

List made by Jontait

List of filters, sorted alphabetically, as at 2015/6/3 14:00:

3d blocks (in '/Rendering/')
3d colored object (in '/Rendering/')
3d conversion (in '/Stereoscopic 3d/')
3d elevation (in '/Rendering/')
3d elevation [animated] (in '/Sequences/')
3d extrusion (in '/Rendering/')
3d extrusion [animated] (in '/Sequences/')
3d image object (in '/Rendering/')
3d image object [animated] (in '/Sequences/')
3d lathing (in '/Rendering/')
3d random objects (in '/Rendering/')
3d rendering (in '/Testing/Jeje/')
3d text pointcloud (in '/Sequences/')
3d tiles (in '/Sequences/')
3d video conversion (in '/Stereoscopic 3d/')
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/Samj/')
About (in '/Testing/Tom keil/')
About G'MIC (in '/About/')
Abstraction (in '/Colors/')
Abstract flood (in '/Testing/Naggobot/')
Add grain (in '/Film emulation/')
Adjacent annular steiner chains (in '/Rendering/')
Adjacent annular steiner chains (in '/Testing/Samj/Rendering/')
Adjacent rectangles (in '/Testing/Samj/Rendering/')
Adjacent rectangles (in '/Testing/Samj/Rendering/')
Align layers (in '/Layers/')
Anguish (in '/Artistic/')
Annular steiner chains (in '/Rendering/')
Annular steiner chains (in '/Testing/Samj/Rendering/')
Annular steiner chain round tiles (in '/Arrays & tiles/')
Annular steiner chain round tile (in '/Testing/Samj/Arrays & tiles/')
Array [faded] (in '/Arrays & tiles/')
Array [mirrored] (in '/Arrays & tiles/')
Array [random] (in '/Arrays & tiles/')
Array [random colors] (in '/Arrays & tiles/')
Array [regular] (in '/Arrays & tiles/')
Ascii art (in '/Arrays & tiles/')
Aurora (in '/Artistic/')
Auto-adjust orientation (in '/Testing/Ronounours/')
Automatic depth estimation (in '/Stereoscopic 3d/')
Automixer (in '/Testing/Iain fergusson/')
A propos de G'MIC (in '/About/')

B&W films (in '/Film emulation/')
B&W films - collage (in '/Film emulation/[collages]/')
B&W pencil [animated] (in '/Sequences/')
B&W steampunk pencil (in '/Testing/Photocomix/')
B&W stencil (in '/Black & white/')
B&W stencil [animated] (in '/Sequences/')
B-color (in '/Colors/Curves [Lab]/')
Ball (in '/Rendering/')
Banding denoise (in '/Repair/')
Bandpass (in '/Frequencies/')
Bayer filter (in '/Patterns/')
Bayer reconstruction (in '/Repair/')
Beauty retouch (in '/Testing/Tom keil/')
Black & white (in '/Black & white/')
Black & white film (in '/Testing/Naggobot/')
Black crayon graffiti (in '/Artistic/')
Blend [average all] (in '/Layers/')
Blend [edges] (in '/Layers/')
Blend [fade] (in '/Layers/')
Blend [feather] (in '/Testing/Garagecoder/')
Blend [median] (in '/Layers/')
Blend [seamless] (in '/Layers/')
Blend [shape average] (in '/Testing/Lylejk/')
Blend [standard] (in '/Layers/')
Blockism (in '/Artistic/')
Blue (in '/Colors/Curves [RGB]/')
Blue chrominance (in '/Colors/Curves [YCbCr]/')
Blur by color (in '/Testing/Gmic tutorials/')
Blur [angular] (in '/Degradations/')
Blur [depth-of-field] (in '/Degradations/')
Blur [gaussian] (in '/Degradations/')
Blur [glow] (in '/Degradations/')
Blur [linear] (in '/Degradations/')
Blur [radial] (in '/Degradations/')
Bokeh (in '/Artistic/')
Boost-fade (in '/Colors/')
Boost chromaticity (in '/Colors/')
Boost screen (in '/Testing/Photocomix/')
Box fitting (in '/Patterns/')
Brown spot clean (in '/Testing/Iain fergusson/')
Burn (in '/Lights & shadows/')
Canvas (in '/Patterns/')
Canvas texture (in '/Patterns/')
Cartesian transform (in '/Deformations/')
Cartoon (in '/Artistic/')
Cartoon [animated] (in '/Sequences/')
Ca correction (in '/Testing/Iain fergusson/')
Cekoasa 001 (in '/Testing/Samj/Various/')
Cekoasa 002 (in '/Testing/Samj/Various/')
Cekoasa 003 (in '/Testing/Samj/Various/')

Cekoasa 004 (in '/Testing/Samj/Various/')
Cekoasa 005 (in '/Testing/Samj/Various/')
Cercles concentriques (in '/Testing/Samj/Arrays & tiles/')
Chalk it up (in '/Artistic/')
Chalk it up (in '/Testing/Samj/Artistic/')
Channel processing (in '/Colors/')
Charcoal (in '/Black & white/')
Chessboard (in '/Arrays & tiles/')
Chryzodes (in '/Testing/Samj/Rendering/')
Chryzodes (in '/Testing/Samj/Rendering/')
Cimg nlmeans (in '/Testing/Karo's tests/')
Cimg skeleton (in '/Testing/Karo's tests/')
Circle abstraction (in '/Artistic/')
Circle art (in '/Rendering/')
Circle transform (in '/Deformations/')
Circlism (in '/Testing/Ronounours/')
Clouds (in '/Patterns/')
CMYK tone (in '/Colors/')
Colored engraving (in '/Testing/Samj/Artistic/')
Colored pencils (in '/Artistic/')
Colorize [comics] (in '/Black & white/')
Colorize [interactive] (in '/Black & white/')
Colorize [photographs] (in '/Black & white/')
Colorize [with colormap] (in '/Black & white/')
Colormap (in '/Colors/')
Colors to layers (in '/Layers/')
Color abstraction paint (in '/Artistic/')
Color balance (in '/Colors/')
Color doping (in '/Testing/Photocomix/')
Color grading (in '/Colors/')
Color sketch (in '/Testing/Photocomix/')
Color stamp (in '/Testing/Photocomix/')
Color temperature (in '/Colors/')
Comix colors (in '/Testing/Photocomix/')
Composition analysis (in '/Testing/Naggobot/')
Concentric circles (in '/Arrays & tiles/')
Contrast swiss mask (in '/Lights & shadows/')
Contributors (in '/About/')
Convolve (in '/Contours/')
Corvo's painting 5 (in '/Testing/Corvo/')
Couleurs metalliques (in '/Testing/Samj/Colors/')
Couleurs metalliques (in '/Testing/Samj/Colors/')
Cracks (in '/Patterns/')
CRT sub-pixels (in '/Degradations/')
Crystal (in '/Patterns/')
Cubism (in '/Artistic/')
Cupid (in '/Rendering/')
Curvature (in '/Contours/')
Curves (in '/Colors/')
Curves [interactive] (in '/Colors/')

Custom code (global) (in '/Various/')
Custom code (local) (in '/Various/')
Cutout (in '/Artistic/')
Dark edges (in '/Testing/Photocomix/')
Dark screen (in '/Testing/Photocomix/')
De-anaglyph (in '/Stereoscopic 3d/')
Decompose channels (in '/Colors/')
Deconvolve (in '/Testing/Jeje/')
Deinterlace (in '/Repair/')
Denim (in '/Patterns/')
Denim texture (in '/Testing/Samj/Patterns/')
Depth blur (in '/Testing/Garagecoder/')
Depth map construction (in '/Stereoscopic 3d/')
Depth map reconstruction (in '/Stereoscopic 3d/')
Despeckle (in '/Repair/')
Dessiner un polygone - draw a polygon (in '/Testing/Samj/Rendering/')
Details equalizer (in '/Details/')
Detect skin (in '/Colors/')
Deteriorated areas (in '/Testing/Samj/Degradations/')
Dices (in '/Arrays & tiles/')
Difference of gaussians (in '/Contours/')
Dirty (in '/Degradations/')
Distance transform (in '/Contours/')
Dithering (in '/Black & white/')
Dodge and burn (in '/Lights & shadows/')
Dodge sketch (in '/Testing/Naggobot/')
Dof manipulation (in '/Testing/Tom keil/')
Do nothing (in '/Testing/Samj/Various/')
Dream smoothing (in '/Artistic/')
Drop shadow (in '/Lights & shadows/')
Drop shadow 3d (in '/Lights & shadows/')
Droste (in '/Frames/')
Dynamic range increase (in '/Details/')
Easy skin retouch (in '/Testing/Iain fergusson/')
Edges (in '/Contours/')
Edges offsets (in '/Contours/')
Edges on fire (in '/Sequences/')
Edges [animated] (in '/Sequences/')
Egg oeuf granville (in '/Testing/Samj/Rendering/')
Egg oeuf hugelschaffer (in '/Testing/Samj/Rendering/')
Egg oeuf rosillo (in '/Testing/Samj/Rendering/')
Ellipsionism (in '/Artistic/')
Emboss (in '/Testing/Garagecoder/')
Engrave (in '/Black & white/')
Engrave colore (in '/Testing/Samj/Black & white/')
Engrave modifie (in '/Testing/Samj/Black & white/')
Equalize HSV (in '/Colors/')
Equalize shadow (in '/Lights & shadows/')
Equation plot [parametric] (in '/Rendering/')
Equation plot [$y=f(x)$] (in '/Rendering/')

Etoiles remplies triangles sierpinski (in '/Testing/Samj/Rendering/')
Etoile de pompeii triangles sierpinski (in '/Testing/Samj/Rendering/')
Euclidean - polar (in '/Deformations/')
Exfuse (in '/Testing/Iain fergusson/')
Exfusion3 (in '/Testing/Iain fergusson/')
Exfusion5 (in '/Testing/Iain fergusson/')
Exfusion (in '/Testing/Iain fergusson/')
Exposure fusion weight map (in '/Testing/Naggobot/')
Extract foreground [interactive] (in '/Contours/')
Extract objects (in '/Arrays & tiles/')
Faded mirror (in '/Testing/Ronounours/')
Fade layers (in '/Layers/')
Fast formula (in '/Testing/Iain fergusson/')
Fast median stack (in '/Testing/Iain fergusson/')
Felt pen (in '/Artistic/')
Fft tile (in '/Testing/Iain fergusson/')
Fill holes (in '/Testing/Iain fergusson/')
Filter design (in '/About/')
Filter sources (in '/About/')
Finger paint (in '/Artistic/')
Fish-eye (in '/Deformations/')
Flocon de neige (in '/Testing/Samj/Rendering/')
Flower (in '/Deformations/')
Fourier analysis (in '/Frequencies/')
Fourier transform (in '/Frequencies/')
Fourier watermark (in '/Frequencies/')
Fractalize (in '/Artistic/')
Frame [blur] (in '/Frames/')
Frame [cube] (in '/Frames/')
Frame [fuzzy] (in '/Frames/')
Frame [painting] (in '/Frames/')
Frame [pattern] (in '/Frames/')
Frame [regular] (in '/Frames/')
Frame [round] (in '/Frames/')
Freaky details (in '/Details/')
Friends hall of fame (in '/About/')
G'MIC per al GIMP (in '/About/')
Games & demos (in '/Various/')
Gmicky - Roddy (in '/About/')
Gmic structure tensors (in '/Testing/Naggobot/')
Gradient cie Lab [linear] (in '/Rendering/')
Gradient cie Lab [linear] (in '/Testing/Samj/Rendering/')
Gradient cie Lab [shape] (in '/Rendering/')
Gradient cie Lab [shape] (in '/Testing/Samj/Rendering/')
Gradient norm (in '/Contours/')
Gradient RGB (in '/Contours/')
Gradient [corners] (in '/Rendering/')
Gradient [custom shape] (in '/Rendering/')
Gradient [from line] (in '/Rendering/')
Gradient [linear] (in '/Rendering/')

Gradient [radial] (in '/Rendering/')
Grain [old] (in '/Testing/Ronounours/')
Granular texture (in '/Testing/Samj/Artistic/')
Granular texture (in '/Testing/Samj/Artistic/')
Graphic boost (in '/Artistic/')
Graphic colors (in '/Testing/Photocomix/')
Graphic novel-old (in '/Testing/Photocomix/')
Graphic novel (in '/Artistic/')
Graphix colors (in '/Testing/Photocomix/')
Green (in '/Colors/Curves [RGB]/')
Grey descreen (in '/Testing/Iain fergusson/')
Grid [cartesian] (in '/Arrays & tiles/')
Grid [hexagonal] (in '/Arrays & tiles/')
Hair locks (in '/Rendering/')
Halftone (in '/Patterns/')
Halftone shapes (in '/Patterns/')
Hard sketch (in '/Black & white/')
Hard sketch xy (in '/Testing/Samj/Black & white/')
Hard sketch xy (in '/Testing/Samj/Black & white/')
Harmonograph (in '/Rendering/')
Harmonograph (in '/Testing/Samj/Rendering/')
Hawaiian earring (in '/Testing/Samj/Rendering/')
Hawaiian earring (in '/Testing/Samj/Rendering/')
Hearts (in '/Arrays & tiles/')
Hearts (in '/Patterns/')
Hearttone (in '/Testing/Iain fergusson/')
Heart (in '/Rendering/')
Heavy screen (in '/Testing/Photocomix/')
Hedcut (experimental) (in '/Testing/Gmic tutorials/')
High pass (in '/Details/')
Histogram analysis (in '/Various/')
Hope poster (in '/Artistic/')
Hough sketch (in '/Black & white/')
HSL adjustment (in '/Colors/')
HSV select (in '/Colors/')
Hue lighten-darken (in '/Colors/')
Iain's fast denoise (in '/Repair/')
Iain's noise reduction (in '/Repair/')
Iain 2x (in '/Testing/Iain fergusson/')
Iain demosaic (in '/Testing/Iain fergusson/')
Iain star burst (in '/Testing/Iain fergusson/')
Iain unindex (in '/Testing/Iain fergusson/')
Iain weightmap (in '/Testing/Iain fergusson/')
Import 16bit image (in '/Testing/Naggobot/')
Import 16bit image (in '/Various/')
Import data (in '/Various/')
Infrared simulation (in '/Testing/Tom keil/')
Ink wash (in '/Black & white/')
Inpaint [diffusion] (in '/Repair/')
Inpaint [holes] (in '/Repair/')

Inpaint [patch-based] (in '/Repair/')
Inpaint [solidify] (in '/Repair/')
Instant - collage [consumer] (in '/Film emulation/[collages]/')
Instant - collage [pro] (in '/Film emulation/[collages]/')
Instant [consumer] (in '/Film emulation/')
Instant [pro] (in '/Film emulation/')
Isophotes (in '/Contours/')
Jobs colors (in '/Testing/Okyl168/')
Kaleidoscope [blended] (in '/Deformations/')
Kaleidoscope [polar] (in '/Deformations/')
Kaleidoscope [symmetry] (in '/Deformations/')
Kuwahara (in '/Artistic/')
Laplacian (in '/Contours/')
Lava (in '/Patterns/')
Lava lamp (in '/Sequences/')
Layers to tiles (in '/Layers/')
Lens blur (in '/Testing/Gentlemanbeggar/')
Lenticular print (in '/Stereoscopic 3d/')
Lightness (in '/Colors/Curves [Lab]/')
Lightning (in '/Rendering/')
Light glow (in '/Lights & shadows/')
Light patch (in '/Lights & shadows/')
Light rays (in '/Lights & shadows/')
Lines around a point (in '/Testing/Samj/Rendering/')
Lines of varying thickness (in '/Testing/Samj/Rendering/')
Lines of varying thickness (in '/Testing/Samj/Rendering/')
Links (in '/About/')
Lissajous (in '/Rendering/')
Lissajous [animated] (in '/Sequences/')
Local contrast enhancement (in '/Details/')
Local normalization (in '/Details/')
Local orientation (in '/Contours/')
Local similarity mask (in '/Repair/')
Local variance normalization (in '/Details/')
Lomo (in '/Degradations/')
Luminance (in '/Colors/Curves [YCbCr]/')
Luminance nr2 (in '/Testing/Iain fergusson/')
Luminance nr (in '/Testing/Iain fergusson/')
Luminance to alpha (in '/Testing/Naggobot/')
Lylejk's painting (in '/Artistic/')
Lylejk's stencil (in '/Testing/Lylejk/')
Make old squiggly (in '/Testing/Naggobot/')
Make seamless (in '/Arrays & tiles/')
Make squiggly (in '/Artistic/')
Make up (in '/Details/')
Mandelbrot-julia sets (in '/Rendering/')
Mapped smoothing (in '/Testing/Naggobot/')
Marble (in '/Patterns/')
Mask creator (in '/Details/')
Maxfield parrish (in '/Testing/Gentlemanbeggar/')

Maze (in '/Patterns/')
Mc flou (in '/Testing/Telperion/')
Mc pendraw (in '/Testing/Telperion/')
Metallic grain (in '/Testing/Photocomix/')
Metallic look (in '/Colors/')
Metallic stencils (in '/Testing/Photocomix/')
Mighty details (in '/Details/')
Mineral mosaic (in '/Patterns/')
Ministeck (in '/Arrays & tiles/')
Mixer [CMYK] (in '/Colors/')
Mixer [HSV] (in '/Colors/')
Mixer [Lab] (in '/Colors/')
Mixer [RGB] (in '/Colors/')
Mixer [YCbCr] (in '/Colors/')
Mm differences (in '/Testing/Karo's tests/')
Modern cinema (in '/Testing/Gentlemanbeggar/')
Moire removal (in '/Testing/Iain fergusson/')
Moire removal not parallel (in '/Testing/Iain fergusson/')
Montage (in '/Arrays & tiles/')
Morphological filter (in '/Contours/')
Morphological filter [animated] (in '/Sequences/')
Morphology painting (in '/Artistic/')
Morph layers (in '/Layers/')
Mosaic (in '/Patterns/')
Motifs degrades cie (in '/Testing/Samj/Patterns/')
Ms nlmeans c noise2 (in '/Testing/Iain fergusson/')
Ms patch chroma (in '/Testing/Iain fergusson/')
Ms patch nr3 (in '/Testing/Iain fergusson/')
Ms patch nr (in '/Testing/Iain fergusson/')
Multi-layer etch (in '/Black & white/')
Multi scale patch smoothing (in '/Testing/Iain fergusson/')
Multi scale smoothing (in '/Testing/Iain fergusson/')
Negative - collage [color] (in '/Film emulation/[collages]/')
Negative - collage [new] (in '/Film emulation/[collages]/')
Negative - collage [old] (in '/Film emulation/[collages]/')
Negative [color] (in '/Film emulation/')
Negative [new] (in '/Film emulation/')
Negative [old] (in '/Film emulation/')
Night hdr image black noise correction (in '/Testing/Naggobot/')
Noise painting (in '/Testing/Naggobot/')
Noise reduction 3 (in '/Testing/Iain fergusson/')
Noise reduction 5 (in '/Testing/Iain fergusson/')
Noise [additive] (in '/Degradations/')
Noise [spread] (in '/Degradations/')
Object animation (in '/Sequences/')
Oc differences (in '/Testing/Karo's tests/')
Old-movie stripes (in '/Degradations/')
Oldschool 8bits (in '/Degradations/')
Old photograph (in '/Frames/')
Op art (in '/Patterns/')

Pack (in '/Layers/')
Pack sprites (in '/Patterns/')
Painting (in '/Artistic/')
Paint daub (in '/Artistic/')
Paper texture (in '/Patterns/')
Pappus chain (in '/Testing/Samj/Rendering/')
Pappus chain (in '/Testing/Samj/Rendering/')
Pastell art (in '/Testing/Naggobot/')
Pencil (in '/Black & white/')
Pencil portrait (in '/Black & white/')
Pen drawing (in '/Artistic/')
Periodic dots (in '/Patterns/')
Perspective (in '/Deformations/')
Perspective scale (in '/Testing/Ronounours/')
Phoenix steam-pencil (in '/Testing/Photocomix/')
Photocomix smoothing (in '/Testing/Photocomix/')
Photoillustration (in '/Artistic/')
Ping pong (in '/Testing/Gentlemanbeggar/')
Pink operator (in '/Testing/Karo's tests/')
Pink operator binary (in '/Testing/Karo's tests/')
Pink test operator bianca (in '/Testing/Karo's tests/')
Pintograph (in '/Testing/Samj/Rendering/')
Pintograph (in '/Testing/Samj/Rendering/')
Pixel denoise (in '/Repair/')
Plaid (in '/Patterns/')
Plasma (in '/Patterns/')
Plasma transition (in '/Testing/RI/')
Points aleatoires 001 (in '/Testing/Samj/Patterns/')
Poisson d avril (in '/Testing/Samj/Rendering/')
Polaroid (in '/Frames/')
Polar transform (in '/Deformations/')
Polka dots (in '/Patterns/')
Polygonize (in '/Testing/Samj/Various/')
Polygonize [delaunay] (in '/Artistic/')
Polygonize [energy] (in '/Artistic/')
Portrait retouching (in '/Details/')
Posterized dithering (in '/Artistic/')
Poster edges (in '/Artistic/')
Print films (in '/Film emulation/')
Print films - collage (in '/Film emulation/[collages]/')
Psychedelic glasswork tiler (in '/Testing/Photocomix/')
Puzzle (in '/Arrays & tiles/')
Quick copyright (in '/Rendering/')
Rainbow (in '/Rendering/')
Raindrops (in '/Deformations/')
Randomwaves (in '/Testing/RI/')
Random (in '/Deformations/')
Random color ellipses (in '/Patterns/')
Random pattern courtepoinde (in '/Testing/Samj/Patterns/')
Random pattern courtepoinde (in '/Testing/Samj/Patterns/')

Random shade stripes (in '/Degradations/')
Rays (in '/Patterns/')
Recolorize 20130115 (in '/Testing/Samj/Various/')
Recolor (in '/Testing/Garagecoder/')
Recursive median (in '/Repair/')
Red-eye attenuation (in '/Repair/')
Red (in '/Colors/Curves [RGB]/')
Red chrominance (in '/Colors/Curves [YCbCr]/')
Reflection (in '/Deformations/')
Release notes (in '/About/')
Relief light (in '/Lights & shadows/')
Remove hot pixels (in '/Repair/')
Repair scanned document (in '/Repair/')
Resynthesize texture (in '/Patterns/')
RGB tone (in '/Colors/')
Ripple (in '/Deformations/')
Rodilius (in '/Artistic/')
Rodilius [animated] (in '/Sequences/')
Rorschach (in '/Patterns/')
Rosace triangles sierpinski (in '/Testing/Samj/Rendering/')
Rotating circles (in '/Rendering/')
Rotating circles (in '/Testing/Samj/Rendering/')
Samj angoisse (in '/Testing/Samj/Artistic/')
Samj barbouillage paint daub (in '/Testing/Samj/Artistic/')
Samj cercle polaire (in '/Testing/Samj/Deformations/')
Samj coeurs hearts 002 (in '/Testing/Samj/Arrays & tiles/')
Samj contours arrondis (in '/Testing/Samj/Contours/')
Samj corline (in '/Testing/Samj/Repair/')
Samj corline b (in '/Testing/Samj/Repair/')
Samj impressions (in '/Testing/Samj/Artistic/')
Samj scintillements (in '/Testing/Samj/Black & white/')
Samj test a (in '/Testing/Samj/Various/')
Samj test b (in '/Testing/Samj/Various/')
Samj test c (in '/Testing/Samj/Various/')
Samj test d (in '/Testing/Samj/Various/')
Samj test e (in '/Testing/Samj/Various/')
Samj test f (in '/Testing/Samj/Various/')
Samj texture coloree (in '/Testing/Samj/Artistic/')
Samj zones grises (in '/Testing/Samj/Degradations/')
Saturation eq (in '/Colors/')
Savenoiseprint (in '/Testing/Iain fergusson/')
Scale down neat (in '/Testing/Photocomix/')
Scanlines (in '/Degradations/')
Seamcarve (in '/Deformations/')
Seamless deco (in '/Patterns/')
Seamless turbulence (in '/Patterns/')
Seam carve (in '/Testing/Garagecoder/')
Seam carve [fast] (in '/Testing/Garagecoder/')
Segmentation (in '/Contours/')
Select-replace color (in '/Colors/')

Sepia (in '/Colors/')
Shaded segmentation (in '/Testing/Ronounours/')
Shade bobs (in '/Rendering/')
Shadow patch (in '/Lights & shadows/')
Shapeism (in '/Artistic/')
Sharpen [deblur] (in '/Details/')
Sharpen [gold-meinel] (in '/Details/')
Sharpen [inverse diffusion] (in '/Details/')
Sharpen [octave sharpening] (in '/Details/')
Sharpen [richardson-lucy] (in '/Details/')
Sharpen [shock filters] (in '/Details/')
Sharpen [tones] (in '/Testing/Garagecoder/')
Sharpen [unsharp mask] (in '/Details/')
Sharpen [whiten] (in '/Details/')
Shock waves (in '/Patterns/')
Sierpinski triangle (in '/Rendering/')
Simple geometric shapes (in '/Rendering/')
Simple geometric shapes (in '/Testing/Samj/Rendering/')
Simple local contrast (in '/Details/')
Simple noise canvas (in '/Patterns/')
Single image stereogram (in '/Stereoscopic 3d/')
Skeleton (in '/Contours/')
Sketch (in '/Black & white/')
Skin mask (in '/Testing/Iain fergusson/')
Slide - collage [color] (in '/Film emulation/[collages]/')
Slide [color] (in '/Film emulation/')
Smart demosaic (in '/Testing/Iain fergusson/')
Smart rotate (in '/Testing/Garagecoder/')
Smooth sketch (in '/Testing/Naggobot/')
Smooth [anisotropic] (in '/Repair/')
Smooth [bilateral] (in '/Repair/')
Smooth [block pca] (in '/Repair/')
Smooth [diffusion] (in '/Repair/')
Smooth [guided] (in '/Repair/')
Smooth [iuwt] (in '/Repair/')
Smooth [mean-curvature] (in '/Repair/')
Smooth [median] (in '/Repair/')
Smooth [nlmeans] (in '/Repair/')
Smooth [patch-based] (in '/Repair/')
Smooth [perona-malik] (in '/Repair/')
Smooth [selective gaussian] (in '/Repair/')
Smooth [skin] (in '/Repair/')
Smooth [thin brush] (in '/Repair/')
Smooth [total variation] (in '/Repair/')
Smooth [wavelets] (in '/Repair/')
Smooth [wiener] (in '/Repair/')
Snowflake (in '/Rendering/')
Snowflake 2 (in '/Rendering/')
Soft glow [animated] (in '/Sequences/')
Solve maze (in '/Various/')

Spatial transition (in '/Sequences/')
Sphere (in '/Deformations/')
Spirographe samj (in '/Testing/Samj/Rendering/')
Spirograph (in '/Rendering/')
Split details [alpha] (in '/Details/')
Split details [layers] (in '/Details/')
Split objects (in '/Testing/Garagecoder/')
Sponge (in '/Patterns/')
Spotify (in '/Details/')
Spot mask (in '/Testing/Iain fergusson/')
Stained glass (in '/Patterns/')
Stamp (in '/Black & white/')
Stars (in '/Patterns/')
Star tone (in '/Testing/Iain fergusson/')
Stencil (in '/Patterns/')
Stereoscopic image alignment (in '/Stereoscopic 3d/')
Stereo image (in '/Stereoscopic 3d/')
Stereo video (in '/Testing/Garagecoder/')
Straight lines (in '/Testing/Samj/Rendering/')
Straight lines (in '/Testing/Samj/Rendering/')
Strip (in '/Patterns/')
Superformula (in '/Rendering/')
Superposition triangles sierpinski (in '/Testing/Samj/Rendering/')
Symmetrize (in '/Deformations/')
Symmetry master (in '/Testing/Photocomix/')
Taquin (in '/Arrays & tiles/')
Test courbes (in '/Testing/Samj/Various/')
Tetris (in '/Patterns/')
Textured glass (in '/Deformations/')
Texture enhance (in '/Details/')
Thin edges (in '/Contours/')
Threshold etch (in '/Black & white/')
Tileable rotation (in '/Arrays & tiles/')
Tiled isolation (in '/Arrays & tiles/')
Tiled normalization (in '/Arrays & tiles/')
Tiled parameterization (in '/Arrays & tiles/')
Tiled random shifts (in '/Arrays & tiles/')
Tiled rotation (in '/Arrays & tiles/')
Tiles to layers (in '/Layers/')
Tones to layers (in '/Layers/')
Tone enhance (in '/Testing/Garagecoder/')
Tone mapping (in '/Details/')
Tone mapping [fast] (in '/Details/')
Tone presets (in '/Colors/')
Tout interactif (in '/Testing/Samj/Various/')
Traits strokes (in '/Testing/Samj/Rendering/')
Transfer colors [advanced] (in '/Colors/')
Transfer colors [basic] (in '/Colors/')
Triangles shades adjacents (in '/Testing/Samj/Rendering/')
Truchet (in '/Patterns/')

Tunnel (in '/Frames/')
Turbulence (in '/Patterns/')
Turbulent halftone (in '/Testing/Iain fergusson/')
Turing (in '/Patterns/')
Twirl (in '/Deformations/')
Twisted rays (in '/Rendering/')
Twisted rays samj (in '/Testing/Samj/Rendering/')
Undo anaglyph (in '/Stereoscopic 3d/')
Unquantize [jpeg smooth] (in '/Testing/Garagecoder/')
Unstrip (in '/Repair/')
Upscale [diffusion] (in '/Repair/')
Upscale [scale2x] (in '/Repair/')
Urban blight (in '/Testing/Gentlemanbeggar/')
User-defined (in '/Colors/')
User-defined (in '/Film emulation/')
User satisfaction survey (in '/About/')
Variations on a single color (in '/Testing/Samj/Artistic/')
Various (in '/Film emulation/')
Various - collage (in '/Film emulation/[collages]/')
Vector field rotation demo (in '/Testing/Naggobot/')
Vignette (in '/Frames/')
Vintage style (in '/Colors/')
Visible watermark (in '/Degradations/')
Vivid colors (in '/Testing/Photocomix/')
Vivid edges (in '/Testing/Photocomix/')
Vivid screen (in '/Testing/Photocomix/')
Warhol (in '/Artistic/')
Warp map (in '/Testing/Garagecoder/')
Warp test (in '/Testing/Naggobot/')
Watercolor (in '/Artistic/')
Water (in '/Deformations/')
Wave (in '/Deformations/')
Weave (in '/Patterns/')
Whirls (in '/Patterns/')
Whirl drawing (in '/Artistic/')
Wild cartoonizer (in '/Testing/Photocomix/')
Wind (in '/Deformations/')
Xbr2x (in '/Testing/Garagecoder/')
Yag effect (in '/Details/')
Zone system (in '/Colors/')
Zoom (in '/Deformations/')