

# Package ‘magick’

May 11, 2018

**Type** Package

**Title** Advanced Graphics and Image-Processing in R

**Version** 1.9

**Description** Bindings to 'ImageMagick': the most comprehensive open-source image processing library available. Supports many common formats (png, jpeg, tiff, pdf, etc) and manipulations (rotate, scale, crop, trim, flip, blur, etc). All operations are vectorized via the Magick++ STL meaning they operate either on a single frame or a series of frames for working with layers, collages, or animation. In RStudio images are automatically previewed when printed to the console, resulting in an interactive editing environment. The latest version of the package includes a native graphics device for creating in-memory graphics or drawing onto images using pixel coordinates.

**License** MIT + file LICENSE

**URL** <https://github.com/ropensci/magick#readme>

**BugReports** <https://github.com/ropensci/magick/issues>

**SystemRequirements** ImageMagick++: ImageMagick-c++-devel (rpm) or libmagick++-dev (deb)

**VignetteBuilder** knitr

**Imports** Rcpp (>= 0.12.12), magrittr, knitr, curl

**LinkingTo** Rcpp

**Suggests** spelling, jsonlite, methods, rmarkdown, rsvg, webp, png, pdftools, ggplot2, raster, rgdal, gapminder, IRdisplay, tesseract (>= 2.0)

**Encoding** UTF-8

**RoxygenNote** 6.0.1.9000

**Language** en-US

**NeedsCompilation** yes

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**Repository** CRAN

**Date/Publication** 2018-05-11 20:09:05 UTC

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analysis	<i>Image Analysis</i>
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**Description**

Functions for image calculations and analysis. This part of the package needs more work.

**Usage**

```
image_compare(image, reference_image, metric = "", fuzz = 0)
image_compare_dist(image, reference_image, metric = "", fuzz = 0)
image_fft(image)
```

**Arguments**

image	magick image object returned by <code>image_read()</code> or <code>image_graph()</code>
reference_image	another image to compare to
metric	string with a <b>metric</b> from <code>metric_types()</code> such as "AE" or "phash"
fuzz	Fuzz percentage: value between 0 and 100. Relative distance between colors to be considered similar in the filling algorithm.

## Details

For details see [Image++](#) documentation. Short descriptions:

- [image\\_compare](#) calculates a metric by comparing image with a reference image.
- [image\\_fft](#) returns Discrete Fourier Transform (DFT) of the image as a magnitude / phase image pair. I wish I knew what this means.

Here `image_compare()` is vectorized over the first argument and returns the diff image with the calculated distortion value as an attribute.

## See Also

Other image: [\\_index\\_](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

## Examples

```
out1 <- image_blur(logo, 3)
out2 <- image_oilpaint(logo, 3)
input <- c(logo, out1, out2, logo)
if(magick_config()$version >= "6.8.7"){
  diff_img <- image_compare(input, logo, metric = "AE")
  attributes(diff_img)
}
```

---

animation

*Image Frames and Animation*

---

## Description

Operations to manipulate or combine multiple frames of an image. Details below.

## Usage

```
image_animate(image, fps = 10, loop = 0, dispose = c("background",
  "previous", "none"))
```

```
image_morph(image, frames = 8)
```

```
image_mosaic(image, operator = NULL)
```

```
image_montage(image)
```

```
image_flatten(image, operator = NULL)
```

```
image_average(image)
```

```
image_append(image, stack = FALSE)
```

```
image_apply(image, FUN, ...)
```

### Arguments

image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
fps	frames per second
loop	how many times to repeat the animation. Default is infinite.
dispose	a frame <a href="#">disposal method</a> from <a href="#">dispose_types()</a>
frames	number of frames to use in output animation
operator	string with a <a href="#">composite operator</a> from <a href="#">compose_types()</a>
stack	place images top-to-bottom (TRUE) or left-to-right (FALSE)
FUN	a function to be called on each frame in the image
...	additional parameters for FUN

### Details

For details see [Magick++ STL](#) documentation. Short descriptions:

- [image\\_animate](#) coalesces frames by playing the sequence and converting to gif format.
- [image\\_morph](#) expands number of frames by interpolating intermediate frames to blend into each other when played as an animation.
- [image\\_mosaic](#) inlays images to form a single coherent picture.
- [image\\_montage](#) creates a composite image by combining frames.
- [image\\_flatten](#) merges frames as layers into a single frame using a given operator.
- [image\\_average](#) averages frames into single frame.
- [image\\_append](#) stack images left-to-right (default) or top-to-bottom.
- [image\\_apply](#) applies a function to each frame

The [image\\_apply](#) function calls an image function to each frame and joins results back into a single image. Because most operations are already vectorized this is often not needed. Note that FUN() should return an image. To apply other kinds of functions to image frames simply use [lapply](#), [vapply](#), etc.

### See Also

Other image: [\\_index\\_](#), [analysis](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

## Examples

```
# Combine images
logo <- image_read("https://jeroen.github.io/images/Rlogo.png")
oldlogo <- image_read("https://developer.r-project.org/Logo/Rlogo-3.png")

# Create morphing animation
both <- image_scale(c(oldlogo, logo), "400")
image_average(image_crop(both))
image_animate(image_morph(both, 10))

# Create thumbnails from GIF
banana <- image_read("https://jeroen.github.io/images/banana.gif")
length(banana)
image_average(banana)
image_flatten(banana)
image_append(banana)
image_append(banana, stack = TRUE)

# Append images together
wizard <- image_read("wizard:")
image_append(image_scale(c(image_append(banana[c(1,3)], stack = TRUE), wizard)))

image_composite(banana, image_scale(logo, "300"))

# Break down and combine frames
front <- image_scale(banana, "300")
background <- image_background(image_scale(logo, "400"), 'white')
frames <- image_apply(front, function(x){image_composite(background, x, offset = "+70+30")})
image_animate(frames, fps = 10)
```

---

as\_EBImage

*Convert to EBImage*

---

## Description

Convert a Magick image to **EBImage** class. Note that EBImage only supports multi-frame images in greyscale.

## Usage

```
as_EBImage(image)
```

## Arguments

image                    magick image object returned by `image_read()` or `image_graph()`

---

attributes	<i>Image Attributes</i>
------------	-------------------------

---

### Description

Attributes are properties of the image that might be present on some images and might affect image manipulation methods.

### Usage

```
image_comment(image, comment = NULL)
```

```
image_info(image)
```

### Arguments

image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
comment	string to set an image comment

### Details

Each attribute can be get and set with the same function. The [image\\_info\(\)](#) function returns a data frame with some commonly used attributes.

### See Also

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

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autoviewer	<i>RStudio AutoViewer</i>
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---

### Description

This enables a [addTaskCallback](#) that automatically updates the viewer after the state of a magick graphics device has changed. This is enabled by default in RStudio.

### Usage

```
autoviewer_enable()
```

```
autoviewer_disable()
```

## Examples

```
# Only has effect in RStudio (or other GUI with a viewer):
autoviewer_enable()

img <- magick::image_graph()
plot(1)
abline(0, 1, col = "blue", lwd = 2, lty = "solid")
abline(0.1, 1, col = "red", lwd = 3, lty = "dotted")

autoviewer_disable()
abline(0.2, 1, col = "green", lwd = 4, lty = "twodash")
abline(0.3, 1, col = "black", lwd = 5, lty = "dotdash")

autoviewer_enable()
abline(0.4, 1, col = "purple", lwd = 6, lty = "dashed")
abline(0.5, 1, col = "yellow", lwd = 7, lty = "longdash")
```

---

coder\_info

*Magick Configuration*

---

## Description

ImageMagick can be configured to support various additional tool and formats via external libraries. These functions show which features ImageMagick supports on your system.

## Usage

```
coder_info(format)

magick_config()
```

## Arguments

format            image format such as png, tiff or pdf.

## Details

Note that `coder_info` raises an error for unsupported formats.

## References

<https://www.imagemagick.org/Magick++/CoderInfo.html>

## Examples

```
coder_info("png")
coder_info("jpg")
coder_info("pdf")
coder_info("tiff")
coder_info("gif")
```

---

 color

*Image Color*


---

### Description

Functions to adjust contrast, brightness, colors of the image. Details below.

### Usage

```
image_modulate(image, brightness = 100, saturation = 100, hue = 100)
```

```
image_quantize(image, max = 256, colorspace = "rgb", dither = NULL,
  treedepth = NULL)
```

```
image_map(image, map, dither = FALSE)
```

```
image_channel(image, channel = "lightness")
```

```
image_transparent(image, color, fuzz = 0)
```

```
image_background(image, color, flatten = TRUE)
```

```
image_colorize(image, opacity, color)
```

```
image_contrast(image, sharpen = 1)
```

```
image_normalize(image)
```

```
image_enhance(image)
```

```
image_equalize(image)
```

```
image_median(image, radius = 1)
```

### Arguments

image	magick image object returned by <code>image_read()</code> or <code>image_graph()</code>
brightness	modulation of brightness as percentage of the current value (100 for no change)
saturation	modulation of saturation as percentage of the current value (100 for no change)
hue	modulation of hue is an absolute rotation of -180 degrees to +180 degrees from the current position corresponding to an argument range of 0 to 200 (100 for no change)
max	preferred number of colors in the image. The actual number of colors in the image may be less than your request, but never more.
colorspace	string with a <code>colorspace</code> from <code>colorspace_types</code> for example "gray", "rgb" or "cmyk"



dither	apply Floyd/Steinberg error diffusion to the image: averages intensities of several neighboring pixels
treedepth	depth of the quantization color classification tree. Values of 0 or 1 allow selection of the optimal tree depth for the color reduction algorithm. Values between 2 and 8 may be used to manually adjust the tree depth.
map	reference image to map colors from
channel	a string with a <b>channel</b> from <a href="#">channel_types</a> for example "alpha" or "hue" or "cyan"
color	a valid <b>color string</b> such as "navyblue" or "#000080"
fuzz	Fuzz percentage: value between 0 and 100. Relative distance between colors to be considered similar in the filling algorithm.
flatten	should image be flattened before writing? This also replaces transparency with background color.
opacity	percentage of opacity used for coloring
sharpen	enhance intensity differences in image
radius	replace each pixel with the median color in a circular neighborhood

## Details

For details see [Magick++ STL](#) documentation. Short descriptions:

- [image\\_modulate](#) adjusts brightness, saturation and hue of image relative to current.
- [image\\_quantize](#) reduces number of unique colors in the image.
- [image\\_map](#) replaces colors of image with the closest color from a reference image.
- [image\\_channel](#) extracts a single channel from an image and returns as grayscale.
- [image\\_transparent](#) sets pixels approximately matching given color to transparent.
- [image\\_background](#) sets background color. When image is flattened, transparent pixels get background color.
- [image\\_colorize](#) overlays a solid color frame using specified opacity.
- [image\\_contrast](#) enhances intensity differences in image
- [image\\_normalize](#) increases contrast by normalizing the pixel values to span the full range of colors
- [image\\_enhance](#) tries to minimize noise
- [image\\_equalize](#) equalizes using histogram equalization
- [image\\_median](#) replaces each pixel with the median color in a circular neighborhood

Note that colors are also determined by image properties [imagetype](#) and [colorspace](#) which can be modified via [image\\_convert\(\)](#).

## See Also

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

## Examples

```
# manually adjust colors
logo <- image_read("logo:")
image_modulate(logo, brightness = 200)
image_modulate(logo, saturation = 150)
image_modulate(logo, hue = 200)

# Reduce image to 10 different colors using various spaces
image_quantize(logo, max = 10, colorspace = 'gray')
image_quantize(logo, max = 10, colorspace = 'rgb')
image_quantize(logo, max = 10, colorspace = 'cmyk')

# Change background color
translogo <- image_transparent(logo, 'white')
image_background(translogo, "pink", flatten = TRUE)

# Compare to flood-fill method:
image_fill(logo, "pink", fuzz = 20)

# Other color tweaks
image_colorize(logo, 50, "red")
image_contrast(logo)
image_normalize(logo)
image_enhance(logo)
image_equalize(logo)
image_median(logo)

# Alternate way to convert into black-white
image_convert(logo, type = 'grayscale')
```

---

composite

*Image Composite*

---

## Description

Similar to the ImageMagick composite utility: compose an image on top of another one using a [CompositeOperator](#).

## Usage

```
image_composite(image, composite_image, operator = "atop", offset = "+0+0",
  compose_args = "")

image_border(image, color = "lightgray", geometry = "10x10",
  operator = "copy")

image_frame(image, color = "lightgray", geometry = "25x25+6+6")
```

**Arguments**

image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
composite_image	composition image
operator	string with a <b>composite operator</b> from <a href="#">compose_types()</a>
offset	a <a href="#">geometry_point</a> string to set x/y offset of top image
compose_args	additional arguments needed for some composite operations
color	a valid <b>color string</b> such as "navyblue" or "#000080"
geometry	a <b>geometry string</b> to set height and width of the border, e.g. "10x8". In addition <a href="#">image_frame</a> allows for adding shadow by setting an offset e.g. "20x10+7+2".

**Details**

The `image_compose` function is vectorized over both image arguments: if the first image has  $n$  frames and the second  $m$  frames, the output image will contain  $n * m$  frames.

The [image\\_border](#) function creates a slightly larger solid color frame and then composes the original frame on top. The [image\\_frame](#) function is similar but has an additional feature to create a shadow effect on the border (which is really ugly).

**See Also**

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

**Examples**

```
# Compose images using one of many operators
imlogo <- image_scale(image_read("logo:"), "x275")
rlogo <- image_read("https://developer.r-project.org/Logo/Rlogo-3.png")

# Standard is atop
image_composite(imlogo, rlogo)

# Same as 'blend 50' in the command line
image_composite(imlogo, rlogo, operator = "blend", compose_args="50")

# Add a border frame around the image
image_border(imlogo, "red", "10x10")
image_frame(imlogo)
```

---

device	<i>Magick Graphics Device</i>
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---

### Description

Graphics device that produces a Magick image. Can either be used like a regular device for making plots, or alternatively via `image_draw` to open a device which draws onto an existing image using pixel coordinates. The latter is vectorized, i.e. drawing operations are applied to each frame in the image.

### Usage

```
image_graph(width = 800, height = 600, bg = "white", pointsize = 12,
            res = 72, clip = TRUE, antialias = TRUE)
```

```
image_draw(image, pointsize = 12, res = 72, antialias = TRUE, ...)
```

```
image_capture()
```

### Arguments

<code>width</code>	in pixels
<code>height</code>	in pixels
<code>bg</code>	background color
<code>pointsize</code>	size of fonts
<code>res</code>	resolution in pixels
<code>clip</code>	enable clipping in the device. Because clipping can slow things down a lot, you can disable it if you don't need it.
<code>antialias</code>	TRUE/FALSE: enables anti-aliasing for text and strokes
<code>image</code>	an existing image on which to start drawing
<code>...</code>	additional device parameters passed to <a href="#">plot.window</a> such as <code>xlim</code> , <code>ylim</code> , or <code>mar</code> .

### Details

The device is a relatively recent feature of the package. It should support all operations but there might still be small inaccuracies. Also it is a bit slower than some of the other devices, in particular for rendering text and clipping. Hopefully this can be optimized in the next version.

By default `image_draw` sets all margins to 0 and uses graphics coordinates to match image size in pixels (width x height) where  $(0, 0)$  is the top left corner. Note that this means the y axis increases from top to bottom which is the opposite of typical graphics coordinates. You can override all this by passing custom `xlim`, `ylim` or `mar` values to `image_draw`.

The `image_capture` function returns the current device as an image. This only works if the current device is a magick device or supports [dev.capture](#).

## See Also

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

## Examples

```
# Regular image
frink <- image_read("https://jeroen.github.io/images/frink.png")

# Produce image using graphics device
fig <- image_graph(res = 96)
ggplot2::qplot(mpg, wt, data = mtcars, colour = cyl)
dev.off()

# Combine
out <- image_composite(fig, frink, offset = "+70+30")
print(out)

# Or paint over an existing image
img <- image_draw(frink)
rect(20, 20, 200, 100, border = "red", lty = "dashed", lwd = 5)
abline(h = 300, col = 'blue', lwd = '10', lty = "dotted")
text(10, 250, "Hoiven-Glaven", family = "monospace", cex = 4, srt = 90)
palette(rainbow(11, end = 0.9))
symbols(rep(200, 11), seq(0, 400, 40), circles = runif(11, 5, 35),
        bg = 1:11, inches = FALSE, add = TRUE)
dev.off()
print(img)

# Vectorized example with custom coordinates
earth <- image_read("https://jeroen.github.io/images/earth.gif")
img <- image_draw(earth, xlim = c(0,1), ylim = c(0,1))
rect(.1, .1, .9, .9, border = "red", lty = "dashed", lwd = 5)
text(.5, .9, "Our planet", cex = 3, col = "white")
dev.off()
print(img)
```

---

editing

*Image Editing*

---

## Description

Read, write and join or combine images. All image functions are vectorized, meaning they operate either on a single frame or a series of frames (e.g. a collage, video, or animation). Besides paths and URLs, `image_read()` supports commonly used bitmap and raster object types.

**Usage**

```

image_read(path, density = NULL, depth = NULL, strip = FALSE)

image_read_svg(path, width = NULL, height = NULL)

image_read_pdf(path, pages = NULL, density = 300, password = "")

image_write(image, path = NULL, format = NULL, quality = NULL,
  depth = NULL, density = NULL, comment = NULL, flatten = FALSE)

image_convert(image, format = NULL, type = NULL, colorspace = NULL,
  depth = NULL, antialias = NULL)

image_data(image, channels = NULL, frame = 1)

image_raster(image, frame = 1, tidy = TRUE)

image_display(image, animate = TRUE)

image_browse(image, browser = getOption("browser"))

image_strip(image)

image_blank(width, height, color = "none", pseudo_image = "")

image_join(...)

image_attributes(image)

```

**Arguments**

path	a file, url, or raster object or bitmap array
density	resolution to render pdf or svg
depth	color depth (either 8 or 16)
strip	drop image comments and metadata
width	in pixels
height	in pixels
pages	integer vector with page numbers. Defaults to all pages.
password	user <a href="#">password</a> to open protected pdf files
image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
format	output format such as "png", "jpeg", "gif", "rgb" or "rgba".
quality	number between 0 and 100 for jpeg quality. Defaults to 75.
comment	text string added to the image metadata for supported formats
flatten	should image be flattened before writing? This also replaces transparency with background color.

type	string with <b>imagetype</b> value from <b>image_types</b> for example grayscale to convert into black/white
colorspace	string with a <b>colorspace</b> from <b>colorspace_types</b> for example "gray", "rgb" or "cmyk"
antialias	enable anti-aliasing for text and strokes
channels	string with image channel(s) for example "rgb", "rgba", "cmyk", "gray", or "ycbcr". Default is either "gray", "rgb" or "rgba" depending on the image
frame	integer setting which frame to extract from the image
tidy	converts raster data to long form for use with <b>geom_raster</b> . If FALSE output is the same as <code>as.raster()</code> .
animate	support animations in the X11 display
browser	argument passed to <b>browseURL</b>
color	a valid <b>color string</b> such as "navyblue" or "#000080"
pseudo_image	string with <b>pseudo image</b> specification for example "radial-gradient:purple-yellow"
...	several images or lists of images to be combined

## Details

All standard base vector methods such as `[`, `[[`, `c()`, `as.list()`, `as.raster()`, `rev()`, `length()`, and `print()` can be used to work with magick image objects. Use the standard `img[i]` syntax to extract a subset of the frames from an image. The `img[[i]]` method is an alias for `image_data()` which extracts a single frame as a raw bitmap matrix with pixel values.

For reading svg or pdf it is recommended to use `image_read_svg()` and `image_read_pdf()` if the **rsvg** and **pdftools** R packages are available. These functions provide more rendering options and better quality than built-in svg/pdf rendering delegates from `imagemagick` itself.

X11 is required for `image_display()` which is only works on some platforms. A more portable method is `image_browse()` which opens the image in a browser. RStudio has an embedded viewer that does this automatically which is quite nice.

## See Also

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

## Examples

```
# Download image from the web
frink <- image_read("https://jeroen.github.io/images/frink.png")
worldcup_frink <- image_fill(frink, "orange", "+100+200", 20)
image_write(worldcup_frink, "output.png")

# extract raw bitmap array
bitmap <- frink[[1]]

# replace pixels with #FF69B4 ('hot pink') and convert back to image
bitmap[,50:100, 50:100] <- as.raw(c(0xff, 0x69, 0xb4, 0xff))
```

```
image_read(bitmap)

# Plot to graphics device via legacy raster format
raster <- as.raster(frunk)
par(ask=FALSE)
plot(raster)

# Read bitmap arrays from from other image packages
curl::curl_download("https://jeroen.github.io/images/example.webp", "example.webp")
if(require(webp)) image_read(webp::read_webp("example.webp"))
if(require(rsvg))
tiger <- image_read_svg("http://jeroen.github.io/images/tiger.svg")
if(require(pdftools))
image_read_pdf(file.path(R.home('doc'), 'NEWS.pdf'), pages = 1, density = 100)
# create a solid canvas
image_blank(600, 400, "green")
image_blank(600, 400, pseudo_image = "radial-gradient:purple-yellow")
```

---

effects

*Image Effects*

---

## Description

High level effects applied to an entire image. These are mostly just for fun.

## Usage

```
image_despeckle(image, times = 1L)

image_reducenoise(image, radius = 1L)

image_noise(image, noisetype = "gaussian")

image_blur(image, radius = 1, sigma = 0.5)

image_charcoal(image, radius = 1, sigma = 0.5)

image_edge(image, radius = 1)

image_oilpaint(image, radius = 1)

image_emboss(image, radius = 1, sigma = 0.5)

image_implode(image, factor = 0.5)

image_negate(image)

image_convolve(image, kernel = "Gaussian", iterations = 1, scaling = NULL,
  bias = NULL)
```



**Arguments**

image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
times	number of times to repeat the despeckle operation
radius	radius, in pixels, for various transformations
noisetype	string with a <b>noisetype</b> value from <a href="#">noise_types</a> .
sigma	the standard deviation of the Laplacian, in pixels.
factor	image implode factor (special effect)
kernel	either a matrix or a string with parameterized <b>kerneltype</b> such as: "DoG:0,0,2" or "Diamond"
iterations	number of iterations
scaling	string with kernel scaling. The special flag "!" automatically scales to full dynamic range, for example: "50%!"
bias	output bias string, for example "50%"

**See Also**

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

**Examples**

```
logo <- image_read("logo:")
image_despeckle(logo)
image_reducenoise(logo)
image_noise(logo)
image_blur(logo, 10, 10)
image_charcoal(logo)
image_edge(logo)
image_oilpaint(logo, radius = 3)
image_emboss(logo)
image_implode(logo)
image_negate(logo)
if(magick_config()$version > "6.8.8")
  image_convolve(logo)
```

---

 geometry

*Geometry Helpers*


---

**Description**

ImageMagick uses a handy geometry syntax to specify coordinates and shapes for use in image transformations. You can either specify these manually as strings or use the helper functions below.

**Usage**

```

geometry_point(x, y)

geometry_area(width = NULL, height = NULL, x_off = 0, y_off = 0)

geometry_size_pixels(width = NULL, height = NULL, preserve_aspect = TRUE)

geometry_size_percent(width = 100, height = NULL)

```

**Arguments**

x	left offset in pixels
y	top offset in pixels
width	in pixels
height	in pixels
x_off	offset in pixels on x axis
y_off	offset in pixels on y axis
preserve_aspect	if FALSE, resize to width and height exactly, loosing original aspect ratio. Only one of percent and preserve_aspect may be TRUE.

**Details**

See [ImageMagick Manual](#) for details about the syntax specification. Examples of geometry strings:

- "500x300" – *Resize image keeping aspect ratio, such that width does not exceed 500 and the height does not exceed 300.*
- "500x300!" – *Resize image to 500 by 300, ignoring aspect ratio*
- "500x" – *Resize width to 500 keep aspect ratio*
- "x300" – *Resize height to 300 keep aspect ratio*
- "50%x20%" – *Resize width to 50 percent and height to 20 percent of original*
- "500x300+10+20" – *Crop image to 500 by 300 at position 10,20*

**See Also**

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [ocr](#), [options](#), [painting](#), [transform](#)

**Examples**

```

# Specify a point
logo <- image_read("logo:")
image_annotate(logo, "Some text", location = geometry_point(100, 200), size = 24)

# Specify image area
image_crop(logo, geometry_area(300, 300), repage = FALSE)

```

```
image_crop(logo, geometry_area(300, 300, 100, 100), repage = FALSE)

# Specify image size
image_resize(logo, geometry_size_pixels(300))
image_resize(logo, geometry_size_pixels(height = 300))
image_resize(logo, geometry_size_pixels(300, 300, preserve_aspect = FALSE))

# resize relative to current size
image_resize(logo, geometry_size_percent(50))
image_resize(logo, geometry_size_percent(50, 20))
```

---

image\_ggplot

*Image to ggplot*

---

## Description

Converts image to raster using [image\\_raster\(\)](#) and then plots it with ggplot2 [geom\\_raster](#). See examples for other ways to use magick images in ggplot2.

## Usage

```
image_ggplot(image)
```

## Arguments

image                    magick image object returned by [image\\_read\(\)](#) or [image\\_graph\(\)](#)

## Examples

```
# Plot with base R
plot(logo)

# Plot image with ggplot2
library(ggplot2)
myplot <- image_ggplot(logo)
myplot + ggtitle("Test plot")

# Or add to plot as annotation
image <- image_fill(logo, 'none')
raster <- as.raster(image)
myplot <- qplot(mpg, wt, data = mtcars)
myplot + annotation_raster(raster, 25, 35, 3, 5)

# Or overplot image using grid
library(grid)
qplot(speed, dist, data = cars, geom = c("point", "smooth"))
grid.raster(image)
```

**Description**

Extract text from an image using the [tesseract](#) package.

**Usage**

```
image_ocr(image, language = "eng", ...)  
image_ocr_data(image, language = "eng", ...)
```

**Arguments**

image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
language	passed to <a href="#">tesseract</a> . To install additional languages see instructions in <a href="#">tesseract_download()</a> .
...	additional parameters passed to <a href="#">tesseract</a>

**Details**

To use this function you need to [tesseract](#) first:

```
install.packages("tesseract")
```

Best results are obtained if you set the correct language in [tesseract](#). To install additional languages see instructions in [tesseract\\_download\(\)](#).

**See Also**

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [options](#), [painting](#), [transform](#)

**Examples**

```
if(require("tesseract")){  
img <- image_read("http://jeroen.github.io/images/testocr.png")  
image_ocr(img)  
image_ocr_data(img)  
}
```

---

options

*Magick Options*

---

## Description

List option types and values supported in your version of ImageMagick. For descriptions see [ImageMagick Enumerations](#).

## Usage

magick\_options()

option\_types()

filter\_types()

metric\_types()

dispose\_types()

compose\_types()

colorspace\_types()

channel\_types()

image\_types()

kernel\_types()

noise\_types()

gravity\_types()

orientation\_types()

## References

ImageMagick Manual: [Enumerations](#)

## See Also

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [painting](#), [transform](#)

painting

*Image Painting***Description**

The `image_fill()` function performs flood-fill by painting starting point and all neighboring pixels of approximately the same color. `image_annotate` simply prints some text on the image.

**Usage**

```
image_fill(image, color, point = "1x1", fuzz = 0)
```

```
image_annotate(image, text, gravity = "northwest", location = "+0+0",
  degrees = 0, size = 10, font = "", color = NULL, strokecolor = NULL,
  boxcolor = NULL)
```

**Arguments**

image	magick image object returned by <code>image_read()</code> or <code>image_graph()</code>
color	a valid <b>color string</b> such as "navyblue" or "#000080"
point	a <b>geometry_point</b> string indicating the starting point of the flood-fill
fuzz	Fuzz percentage: value between 0 and 100. Relative distance between colors to be considered similar in the filling algorithm.
text	annotation text
gravity	string with <b>gravity</b> value from <code>gravity_types</code> .
location	geometry string with location relative to gravity
degrees	rotates text around center point
size	font-size in pixels
font	string with font family such as "sans", "mono", "serif", "Times", "Helvetica", "Trebuchet", "Georgia", "Palatino" or "Comic Sans".
strokecolor	a <b>color string</b> adds a stroke (border around the text)
boxcolor	a <b>color string</b> for background color that annotation text is rendered on.

**Details**

Note that more sophisticated drawing mechanisms are available via the graphics device using `image_draw`.

**See Also**

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [transform](#)

## Examples

```
logo <- image_read("logo:")
logo <- image_background(logo, 'white')
image_fill(logo, "pink", point = "+450+400")
image_fill(logo, "pink", point = "+450+400", fuzz = 25)
# Add some text to an image
image_annotate(logo, "This is a test")
image_annotate(logo, "CONFIDENTIAL", size = 50, color = "red", boxcolor = "pink",
  degrees = 30, location = "+100+100")

# Setting fonts requires fontconfig support (and that you have the font)
image_annotate(logo, "The quick brown fox", font = "monospace", size = 50)
```

---

transform

*Image Transform*

---

## Description

Basic transformations like rotate, resize, crop and flip. The [geometry](#) syntax is used to specify sizes and areas.

## Usage

```
image_trim(image, fuzz = 0)

image_chop(image, geometry)

image_rotate(image, degrees)

image_resize(image, geometry = NULL, filter = NULL)

image_scale(image, geometry = NULL)

image_sample(image, geometry = NULL)

image_crop(image, geometry = NULL, repage = TRUE)

image_flip(image)

image_flop(image)

image_deskew(image, threshold = 40)

image_page(image, pagesize = NULL, density = NULL)

image_repage(image)

image_orient(image, orientation = NULL)
```

**Arguments**

image	magick image object returned by <a href="#">image_read()</a> or <a href="#">image_graph()</a>
fuzz	Fuzz percentage: value between 0 and 100. Relative distance between colors to be considered similar in the filling algorithm.
geometry	a <a href="#">geometry</a> string specifying area (for cropping) or size (for resizing).
degrees	value between 0 and 360 for how many degrees to rotate
filter	string with <b>filter</b> type from: <a href="#">filter_types</a>
repage	resize the canvas to the cropped area
threshold	straightens an image. A threshold of 40 works for most images.
pagesize	geometry string with preferred size and location of an image canvas
density	geometry string with vertical and horizontal resolution in pixels of the image. Specifies an image density when decoding a Postscript or PDF.
orientation	string to set image orientation one of the <a href="#">orientation_types</a> . If NULL it applies auto-orientation which tries to infer the correct orientation from the Exif data.

**Details**

For details see [Magick++ STL](#) documentation. Short descriptions:

- [image\\_trim](#) removes edges that are the background color from the image.
- [image\\_chop](#) removes vertical or horizontal subregion of image.
- [image\\_crop](#) cuts out a subregion of original image
- [image\\_rotate](#) rotates and increases size of canvas to fit rotated image.
- [image\\_deskew](#) auto rotate to correct skewed images
- [image\\_resize](#) resizes using custom **filterType**
- [image\\_scale](#) and [image\\_sample](#) resize using simple ratio and pixel sampling algorithm.
- [image\\_flip](#) and [image\\_flop](#) invert image vertically and horizontally

The most powerful resize function is [image\\_resize](#) which allows for setting a custom resize filter. Output of [image\\_scale](#) is similar to `image_resize(img, filter = "point")`.

For resize operations it holds that if no geometry is specified, all frames are rescaled to match the top frame.

**See Also**

Other image: [\\_index\\_](#), [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#)



## Examples

```
logo <- image_read("logo:")
logo <- image_scale(logo, "400")
image_trim(logo)
image_chop(logo, "100x20")
image_rotate(logo, 45)
# Small image
rose <- image_convert(image_read("rose:"), "png")

# Resize to 400 width or height:
image_resize(rose, "400x")
image_resize(rose, "x400")

# Resize keeping ratio
image_resize(rose, "400x400")

# Resize, force size losing ratio
image_resize(rose, "400x400!")

# Different filters
image_resize(rose, "400x", filter = "Triangle")
image_resize(rose, "400x", filter = "Point")
# simple pixel resize
image_scale(rose, "400x")
image_sample(rose, "400x")
image_crop(logo, "400x400+200+200")
image_flip(logo)
image_flop(logo)
if(magick_config()$version > "6.8.6")
  image_orient(logo)
```

---

wizard

*Example Images*

---

## Description

Example images included with ImageMagick:

## Details

- logo: ImageMagick Logo, 640x480
- wizard: ImageMagick Wizard, 480x640
- rose : Picture of a rose, 70x46
- granite : Granite texture pattern, 128x128

## Description

The magick package for graphics and image processing in R. Important resources:

- [R introduction vignette](#): getting started
- [Magick++ API](#) and [Magick++ STL](#) detailed descriptions of methods and parameters

## Details

Documentation is split into the following pages:

- [analysis](#) - metrics and calculations: compare, fft
- [animation](#) - manipulate or combine multiple frames: animate, morph, mosaic, montage, average, append, apply
- [attributes](#) - image properties: comment, info
- [color](#) - contrast, brightness, colors: modulate, quantize, map, transparent, background, colorize, contrast, normalize, enhance, equalize, median
- [composite](#) - advanced joining: composite, border, frame
- [device](#) - creating graphics and drawing on images
- [editing](#) - basic image IO: read, write, convert, join, display, brose
- [effects](#) - fun effects: despecle, reducennoise, noise, blur, charcoal, edge, oilpaint, emboss, implode, negate
- [geometry](#) - specify points, areas and sizes using geometry syntax
- [ocr](#) - extract text from image using [tesseract](#) package
- [options](#) - list option types and values supported in your version of ImageMagick
- [painting](#) - flood fill and annotating text
- [transform](#) - shape operations: trim, chop, rotate, resize, scale, sample crop, flip, flop, deskew, page

## See Also

Other image: [analysis](#), [animation](#), [attributes](#), [color](#), [composite](#), [device](#), [editing](#), [effects](#), [geometry](#), [ocr](#), [options](#), [painting](#), [transform](#)

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