

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 Grafifiti -> 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} -> Stereoscopic 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 Struktire 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 anaysis -> 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}

Luminaance -> 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
Mirrored 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