NAME
     composite - overlaps one image over another.

SYNOPSIS
     composite [*options* **...]** *change-file base-file* **[** *mask-file* **]** *output-image*

OVERVIEW
     The **composite** program is a member of the ImageMagick(1) suite of tools. Use it to overlap one image
     over another.

     For more information about the composite command, point your browser to
     file:///usr/local/share/doc/ImageMagick-7/www/composite.html or
     http://imagemagick.org/script/composite.php.

DESCRIPTION
     Image Settings:
       -affine matrix   affine transform matrix
       -alpha option   on, activate, off, deactivate, set, opaque, copy
                             transparent, extract, background, or shape
       -authenticate value decrypt image with this password
       -blue-primary point chromaticity blue primary point
       -colorspace type   alternate image colorspace
       -comment string   annotate image with comment
       -compose operator   composite operator
       -compress type   type of pixel compression when writing the image
       -decipher filename   convert cipher pixels to plain pixels
       -define format:option
                             define one or more image format options
       -depth value   image depth
       -density geometry   horizontal and vertical density of the image
       -display server   get image or font from this X server
       -dispose method   layer disposal method
       -dither method   apply error diffusion to image
       -encipher filename   convert plain pixels to cipher pixels
       -encoding type   text encoding type
       -endian type   endianness (MSB or LSB) of the image
       -filter type   use this filter when resizing an image
       -font name   render text with this font
       -format "string"   output formatted image characteristics
       -gravity type   which direction to gravitate towards

     -green-primary point chromaticity green primary point
     -interlace type   type of image interlacing scheme
     -interpolate method pixel color interpolation method
     -label string   assign a label to an image
     -limit type value   pixel cache resource limit
     -matte   store matte channel if the image has one
     -monitor   monitor progress
     -page geometry   size and location of an image canvas (setting)
     -pointsize value   font point size
     -quality value   JPEG/MIFF/PNG compression level
     -quiet   suppress all warning messages
     -red-primary point   chromaticity red primary point
     -regard-warnings   pay attention to warning messages
     -repage geometry   size and location of an image canvas (operator)
     -respect-parentheses settings remain in effect until parenthesis boundary
     -sampling-factor geometry
                    horizontal and vertical sampling factor
     -scene value   image scene number
     -seed value   seed a new sequence of pseudo-random numbers
     -size geometry   width and height of image
     -support factor   resize support: > 1.0 is blurry, < 1.0 is sharp
     -synchronize   synchronize image to storage device
     -taint   declare the image as modified
     -transparent-color color
                    transparent color
     -treedepth value   color tree depth
     -tile   repeat composite operation across and down image
     -units type   the units of image resolution
     -verbose   print detailed information about the image
     -virtual-pixel method
                    virtual pixel access method
     -white-point point   chromaticity white point

   Image Operators:
    -blend geometry   blend images
    -border geometry   surround image with a border of color
    -bordercolor color   border color
    -channel mask   set the image channel mask
    -colors value   preferred number of colors in the image
    -displace geometry   shift image pixels defined by a displacement map

        -dissolve value   dissolve the two images a given percent
        -distort geometry   shift lookup according to a absolute distortion map
        -extract geometry   extract area from image
        -geometry geometry   location of the composite image
        -identify   identify the format and characteristics of the image
        -monochrome   transform image to black and white
        -negate   replace each pixel with its complementary color
        -profile filename   add ICM or IPTC information profile to image
        -quantize colorspace reduce colors in this colorspace
        -rotate degrees   apply Paeth rotation to the image
        -resize geometry   resize the image
        -sharpen geometry   sharpen the image
        -shave geometry   shave pixels from the image edges
        -stegano offset   hide watermark within an image
        -stereo   combine two image to create a stereo anaglyph
        -strip   strip image of all profiles and comments
        -thumbnail geometry create a thumbnail of the image
        -transform   affine transform image
        -type type   image type
        -unsharp geometry   sharpen the image
        -watermark geometry percent brightness and saturation of a watermark
        -write filename   write images to this file

    Image Stack Operators:
        -swap indexes   swap two images in the image sequence

    Miscellaneous Options:
        -debug events   display copious debugging information
        -help   print program options
        -log format   format of debugging information
        -list type   print a list of supported option arguments
        -version   print version information

    By default, the image format of 'file' is determined by its magic number. To specify a particular image
    format, precede the filename with an image format name and a colon (i.e. ps:image) or specify the
    image type as the filename suffix (i.e. image.ps). Specify 'file' as '-' for standard input or output.

SEE ALSO
    ImageMagick(1)

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