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+ Rejoindre le groupe

édié à l'utilisation et au partage de techniques pour G'MIC, un pour le traitement d'images... See more

Discussions

Membres

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À propos de

3 671

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Membres

Discussions (799)

Release of G'MIC 1.5.8.4

9 réponses

Here is another update of the G'MIC framework, numbered **1.5.8.4**. Here is the Cha...

by [Ronounours](#) il y a 4 heures

What I can do with G'MIC? (tutor...

41 réponses

G'MIC is a great creative tool but sometimes we fall short (especially the noob...

by [Joz3.69](#) il y a 10 mois

More filters updated for parallel operation

5 réponses

Texture Enhance Hue Lighten/Darken Tone Presets RGB Tone CMYK Tone Saturati...

by [Iain Fergusson](#) il y a 4 heures

G'MIC Mailing list for developers and co...

5 réponses

Hello there, I've created a mailing list 'gmic-developers@lists.sourceforge.n...

by [dtschump](#) il y a 17 heures

G'Mic and C++ applications

2 réponses

Hello, my name Veaceslav and I want to integrate G'Mic with digiKam(open source ...

by [slaviq1390](#) il y a 23 heures

Adjust 16 bit image and import to Gimp

9 réponses

Hi I got an initiative from a friend of mine who wanted to adjust scanned 16 ...

by [naggobot](#) il y a 2 jours

Release of G'MIC 1.5.8.3

13 réponses

Here is the changelog : **New features** : - New plug-in filter 'Frames / Fr...

by [Ronounours](#) il y a 2 jours

Chromatic Aberration

5 réponses

My filters/Jp/dechroma stoped working [unbound avriacle: aref] . So I would j...

by [beningh](#) il y a 7 jours

Wish list.

298 réponses

Not sure if you can create stickies with flickr, but I would like to start a wis...

by [lylejk](#) il y a 2 semaines

Awesome documentation pages

2 réponses

Hi all, I've stumbled across this very interesting page today : [particular...](#)

by [david_tschumperle](#) il y a 2 semaines

Parallel loop

7 réponses

I accidentally did this: command: -apply_parallel_overlap "-command",0,0 ...

by [Iain Fergusson](#) il y a 2 semaines

Extract objects

6 réponses

Hi everybody, long time without asking help :D There is a way of improve this f...

by [gonza.gig](#) il y a 3 semaines

Plus de détails...

Rechercher dans les discussions de ce groupe

Release of G'MIC 1.5.8.4

[Ronounours](#) dit :

Here is another update of the G'MIC framework, numbered **1.5.8.4**. Here is the Changelog :

New features:

- New mailing list for developers and contributors to the G'MIC project has been created. You can access it here : lists.sourceforge.net/lists/listinfo/gmic-developers
- New command '-imageblocks3d' and corresponding plug-in filter 'Rendering / 3d blocks', that transform an image into a set of connected 3d blocks (*backported to 1.5.8.x*).

- New filter 'Degradaions / Blur [depth-of-field]', to allow the rendering of 'focus blur' on your images :

Improvements:

- Command '-endian' now accepts an optional 'datatype' argument that allow to force the change of endianness of pixel data assuming they have a certain datatype (may be different than the working datatype of course).
- Default compiled version now disables the usage of command '-type' (although it is possible to use it as before in the 'full' compiled version). The gain on the binary size for the cli interface 'gmic' is x3 !
- Command '-output' has new options for .tiff files and .cimg[z]. Now you can specify the datatype used to output tiff files, without having to explicitly change the pixel types (using command '-type').
- Command '-apply_files' can now force output files to have a certain extension instead of re-using the input filename extensions.
- New waiting mode for threads run with '-parallel'. Now you can wait for a thread immediately, at command return, at process return or never.
- Integrated math parser now understands the 'med()' and 'kth()' functions which respectively return the median value and the k-th smallest of the specified arguments.
- Reduced the stack footprint required by the main parser function, by doing dynamic memory allocation when necessary.
- Request for a (higher) minimal stack size when possible, to avoid crashes on recursive calls.
- Improved filter 'Arrays & tiles / Extract objects', with new output modes :

- Command '-inpaint' has been improved, with three new 'simple' inpainting modes available (high-connectivity average and low/high-connectivity median), as well as the addition of a new parameter 'lookup_increment' to the patch-based inpainting algorithm.

Bug fixes:

- Fixed: When an error occurred in a .gmic file, the displayed line number or the

1 sur 2

04/03/2014 09:21

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destroyed at command return.

Posté le 10 février 2014 à 9:01 (PST) ([permalien](#))

david_tschumperle (administrateur du groupe) a modifié ce sujet il y a 4 heures.



[gonza.gig](#) dit :

Awesome !!!!!

il y a 3 semaines ([permalien](#))



[lylejk](#) dit :

Agree with gonza; shared this cool new feature at GIMPChat. :)

il y a 3 semaines ([permalien](#))



[lylejk](#) dit :

For 3d Block, can you add a position option. When you tilt the result enough and use a large FOV, the image tends to be located in the lower part of the layer so it would be cool to position it up. Even better would be an auto layer size increase so that the render won't get clipped. That actually would be better. :)

il y a 3 semaines ([permalien](#))



[dtschump](#) dit :

You can already set the position of the rendering (with latest filter update).

To control the size of the object (and be sure it doesn't become too big), there is the "Size" parameter.

il y a 3 semaines ([permalien](#))



[lylejk](#) dit :

Thanks David; just needed to refresh again. :)

il y a 3 semaines ([permalien](#))



[lylejk](#) dit :

Wonder if a legos preset could be made with the added 3D depth? Have done 2D lego renders already, but to create the 3rd (stack) dimension has eluded me. :)

il y a 3 semaines ([permalien](#))



[glowster2013](#) dit :

Not sure if I should ask here.. I am trying to paste gmic in the plugin folder in the global folder but I am not able to paste it it says I don't have permission.. How do I get around that? I am the administrator.. Thanks, Dave

il y a 3 semaines ([permalien](#))



[gonza.gig](#) dit :

If you are in Windows paste the files here:

C:\Users\Usuario\gimp-2.8\plug-ins

il y a 3 semaines ([permalien](#))



[david_tschumperle](#) dit :

* Update 2014/03/04 : Final release !

il y a 4 heures ([permalien](#))

Souhaitez-vous faire un commentaire ?

[Créez votre compte gratuit](#) ou [connectez-vous](#) (si vous êtes déjà membre).

Fil – Souscrire aux fils de discussion de G'MIC

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