

`f=1,10`

It's probably easier to understand if you see it in practice so now would be a good time to [view the demos](#).

The image filters and arguments that you can use are:

- **1 = Negate** – Invert colours
- **2 = Grayscale** – turn the image into shades of grey
- **3 = Brightness** – Adjust brightness of image. Requires 1 argument to specify the amount of brightness to add. Values can be negative to make the image darker.
- **4 = Contrast** – Adjust contrast of image. Requires 1 argument to specify the amount of contrast to apply. Values greater than 0 will reduce the contrast and less than 0 will increase the contrast.
- **5 = Colorize/ Tint** – Apply a colour wash to the image. Requires the most parameters of all filters. The arguments are RGBA
- **6 = Edge Detect** – Detect the edges on an image
- **7 = Emboss** – Emboss the image (give it a kind of depth), can look nice when combined with the colorize filter above.
- **8 = Gaussian Blur** – blur the image, unfortunately you can't specify the amount, but you can apply the same filter multiple times (as shown in the demos)
- **9 = Selective Blur** – a different type of blur. Not sure what the difference is, but this blur is less strong than the Gaussian blur.
- **10 = Mean Removal** – Uses mean removal to create a "sketchy" effect.
- **11 = Smooth** – Makes the image smoother.

Multiple Filters at once

To make this super flexible I thought it would be good if I could chain the filters together to use multiple filters on a single image. To do this simply separate multiple filters using a pipe character and then pass the whole lot to TimThumb. For example the values below would apply a brightness of 10 to a grayscale image:

`f=2|1,10`