [round]  
Arrays & frames / Grid  
Arrays & frames / Random pattern  
Arrays & frames / Taquin  
Arrays & frames / Tileable rotation  
Arrays & frames / Tiled isolation  
Arrays & frames / Tiled normalization  
Arrays & frames / Tiled parameterization  
Arrays & frames / Tiled random shifts  
Arrays & frames / Tiled rotation  
Arrays & frames / Tunnel  
Arrays & frames / Vignette  
Artistic / Black Crayon Graffiti  
Artistic / Cartoon  
Artistic / Circlism  
Artistic / Color Sketch  
Artistic / Color Stamp  
Artistic / ColorAbstractionPaint  
Artistic / Colored Pencils  
Artistic / Cubism  
Artistic / Dream smoothing  
Artistic / Ellipsionism  
Artistic / Felt pen  
Artistic / Graphic Boost 2  
Artistic / Graphic Novel  
Artistic / Kaleidoscope  
Artistic / Kuwahara  
Artistic / Lylejk's painting  
Artistic / Make Squiggly  
Artistic / Mescalito colors  
Artistic / Morphology painting  
Artistic / Old photograph  
Artistic / Painting  
Artistic / Pastell art  
Artistic / Pen drawing  
Artistic / Phoenix Steam-Pencil

Artistic / Photoillustration  
Artistic / Polaroid  
Artistic / Poster edges  
Artistic / Posterized dithering  
Artistic / Psychedelic Glasswork Tiler  
Artistic / Random color ellipses  
Artistic / Reflection  
Artistic / Rodilius  
Artistic / Rotoidoscope  
Artistic / Simple noise canvas  
Artistic / Soft glow  
Artistic / Tetris effect  
Artistic / Warhol  
Artistic / Watercolor  
Artistic / Whirl drawing  
Artistic / Wild Cartoonizer  
Black & white / BW Steampunk-Pen  
Black & white / Black & White  
Black & white / Charcoal  
Black & white / Dithering  
Black & white / Hard sketch  
Black & white / Hough sketch  
Black & white / Ink wash  
Black & white / Pencil  
Black & white / Pencil portrait  
Black & white / Sketch  
Black & white / Stamp  
Black & white / Stencil  
Black & white / Threshold Etch  
Colors / Abstraction  
Colors / B&W recolorize  
Colors / Boost / Fade  
Colors / CMYK tone  
Colors / Channel processing  
Colors / Color balance  
Colors / Color temperature  
Colors / Colormap  
Colors / Curves  
Colors / Curves [Lab] / A-color  
Colors / Curves [Lab] / B-color  
Colors / Curves [Lab] / Lightness  
Colors / Curves [RGB] / Blue  
Colors / Curves [RGB] / Green  
Colors / Curves [RGB] / Red  
Colors / Curves [YCbCr] / Blue chrominance  
Colors / Curves [YCbCr] / Luminance  
Colors / Curves [YCbCr] / Red Chrominance  
Colors / Decompose channels  
Colors / Equalize HSV

Colors / Gradient [corners]  
Colors / Gradient [linear]  
Colors / Gradient [radial]  
Colors / Hue Lighten/Darken  
Colors / Infrared simulation  
Colors / Local normalization  
Colors / Lomo  
Colors / Metallic look  
Colors / Mixer [CMYK]  
Colors / Mixer [HSV]  
Colors / Mixer [Lab]  
Colors / Mixer [RGB]  
Colors / Mixer [YCbCr]  
Colors / RGB tone  
Colors / Replace color  
Colors / Saturation EQ  
Colors / Select color  
Colors / Sepia  
Colors / Tone mapping  
Colors / Tone mapping [fast]  
Colors / Tone presets  
Colors / User-defined  
Colors / Vintage style  
Colors / Zone system  
Contours / Curvature  
Contours / Difference of gaussians  
Contours / Distance transform  
Contours / Edges  
Contours / Edges offsets  
Contours / Gradient RGB  
Contours / Gradient norm  
Contours / Isophotes  
Contours / Laplacian  
Contours / Local orientation  
Contours / Morphological filter  
Contours / Segmentation  
Contours / Skeleton  
Contours / Thin edges  
Contributors  
Deformations / Cartesian transform  
Deformations / Euclidean - Polar  
Deformations / Fish-eye  
Deformations / Flower  
Deformations / Perspective  
Deformations / Polar transform  
Deformations / Raindrops  
Deformations / Random  
Deformations / Ripple  
Deformations / Sphere

Deformations / Twirl  
Deformations / Water  
Deformations / Wave  
Deformations / Wind  
Deformations / Zoom  
Degradations / Additive noise  
Degradations / Angular blur  
Degradations / Bandpass filter  
Degradations / Bayer filter  
Degradations / Bayer reconstruction  
Degradations / DOF manipulation  
Degradations / Gaussian blur  
Degradations / Linear blur  
Degradations / Old-movie stripes  
Degradations / Oldschool 8bits  
Degradations / Radial blur  
Degradations / Random shade stripes  
Degradations / Spread noise  
Degradations / Visible watermark  
Enhancement / Banding denoise  
Enhancement / DR Adjust  
Enhancement / Deinterlace  
Enhancement / Dynamic Range Increase  
Enhancement / High Pass  
Enhancement / Inpaint region  
Enhancement / Local Similarity Mask  
Enhancement / Local contrast enhancement  
Enhancement / Make Up  
Enhancement / Mask Creator  
Enhancement / Pixel Denoise  
Enhancement / Portrait Retouching  
Enhancement / Recursive Median  
Enhancement / Red-Eye attenuation  
Enhancement / Remove hot pixels  
Enhancement / Sharpen [deconvolve]  
Enhancement / Sharpen [inverse diffusion]  
Enhancement / Sharpen [octave sharpening]  
Enhancement / Sharpen [shock filters]  
Enhancement / Sharpen [unsharp mask]  
Enhancement / Smooth [anisotropic]  
Enhancement / Smooth [bilateral]  
Enhancement / Smooth [diffusion]  
Enhancement / Smooth [mean-curvature]  
Enhancement / Smooth [median]  
Enhancement / Smooth [patch-based]  
Enhancement / Smooth [selective gaussian]  
Enhancement / Smooth [thin brush]  
Enhancement / Smooth [total-variation]  
Enhancement / Smooth [wavelets]

Enhancement / Solidify  
Enhancement / Texture enhance  
Enhancement / Upscale [diffusion]  
Enhancement / Upscale [scale2x]  
Enhancement / YAG\_effect  
Friends Hall of Fame  
Gmicky / Roddy  
Layers / Align layers  
Layers / Blend [alpha]  
Layers / Blend [average]  
Layers / Blend [color burn]  
Layers / Blend [darken]  
Layers / Blend [difference]  
Layers / Blend [divide]  
Layers / Blend [dodge]  
Layers / Blend [edges]  
Layers / Blend [exclusion]  
Layers / Blend [fade]  
Layers / Blend [freeze]  
Layers / Blend [grain extract]  
Layers / Blend [grain merge]  
Layers / Blend [hard light]  
Layers / Blend [hue]  
Layers / Blend [interpolation]  
Layers / Blend [lighten]  
Layers / Blend [lightness]  
Layers / Blend [luminance]  
Layers / Blend [median]  
Layers / Blend [multiply]  
Layers / Blend [negation]  
Layers / Blend [overlay]  
Layers / Blend [reflect]  
Layers / Blend [saturation]  
Layers / Blend [screen]  
Layers / Blend [shape average]  
Layers / Blend [soft light]  
Layers / Blend [stamp]  
Layers / Blend [value]  
Layers / Blend [xor]  
Layers / Fade layers  
Layers / Layers to tiles  
Layers / Morph layers  
Layers / Split tones  
Layers / Tiles to layers  
Layers / Transfer colors  
Layers / Transparent difference  
Layers / median 3 image stack  
Layers / median 5 image stack  
Lights & Shadows / Burn

Lights & Shadows / Contrast swiss mask  
Lights & Shadows / Dodge and Burn  
Lights & Shadows / Drop shadow  
Lights & Shadows / Equalize shadow  
Lights & Shadows / Light glow  
Lights & Shadows / Light patch  
Lights & Shadows / Light rays  
Lights & Shadows / Relief light  
Lights & Shadows / Shadow equalize  
Lights & Shadows / Shadow patch  
Patterns / Canvas  
Patterns / Canvas texture  
Patterns / Chessboard  
Patterns / Cracks  
Patterns / Dices  
Patterns / Dots  
Patterns / Halftone  
Patterns / Hearts  
Patterns / Lava  
Patterns / Lissajous  
Patterns / Marble  
Patterns / Maze  
Patterns / Mosaic  
Patterns / Paper texture  
Patterns / Plaid  
Patterns / Plasma  
Patterns / Polka dots  
Patterns / Puzzle  
Patterns / Rorschach  
Patterns / Seamless Deco  
Patterns / Sierpinski triangle  
Patterns / Snowflake  
Patterns / Sponge  
Patterns / Stained glass  
Patterns / Stars  
Patterns / Stencil  
Patterns / Superformula  
Patterns / Symmetry Master  
Patterns / Truchet  
Patterns / Turbulence  
Patterns / Whirls  
Release notes  
Rendering / 3d colored object  
Rendering / 3d elevation  
Rendering / 3d extrusion  
Rendering / 3d image object  
Rendering / 3d lathing  
Rendering / 3d random objects  
Rendering / Equation plot

Rendering / Mandelbrot / Julia sets  
Rendering / Quick copyright  
Rendering / Rainbow  
Rendering / Shade bobs  
Sequences / 3d elevation  
Sequences / 3d extrusion  
Sequences / 3d image object  
Sequences / 3d text pointcloud  
Sequences / 3d tiles  
Sequences / B&W pencil  
Sequences / B&W stencil  
Sequences / Cartoon  
Sequences / Edges  
Sequences / Edges on fire  
Sequences / Lava lamp  
Sequences / Lissajous  
Sequences / Morphological filter  
Sequences / Object animation  
Sequences / Plasma transition  
Sequences / Rodilius  
Sequences / Smooth [anisotropic]  
Sequences / Soft glow  
Spectral handling / Fourier analysis  
Spectral handling / Fourier transform  
Spectral handling / Fourier watermark  
Spectral handling / Frequency merging  
Spectral handling / Frequency splitting  
Stereoscopic 3D / 3D Conversion  
Stereoscopic 3D / 3D Video Conversion  
Stereoscopic 3D / Automatic depth estimation  
Stereoscopic 3D / De-Anaglyph  
Stereoscopic 3D / Depth map construction  
Stereoscopic 3D / Depth map reconstruction  
Stereoscopic 3D / Lenticular print  
Stereoscopic 3D / Single image stereogram  
Stereoscopic 3D / Stereoscopic image allignment  
Testing / Garagecoder / Anti Alias  
Testing / Garagecoder / Aurora  
Testing / Garagecoder / Compression Blur  
Testing / Garagecoder / Depth Blur  
Testing / Garagecoder / HSL Adjustment  
Testing / Garagecoder / JPEG Smooth  
Testing / Garagecoder / Stereo Image  
Testing / Garagecoder / Stereo Video  
Testing / Garagecoder / Undo Anaglyph  
Testing / Gentlemanbeggar / 60's Cinema  
Testing / Gentlemanbeggar / About  
Testing / Gentlemanbeggar / Lens Blur  
Testing / Gentlemanbeggar / Maxfield Parrish

Testing / Gentlemanbeggar / Modern Cinema  
Testing / Gentlemanbeggar / Ping Pong  
Testing / Gentlemanbeggar / Urban Blight  
Testing / Iain Fergusson / Automixer  
Testing / Iain Fergusson / FFT\_tile  
Testing / Iain Fergusson / Fill Holes  
Testing / Iain Fergusson / Hybrid Median  
Testing / Iain Fergusson / Luminance\_NR  
Testing / Iain Fergusson / Luminance\_NR2  
Testing / Iain Fergusson / MS Patch\_Chroma  
Testing / Iain Fergusson / Multi Scale Patch Smoothing  
Testing / Iain Fergusson / Multi Scale Smoothing  
Testing / Iain Fergusson / Noise Reduction 3  
Testing / Iain Fergusson / Noise Reduction 5  
Testing / Iain Fergusson / simple local contrast  
Testing / Iain Fergusson / spot\_mask  
Testing / KaRo's Tests / About  
Testing / KaRo's Tests / CImg Skeleton  
Testing / KaRo's Tests / CImg nlmeans  
Testing / KaRo's Tests / Pink operator binary  
Testing / KaRo's Tests / Pink test operator bianca  
Testing / KaRo's Tests / mM Differences  
Testing / KaRo's Tests / oC Differences  
Testing / Lylejk / Lylejk's stencil  
Testing / Naggobot / Abstract Flood  
Testing / Naggobot / Black & White Film  
Testing / Naggobot / Blockism  
Testing / Naggobot / Dodge sketch  
Testing / Naggobot / GMic Structure Tensors  
Testing / Naggobot / Layer Browser  
Testing / Naggobot / Make Old Squiggly  
Testing / Naggobot / Mapped Smoothing  
Testing / Naggobot / Night HDR image black noise correction  
Testing / Naggobot / Noise Painting  
Testing / Naggobot / Vector Field Rotation Demo  
Testing / Naggobot / Warp test  
Testing / PhotoComix / Boost Screen  
Testing / PhotoComix / Color Doping  
Testing / PhotoComix / Comix Colors  
Testing / PhotoComix / Dark Edges  
Testing / PhotoComix / Dark Screen  
Testing / PhotoComix / GraphiX Colors  
Testing / PhotoComix / Graphic Colors  
Testing / PhotoComix / Graphic novel-old  
Testing / PhotoComix / Heavy Screen  
Testing / PhotoComix / Metallic Grain  
Testing / PhotoComix / Metallic Stencils  
Testing / PhotoComix / PhotoComiX smoothing  
Testing / PhotoComix / Scale Down Neat



Testing / PhotoComix / Vivid Colors  
Testing / PhotoComix / Vivid Edges  
Testing / PhotoComix / Vivid Screen  
Testing / Ronounours / About  
Testing / Ronounours / Color/Brightness decompose  
Testing / Samj / Chalk it up  
Testing / Samj / Chalk it up Sequences  
Testing / Samj / Couleurs Metalliques  
Testing / Samj / Couleurs Psychedeliques  
Testing / Samj / Courbes fermees / Closed curves (V1)  
Testing / Samj / Craie sur tableau noir / Chalk on blackboard  
Testing / Samj / Dessiner un polygone / Draw a polygon  
Testing / Samj / Dessiner une etoile / Draw a star  
Testing / Samj / Dessiner une fleur / Draw a flower  
Testing / Samj / Dessiner une fleur 2 / Draw a flower 2  
Testing / Samj / Etoile de Pompei  
Testing / Samj / Filtre\_Noel\_2012  
Testing / Samj / Grizou  
Testing / Samj / KarPaint  
Testing / Samj / Masques geometriques  
Testing / Samj / Points\_Dots  
Testing / Samj / Sparkly  
Testing / Samj / Spirale 1 / Spiral 1  
Testing / Samj / Spirale 2 / Spiral 2  
Testing / Samj / Test Dessin Peinture  
Testing / Samj / Test Dessin Peinture Sequences  
Testing / Samj / Test IsoLine3D  
Testing / Samj / Test Twirl 1  
Testing / Samj / Tests Contours  
Testing / Samj / Trames  
Testing / Tom Keil / About  
Testing / Tom Keil / Beauty Retouch  
Testing / Zonderr / demo mathmap XY  
Testing / Zonderr / demo mathmap ra  
Testing / Zonderr / mathmap flag  
Testing / Zonderr / rel2ellv3  
Testing / Zonderr / spiral  
Various / Custom code (global)  
Various / Custom code (local)  
Various / Do nothing  
Various / Experimental / Adjust orientation  
Various / Experimental / Anisotropic smoothing (16bits)  
Various / Experimental / Patch-based smoothing (16bits)  
Various / Experimental / Pink operator  
Various / Experimental / Unsharp mask (16bits)  
Various / GREYC Poker Tour  
Various / Histogram analysis  
Various / Import data  
Various / Solve maze

\* List of filters, sorted alphabetically:

3D Conversion (in 'Stereoscopic 3D/').  
3D Video Conversion (in 'Stereoscopic 3D/').  
3d colored object (in 'Rendering/').  
3d elevation (in 'Rendering/').  
3d elevation (in 'Sequences/').  
3d extrusion (in 'Rendering/').  
3d extrusion (in 'Sequences/').  
3d image object (in 'Rendering/').  
3d image object (in 'Sequences/').  
3d lathing (in 'Rendering/').  
3d random objects (in 'Rendering/').  
3d text pointcloud (in 'Sequences/').  
3d tiles (in 'Sequences/').  
60's Cinema (in 'Testing/Gentlemanbeggar/').  
A-color (in 'Colors/Curves [Lab]/').  
About (in 'Testing/Gentlemanbeggar/').  
About (in 'Testing/KaRo's Tests/').  
About (in 'Testing/Ronounours/').  
About (in 'Testing/Tom Keil/').  
Abstract Flood (in 'Testing/Naggobot/').  
Abstraction (in 'Colors/').  
Additive noise (in 'Degradations/').  
Adjust orientation (in 'Various/Experimental/').  
Align layers (in 'Layers/').  
Angular blur (in 'Degradations/').  
Anisotropic smoothing (16bits) (in 'Various/Experimental/').  
Anti Alias (in 'Testing/Garagecoder/').  
Array [faded] (in 'Arrays & frames/').  
Array [mirrored] (in 'Arrays & frames/').  
Array [random colors] (in 'Arrays & frames/').  
Array [random] (in 'Arrays & frames/').  
Array [regular] (in 'Arrays & frames/').  
Aurora (in 'Testing/Garagecoder/').  
Automatic depth estimation (in 'Stereoscopic 3D/').  
Automixer (in 'Testing/Iain Fergusson/').  
B&W pencil (in 'Sequences/').  
B&W recolorize (in 'Colors/').  
B&W stencil (in 'Sequences/').  
B-color (in 'Colors/Curves [Lab]/').  
BW Steampunk-Pen (in 'Black & white/').  
Banding denoise (in 'Enhancement/').  
Bandpass filter (in 'Degradations/').  
Bayer filter (in 'Degradations/').  
Bayer reconstruction (in 'Degradations/').  
Beauty Retouch (in 'Testing/Tom Keil/').  
Black & White (in 'Black & white/').

Black & White Film (in 'Testing/Naggobot').  
Black Crayon Graffiti (in 'Artistic').  
Blend [alpha] (in 'Layers').  
Blend [average] (in 'Layers').  
Blend [color burn] (in 'Layers').  
Blend [darken] (in 'Layers').  
Blend [difference] (in 'Layers').  
Blend [divide] (in 'Layers').  
Blend [dodge] (in 'Layers').  
Blend [edges] (in 'Layers').  
Blend [exclusion] (in 'Layers').  
Blend [fade] (in 'Layers').  
Blend [freeze] (in 'Layers').  
Blend [grain extract] (in 'Layers').  
Blend [grain merge] (in 'Layers').  
Blend [hard light] (in 'Layers').  
Blend [hue] (in 'Layers').  
Blend [interpolation] (in 'Layers').  
Blend [lighten] (in 'Layers').  
Blend [lightness] (in 'Layers').  
Blend [luminance] (in 'Layers').  
Blend [median] (in 'Layers').  
Blend [multiply] (in 'Layers').  
Blend [negation] (in 'Layers').  
Blend [overlay] (in 'Layers').  
Blend [reflect] (in 'Layers').  
Blend [saturation] (in 'Layers').  
Blend [screen] (in 'Layers').  
Blend [shape average] (in 'Layers').  
Blend [soft light] (in 'Layers').  
Blend [stamp] (in 'Layers').  
Blend [value] (in 'Layers').  
Blend [xor] (in 'Layers').  
Blockism (in 'Testing/Naggobot').  
Blue (in 'Colors/Curves [RGB]').  
Blue chrominance (in 'Colors/Curves [YCbCr]').  
Boost / Fade (in 'Colors').  
Boost Screen (in 'Testing/PhotoComix').  
Burn (in 'Lights & Shadows').  
CImg Skeleton (in 'Testing/KaRo's Tests').  
CImg nlmeans (in 'Testing/KaRo's Tests').  
CMYK tone (in 'Colors').  
Canvas (in 'Patterns').  
Canvas texture (in 'Patterns').  
Cartesian transform (in 'Deformations').  
Cartoon (in 'Artistic').  
Cartoon (in 'Sequences').  
Chalk it up (in 'Testing/Samj').  
Chalk it up Sequences (in 'Testing/Samj').

Channel processing (in 'Colors/').  
Charcoal (in 'Black & white/').  
Chessboard (in 'Patterns/').  
Circlism (in 'Artistic/').  
Color Doping (in 'Testing/PhotoComix/').  
Color Sketch (in 'Artistic/').  
Color Stamp (in 'Artistic/').  
Color balance (in 'Colors/').  
Color temperature (in 'Colors/').  
Color/Brightness decompose (in 'Testing/Ronounours/').  
ColorAbstractionPaint (in 'Artistic/').  
Colored Pencils (in 'Artistic/').  
Colormap (in 'Colors/').  
Comix Colors (in 'Testing/PhotoComix/').  
Compression Blur (in 'Testing/Garagecoder/').  
Contrast swiss mask (in 'Lights & Shadows/').  
Contributors (in ").  
Couleurs Metalliques (in 'Testing/Samj/').  
Couleurs Psychedeliques (in 'Testing/Samj/').  
Courbes fermees / Closed curves (V1) (in 'Testing/Samj/').  
Cracks (in 'Patterns/').  
Craie sur tableau noir / Chalk on blackboard (in 'Testing/Samj/').  
Cubism (in 'Artistic/').  
Curvature (in 'Contours/').  
Curves (in 'Colors/').  
Custom code (global) (in 'Various/').  
Custom code (local) (in 'Various/').  
DOF manipulation (in 'Degradations/').  
DR Adjust (in 'Enhancement/').  
Dark Edges (in 'Testing/PhotoComix/').  
Dark Screen (in 'Testing/PhotoComix/').  
De-Anaglyph (in 'Stereoscopic 3D/').  
Decompose channels (in 'Colors/').  
Deinterlace (in 'Enhancement/').  
Depth Blur (in 'Testing/Garagecoder/').  
Depth map construction (in 'Stereoscopic 3D/').  
Depth map reconstruction (in 'Stereoscopic 3D/').  
Dessiner un polygone / Draw a polygon (in 'Testing/Samj/').  
Dessiner une etoile / Draw a star (in 'Testing/Samj/').  
Dessiner une fleur / Draw a flower (in 'Testing/Samj/').  
Dessiner une fleur 2 / Draw a flower 2 (in 'Testing/Samj/').  
Dices (in 'Patterns/').  
Difference of gaussians (in 'Contours/').  
Distance transform (in 'Contours/').  
Dithering (in 'Black & white/').  
Do nothing (in 'Various/').  
Dodge and Burn (in 'Lights & Shadows/').  
Dodge sketch (in 'Testing/Naggobot/').  
Dots (in 'Patterns/').

Dream smoothing (in 'Artistic/').  
Drop shadow (in 'Lights & Shadows/').  
Droste (in 'Arrays & frames/').  
Dynamic Range Increase (in 'Enhancement/').  
Edges (in 'Contours/').  
Edges (in 'Sequences/').  
Edges offsets (in 'Contours/').  
Edges on fire (in 'Sequences/').  
Ellipsionism (in 'Artistic/').  
Equalize HSV (in 'Colors/').  
Equalize shadow (in 'Lights & Shadows/').  
Equation plot (in 'Rendering/').  
Etoile de Pompei (in 'Testing/Samj/').  
Euclidean - Polar (in 'Deformations/').  
FFT\_tile (in 'Testing/Iain Fergusson/').  
Fade layers (in 'Layers/').  
Felt pen (in 'Artistic/').  
Fill Holes (in 'Testing/Iain Fergusson/').  
Filtre\_Noel\_2012 (in 'Testing/Samj/').  
Fish-eye (in 'Deformations/').  
Flower (in 'Deformations/').  
Fourier analysis (in 'Spectral handling/').  
Fourier transform (in 'Spectral handling/').  
Fourier watermark (in 'Spectral handling/').  
Frame [cube] (in 'Arrays & frames/').  
Frame [fuzzy] (in 'Arrays & frames/').  
Frame [painting] (in 'Arrays & frames/').  
Frame [pattern] (in 'Arrays & frames/').  
Frame [regular] (in 'Arrays & frames/').  
Frame [round] (in 'Arrays & frames/').  
Frequency merging (in 'Spectral handling/').  
Frequency splitting (in 'Spectral handling/').  
Friends Hall of Fame (in ").  
GMic Structure Tensors (in 'Testing/Naggobot/').  
GREYC Poker Tour (in 'Various/').  
Gaussian blur (in 'Degradations/').  
Gmicky / Roddy (in ").  
Gradient RGB (in 'Contours/').  
Gradient [corners] (in 'Colors/').  
Gradient [linear] (in 'Colors/').  
Gradient [radial] (in 'Colors/').  
Gradient norm (in 'Contours/').  
GraphiX Colors (in 'Testing/PhotoComix/').  
Graphic Boost 2 (in 'Artistic/').  
Graphic Colors (in 'Testing/PhotoComix/').  
Graphic Novel (in 'Artistic/').  
Graphic novel-old (in 'Testing/PhotoComix/').  
Green (in 'Colors/Curves [RGB]/').  
Grid (in 'Arrays & frames/').

Grizou (in 'Testing/Samj/').  
HSL Adjustment (in 'Testing/Garagecoder/').  
Halftone (in 'Patterns/').  
Hard sketch (in 'Black & white/').  
Hearts (in 'Patterns/').  
Heavy Screen (in 'Testing/PhotoComix/').  
High Pass (in 'Enhancement/').  
Histogram analysis (in 'Various/').  
Hough sketch (in 'Black & white/').  
Hue Lighten/Darken (in 'Colors/').  
Hybrid Median (in 'Testing/Iain Fergusson/').  
Import data (in 'Various/').  
Infrared simulation (in 'Colors/').  
Ink wash (in 'Black & white/').  
Inpaint region (in 'Enhancement/').  
Isophotes (in 'Contours/').  
JPEG Smooth (in 'Testing/Garagecoder/').  
Kaleidoscope (in 'Artistic/').  
KarPaint (in 'Testing/Samj/').  
Kuwahara (in 'Artistic/').  
Laplacian (in 'Contours/').  
Lava (in 'Patterns/').  
Lava lamp (in 'Sequences/').  
Layer Browser (in 'Testing/Naggobot/').  
Layers to tiles (in 'Layers/').  
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Making it automatically has some advantages, isn't it ? 😊