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Pillow is the friendly PIL fork by Alex Clark and Contributors. PIL is the Python Imaging Library by Fredrik Lundh and Contributors.

Pillow for enterprise is available via the Tidelift Subscription. Learn more.
1.1 Warnings

**Warning:** Pillow and PIL cannot co-exist in the same environment. Before installing Pillow, please uninstall PIL.

**Warning:** Pillow >= 1.0 no longer supports “import Image”. Please use “from PIL import Image” instead.

**Warning:** Pillow >= 2.1.0 no longer supports “import _imaging”. Please use “from PIL.Image import core as _imaging” instead.

1.2 Notes

**Note:** Pillow is supported on the following Python versions

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<th>3.5</th>
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<td></td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>
1.3 Basic Installation

Note: The following instructions will install Pillow with support for most common image formats. See External Libraries for a full list of external libraries supported.

Install Pillow with pip:

```
python3 -m pip install --upgrade pip
python3 -m pip install --upgrade Pillow
```

1.3.1 Windows Installation

We provide Pillow binaries for Windows compiled for the matrix of supported Pythons in both 32 and 64-bit versions in the wheel format. These binaries have all of the optional libraries included except for raqm, libimagequant, and libxcb:

```
python3 -m pip install --upgrade pip
python3 -m pip install --upgrade Pillow
```

1.3.2 macOS Installation

We provide binaries for macOS for each of the supported Python versions in the wheel format. These include support for all optional libraries except libimagequant and libxcb. Raqm support requires libraqm, fribidi, and harfbuzz to be installed separately:

```
python3 -m pip install --upgrade pip
python3 -m pip install --upgrade Pillow
```

1.3.3 Linux Installation

We provide binaries for Linux for each of the supported Python versions in the manylinux wheel format. These include support for all optional libraries except libimagequant. Raqm support requires libraqm, fribidi, and harfbuzz to be installed separately:

```
python3 -m pip install --upgrade pip
python3 -m pip install --upgrade Pillow
```

Most major Linux distributions, including Fedora, Debian/Ubuntu and ArchLinux also include Pillow in packages that previously contained PIL e.g. python-imaging.

1.3.4 FreeBSD Installation

Pillow can be installed on FreeBSD via the official Ports or Packages systems:

**Ports:**

```
cd /usr/ports/graphics/py-pillow && make install clean
```

**Packages:**
pkg install py36-pillow

Note: The Pillow FreeBSD port and packages are tested by the ports team with all supported FreeBSD versions.

1.4 Building From Source

Download and extract the compressed archive from PyPI.

1.4.1 External Libraries

Note: You do not need to install all supported external libraries to use Pillow's basic features. Zlib and libjpeg are required by default.

Note: There are Dockerfiles in our Docker images repo to install the dependencies for some operating systems.

Many of Pillow's features require external libraries:

- **libjpeg** provides JPEG functionality.
  - Pillow has been tested with libjpeg versions 6b, 8, 9-9d and libjpeg-turbo version 8.
  - Starting with Pillow 3.0.0, libjpeg is required by default, but may be disabled with the --disable-jpeg flag.
- **zlib** provides access to compressed PNGs
  - Starting with Pillow 3.0.0, zlib is required by default, but may be disabled with the --disable-zlib flag.
- **libtiff** provides compressed TIFF functionality
  - Pillow has been tested with libtiff versions 3.x and 4.0-4.1
- **libfreetype** provides type related services
- **littlecms** provides color management
  - Pillow version 2.2.1 and below uses liblcms1, Pillow 2.3.0 and above uses liblcms2. Tested with 1.19 and 2.7-2.9.
- **libwebp** provides the WebP format.
  - Pillow has been tested with version 0.1.3, which does not read transparent WebP files. Versions 0.3.0 and above support transparency.
- **tcl/tk** provides support for tkinter bitmap and photo images.
- **openjpeg** provides JPEG 2000 functionality.
  - Pillow has been tested with openjpeg 2.0.0, 2.1.0 and 2.3.1.
  - Pillow does not support the earlier 1.5 series which ships with Debian Jessie.
- **libimagequant** provides improved color quantization
– Pillow has been tested with libimagequant 2.6-2.12.6
– Libimagequant is licensed GPLv3, which is more restrictive than the Pillow license, therefore we will not be distributing binaries with libimagequant support enabled.

• **libraqm** provides complex text layout support.
  – libraqm provides bidirectional text support (using FriBiDi), shaping (using HarfBuzz), and proper script itemization. As a result, Raqm can support most writing systems covered by Unicode.
  – libraqm depends on the following libraries: FreeType, HarfBuzz, FriBiDi, make sure that you install them before installing libraqm if not available as package in your system.
  – setting text direction or font features is not supported without libraqm.
  – libraqm is dynamically loaded in Pillow 5.0.0 and above, so support is available if all the libraries are installed.
  – Windows support: Raqm is not included in prebuilt wheels

• **libxcb** provides X11 screengrab support.

Once you have installed the prerequisites, run:

```bash
python3 -m pip install --upgrade pip
python3 -m pip install --upgrade Pillow
```

If the prerequisites are installed in the standard library locations for your machine (e.g. `/usr` or `/usr/local`), no additional configuration should be required. If they are installed in a non-standard location, you may need to configure setuptools to use those locations by editing `setup.py` or `setup.cfg`, or by adding environment variables on the command line:

```bash
CFLAGS="-I/usr/pkg/include" python3 -m pip install --upgrade Pillow
```

If Pillow has been previously built without the required prerequisites, it may be necessary to manually clear the pip cache or build without cache using the `--no-cache-dir` option to force a build with newly installed external libraries.

### 1.4.2 Build Options

- **Environment variable**: `MAX_CONCURRENCY=n`. Pillow can use multiprocessing to build the extension. Setting `MAX_CONCURRENCY` sets the number of CPUs to use, or can disable parallel building by using a setting of 1. By default, it uses 4 CPUs, or if 4 are not available, as many as are present.

- **Build flags**: `--disable-zlib`, `--disable-jpeg`, `--disable-tiff`, `--disable-freetype`, `--disable-lcms`, `--disable-webp`, `--disable-webpmux`, `--disable-jpeg2000`, `--disable-imagequant`, `--disable-xcb`. Disable building the corresponding feature even if the development libraries are present on the building machine.

- **Build flags**: `--enable-zlib`, `--enable-jpeg`, `--enable-tiff`, `--enable-freetype`, `--enable-lcms`, `--enable-webp`, `--enable-webpmux`, `--enable-jpeg2000`, `--enable-imagequant`, `--enable-xcb`. Require that the corresponding feature is built. The build will raise an exception if the libraries are not found. Webpmux (WebP metadata) relies on WebP support. Tcl and Tk also must be used together.

- **Build flag**: `--disable-platform-guessing`. Skips all of the platform dependent guessing of include and library directories for automated build systems that configure the proper paths in the environment variables (e.g. Buildroot).
• **Build flag:** `--debug`. Adds a debugging flag to the include and library search process to dump all paths searched for and found to stdout.

Sample usage:

```
MAX_CONCURRENCY=1 python3 setup.py build_ext --enable-[feature] install
```

or using pip:

```
python3 -m pip install --upgrade Pillow --global-option="build_ext" --global-option="--enable-[feature]"
```

### 1.4.3 Building on macOS

The Xcode command line tools are required to compile portions of Pillow. The tools are installed by running `xcode-select --install` from the command line. The command line tools are required even if you have the full Xcode package installed. It may be necessary to run `sudo xcodebuild -license` to accept the license prior to using the tools.

The easiest way to install external libraries is via Homebrew. After you install Homebrew, run:

```
brew install libtiff libjpeg webp little-cms2
```

To install libraqm on macOS use Homebrew to install its dependencies:

```
brew install freetype harfbuzz fribidi
```

Then see `depends/install_raqm_cmake.sh` to install libraqm.

Now install Pillow with:

```
python3 -m pip install --upgrade pip
python3 -m pip install --upgrade Pillow
```

or from within the uncompressed source directory:

```
python3 setup.py install
```

### 1.4.4 Building on Windows

We don’t recommend trying to build on Windows. It is a maze of twisty passages, mostly dead ends. There are build scripts and notes for the Windows build in the `winbuild` directory.

### 1.4.5 Building on FreeBSD

**Note:** Only FreeBSD 10 and 11 tested

Make sure you have Python’s development libraries installed:

```
sudo pkg install python3
```

Prerequisites are installed on FreeBSD 10 or 11 with:
Then see `depends/install_raqm_cmake.sh` to install libraqm.

### 1.4.6 Building on Linux

If you didn’t build Python from source, make sure you have Python’s development libraries installed.

In Debian or Ubuntu:

```bash
sudo apt-get install python3-dev python3-setuptools
```

In Fedora, the command is:

```bash
sudo dnf install python3-devel redhat-rpm-config
```

**Note:** `redhat-rpm-config` is required on Fedora 23, but not earlier versions.

Prerequisites are installed on **Ubuntu 16.04 LTS** with:

```bash
sudo apt-get install libtiff5-dev libjpeg8-dev libopenjp2-7-dev zlib1g-dev \
   libfreetype6-dev liblcms2-dev libwebp-dev tcl8.6-dev tk8.6-dev python3-tk \
   libharfbuzz-dev libfribidi-dev libxcb1-dev
```

Then see `depends/install_raqm.sh` to install libraqm.

Prerequisites are installed on recent **RedHat CentOS** or **Fedora** with:

```bash
sudo dnf install libtiff-devel libjpeg-devel openjpeg2-devel zlib-devel \
   freetype-devel lcms2-devel libwebp-devel tcl-devel tk-devel \
   harfbuzz-devel fribidi-devel libraqm-devel libimagequant-devel libxcb-devel
```

Note that the package manager may be yum or dnf, depending on the exact distribution.

See also the Dockerfiles in the Test Infrastructure repo (https://github.com/python-pillow/docker-images) for a known working install process for other tested distros.

### 1.4.7 Building on Android

Basic Android support has been added for compilation within the Termux environment. The dependencies can be installed by:

```bash
pkg install -y python ndk-sysroot clang make \
   libjpeg-turbo
```

This has been tested within the Termux app on ChromeOS, on x86.

### 1.5 Platform Support

Current platform support for Pillow. Binary distributions are contributed for each release on a volunteer basis, but the source should compile and run everywhere platform support is listed. In general, we aim to support all current versions of Linux, macOS, and Windows.
1.5.1 Continuous Integration Targets

These platforms are built and tested for every change.

<table>
<thead>
<tr>
<th>Operating system</th>
<th>Tested Python versions</th>
<th>Tested architecture</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alpine</td>
<td>3.8</td>
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<tr>
<td>Arch</td>
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<td>Amazon Linux 1</td>
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<tr>
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<tr>
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<td>PyPy3</td>
<td>x86</td>
</tr>
</tbody>
</table>

1.5.2 Other Platforms

These platforms have been reported to work at the versions mentioned.

**Note:** Contributors please test Pillow on your platform then update this document and send a pull request.
## Operating system

<table>
<thead>
<tr>
<th>Operating system</th>
<th>Tested Python versions</th>
<th>Latest tested Pillow version</th>
<th>Tested processors</th>
</tr>
</thead>
<tbody>
<tr>
<td>macOS 10.15 Catalina</td>
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</tbody>
</table>

### 1.6 Old Versions

You can download old distributions from the release history at PyPI and by direct URL access eg. [https://pypi.org/project/Pillow/1.0/](https://pypi.org/project/Pillow/1.0/).
2.1 Overview

The Python Imaging Library adds image processing capabilities to your Python interpreter.

This library provides extensive file format support, an efficient internal representation, and fairly powerful image processing capabilities.

The core image library is designed for fast access to data stored in a few basic pixel formats. It should provide a solid foundation for a general image processing tool.

Let’s look at a few possible uses of this library.

2.1.1 Image Archives

The Python Imaging Library is ideal for image archival and batch processing applications. You can use the library to create thumbnails, convert between file formats, print images, etc.

The current version identifies and reads a large number of formats. Write support is intentionally restricted to the most commonly used interchange and presentation formats.

2.1.2 Image Display

The current release includes Tk PhotoImage and BitmapImage interfaces, as well as a Windows DIB interface that can be used with PythonWin and other Windows-based toolkits. Many other GUI toolkits come with some kind of PIL support.

For debugging, there’s also a show() method which saves an image to disk, and calls an external display utility.
2.1.3 Image Processing

The library contains basic image processing functionality, including point operations, filtering with a set of built-in convolution kernels, and colour space conversions.

The library also supports image resizing, rotation and arbitrary affine transforms.

There’s a histogram method allowing you to pull some statistics out of an image. This can be used for automatic contrast enhancement, and for global statistical analysis.

2.2 Tutorial

2.2.1 Using the Image class

The most important class in the Python Imaging Library is the `Image` class, defined in the module with the same name. You can create instances of this class in several ways; either by loading images from files, processing other images, or creating images from scratch.

To load an image from a file, use the `open()` function in the `Image` module:

```python
>>> from PIL import Image
>>> im = Image.open("hopper.ppm")
```

If successful, this function returns an `Image` object. You can now use instance attributes to examine the file contents:

```python
>>> print(im.format, im.size, im.mode)
PPM (512, 512) RGB
```

The `format` attribute identifies the source of an image. If the image was not read from a file, it is set to None. The size attribute is a 2-tuple containing width and height (in pixels). The `mode` attribute defines the number and names of the bands in the image, and also the pixel type and depth. Common modes are “L” (luminance) for greyscale images, “RGB” for true color images, and “CMYK” for pre-press images.

If the file cannot be opened, an `IOError` exception is raised.

Once you have an instance of the `Image` class, you can use the methods defined by this class to process and manipulate the image. For example, let’s display the image we just loaded:

```python
>>> im.show()
```

Note: The standard version of `show()` is not very efficient, since it saves the image to a temporary file and calls a utility to display the image. If you don’t have an appropriate utility installed, it won’t even work. When it does work though, it is very handy for debugging and tests.

The following sections provide an overview of the different functions provided in this library.

2.2.2 Reading and writing images

The Python Imaging Library supports a wide variety of image file formats. To read files from disk, use the `open()` function in the `Image` module. You don’t have to know the file format to open a file. The library automatically determines the format based on the contents of the file.

To save a file, use the `save()` method of the `Image` class. When saving files, the name becomes important. Unless you specify the format, the library uses the filename extension to discover which file storage format to use.
Convert files to JPEG

```python
import os, sys
from PIL import Image

for infile in sys.argv[1:]:
    f, e = os.path.splitext(infile)
    outfile = f + "\.jpg"
    if infile != outfile:
        try:
            with Image.open(infile) as im:
                im.save(outfile)
        except IOError:
            print("cannot convert", infile)
```

A second argument can be supplied to the `save()` method which explicitly specifies a file format. If you use a non-standard extension, you must always specify the format this way:

Create JPEG thumbnails

```python
import os, sys
from PIL import Image

size = (128, 128)

for infile in sys.argv[1:]:
    outfile = os.path.splitext(infile)[0] + "\.thumbnail"
    if infile != outfile:
        try:
            with Image.open(infile) as im:
                im.thumbnail(size)
                im.save(outfile, "JPEG")
        except IOError:
            print("cannot create thumbnail for", infile)
```

It is important to note that the library doesn’t decode or load the raster data unless it really has to. When you open a file, the file header is read to determine the file format and extract things like mode, size, and other properties required to decode the file, but the rest of the file is not processed until later.

This means that opening an image file is a fast operation, which is independent of the file size and compression type. Here’s a simple script to quickly identify a set of image files:

Identify Image Files

```python
import os, sys
from PIL import Image

for infile in sys.argv[1:]:
    try:
        with Image.open(infile) as im:
            print(infile, im.format, "\%dx\%d" % im.size, im.mode)
    except IOError:
        pass
```
2.2.3 Cutting, pasting, and merging images

The `Image` class contains methods allowing you to manipulate regions within an image. To extract a sub-rectangle from an image, use the `crop()` method.

### Copying a subrectangle from an image

```python
box = (100, 100, 400, 400)
region = im.crop(box)
```

The region is defined by a 4-tuple, where coordinates are (left, upper, right, lower). The Python Imaging Library uses a coordinate system with (0, 0) in the upper left corner. Also note that coordinates refer to positions between the pixels, so the region in the above example is exactly 300x300 pixels.

The region could now be processed in a certain manner and pasted back.

### Processing a subrectangle, and pasting it back

```python
region = region.transpose(Image.ROTATE_180)
im.paste(region, box)
```

When pasting regions back, the size of the region must match the given region exactly. In addition, the region cannot extend outside the image. However, the modes of the original image and the region do not need to match. If they don’t, the region is automatically converted before being pasted (see the section on Color transforms below for details).

Here’s an additional example:

### Rolling an image

```python
def roll(image, delta):
    """Roll an image sideways.""
    xsize, ysize = image.size

    delta = delta % xsize
    if delta == 0: return image

    part1 = image.crop((0, 0, delta, ysize))
    part2 = image.crop((delta, 0, xsize, ysize))
    image.paste(part1, (xsize-delta, 0, xsize, ysize))
    image.paste(part2, (0, 0, xsize-delta, ysize))

    return image
```

For more advanced tricks, the paste method can also take a transparency mask as an optional argument. In this mask, the value 255 indicates that the pasted image is opaque in that position (that is, the pasted image should be used as is). The value 0 means that the pasted image is completely transparent. Values in-between indicate different levels of transparency. For example, pasting an RGBA image and also using it as the mask would paste the opaque portion of the image but not its transparent background.

The Python Imaging Library also allows you to work with the individual bands of a multi-band image, such as an RGB image. The `split` method creates a set of new images, each containing one band from the original multi-band image. The `merge` function takes a mode and a tuple of images, and combines them into a new image. The following sample swaps the three bands of an RGB image:
Splitting and merging bands

```python
r, g, b = im.split()
im = Image.merge("RGB", (b, g, r))
```

Note that for a single-band image, `split()` returns the image itself. To work with individual color bands, you may want to convert the image to “RGB” first.

### 2.2.4 Geometrical transforms

The `PIL.Image.Image` class contains methods to `resize()` and `rotate()` an image. The former takes a tuple giving the new size, the latter the angle in degrees counter-clockwise.

**Simple geometry transforms**

```python
out = im.resize((128, 128))
out = im.rotate(45)  # degrees counter-clockwise
```

To rotate the image in 90 degree steps, you can either use the `rotate()` method or the `transpose()` method. The latter can also be used to flip an image around its horizontal or vertical axis.

**Transposing an image**

```python
out = im.transpose(Image.FLIP_LEFT_RIGHT)
out = im.transpose(Image.FLIP_TOP_BOTTOM)
out = im.transpose(Image.ROTATE_90)
out = im.transpose(Image.ROTATE_180)
out = im.transpose(Image.ROTATE_270)
```

`transpose(ROTATE)` operations can also be performed identically with `rotate()` operations, provided the `expand` flag is true, to provide for the same changes to the image’s size.

A more general form of image transformations can be carried out via the `transform()` method.

### 2.2.5 Color transforms

The Python Imaging Library allows you to convert images between different pixel representations using the `convert()` method.

**Converting between modes**

```python
from PIL import Image
with Image.open("hopper.ppm") as im:
    im = im.convert("L")
```

The library supports transformations between each supported mode and the “L” and “RGB” modes. To convert between other modes, you may have to use an intermediate image (typically an “RGB” image).
2.2.6 Image enhancement

The Python Imaging Library provides a number of methods and modules that can be used to enhance images.

Filters

The `ImageFilter` module contains a number of pre-defined enhancement filters that can be used with the `filter()` method.

Applying filters

```python
from PIL import ImageFilter
out = im.filter(ImageFilter.DETAIL)
```

Point Operations

The `point()` method can be used to translate the pixel values of an image (e.g. image contrast manipulation). In most cases, a function object expecting one argument can be passed to this method. Each pixel is processed according to that function:

Applying point transforms

```python
# multiply each pixel by 1.2
out = im.point(lambda i: i * 1.2)
```

Using the above technique, you can quickly apply any simple expression to an image. You can also combine the `point()` and `paste()` methods to selectively modify an image:

Processing individual bands

```python
# split the image into individual bands
source = im.split()
R, G, B = 0, 1, 2

# select regions where red is less than 100
mask = source[R].point(lambda i: i < 100 and 255)

# process the green band
out = source[G].point(lambda i: i * 0.7)

# paste the processed band back, but only where red was < 100
source[G].paste(out, None, mask)

# build a new multiband image
im = Image.merge(im.mode, source)
```

Note the syntax used to create the mask:
imout = im.point(lambda i: expression and 255)

Python only evaluates the portion of a logical expression as is necessary to determine the outcome, and returns the last value examined as the result of the expression. So if the expression above is false (0), Python does not look at the second operand, and thus returns 0. Otherwise, it returns 255.

Enhancement

For more advanced image enhancement, you can use the classes in the ImageEnhance module. Once created from an image, an enhancement object can be used to quickly try out different settings.

You can adjust contrast, brightness, color balance and sharpness in this way.

Enhancing images

```python
from PIL import ImageEnhance

enh = ImageEnhance.Contrast(im)
enh.enhance(1.3).show("30% more contrast")
```

2.2.7 Image sequences

The Python Imaging Library contains some basic support for image sequences (also called animation formats). Supported sequence formats include FLI/FLC, GIF, and a few experimental formats. TIFF files can also contain more than one frame.

When you open a sequence file, PIL automatically loads the first frame in the sequence. You can use the seek and tell methods to move between different frames:

Reading sequences

```python
from PIL import Image

with Image.open("animation.gif") as im:
    im.seek(1)  # skip to the second frame

    try:
        while 1:
            im.seek(im.tell()+1)
            # do something to im
    except EOFError:
        pass  # end of sequence
```

As seen in this example, you’ll get an EOFError exception when the sequence ends.

The following class lets you use the for-statement to loop over the sequence:

Using the ImageSequence Iterator class
from PIL import ImageSequence
for frame in ImageSequence.Iterator(im):
    # ...do something to frame...

2.2.8 Postscript printing

The Python Imaging Library includes functions to print images, text and graphics on Postscript printers. Here’s a simple example:

Drawing Postscript

```python
from PIL import Image
from PIL import PSDraw

with Image.open("hopper.ppm") as im:
    title = "hopper"
    box = (1*72, 2*72, 7*72, 10*72) # in points

    ps = PSDraw.PSDraw() # default is sys.stdout
    ps.begin_document(title)

    # draw the image (75 dpi)
    ps.image(box, im, 75)
    ps.rectangle(box)

    # draw title
    ps.setfont("HelveticaNarrow-Bold", 36)
    ps.text((3*72, 4*72), title)

    ps.end_document()
```

2.2.9 More on reading images

As described earlier, the open() function of the Image module is used to open an image file. In most cases, you simply pass it the filename as an argument. Image.open() can be used as a context manager:

```python
from PIL import Image
with Image.open("hopper.ppm") as im:
    ...
```

If everything goes well, the result is an PIL.Image.Image object. Otherwise, an IOError exception is raised. You can use a file-like object instead of the filename. The object must implement read(), seek() and tell() methods, and be opened in binary mode.

Reading from an open file

```python
from PIL import Image
with open("hopper.ppm", "rb") as fp:
    im = Image.open(fp)
```

To read an image from binary data, use the BytesIO class:
Reading from binary data

```python
from PIL import Image
import io
im = Image.open(io.BytesIO(buffer))
```

Note that the library rewinds the file (using `seek(0)` before reading the image header. In addition, seek will also be used when the image data is read (by the load method). If the image file is embedded in a larger file, such as a tar file, you can use the `ContainerIO` or `TarIO` modules to access it.

Reading from a tar archive

```python
from PIL import Image, TarIO
fp = TarIO.TarIO("Tests/images/hopper.tar", "hopper.jpg")
im = Image.open(fp)
```

2.2.10 Controlling the decoder

Some decoders allow you to manipulate the image while reading it from a file. This can often be used to speed up decoding when creating thumbnails (when speed is usually more important than quality) and printing to a monochrome laser printer (when only a greyscale version of the image is needed).

The `draft()` method manipulates an opened but not yet loaded image so it as closely as possible matches the given mode and size. This is done by reconfiguring the image decoder.

Reading in draft mode

This is only available for JPEG and MPO files.

```python
from PIL import Image

with Image.open(file) as im:
    print("original =", im.mode, im.size)
    im.draft("L", (100, 100))
    print("draft =", im.mode, im.size)
```

This prints something like:

```
original = RGB (512, 512)
draft = L (128, 128)
```

Note that the resulting image may not exactly match the requested mode and size. To make sure that the image is not larger than the given size, use the thumbnail method instead.

2.3 Concepts

The Python Imaging Library handles *raster images*; that is, rectangles of pixel data.
2.3.1 Bands

An image can consist of one or more bands of data. The Python Imaging Library allows you to store several bands in a single image, provided they all have the same dimensions and depth. For example, a PNG image might have ‘R’, ‘G’, ‘B’, and ‘A’ bands for the red, green, blue, and alpha transparency values. Many operations act on each band separately, e.g., histograms. It is often useful to think of each pixel as having one value per band.

To get the number and names of bands in an image, use the `getbands()` method.

2.3.2 Modes

The mode of an image defines the type and depth of a pixel in the image. Each pixel uses the full range of the bit depth. So a 1-bit pixel has a range of 0-1, an 8-bit pixel has a range of 0-255 and so on. The current release supports the following standard modes:

- **1** (1-bit pixels, black and white, stored with one pixel per byte)
- **L** (8-bit pixels, black and white)
- **P** (8-bit pixels, mapped to any other mode using a color palette)
- **RGB** (3x8-bit pixels, true color)
- **RGBA** (4x8-bit pixels, true color with transparency mask)
- **CMYK** (4x8-bit pixels, color separation)
- **YCbCr** (3x8-bit pixels, color video format)
  - Note that this refers to the JPEG, and not the ITU-R BT.2020, standard
- **LAB** (3x8-bit pixels, the L*a*b color space)
- **HSV** (3x8-bit pixels, Hue, Saturation, Value color space)
- **I** (32-bit signed integer pixels)
- **F** (32-bit floating point pixels)

Pillow also provides limited support for a few special modes, including:

- **LA** (L with alpha)
- **PA** (P with alpha)
- **RGBX** (true color with padding)
- **RGBA** (true color with premultiplied alpha)
- **La** (L with premultiplied alpha)
- **I;16** (16-bit unsigned integer pixels)
- **I;16L** (16-bit little endian unsigned integer pixels)
- **I;16B** (16-bit big endian unsigned integer pixels)
- **I;16N** (16-bit native endian unsigned integer pixels)
- **BGR;15** (15-bit reversed true colour)
- **BGR;16** (16-bit reversed true colour)
- **BGR;24** (24-bit reversed true colour)
- **BGR;32** (32-bit reversed true colour)
However, Pillow doesn’t support user-defined modes; if you need to handle band combinations that are not listed above, use a sequence of Image objects.

You can read the mode of an image through the `mode` attribute. This is a string containing one of the above values.

### 2.3.3 Size

You can read the image size through the `size` attribute. This is a 2-tuple, containing the horizontal and vertical size in pixels.

### 2.3.4 Coordinate System

The Python Imaging Library uses a Cartesian pixel coordinate system, with (0,0) in the upper left corner. Note that the coordinates refer to the implied pixel corners; the centre of a pixel addressed as (0, 0) actually lies at (0.5, 0.5).

Coordinates are usually passed to the library as 2-tuples (x, y). Rectangles are represented as 4-tuples, with the upper left corner given first. For example, a rectangle covering all of an 800x600 pixel image is written as (0, 0, 800, 600).

### 2.3.5 Palette

The palette mode (`P`) uses a color palette to define the actual color for each pixel.

### 2.3.6 Info

You can attach auxiliary information to an image using the `info` attribute. This is a dictionary object.

How such information is handled when loading and saving image files is up to the file format handler (see the chapter on `Image file formats`). Most handlers add properties to the `info` attribute when loading an image, but ignore it when saving images.

### 2.3.7 Orientation

A common element of the `info` attribute for JPG and TIFF images is the EXIF orientation tag. This is an instruction for how the image data should be oriented. For example, it may instruct an image to be rotated by 90 degrees, or to be mirrored. To apply this information to an image, `exif_transpose()` can be used.

### 2.3.8 Filters

For geometry operations that may map multiple input pixels to a single output pixel, the Python Imaging Library provides different resampling filters.

- **NEAREST** Pick one nearest pixel from the input image. Ignore all other input pixels.
- **BOX** Each pixel of source image contributes to one pixel of the destination image with identical weights. For upscaling is equivalent of NEAREST. This filter can only be used with the `resize()` and `thumbnail()` methods.
  
  New in version 3.4.0.
- **BILINEAR** For resize calculate the output pixel value using linear interpolation on all pixels that may contribute to the output value. For other transformations linear interpolation over a 2x2 environment in the input image is used.

---

**2.3. Concepts**
HAMMING  Produces a sharper image than BILINEAR, doesn’t have dislocations on local level like with BOX. This filter can only be used with the resize() and thumbnail() methods.

New in version 3.4.0.

BICUBIC  For resize calculate the output pixel value using cubic interpolation on all pixels that may contribute to the output value. For other transformations cubic interpolation over a 4x4 environment in the input image is used.

LANCZOS  Calculate the output pixel value using a high-quality Lanczos filter (a truncated sinc) on all pixels that may contribute to the output value. This filter can only be used with the resize() and thumbnail() methods.

New in version 1.1.3.

Filters comparison table

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2.4 Appendices

Note:  Contributors please include appendices as needed or appropriate with your bug fixes, feature additions and tests.

2.4.1 Image file formats

The Python Imaging Library supports a wide variety of raster file formats. Over 30 different file formats can be identified and read by the library. Write support is less extensive, but most common interchange and presentation formats are supported.

The open() function identifies files from their contents, not their names, but the save() method looks at the name to determine which format to use, unless the format is given explicitly.

Fully supported formats

Contents

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  - Fully supported formats
    * BMP
    * DIB
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* GIF
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  * GD
BMP

Pillow reads and writes Windows and OS/2 BMP files containing 1, L, P, or RGB data. 16-colour images are read as P images. Run-length encoding is not supported.

The `open()` method sets the following `info` properties:

- `compression` Set to `bmp_rle` if the file is run-length encoded.

DIB

Pillow reads and writes DIB files. DIB files are similar to BMP files, so see above for more information.

New in version 6.0.0.

EPS

Pillow identifies EPS files containing image data, and can read files that contain embedded raster images (ImageData descriptors). If Ghostscript is available, other EPS files can be read as well. The EPS driver can also write EPS images. The EPS driver can read EPS images in L, LAB, RGB and CMYK mode, but Ghostscript may convert the images to
RGB mode rather than leaving them in the original color space. The EPS driver can write images in L, RGB and CMYK modes.

If Ghostscript is available, you can call the `load()` method with the following parameter to affect how Ghostscript renders the EPS:

- `scale` Affects the scale of the resultant rasterized image. If the EPS suggests that the image be rendered at 100px x 100px, setting this parameter to 2 will make the Ghostscript render a 200px x 200px image instead. The relative position of the bounding box is maintained:

```python
im = Image.open(...)  
im.size #(100,100)  
im.load(scale=2)  
im.size #(200,200)
```

**GIF**

Pillow reads GIF87a and GIF89a versions of the GIF file format. The library writes run-length encoded files in GIF87a by default, unless GIF89a features are used or GIF89a is already in use.

Note that GIF files are always read as grayscale (L) or palette mode (P) images.

The `open()` method sets the following `info` properties:

- **background** Default background color (a palette color index).
- **transparency** Transparency color index. This key is omitted if the image is not transparent.
- **version** Version (either GIF87a or GIF89a).
- **duration** May not be present. The time to display the current frame of the GIF, in milliseconds.
- **loop** May not be present. The number of times the GIF should loop. 0 means that it will loop forever.
- **comment** May not be present. A comment about the image.
- **extension** May not be present. Contains application specific information.

**Reading sequences**

The GIF loader supports the `seek()` and `tell()` methods. You can combine these methods to seek to the next frame (`im.seek(im.tell() + 1)`).

`im.seek()` raises an `EOFError` if you try to seek after the last frame.

**Saving**

When calling `save()` to write a GIF file, the following options are available:

```python
im.save(out, save_all=True, append_images=[im1, im2, ...])
```

- **save_all** If present and true, all frames of the image will be saved. If not, then only the first frame of a multiframe image will be saved.
- **append_images** A list of images to append as additional frames. Each of the images in the list can be single or multiframe images. This is currently supported for GIF, PDF, TIFF, and WebP.
It is also supported for ICNS. If images are passed in of relevant sizes, they will be used instead of scaling down the main image.

**include_color_table** Whether or not to include local color table.

**interlace** Whether or not the image is interlaced. By default, it is, unless the image is less than 16 pixels in width or height.

**disposal** Indicates the way in which the graphic is to be treated after being displayed.

- 0 - No disposal specified.
- 1 - Do not dispose.
- 2 - Restore to background color.
- 3 - Restore to previous content.

Pass a single integer for a constant disposal, or a list or tuple to set the disposal for each frame separately.

**palette** Use the specified palette for the saved image. The palette should be a bytes or bytearray object containing the palette entries in RGBRGB... form. It should be no more than 768 bytes. Alternately, the palette can be passed in as an `PIL.ImagePalette.ImagePalette` object.

**optimize** If present and true, attempt to compress the palette by eliminating unused colors. This is only useful if the palette can be compressed to the next smaller power of 2 elements.

Note that if the image you are saving comes from an existing GIF, it may have the following properties in its `info` dictionary. For these options, if you do not pass them in, they will default to their `info` values.

**transparency** Transparency color index.

**duration** The display duration of each frame of the multiframe gif, in milliseconds. Pass a single integer for a constant duration, or a list or tuple to set the duration for each frame separately.

**loop** Integer number of times the GIF should loop. 0 means that it will loop forever. By default, the image will not loop.

**comment** A comment about the image.

### Reading local images

The GIF loader creates an image memory the same size as the GIF file’s *logical screen size*, and pastes the actual pixel data (the *local image*) into this image. If you only want the actual pixel rectangle, you can manipulate the `size` and `tile` attributes before loading the file:

```python
im = Image.open(...)
if im.tile[0][0] == "gif":
    # only read the first "local image" from this GIF file
    tag, (x0, y0, x1, y1), offset, extra = im.tile[0]
    im.size = (x1 - x0, y1 - y0)
    im.tile = [(tag, (0, 0) + im.size, offset, extra)]
```

### ICNS

Pillow reads and (macOS only) writes macOS `.icns` files. By default, the largest available icon is read, though you can override this by setting the `size` property before calling `load()`. The `open()` method sets the following `info` property:
sizes A list of supported sizes found in this icon file; these are a 3-tuple, \((width, height, scale)\), where \(scale\) is 2 for a retina icon and 1 for a standard icon. You are permitted to use this 3-tuple format for the \(size\) property if you set it before calling \(load()\); after loading, the size will be reset to a 2-tuple containing pixel dimensions (so, e.g. if you ask for \((512, 512, 2)\), the final value of \(size\) will be \((1024, 1024)\)).

The \(save()\) method can take the following keyword arguments:

append_images A list of images to replace the scaled down versions of the image. The order of the images does not matter, as their use is determined by the size of each image.

New in version 5.1.0.

ICO

ICO is used to store icons on Windows. The largest available icon is read.

The \(save()\) method supports the following options:

sizes A list of sizes including in this ico file; these are a 2-tuple, \((width, height)\); Default to \([\(16, 16\), \(24, 24\), \(32, 32\), \(48, 48\), \(64, 64\), \(128, 128\), \(256, 256\)]\). Any sizes bigger than the original size or 256 will be ignored.

IM

IM is a format used by LabEye and other applications based on the IFUNC image processing library. The library reads and writes most uncompressed interchange versions of this format.

IM is the only format that can store all internal Pillow formats.

JPEG

Pillow reads JPEG, JFIF, and Adobe JPEG files containing L, RGB, or CMYK data. It writes standard and progressive JFIF files.

Using the \(draft()\) method, you can speed things up by converting RGB images to L, and resize images to 1/2, 1/4 or 1/8 of their original size while loading them.

The \(open()\) method may set the following \(info\) properties if available:

\(jif\) JFIF application marker found. If the file is not a JFIF file, this key is not present.

\(jif\_version\) A tuple representing the \(jif\) version, (major version, minor version).

\(jif\_density\) A tuple representing the pixel density of the image, in units specified by \(jif\_unit\).

\(jif\_unit\) Units for the \(jif\_density\):

- 0 - No Units
- 1 - Pixels per Inch
- 2 - Pixels per Centimeter

\(dpi\) A tuple representing the reported pixel density in pixels per inch, if the file is a jif file and the units are in inches.

\(adobe\) Adobe application marker found. If the file is not an Adobe JPEG file, this key is not present.

\(adobe\_transform\) Vendor Specific Tag.

\(progression\) Indicates that this is a progressive JPEG file.
icc_profile  The ICC color profile for the image.

exif  Raw EXIF data from the image.

comment  A comment about the image.

New in version 7.1.0.

The `save()` method supports the following options:

quality  The image quality, on a scale from 0 (worst) to 95 (best). The default is 75. Values above 95 should be avoided; 100 disables portions of the JPEG compression algorithm, and results in large files with hardly any gain in image quality.

optimize  If present and true, indicates that the encoder should make an extra pass over the image in order to select optimal encoder settings.

progressive  If present and true, indicates that this image should be stored as a progressive JPEG file.

dpi  A tuple of integers representing the pixel density, \((x, y)\).

icc_profile  If present and true, the image is stored with the provided ICC profile. If this parameter is not provided, the image will be saved with no profile attached. To preserve the existing profile:

```python
im.save(filename, 'jpeg', icc_profile=im.info.get('icc_profile'))
```

exif  If present, the image will be stored with the provided raw EXIF data.

subsampling  If present, sets the subsampling for the encoder.

- keep: Only valid for JPEG files, will retain the original image setting.
- 4:4:4, 4:2:2, 4:2:0: Specific sampling values
- -1: equivalent to keep
- 0: equivalent to 4:4:4
- 1: equivalent to 4:2:2
- 2: equivalent to 4:2:0

qtables  If present, sets the qtables for the encoder. This is listed as an advanced option for wizards in the JPEG documentation. Use with caution. qtables can be one of several types of values:

- a string, naming a preset, e.g. keep, web_low, or web_high
- a list, tuple, or dictionary (with integer keys = range(len(keys))) of lists of 64 integers. There must be between 2 and 4 tables.

New in version 2.5.0.

**Note:** To enable JPEG support, you need to build and install the IJG JPEG library before building the Python Imaging Library. See the distribution README for details.

### JPEG 2000

New in version 2.4.0.

Pillow reads and writes JPEG 2000 files containing \(L, LA, RGB\) or \(RGBA\) data. It can also read files containing \(YCbCr\) data, which it converts on read into \(RGB\) or \(RGBA\) depending on whether or not there is an alpha channel. Pillow
supports JPEG 2000 raw codestreams (.j2k files), as well as boxed JPEG 2000 files (.j2p or .jpx files). Pillow does not support files whose components have different sampling frequencies.

When loading, if you set the `mode` on the image prior to the `load()` method being invoked, you can ask Pillow to convert the image to either RGB or RGBA rather than choosing for itself. It is also possible to set `reduce` to the number of resolutions to discard (each one reduces the size of the resulting image by a factor of 2), and `layers` to specify the number of quality layers to load.

The `save()` method supports the following options:

- **offset** The image offset, as a tuple of integers, e.g. (16, 16)
- **tile_offset** The tile offset, again as a 2-tuple of integers.
- **tile_size** The tile size as a 2-tuple. If not specified, or if set to None, the image will be saved without tiling.
- **quality_mode** Either "rates" or "dB" depending on the units you want to use to specify image quality.
- **quality_layers** A sequence of numbers, each of which represents either an approximate size reduction (if quality mode is "rates") or a signal to noise ratio value in decibels. If not specified, defaults to a single layer of full quality.
- **num_resolutions** The number of different image resolutions to be stored (which corresponds to the number of Discrete Wavelet Transform decompositions plus one).
- **codeblock_size** The code-block size as a 2-tuple. Minimum size is 4 x 4, maximum is 1024 x 1024, with the additional restriction that no code-block may have more than 4096 coefficients (i.e. the product of the two numbers must be no greater than 4096).
- **precinct_size** The precinct size as a 2-tuple. Must be a power of two along both axes, and must be greater than the code-block size.
- **irreversible** If True, use the lossy Irreversible Color Transformation followed by DWT 9-7. Defaults to False, which means to use the Reversible Color Transformation with DWT 5-3.
- **progression** Controls the progression order; must be one of "LRCP", "RLCP", "RPCL", "PCRL", "CPRL". The letters stand for Component, Position, Resolution and Layer respectively and control the order of encoding, the idea being that e.g. an image encoded using LRCP mode can have its quality layers decoded as they arrive at the decoder, while one encoded using RLCP mode will have increasing resolutions decoded as they arrive, and so on.

- **cinema_mode** Set the encoder to produce output compliant with the digital cinema specifications. The options here are "no" (the default), "cinema2k-24" for 24fps 2K, "cinema2k-48" for 48fps 2K, and "cinema4k-24" for 24fps 4K. Note that for compliant 2K files, at least one of your image dimensions must match 2048 x 1080, while for compliant 4K files, at least one of the dimensions must match 4096 x 2160.

**Note:** To enable JPEG 2000 support, you need to build and install the OpenJPEG library, version 2.0.0 or higher, before building the Python Imaging Library.

Windows users can install the OpenJPEG binaries available on the OpenJPEG website, but must add them to their PATH in order to use Pillow (if you fail to do this, you will get errors about not being able to load the _imaging DLL).

### MSP

Pillow identifies and reads MSP files from Windows 1 and 2. The library writes uncompressed (Windows 1) versions of this format.
PCX

Pillow reads and writes PCX files containing 1, L, P, or RGB data.

PNG

Pillow identifies, reads, and writes PNG files containing 1, L, LA, I, P, RGB or RGBA data. Interlaced files are supported as of v1.1.7.

As of Pillow 6.0, EXIF data can be read from PNG images. However, unlike other image formats, EXIF data is not guaranteed to be present in info until load() has been called.

The open() method sets the following info properties, when appropriate:

- **chromaticity** The chromaticity points, as an 8 tuple of floats. (White Point X, White Point Y, Red X, Red Y, Green X, Green Y, Blue X, Blue Y)
- **gamma** Gamma, given as a floating point number.
- **srgb** The sRGB rendering intent as an integer.
  - 0 Perceptual
  - 1 Relative Colorimetric
  - 2 Saturation
  - 3 Absolute Colorimetric
- **transparency** For P images: Either the palette index for full transparent pixels, or a byte string with alpha values for each palette entry.
  
  For 1, L, I and RGB images, the color that represents full transparent pixels in this image.
  
  This key is omitted if the image is not a transparent palette image.

open also sets Image.text to a dictionary of the values of the tEXt, zTXt, and iTXt chunks of the PNG image. Individual compressed chunks are limited to a decompressed size of PngImagePlugin.MAX_TEXT_CHUNK, by default 1MB, to prevent decompression bombs. Additionally, the total size of all of the text chunks is limited to PngImagePlugin.MAX_TEXT_MEMORY, defaulting to 64MB.

The save() method supports the following options:

- **optimize** If present and true, instructs the PNG writer to make the output file as small as possible. This includes extra processing in order to find optimal encoder settings.
- **transparency** For P, 1, L, I, and RGB images, this option controls what color from the image to mark as transparent.
  
  For P images, this can be a either the palette index, or a byte string with alpha values for each palette entry.
- **dpi** A tuple of two numbers corresponding to the desired dpi in each direction.
- **pnginfo** A PIL.PngImagePlugin.PngInfo instance containing text tags.
- **compress_level** ZLIB compression level, a number between 0 and 9: 1 gives best speed, 9 gives best compression, 0 gives no compression at all. Default is 6. When optimize option is True compress_level has no effect (it is set to 9 regardless of a value passed).
- **icc_profile** The ICC Profile to include in the saved file.
- **exif** The exif data to include in the saved file.
  
  New in version 6.0.0.
bits (experimental)  For P images, this option controls how many bits to store. If omitted, the PNG writer uses 8 bits (256 colors).

dictionary (experimental)  Set the ZLIB encoder dictionary.

**Note:** To enable PNG support, you need to build and install the ZLIB compression library before building the Python Imaging Library. See the installation documentation for details.

### APNG sequences

The PNG loader includes limited support for reading and writing Animated Portable Network Graphics (APNG) files. When an APNG file is loaded, `get_format_mimetype()` will return "image/apng". The value of the `is_animated` property will be True when the `n_frames` property is greater than 1. For APNG files, the `n_frames` property depends on both the animation frame count as well as the presence or absence of a default image. See the `default_image` property documentation below for more details. The `seek()` and `tell()` methods are supported.

`im.seek()` raises an `EOFError` if you try to seek after the last frame.

These `info` properties will be set for APNG frames, where applicable:

**default_image**  Specifies whether or not this APNG file contains a separate default image, which is not a part of the actual APNG animation.

When an APNG file contains a default image, the initially loaded image (i.e. the result of `seek(0)`) will be the default image. To account for the presence of the default image, the `n_frames` property will be set to `frame_count + 1`, where `frame_count` is the actual APNG animation frame count. To load the first APNG animation frame, `seek(1)` must be called.

- **True** - The APNG contains default image, which is not an animation frame.
- **False** - The APNG does not contain a default image. The `n_frames` property will be set to the actual APNG animation frame count. The initially loaded image (i.e. `seek(0)`) will be the first APNG animation frame.

**loop**  The number of times to loop this APNG, 0 indicates infinite looping.

**duration**  The time to display this APNG frame (in milliseconds).

**Note:** The APNG loader returns images the same size as the APNG file’s logical screen size. The returned image contains the pixel data for a given frame, after applying any APNG frame disposal and frame blend operations (i.e. it contains what a web browser would render for this frame - the composite of all previous frames and this frame).

Any APNG file containing sequence errors is treated as an invalid image. The APNG loader will not attempt to repair and reorder files containing sequence errors.

### Saving

When calling `save()`, by default only a single frame PNG file will be saved. To save an APNG file (including a single frame APNG), the `save_all` parameter must be set to True. The following parameters can also be set:

**default_image**  Boolean value, specifying whether or not the base image is a default image. If `True`, the base image will be used as the default image, and the first image from the `append_images` sequence will be the first
APNG animation frame. If False, the base image will be used as the first APNG animation frame. Defaults to False.

append_images A list or tuple of images to append as additional frames. Each of the images in the list can be single or multiframe images. The size of each frame should match the size of the base image. Also note that if a frame’s mode does not match that of the base image, the frame will be converted to the base image mode.

doop Integer number of times to loop this APNG, 0 indicates infinite looping. Defaults to 0.

duration Integer (or list or tuple of integers) length of time to display this APNG frame (in milliseconds). Defaults to 0.

disposal An integer (or list or tuple of integers) specifying the APNG disposal operation to be used for this frame before rendering the next frame. Defaults to 0.

  • 0 (APNG_DISPOSE_OP_NONE, default) - No disposal is done on this frame before rendering the next frame.
  • 1 (PIL.PngImagePlugin.APNG_DISPOSE_OP_BACKGROUND) - This frame’s modified region is cleared to fully transparent black before rendering the next frame.
  • 2 (APNG_DISPOSE_OP_PREVIOUS) - This frame’s modified region is reverted to the previous frame’s contents before rendering the next frame.

blend An integer (or list or tuple of integers) specifying the APNG blend operation to be used for this frame before rendering the next frame. Defaults to 0.

  • 0 (APNG_BLEND_OP_SOURCE) - All color components of this frame, including alpha, overwrite the previous output image contents.
  • 1 (APNG_BLEND_OP_OVER) - This frame should be alpha composited with the previous output image contents.

Note: The duration, disposal and blend parameters can be set to lists or tuples to specify values for each individual frame in the animation. The length of the list or tuple must be identical to the total number of actual frames in the APNG animation. If the APNG contains a default image (i.e. default_image is set to True), these list or tuple parameters should not include an entry for the default image.

PPM

Pillow reads and writes PBM, PGM, PPM and PNM files containing 1, L or RGB data.

SGI

Pillow reads and writes uncompressed L, RGB, and RGBA files.

SPIDER

Pillow reads and writes SPIDER image files of 32-bit floating point data (“F;32F”).
Pillow also reads SPIDER stack files containing sequences of SPIDER images. The seek() and tell() methods are supported, and random access is allowed.
The open() method sets the following attributes:

format Set to SPIDER
istack  Set to 1 if the file is an image stack, else 0.
n_frames  Set to the number of images in the stack.

A convenience method, `convert2byte()`, is provided for converting floating point data to byte data (mode `L`):

```python
im = Image.open('image001.spi').convert2byte()
```

## Writing files in SPIDER format

The extension of SPIDER files may be any 3 alphanumeric characters. Therefore the output format must be specified explicitly:

```python
im.save('newimage.spi', format='SPIDER')
```

For more information about the SPIDER image processing package, see the SPIDER homepage at Wadsworth Center.

### TGA

Pillow reads and writes TGA images containing `L`, `LA`, `P`, `RGB`, and `RGBA` data. Pillow can read and write both uncompressed and run-length encoded TGAs.

### TIFF

Pillow reads and writes TIFF files. It can read both striped and tiled images, pixel and plane interleaved multi-band images. If you have libtiff and its headers installed, Pillow can read and write many kinds of compressed TIFF files. If not, Pillow will only read and write uncompressed files.

**Note:** Beginning in version 5.0.0, Pillow requires libtiff to read or write compressed files. Prior to that release, Pillow had buggy support for reading Packbits, LZW and JPEG compressed TIFFs without using libtiff.

The `open()` method sets the following `info` properties:

- `compression`  Compression mode.
  - New in version 2.0.0.
- `dpi`  Image resolution as an `(xdpi, ydpi)` tuple, where applicable. You can use the `tag` attribute to get more detailed information about the image resolution.
  - New in version 1.1.5.
- `resolution`  Image resolution as an `(xres, yres)` tuple, where applicable. This is a measurement in whichever unit is specified by the file.
  - New in version 1.1.5.

The `tag_v2` attribute contains a dictionary of TIFF metadata. The keys are numerical indexes from `TAGS_V2`. Values are strings or numbers for single items, multiple values are returned in a tuple of values. Rational numbers are returned as a `IFDRational` object.

- New in version 3.0.0.

For compatibility with legacy code, the `tag` attribute contains a dictionary of decoded TIFF fields as returned prior to version 3.0.0. Values are returned as either strings or tuples of numeric values. Rational numbers are returned as a tuple of `(numerator, denominator)`.

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Depreciated since version 3.0.0.

Reading Multi-frame TIFF Images

The TIFF loader supports the `seek()` and `tell()` methods, taking and returning frame numbers within the image file. You can combine these methods to seek to the next frame (`im.seek(im.tell() + 1)`). Frames are numbered from 0 to `im.num_frames - 1`, and can be accessed in any order.

`im.seek()` raises an `EOFError` if you try to seek after the last frame.

Saving Tiff Images

The `save()` method can take the following keyword arguments:

- **save_all** If true, Pillow will save all frames of the image to a multiframe tiff document.
  
  New in version 3.4.0.

- **append_images** A list of images to append as additional frames. Each of the images in the list can be single or multiframe images. Note however, that for correct results, all the appended images should have the same `encoderinfo` and `encoderconfig` properties.
  
  New in version 4.2.0.

- **tiffinfo** A `ImageFileDirectory_v2` object or dict object containing tiff tags and values. The TIFF field type is autodetected for Numeric and string values, any other types require using an `ImageFileDirectory_v2` object and setting the type in `tagtype` with the appropriate numerical value from `TiffTags.TYPES`.
  
  New in version 2.3.0.

  Metadata values that are of the rational type should be passed in using a `IFDRational` object.
  
  New in version 3.1.0.

  For compatibility with legacy code, a `ImageFileDirectory_v1` object may be passed in this field. However, this is deprecated.
  
  New in version 5.4.0.

  Previous versions only supported some tags when writing using libtiff. The supported list is found in `LIBTIFF_CORE`.
  
  New in version 6.1.0.

  Added support for signed types (e.g. `TIFF_SIGNED_LONG`) and multiple values. Multiple values for a single tag must be to `ImageFileDirectory_v2` as a tuple and require a matching type in `tagtype` tagtype.

- **compression** A string containing the desired compression method for the file. (valid only with libtiff installed)
  
  Valid compression methods are: None, "tiff_ccitt", "group3", "group4", "tiff_jpeg", "tiff_adobe_deflate", "tiff_thunderscan", "tiff_deflate", "tiff_sgi1og", "tiff_sgi1og24","tiff_raw_16"

- **quality** The image quality for JPEG compression, on a scale from 0 (worst) to 100 (best). The default is 75.
  
  New in version 6.1.0.

These arguments to set the tiff header fields are an alternative to using the general tags available through `tiffinfo`.

- **description**
- **software**
date_time
artist
copyright Strings
resolution_unit An integer. 1 for no unit, 2 for inches and 3 for centimeters.
resolution Either an integer or a float, used for both the x and y resolution.
x_resolution Either an integer or a float.
y_resolution Either an integer or a float.
dpi A tuple of (x_resolution, y_resolution), with inches as the resolution unit. For consistency with other image formats, the x and y resolutions of the dpi will be rounded to the nearest integer.

WebP

Pillow reads and writes WebP files. The specifics of Pillow’s capabilities with this format are currently undocumented. The save() method supports the following options:

lossless If present and true, instructs the WebP writer to use lossless compression.

quality Integer, 1-100, Defaults to 80. For lossy, 0 gives the smallest size and 100 the largest. For lossless, this parameter is the amount of effort put into the compression: 0 is the fastest, but gives larger files compared to the slowest, but best, 100.

method Quality/speed trade-off (0=fast, 6=slower-better). Defaults to 0.

icc_profile The ICC Profile to include in the saved file. Only supported if the system WebP library was built with webpmux support.

exif The exif data to include in the saved file. Only supported if the system WebP library was built with webpmux support.

Saving sequences

Note: Support for animated WebP files will only be enabled if the system WebP library is v0.5.0 or later. You can check webp animation support at runtime by calling features.check("webp_anim").

When calling save() to write a WebP file, the following options are available when the save_all argument is present and true.

append_images A list of images to append as additional frames. Each of the images in the list can be single or multiframe images.

duration The display duration of each frame, in milliseconds. Pass a single integer for a constant duration, or a list or tuple to set the duration for each frame separately.

loop Number of times to repeat the animation. Defaults to [0 = infinite].

background Background color of the canvas, as an RGBA tuple with values in the range of (0-255).

minimize_size If true, minimize the output size (slow). Implicitly disables key-frame insertion.

kmin, kmax Minimum and maximum distance between consecutive key frames in the output. The library may insert some key frames as needed to satisfy this criteria. Note that these conditions should hold: kmax > kmin and
kmin >= kmax / 2 + 1. Also, if kmax <= 0, then key-frame insertion is disabled; and if kmax == 1, then all frames will be key-frames (kmin value does not matter for these special cases).

**allow_mixed** If true, use mixed compression mode; the encoder heuristically chooses between lossy and lossless for each frame.

**XBM**

Pillow reads and writes X bitmap files (mode 1).

**Read-only formats**

**BLP**

BLP is the Blizzard Mipmap Format, a texture format used in World of Warcraft. Pillow supports reading JPEG Compressed or raw BLP1 images, and all types of BLP2 images.

**CUR**

CUR is used to store cursors on Windows. The CUR decoder reads the largest available cursor. Animated cursors are not supported.

**DCX**

DCX is a container file format for PCX files, defined by Intel. The DCX format is commonly used in fax applications. The DCX decoder can read files containing 1, L, P, or RGB data.

When the file is opened, only the first image is read. You can use `seek()` or `ImageSequence` to read other images.

**DDS**

DDS is a popular container texture format used in video games and natively supported by DirectX. Currently, uncompressed RGB data and DXT1, DXT3, and DXT5 pixel formats are supported, and only in RGBA mode.

New in version 3.4.0: DXT3

**FLI, FLC**

Pillow reads Autodesk FLI and FLC animations.

The `open()` method sets the following info properties:

- **duration** The delay (in milliseconds) between each frame.

**FPX**

Pillow reads Kodak FlashPix files. In the current version, only the highest resolution image is read from the file, and the viewing transform is not taken into account.
**Note:** To enable full FlashPix support, you need to build and install the IJG JPEG library before building the Python Imaging Library. See the distribution README for details.

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**FTEX**

New in version 3.2.0.

The FTEX decoder reads textures used for 3D objects in Independence War 2: Edge Of Chaos. The plugin reads a single texture per file, in the compressed and uncompressed formats.

**GBR**

The GBR decoder reads GIMP brush files, version 1 and 2.

The `open()` method sets the following `info` properties:

- `comment` The brush name.
- `spacing` The spacing between the brushes, in pixels. Version 2 only.

**GD**

Pillow reads uncompressed GD2 files. Note that you must use `PIL.GdImageFile.open()` to read such a file.

The `open()` method sets the following `info` properties:

- `transparency` Transparency color index. This key is omitted if the image is not transparent.

**IMT**

Pillow reads Image Tools images containing `L` data.

**IPTC/NAA**

Pillow provides limited read support for IPTC/NAA newsphoto files.

**MCIDAS**

Pillow identifies and reads 8-bit McIdas area files.

**MIC**

Pillow identifies and reads Microsoft Image Composer (MIC) files. When opened, the first sprite in the file is loaded. You can use `seek()` and `tell()` to read other sprites from the file.

Note that there may be an embedded gamma of 2.2 in MIC files.
MPO

Pillow identifies and reads Multi Picture Object (MPO) files, loading the primary image when first opened. The `seek()` and `tell()` methods may be used to read other pictures from the file. The pictures are zero-indexed and random access is supported.

PCD

Pillow reads PhotoCD files containing RGB data. This only reads the 768x512 resolution image from the file. Higher resolutions are encoded in a proprietary encoding.

PIXAR

Pillow provides limited support for PIXAR raster files. The library can identify and read “dumped” RGB files. The format code is `PIXAR`.

PSD

Pillow identifies and reads PSD files written by Adobe Photoshop 2.5 and 3.0.

WAL

New in version 1.1.4.

Pillow reads Quake2 WAL texture files. 

Note that this file format cannot be automatically identified, so you must use the open function in the `WalImageFile` module to read files in this format.

By default, a Quake2 standard palette is attached to the texture. To override the palette, use the `putpalette` method.

WMF

Pillow can identify WMF files. 

On Windows, it can read WMF files. By default, it will load the image at 72 dpi. To load it at another resolution:

```python
from PIL import Image
with Image.open("drawing.wmf") as im:
    im.load(dpi=144)
```

To add other read or write support, use `PIL.WmfImagePlugin.register_handler()` to register a WMF handler.

```python
from PIL import Image
from PIL import WmfImagePlugin

class WmfHandler:
    def open(self, im):
        ...
    def load(self, im):
```
...``
    return image

def save(self, im, fp, filename):
...

wmf_handler = WmfHandler()

WmfImagePlugin.register_handler(wmf_handler)

im = Image.open("sample.wmf")

XPM

Pillow reads X pixmap files (mode P) with 256 colors or less.
The `open()` method sets the following `info` properties:
- `transparency`  Transparency color index. This key is omitted if the image is not transparent.

Write-only formats

PALM

Pillow provides write-only support for PALM pixmap files.
The format code is `Palm`, the extension is `.palm`.

PDF

Pillow can write PDF (Acrobat) images. Such images are written as binary PDF 1.4 files, using either JPEG or HEX encoding depending on the image mode (and whether JPEG support is available or not).
The `save()` method can take the following keyword arguments:
- `save_all`  If a multiframe image is used, by default, only the first image will be saved. To save all frames, each frame to a separate page of the PDF, the `save_all` parameter must be present and set to `True`.
  - New in version 3.0.0.
- `append_images`  A list of images to append as additional pages. Each of the images in the list can be single or multiframe images.
  - New in version 4.2.0.
- `append`  Set to `True` to append pages to an existing PDF file. If the file doesn’t exist, an `IOError` will be raised.
  - New in version 5.1.0.
- `resolution`  Image resolution in DPI. This, together with the number of pixels in the image, will determine the physical dimensions of the page that will be saved in the PDF.
- `title`  The document’s title. If not appending to an existing PDF file, this will default to the filename.
  - New in version 5.1.0.
- `author`  The name of the person who created the document.
  - New in version 5.1.0.

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subject  The subject of the document.
          New in version 5.1.0.

keywords  Keywords associated with the document.
          New in version 5.1.0.

creator  If the document was converted to PDF from another format, the name of the conforming product that created
          the original document from which it was converted.
          New in version 5.1.0.

producer  If the document was converted to PDF from another format, the name of the conforming product that
          converted it to PDF.
          New in version 5.1.0.

creationDate  The creation date of the document. If not appending to an existing PDF file, this will default to the
          current time.
          New in version 5.3.0.

modDate  The modification date of the document. If not appending to an existing PDF file, this will default to the
          current time.
          New in version 5.3.0.

XV Thumbnails

Pillow can read XV thumbnail files.

Identify-only formats

BUFR

New in version 1.1.3.
Pillow provides a stub driver for BUFR files.
To add read or write support to your application, use PIL.BufrStubImagePlugin.register_handler().

FITS

New in version 1.1.5.
Pillow provides a stub driver for FITS files.
To add read or write support to your application, use PIL.FitsStubImagePlugin.register_handler().

GRIB

New in version 1.1.5.
Pillow provides a stub driver for GRIB files.
The driver requires the file to start with a GRIB header. If you have files with embedded GRIB data, or files with
multiple GRIB fields, your application has to seek to the header before passing the file handle to Pillow.
To add read or write support to your application, use `PIL.GribStubImagePlugin.register_handler()`.

**HDF5**

New in version 1.1.5.

Pillow provides a stub driver for HDF5 files.

To add read or write support to your application, use `PIL.Hdf5StubImagePlugin.register_handler()`.

**MPEG**

Pillow identifies MPEG files.

### 2.4.2 Writing Your Own Image Plugin

The Pillow uses a plug-in model which allows you to add your own decoders to the library, without any changes to the library itself. Such plug-ins usually have names like `XxxImagePlugin.py`, where `Xxx` is a unique format name (usually an abbreviation).

**Warning:** Pillow &gt;= 2.1.0 no longer automatically imports any file in the Python path with a name ending in `ImagePlugin.py`. You will need to import your image plugin manually.

Pillow decodes files in 2 stages:

1. It loops over the available image plugins in the loaded order, and calls the plugin’s `accept` function with the first 16 bytes of the file. If the `accept` function returns true, the plugin’s `_open` method is called to set up the image metadata and image tiles. The `_open` method is not for decoding the actual image data.

2. When the image data is requested, the `ImageFile.load` method is called, which sets up a decoder for each tile and feeds the data to it.

An image plug-in should contain a format handler derived from the `PIL.ImageFile.ImageFile` base class. This class should provide an `_open()` method, which reads the file header and sets up at least the mode and size attributes. To be able to load the file, the method must also create a list of tile descriptors, which contain a decoder name, extents of the tile, and any decoder-specific data. The format handler class must be explicitly registered, via a call to the `Image` module.

**Note:** For performance reasons, it is important that the `_open()` method quickly rejects files that do not have the appropriate contents.

**Example**

The following plug-in supports a simple format, which has a 128-byte header consisting of the words “SPAM” followed by the width, height, and pixel size in bits. The header fields are separated by spaces. The image data follows directly after the header, and can be either bi-level, greyscale, or 24-bit true color.

**SpamImagePlugin.py**
```python
from PIL import Image, ImageFile
class SpamImageFile(ImageFile.ImageFile):
    format = "SPAM"
    format_description = "Spam raster image"

    def _open(self):
        # check header
        header = self.fp.read(128)
        if header[:4] != b"SPAM":
            raise SyntaxError("not a SPAM file")

        header = header.split()

        # size in pixels (width, height)
        self._size = int(header[1]), int(header[2])

        # mode setting
        bits = int(header[3])
        if bits == 1:
            self.mode = "1"
        elif bits == 8:
            self.mode = "L"
        elif bits == 24:
            self.mode = "RGB"
        else:
            raise SyntaxError("unknown number of bits")

        # data descriptor
        self.tile = [
            ("raw", (0, 0) + self.size, 128, (self.mode, 0, 1))
        ]

Image.register_open(SpamImageFile.format, SpamImageFile)
Image.register_extension(SpamImageFile.format, ".spam")
Image.register_extension(SpamImageFile.format, ".spa")
```

The format handler must always set the `size` and `mode` attributes. If these are not set, the file cannot be opened. To simplify the plugin, the calling code considers exceptions like `SyntaxError`, `KeyError`, `IndexError`, `EOFError` and `struct.error` as a failure to identify the file.

Note that the image plugin must be explicitly registered using `PIL.Image.register_open()`. Although not required, it is also a good idea to register any extensions used by this format.

**The `tile` attribute**

To be able to read the file as well as just identifying it, the `tile` attribute must also be set. This attribute consists of a list of tile descriptors, where each descriptor specifies how data should be loaded to a given region in the image. In most cases, only a single descriptor is used, covering the full image.

The tile descriptor is a 4-tuple with the following contents:

```
(decoder, region, offset, parameters)
```
The fields are used as follows:

**decoder** Specifies which decoder to use. The raw decoder used here supports uncompressed data, in a variety of pixel formats. For more information on this decoder, see the description below.

**region** A 4-tuple specifying where to store data in the image.

**offset** Byte offset from the beginning of the file to image data.

**parameters** Parameters to the decoder. The contents of this field depends on the decoder specified by the first field in the tile descriptor tuple. If the decoder doesn’t need any parameters, use None for this field.

Note that the tile attribute contains a list of tile descriptors, not just a single descriptor.

### 2.4.3 Decoders

#### The raw decoder

The raw decoder is used to read uncompressed data from an image file. It can be used with most uncompressed file formats, such as PPM, BMP, uncompressed TIFF, and many others. To use the raw decoder with the PIL.Image.frombytes() function, use the following syntax:

```python
image = Image.frombytes(
    mode, size, data, "raw",
    raw mode, stride, orientation
)
```

When used in a tile descriptor, the parameter field should look like:

```
(raw mode, stride, orientation)
```

The fields are used as follows:

**raw mode** The pixel layout used in the file, and is used to properly convert data to PIL’s internal layout. For a summary of the available formats, see the table below.

**stride** The distance in bytes between two consecutive lines in the image. If 0, the image is assumed to be packed (no padding between lines). If omitted, the stride defaults to 0.

**orientation** Whether the first line in the image is the top line on the screen (1), or the bottom line (-1). If omitted, the orientation defaults to 1.

The raw mode field is used to determine how the data should be unpacked to match PIL’s internal pixel layout. PIL supports a large set of raw modes; for a complete list, see the table in the Unpack.c module. The following table describes some commonly used raw modes:
mode | description
---|---
1 | 1-bit bilevel, stored with the leftmost pixel in the most significant bit. 0 means black, 1 means white.
1;I | 1-bit inverted bilevel, stored with the leftmost pixel in the most significant bit. 0 means white, 1 means black.
1;R | 1-bit reversed bilevel, stored with the leftmost pixel in the least significant bit. 0 means black, 1 means white.
L | 8-bit greyscale. 0 means black, 255 means white.
L;I | 8-bit inverted greyscale. 0 means white, 255 means black.
P | 8-bit palette-mapped image.
RGB | 24-bit true colour, stored as (red, green, blue).
BGR | 24-bit true colour, stored as (blue, green, red).
RGBX | 24-bit true colour, stored as (red, green, blue, pad). The pad pixels may vary.
RGB;L | 24-bit true colour, line interleaved (first all red pixels, then all green pixels, finally all blue pixels).

**Note that for the most common cases, the raw mode is simply the same as the mode.**

The Python Imaging Library supports many other decoders, including JPEG, PNG, and PackBits. For details, see the `decode.c` source file, and the standard plug-in implementations provided with the library.

### Decoding floating point data

PIL provides some special mechanisms to allow you to load a wide variety of formats into a mode $F$ (floating point) image memory.

You can use the `raw` decoder to read images where data is packed in any standard machine data type, using one of the following raw modes:

<table>
<thead>
<tr>
<th>mode</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>$F$</td>
<td>32-bit native floating point.</td>
</tr>
<tr>
<td>$F;8$</td>
<td>8-bit unsigned integer.</td>
</tr>
<tr>
<td>$F;8S$</td>
<td>8-bit signed integer.</td>
</tr>
<tr>
<td>$F;16$</td>
<td>16-bit little endian unsigned integer.</td>
</tr>
<tr>
<td>$F;16S$</td>
<td>16-bit little endian signed integer.</td>
</tr>
<tr>
<td>$F;16B$</td>
<td>16-bit big endian unsigned integer.</td>
</tr>
<tr>
<td>$F;16BS$</td>
<td>16-bit big endian signed integer.</td>
</tr>
<tr>
<td>$F;16N$</td>
<td>16-bit native unsigned integer.</td>
</tr>
<tr>
<td>$F;16NS$</td>
<td>16-bit native signed integer.</td>
</tr>
<tr>
<td>$F;32$</td>
<td>32-bit little endian unsigned integer.</td>
</tr>
<tr>
<td>$F;32S$</td>
<td>32-bit little endian signed integer.</td>
</tr>
<tr>
<td>$F;32B$</td>
<td>32-bit big endian unsigned integer.</td>
</tr>
<tr>
<td>$F;32BS$</td>
<td>32-bit big endian signed integer.</td>
</tr>
<tr>
<td>$F;32N$</td>
<td>32-bit native unsigned integer.</td>
</tr>
<tr>
<td>$F;32NS$</td>
<td>32-bit native signed integer.</td>
</tr>
<tr>
<td>$F;32F$</td>
<td>32-bit little endian floating point.</td>
</tr>
<tr>
<td>$F;32BF$</td>
<td>32-bit big endian floating point.</td>
</tr>
<tr>
<td>$F;32NF$</td>
<td>32-bit native floating point.</td>
</tr>
<tr>
<td>$F;64F$</td>
<td>64-bit little endian floating point.</td>
</tr>
<tr>
<td>$F;64BF$</td>
<td>64-bit big endian floating point.</td>
</tr>
<tr>
<td>$F;64NF$</td>
<td>64-bit native floating point.</td>
</tr>
</tbody>
</table>
The bit decoder

If the raw decoder cannot handle your format, PIL also provides a special “bit” decoder that can be used to read various packed formats into a floating point image memory.

To use the bit decoder with the PIL.Image.frombytes() function, use the following syntax:

```python
image = Image.frombytes(
    mode, size, data, "bit",
    bits, pad, fill, sign, orientation
)
```

When used in a tile descriptor, the parameter field should look like:

```python
(bits, pad, fill, sign, orientation)
```

The fields are used as follows:

- **bits**: Number of bits per pixel (2-32). No default.
- **pad**: Padding between lines, in bits. This is either 0 if there is no padding, or 8 if lines are padded to full bytes. If omitted, the pad value defaults to 8.
- **fill**: Controls how data are added to, and stored from, the decoder bit buffer.
  - **fill=0**: Add bytes to the LSB end of the decoder buffer; store pixels from the MSB end.
  - **fill=1**: Add bytes to the MSB end of the decoder buffer; store pixels from the MSB end.
  - **fill=2**: Add bytes to the LSB end of the decoder buffer; store pixels from the LSB end.
  - **fill=3**: Add bytes to the MSB end of the decoder buffer; store pixels from the LSB end.
  If omitted, the fill order defaults to 0.
- **sign**: If non-zero, bit fields are sign extended. If zero or omitted, bit fields are unsigned.
- **orientation**: Whether the first line in the image is the top line on the screen (1), or the bottom line (-1). If omitted, the orientation defaults to 1.

### 2.4.4 Writing Your Own File Decoder in C

There are 3 stages in a file decoder’s lifetime:

1. **Setup**: Pillow looks for a function in the decoder registry, falling back to a function named `[decodername]_decoder` on the internal core image object. That function is called with the args tuple from the tile setup in the `_open` method.
2. **Decoding**: The decoder’s decode function is repeatedly called with chunks of image data.
3. **Cleanup**: If the decoder has registered a cleanup function, it will be called at the end of the decoding process, even if there was an exception raised.

**Setup**

The current conventions are that the decoder setup function is named `PyImaging_[Decodername]DecoderNew` and defined in `decode.c`. The python binding for it is named `[decodername]_decoder` and is setup from within the `_imaging.c` file in the codecs section of the function array.

The setup function needs to call `PyImaging_DecoderNew` and at the very least, set the decode function pointer. The fields of interest in this object are:
decode  Function pointer to the decode function, which has access to im, state, and the buffer of data to be added to the image.

cleanup Function pointer to the cleanup function, has access to state.

im  The target image, will be set by Pillow.

state  An ImagingCodecStateInstance, will be set by Pillow. The context member is an opaque struct that can be used by the decoder to store any format specific state or options.

pulls_fd  EXPERIMENTAL – WARNING, interface may change. If set to 1, state->fd will be a pointer to the Python file like object. The decoder may use the functions in codec_fd.c to read directly from the file like object rather than have the data pushed through a buffer. Note that this implementation may be refactored until this warning is removed.

New in version 3.3.0.

Decoding

The decode function is called with the target (core) image, the decoder state structure, and a buffer of data to be decoded.

Experimental – If pulls_fd is set, then the decode function is called once, with an empty buffer. It is the decoder’s responsibility to decode the entire tile in that one call. The rest of this section only applies if pulls_fd is not set.

It is the decoder’s responsibility to pull as much data as possible out of the buffer and return the number of bytes consumed. The next call to the decoder will include the previous unconsumed tail. The decoder function will be called multiple times as the data is read from the file like object.

If an error occurs, set state->errcode and return -1.

Return -1 on success, without setting the errcode.

Cleanup

The cleanup function is called after the decoder returns a negative value, or if there is a read error from the file. This function should free any allocated memory and release any resources from external libraries.

2.4.5 Writing Your Own File Decoder in Python

Python file decoders should derive from PIL.ImageFile.PyDecoder and should at least override the decode method. File decoders should be registered using PIL.Image.register_decoder(). As in the C implementation of the file decoders, there are three stages in the lifetime of a Python-based file decoder:

1. Setup: Pillow looks for the decoder in the registry, then instantiates the class.

2. Decoding: The decoder instance’s decode method is repeatedly called with a buffer of data to be interpreted.

3. Cleanup: The decoder instance’s cleanup method is called.
### 3.1 Image Module

The *Image* module provides a class with the same name which is used to represent a PIL image. The module also provides a number of factory functions, including functions to load images from files, and to create new images.

#### 3.1.1 Examples

**Open, rotate, and display an image (using the default viewer)**

The following script loads an image, rotates it 45 degrees, and displays it using an external viewer (usually xv on Unix, and the Paint program on Windows).

```python
from PIL import Image
im = Image.open("bride.jpg")
im.rotate(45).show()
```

**Create thumbnails**

The following script creates nice thumbnails of all JPEG images in the current directory preserving aspect ratios with 128x128 max resolution.

```python
from PIL import Image
import glob, os
size = 128, 128

for infile in glob.glob("*.jpg"):
    file, ext = os.path.splitext(infile)
    im = Image.open(infile)
```
im.thumbnail(size)
im.save(file + ".thumbnail", "JPEG")

### 3.1.2 Functions

PIL.Image.open(*fp*, *mode='r'*)

Opens and identifies the given image file.

This is a lazy operation; this function identifies the file, but the file remains open and the actual image data is not read from the file until you try to process the data (or call the *load()* method). See *new*. See File Handling in Pillow.

**Parameters**

- *fp* – A filename (string), pathlib.Path object or a file object. The file object must implement *read()*, *seek()*, and *tell()* methods, and be opened in binary mode.
- *mode* – The mode. If given, this argument must be “r”.

**Returns** An Image object.

**Raises**

- FileNotFoundError – If the file cannot be found.
- PIL.UnidentifiedImageError – If the image cannot be opened and identified.
- ValueError – If the *mode* is not “r”, or if a StringIO instance is used for *fp*.

**Warning:** To protect against potential DOS attacks caused by “decompression bombs” (i.e. malicious files which decompress into a huge amount of data and are designed to crash or cause disruption by using up a lot of memory), Pillow will issue a DecompressionBombWarning if the image is over a certain limit. If desired, the warning can be turned into an error with warnings.simplefilter('error', Image.DecompressionBombWarning) or suppressed entirely with warnings.simplefilter('ignore', Image.DecompressionBombWarning). See also the logging documentation to have warnings output to the logging facility instead of stderr.

### Image processing

PIL.Image.alpha_composite(*im1*, *im2*)

Alpha composite *im2* over *im1*.

**Parameters**

- *im1* – The first image. Must have mode RGBA.
- *im2* – The second image. Must have mode RGBA, and the same size as the first image.

**Returns** An Image object.

PIL.Image.blend(*im1*, *im2*, *alpha*)

Creates a new image by interpolating between two input images, using a constant alpha:

\[
\text{out} = \text{image1} \times (1.0 - \alpha) + \text{image2} \times \alpha
\]

**Parameters**
- **im1** – The first image.
- **im2** – The second image. Must have the same mode and size as the first image.
- **alpha** – The interpolation alpha factor. If alpha is 0.0, a copy of the first image is returned. If alpha is 1.0, a copy of the second image is returned. There are no restrictions on the alpha value. If necessary, the result is clipped to fit into the allowed output range.

**Returns** An `Image` object.

```python
PIL.Image.composite(image1, image2, mask)
```
Create composite image by blending images using a transparency mask.

**Parameters**
- **image1** – The first image.
- **image2** – The second image. Must have the same mode and size as the first image.
- **mask** – A mask image. This image can have mode “1”, “L”, or “RGBA”, and must have the same size as the other two images.

```python
PIL.Image.eval(image, *args)
```
Applies the function (which should take one argument) to each pixel in the given image. If the image has more than one band, the same function is applied to each band. Note that the function is evaluated once for each possible pixel value, so you cannot use random components or other generators.

**Parameters**
- **image** – The input image.
- **function** – A function object, taking one integer argument.

**Returns** An `Image` object.

```python
PIL.Image.merge(mode, bands)
```
Merge a set of single band images into a new multiband image.

**Parameters**
- **mode** – The mode to use for the output image. See: `Modes`.
- **bands** – A sequence containing one single-band image for each band in the output image. All bands must have the same size.

**Returns** An `Image` object.

### Constructing images

```python
PIL.Image.new(mode, size, color=0)
```
Creates a new image with the given mode and size.

**Parameters**
- **mode** – The mode to use for the new image. See: `Modes`.
- **size** – A 2-tuple, containing (width, height) in pixels.
- **color** – What color to use for the image. Default is black. If given, this should be a single integer or floating point value for single-band modes, and a tuple for multi-band modes (one value per band). When creating RGB images, you can also use color strings as supported by the ImageColor module. If the color is None, the image is not initialised.

**Returns** An `Image` object.
PIL.Image.fromarray (obj, mode=None)

Creates an image memory from an object exporting the array interface (using the buffer protocol).

If obj is not contiguous, then the tobytes method is called and frombuffer() is used.

If you have an image in NumPy:

```python
from PIL import Image
import numpy as np
im = Image.open('hopper.jpg')
a = np.asarray(im)
im = Image.fromarray(a)
```

Parameters

- **obj** – Object with array interface
- **mode** – Mode to use (will be determined from type if None) See: Modes.

Returns

An image object.

New in version 1.1.6.

PIL.Image.frombytes (mode, size, data, decoder_name='raw', *args)

Creates a copy of an image memory from pixel data in a buffer.

In its simplest form, this function takes three arguments (mode, size, and unpacked pixel data).

You can also use any pixel decoder supported by PIL. For more information on available decoders, see the section Writing Your Own File Decoder.

Note that this function decodes pixel data only, not entire images. If you have an entire image in a string, wrap it in a BytesIO object, and use open() to load it.

Parameters

- **mode** – The image mode. See: Modes.
- **size** – The image size.
- **data** – A byte buffer containing raw data for the given mode.
- **decoder_name** – What decoder to use.
- **args** – Additional parameters for the given decoder.

Returns

An Image object.

New in version 1.1.6.

PIL.Image.fromstring (*args, **kw)

PIL.Image.frombuffer (mode, size, data, decoder_name='raw', *args)

Creates an image memory referencing pixel data in a byte buffer.

This function is similar to frombytes(), but uses data in the byte buffer, where possible. This means that changes to the original buffer object are reflected in this image). Not all modes can share memory; supported modes include “L”, “RGBX”, “RGBA”, and “CMYK”.

Note that this function decodes pixel data only, not entire images. If you have an entire image file in a string, wrap it in a BytesIO object, and use open() to load it.

In the current version, the default parameters used for the “raw” decoder differs from that used for frombytes(). This is a bug, and will probably be fixed in a future release. The current release issues a
warning if you do this; to disable the warning, you should provide the full set of parameters. See below for details.

### Parameters

- **mode** – The image mode. See: *Modes*.
- **size** – The image size.
- **data** – A bytes or other buffer object containing raw data for the given mode.
- **decoder_name** – What decoder to use.
- **args** – Additional parameters for the given decoder. For the default encoder (“raw”), it’s recommended that you provide the full set of parameters:

  ```python
  frombuffer(mode, size, data, "raw", mode, 0, 1)
  ```

### Returns

An *Image* object.

New in version 1.1.4.

## Registering plugins

*Note:* These functions are for use by plugin authors. Application authors can ignore them.

**PIL.Image.register_open** (*id*, *factory*, *accept=None*)

Register an image file plugin. This function should not be used in application code.

### Parameters

- **id** – An image format identifier.
- **factory** – An image file factory method.
- **accept** – An optional function that can be used to quickly reject images having another format.

**PIL.Image.register_decoder** (*name*, *decoder*)

Registers an image decoder. This function should not be used in application code.

### Parameters

- **name** – The name of the decoder
- **decoder** – A callable(mode, args) that returns an ImageFile.PyDecoder object

New in version 4.1.0.

**PIL.Image.register_mime** (*id*, *mimetype*)

Registers an image MIME type. This function should not be used in application code.

### Parameters

- **id** – An image format identifier.
- **mimetype** – The image MIME type for this format.

**PIL.Image.register_save** (*id*, *driver*)

Registers an image save function. This function should not be used in application code.

### Parameters
• **id** – An image format identifier.
• **driver** – A function to save images in this format.

PIL.Image.register_encoder(name, encoder)

Registers an image encoder. This function should not be used in application code.

**Parameters**

• **name** – The name of the encoder
• **encoder** – A callable(mode, args) that returns an ImageFile.PyEncoder object

New in version 4.1.0.

PIL.Image.register_extension(id, extension)

Registers an image extension. This function should not be used in application code.

**Parameters**

• **id** – An image format identifier.
• **extension** – An extension used for this format.

### 3.1.3 The Image Class

**class PIL.Image.Image**

This class represents an image object. To create Image objects, use the appropriate factory functions. There’s hardly ever any reason to call the Image constructor directly.

• **open()**
• **new()**
• **frombytes()**

An instance of the Image class has the following methods. Unless otherwise stated, all methods return a new instance of the Image class, holding the resulting image.

Image.alpha_composite(im, dest=(0, 0), source=(0, 0))

‘In-place’ analog of Image.alpha_composite. Composites an image onto this image.

**Parameters**

• **im** – image to composite over this one
• **dest** – Optional 2 tuple (left, top) specifying the upper left corner in this (destination) image.
• **source** – Optional 2 (left, top) tuple for the upper left corner in the overlay source image, or 4 tuple (left, top, right, bottom) for the bounds of the source rectangle

Performance Note: Not currently implemented in-place in the core layer.

Image.convert(mode=None, matrix=None, dither=None, palette=0, colors=256)

Returns a converted copy of this image. For the “P” mode, this method translates pixels through the palette. If mode is omitted, a mode is chosen so that all information in the image and the palette can be represented without a palette.

The current version supports all possible conversions between “L”, “RGB” and “CMYK.” The **matrix** argument only supports “L” and “RGB”.

When translating a color image to greyscale (mode “L”), the library uses the ITU-R 601-2 luma transform:
The default method of converting a greyscale (“L”) or “RGB” image into a bilevel (mode “1”) image uses Floyd-Steinberg dither to approximate the original image luminosity levels. If dither is NONE, all values larger than 128 are set to 255 (white), all other values to 0 (black). To use other thresholds, use the \texttt{point()} method.

When converting from “RGBA” to “P” without a \texttt{matrix} argument, this passes the operation to \texttt{quantize()}, and \texttt{dither} and \texttt{palette} are ignored.

\textbf{Parameters}

- \texttt{mode} – The requested mode. See: \textit{Modes}.
- \texttt{matrix} – An optional conversion matrix. If given, this should be 4- or 12-tuple containing floating point values.
- \texttt{dither} – Dithering method, used when converting from mode “RGB” to “P” or from “RGB” or “L” to “1”. Available methods are NONE or FLOYDSTEINBERG (default). Note that this is not used when \texttt{matrix} is supplied.
- \texttt{palette} – Palette to use when converting from mode “RGB” to “P”. Available palettes are WEB or ADAPTIVE.
- \texttt{colors} – Number of colors to use for the ADAPTIVE palette. Defaults to 256.

\textbf{Return type} \texttt{Image}  
\textbf{Returns} An \texttt{Image} object.

The following example converts an RGB image (linearly calibrated according to ITU-R 709, using the D65 luminant) to the CIE XYZ color space:

```python
rgb2xyz = (
    0.412453, 0.357580, 0.180423, 0,
    0.212671, 0.715160, 0.072169, 0,
    0.019334, 0.119193, 0.950227, 0)
out = im.convert("RGB", rgb2xyz)
```

\textbf{Image.copy()}  
Copies this image. Use this method if you wish to paste things into an image, but still retain the original.

\textbf{Return type} \texttt{Image}  
\textbf{Returns} An \texttt{Image} object.

\textbf{Image.crop}(\texttt{box=None})  
Returns a rectangular region from this image. The box is a 4-tuple defining the left, upper, right, and lower pixel coordinate. See \textit{Coordinate System}.

\textbf{Note:} Prior to Pillow 3.4.0, this was a lazy operation.

\textbf{Parameters} \texttt{box} – The crop rectangle, as a (left, upper, right, lower)-tuple.

\textbf{Return type} \texttt{Image}  
\textbf{Returns} An \texttt{Image} object.

This crops the input image with the provided coordinates:

```python
from PIL import Image
im = Image.open("hopper.jpg")
```
# The crop method from the Image module takes four coordinates as input.
# The right can also be represented as (left+width)
# and lower can be represented as (upper+height).
(left, upper, right, lower) = (20, 20, 100, 100)

# Here the image "im" is cropped and assigned to new variable im_crop
im_crop = im.crop((left, upper, right, lower))

Image.draft (mode, size)
Configures the image file loader so it returns a version of the image that as closely as possible matches the given
mode and size. For example, you can use this method to convert a color JPEG to greyscale while loading it.

If any changes are made, returns a tuple with the chosen mode and box with coordinates of the original image
within the altered one.

Note that this method modifies the Image object in place. If the image has already been loaded, this method
has no effect.

Note: This method is not implemented for most images. It is currently implemented only for JPEG and MPO
images.

Parameters

- mode – The requested mode.
- size – The requested size.

Image.filter (filter)
Filters this image using the given filter. For a list of available filters, see the ImageFilter module.

Parameters filter – Filter kernel.

Returns An Image object.

This blurs the input image using a filter from the ImageFilter module:

```python
from PIL import Image, ImageFilter

im = Image.open("hopper.jpg")

# Blur the input image using the filter ImageFilter.BLUR
im_blurred = im.filter(filter=ImageFilter.BLUR)
```

Image.getbands ()
Returns a tuple containing the name of each band in this image. For example, getbands on an RGB image
returns ("R", "G", "B").

Returns A tuple containing band names.

Return type tuple

This helps to get the bands of the input image:

```python
from PIL import Image

im = Image.open("hopper.jpg")
print(im.getbands())  # Returns ('R', 'G', 'B')
```

Image.getbbox ()
Calculates the bounding box of the non-zero regions in the image.
Returns The bounding box is returned as a 4-tuple defining the left, upper, right, and lower pixel coordinate. See Coordinate System. If the image is completely empty, this method returns None.

This helps to get the bounding box coordinates of the input image:

```python
from PIL import Image
im = Image.open("hopper.jpg")
print(im.getbbox())
# Returns four coordinates in the format (left, upper, right, lower)
```

Image.getcolors(maxcolors=256)

Returns a list of colors used in this image.

Parameters maxcolors – Maximum number of colors. If this number is exceeded, this method returns None. The default limit is 256 colors.

Returns An unsorted list of (count, pixel) values.

Image.getdata(band=None)

Returns the contents of this image as a sequence object containing pixel values. The sequence object is flattened, so that values for line one follow directly after the values of line zero, and so on.

Note that the sequence object returned by this method is an internal PIL data type, which only supports certain sequence operations. To convert it to an ordinary sequence (e.g. for printing), use list(im.getdata()).

Parameters band – What band to return. The default is to return all bands. To return a single band, pass in the index value (e.g. 0 to get the “R” band from an “RGB” image).

Returns A sequence-like object.

Image.getextrema()

Gets the the minimum and maximum pixel values for each band in the image.

Returns For a single-band image, a 2-tuple containing the minimum and maximum pixel value. For a multi-band image, a tuple containing one 2-tuple for each band.

Image.getpalette()

Returns the image palette as a list.

Returns A list of color values [r, g, b, ...], or None if the image has no palette.

Image.getpixel(xy)

Returns the pixel value at a given position.

Parameters xy – The coordinate, given as (x, y). See Coordinate System.

Returns The pixel value. If the image is a multi-layer image, this method returns a tuple.

Image.histogram(mask=None, extrema=None)

Returns a histogram for the image. The histogram is returned as a list of pixel counts, one for each pixel value in the source image. If the image has more than one band, the histograms for all bands are concatenated (for example, the histogram for an “RGB” image contains 768 values).

A bilevel image (mode “1”) is treated as a greyscale (“L”) image by this method.

If a mask is provided, the method returns a histogram for those parts of the image where the mask image is non-zero. The mask image must have the same size as the image, and be either a bi-level image (mode “1”) or a greyscale image (“L”).

Parameters

- mask – An optional mask.
- extrema – An optional tuple of manually-specified extrema.
Returns  A list containing pixel counts.

Image.

offset  (xoffset, yoffset=None)

Image.

paste  (im, box=None, mask=None)

Pastes another image into this image. The box argument is either a 2-tuple giving the upper left corner, a 4-tuple defining the left, upper, right, and lower pixel coordinate, or None (same as (0, 0)). See Coordinate System. If a 4-tuple is given, the size of the pasted image must match the size of the region.

If the modes don’t match, the pasted image is converted to the mode of this image (see the convert() method for details).

Instead of an image, the source can be a integer or tuple containing pixel values. The method then fills the region with the given color. When creating RGB images, you can also use color strings as supported by the ImageColor module.

If a mask is given, this method updates only the regions indicated by the mask. You can use either “1”, “L” or “RGBA” images (in the latter case, the alpha band is used as mask). Where the mask is 255, the given image is copied as is. Where the mask is 0, the current value is preserved. Intermediate values will mix the two images together, including their alpha channels if they have them.

See alpha_composite() if you want to combine images with respect to their alpha channels.

Parameters

• im – Source image or pixel value (integer or tuple).

• box – An optional 4-tuple giving the region to paste into. If a 2-tuple is used instead, it’s treated as the upper left corner. If omitted or None, the source is pasted into the upper left corner.

If an image is given as the second argument and there is no third, the box defaults to (0, 0), and the second argument is interpreted as a mask image.

• mask – An optional mask image.

Image.

point  (lut, mode=None)

Maps this image through a lookup table or function.

Parameters

• lut – A lookup table, containing 256 (or 65536 if self.mode=="I" and mode == “L”) values per band in the image. A function can be used instead, it should take a single argument. The function is called once for each possible pixel value, and the resulting table is applied to all bands of the image.

• mode – Output mode (default is same as input). In the current version, this can only be used if the source image has mode “L” or “P”, and the output has mode “1” or the source image mode is “I” and the output mode is “L”.

Returns  An Image object.

Image.

putalpha  (alpha)

Adds or replaces the alpha layer in this image. If the image does not have an alpha layer, it’s converted to “LA” or “RGBA”. The new layer must be either “L” or “1”.

Parameters  alpha – The new alpha layer. This can either be an “L” or “1” image having the same size as this image, or an integer or other color value.

Image.

putdata  (data, scale=1.0, offset=0.0)

Copies pixel data to this image. This method copies data from a sequence object into the image, starting at the upper left corner (0, 0), and continuing until either the image or the sequence ends. The scale and offset values are used to adjust the sequence values: pixel = value*scale + offset.
Parameters

- **data** – A sequence object.
- **scale** – An optional scale value. The default is 1.0.
- **offset** – An optional offset value. The default is 0.0.

`Image.putpalette(data, rawmode='RGB')`

Attaches a palette to this image. The image must be a “P”, “PA”, “L” or “LA” image, and the palette sequence must contain 768 integer values, where each group of three values represent the red, green, and blue values for the corresponding pixel index. Instead of an integer sequence, you can use an 8-bit string.

Parameters

- **data** – A palette sequence (either a list or a string).
- **rawmode** – The raw mode of the palette.

`Image.putpixel(xy, value)`

Modifies the pixel at the given position. The color is given as a single numerical value for single-band images, and a tuple for multi-band images. In addition to this, RGB and RGBA tuples are accepted for P images.

Note that this method is relatively slow. For more extensive changes, use `paste()` or the `ImageDraw` module instead.

See:

- `paste()`
- `putdata()`
- `ImageDraw`

Parameters

- **xy** – The pixel coordinate, given as (x, y). See Coordinate System.
- **value** – The pixel value.

`Image.quantize(colors=256, method=None, kmeans=0, palette=None, dither=1)`

Convert the image to ‘P’ mode with the specified number of colors.

Parameters

- **colors** – The desired number of colors, <= 256
- **method** – 0 = median cut 1 = maximum coverage 2 = fast octree 3 = libimagequant
- **kmeans** – Integer
- **palette** – Quantize to the palette of given PIL.Image.Image.
- **dither** – Dithering method, used when converting from mode “RGB” to “P” or from “RGB” or “L” to “1”. Available methods are NONE or FLOYDSTEINBERG (default). Default: 1 (legacy setting)

Returns  A new image

`Image.resize(size, resample=3, box=None, reducing_gap=None)`

Returns a resized copy of this image.

Parameters

- **size** – The requested size in pixels, as a 2-tuple: (width, height).
• **resample** – An optional resampling filter. This can be one of PIL.Image.NEAREST, PIL.Image.BOX, PIL.Image.BILINEAR, PIL.Image.HAMMING, PIL.Image.BICUBIC or PIL.Image.LANCZOS. Default filter is PIL.Image.BICUBIC. If the image has mode “I” or “P”, it is always set to PIL.Image.NEAREST. See: Filters.

• **box** – An optional 4-tuple of floats providing the source image region to be scaled. The values must be within (0, 0, width, height) rectangle. If omitted or None, the entire source is used.

• **reducing_gap** – Apply optimization by resizing the image in two steps. First, reducing the image by integer times using reduce(). Second, resizing using regular resampling. The last step changes size no less than by reducing_gap times. reducing_gap may be None (no first step is performed) or should be greater than 1.0. The bigger reducing_gap, the closer the result to the fair resampling. The smaller reducing_gap, the faster resizing. With reducing_gap greater or equal to 3.0, the result is indistinguishable from fair resampling in most cases. The default value is None (no optimization).

Returns An Image object.

This resizes the given image from (width, height) to (width/2, height/2):

```python
from PIL import Image

im = Image.open("hopper.jpg")

# Provide the target width and height of the image
(width, height) = (im.width // 2, im.height // 2)
im_resized = im.resize((width, height))
```

Image.remap_palette (dest_map, source_palette=None)
Rewrites the image to reorder the palette.

Parameters

• **dest_map** – A list of indexes into the original palette. e.g. [1,0] would swap a two item palette, and list(range(256)) is the identity transform.

• **source_palette** – Bytes or None.

Returns An Image object.

Image.rotate (angle, resample=0, expand=0, center=None, translate=None, fillcolor=None)
Returns a rotated copy of this image. This method returns a copy of this image, rotated the given number of degrees counter clockwise around its centre.

Parameters

• **angle** – In degrees counter clockwise.

• **resample** – An optional resampling filter. This can be one of PIL.Image.NEAREST (use nearest neighbour), PIL.Image.BILINEAR (linear interpolation in a 2x2 environment), or PIL.Image.BICUBIC (cubic spline interpolation in a 4x4 environment). If omitted, or if the image has mode “I” or “P”, it is set to PIL.Image.NEAREST. See Filters.

• **expand** – Optional expansion flag. If true, expands the output image to make it large enough to hold the entire rotated image. If false or omitted, make the output image the same size as the input image. Note that the expand flag assumes rotation around the center and no translation.
• **center** – Optional center of rotation (a 2-tuple). Origin is the upper left corner. Default is the center of the image.
• **translate** – An optional post-rotate translation (a 2-tuple).
• **fillcolor** – An optional color for area outside the rotated image.

**Returns** An `Image` object.

This rotates the input image by theta degrees counter clockwise:

```python
from PIL import Image
im = Image.open("hopper.jpg")

# Rotate the image by 60 degrees counter clockwise
theta = 60
# Angle is in degrees counter clockwise
im_rotated = im.rotate(angle=theta)
```

3.1. Image Module
On Unix, the image is then opened using the `display`, `eog` or `xv` utility, depending on which one can be found.

On macOS, the image is opened with the native Preview application.

On Windows, the image is opened with the standard PNG display utility.

**Parameters**

- `title` – Optional title to use for the image window, where possible.
- `command` – Command used to show the image.

**Image.split()**

Split this image into individual bands. This method returns a tuple of individual image bands from an image. For example, splitting an “RGB” image creates three new images each containing a copy of one of the original bands (red, green, blue).

If you need only one band, `getchannel()` method can be more convenient and faster.

**Returns**

A tuple containing bands.

**Image.getchannel(channel)**

Returns an image containing a single channel of the source image.

**Parameters**

- `channel` – What channel to return. Could be index (0 for “R” channel of “RGB”) or channel name (“A” for alpha channel of “RGBA”).

**Returns**

An image in “L” mode.

New in version 4.3.0.

**Image.tell()**

Returns the current frame number. See `seek()`.

**Returns**

Frame number, starting with 0.

**Image.thumbnail(size, resample=3, reducing_gap=2.0)**

Make this image into a thumbnail. This method modifies the image to contain a thumbnail version of itself, no larger than the given size. This method calculates an appropriate thumbnail size to preserve the aspect of the image, calls the `draft()` method to configure the file reader (where applicable), and finally resizes the image.

Note that this function modifies the `Image` object in place. If you need to use the full resolution image as well, apply this method to a `copy()` of the original image.

**Parameters**

- `size` – Requested size.
- `resample` – Optional resampling filter. This can be one of PIL.Image.NEAREST, PIL.Image.BILINEAR, PIL.Image.BICUBIC, or PIL.Image.LANCZOS. If omitted, it defaults to PIL.Image.BICUBIC (was PIL.Image.NEAREST prior to version 2.5.0).
- `reducing_gap` – Apply optimization by resizing the image in two steps. First, reducing the image by integer times using `reduce()` or `draft()` for JPEG images. Second, resizing using regular resampling. The last step changes size no less than by `reducing_gap` times. `reducing_gap` may be None (no first step is performed) or should be greater than 1.0. The bigger `reducing_gap`, the closer the result to the fair resampling. The smaller `reducing_gap`, the faster resizing. With `reducing_gap` greater or equal to 3.0, the result is indistinguishable from fair resampling in most cases. The default value is 2.0 (very close to fair resampling while still being faster in many cases).

**Returns**

None
Image.\texttt{tobitmap}(\texttt{name}='image')

Returns the image converted to an X11 bitmap.

\textbf{Note:} This method only works for mode “1” images.

\textbf{Parameters} \texttt{name} – The name prefix to use for the bitmap variables.

\textbf{Returns} A string containing an X11 bitmap.

\textbf{Raises} \texttt{ValueError} – If the mode is not “1”

Image.\texttt{tobytes}(\texttt{encoder\_name}='raw', *\texttt{args})

Return image as a bytes object.

\textbf{Warning:} This method returns the raw image data from the internal storage. For compressed image data (e.g. PNG, JPEG) use \texttt{save()}, with a BytesIO parameter for in-memory data.

\textbf{Parameters}

\begin{itemize}
    \item \texttt{encoder\_name} – What encoder to use. The default is to use the standard “raw” encoder.
    \item \texttt{args} – Extra arguments to the encoder.
\end{itemize}

\textbf{Return type} A bytes object.

Image.\texttt{tostring}(\*\texttt{args}, **\texttt{kw})

Image.\texttt{transform}(\texttt{size}, \texttt{method}, \texttt{data}=None, \texttt{resample}=0, \texttt{fill}=1, \texttt{fillcolor}=None)

Transforms this image. This method creates a new image with the given size, and the same mode as the original, and copies data to the new image using the given transform.

\textbf{Parameters}

\begin{itemize}
    \item \texttt{size} – The output size.
    \item \texttt{method} – The transformation method. This is one of \texttt{PIL.Image.EXTENT} (cut out a rectangular subregion), \texttt{PIL.Image.AFFINE} (affine transform), \texttt{PIL.Image.PERSPECTIVE} (perspective transform), \texttt{PIL.Image.QUAD} (map a quadrilateral to a rectangle), or \texttt{PIL.Image.MESH} (map a number of source quadrilaterals in one operation).
\end{itemize}

It may also be an \texttt{ImageTransformHandler} object:

\begin{Verbatim}
\texttt{class Example(Image.ImageTransformHandler):}
    \texttt{def transform(size, method, data, resample, fill=1):}
        \# Return result
\end{Verbatim}

It may also be an object with a \texttt{getdata()} method that returns a tuple supplying new \texttt{method} and \texttt{data} values:

\begin{Verbatim}
\texttt{class Example(object):}
    \texttt{def getdata(self):}
        \texttt{method = Image.EXTENT}
        \texttt{data = (0, 0, 100, 100)}
        \texttt{return method, data}
\end{Verbatim}

\begin{itemize}
    \item \texttt{data} – Extra data to the transformation method.
\end{itemize}
• **resample** – Optional resampling filter. It can be one of `PIL.Image.NEAREST` (use nearest neighbour), `PIL.Image.BILINEAR` (linear interpolation in a 2x2 environment), or `PIL.Image.BICUBIC` (cubic spline interpolation in a 4x4 environment). If omitted, or if the image has mode “1” or “P”, it is set to `PIL.Image.NEAREST`.

• **fill** – If `method` is an `ImageTransformHandler` object, this is one of the arguments passed to it. Otherwise, it is unused.

• **fillcolor** – Optional fill color for the area outside the transform in the output image.

Returns An `Image` object.

Image.transpose(`method`)
Transpose image (flip or rotate in 90 degree steps)

**Parameters**

`method` – One of `PIL.Image.FLIP_LEFT_RIGHT`, `PIL.Image.FLIP_TOP_BOTTOM`, `PIL.Image.ROTATE_90`, `PIL.Image.ROTATE_180`, `PIL.Image.ROTATE_270`, `PIL.Image.TRANSPOSE` or `PIL.Image.TRANSVERSE`.

**Returns**

Returns a flipped or rotated copy of this image.

This flips the input image by using the `Image.FLIP_LEFT_RIGHT` method.

```python
from PIL import Image
im = Image.open("hopper.jpg")
# Flip the image from left to right
im_flipped = im.transpose(method=Image.FLIP_LEFT_RIGHT)
# To flip the image from top to bottom,
# use the method "Image.FLIP_TOP_BOTTOM"
```

Image.verify()
Verifies the contents of a file. For data read from a file, this method attempts to determine if the file is broken, without actually decoding the image data. If this method finds any problems, it raises suitable exceptions. If you need to load the image after using this method, you must reopen the image file.

Image.fromstring(*`args`, **`kw`)

Image.load()
Allocates storage for the image and loads the pixel data. In normal cases, you don’t need to call this method, since the Image class automatically loads an opened image when it is accessed for the first time.

If the file associated with the image was opened by Pillow, then this method will close it. The exception to this is if the image has multiple frames, in which case the file will be left open for seek operations. See [File Handling in Pillow](#) for more information.

**Returns**

An image access object.

**Return type**

`PixelAccess Class` or `PIL.PyAccess`

Image.close()
Closes the file pointer, if possible.

This operation will destroy the image core and release its memory. The image data will be unusable afterward.

This function is only required to close images that have not had their file read and closed by the `load()` method. See [File Handling in Pillow](#) for more information.

### 3.1.4 Attributes

Instances of the `Image` class have the following attributes:
**PIL.Image.filename**

The filename or path of the source file. Only images created with the factory function `open` have a filename attribute. If the input is a file like object, the filename attribute is set to an empty string.

*Type* string

**PIL.Image.format**

The file format of the source file. For images created by the library itself (via a factory function, or by running a method on an existing image), this attribute is set to `None`.

*Type* string or `None`

**PIL.Image.mode**

Image mode. This is a string specifying the pixel format used by the image. Typical values are “1”, “L”, “RGB”, or “CMYK.” See *Modes* for a full list.

*Type* string

**PIL.Image.size**

Image size, in pixels. The size is given as a 2-tuple (width, height).

*Type* `(width, height)`

**PIL.Image.width**

Image width, in pixels.

*Type* `int`

**PIL.Image.height**

Image height, in pixels.

*Type* `int`

**PIL.Image.palette**

Colour palette table, if any. If mode is “P” or “PA”, this should be an instance of the `ImagePalette` class. Otherwise, it should be set to `None`.

*Type* `ImagePalette` or `None`

**PIL.Image.info**

A dictionary holding data associated with the image. This dictionary is used by file handlers to pass on various non-image information read from the file. See documentation for the various file handlers for details.

Most methods ignore the dictionary when returning new images; since the keys are not standardized, it’s not possible for a method to know if the operation affects the dictionary. If you need the information later on, keep a reference to the info dictionary returned from the open method.

Unless noted elsewhere, this dictionary does not affect saving files.

*Type* `dict`

---

### 3.2 ImageChops ("Channel Operations") Module

The `ImageChops` module contains a number of arithmetical image operations, called channel operations ("chops"). These can be used for various purposes, including special effects, image compositions, algorithmic painting, and more. For more pre-made operations, see `ImageOps`.

At this time, most channel operations are only implemented for 8-bit images (e.g. “L” and “RGB”).
3.2.1 Functions

Most channel operations take one or two image arguments and returns a new image. Unless otherwise noted, the result of a channel operation is always clipped to the range 0 to MAX (which is 255 for all modes supported by the operations in this module).

```python
def PIL.ImageChops.add(image1, image2, scale=1.0, offset=0):
    """Adds two images, dividing the result by scale and adding the offset. If omitted, scale defaults to 1.0, and offset to 0.0. At least one of the images must have mode “1”.
    """
    out = ((image1 + image2) / scale + offset)
    return type(Image)

def PIL.ImageChops.add_modulo(image1, image2):
    """Add two images, without clipping the result. At least one of the images must have mode “1”.
    """
    out = ((image1 + image2) % MAX)
    return type(Image)

def PIL.ImageChops.blend(image1, image2, alpha):
    """Blend images using constant transparency weight. Alias for PIL.Image.Image.blend().
    """
    return type(Image)

def PIL.ImageChops.composite(image1, image2, mask):
    """Create composite using transparency mask. Alias for PIL.Image.Image.composite().
    """
    return type(Image)

def PIL.ImageChops.constant(image, value):
    """Fill a channel with a given grey level.
    """
    return type(Image)

def PIL.ImageChops.darker(image1, image2):
    """Compares the two images, pixel by pixel, and returns a new image containing the darker values. At least one of the images must have mode “1”.
    """
    out = min(image1, image2)
    return type(Image)

def PIL.ImageChops.difference(image1, image2):
    """Returns the absolute value of the pixel-by-pixel difference between the two images. At least one of the images must have mode “1”.
    """
    out = abs(image1 - image2)
    return type(Image)

def PIL.ImageChops.duplicate(image):
    """Copy a channel. Alias for PIL.Image.Image.copy().
    """
    return type(Image)
PIL.ImageChops.invert(image)
Invert an image (channel).

```
out = MAX - image
```

*Return type* Image

PIL.ImageChops.lighter(image1, image2)
Compares the two images, pixel by pixel, and returns a new image containing the lighter values. At least one of
the images must have mode “1”.

```
out = max(image1, image2)
```

*Return type* Image

PIL.ImageChops.logical_and(image1, image2)
Logical AND between two images. At least one of the images must have mode “1”.

```
out = ((image1 and image2) % MAX)
```

*Return type* Image

PIL.ImageChops.logical_or(image1, image2)
Logical OR between two images. At least one of the images must have mode “1”.

```
out = ((image1 or image2) % MAX)
```

*Return type* Image

PIL.ImageChops.logical_xor(image1, image2)
Logical XOR between two images. At least one of the images must have mode “1”.

```
out = ((bool(image1) != bool(image2)) % MAX)
```

*Return type* Image

PIL.ImageChops.multiply(image1, image2)
Superimposes two images on top of each other.

If you multiply an image with a solid black image, the result is black. If you multiply with a solid white image, the image is unaffected. At least one of the images must have mode “1”.

```
out = imagel * image2 / MAX
```

*Return type* Image

PIL.ImageChops.soft_light(image1, image2)
Superimposes two images on top of each other using the Soft Light algorithm

*Return type* Image

PIL.ImageChops.hard_light(image1, image2)
Superimposes two images on top of each other using the Hard Light algorithm

*Return type* Image
PIL.ImageChops.overlay(image1, image2)
Superimposes two images on top of each other using the Overlay algorithm

Return type Image

PIL.ImageChops.offset(image, xoffset, yoffset=None)
Returns a copy of the image where data has been offset by the given distances. Data wraps around the edges. If yoffset is omitted, it is assumed to be equal to xoffset.

PIL.ImageChops.screen(image1, image2)
Superimposes two inverted images on top of each other. At least one of the images must have mode “1”.

\[
\text{out} = \text{MAX} - ((\text{MAX} - \text{image1}) \times (\text{MAX} - \text{image2}) / \text{MAX})
\]

Return type Image

PIL.ImageChops.subtract(image1, image2, scale=1.0, offset=0)
Subtracts two images, dividing the result by scale and adding the offset. If omitted, scale defaults to 1.0, and offset to 0.0. At least one of the images must have mode “1”.

\[
\text{out} = ((\text{image1} - \text{image2}) / \text{scale} + \text{offset})
\]

Return type Image

PIL.ImageChops.subtract_modulo(image1, image2)
Subtract two images, without clipping the result. At least one of the images must have mode “1”.

\[
\text{out} = ((\text{image1} - \text{image2}) \% \text{MAX})
\]

Return type Image

3.3 ImageColor Module

The ImageColor module contains color tables and converters from CSS3-style color specifiers to RGB tuples. This module is used by PIL.Image.new() and the ImageDraw module, among others.

3.3.1 Color Names

The ImageColor module supports the following string formats:

- Hexadecimal color specifiers, given as #rgb or #rrggbb. For example, #ff0000 specifies pure red.
- RGB functions, given as rgb(red, green, blue) where the color values are integers in the range 0 to 255. Alternatively, the color values can be given as three percentages (0% to 100%). For example, rgb(255, 0, 0) and rgb(100%, 0%, 0%) both specify pure red.
- Hue-Saturation-Lightness (HSL) functions, given as hsl(hue, saturation%, lightness%) where hue is the color given as an angle between 0 and 360 (red=0, green=120, blue=240), saturation is a value between 0% and 100% (gray=0%, full color=100%), and lightness is a value between 0% and 100% (black=0%, normal=50%, white=100%). For example, hsl(0,100%,50%) is pure red.
• Hue-Saturation-Value (HSV) functions, given as `hsv(hue, saturation%, value%)` where hue and saturation are the same as HSL, and value is between 0% and 100% (black=0%, normal=100%). For example, `hsv(0,100%,100%)` is pure red. This format is also known as Hue-Saturation-Brightness (HSB), and can be given as `hsb(hue, saturation%, brightness%)`, where each of the values are used as they are in HSV.

• Common HTML color names. The `ImageColor` module provides some 140 standard color names, based on the colors supported by the X Window system and most web browsers. Color names are case insensitive. For example, `red` and `Red` both specify pure red.

3.3.2 Functions

```
pIL.ImageColor.getrgb(color)
```
Convert a color string to an RGB tuple. If the string cannot be parsed, this function raises a `ValueError` exception.

New in version 1.1.4.

```
pIL.ImageColor.getcolor(color, mode)
```
Same as `getrgb()`, but converts the RGB value to a greyscale value if the mode is not color or a palette image. If the string cannot be parsed, this function raises a `ValueError` exception.

New in version 1.1.4.

3.4 ImageCms Module

The `ImageCms` module provides color profile management support using the LittleCMS2 color management engine, based on Kevin Cazabon’s PyCMS library.

```
class PIL.ImageCms.ImageCmsTransform(input, output, input_mode, output_mode, intent=0, proof=None, proof_intent=3, flags=0)
```
Transform. This can be used with the procedural API, or with the standard `Image.point()` method.

Will return the output profile in the output.info[‘icc_profile’].

```
exception PIL.ImageCms.PyCMSError
```
(pyCMS) Exception class. This is used for all errors in the pyCMS API.

```
PIL.ImageCms.applyTransform(im, transform, inPlace=False)
```
(pyCMS) Applies a transform to a given image.

If `im.mode != transform.inMode`, a PyCMSError is raised.

If `inPlace` is True and `transform.inMode != transform.outMode`, a PyCMSError is raised.

If `im.mode`, `transform.inMode`, or `transform.outMode` is not supported by `pyCMSdll` or the profiles you used for the transform, a PyCMSError is raised.

If an error occurs while the transform is being applied, a PyCMSError is raised.

This function applies a pre-calculated transform (from `ImageCms.buildTransform()` or `ImageCms.buildTransformFromOpenProfiles()`) to an image. The transform can be used for multiple images, saving considerable calculation time if doing the same conversion multiple times.

If you want to modify `im` in-place instead of receiving a new image as the return value, set `inPlace` to True. This can only be done if `transform.inMode` and `transform.outMode` are the same, because we can’t change the mode in-place (the buffer sizes for some modes are different). The default behavior is to return a new Image object of the same dimensions in mode `transform.outMode`. 
Parameters

- **im** – A PIL Image object, and im.mode must be the same as the inMode supported by the transform.
- **transform** – A valid CmsTransform class object
- **inPlace** – Bool. If True, im is modified in place and None is returned, if False, a new Image object with the transform applied is returned (and im is not changed). The default is False.

Returns Either None, or a new PIL Image object, depending on the value of inPlace. The profile will be returned in the image’s info[’icc_profile’].

Raises **PyCMSError** – PIL.ImageCms.buildProofTransform(inputProfile, outputProfile, proofProfile, inMode, outMode, renderingIntent=0, proofRenderingIntent=3, flags=16384)

(pyCMS) Builds an ICC transform mapping from the inputProfile to the outputProfile, but tries to simulate the result that would be obtained on the proofProfile device.

If the input, output, or proof profiles specified are not valid filenames, a PyCMSError will be raised.

If an error occurs during creation of the transform, a PyCMSError will be raised.

If inMode or outMode are not a mode supported by the outputProfile (or by pyCMS), a PyCMSError will be raised.

This function builds and returns an ICC transform from the inputProfile to the outputProfile, but tries to simulate the result that would be obtained on the proofProfile device using renderingIntent and proofRenderingIntent to determine what to do with out-of-gamut colors. This is known as “soft-proofing”. It will ONLY work for converting images that are in inMode to images that are in outMode color format (PIL mode, i.e. “RGB”, “RGBA”, “CMYK”, etc.).

Usage of the resulting transform object is exactly the same as with ImageCms.buildTransform().

Proof profiling is generally used when using an output device to get a good idea of what the final printed/displayed image would look like on the proofProfile device when it’s quicker and easier to use the output device for judging color. Generally, this means that the output device is a monitor, or a dye-sub printer (etc.), and the simulated device is something more expensive, complicated, or time consuming (making it difficult to make a real print for color judgement purposes).

Soft-proofing basically functions by adjusting the colors on the output device to match the colors of the device being simulated. However, when the simulated device has a much wider gamut than the output device, you may obtain marginal results.

Parameters

- **inputProfile** – String, as a valid filename path to the ICC input profile you wish to use for this transform, or a profile object
- **outputProfile** – String, as a valid filename path to the ICC output (monitor, usually) profile you wish to use for this transform, or a profile object
- **proofProfile** – String, as a valid filename path to the ICC proof profile you wish to use for this transform, or a profile object
- **inMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)
- **outMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)
• **renderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for the input->proof (simulated) transform

\[
\begin{align*}
\text{ImageCms.INTENT_PERCEPTUAL} &= 0 \quad \text{(DEFAULT)} \\
\text{ImageCms.INTENT_RELATIVE_COLORIMETRIC} &= 1 \\
\text{ImageCms.INTENT_SATURATION} &= 2 \\
\text{ImageCms.INTENT_ABSOLUTE_COLORIMETRIC} &= 3
\end{align*}
\]

see the pyCMS documentation for details on rendering intents and what they do.

• **proofRenderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for proof->output transform

\[
\begin{align*}
\text{ImageCms.INTENT_PERCEPTUAL} &= 0 \quad \text{(DEFAULT)} \\
\text{ImageCms.INTENT_RELATIVE_COLORIMETRIC} &= 1 \\
\text{ImageCms.INTENT_SATURATION} &= 2 \\
\text{ImageCms.INTENT_ABSOLUTE_COLORIMETRIC} &= 3
\end{align*}
\]

see the pyCMS documentation for details on rendering intents and what they do.

• **flags** – Integer (0-. . . ) specifying additional flags

Returns A CmsTransform class object.

Raises PyCMSError –

```
PIL.ImageCms.buildProofTransformFromOpenProfiles(inputProfile, outputProfile, proofProfile, inMode, outMode, renderingIntent=0, proofRenderingIntent=3, flags=16384)
```

(pyCMS) Builds an ICC transform mapping from the inputProfile to the outputProfile, but tries to simulate the result that would be obtained on the proofProfile device.

If the input, output, or proof profiles specified are not valid filenames, a PyCMSError will be raised.

If an error occurs during creation of the transform, a PyCMSError will be raised.

If inMode or outMode are not a mode supported by the outputProfile (or by pyCMS), a PyCMSError will be raised.

This function builds and returns an ICC transform from the inputProfile to the outputProfile, but tries to simulate the result that would be obtained on the proofProfile device using renderingIntent and proofRenderingIntent to determine what to do with out-of-gamut colors. This is known as “soft-proofing”. It will ONLY work for converting images that are in inMode to images that are in outMode color format (PIL mode, i.e. “RGB”, “RGBA”, “CMYK”, etc.).

Usage of the resulting transform object is exactly the same as with ImageCms.buildTransform().

Proof profiling is generally used when using an output device to get a good idea of what the final printed/displayed image would look like on the proofProfile device when it’s quicker and easier to use the output device for judging color. Generally, this means that the output device is a monitor, or a dye-sub printer (etc.), and the simulated device is something more expensive, complicated, or time consuming (making it difficult to make a real print for color judgement purposes).

Soft-proofing basically functions by adjusting the colors on the output device to match the colors of the device being simulated. However, when the simulated device has a much wider gamut than the output device, you may obtain marginal results.

Parameters

• **inputProfile** – String, as a valid filename path to the ICC input profile you wish to use for this transform, or a profile object
• **outputProfile** – String, as a valid filename path to the ICC output (monitor, usually) profile you wish to use for this transform, or a profile object

• **proofProfile** – String, as a valid filename path to the ICC proof profile you wish to use for this transform, or a profile object

• **inMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)

• **outMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)

• **renderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for the input->proof (simulated) transform

```
ImageCms.INTENT_PERCEPTUAL = 0 (DEFAULT)
ImageCms.INTENT_RELATIVE_COLORIMETRIC = 1
ImageCms.INTENT_SATURATION = 2
ImageCms.INTENT_ABSOLUTE_COLORIMETRIC = 3
```

see the pyCMS documentation for details on rendering intents and what they do.

• **proofRenderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for proof->output transform

```
ImageCms.INTENT_PERCEPTUAL = 0 (DEFAULT)
ImageCms.INTENT_RELATIVE_COLORIMETRIC = 1
ImageCms.INTENT_SATURATION = 2
ImageCms.INTENT_ABSOLUTE_COLORIMETRIC = 3
```

see the pyCMS documentation for details on rendering intents and what they do.

• **flags** – Integer (0...) specifying additional flags

Returns A CmsTransform class object.

Raises PyCMSError –

PIL.ImageCms.buildTransform(inputProfile, outputProfile, inMode, outMode, renderingIntent=0, flags=0)

(pyCMS) Builds an ICC transform mapping from the inputProfile to the outputProfile. Use applyTransform to apply the transform to a given image.

If the input or output profiles specified are not valid filenames, a PyCMSError will be raised. If an error occurs during creation of the transform, a PyCMSError will be raised.

If inMode or outMode are not a mode supported by the outputProfile (or by pyCMS), a PyCMSError will be raised.

This function builds and returns an ICC transform from the inputProfile to the outputProfile using the renderingIntent to determine what to do with out-of-gamut colors. It will ONLY work for converting images that are in inMode to images that are in outMode color format (PIL mode, i.e. “RGB”, “RGBA”, “CMYK”, etc.).

Building the transform is a fair part of the overhead in ImageCms.profileToProfile(), so if you're planning on converting multiple images using the same input/output settings, this can save you time. Once you have a transform object, it can be used with ImageCms.applyProfile() to convert images without the need to re-compute the lookup table for the transform.

The reason pyCMS returns a class object rather than a handle directly to the transform is that it needs to keep track of the PIL input/output modes that the transform is meant for. These attributes are stored in the “inMode” and “outMode” attributes of the object (which can be manually overridden if you really want to, but I don’t know of any time that would be of use, or would even work).

Parameters
Pillow (PIL Fork) Documentation, Release 7.2.0.dev0

• **inputProfile** – String, as a valid filename path to the ICC input profile you wish to use for this transform, or a profile object

• **outputProfile** – String, as a valid filename path to the ICC output profile you wish to use for this transform, or a profile object

• **inMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)

• **outMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)

• **renderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for the transform
  
  ImageCms.INTENT_PERCEPTUAL = 0 (DEFAULT)  
  ImageCms.INTENT_RELATIVE_COLORIMETRIC = 1  
  ImageCms.INTENT_SATURATION = 2  
  ImageCms.INTENT_ABSOLUTE_COLORIMETRIC = 3

  see the pyCMS documentation for details on rendering intents and what they do.

• **flags** – Integer (0-...) specifying additional flags

Returns A CmsTransform class object.

Raises PyCMSError –

PIL.ImageCms.buildTransformFromOpenProfiles(inputProfile, outputProfile, inMode, outMode, renderingIntent=0, flags=0)

(pyCMS) Builds an ICC transform mapping from the inputProfile to the outputProfile. Use applyTransform to apply the transform to a given image.

If the input or output profiles specified are not valid filenames, a PyCMSError will be raised. If an error occurs during creation of the transform, a PyCMSError will be raised.

If inMode or outMode are not a mode supported by the outputProfile (or by pyCMS), a PyCMSError will be raised.

This function builds and returns an ICC transform from the inputProfile to the outputProfile using the rendering-intent to determine what to do with out-of-gamut colors. It will ONLY work for converting images that are in inMode to images that are in outMode color format (PIL mode, i.e. “RGB”, “RGBA”, “CMYK”, etc.).

Building the transform is a fair part of the overhead in ImageCms.profileToProfile(), so if you’re planning on converting multiple images using the same input/output settings, this can save you time. Once you have a transform object, it can be used with ImageCms.applyProfile() to convert images without the need to re-compute the lookup table for the transform.

The reason pyCMS returns a class object rather than a handle directly to the transform is that it needs to keep track of the PIL input/output modes that the transform is meant for. These attributes are stored in the “inMode” and “outMode” attributes of the object (which can be manually overridden if you really want to, but I don’t know of any time that would be of use, or would even work).

Parameters

• **inputProfile** – String, as a valid filename path to the ICC input profile you wish to use for this transform, or a profile object

• **outputProfile** – String, as a valid filename path to the ICC output profile you wish to use for this transform, or a profile object

• **inMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)
- **outMode** – String, as a valid PIL mode that the appropriate profile also supports (i.e. “RGB”, “RGBA”, “CMYK”, etc.)

- **renderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for the transform

  ```
  ImageCms.INTENT_PERCEPTUAL = 0 (DEFAULT)
  ImageCms.INTENT_RELATIVE_COLORIMETRIC = 1
  ImageCms.INTENT_SATURATION = 2
  ImageCms.INTENT_ABSOLUTE_COLORIMETRIC = 3
  ```

  see the pyCMS documentation for details on rendering intents and what they do.

- **flags** – Integer (0... ) specifying additional flags

**Returns** A CmsTransform class object.

**Raises** PyCMSError –

PIL.ImageCms.createProfile(colorSpace, colorTemp=-1)
(pyCMS) Creates a profile.

If colorSpace not in [“LAB”, “XYZ”, “sRGB”], a PyCMSError is raised

If using LAB and colorTemp != a positive integer, a PyCMSError is raised.

If an error occurs while creating the profile, a PyCMSError is raised.

Use this function to create common profiles on-the-fly instead of having to supply a profile on disk and knowing the path to it. It returns a normal CmsProfile object that can be passed to ImageCms.buildTransformFromOpenProfiles() to create a transform to apply to images.

**Parameters**

- **colorSpace** – String, the color space of the profile you wish to create. Currently only “LAB”, “XYZ”, and “sRGB” are supported.

- **colorTemp** – Positive integer for the white point for the profile, in degrees Kelvin (i.e. 5000, 6500, 9600, etc.). The default is for D50 illuminant if omitted (5000k). colorTemp is ONLY applied to LAB profiles, and is ignored for XYZ and sRGB.

**Returns** A CmsProfile class object

**Raises** PyCMSError –

PIL.ImageCms.getDefaultIntent(profile)
(pyCMS) Gets the default intent name for the given profile.

If profile isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised.

If an error occurs while trying to obtain the default intent, a PyCMSError is raised.

Use this function to determine the default (and usually best optimized) rendering intent for this profile. Most profiles support multiple rendering intents, but are intended mostly for one type of conversion. If you wish to use a different intent than returned, use ImageCms.isIntentSupported() to verify it will work first.

**Parameters** profile – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

**Returns**

Integer 0-3 specifying the default rendering intent for this profile.
ImageCms.INTENT_PERCEPTUAL = 0 (DEFAULT) ImageCms.INTENT_RELATIVE_COLORIMETRIC = 1 ImageCms.INTENT_SATURATION = 2 ImageCms.INTENT_ABSOLUTE_COLORIMETRIC = 3

see the pyCMS documentation for details on rendering intents and what they do.

Raises PyCMSError –

PIL.ImageCms.getOpenProfile(profileFilename)
(pyCMS) Opens an ICC profile file.

The PyCMSProfile object can be passed back into pyCMS for use in creating transforms and such (as in ImageCms.buildTransformFromOpenProfiles()).

If profileFilename is not a valid filename for an ICC profile, a PyCMSError will be raised.

Parameters profileFilename – String, as a valid filename path to the ICC profile you wish to open, or a file-like object.

Returns A CmsProfile class object.

Raises PyCMSError –

PIL.ImageCms.getProfileCopyright(profile)
(pyCMS) Gets the copyright for the given profile.

If profile isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised.

If an error occurs while trying to obtain the copyright tag, a PyCMSError is raised

Use this function to obtain the information stored in the profile’s copyright tag.

Parameters profile – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

Returns A string containing the internal profile information stored in an ICC tag.

Raises PyCMSError –

PIL.ImageCms.getProfileDescription(profile)
(pyCMS) Gets the description for the given profile.

If profile isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised.

If an error occurs while trying to obtain the description tag, a PyCMSError is raised

Use this function to obtain the information stored in the profile’s description tag.

Parameters profile – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

Returns A string containing the internal profile information stored in an ICC tag.

Raises PyCMSError –

PIL.ImageCms.getProfileInfo(profile)
(pyCMS) Gets the internal product information for the given profile.

If profile isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised.

If an error occurs while trying to obtain the info tag, a PyCMSError is raised

Use this function to obtain the information stored in the profile’s info tag. This often contains details about the profile, and how it was created, as supplied by the creator.
**Parameters** `profile` – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

**Returns** A string containing the internal profile information stored in an ICC tag.

**Raises** PyCMSError –

PIL.ImageCms.getProfileManufacturer(`profile`)  
(pyCMS) Gets the manufacturer for the given profile.  
If `profile` isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised.  
If an error occurs while trying to obtain the manufacturer tag, a PyCMSError is raised  
Use this function to obtain the information stored in the profile’s manufacturer tag.

**Parameters** `profile` – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

**Returns** A string containing the internal profile information stored in an ICC tag.

**Raises** PyCMSError –

PIL.ImageCms.getProfileModel(`profile`)  
(pyCMS) Gets the model for the given profile.  
If `profile` isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised.  
If an error occurs while trying to obtain the model tag, a PyCMSError is raised  
Use this function to obtain the information stored in the profile’s model tag.

**Parameters** `profile` – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

**Returns** A string containing the internal profile information stored in an ICC tag.

**Raises** PyCMSError –

PIL.ImageCms.getProfileName(`profile`)  
(pyCMS) Gets the internal product name for the given profile.  
If `profile` isn’t a valid CmsProfile object or filename to a profile, a PyCMSError is raised  
If an error occurs while trying to obtain the name tag, a PyCMSError is raised  
Use this function to obtain the INTERNAL name of the profile (stored in an ICC tag in the profile itself), usually the one used when the profile was originally created. Sometimes this tag also contains additional information supplied by the creator.

**Parameters** `profile` – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.

**Returns** A string containing the internal name of the profile as stored in an ICC tag.

**Raises** PyCMSError –

PIL.ImageCms.get_display_profile(`handle=None`)  
(experimental) Fetches the profile for the current display device. :returns: None if the profile is not known.

PIL.ImageCms.isIntentSupported(`profile, intent, direction`)  
(pyCMS) Checks if a given intent is supported.  
Use this function to verify that you can use your desired renderingIntent with profile, and that profile can be used for the input/output/proof profile as you desire.  
Some profiles are created specifically for one “direction”, can cannot be used for others. Some profiles can only be used for certain rendering intents... so it’s best to either verify this before trying to create a transform with
them (using this function), or catch the potential PyCMSError that will occur if they don’t support the modes you select.

**Parameters**

- **profile** – EITHER a valid CmsProfile object, OR a string of the filename of an ICC profile.
- **intent** – Integer (0-3) specifying the rendering intent you wish to use with this profile

\[
\begin{align*}
\text{ImageCms.INTENT_PERCEPTUAL} & = 0 \quad \text{(DEFAULT)} \\
\text{ImageCms.INTENT_RELATIVE_COLORIMETRIC} & = 1 \\
\text{ImageCms.INTENT_SATURATION} & = 2 \\
\text{ImageCms.INTENT_ABSOLUTE_COLORIMETRIC} & = 3
\end{align*}
\]

see the pyCMS documentation for details on rendering intents and what they do.

- **direction** – Integer specifying if the profile is to be used for input, output, or proof

\[
\begin{align*}
\text{INPUT} & = 0 \quad (\text{or use ImageCms.DIRECTION_INPUT}) \\
\text{OUTPUT} & = 1 \quad (\text{or use ImageCms.DIRECTION_OUTPUT}) \\
\text{PROOF} & = 2 \quad (\text{or use ImageCms.DIRECTION_PROOF})
\end{align*}
\]

**Returns** 1 if the intent/direction are supported, -1 if they are not.

**Raises** PyCMSError –

PIL.ImageCms.profileToProfile(im, inputProfile, outputProfile, renderingIntent=0, outputMode=None, inplace=False, flags=0)

(pyCMS) Applies an ICC transformation to a given image, mapping from inputProfile to outputProfile.

If the input or output profiles specified are not valid filenames, a PyCMSError will be raised. If inplace is True and outputMode != im.mode, a PyCMSError will be raised. If an error occurs during application of the profiles, a PyCMSError will be raised. If outputMode is not a mode supported by the outputProfile (or by pyCMS), a PyCMSError will be raised.

This function applies an ICC transformation to im from inputProfile’s color space to outputProfile’s color space using the specified rendering intent to decide how to handle out-of-gamut colors.

OutputMode can be used to specify that a color mode conversion is to be done using these profiles, but the specified profiles must be able to handle that mode. I.e., if converting im from RGB to CMYK using profiles, the input profile must handle RGB data, and the output profile must handle CMYK data.

**Parameters**

- **im** – An open PIL image object (i.e. Image.new(...) or Image.open(...), etc.)
- **inputProfile** – String, as a valid filename path to the ICC input profile you wish to use for this image, or a profile object
- **outputProfile** – String, as a valid filename path to the ICC output profile you wish to use for this image, or a profile object
- **renderingIntent** – Integer (0-3) specifying the rendering intent you wish to use for the transform

\[
\begin{align*}
\text{ImageCms.INTENT_PERCEPTUAL} & = 0 \quad \text{(DEFAULT)} \\
\text{ImageCms.INTENT_RELATIVE_COLORIMETRIC} & = 1 \\
\text{ImageCms.INTENT_SATURATION} & = 2 \\
\text{ImageCms.INTENT_ABSOLUTE_COLORIMETRIC} & = 3
\end{align*}
\]

see the pyCMS documentation for details on rendering intents and what they do.
outputMode – A valid PIL mode for the output image (i.e. “RGB”, “CMYK”, etc.).
   Note: if rendering the image “inPlace”, outputMode MUST be the same mode as the input,
or omitted completely. If omitted, the outputMode will be the same as the mode of the input
   image (im.mode)

inPlace – Boolean. If True, the original image is modified in-place, and None is returned.
   If False (default), a new Image object is returned with the transform applied.

flags – Integer (0-...) specifying additional flags

Returns Either None or a new PIL image object, depending on value of inPlace

Raises PyCMSError –

PIL.ImageCms.versions()
   (pyCMS) Fetches versions.

3.4.1 CmsProfile

The ICC color profiles are wrapped in an instance of the class CmsProfile. The specification ICC.1:2010 contains
more information about the meaning of the values in ICC profiles.

For convenience, all XYZ-values are also given as xyY-values (so they can be easily displayed in a chromaticity
diagram, for example).

class PIL.ImageCms.CmsProfile

creation_date
   Date and time this profile was first created (see 7.2.1 of ICC.1:2010).
   Type datetime.datetime or None

version
   The version number of the ICC standard that this profile follows (e.g. 2.0).
   Type float

icc_version
   Same as version, but in encoded format (see 7.2.4 of ICC.1:2010).
   Type float

device_class
   4-character string identifying the profile class. One of scnr, mntr, prtr, link, spac, abst, nmcl
   (see 7.2.5 of ICC.1:2010 for details).
   Type string

oxcolor_space
   4-character string (padded with whitespace) identifying the color space, e.g. XYZ, RGB, or CMYK (see
   7.2.6 of ICC.1:2010 for details).
   Note that the deprecated attribute color_space contains an interpreted (non-padded) variant of this (but
   can be empty on unknown input).
   Type string

connection_space
   4-character string (padded with whitespace) identifying the color space on the B-side of the transform (see
   7.2.7 of ICC.1:2010 for details).
   Note that the deprecated attribute pcs contains an interpreted (non-padded) variant of this (but can be
   empty on unknown input).
Type string

header_flags
The encoded header flags of the profile (see 7.2.11 of ICC.1:2010 for details).

Type int

header_manufacturer
4-character string (padded with whitespace) identifying the device manufacturer, which shall match the
signature contained in the appropriate section of the ICC signature registry found at www.color.org (see
7.2.12 of ICC.1:2010).

Type string

header_model
4-character string (padded with whitespace) identifying the device model, which shall match the signature
contained in the appropriate section of the ICC signature registry found at www.color.org (see 7.2.13 of
ICC.1:2010).

Type string

attributes
Flags used to identify attributes unique to the particular device setup for which the profile is applicable
(see 7.2.14 of ICC.1:2010 for details).

Type int

rendering_intent
The rendering intent to use when combining this profile with another profile (usually overridden at run-
time, but provided here for DeviceLink and embedded source profiles, see 7.2.15 of ICC.1:2010).

One of ImageCms.INTENT_ABSOLUTE_COLORIMETRIC, ImageCms.INTENT_PERCEPTUAL,
ImageCms.INTENT_RELATIVE_COLORIMETRIC and ImageCms.INTENT_SATURATION.

Type int

profile_id
A sequence of 16 bytes identifying the profile (via a specially constructed MD5 sum), or 16 binary zeroes
if the profile ID has not been calculated (see 7.2.18 of ICC.1:2010).

Type bytes

copyright
The text copyright information for the profile (see 9.2.21 of ICC.1:2010).

Type unicode or None

manufacturer
The (English) display string for the device manufacturer (see 9.2.22 of ICC.1:2010).

Type unicode or None

model
The (English) display string for the device model of the device for which this profile is created (see 9.2.23
of ICC.1:2010).

Type unicode or None

profile_description
The (English) display string for the profile description (see 9.2.41 of ICC.1:2010).

Type unicode or None
**target**
The name of the registered characterization data set, or the measurement data for a characterization target (see 9.2.14 of ICC.1:2010).

*Type* unicode or None

**red_colorant**
The first column in the matrix used in matrix/TRC transforms (see 9.2.44 of ICC.1:2010).

*Type* ((X, Y, Z), (x, y, Y)) or None

**green_colorant**
The second column in the matrix used in matrix/TRC transforms (see 9.2.30 of ICC.1:2010).

*Type* ((X, Y, Z), (x, y, Y)) or None

**blue_colorant**
The third column in the matrix used in matrix/TRC transforms (see 9.2.4 of ICC.1:2010).

*Type* ((X, Y, Z), (x, y, Y)) or None

**luminance**
The absolute luminance of emissive devices in candelas per square metre as described by the Y channel (see 9.2.32 of ICC.1:2010).

*Type* ((X, Y, Z), (x, y, Y)) or None

**chromaticity**
The data of the phosphor/colorant chromaticity set used (red, green and blue channels, see 9.2.16 of ICC.1:2010).

*Type* ((x, y, Y), (x, y, Y), (x, y, Y)) or None

**chromatic_adaption**
The chromatic adaption matrix converts a color measured using the actual illumination conditions and relative to the actual adopted white, to an color relative to the PCS adopted white, with complete adaption from the actual adopted white chromaticity to the PCS adopted white chromaticity (see 9.2.15 of ICC.1:2010).

Two matrices are returned, one in (X, Y, Z) space and one in (x, y, Y) space.

*Type* 2-tuple of 3-tuple, the first with (X, Y, Z) and the second with (x, y, Y) values

**colorant_table**
This tag identifies the colorants used in the profile by a unique name and set of PCSXYZ or PCSLAB values (see 9.2.19 of ICC.1:2010).

*Type* list of strings

**colorant_table_out**
This tag identifies the colorants used in the profile by a unique name and set of PCSLAB values (for DeviceLink profiles only, see 9.2.19 of ICC.1:2010).

*Type* list of strings

**colorimetric_intent**
4-character string (padded with whitespace) identifying the image state of PCS colorimetry produced using the colorimetric intent transforms (see 9.2.20 of ICC.1:2010 for details).

*Type* string or None

**perceptual_rendering_intent_gamut**
4-character string (padded with whitespace) identifying the (one) standard reference medium gamut (see 9.2.37 of ICC.1:2010 for details).
Type `string` or `None`

**saturation_rendering_intent_gamut**
4-character string (padded with whitespace) identifying the (one) standard reference medium gamut (see 9.2.37 of ICC.1:2010 for details).

Type `string` or `None`

**technology**
4-character string (padded with whitespace) identifying the device technology (see 9.2.47 of ICC.1:2010 for details).

Type `string` or `None`

**media_black_point**
This tag specifies the media black point and is used for generating absolute colorimetry.
This tag was available in ICC 3.2, but it is removed from version 4.

Type `((X, Y, Z), (x, y, Y))` or `None`

**media_white_point_temperature**
Calculates the white point temperature (see the LCMS documentation for more information).

Type `float` or `None`

**viewing_condition**
The (English) display string for the viewing conditions (see 9.2.48 of ICC.1:2010).

Type `unicode` or `None`

**screening_description**
The (English) display string for the screening conditions.
This tag was available in ICC 3.2, but it is removed from version 4.

Type `unicode` or `None`

**red_primary**
The XYZ-transformed of the RGB primary color red (1, 0, 0).

Type `((X, Y, Z), (x, y, Y))` or `None`

**green_primary**
The XYZ-transformed of the RGB primary color green (0, 1, 0).

Type `((X, Y, Z), (x, y, Y))` or `None`

**blue_primary**
The XYZ-transformed of the RGB primary color blue (0, 0, 1).

Type `((X, Y, Z), (x, y, Y))` or `None`

**is_matrix_shaper**
True if this profile is implemented as a matrix shaper (see documentation on LCMS).

Type `bool`

**clut**
Returns a dictionary of all supported intents and directions for the CLUT model.
The dictionary is indexed by intents (ImageCms.INTENT_ABSOLUTE_COLORIMETRIC, ImageCms.INTENT_PERCEPTUAL, ImageCms.INTENT_RELATIVE_COLORIMETRIC and ImageCms.INTENT_SATURATION).
The values are 3-tuples indexed by directions (ImageCms.DIRECTION_INPUT, ImageCms.
DIRECTION_OUTPUT, ImageCms.DIRECTION_PROOF).

The elements of the tuple are booleans. If the value is True, that intent is supported for that direction.

Type dict of boolean 3-tuples

intent_supported
Returns a dictionary of all supported intents and directions.

The dictionary is indexed by intents (ImageCms.INTENT_ABSOLUTE_COLORIMETRIC,
ImageCms.INTENT_PERCEPTUAL, ImageCms.INTENT_RELATIVE_COLORIMETRIC and
ImageCms.INTENT_SATURATION).

The values are 3-tuples indexed by directions (ImageCms.DIRECTION_INPUT, ImageCms.
DIRECTION_OUTPUT, ImageCms.DIRECTION_PROOF).

The elements of the tuple are booleans. If the value is True, that intent is supported for that direction.

Type dict of boolean 3-tuples

color_space
Deprecated but retained for backwards compatibility. Interpreted value of xcolor_space. May be the
empty string if value could not be decoded.

Type string

pcs
Deprecated but retained for backwards compatibility. Interpreted value of connection_space. May
be the empty string if value could not be decoded.

Type string

product_model
Deprecated but retained for backwards compatibility. ASCII-encoded value of model.

Type string

product_manufacturer
Deprecated but retained for backwards compatibility. ASCII-encoded value of manufacturer.

Type string

product_copyright
Deprecated but retained for backwards compatibility. ASCII-encoded value of copyright.

Type string

product_description
Deprecated but retained for backwards compatibility. ASCII-encoded value of
profile_description.

Type string

product_desc
Deprecated but retained for backwards compatibility. ASCII-encoded value of
profile_description.

This alias of product_description used to contain a derived informative string about the profile,
depending on the value of the description, copyright, manufacturer and model fields).

Type string

There is one function defined on the class:
is_intent_supported(intent, direction)

Returns if the intent is supported for the given direction.

Note that you can also get this information for all intents and directions with intent_supported.

Parameters

- **intent** – One of ImageCms.INTENT_ABSOLUTE_COLORIMETRIC, ImageCms.INTENT_PERCEPTUAL, ImageCms.INTENT_RELATIVE_COLORIMETRIC and ImageCms.INTENT_SATURATION.
- **direction** – One of ImageCms.DIRECTION_INPUT, ImageCms.DIRECTION_OUTPUT and ImageCms.DIRECTION_PROOF

Returns Boolean if the intent and direction is supported.

3.5 ImageDraw Module

The ImageDraw module provides simple 2D graphics for Image objects. You can use this module to create new images, annotate or retouch existing images, and to generate graphics on the fly for web use.

For a more advanced drawing library for PIL, see the aggdraw module.

3.5.1 Example: Draw a gray cross over an image

```python
from PIL import Image, ImageDraw

with Image.open("hopper.jpg") as im:
    draw = ImageDraw.Draw(im)
    draw.line((0, 0) + im.size, fill=128)
    draw.line((0, im.size[1], im.size[0], 0), fill=128)

    # write to stdout
    im.save(sys.stdout, "PNG")
```

3.5.2 Concepts

Coordinates

The graphics interface uses the same coordinate system as PIL itself, with (0, 0) in the upper left corner. Any pixels drawn outside of the image bounds will be discarded.

Colors

To specify colors, you can use numbers or tuples just as you would use with PIL.Image.new() or PIL.Image.Image.putpixel(). For “1”, “L”, and “I” images, use integers. For “RGB” images, use a 3-tuple containing integer values. For “F” images, use integer or floating point values.

For palette images (mode “P”), use integers as color indexes. In 1.1.4 and later, you can also use RGB 3-tuples or color names (see below). The drawing layer will automatically assign color indexes, as long as you don’t draw with more than 256 colors.
Color Names

See Color Names for the color names supported by Pillow.

Fonts

PIL can use bitmap fonts or OpenType/TrueType fonts.

Bitmap fonts are stored in PIL’s own format, where each font typically consists of two files, one named .pil and the other usually named .pbm. The former contains font metrics, the latter raster data.

To load a bitmap font, use the load functions in the ImageFont module.

To load an OpenType/TrueType font, use the truetype function in the ImageFont module. Note that this function depends on third-party libraries, and may not available in all PIL builds.

3.5.3 Example: Draw Partial Opacity Text

```python
from PIL import Image, ImageDraw, ImageFont

# get an image
base = Image.open('Pillow/Tests/images/hopper.png').convert('RGBA')

# make a blank image for the text, initialized to transparent text color
txt = Image.new('RGBA', base.size, (255,255,255,0))

# get a font
fnt = ImageFont.truetype('Pillow/Tests/fonts/FreeMono.ttf', 40)

# get a drawing context
d = ImageDraw.Draw(txt)

d.text((10,10), "Hello", font=fnt, fill=(255,255,255,128))

d.text((10,60), "World", font=fnt, fill=(255,255,255,255))

out = Image.alpha_composite(base, txt)

out.show()
```

3.5.4 Functions

```python
class PIL.ImageDraw.Draw(im, mode=None)
```

Creates an object that can be used to draw in the given image.

Note that the image will be modified in place.

**Parameters**

- **im** – The image to draw in.
- **mode** – Optional mode to use for color values. For RGB images, this argument can be RGB or RGBA (to blend the drawing into the image). For all other modes, this argument must be the same as the image mode. If omitted, the mode defaults to the mode of the image.
3.5.5 Methods

PIL.ImageDraw.ImageDraw.getfont()
Get the current default font.

**Returns** An image font.

PIL.ImageDraw.ImageDraw.arc(xy, start, end=None, fill=None, width=0)
Draws an arc (a portion of a circle outline) between the start and end angles, inside the given bounding box.

**Parameters**
- **xy** – Two points to define the bounding box. Sequence of [(x0, y0), (x1, y1)] or [x0, y0, x1, y1], where x1 >= x0 and y1 >= y0.
- **start** – Starting angle, in degrees. Angles are measured from 3 o’clock, increasing clockwise.
- **end** – Ending angle, in degrees.
- **fill** – Color to use for the arc.
- **width** – The line width, in pixels.

New in version 5.3.0.

PIL.ImageDraw.ImageDraw.bitmap(xy, bitmap, fill=None)
Draws a bitmap (mask) at the given position, using the current fill color for the non-zero portions. The bitmap should be a valid transparency mask (mode “1”) or matte (mode “L” or “RGBA”).

This is equivalent to doing image.paste(xy, color, bitmap).
To paste pixel data into an image, use the paste() method on the image itself.

PIL.ImageDraw.ImageDraw.chord(xy, start, end=None, fill=None, outline=None, width=1)
Same as arc(), but connects the end points with a straight line.

**Parameters**
- **xy** – Two points to define the bounding box. Sequence of [(x0, y0), (x1, y1)] or [x0, y0, x1, y1], where x1 >= x0 and y1 >= y0.
- **outline** – Color to use for the outline.
- **fill** – Color to use for the fill.
- **width** – The line width, in pixels.

New in version 5.3.0.

PIL.ImageDraw.ImageDraw.ellipse(xy, fill=None, outline=None, width=1)
Draws an ellipse inside the given bounding box.

**Parameters**
- **xy** – Two points to define the bounding box. Sequence of either [(x0, y0), (x1, y1)] or [x0, y0, x1, y1], where x1 >= x0 and y1 >= y0.
- **outline** – Color to use for the outline.
- **fill** – Color to use for the fill.
- **width** – The line width, in pixels.

New in version 5.3.0.
PIL.ImageDraw.ImageDraw.line(xy, fill=None, width=0, joint=None)

Draws a line between the coordinates in the xy list.

Parameters

- **xy** – Sequence of either 2-tuples like [(x, y), (x, y), ...] or numeric values like [x, y, x, y, ...].
- **fill** – Color to use for the line.
- **width** – The line width, in pixels.

New in version 1.1.5.

Note: This option was broken until version 1.1.6.

- **joint** –

Joint type between a sequence of lines. It can be “curve”, for rounded edges, or None.

PIL.ImageDraw.ImageDraw.pieslice(xy, start, end, fill=None, outline=None, width=1)

Same as arc, but also draws straight lines between the end points and the center of the bounding box.

Parameters

- **xy** – Two points to define the bounding box. Sequence of [(x0, y0), (x1, y1)] or [x0, y0, x1, y1], where x1 >= x0 and y1 >= y0.
- **start** – Starting angle, in degrees. Angles are measured from 3 o’clock, increasing clockwise.
- **end** – Ending angle, in degrees.
- **fill** – Color to use for the fill.
- **outline** – Color to use for the outline.
- **width** – The line width, in pixels.

New in version 5.3.0.

PIL.ImageDraw.ImageDraw.point(xy, fill=None)

Draws points (individual pixels) at the given coordinates.

Parameters

- **xy** – Sequence of either 2-tuples like [(x, y), (x, y), ...] or numeric values like [x, y, x, y, ...].
- **fill** – Color to use for the point.

PIL.ImageDraw.ImageDraw.polygon(xy, fill=None, outline=None)

Draws a polygon.

The polygon outline consists of straight lines between the given coordinates, plus a straight line between the last and the first coordinate.

Parameters

- **xy** – Sequence of either 2-tuples like [(x, y), (x, y), ...] or numeric values like [x, y, x, y, ...].
- **outline** – Color to use for the outline.
• **fill** – Color to use for the fill.

    PIL.ImageDraw.ImageDraw.rectangle(xy, fill=None, outline=None, width=1)

    Draws a rectangle.

    **Parameters**

    • **xy** – Two points to define the bounding box. Sequence of either [(x0, y0), (x1, y1)] or [x0, y0, x1, y1]. The second point is just outside the drawn rectangle.
    • **outline** – Color to use for the outline.
    • **fill** – Color to use for the fill.
    • **width** – The line width, in pixels.

    New in version 5.3.0.

    PIL.ImageDraw.ImageDraw.shape(shape, fill=None, outline=None)

    **Warning:** This method is experimental.

    Draw a shape.

    PIL.ImageDraw.ImageDraw.text(xy, text, fill=None, font=None, anchor=None, spacing=4, align="left", direction=None, features=None, language=None, stroke_width=0, stroke_fill=None)

    Draws the string at the given position.

    **Parameters**

    • **xy** – Top left corner of the text.
    • **text** – Text to be drawn. If it contains any newline characters, the text is passed on to multiline_text()
    • **fill** – Color to use for the text.
    • **font** – An ImageFont instance.
    • **spacing** – If the text is passed on to multiline_text(), the number of pixels between lines.
    • **align** – If the text is passed on to multiline_text(), “left”, “center” or “right”.
    • **direction** – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ (top to bottom). Requires libraqm.

    New in version 4.2.0.

    • **features** – A list of OpenType font features to be used during text layout. This is usually used to turn on optional font features that are not enabled by default, for example ‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’ to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

    New in version 4.2.0.

    • **language** – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.

    New in version 6.0.0.
• `stroke_width` – The width of the text stroke.
  New in version 6.2.0.
• `stroke_fill` –
  Color to use for the text stroke. If not given, will default to the `fill` parameter.
  New in version 6.2.0.

PIL.ImageDraw.ImageDraw.multiline_text(xy, text, fill=None, font=None, anchor=None, spacing=4, align="left", direction=None, features=None, language=None)

Draws the string at the given position.

Parameters

• `xy` – Top left corner of the text.
• `text` – Text to be drawn.
• `fill` – Color to use for the text.
• `font` – An `ImageFont` instance.
• `spacing` – The number of pixels between lines.
• `align` – “left”, “center” or “right”.
• `direction` – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ (top to bottom). Requires libraqm.
  New in version 4.2.0.
• `features` – A list of OpenType font features to be used during text layout. This is usually used to turn on optional font features that are not enabled by default, for example ‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’ to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.
  New in version 4.2.0.
• `language` – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.
  New in version 6.0.0.

PIL.ImageDraw.ImageDraw.textsize(text, font=None, spacing=4, direction=None, features=None, language=None, stroke_width=0)

Return the size of the given string, in pixels.

Parameters

• `text` – Text to be measured. If it contains any newline characters, the text is passed on to multiline_textsize()
• `font` – An `ImageFont` instance.
• `spacing` – If the text is passed on to multiline_textsize(), the number of pixels between lines.
• `direction` – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ (top to bottom). Requires libraqm.
  New in version 4.2.0.
• **features** – A list of OpenType font features to be used during text layout. This is usually used to turn on optional font features that are not enabled by default, for example ‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’ to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

New in version 4.2.0.

• **language** – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.

New in version 6.0.0.

• **stroke_width** – The width of the text stroke.

New in version 6.2.0.

PIL.ImageDraw.multiline_textsize(text, font=None, spacing=4, direction=None, features=None, language=None, stroke_width=0)

Return the size of the given string, in pixels.

**Parameters**

• **text** – Text to be measured.

• **font** – An `ImageFont` instance.

• **spacing** – The number of pixels between lines.

• **direction** – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ (top to bottom). Requires libraqm.

New in version 4.2.0.

• **features** – A list of OpenType font features to be used during text layout. This is usually used to turn on optional font features that are not enabled by default, for example ‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’ to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

New in version 4.2.0.

• **language** – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.

New in version 6.0.0.

• **stroke_width** – The width of the text stroke.

New in version 6.2.0.

PIL.ImageDraw.getdraw(im=None, hints=None)

**Warning:** This method is experimental.

A more advanced 2D drawing interface for PIL images, based on the WCK interface.
Parameters

- **im** – The image to draw in.
- **hints** – An optional list of hints.

Returns A (drawing context, drawing resource factory) tuple.

PIL.ImageDraw.floodfill(\textit{image}, \textit{xy}, \textit{value}, \textit{border}=\texttt{None}, \textit{thresh}=0)

\textbf{Warning:} This method is experimental.

Fills a bounded region with a given color.

Parameters

- **image** – Target image.
- **xy** – Seed position (a 2-item coordinate tuple).
- **value** – Fill color.
- **border** – Optional border value. If given, the region consists of pixels with a color different from the border color. If not given, the region consists of pixels having the same color as the seed pixel.
- **thresh** – Optional threshold value which specifies a maximum tolerable difference of a pixel value from the ‘background’ in order for it to be replaced. Useful for filling regions of non-homogeneous, but similar, colors.

3.6 ImageEnhance Module

The ImageEnhance module contains a number of classes that can be used for image enhancement.

3.6.1 Example: Vary the sharpness of an image

from PIL import ImageEnhance

enhancer = ImageEnhance.Sharpness(image)

for \textit{i} in range(8):
    factor = \textit{i} / 4.0
    enhancer.enhance(factor).show("Sharpness \%f" \ % factor)

Also see the enhancer.py demo program in the Scripts/ directory.

3.6.2 Classes

All enhancement classes implement a common interface, containing a single method:

class PIL.ImageEnhance._Enhance
.. py:method:: enhance(factor)

Returns an enhanced image.
**param factor** A floating point value controlling the enhancement. Factor 1.0 always returns a copy of the original image, lower factors mean less color (brightness, contrast, etc), and higher values more. There are no restrictions on this value.

```python
class PIL.ImageEnhance.Color(image)
    Adjust image color balance.
    
    This class can be used to adjust the colour balance of an image, in a manner similar to the controls on a colour TV set. An enhancement factor of 0.0 gives a black and white image. A factor of 1.0 gives the original image.
```

```python
class PIL.ImageEnhance.Contrast(image)
    Adjust image contrast.
    
    This class can be used to control the contrast of an image, similar to the contrast control on a TV set. An enhancement factor of 0.0 gives a solid grey image. A factor of 1.0 gives the original image.
```

```python
class PIL.ImageEnhance.Brightness(image)
    Adjust image brightness.
    
    This class can be used to control the brightness of an image. An enhancement factor of 0.0 gives a black image. A factor of 1.0 gives the original image.
```

```python
class PIL.ImageEnhance.Sharpness(image)
    Adjust image sharpness.
    
    This class can be used to adjust the sharpness of an image. An enhancement factor of 0.0 gives a blurred image, a factor of 1.0 gives the original image, and a factor of 2.0 gives a sharpened image.
```

### 3.7 ImageFile Module

The `ImageFile` module provides support functions for the image open and save functions.

In addition, it provides a `Parser` class which can be used to decode an image piece by piece (e.g. while receiving it over a network connection). This class implements the same consumer interface as the standard `sgmllib` and `xmlib` modules.

#### 3.7.1 Example: Parse an image

```python
from PIL import ImageFile

fp = open("hopper.pgm", "rb")

p = ImageFile.Parser()

while 1:
    s = fp.read(1024)
    if not s:
        break
    p.feed(s)

im = p.close()

im.save("copy.jpg")
```
3.7.2 Parser

class PIL.ImageFile.Parser
Incremental image parser. This class implements the standard feed/close consumer interface.

close()
(Consumer) Close the stream.

Returns An image object.

Raises IOError – If the parser failed to parse the image file either because it cannot be identified or cannot be decoded.

feed(data)
(Consumer) Feed data to the parser.

Parameters data – A string buffer.

Raises IOError – If the parser failed to parse the image file.

reset()
(Consumer) Reset the parser. Note that you can only call this method immediately after you’ve created a parser; parser instances cannot be reused.

3.7.3 PyDecoder

class PIL.ImageFile.PyDecoder
Python implementation of a format decoder. Override this class and add the decoding logic in the decode method.

See Writing Your Own File Decoder in Python

cleanup()
Override to perform decoder specific cleanup

Returns None

decode(buffer)
Override to perform the decoding process.

Parameters buffer – A bytes object with the data to be decoded.

Returns A tuple of (bytes consumed, errcode). If finished with decoding return <0 for the bytes consumed. Err codes are from ERRORS

init(args)
Override to perform decoder specific initialization

Parameters args – Array of args items from the tile entry

Returns None

set_as_raw(data, rawmode=None)
Convenience method to set the internal image from a stream of raw data

Parameters

• data – Bytes to be set

• rawmode – The rawmode to be used for the decoder. If not specified, it will default to the mode of the image

Returns None
setfd(fd)
    Called from ImageFile to set the python file-like object

    Parameters  fd – A python file-like object
    Returns  None

setimage(im, extents=None)
    Called from ImageFile to set the core output image for the decoder

    Parameters
    •  im – A core image object
    •  extents – a 4 tuple of (x0, y0, x1, y1) defining the rectangle for this tile

    Returns  None

3.8 ImageFilter Module

The ImageFilter module contains definitions for a pre-defined set of filters, which can be used with the Image.filter() method.

3.8.1 Example: Filter an image

```python
from PIL import ImageFilter

im1 = im.filter(ImageFilter.BLUR)
im2 = im.filter(ImageFilter.MinFilter(3))
im3 = im.filter(ImageFilter.MinFilter)  # same as MinFilter(3)
```

3.8.2 Filters

The current version of the library provides the following set of predefined image enhancement filters:

•  BLUR
•  CONTOUR
•  DETAIL
•  EDGE_ENHANCE
•  EDGE_ENHANCE_MORE
•  EMBOSS
•  FIND_EDGES
•  SHARPEN
•  SMOOTH
•  SMOOTH_MORE
class PIL.ImageFilter.Color3DLUT(
    size, table, channels=3, target_mode=None, **kwargs
)

Three-dimensional color lookup table.

Transforms 3-channel pixels using the values of the channels as coordinates in the 3D lookup table and interpolating the nearest elements.

This method allows you to apply almost any color transformation in constant time by using pre-calculated decimated tables.

New in version 5.2.0.

Parameters

- **size** – Size of the table. One int or tuple of (int, int, int). Minimal size in any dimension is 2, maximum is 65.
- **table** – Flat lookup table. A list of $\text{channels} \times \text{size}^3$ float elements or a list of $\text{size}^3$ channels-sized tuples with floats. Channels are changed first, then first dimension, then second, then third. Value 0.0 corresponds lowest value of output, 1.0 highest.
- **channels** – Number of channels in the table. Could be 3 or 4. Default is 3.
- **target_mode** – A mode for the result image. Should have not less than $\text{channels}$ channels. Default is None, which means that mode wouldn’t be changed.

classmethod generate(
    size, callback, channels=3, target_mode=None
)

Generates new LUT using provided callback.

Parameters

- **size** – Size of the table. Passed to the constructor.
- **callback** – Function with three parameters which correspond three color channels. Will be called $\text{size}^3$ times with values from 0.0 to 1.0 and should return a tuple with $\text{channels}$ elements.
- **channels** – The number of channels which should return callback.
- **target_mode** – Passed to the constructor of the resulting lookup table.

transform(
    callback, with_normals=False, channels=None, target_mode=None
)

Transforms the table values using provided callback and returns a new LUT with altered values.

Parameters

- **callback** – A function which takes old lookup table values and returns a new set of values. The number of arguments which function should take is self.channels or 3 + self.channels if with_normals flag is set. Should return a tuple of self.channels or channels elements if it is set.
- **with_normals** – If true, callback will be called with coordinates in the color cube as the first three arguments. Otherwise, callback will be called only with actual color values.
- **channels** – The number of channels in the resulting lookup table.
- **target_mode** – Passed to the constructor of the resulting lookup table.

class PIL.ImageFilter.BoxBlur(radius)

Blurs the image by setting each pixel to the average value of the pixels in a square box extending radius pixels in each direction. Supports float radius of arbitrary size. Uses an optimized implementation which runs in linear time relative to the size of the image for any radius value.

Parameters **radius** – Size of the box in one direction. Radius 0 does not blur, returns an identical image. Radius 1 takes 1 pixel in each direction, i.e. 9 pixels in total.
class PIL.ImageFilter.GaussianBlur(radius=2)
   Gaussian blur filter.

   Parameters radius – Blur radius.

class PIL.ImageFilter.UnsharpMask(radius=2, percent=150, threshold=3)
   Unsharp mask filter.

   See Wikipedia’s entry on digital unsharp masking for an explanation of the parameters.

   Parameters
       • radius – Blur Radius
       • percent – Unsharp strength, in percent
       • threshold – Threshold controls the minimum brightness change that will be sharpened

class PIL.ImageFilter.Kernel(size, kernel, scale=None, offset=0)
   Create a convolution kernel. The current version only supports 3x3 and 5x5 integer and floating point kernels.

   In the current version, kernels can only be applied to “L” and “RGB” images.

   Parameters
       • size – Kernel size, given as (width, height). In the current version, this must be (3,3) or (5,5).
       • kernel – A sequence containing kernel weights.
       • scale – Scale factor. If given, the result for each pixel is divided by this value. the default is the sum of the kernel weights.
       • offset – Offset. If given, this value is added to the result, after it has been divided by the scale factor.

class PIL.ImageFilter.RankFilter(size, rank)
   Create a rank filter. The rank filter sorts all pixels in a window with the given size, and returns the rank’th value.

   Parameters
       • size – The kernel size, in pixels.
       • rank – What pixel value to pick. Use 0 for a min filter, size * size / 2 for a median filter, size * size - 1 for a max filter, etc.

class PIL.ImageFilter.MedianFilter(size=3)
   Create a median filter. Picks the median pixel value in a window with the given size.

   Parameters size – The kernel size, in pixels.

class PIL.ImageFilter.MinFilter(size=3)
   Create a min filter. Picks the lowest pixel value in a window with the given size.

   Parameters size – The kernel size, in pixels.

class PIL.ImageFilter.MaxFilter(size=3)
   Create a max filter. Picks the largest pixel value in a window with the given size.

   Parameters size – The kernel size, in pixels.

class PIL.ImageFilter.ModeFilter(size=3)
   Create a mode filter. Picks the most frequent pixel value in a box with the given size. Pixel values that occur only once or twice are ignored; if no pixel value occurs more than twice, the original pixel value is preserved.

   Parameters size – The kernel size, in pixels.
3.9 ImageFont Module

The ImageFont module defines a class with the same name. Instances of this class store bitmap fonts, and are used with the PIL.ImageDraw.Draw.text() method.

PIL uses its own font file format to store bitmap fonts. You can use the pilfont utility to convert BDF and PCF font descriptors (X window font formats) to this format.

Starting with version 1.1.4, PIL can be configured to support TrueType and OpenType fonts (as well as other font formats supported by the FreeType library). For earlier versions, TrueType support is only available as part of the imIToolkit package.

3.9.1 Example

```python
from PIL import ImageFont, ImageDraw

draw = ImageDraw.Draw(image)

# use a bitmap font
font = ImageFont.load("arial.pil")
draw.text((10, 10), "hello", font=font)

# use a truetype font
font = ImageFont.truetype("arial.ttf", 15)
draw.text((10, 25), "world", font=font)
```

3.9.2 Functions

PIL.ImageFont.load(filename)
Load a font file. This function loads a font object from the given bitmap font file, and returns the corresponding font object.

- **Parameters** filename – Name of font file.
- **Returns** A font object.
- **Raises** IOError – If the file could not be read.

PIL.ImageFont.load_path(filename)
Load font file. Same as load(), but searches for a bitmap font along the Python path.

- **Parameters** filename – Name of font file.
- **Returns** A font object.
- **Raises** IOError – If the file could not be read.

PIL.ImageFont.truetype(font=None, size=10, index=0, encoding=",", layout_engine=None)
Load a TrueType or OpenType font from a file or file-like object, and create a font object. This function loads a font object from the given file or file-like object, and creates a font object for a font of the given size.

Pillow uses FreeType to open font files. If you are opening many fonts simultaneously on Windows, be aware that Windows limits the number of files that can be open in C at once to 512. If you approach that limit, an OSError may be thrown, reporting that FreeType “cannot open resource”.

This function requires the _imagingft service.
Parameters

- **font** – A filename or file-like object containing a TrueType font. If the file is not found in this filename, the loader may also search in other directories, such as the fonts/ directory on Windows or /Library/Fonts/, /System/Library/Fonts/ and ~/Library/Fonts/ on macOS.
- **size** – The requested size, in points.
- **index** – Which font face to load (default is first available face).
- **encoding** – Which font encoding to use (default is Unicode). Possible encodings include (see the FreeType documentation for more information):
  - "unic" (Unicode)
  - "symb" (Microsoft Symbol)
  - "ADOB" (Adobe Standard)
  - "ADBE" (Adobe Expert)
  - "ADBC" (Adobe Custom)
  - "armn" (Apple Roman)
  - "jis" (Shift JIS)
  - "gb" (PRC)
  - "big5"
  - "wans" (Extended Wansung)
  - "joha" (Johab)
  - "lat1" (Latin-1)

  This specifies the character set to use. It does not alter the encoding of any text provided in subsequent operations.
- **layout_engine** – Which layout engine to use, if available: `ImageFont.LAYOUT_BASIC` or `ImageFont.LAYOUT_RAQM`.

Returns A font object.

Raises **IOError** – If the file could not be read.

```python
PIL.ImageFont.load_default()
```

Load a “better than nothing” default font.

New in version 1.1.4.

Returns A font object.

### 3.9.3 Methods

```python
class PIL.ImageFont.ImageFont
PIL font wrapper

getmask(text, mode="", *args, **kwargs)
```

Create a bitmap for the text.

If the font uses antialiasing, the bitmap should have mode L and use a maximum value of 255. Otherwise, it should have mode 1.
Parameters

• **text** – Text to render.

• **mode** – Used by some graphics drivers to indicate what mode the driver prefers; if empty, the renderer may return either mode. Note that the mode is always a string, to simplify C-level implementations.

  New in version 1.1.5.

**Returns** An internal PIL storage memory instance as defined by the `PIL.Image.core` interface module.

```python
def getsize(text, *args, **kwargs):
    Returns width and height (in pixels) of given text.
```

```python
class PIL.ImageFont.FreeTypeFont(font=None, size=10, index=0, encoding='', layout_engine=None):
    FreeType font wrapper (requires _imagingft service)
```

```python
def font_variant(font=None, size=None, index=None, encoding=None, layout_engine=None):
    Create a copy of this FreeTypeFont object, using any specified arguments to override the settings.

    Parameters are identical to the parameters used to initialize this object.

    **Returns** A FreeTypeFont object.
```

```python
def get_variation_axes():
    Returns A list of the axes in a variation font.

    **Raises** IOError – If the font is not a variation font.
```

```python
def get_variation_names():
    Returns A list of the named styles in a variation font.

    **Raises** IOError – If the font is not a variation font.
```

```python
def getmask(text, mode='', direction=None, features=None, language=None, stroke_width=0):
    Create a bitmap for the text.

    If the font uses antialiasing, the bitmap should have mode L and use a maximum value of 255. Otherwise, it should have mode 1.

    **Parameters**

    • **text** – Text to render.

    • **mode** – Used by some graphics drivers to indicate what mode the driver prefers; if empty, the renderer may return either mode. Note that the mode is always a string, to simplify C-level implementations.

      New in version 1.1.5.

    • **direction** – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ (top to bottom). Requires libraqm.

      New in version 4.2.0.

    • **features** – A list of OpenType font features to be used during text layout. This is usually used to turn on optional font features that are not enabled by default, for example ‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’
to disable ligatures or `-kern` to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

New in version 4.2.0.

- **language** – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.

New in version 6.0.0.

- **stroke_width** – The width of the text stroke.

New in version 6.2.0.

**Returns** An internal PIL storage memory instance as defined by the PIL.Image.core interface module.

getmask2 (text, mode='', fill=<built-in function fill>, direction=None, features=None, language=None, stroke_width=0, *args, **kwargs)

Create a bitmap for the text.

If the font uses antialiasing, the bitmap should have mode L and use a maximum value of 255. Otherwise, it should have mode 1.

**Parameters**

- **text** – Text to render.

- **mode** – Used by some graphics drivers to indicate what mode the driver prefers; if empty, the renderer may return either mode. Note that the mode is always a string, to simplify C-level implementations.

New in version 1.1.5.

- **direction** – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ (top to bottom). Requires libraqm.

New in version 4.2.0.

- **features** – A list of OpenType font features to be used during text layout. This is usually used to turn on optional font features that are not enabled by default, for example ‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘liga’ to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

New in version 4.2.0.

- **language** – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.

New in version 6.0.0.

- **stroke_width** – The width of the text stroke.

New in version 6.2.0.

**Returns** A tuple of an internal PIL storage memory instance as defined by the PIL.Image.core interface module, and the text offset, the gap between the starting coordinate and the first marking.

getmetrics ()
Returns  A tuple of the font ascent (the distance from the baseline to the highest outline point)  
and descent (the distance from the baseline to the lowest outline point, a negative value)

getname()

Returns  A tuple of the font family (e.g. Helvetica) and the font style (e.g. Bold)

getoffset (text)

Returns the offset of given text. This is the gap between the starting coordinate and the first marking. Note 
that this gap is included in the result of getsize().

Parameters  text – Text to measure.

Returns  A tuple of the x and y offset

gensize (text, direction=None, features=None, language=None, stroke_width=0)

Returns width and height (in pixels) of given text if rendered in font with provided direction, features, and 
language.

Parameters

• text – Text to measure.

• direction – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ 
(top to bottom). Requires libraqm.

New in version 4.2.0.

• features – A list of OpenType font features to be used during text layout. This is 
usually used to turn on optional font features that are not enabled by default, for example 
‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’
to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https: //docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

New in version 4.2.0.

• language – Language of the text. Different languages may use different glyph shapes 
or ligatures. This parameter tells the font which language the text is in, and to apply the 
correct substitutions as appropriate, if available. It should be a BCP 47 language code 
<https://www.w3.org/International/articles/language-tags/> Requires libraqm.

New in version 6.0.0.

• stroke_width – The width of the text stroke.

New in version 6.2.0.

Returns  (width, height)

gensize_multiline (text, direction=None, spacing=4, features=None, language=None, 
stroke_width=0)

Returns width and height (in pixels) of given text if rendered in font with provided direction, features, and 
language, while respecting newline characters.

Parameters

• text – Text to measure.

• direction – Direction of the text. It can be ‘rtl’ (right to left), ‘ltr’ (left to right) or ‘ttb’ 
(top to bottom). Requires libraqm.

• spacing – The vertical gap between lines, defaulting to 4 pixels.

• features – A list of OpenType font features to be used during text layout. This is 
usually used to turn on optional font features that are not enabled by default, for example 
‘dlig’ or ‘ss01’, but can be also used to turn off default font features for example ‘-liga’
to disable ligatures or ‘-kern’ to disable kerning. To get all supported features, see https://docs.microsoft.com/en-us/typography/opentype/spec/featurelist Requires libraqm.

- **language** – Language of the text. Different languages may use different glyph shapes or ligatures. This parameter tells the font which language the text is in, and to apply the correct substitutions as appropriate, if available. It should be a BCP 47 language code <https://www.w3.org/International/articles/language-tags/> Requires libraqm.

  New in version 6.0.0.

- **stroke_width** – The width of the text stroke.

  New in version 6.2.0.

Returns (width, height)

set_variation_by_axes(axes)

Parameters **axes** – A list of values for each axis.

Raises IOError – If the font is not a variation font.

set_variation_by_name(name)

Parameters **name** – The name of the style.

Raises IOError – If the font is not a variation font.

**class** PIL.ImageFont.TransposedFont(font, orientation=None)

Wrapper for writing rotated or mirrored text

### 3.10 ImageGrab Module (macOS and Windows only)

The ImageGrab module can be used to copy the contents of the screen or the clipboard to a PIL image memory.

**Note:** The current version works on macOS and Windows only.

New in version 1.1.3.

**PIL.ImageGrab.grab(bbox=None, include_layered_windows=False, all_screens=False, xdisplay=None)**

Take a snapshot of the screen. The pixels inside the bounding box are returned as an “RGB” image on Windows or “RGBA” on macOS. If the bounding box is omitted, the entire screen is copied.

New in version 1.1.3: (Windows), 3.0.0 (macOS), 7.1.0 (Linux (X11))

**Parameters**

- **bbox** – What region to copy. Default is the entire screen. Note that on Windows OS, the top-left point may be negative if all_screens=True is used.

- **include_layered_windows** – Includes layered windows. Windows OS only.

  New in version 6.1.0.

- **all_screens** – Capture all monitors. Windows OS only.

  New in version 6.2.0.

- **xdisplay** –
X11 Display address. Pass None to grab the default system screen. Pass "" to grab the default X11 screen on Windows or macOS.

New in version 7.1.0.

Returns An image

PIL.ImageGrab.grabclipboard()
Take a snapshot of the clipboard image, if any.

New in version 1.1.4: (Windows), 3.3.0 (macOS)

Returns

On Windows, an image, a list of filenames, or None if the clipboard does not contain image data or filenames. Note that if a list is returned, the filenames may not represent image files.

On Mac, an image, or None if the clipboard does not contain image data.

3.11 ImageMath Module

The ImageMath module can be used to evaluate “image expressions”. The module provides a single eval() function, which takes an expression string and one or more images.

3.11.1 Example: Using the ImageMath module

```python
from PIL import Image, ImageMath

im1 = Image.open("image1.jpg")
im2 = Image.open("image2.jpg")

out = ImageMath.eval("convert(min(a, b), 'L')", a=im1, b=im2)
out.save("result.png")
```

PIL.ImageMath.eval(expression, environment)
Evaluate expression in the given environment.

In the current version, ImageMath only supports single-layer images. To process multi-band images, use the split() method or merge() function.

Parameters

- **expression** – A string which uses the standard Python expression syntax. In addition to the standard operators, you can also use the functions described below.

- **environment** – A dictionary that maps image names to Image instances. You can use one or more keyword arguments instead of a dictionary, as shown in the above example. Note that the names must be valid Python identifiers.

Returns An image, an integer value, a floating point value, or a pixel tuple, depending on the expression.

3.11.2 Expression syntax

Expressions are standard Python expressions, but they’re evaluated in a non-standard environment. You can use PIL methods as usual, plus the following set of operators and functions:
Standard Operators

You can use standard arithmetical operators for addition (+), subtraction (-), multiplication (*), and division (/).

The module also supports unary minus (-), modulo (%), and power (** operators).

Note that all operations are done with 32-bit integers or 32-bit floating point values, as necessary. For example, if you add two 8-bit images, the result will be a 32-bit integer image. If you add a floating point constant to an 8-bit image, the result will be a 32-bit floating point image.

You can force conversion using the `convert()`, `float()`, and `int()` functions described below.

Bitwise Operators

The module also provides operations that operate on individual bits. This includes and (&), or (|), and exclusive or (^).

You can also invert (~) all pixel bits.

Note that the operands are converted to 32-bit signed integers before the bitwise operation is applied. This means that you’ll get negative values if you invert an ordinary greyscale image. You can use the and (&) operator to mask off unwanted bits.

Bitwise operators don’t work on floating point images.

Logical Operators

Logical operators like and, or, and not work on entire images, rather than individual pixels.

An empty image (all pixels zero) is treated as false. All other images are treated as true.

Note that and and or return the last evaluated operand, while not always returns a boolean value.

Built-in Functions

These functions are applied to each individual pixel.

`abs(image)`

Absolute value.

`convert(image, mode)`

Convert image to the given mode. The mode must be given as a string constant.

`float(image)`

Convert image to 32-bit floating point. This is equivalent to convert(image, “F”).

`int(image)`

Convert image to 32-bit integer. This is equivalent to convert(image, “I”).

Note that 1-bit and 8-bit images are automatically converted to 32-bit integers if necessary to get a correct result.

`max(image1, image2)`

Maximum value.

`min(image1, image2)`

Minimum value.
3.12 ImageMorph Module

The ImageMorph module provides morphology operations on images.

```python
class PIL.ImageMorph.LutBuilder(patterns=None, op_name=None):
    Bases: object
    A class for building a MorphLut from a descriptive language
    The input patterns is a list of a strings sequences like these:

    4:(... .1. 111)->1

    (whitespaces including linebreaks are ignored). The option 4 describes a series of symmetry operations (in this case a 4-rotation), the pattern is described by:
    • . or X - Ignore
    • 1 - Pixel is on
    • 0 - Pixel is off
    The result of the operation is described after “->” string.
    The default is to return the current pixel value, which is returned if no other match is found.

    Operations:
    • 4 - 4 way rotation
    • N - Negate
    • 1 - Dummy op for no other operation (an op must always be given)
    • M - Mirroring

    Example:
    lb = LutBuilder(patterns = ['4:(... .1. 111)->1'])
    lut = lb.build_lut()
```

```
add_patterns(patterns)
build_default_lut()
built_lut()
get_lut()
```

```python
class PIL.ImageMorph.MorphOp(lut=None, op_name=None, patterns=None):
    Bases: object
    A class for binary morphological operators

    apply(image)
    Run a single morphological operation on an image
    Returns a tuple of the number of changed pixels and the morphed image
```
get_on_pixels(image)
Get a list of all turned on pixels in a binary image

Returns a list of tuples of (x,y) coordinates of all matching pixels. See Coordinate System.

load_lut(filename)
Load an operator from an mrl file

match(image)
Get a list of coordinates matching the morphological operation on an image.

Returns a list of tuples of (x,y) coordinates of all matching pixels. See Coordinate System.

save_lut(filename)
Save an operator to an mrl file

set_lut(lut)
Set the lut from an external source

3.13 ImageOps Module

The ImageOps module contains a number of ‘ready-made’ image processing operations. This module is somewhat experimental, and most operators only work on L and RGB images.

New in version 1.1.3.

PIL.ImageOps.autocontrast (image, cutoff=0, ignore=None)
Maximize (normalize) image contrast. This function calculates a histogram of the input image, removes cutoff percent of the lightest and darkest pixels from the histogram, and remaps the image so that the darkest pixel becomes black (0), and the lightest becomes white (255).

Parameters
• image – The image to process.
• cutoff – How many percent to cut off from the histogram.
• ignore – The background pixel value (use None for no background).

Returns An image.

PIL.ImageOps.colorize(image, black, white, mid=None, blackpoint=0, whitepoint=255, midpoint=127)
Colorize grayscale image. This function calculates a color wedge which maps all black pixels in the source image to the first color and all white pixels to the second color. If mid is specified, it uses three-color mapping. The black and white arguments should be RGB tuples or color names; optionally you can use three-color mapping by also specifying mid. Mapping positions for any of the colors can be specified (e.g. blackpoint), where these parameters are the integer value corresponding to where the corresponding color should be mapped. These parameters must have logical order, such that blackpoint <= midpoint <= whitepoint (if mid is specified).

Parameters
• image – The image to colorize.
• black – The color to use for black input pixels.
• white – The color to use for white input pixels.
• mid – The color to use for midtone input pixels.
• blackpoint – an int value [0, 255] for the black mapping.
• whitepoint – an int value [0, 255] for the white mapping.
• **midpoint** – an int value [0, 255] for the midtone mapping.

Returns An image.

PIL.ImageOps.pad(*image, size, method=3, color=None, centering=(0.5, 0.5))

Returns a sized and padded version of the image, expanded to fill the requested aspect ratio and size.

Parameters

• **image** – The image to size and crop.

• **size** – The requested output size in pixels, given as a (width, height) tuple.

• **method** – What resampling method to use. Default is PIL.Image.BICUBIC. See Filters.

• **color** – The background color of the padded image.

• **centering** – Control the position of the original image within the padded version.
  
  (0.5, 0.5) will keep the image centered
  (0, 0) will keep the image aligned to the top left
  (1, 1) will keep the image aligned to the bottom right

Returns An image.

PIL.ImageOps.crop(*image, border=0)

Remove border from image. The same amount of pixels are removed from all four sides. This function works on all image modes.

See also:

crop()

Parameters

• **image** – The image to crop.

• **border** – The number of pixels to remove.

Returns An image.

PIL.ImageOps.scale(*image, factor, resample=3)

Returns a rescaled image by a specific factor given in parameter. A factor greater than 1 expands the image, between 0 and 1 contracts the image.

Parameters

• **image** – The image to rescale.

• **factor** – The expansion factor, as a float.

• **resample** – What resampling method to use. Default is PIL.Image.BICUBIC. See Filters.

Returns An Image object.

PIL.ImageOps.deform(*image, deform, resample=2)

Deform the image.

Parameters

• **image** – The image to deform.

• **deformer** – A deformer object. Any object that implements a getmesh method can be used.
- **resample** – An optional resampling filter. Same values possible as in the PIL.Image.transform function.

Returns An image.

PIL.ImageOps.equalize(image, mask=None)

Equalize the image histogram. This function applies a non-linear mapping to the input image, in order to create a uniform distribution of grayscale values in the output image.

Parameters

- **image** – The image to equalize.
- **mask** – An optional mask. If given, only the pixels selected by the mask are included in the analysis.

Returns An image.

PIL.ImageOps.expand(image, border=0, fill=0)

Add border to the image

Parameters

- **image** – The image to expand.
- **border** – Border width, in pixels.
- **fill** – Pixel fill value (a color value). Default is 0 (black).

Returns An image.

PIL.ImageOps.fit(image, size, method=3, bleed=0.0, centering=(0.5, 0.5))

Returns a sized and cropped version of the image, cropped to the requested aspect ratio and size.

This function was contributed by Kevin Cazabon.

Parameters

- **image** – The image to size and crop.
- **size** – The requested output size in pixels, given as a (width, height) tuple.
- **method** – What resampling method to use. Default is PIL.Image.BICUBIC. See Filters.
- **bleed** – Remove a border around the outside of the image from all four edges. The value is a decimal percentage (use 0.01 for one percent). The default value is 0 (no border). Cannot be greater than or equal to 0.5.
- **centering** – Control the cropping position. Use (0.5, 0.5) for center cropping (e.g. if cropping the width, take 50% off of the left side, and therefore 50% off the right side). (0.0, 0.0) will crop from the top left corner (i.e. if cropping the width, take all of the crop off of the right side, and if cropping the height, take all of it off the bottom). (1.0, 0.0) will crop from the bottom left corner, etc. (i.e. if cropping the width, take all of the crop off the left side, and if cropping the height take none from the top, and therefore all off the bottom).

Returns An image.

PIL.ImageOps.flip(image)

Flip the image vertically (top to bottom).

Parameters **image** – The image to flip.

Returns An image.
PIL.ImageOps.grayscale(image)

Convert the image to grayscale.

Parameters
- **image** – The image to convert.

Returns
- An image.

PIL.ImageOps.invert(image)

Invert (negate) the image.

Parameters
- **image** – The image to invert.

Returns
- An image.

PIL.ImageOps.mirror(image)

Flip image horizontally (left to right).

Parameters
- **image** – The image to mirror.

Returns
- An image.

PIL.ImageOps.posterize(image, bits)

Reduce the number of bits for each color channel.

Parameters
- **image** – The image to posterize.
- **bits** – The number of bits to keep for each channel (1-8).

Returns
- An image.

PIL.ImageOps.solarize(image, threshold=128)

Invert all pixel values above a threshold.

Parameters
- **image** – The image to solarize.
- **threshold** – All pixels above this greyscale level are inverted.

Returns
- An image.

PIL.ImageOps.exif_transpose(image)

If an image has an EXIF Orientation tag, return a new image that is transposed accordingly. Otherwise, return a copy of the image.

Parameters
- **image** – The image to transpose.

Returns
- An image.

### 3.14 ImagePalette Module

The ImagePalette module contains a class of the same name to represent the color palette of palette mapped images.

Note: This module was never well-documented. It hasn’t changed since 2001, though, so it’s probably safe for you to read the source code and puzzle out the internals if you need to.

The ImagePalette class has several methods, but they are all marked as “experimental.” Read that as you will. The [source] link is there for a reason.
**class PIL.ImagePalette.ImagePalette**(mode='RGB', palette=None, size=0)

Color palette for palette mapped images

**Parameters**

- **mode** – The mode to use for the Palette. See: *Modes*. Defaults to “RGB”
- **palette** – An optional palette. If given, it must be a bytearray, an array or a list of ints between 0-255 and of length size times the number of colors in mode. The list must be aligned by channel (All R values must be contiguous in the list before G and B values.) Defaults to 0 through 255 per channel.
- **size** – An optional palette size. If given, it cannot be equal to or greater than 256. Defaults to 0.

**getcolor** (color)

Given an rgb tuple, allocate palette entry.

**Warning:** This method is experimental.

**getdata** ()

Get palette contents in format suitable for the low-level im.putpalette primitive.

**Warning:** This method is experimental.

**save** (fp)

Save palette to text file.

**Warning:** This method is experimental.

**tobytes** ()

Convert palette to bytes.

**Warning:** This method is experimental.

**tostring** ()

Convert palette to bytes.

**Warning:** This method is experimental.

### 3.15 ImagePath Module

The ImagePath module is used to store and manipulate 2-dimensional vector data. Path objects can be passed to the methods on the ImageDraw module.

**class PIL.ImagePath.Path**

A path object. The coordinate list can be any sequence object containing either 2-tuples [(x, y), ...] or numeric values [x, y, ...].

---

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You can also create a path object from another path object.

In 1.1.6 and later, you can also pass in any object that implements Python’s buffer API. The buffer should provide read access, and contain C floats in machine byte order.

The path object implements most parts of the Python sequence interface, and behaves like a list of (x, y) pairs. You can use len(), item access, and slicing as usual. However, the current version does not support slice assignment, or item and slice deletion.

**Parameters**

- **xy** – A sequence. The sequence can contain 2-tuples \([(x, y), \ldots]\) or a flat list of numbers \([x, y, \ldots]\).

**PIL.ImagePath.Path**\._compact(distance=2)

Compacts the path, by removing points that are close to each other. This method modifies the path in place, and returns the number of points left in the path.

**distance** is measured as Manhattan distance and defaults to two pixels.

**PIL.ImagePath.Path**\._getbbox()

Gets the bounding box of the path.

**Returns** \((x0, y0, x1, y1)\)

**PIL.ImagePath.Path**\._map(function)

Maps the path through a function.

**PIL.ImagePath.Path**\._tolist(flat=0)

Converts the path to a Python list \([(x, y), \ldots]\).

**Parameters**

- **flat** – By default, this function returns a list of 2-tuples \([(x, y), \ldots]\). If this argument is \(\text{True}\), it returns a flat list \([x, y, \ldots]\) instead.

**Returns** A list of coordinates. See **flat**.

**PIL.ImagePath.Path**\._transform(matrix)

Transforms the path in place, using an affine transform. The matrix is a 6-tuple \((a, b, c, d, e, f)\), and each point is mapped as follows:

\[
x_{\text{Out}} = x_{\text{In}} \times a + y_{\text{In}} \times b + c \\
y_{\text{Out}} = x_{\text{In}} \times d + y_{\text{In}} \times e + f
\]

### 3.16 ImageQt Module

The **ImageQt** module contains support for creating PyQt5 or PySide2 QImage objects from PIL images.

New in version 1.1.6.

**class** ImageQt\._ImageQt(image)

Creates an **ImageQt** object from a PIL **Image** object. This class is a subclass of QtGui.QImage, which means that you can pass the resulting objects directly to PyQt5/PySide2 API functions and methods.

This operation is currently supported for mode 1, L, P, RGB, and RGBA images. To handle other modes, you need to convert the image first.

### 3.17 ImageSequence Module

The **ImageSequence** module contains a wrapper class that lets you iterate over the frames of an image sequence.
3.17.1 Extracting frames from an animation

```python
from PIL import Image, ImageSequence

with Image.open("animation.fli") as im:
    index = 1
    for frame in ImageSequence.Iterator(im):
        frame.save("frame%d.png" % index)
        index += 1
```

3.17.2 The Iterator class

class PIL.ImageSequence.Iterator(im)

This class implements an iterator object that can be used to loop over an image sequence.

You can use the `[]` operator to access elements by index. This operator will raise an `IndexError` if you try to access a nonexistent frame.

Parameters

- **im** – An image object.

3.18 ImageStat Module

The `ImageStat` module calculates global statistics for an image, or for a region of an image.

class PIL.ImageStat.Stat(image_or_list, mask=None)

Calculate statistics for the given image. If a mask is included, only the regions covered by that mask are included in the statistics. You can also pass in a previously calculated histogram.

Parameters

- **image** – A PIL image, or a precalculated histogram.
- **mask** – An optional mask.

**extrema**

Min/max values for each band in the image.

**count**

Total number of pixels for each band in the image.

**sum**

Sum of all pixels for each band in the image.

**sum2**

Squared sum of all pixels for each band in the image.

**mean**

Average (arithmetic mean) pixel level for each band in the image.

**median**

Median pixel level for each band in the image.

Note: This relies on the `histogram()` method, and simply returns the low and high bins used. This is correct for images with 8 bits per channel, but fails for other modes such as I or F. Instead, use `getextrema()` to return per-band extrema for the image. This is more correct and efficient because, for non-8-bit modes, the histogram method uses `getextrema()` to determine the bins used.
rms
RMS (root-mean-square) for each band in the image.

var
Variance for each band in the image.

stddev
Standard deviation for each band in the image.

3.19 ImageTk Module

The ImageTk module contains support to create and modify Tkinter BitmapImage and PhotoImage objects from PIL images.

For examples, see the demo programs in the Scripts directory.

```python
class PIL.ImageTk.BitmapImage(image=None, **kw):
    A Tkinter-compatible bitmap image. This can be used everywhere Tkinter expects an image object.
    
    The given image must have mode “1”. Pixels having value 0 are treated as transparent. Options, if any, are
    passed on to Tkinter. The most commonly used option is foreground, which is used to specify the color for the
    non-transparent parts. See the Tkinter documentation for information on how to specify colours.
    
    Parameters
    image – A PIL image.

    height() Get the height of the image.
    
    Returns The height, in pixels.

    width() Get the width of the image.
    
    Returns The width, in pixels.

class PIL.ImageTk.PhotoImage(image=None, size=None, **kw):
    A Tkinter-compatible photo image. This can be used everywhere Tkinter expects an image object. If the image
    is an RGBA image, pixels having alpha 0 are treated as transparent.
    
    The constructor takes either a PIL image, or a mode and a size. Alternatively, you can use the file or data
    options to initialize the photo image object.
    
    Parameters
    
    image – Either a PIL image, or a mode string. If a mode string is used, a size must also be
    given.

    size – If the first argument is a mode string, this defines the size of the image.

    file – A filename to load the image from (using Image.open(file)).

    data – An 8-bit string containing image data (as loaded from an image file).

    height() Get the height of the image.
    
    Returns The height, in pixels.

    paste(im, box=None) Paste a PIL image into the photo image. Note that this can be very slow if the photo image is displayed.
    
    Parameters
```
• **im** – A PIL image. The size must match the target region. If the mode does not match, the image is converted to the mode of the bitmap image.

• **box** – A 4-tuple defining the left, upper, right, and lower pixel coordinate. See *Coordinate System*. If None is given instead of a tuple, all of the image is assumed.

```python
width()
Get the width of the image.

Returns The width, in pixels.
```

### 3.20 ImageWin Module (Windows-only)

The ImageWin module contains support to create and display images on Windows.

ImageWin can be used with PythonWin and other user interface toolkits that provide access to Windows device contexts or window handles. For example, Tkinter makes the window handle available via the wininfo_id method:

```python
from PIL import ImageWin
dib = ImageWin.Dib(...)hwnd = ImageWin.HWND(widget.winfo_id())dib.draw(hwnd, xy)
```

class PIL.ImageWin.Dib (*image*, *size=None*)
A Windows bitmap with the given mode and size. The mode can be one of “1”, “L”, “P”, or “RGB”.

If the display requires a palette, this constructor creates a suitable palette and associates it with the image. For an “L” image, 128 greylevels are allocated. For an “RGB” image, a 6x6x6 colour cube is used, together with 20 greylevels.

To make sure that palettes work properly under Windows, you must call the `palette` method upon certain events from Windows.

**Parameters**

- **image** – Either a PIL image, or a mode string. If a mode string is used, a size must also be given. The mode can be one of “1”, “L”, “P”, or “RGB”.

- **size** – If the first argument is a mode string, this defines the size of the image.

```python
draw (handle, dst=None, src=None)
Same as expose, but allows you to specify where to draw the image, and what part of it to draw.

The destination and source areas are given as 4-tuple rectangles. If the source is omitted, the entire image is copied. If the source and the destination have different sizes, the image is resized as necessary.

expose (handle)
Copy the bitmap contents to a device context.

    Parameters handle – Device context (HDC), cast to a Python integer, or an HDC or HWND instance. In PythonWin, you can use the CDC.GetHandleAttrib() to get a suitable handle.

frombytes (buffer)
Load display memory contents from byte data.

    Parameters buffer – A buffer containing display data (usually data returned from `<b>tobytes</b>`)
```
**paste**(im, box=None)

Paste a PIL image into the bitmap image.

**Parameters**

- **im** – A PIL image. The size must match the target region. If the mode does not match, the image is converted to the mode of the bitmap image.
- **box** – A 4-tuple defining the left, upper, right, and lower pixel coordinate. See *Coordinate System*. If None is given instead of a tuple, all of the image is assumed.

**query_palette**(handle)

Installs the palette associated with the image in the given device context.

This method should be called upon **QUERYNEWPALETTE** and **PALETTECHANGED** events from Windows. If this method returns a non-zero value, one or more display palette entries were changed, and the image should be redrawn.

**Parameters** handle – Device context (HDC), cast to a Python integer, or an HDC or HWND instance.

**Returns** A true value if one or more entries were changed (this indicates that the image should be redrawn).

**tobytes**

Copy display memory contents to bytes object.

**Returns** A bytes object containing display data.

**class PIL.ImageWin.HDC**(dc)

Wraps an HDC integer. The resulting object can be passed to the **draw()** and **expose()** methods.

**class PIL.ImageWin.HWND**(wnd)

Wraps an HWND integer. The resulting object can be passed to the **draw()** and **expose()** methods, instead of a DC.

### 3.21 ExifTags Module

The ExifTags module exposes two dictionaries which provide constants and clear-text names for various well-known EXIF tags.

**class PIL.ExifTags.TAGS**

The TAG dictionary maps 16-bit integer EXIF tag enumerations to descriptive string names. For instance:

```python
>>> from PIL.ExifTags import TAGS
>>> TAGS[0x010e]
'ImageDescription'
```

**class PIL.ExifTags.GPSTAGS**

The GPSTAGS dictionary maps 8-bit integer EXIF gps enumerations to descriptive string names. For instance:

```python
>>> from PIL.ExifTags import GPSTAGS
>>> GPSTAGS[20]
'GPSDestLatitude'
```
3.22 TiffTags Module

The TiffTags module exposes many of the standard TIFF metadata tag numbers, names, and type information.

PIL.TiffTags.lookup(tag)

Parameters tag – Integer tag number

Returns Taginfo namedtuple, From the TAGS_V2 info if possible, otherwise just populating the value and name from TAGS. If the tag is not recognized, “unknown” is returned for the name

New in version 3.1.0.

class PIL.TiffTags.TagInfo

__init__(self, value=None, name="unknown", type=None, length=0, enum=None)

Parameters

• value – Integer Tag Number
• name – Tag Name
• type – Integer type from PIL.TiffTags.TYPES
• length – Array length: 0 == variable, 1 == single value, n = fixed
• enum – Dict of name:integer value options for an enumeration

cvt_enum(self, value)

Parameters value – The enumerated value name

Returns The integer corresponding to the name.

New in version 3.0.0.

PIL.TiffTags.TAGS_V2

The TAGS_V2 dictionary maps 16-bit integer tag numbers to PIL.TagTypes.TagInfo tuples for metadata fields defined in the TIFF spec.

New in version 3.0.0.

PIL.TiffTags.TAGS

The TAGS dictionary maps 16-bit integer TIFF tag number to descriptive string names. For instance:

```python
>>> from PIL.TiffTags import TAGS
>>> TAGS[0x010e]
'ImageDescription'
```

This dictionary contains a superset of the tags in TAGS_V2, common EXIF tags, and other well known metadata tags.

PIL.TiffTags.TYPES

The TYPES dictionary maps the TIFF type short integer to a human readable type name.

3.23 PSDraw Module

The PSDraw module provides simple print support for Postscript printers. You can print text, graphics and images through this module.
class PIL.PSDraw.PSDraw (fp=None)
Sets up printing to the given file. If fp is omitted, sys.stdout is assumed.

begin_document (id=None)
Set up printing of a document. (Write Postscript DSC header.)

derend_document ()
Ends printing. (Write Postscript DSC footer.)

image (box, im, dpi=None)
Draw a PIL image, centered in the given box.

dline (xy0, xy1)
Draws a line between the two points. Coordinates are given in Postscript point coordinates (72 points per inch, (0, 0) is the lower left corner of the page).

rectangle (box)
Draws a rectangle.

Parameters box – A 4-tuple of integers whose order and function is currently undocumented.

Hint: the tuple is passed into this format string:
\%d\%d M \%d\%d 0 Vr

setfont (font, size)
Selects which font to use.

Parameters

• font – A Postscript font name

• size – Size in points.

text (xy, text)
Draws text at the given position. You must use setfont () before calling this method.

3.24 PixelAccess Class

The PixelAccess class provides read and write access to PIL.Image data at a pixel level.

Note: Accessing individual pixels is fairly slow. If you are looping over all of the pixels in an image, there is likely a faster way using other parts of the Pillow API.

3.24.1 Example

The following script loads an image, accesses one pixel from it, then changes it.

```
from PIL import Image
with Image.open('hopper.jpg') as im:
    px = im.load()
print(px[4,4])
px[4,4] = (0,0,0)
print(px[4,4])
```

Results in the following:
Access using negative indexes is also possible.

```python
px[-1,-1] = (0,0,0)
pixelAccess(px[-1,-1])
```

### 3.24.2 PixelAccess Class

class PixelAccess

```python
__setitem__(self, xy, color):
    Modifies the pixel at x,y. The color is given as a single numerical value for single band images, and a tuple for multi-band images

Parameters
- `xy` – The pixel coordinate, given as (x, y).
- `color` – The pixel value according to its mode. e.g. tuple (r, g, b) for RGB mode)

__getitem__(self, xy):
    Returns the pixel at x,y. The pixel is returned as a single value for single band images or a tuple for multiple band images

    param xy The pixel coordinate, given as (x, y).
    returns a pixel value for single band images, a tuple of pixel values for multiband images.

putpixel(self, xy, color):
    Modifies the pixel at x,y. The color is given as a single numerical value for single band images, and a tuple for multi-band images. In addition to this, RGB and RGBA tuples are accepted for P images.

Parameters
- `xy` – The pixel coordinate, given as (x, y).
- `color` – The pixel value according to its mode. e.g. tuple (r, g, b) for RGB mode)

getpixel(self, xy):
    Returns the pixel at x,y. The pixel is returned as a single value for single band images or a tuple for multiple band images

    param xy The pixel coordinate, given as (x, y).
    returns a pixel value for single band images, a tuple of pixel values for multiband images.
```

### 3.25 PyAccess Module

The PyAccess module provides a CFFI/Python implementation of the PixelAccess Class. This implementation is far faster on PyPy than the PixelAccess version.
Note: Accessing individual pixels is fairly slow. If you are looping over all of the pixels in an image, there is likely a faster way using other parts of the Pillow API.

### 3.25.1 Example

The following script loads an image, accesses one pixel from it, then changes it.

```python
from PIL import Image
with Image.open('hopper.jpg') as im:
    px = im.load()
    print(px[4,4])
    px[4,4] = (0,0,0)
    print(px[4,4])
```

Results in the following:

```
(23, 24, 68)
(0, 0, 0)
```

Access using negative indexes is also possible.

```python
px[-1,-1] = (0,0,0)
print(px[-1,-1])
```

### 3.25.2 PyAccess Class

### 3.26 PIL Package (autodoc of remaining modules)

Reference for modules whose documentation has not yet been ported or written can be found here.

#### 3.26.1 BdfFontFile Module

```python
class PIL.BdfFontFile.BdfFontFile(fp):
    Bases: PIL.FontFile.FontFile
PIL.BdfFontFile.bdf_char(f)
```

#### 3.26.2 ContainerIO Module

```python
class PIL.ContainerIO.ContainerIO(file, offset, length):
    Bases: object
    isatty()
    read(n=0)
    Read data.
    Parameters n – Number of bytes to read. If omitted or zero, read until end of region.
    Returns An 8-bit string.
```
**readline**()  
Read a line of text.  
**Returns** An 8-bit string.

**readlines**()  
Read multiple lines of text.  
**Returns** A list of 8-bit strings.

**seek**(*offset*, *mode=0*)  
Move file pointer.  
**Parameters**  
• *offset* – Offset in bytes.  
• *mode* – Starting position. Use 0 for beginning of region, 1 for current offset, and 2 for end of region. You cannot move the pointer outside the defined region.

**tell**()  
Get current file pointer.  
**Returns** Offset from start of region, in bytes.

### 3.26.3 FontFile Module

class PIL.FontFile.FontFile  
    Bases: object  
    bitmap = None  
    compile()  
        Create metrics and bitmap  
    save(*filename*)  
        Save font  

PIL.FontFile.put16(*fp, values*)

### 3.26.4 GdImageFile Module

class PIL.GdImageFile.GdImageFile(*fp=None, filename=None*)  
    Bases: PIL.ImageFile.ImageFile  
    format = 'GD'  
    format_description = 'GD uncompressed images'  

PIL.GdImageFile.open(*fp, mode='r'*')  
Load texture from a GD image file.  
**Parameters**  
• *filename* – GD file name, or an opened file handle.  
• *mode* – Optional mode. In this version, if the mode argument is given, it must be “r”.  

**Returns** An image instance.  
**Raises** IOError – If the image could not be read.
3.26.5 GimpGradientFile Module

class PIL.GimpGradientFile.GimpGradientFile
    Bases: PIL.GimpGradientFile.GradientFile

class PIL.GimpGradientFile.GradientFile
    Bases: object

    getpalette(entries=256)
    gradient = None

PIL.GimpGradientFile.curved(middle, pos)
PIL.GimpGradientFile.linear(middle, pos)
PIL.GimpGradientFile.sine(middle, pos)
PIL.GimpGradientFile.sphere_decreasing(middle, pos)
PIL.GimpGradientFile.sphere_increasing(middle, pos)

3.26.6 GimpPaletteFile Module

class PIL.GimpPaletteFile.GimpPaletteFile
    Bases: object

    getpalette()
    rawmode = 'RGB'

3.26.7 ImageDraw2 Module

class PIL.ImageDraw2.Brush(color, opacity=255)
    Bases: object

class PIL.ImageDraw2.Draw(image, size=None, color=None)
    Bases: object

    arc(xy, start, end, *options)
    chord(xy, start, end, *options)
    ellipse(xy, *options)
    flush()
    line(xy, *options)
    pieslice(xy, start, end, *options)
    polygon(xy, *options)
    rectangle(xy, *options)
    render(op, xy, pen, brush=None)
    settransform(offset)
    text(xy, text, font)
    textsize(text, font)
class PIL.ImageDraw2.Font(
    color, file, size=12
)

Bases: object

class PIL.ImageDraw2.Pen(
    color, width=1, opacity=255
)

Bases: object

### 3.26.8 ImageShow Module

class PIL.ImageShow.DisplayViewer
    Bases: PIL.ImageShow.UnixViewer
    get_command_ex(file, **options)

class PIL.ImageShow.EogViewer
    Bases: PIL.ImageShow.UnixViewer
    get_command_ex(file, **options)

class PIL.ImageShow.UnixViewer
    Bases: PIL.ImageShow.Viewer
    format = 'PNG'
    get_command(file, **options)
    options = {'compress_level': 1}
    show_file(file, **options)
        Display given file

class PIL.ImageShow.Viewer
    Bases: object
    Base class for viewers.
    format = None
    get_command(file, **options)
    get_format(image)
        Return format name, or None to save as PGM/PPM
    options = {}
    save_image(image)
        Save to temporary file, and return filename
    show(image, **options)
    show_file(file, **options)
        Display given file
    show_image(image, **options)
        Display given image

class PIL.ImageShow.XVViewer
    Bases: PIL.ImageShow.UnixViewer
    get_command_ex(file, title=None, **options)
PIL.ImageShow.register(viewer, order=1)
PIL.ImageShow.show(image, title=None, **options)
    Display a given image.
Parameters

• image – An image object.
• title – Optional title. Not all viewers can display the title.
• **options – Additional viewer options.

Returns True if a suitable viewer was found, false otherwise.

3.26.9 ImageTransform Module

class PIL.ImageTransform.AffineTransform(data)
    Bases: PIL.ImageTransform.Transform

Define an affine image transform.

This function takes a 6-tuple (a, b, c, d, e, f) which contain the first two rows from an affine transform matrix.

For each pixel (x, y) in the output image, the new value is taken from a position (a x + b y + c, d x + e y + f) in
the input image, rounded to nearest pixel.

This function can be used to scale, translate, rotate, and shear the original image.

See transform()

    Parameters matrix – A 6-tuple (a, b, c, d, e, f) containing the first two rows from an affine
    transform matrix.

method = 0

class PIL.ImageTransform.ExtentTransform(data)
    Bases: PIL.ImageTransform.Transform

Define a transform to extract a subregion from an image.

Maps a rectangle (defined by two corners) from the image to a rectangle of the given size. The resulting image
will contain data sampled from between the corners, such that (x0, y0) in the input image will end up at (0,0) in
the output image, and (x1, y1) at size.

This method can be used to crop, stretch, shrink, or mirror an arbitrary rectangle in the current image. It is
slightly slower than crop, but about as fast as a corresponding resize operation.

See transform()

    Parameters bbox – A 4-tuple (x0, y0, x1, y1) which specifies two points in the input image’s
    coordinate system. See Coordinate System.

method = 1

class PIL.ImageTransform.MeshTransform(data)
    Bases: PIL.ImageTransform.Transform

Define a mesh image transform. A mesh transform consists of one or more individual quad transforms.

See transform()

    Parameters data – A list of (bbox, quad) tuples.

method = 4

class PIL.ImageTransform.QuadTransform(data)
    Bases: PIL.ImageTransform.Transform

Define a quad image transform.

Maps a quadrilateral (a region defined by four corners) from the image to a rectangle of the given size.
See `transform()`

**Parameters** `xy` – An 8-tuple \((x_0, y_0, x_1, y_1, x_2, y_2, x_3, y_3)\) which contain the upper left, lower left, lower right, and upper right corner of the source quadrilateral.

```python
method = 3
class PIL.ImageTransform.Transform(data)
    Bases: PIL.Image.ImageTransformHandler
    getdata()
    transform(size, image, **options)
```

### 3.26.10 JpegPresets Module

JPEG quality settings equivalent to the Photoshop settings.

More presets can be added to the presets dict if needed.

Can be use when saving JPEG file.

To apply the preset, specify:

```python
quality="preset_name"
```

To apply only the quantization table:

```python
qtables="preset_name"
```

To apply only the subsampling setting:

```python
subsampling="preset_name"
```

Example:

```python
im.save("image_name.jpg", quality="web_high")
```

### Subsampling

Subsampling is the practice of encoding images by implementing less resolution for chroma information than for luma information. ([ref.](https://en.wikipedia.org/wiki/Chroma_subsampling))

Possible subsampling values are 0, 1 and 2 that correspond to 4:4:4, 4:2:2 and 4:2:0.

You can get the subsampling of a JPEG with the `JpegImagePlugin.get_sampling(im)` function.

In JPEG compressed data a JPEG marker is used instead of an EXIF tag. ([ref.](https://www.exiv2.org/tags.html))

### Quantization tables

They are values use by the DCT (Discrete cosine transform) to remove *unnecessary* information from the image (the lossy part of the compression). ([ref.](https://en.wikipedia.org/wiki/Quantization_matrix#Quantization_matrices, https://en.wikipedia.org/wiki/JPEG#Quantization))

You can get the quantization tables of a JPEG with:
This will return a dict with a number of arrays. You can pass this dict directly as the qtables argument when saving a JPEG.

The tables format between im.quantization and quantization in presets differ in 3 ways:

1. The base container of the preset is a list with sublists instead of dict. dict[0] -> list[0], dict[1] -> list[1], ...
2. Each table in a preset is a list instead of an array.
3. The zigzag order is remove in the preset (needed by libjpeg >= 6a).

You can convert the dict format to the preset format with the `JpegImagePlugin.convert_dict_qtables(dict_qtables)` function.


### 3.26.11 PaletteFile Module

```python
class PIL.PaletteFile.PaletteFile(fp)
    Bases: object
    getpalette()
    rawmode = 'RGB'
```

### 3.26.12 PcfFontFile Module

```python
class PIL.PcfFontFile.PcfFontFile(fp, charset_encoding='iso8859-1')
    Bases: PIL.FontFile.FontFile
    name = 'name'
PIL.PcfFontFile.sz(s, o)
```

### 3.26.13 PngImagePlugin.iTXT Class

```python
class PIL.PngImagePlugin.iTXT
    Bases: str
    Subclass of string to allow iTXt chunks to look like strings while keeping their extra information
    __new__(cls, text, lang, tkey)
    Parameters
    • value – value for this key
    • lang – language code
    • tkey – UTF-8 version of the key name
```

### 3.26.14 PngImagePlugin.PngInfo Class

```python
class PIL.PngImagePlugin.PngInfo
    Bases: object
    PNG chunk container (for use with save(pnginfo=))
add(cid, data)
   Appends an arbitrary chunk. Use with caution.

   Parameters
   • cid – a byte string, 4 bytes long.
   • data – a byte string of the encoded data

add_itxt(key, value, lang=",", tkey=",", zip=False)
   Appends an iTXt chunk.

   Parameters
   • key – latin-1 encodable text key name
   • value – value for this key
   • lang – language code
   • tkey – UTF-8 version of the key name
   • zip – compression flag

add_text(key, value, zip=False)
   Appends a text chunk.

   Parameters
   • key – latin-1 encodable text key name
   • value – value for this key, text or an PIL.PngImagePlugin.iTXt instance
   • zip – compression flag

3.26.15 TarIO Module

class PIL.TarIO.TarIO(tarfile, file)
   Bases: PIL.ContainerIO.ContainerIO
   close()

3.26.16 WalImageFile Module

PIL.WalImageFile.open(filename)
   Load texture from a Quake2 WAL texture file.

   By default, a Quake2 standard palette is attached to the texture. To override the palette, use the
<cb>putpalette</cb> method.

   Parameters filename – WAL file name, or an opened file handle.

   Returns An image instance.

3.26.17 _binary Module

PIL._binary.i16be(c, o=0)
PIL._binary.i16le(c, o=0)
   Converts a 2-bytes (16 bits) string to an unsigned integer.

   Parameters
• c – string containing bytes to convert
• o – offset of bytes to convert in string

PIL._binary.i32be (c, o=0)
PIL._binary.i32le (c, o=0)
    Converts a 4-bytes (32 bits) string to an unsigned integer.

Parameters
• c – string containing bytes to convert
• o – offset of bytes to convert in string

PIL._binary.i8 (c)
PIL._binary.o16be (i)
PIL._binary.o16le (i)
PIL._binary.o32be (i)
PIL._binary.o32le (i)
PIL._binary.o8 (i)
PIL._binary.si16le (c, o=0)
    Converts a 2-bytes (16 bits) string to a signed integer.

Parameters
• c – string containing bytes to convert
• o – offset of bytes to convert in string

PIL._binary.si32le (c, o=0)
    Converts a 4-bytes (32 bits) string to a signed integer.

Parameters
• c – string containing bytes to convert
• o – offset of bytes to convert in string

3.27 Plugin reference

3.27.1 BmpImagePlugin Module

class PIL.BmpImagePlugin.BmpImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile

    Image plugin for the Windows Bitmap format (BMP)

    BITFIELDS = 3
    COMPRESSIONS = {'BITFIELDS': 3, 'JPEG': 4, 'PNG': 5, 'RAW': 0, 'RLE4': 2, 'RLE8': 1}
    JPEG = 4
    PNG = 5
    RAW = 0
    RLE4 = 2
RLE8 = 1
format = 'BMP'
format_description = 'Windows Bitmap'
k = 'PNG'
v = 5
class PIL.BmpImagePlugin.DibImageFile (fp=None, filename=None)
    Bases: PIL.BmpImagePlugin.BmpImageFile
    format = 'DIB'
    format_description = 'Windows Bitmap'

3.27.2 BufrStubImagePlugin Module

class PIL.BufrStubImagePlugin.BufrStubImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.StubImageFile
    format = 'BUFR'
    format_description = 'BUFR'
PIL.BufrStubImagePlugin.register_handler (handler)
    Install application-specific BUFR image handler.
        Parameters handler – Handler object.

3.27.3 CurImagePlugin Module

class PIL.CurImagePlugin.CurImageFile (fp=None, filename=None)
    Bases: PIL.BmpImagePlugin.BmpImageFile
    format = 'CUR'
    format_description = 'Windows Cursor'

3.27.4 DcxImagePlugin Module

class PIL.DcxImagePlugin.DcxImageFile (fp=None, filename=None)
    Bases: PIL.PcxImagePlugin.PcxImageFile
    format = 'DCX'
    format_description = 'Intel DCX'
isanimated
n_frames
seek (frame)
    Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame 0.
        See tell () .
        Parameters frame – Frame number, starting at 0.

3.27. Plugin reference
Raises **EOFError** – If the call attempts to seek beyond the end of the sequence.

```
tell()

Returns the current frame number. See *seek()*.

Returns Frame number, starting with 0.
```

### 3.27.5 EpsImagePlugin Module

```python
class PIL.EpsImagePlugin.EpsImageFile(fp=None, filename=None):
    Bases: PIL.ImageFile.ImageFile
    EPS File Parser for the Python Imaging Library
    format = 'EPS'
    format_description = 'Encapsulated Postscript'
    load(scale=1)
        Load image data based on tile list
    load_seek(*args, **kwargs)
        mode_map = {1: 'L', 2: 'LAB', 3: 'RGB', 4: 'CMYK'}

PIL.EpsImagePlugin.Ghostscript(tile, size, fp, scale=1)
    Render an image using Ghostscript

class PIL.EpsImagePlugin.PSFile(fp):
    Bases: object
    Wrapper for bytesio object that treats either CR or LF as end of line.
    readline()
    seek(offset, whence=0)

PIL.EpsImagePlugin.has_ghostscript()
```

### 3.27.6 FitsStubImagePlugin Module

```python
class PIL.FitsStubImagePlugin.FITSStubImageFile(fp=None, filename=None):
    Bases: PIL.ImageFile.StubImageFile
    format = 'FITS'
    format_description = 'FITS'

PIL.FitsStubImagePlugin.register_handler(handler)
    Install application-specific FITS image handler.
    Parameters handler – Handler object.
```

### 3.27.7 FliImagePlugin Module

```python
class PIL.FliImagePlugin.FliImageFile(fp=None, filename=None):
    Bases: PIL.ImageFile.ImageFile
    format = 'FLI'
    format_description = 'Autodesk FLI/FLC Animation'
```
is_animated
n_frames
seek(frame)
Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method
raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame
0.
See tell().

Parameters frame – Frame number, starting at 0.

Raises EOFError – If the call attempts to seek beyond the end of the sequence.
tell()
Returns the current frame number. See seek().

Returns Frame number, starting with 0.

### 3.27.8 FpxImagePlugin Module

class PIL.FpxImagePlugin.FpxImageFile(fp=None, filename=None)
Bases: PIL.ImageFile.ImageFile
format = 'FPX'
format_description = 'FlashPix'
load()
Load image data based on tile list

### 3.27.9 GbrImagePlugin Module

class PIL.GbrImagePlugin.GbrImageFile(fp=None, filename=None)
Bases: PIL.ImageFile.ImageFile
format = 'GBR'
format_description = 'GIMP brush file'
load()
Load image data based on tile list

### 3.27.10 GifImagePlugin Module

class PIL.GifImagePlugin.GifImageFile(fp=None, filename=None)
Bases: PIL.ImageFile.ImageFile
data()
format = 'GIF'
format_description = 'Compuserve GIF'
global_palette = None
is_animated
load_end()
n_frames

seek(frame)
Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame 0.

See tell().

Parameters
frame – Frame number, starting at 0.

Raises
EOFError – If the call attempts to seek beyond the end of the sequence.

tell()
Returns the current frame number. See seek().

Returns
Frame number, starting with 0.

PIL.GifImagePlugin.get_interlace(im)
PIL.GifImagePlugin.getdata(im, offset=(0, 0), **params)
Legacy Method
Return a list of strings representing this image. The first string is a local image header, the rest contains encoded image data.

Parameters
• im – Image object
• offset – Tuple of (x, y) pixels. Defaults to (0,0)
• **params – E.g. duration or other encoder info parameters

Returns
List of Bytes containing gif encoded frame data

PIL.GifImagePlugin.getheader(im, palette=None, info=None)
Legacy Method to get Gif data from image.

Warning:: May modify image data.

Parameters
• im – Image object
• palette – bytes object containing the source palette, or ....
• info – encoderinfo

Returns
tuple of(list of header items, optimized palette)

3.27.11 GribStubImagePlugin Module

class PIL.GribStubImagePlugin.GribStubImageFile(fp=None, filename=None)
Bases: PIL.ImageFile.StubImageFile

format = 'GRIB'
format_description = 'GRIB'
PIL.GribStubImagePlugin.register_handler(handler)
Install application-specific GRIB image handler.

Parameters
handler – Handler object.
3.27.12 Hdf5StubImagePlugin Module

```python
class PIL.Hdf5StubImagePlugin.HDF5StubImageFile(fp=None, filename=None):
    Bases: PIL.ImageFile.StubImageFile
    format = 'HDF5'
    format_description = 'HDF5'

PIL.Hdf5StubImagePlugin.register_handler(handler)
    Install application-specific HDF5 image handler.
    Parameters handler – Handler object.
```

3.27.13 IcnsImagePlugin Module

```python
class PIL.IcnsImagePlugin.IcnsFile(fobj):
    Bases: object
    SIZES = {(16, 16, 1): [(b'icp4', <function read_png_or_jpeg2000>), (b'is32', <function read_32>), (b's8mk', <function read_mk>)], (512, 512, 2): [(b'ic10', <function read_png_or_jpeg2000>)], (512, 512, 4): [(b'ic5', <function read_png_or_jpeg2000>)], (512, 512, 5): [(b'ic6', <function read_png_or_jpeg2000>)], (512, 512, 6): [(b'ic7', <function read_png_or_jpeg2000>)]}
    bestsize()
    dataforsize(size)
        Get an icon resource as {channel: array}. Note that the arrays are bottom-up like windows bitmaps and will likely need to be flipped or transposed in some way.
    getimage(size=None)
    itersizes()

class PIL.IcnsImagePlugin.IcnsImageFile(fp=None, filename=None):
    Bases: PIL.ImageFile.ImageFile
    PIL image support for Mac OS .icns files. Chooses the best resolution, but will possibly load a different size image if you mutate the size attribute before calling 'load'.
    The info dictionary has a key ‘sizes’ that is a list of sizes that the icns file has.
    format = 'ICNS'
    format_description = 'Mac OS icns resource'
    load()
        Load image data based on tile list
    size

PIL.IcnsImagePlugin.nextheader(fobj)
PIL.IcnsImagePlugin.read_32(fobj, start_length, size)
    Read a 32bit RGB icon resource. Seems to be either uncompressed or an RLE packbits-like scheme.
PIL.IcnsImagePlugin.read_32t(fobj, start_length, size)
PIL.IcnsImagePlugin.read_mk(fobj, start_length, size)
PIL.IcnsImagePlugin.read_png_or_jpeg2000(fobj, start_length, size)
```
3.27.14 IcoImagePlugin Module

class PIL.IcoImagePlugin.IcoFile(buf)
    Bases: object
    frame(idx)
        Get an image from frame idx
    getentryindex(size, bpp=False)
    getimage(size, bpp=False)
        Get an image from the icon
    sizes()
        Get a list of all available icon sizes and color depths.

class PIL.IcoImagePlugin.IcoImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    PIL read-only image support for Microsoft Windows .ico files.
    By default the largest resolution image in the file will be loaded. This can be changed by altering the ‘size’ attribute before calling ‘load’.
    The info dictionary has a key ‘sizes’ that is a list of the sizes available in the icon file.
    Handles classic, XP and Vista icon formats.
    When saving, PNG compression is used. Support for this was only added in Windows Vista.
    This plugin is a refactored version of Win32IconImagePlugin by Bryan Davis <casadebender@gmail.com>.
    https://code.google.com/archive/p/casadebender/wikis/Win32IconImagePlugin.wiki
    format = 'ICO'
    format_description = 'Windows Icon'
    load()
        Load image data based on tile list
    load_seek()
    size

3.27.15 ImImagePlugin Module

class PIL.ImImagePlugin.ImImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'IM'
    format_description = 'IFUNC Image Memory'
    is_animated
    n_frames
    seek(frame)
        Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame 0.
        See tell().

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Parameters frame – Frame number, starting at 0.

Raises EOFError – If the call attempts to seek beyond the end of the sequence.

tell()
Returns the current frame number. See seek().

Returns Frame number, starting with 0.

PIL.ImImagePlugin.number(s)

### 3.27.16 ImImagePlugin Module

class PIL.ImImagePlugin.ImImageFile (fp=None, filename=None)
   Bases: PIL.ImageFile.ImageFile
   format = 'IMT'
   format_description = 'IM Tools'

### 3.27.17 IptcImagePlugin Module

class PIL.IptcImagePlugin.IptcImageFile (fp=None, filename=None)
   Bases: PIL.ImageFile.ImageFile
   field()
   format = 'IPTC'
   format_description = 'IPTC/NAA'
   getint(key)
   load()
      Load image data based on tile list
   PIL.IptcImagePlugin.dump(c)
   PIL.IptcImagePlugin.getiptcinfo(im)
      Get IPTC information from TIFF, JPEG, or IPTC file.
      Parameters im – An image containing IPTC data.
      Returns A dictionary containing IPTC information, or None if no IPTC information block was found.
   PIL.IptcImagePlugin.i(c)

### 3.27.18 JpegImagePlugin Module

PIL.JpegImagePlugin.APP(self, marker)
PIL.JpegImagePlugin.COM(self, marker)
PIL.JpegImagePlugin.DQT(self, marker)

class PIL.JpegImagePlugin.JpegImageFile (fp=None, filename=None)
   Bases: PIL.ImageFile.ImageFile

3.27. Plugin reference
draft (mode, size)
Configures the image file loader so it returns a version of the image that as closely as possible matches the
given mode and size. For example, you can use this method to convert a color JPEG to greyscale while
loading it.

If any changes are made, returns a tuple with the chosen mode and box with coordinates of the original
image within the altered one.

Note that this method modifies the Image object in place. If the image has already been loaded, this
method has no effect.

Note: This method is not implemented for most images. It is currently implemented only for JPEG and
MPO images.

Parameters
• mode – The requested mode.
• size – The requested size.

format = 'JPEG'
format_description = 'JPEG (ISO 10918)'
load_djpeg()
load_read(read_bytes)
  internal: read more image data For premature EOF and LOAD_TRUNCATED_IMAGES adds EOI marker
so libjpeg can finish decoding
PIL.JpegImagePlugin.SOF(self, marker)
PIL.JpegImagePlugin.Skip(self, marker)
PIL.JpegImagePlugin.convert_dict_qtables(qtables)
PIL.JpegImagePlugin.get_sampling(im)
PIL.JpegImagePlugin.jpeg_factory(fp=None, filename=None)

3.27.19 Jpeg2KImagePlugin Module

class PIL.Jpeg2KImagePlugin.Jpeg2KImageFile (fp=None, filename=None)
  Bases: PIL.ImageFile.ImageFile
  format = 'JPEG2000'
  format_description = 'JPEG 2000 (ISO 15444)'
  load()
    Load image data based on tile list
  reduce
    Returns a copy of the image reduced by factor times. If the size of the image is not dividable by the factor,
the resulting size will be rounded up.

Parameters
• factor – A greater than 0 integer or tuple of two integers for width and height separately.
• box – An optional 4-tuple of ints providing the source image region to be reduced. The
  values must be within (0, 0, width, height) rectangle. If omitted or None, the entire source
  is used.
3.27.20 McIdasImagePlugin Module

```python
class PIL.McIdasImagePlugin.McIdasImageFile (fp=None, filename=None):
    Bases: PIL.ImageFile.ImageFile
    format = 'MCIDAS'
    format_description = 'McIdas area file'
```

3.27.21 MicImagePlugin Module

```python
class PIL.MicImagePlugin.MicImageFile (fp=None, filename=None):
    Bases: PIL.TiffImagePlugin.TiffImageFile
    format = 'MIC'
    format_description = 'Microsoft Image Composer'
    is_animated
    n_frames
    seek (frame)
        Select a given frame as current image
    tell ()
        Return the current frame number
```

3.27.22 MpegImagePlugin Module

```python
class PIL.MpegImagePlugin.BitStream (fp):
    Bases: object
    next ()
    peek (bits)
    read (bits)
    skip (bits)

class PIL.MpegImagePlugin.MpegImageFile (fp=None, filename=None):
    Bases: PIL.ImageFile.ImageFile
    format = 'MPEG'
    format_description = 'MPEG'
```

3.27.23 MspImagePlugin Module

```python
class PIL.MspImagePlugin.MspDecoder (mode, *args):
    Bases: PIL.ImageFile.PyDecoder
    decode (buffer)
        Override to perform the decoding process.

    Parameters
        buffer -- A bytes object with the data to be decoded.

    Returns
        A tuple of (bytes consumed, errcode). If finished with decoding return <0 for the bytes
        consumed. Err codes are from ERRORS
```

3.27. Plugin reference
class PIL.MspImagePlugin.MspImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'MSP'
    format_description = 'Windows Paint'

3.27.24 PalmImagePlugin Module
PIL.PalmImagePlugin.build_prototype_image()

3.27.25 PcdImagePlugin Module
class PIL.PcdImagePlugin.PcdImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'PCD'
    format_description = 'Kodak PhotoCD'
    load_end()

3.27.26 PcxImagePlugin Module
class PIL.PcxImagePlugin.PcxImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'PCX'
    format_description = 'Paintbrush'

3.27.27 PdfImagePlugin Module

3.27.28 PixarImagePlugin Module
class PIL.PixarImagePlugin.PixarImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'PIXAR'
    format_description = 'PIXAR raster image'

3.27.29 PngImagePlugin Module
class PIL.PngImagePlugin.PngImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    load_end()
    internal: finished reading image data
    load_prepare()
    internal: prepare to read PNG file
    load_read(read_bytes)
    internal: read more image data
**seek** (*frame*)

Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an **EOFError** exception. When a sequence file is opened, the library automatically seeks to frame 0.

See **tell**().

**Parameters**

- **frame** – Frame number, starting at 0.

**Raises** **EOFError** – If the call attempts to seek beyond the end of the sequence.

**tell**()

Returns the current frame number. See **seek**().

**Returns**

Frame number, starting with 0.

**verify**()

Verify PNG file

**PIL.PngImagePlugin.getchunks** (*im, **params*)

Return a list of PNG chunks representing this image.

**PIL.PngImagePlugin.is_cid()**

Matches zero or more characters at the beginning of the string.

**PIL.PngImagePlugin.putchunk** (*fp, cid, *data*)

Write a PNG chunk (including CRC field)

**class PIL.PngImagePlugin.ChunkStream** (*fp*)

**Bases:** object

**call** (*cid, pos, length*)

Call the appropriate chunk handler

**close()**

**crc** (*cid, data*)

Read and verify checksum

**crc_skip** (*cid, data*)

Read checksum. Used if the C module is not present

**push** (*cid, pos, length*)

**read()**

Fetch a new chunk. Returns header information.

**verify** (**endchunk=b'IEND'**)

**class PIL.PngImagePlugin.PngImageFile** (*fp=None, filename=None*)

**Bases:** PIL.ImageFile.ImageFile

**format** = 'PNG'

**format_description** = 'Portable network graphics'

**getexif()**

**is_animated**

**load_end()**

internal: finished reading image data

**load_prepare()**

internal: prepare to read PNG file
**load_read** *(read_bytes)*

- internal: read more image data

**n_frames**

**seek** *(frame)*

Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an **EOFError** exception. When a sequence file is opened, the library automatically seeks to frame 0.

See **tell()**.

- **Parameters frame** – Frame number, starting at 0.
- **Raises EOFError** – If the call attempts to seek beyond the end of the sequence.

**tell()**

Returns the current frame number. See **seek()**.

- Returns Frame number, starting with 0.

**text**

**verify()**

Verify PNG file

**class PIL.PngImagePlugin.PngStream(fp)**

- **Bases**: PIL.PngImagePlugin.ChunkStream

**check_text_memory** *(chunklen)*

**chunk_IDAT** *(pos, length)*

**chunk_IEND** *(pos, length)*

**chunk_IHDR** *(pos, length)*

**chunk_PLTE** *(pos, length)*

**chunk_acTL** *(pos, length)*

**chunk_cHRM** *(pos, length)*

**chunk_eXIf** *(pos, length)*

**chunk_fcTL** *(pos, length)*

**chunk_fdAT** *(pos, length)*

**chunk_gAMA** *(pos, length)*

**chunk_iCCP** *(pos, length)*

**chunk_iTXt** *(pos, length)*

**chunk_pHYs** *(pos, length)*

**chunk_sRGB** *(pos, length)*

**chunk_tEXT** *(pos, length)*

**chunk_TRNS** *(pos, length)*

**chunk_zTXt** *(pos, length)*

**rewind()**

**save_rewind()**
3.27.30 PpmImagePlugin Module

class PIL.PpmImagePlugin.PpmImageFile (fp=None, filename=None)  
    Bases: PIL.ImageFile.ImageFile  
    format = 'PPM'  
    format_description = 'Pbmplus image'

3.27.31 PsdImagePlugin Module

class PIL.PsdImagePlugin.PsdImageFile (fp=None, filename=None)  
    Bases: PIL.ImageFile.ImageFile  
    format = 'PSD'  
    format_description = 'Adobe Photoshop'  
    is_animated  
    load_prepare()  
    n_frames  
    seek (layer)  
        Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame 0.  
        See tell().  
        Parameters frame – Frame number, starting at 0.  
        Raises EOFError – If the call attempts to seek beyond the end of the sequence.  
    tell()  
        Returns the current frame number. See seek().  
        Returns Frame number, starting with 0.

3.27.32 SgiImagePlugin Module

class PIL.SgiImagePlugin.SGI16Decoder (mode, *args)  
    Bases: PIL.ImageFile.PyDecoder  
    decode (buffer)  
        Override to perform the decoding process.  
        Parameters buffer – A bytes object with the data to be decoded.  
        Returns A tuple of (bytes consumed, errcode). If finished with decoding return <0 for the bytes consumed. Err codes are from ERRORS  

class PIL.SgiImagePlugin.SgiImageFile (fp=None, filename=None)  
    Bases: PIL.ImageFile.ImageFile  
    format = 'SGI'  
    format_description = 'SGI Image File Format'
3.27.33 SpiderImagePlugin Module

class PIL.SpiderImagePlugin.SpiderImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile

    convert2byte (depth=255)
    format = 'SPIDER'
    format_description = 'Spider 2D image'
    is_animated
    n_frames
    seek (frame)
        Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame 0.
        
        See tell().
        Parameters frame – Frame number, starting at 0.
        Raises EOFError – If the call attempts to seek beyond the end of the sequence.

    tell ()
        Returns the current frame number. See seek().
        Returns Frame number, starting with 0.

    tkPhotoImage()

PIL.SpiderImagePlugin.isInt (f)
PIL.SpiderImagePlugin.isSpiderHeader (t)
PIL.SpiderImagePlugin.isSpiderImage (filename)
PIL.SpiderImagePlugin.loadImageSeries (filelist=None)
    create a list of Image objects for use in a montage
PIL.SpiderImagePlugin.makeSpiderHeader (im)

3.27.34 SunImagePlugin Module

class PIL.SunImagePlugin.SunImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile

    format = 'SUN'
    format_description = 'Sun Raster File'

3.27.35 TgaImagePlugin Module

class PIL.TgaImagePlugin.TgaImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile

    format = 'TGA'
    format_description = 'Targa'
### 3.27.36 TiffImagePlugin Module

```python
class PIL.TiffImagePlugin.AppendingTiffWriter (fn, new=False)
    Bases: object
    Tags = {273, 288, 324, 519, 520, 521}
    close()
    fieldSizes = [0, 1, 1, 2, 4, 8, 1, 1, 2, 4, 8, 4, 8]
    finalize()
    fixIFD()
    fixOffsets (count, isShort=False, isLong=False)
    goToEnd()
    newFrame()
    readLong()
    readShort()
    rewriteLastLong (value)
    rewriteLastShort (value)
    rewriteLastShortToLong (value)
    seek (offset, whence=0)
    setEndian (endian)
    setup()
    skipIFDs()
    tell()
    write (data)
    writeLong (value)
    writeShort (value)
```

```python
class PIL.TiffImagePlugin.IFDRational (value, denominator=1)
    Bases: numbers.Rational
    Implements a rational class where 0/0 is a legal value to match the in the wild use of exif rationals.
    e.g., DigitalZoomRatio - 0.00/0.00 indicates that no digital zoom was used
    denominator
    limit_rational (max_denominator)
        Parameters max_denominator – Integer, the maximum denominator value
        Returns Tuple of (numerator, denominator)
    numerator
```

PIL.TiffImagePlugin.ImageFileDirectory
    alias of PIL.TiffImagePlugin.ImageFileDirectory_v1

3.27. Plugin reference
class PIL.TiffImagePlugin.ImageFileDirectory_v1(*args, **kwargs)

Bases: PIL.TiffImagePlugin.ImageFileDirectory_v2

This class represents the legacy interface to a TIFF tag directory.

Exposes a dictionary interface of the tags in the directory:

```python
def = ImageFileDirectory_v1()
def[key] = 'Some Data'
def.tagtype[key] = TiffTags.ASCII
print(def[key])
('Some Data',)
```

Also contains a dictionary of tag types as read from the tiff image file, ~PIL.TiffImagePlugin.ImageFileDirectory_v1.tagtype.

Values are returned as a tuple.

Deprecated since version 3.0.0.

classmethod from_v2(original)

Returns an ImageFileDirectory_v1 instance with the same data as is contained in the original ImageFileDirectory_v2 instance.

Returns ImageFileDirectory_v1
tagdata
tags
to_v2()

Returns an ImageFileDirectory_v2 instance with the same data as is contained in the original ImageFileDirectory_v1 instance.

Returns ImageFileDirectory_v2
class PIL.TiffImagePlugin.ImageFileDirectory_v2(ifh=b'II*x00x00x00x00x00', prefix=None)

Bases: collections.abc.MutableMapping

This class represents a TIFF tag directory. To speed things up, we don’t decode tags unless they’re asked for.

Exposes a dictionary interface of the tags in the directory:

```python
def = ImageFileDirectory_v2()
def[key] = 'Some Data'
def.tagtype[key] = TiffTags.ASCII
print(def[key])
'Some Data'
```

Individual values are returned as the strings or numbers, sequences are returned as tuples of the values.

The tiff metadata type of each item is stored in a dictionary of tag types in ~PIL.TiffImagePlugin.ImageFileDirectory_v2.tagtype. The types are read from a tiff file, guessed from the type added, or added manually.

Data Structures:

- self.tagtype = {
  - Key: numerical tiff tag number
  - Value: integer corresponding to the data type from ~PIL.TiffTags.TYPES
}

New in version 3.0.0.
legacy_api
load(fp)
load_byte(data, legacy_api=True)
load_double(data, legacy_api=True)
load_float(data, legacy_api=True)
load_long(data, legacy_api=True)
load_rational(data, legacy_api=True)
load_short(data, legacy_api=True)
load_signed_byte(data, legacy_api=True)
load_signed_long(data, legacy_api=True)
load_signed_rational(data, legacy_api=True)
load_signed_short(data, legacy_api=True)
load_string(data, legacy_api=True)
load_undefined(data, legacy_api=True)

named()

Returns dict of name|key: value

Returns the complete tag dictionary, with named tags where possible.

offset
prefix
reset()
save(fp)
tobytess(offset=0)
write_byte(data)
write_double(*values)
write_float(*values)
write_long(*values)
write_rational(*values)
write_short(*values)
write_signed_byte(*values)
write_signed_long(*values)
write_signed_rational(*values)
write_signed_short(*values)
write_string(value)
write_undefined(value)

class PIL.TiffImagePlugin.TiffImageFile(fp=None, filename=None)
Bases: PIL.ImageFile.ImageFile
format = 'TIFF'
format_description = 'Adobe TIFF'
is_animated
load()
    Load image data based on tile list
load_end()
n_frames
seek(frame)
    Select a given frame as current image
tell()
    Return the current frame number

3.27.37 WebPImagePlugin Module

class PIL.WebPImagePlugin.WebPImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'WEBP'
    format_description = 'WebP image'
is_animated
load()
    Load image data based on tile list
n_frames
seek(frame)
    Seeks to the given frame in this sequence file. If you seek beyond the end of the sequence, the method raises an EOFError exception. When a sequence file is opened, the library automatically seeks to frame 0.
    See tell().

    Parameters frame – Frame number, starting at 0.
    Raises EOFError – If the call attempts to seek beyond the end of the sequence.

tell()
    Returns the current frame number. See seek().
    Returns Frame number, starting with 0.

3.27.38 WmfImagePlugin Module

class PIL.WmfImagePlugin.WmfStubImageFile (fp=None, filename=None)
    Bases: PIL.ImageFile.StubImageFile
    format = 'WMF'
    format_description = 'Windows Metafile'
load(dpi=None)
    Load image data based on tile list
PIL.WmfImagePlugin.register_handler(handler)
Install application-specific WMF image handler.
Parameters handler – Handler object.

3.27.39 XVThumbImagePlugin Module

class PIL.XVThumbImagePlugin.XVThumbImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'XVThumb'
    format_description = 'XV thumbnail image'

3.27.40 XbmImagePlugin Module

class PIL.XbmImagePlugin.XbmImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'XBM'
    format_description = 'X11 Bitmap'

3.27.41 XpmImagePlugin Module

class PIL.XpmImagePlugin.XpmImageFile(fp=None, filename=None)
    Bases: PIL.ImageFile.ImageFile
    format = 'XPM'
    format_description = 'X11 Pixel Map'
    load_read(bytes)

3.28 Internal Reference Docs

3.28.1 File Handling in Pillow

When opening a file as an image, Pillow requires a filename, pathlib.Path object, or a file-like object. Pillow uses the filename or Path to open a file, so for the rest of this article, they will all be treated as a file-like object.

The following are all equivalent:

    from PIL import Image
    import io
    import pathlib

    with Image.open('test.jpg') as im:
        ...

    with Image.open(pathlib.Path('test.jpg')) as im2:
        ...

    with open('test.jpg', 'rb') as f:

(continues on next page)
If a filename or a path-like object is passed to Pillow, then the resulting file object opened by Pillow may also be closed by Pillow after the `Image.Image.load()` method is called, provided the associated image does not have multiple frames.

Pillow cannot in general close and reopen a file, so any access to that file needs to be prior to the close.

**Image Lifecycle**

- `Image.open()` Filenames and Path objects are opened as a file. Metadata is read from the open file. The file is left open for further usage.
- `Image.Image.load()` When the pixel data from the image is required, `load()` is called. The current frame is read into memory. The image can now be used independently of the underlying image file.

If a filename or a Path object was passed to `Image.open()`, then the file object was opened by Pillow and is considered to be used exclusively by Pillow. So if the image is a single-frame image, the file will be closed in this method after the frame is read. If the image is a multi-frame image, (e.g. multipage TIFF and animated GIF) the image file is left open so that `Image.Image.seek()` can load the appropriate frame.

- `Image.Image.close()` Closes the file and destroys the core image object. This is used in the Pillow context manager support. e.g.:

```
with Image.open('test.jpg') as img:
    ... # image operations here.
```

The lifecycle of a single-frame image is relatively simple. The file must remain open until the `load()` or `close()` function is called or the context manager exits.

Multi-frame images are more complicated. The `load()` method is not a terminal method, so it should not close the underlying file. In general, Pillow does not know if there are going to be any requests for additional data until the caller has explicitly closed the image.

**Complications**

- `TiffImagePlugin` has some code to pass the underlying file descriptor into libtiff (if working on an actual file). Since libtiff closes the file descriptor internally, it is duplicated prior to passing it into libtiff.

- After a file has been closed, operations that require file access will fail:

```
with open('test.jpg', 'rb') as f:
    im5 = Image.open(f)
    im5.load() # FAILS, closed file

with Image.open('test.jpg') as im6:
    pass
    im6.load() # FAILS, closed file
```
Proposed File Handling

- `Image.Image.load()` should close the image file, unless there are multiple frames.
- `Image.Image.seek()` should never close the image file.
- Users of the library should use a context manager or call `Image.Image.close()` on any image opened with a filename or `Path` object to ensure that the underlying file is closed.

3.28.2 Limits

This page is documentation to the various fundamental size limits in the Pillow implementation.

Internal Limits

- Image sizes cannot be negative. These are checked both in `Storage.c` and `Image.py`
- Image sizes may be 0. (Although not in 3.4)
- Maximum pixel dimensions are limited to INT32, or $2^{31}$ by the sizes in the image header.
- Individual allocations are limited to 2GB in `Storage.c`
- The 2GB allocation puts an upper limit to the xsize of the image of either $2^{31}$ for ‘L’ or $2^{29}$ for ‘RGB’
- Individual memory mapped segments are limited to 2GB in `map.c` based on the overflow checks. This requires that any memory mapped image is smaller than 2GB, as calculated by $y \cdot stride$ (so 2Gpx for ‘L’ images, and .5Gpx for ‘RGB’)
- Any call to internal python size functions for buffers or strings are currently returned as int32, not py_ssize_t. This limits the maximum buffer to 2GB for operations like frombytes and frombuffer.
- This also limits the size of buffers converted using a decoder. (decode.c:127)

Format Size Limits

- ICO: Max size is 256x256
- Webp: 16383x16383 (underlying library size limit: https://developers.google.com/speed/webp/docs/api)

3.28.3 Block Allocator

Previous Design

Historically there have been two image allocators in Pillow: `ImagingAllocateBlock` and `ImagingAllocateArray`. The first works for images smaller than 16MB of data and allocates one large chunk of memory of `im->linesize * im->ysize` bytes. The second works for large images and makes one allocation for each scan line of size `im->linesize` bytes. This makes for a very sharp transition between one allocation and potentially thousands of small allocations, leading to unpredictable performance penalties around the transition.
New Design

`ImagingAllocateArray` now allocates space for images as a chain of blocks with a maximum size of 16MB. If there is a memory allocation error, it falls back to allocating a 4KB block, or at least one scan line. This is now the default for all internal allocations.

`ImagingAllocateBlock` is now only used for those cases when we are specifically requesting a single segment of memory for sharing with other code.

Memory Pools

There is now a memory pool to contain a supply of recently freed blocks, which can then be reused without going back to the OS for a fresh allocation. This caching of free blocks is currently disabled by default, but can be enabled and tweaked using three environment variables:

- `PILLOW_ALIGNMENT`, in bytes. Specifies the alignment of memory allocations. Valid values are powers of 2 between 1 and 128, inclusive. Defaults to 1.
- `PILLOW_BLOCK_SIZE`, in bytes, K, or M. Specifies the maximum block size for `ImagingAllocateArray`. Valid values are integers, with an optional k or m suffix. Defaults to 16M.
- `PILLOW_BLOCKS_MAX` Specifies the number of freed blocks to retain to fill future memory requests. Any freed blocks over this threshold will be returned to the OS immediately. Defaults to 0.
Porting existing PIL-based code to Pillow

Pillow is a functional drop-in replacement for the Python Imaging Library.

PIL is Python 2 only. Pillow dropped support for Python 2 in Pillow 7.0. So if you would like to run the latest version of Pillow, you will first and foremost need to port your code from Python 2 to 3.

To run your existing PIL-compatible code with Pillow, it needs to be modified to import the Image module from the PIL namespace instead of the global namespace. Change this:

```python
import Image
```

to this:

```python
from PIL import Image
```

The _imaging module has been moved. You can now import it like this:

```python
from PIL.Image import core as _imaging
```

The image plugin loading mechanism has changed. Pillow no longer automatically imports any file in the Python path with a name ending in ImagePlugin.py. You will need to import your image plugin manually.

Pillow will raise an exception if the core extension can’t be loaded for any reason, including a version mismatch between the Python and extension code. Previously PIL allowed Python only code to run if the core extension was not available.
CHAPTER 5

About

5.1 Goals

The fork author’s goal is to foster and support active development of PIL through:

- Continuous integration testing via Travis CI, AppVeyor and GitHub Actions
- Publicized development activity on GitHub
- Regular releases to the Python Package Index

5.2 License

Like PIL, Pillow is licensed under the open source PIL Software License

5.3 Why a fork?

PIL is not setuptools compatible. Please see this Image-SIG post for a more detailed explanation. Also, PIL’s current bi-yearly (or greater) release schedule is too infrequent to accommodate the large number and frequency of issues reported.

5.4 What about PIL?

Note: Prior to Pillow 2.0.0, very few image code changes were made. Pillow 2.0.0 added Python 3 support and includes many bug fixes from many contributors.
As more time passes since the last PIL release (1.1.7 in 2009), the likelihood of a new PIL release decreases. However, we’ve yet to hear an official “PIL is dead” announcement. So if you still want to support PIL, please report issues here first, then open corresponding Pillow tickets here.

Please provide a link to the first ticket so we can track the issue(s) upstream.
CHAPTER 6

Release Notes

Note: Contributors please include release notes as needed or appropriate with your bug fixes, feature additions and tests.

6.1 7.1.0

6.1.1 API Changes

 Allow saving of zero quality JPEG images

If no quality was specified when saving a JPEG, Pillow internally used a value of zero to indicate that the default quality should be used. However, this removed the ability to actually save a JPEG with zero quality. This has now been resolved.

```python
from PIL import Image
im = Image.open("hopper.jpg")
im.save("out.jpg", quality=0)
```

6.1.2 API Additions

New channel operations

Three new channel operations have been added: `soft_light()`, `hard_light()` and `overlay()`. 
PILLOW_VERSION constant

PILLOW_VERSION has been re-added but is deprecated and will be removed in a future release. Use __version__ instead.

It was initially removed in Pillow 7.0.0, but brought back in 7.1.0 to give projects more time to upgrade.

Reading JPEG comments

When opening a JPEG image, the comment may now be read into info.

Support for different charset encodings in PcfFontFile

Previously PcfFontFile output only bitmap PIL fonts with ISO 8859-1 encoding, even though the PCF format supports Unicode, making it hard to work with Pillow with bitmap fonts in languages which use different character sets.

Now it’s possible to set a different charset encoding in PcfFontFile’s class constructor. By default, it generates a PIL font file with ISO 8859-1 as before. The generated PIL font file still contains up to 256 characters, but the character set is different depending on the selected encoding.

To use such a font with ImageDraw.text, call it with a bytes object with the same encoding as the font file.

X11 ImageGrab.grab()

Support has been added for ImageGrab.grab() on Linux using the X server with the XCB library.

An optional xdisplay parameter has been added to select the X server, with the default value of None using the default X server.

Passing a different value on Windows or macOS will force taking a snapshot using the selected X server; pass an empty string to use the default X server. XCB support is not included in pre-compiled wheels for Windows and macOS.

6.1.3 Other Changes

If present, only use alpha channel for bounding box

When the getbbox() method calculates the bounding box, for an RGB image it trims black pixels. Similarly, for an RGBA image it would trim black transparent pixels. This is now changed so that if an image has an alpha channel (RGBA, RGBa, PA, LA, La), any transparent pixels are trimmed.

Improved APNG support

Added support for reading and writing Animated Portable Network Graphics (APNG) images. The PNG plugin now supports using the seek() method and the Iterator class to read APNG frame sequences. The PNG plugin also now supports using the append_images argument to write APNG frame sequences. See APNG sequences for further details.
6.2 7.0.0

6.2.1 Backwards Incompatible Changes

Python 2.7

Pillow has dropped support for Python 2.7, which reached end-of-life on 2020-01-01.

PILLOW_VERSION constant

PILLOW_VERSION has been removed. Use __version__ instead.

PIL.*ImagePlugin.__version__ attributes

The version constants of individual plugins have been removed. Use PIL.__version__ instead.

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PyQt4 and PySide

Qt 4 reached end-of-life on 2015-12-19. Its Python bindings are also EOL: PyQt4 since 2018-08-31 and PySide since 2015-10-14.

Support for PyQt4 and PySide has been removed from ImageQt. Please upgrade to PyQt5 or PySide2.
Setting the size of TIFF images

Setting the size of a TIFF image directly (eg. `im.size = (256, 256)`) throws an error. Use `Image.resize` instead.

Default resampling filter

The default resampling filter has been changed to the high-quality convolution `Image.BICUBIC` instead of `Image.NEAREST`, for the `resize()` method and the `pad()`, `scale()` and `fit()` functions. `Image.NEAREST` is still always used for images in “P” and “1” modes. See Filters to learn the difference. In short, `Image.NEAREST` is a very fast filter, but simple and low-quality.

`Image.draft()` return value

If the `draft()` method has no effect, it returns `None`. If it does have an effect, then it previously returned the image itself. However, unlike other chain methods, `draft()` does not return a modified version of the image, but modifies it in-place. So instead, if `draft()` has an effect, Pillow will now return a tuple of the image mode and a co-ordinate box. The box is the original coordinates in the bounds of resulting image. This may be useful in a subsequent `resize()` call.

6.2.2 API Additions

Custom unidentified image error

Pillow will now throw a custom `UnidentifiedImageError` when an image cannot be identified. For backwards compatibility, this will inherit from `IOError`.

New argument `reducing_gap` for `Image.resize()` and `Image.thumbnail()` methods

Speeds up resizing by resizing the image in two steps. The bigger `reducing_gap`, the closer the result to the fair resampling. The smaller `reducing_gap`, the faster resizing. With `reducing_gap` greater or equal to 3.0, the result is indistinguishable from fair resampling.

The default value for `resize()` is `None`, which means that the optimization is turned off by default.

The default value for `thumbnail()` is 2.0, which is very close to fair resampling while still being faster in many cases. In addition, the same gap is applied when `thumbnail()` calls `draft()`, which may greatly improve the quality of JPEG thumbnails. As a result, `thumbnail()` in the new version provides equally high speed and high quality from any source (JPEG or arbitrary images).

New `Image.reduce()` method

`reduce()` is a highly efficient operation to reduce an image by integer times. Normally, it shouldn’t be used directly. Used internally by `resize()` and `thumbnail()` methods to speed up resize when a new argument `reducing_gap` is set.

Loading WMF images at a given DPI

On Windows, Pillow can read WMF files, with a default DPI of 72. An image can now also be loaded at another resolution:
from PIL import Image
with Image.open("drawing.wmf") as im:
    im.load(dpi=144)

6.2.3 Other Changes

Image.__del__

Implicitly closing the image’s underlying file in Image.__del__ has been removed. Use a context manager or call close() instead to close the file in a deterministic way.

Previous method:

```python
im = Image.open("hopper.png")
im.save("out.jpg")
```

Use instead:

```python
with Image.open("hopper.png") as im:
    im.save("out.jpg")
```

Better thumbnail geometry

When calculating the new dimensions in thumbnail(), round to the nearest integer, instead of always rounding down. This better preserves the original aspect ratio.

When the image width or height is not divisible by 8 the last row and column in the image get the correct weight after JPEG DCT scaling.

6.3 6.2.2

6.3.1 Security

This release addresses several security problems.

CVE-2019-19911 is regarding FPX images. If an image reports that it has a large number of bands, a large amount of resources will be used when trying to process the image. This is fixed by limiting the number of bands to those usable by Pillow.

Buffer overruns were found when processing an SGI (CVE-2020-5311), PCX (CVE-2020-5312) or FLI image (CVE-2020-5313). Checks have been added to prevent this.

CVE-2020-5310: Overflow checks have been added when calculating the size of a memory block to be reallocated in the processing of a TIFF image.

6.4 6.2.1

6.4.1 API Changes
Deprecations

Python 2.7

Python 2.7 reaches end-of-life on 2020-01-01.

Pillow 7.0.0 will be released on 2020-01-01 and will drop support for Python 2.7, making Pillow 6.2.x the last release series to support Python 2.

6.4.2 Other Changes

Support added for Python 3.8

Pillow 6.2.1 supports Python 3.8.

6.5 6.2.0

6.5.1 API Additions

Text stroking

stroke_width and stroke_fill arguments have been added to text drawing operations. They allow text to be outlined, setting the width of the stroke and the color respectively. If not provided, stroke_fill will default to the fill parameter.

```python
from PIL import Image, ImageDraw, ImageFont

font = ImageFont.truetype("Tests/fonts/FreeMono.ttf", 40)
font.getsize_multiline("A", stroke_width=2)
font.getsize("ABC
Aaaa", stroke_width=2)

im = Image.new("RGB", (100, 100))
draw = ImageDraw.Draw(im)
draw.multiline_textsize("ABC
Aaaa", font, stroke_width=2)
draw.textsize((10, 10), "A", stroke_width=2)
draw.multiline_textsize((10, 10), "ABC
Aaaa", font, stroke_width=2, stroke_fill="#f00")
draw.multiline_text((10, 10), "A\nB", font,
    stroke_width=2, stroke_fill="#f00")

For example,

```python
from PIL import Image, ImageDraw, ImageFont

im = Image.new("RGB", (120, 130))
draw = ImageDraw.Draw(im)
font = ImageFont.truetype("Tests/fonts/FreeMono.ttf", 120)
draw.text((10, 10), "A", "#f00", font, stroke_width=2, stroke_fill="#0f0")
```

creates the following image:
ImageGrab on multi-monitor Windows

An all_screens argument has been added to ImageGrab.grab. If True, all monitors will be included in the created image.

6.5.2 API Changes

Image.getexif

To allow for lazy loading of Exif data, Image.getexif() now returns a shared instance of Image.Exif.

Deprecations

Image.frombuffer

There has been a longstanding warning that the defaults of Image.frombuffer may change in the future for the “raw” decoder. The change will now take place in Pillow 7.0.

6.5.3 Security

This release catches several buffer overruns, as well as addressing CVE-2019-16865. The CVE is regarding DOS problems, such as consuming large amounts of memory, or taking a large amount of time to process an image.

In RawDecode.c, an error is now thrown if skip is calculated to be less than zero. It is intended to skip padding between lines, not to go backwards.

In PsdImagePlugin, if the combined sizes of the individual parts is larger than the declared size of the extra data field, then it looked for the next layer by seeking backwards. This is now corrected by seeking to (the start of the layer + the size of the extra data field) instead of (the read parts of the layer + the rest of the layer).

Decompression bomb checks have been added to GIF and ICO formats.

An error is now raised if a TIFF dimension is a string, rather than trying to perform operations on it.

6.5.4 Other Changes
Removed bdist_wininst .exe installers

.exe installers fell out of favour with PEP 527, and will be deprecated in Python 3.8. Pillow will no longer be distributing them. Wheels should be used instead.

Flags for libwebp in wheels

When building libwebp for inclusion in wheels, Pillow now adds the -O3 and -DNDEBUG CFLAGS. These flags would be used by default if building libwebp without debugging, and using them fixes a significant decrease in speed when a wheel-installed copy of Pillow performs libwebp operations.

6.6 6.1.0

6.6.1 Deprecations

Image.__del__

Deprecated since version 6.1.0.

Implicitly closing the image’s underlying file in Image.__del__ has been deprecated. Use a context manager or call Image.close() instead to close the file in a deterministic way.

Deprecation:

```python
im = Image.open("hopper.png")
im.save("out.jpg")
```

Use instead:

```python
with Image.open("hopper.png") as im:
    im.save("out.jpg")
```

6.6.2 API Additions

Image.entropy

Calculates and returns the entropy for the image. A bilevel image (mode “1”) is treated as a greyscale (“L”) image by this method. If a mask is provided, the method employs the histogram for those parts of the image where the mask image is non-zero. The mask image must have the same size as the image, and be either a bi-level image (mode “1”) or a greyscale image (“L”).

ImageGrab.grab

An optional include_layered_windows parameter has been added to ImageGrab.grab, defaulting to False. If true, layered windows will be included in the resulting image on Windows.
ImageSequence.all_frames

A new method to facilitate applying a given function to all frames in an image, or to all frames in a list of images. The frames are returned as a list of separate images. For example, `ImageSequence.all_frames(im, lambda im_frame: im_frame.rotate(90))` could be used to return all frames from an image, each rotated 90 degrees.

Variation fonts

Variation fonts are now supported, allowing for different styles from the same font file. `ImageFont.FreeTypeFont` has four new methods, `PIL.ImageFont.FreeTypeFont.get_variation_names()` and `PIL.ImageFont.FreeTypeFont.set_variation_by_name()` for using named styles, and `PIL.ImageFont.FreeTypeFont.get_variation_axes()` and `PIL.ImageFont.FreeTypeFont.set_variation_by_axes()` for using font axes instead. An IOError will be raised if the font is not a variation font. FreeType 2.9.1 or greater is required.

6.6.3 Other Changes

ImageTk.getimage

This function is now supported. It returns the contents of an `ImageTk.PhotoImage` as an RGBA `Image.Image` instance.

Image quality for JPEG compressed TIFF

The TIFF encoder accepts a quality parameter for jpeg compressed TIFF files. A value from 0 (worst) to 100 (best) controls the image quality, similar to the JPEG encoder. The default is 75. For example:

```python
im.save("out.tif", compression="jpeg", quality=85)
```

Improve encoding of TIFF tags

The TIFF encoder supports more types, especially arrays. This is required for the GeoTIFF format which encodes geospatial information.

- Pass `tagtype` from v2 directory to libtiff encoder, instead of autodetecting type.
- Use explicit types eg. `uint32_t` for TIFF_LONG to fix issues on platforms with 64-bit longs.
- Add support for multiple values (arrays). Requires type in v2 directory and values must be passed as a tuple.
- Add support for signed types eg. `TIFFTypes.TIFF_SIGNED_SHORT`.

Respect PKG_CONFIG environment variable when building

This variable is commonly used by other build systems and using it can help with cross-compiling. Falls back to pkg-config as before.

Top-to-bottom complex text rendering

Drawing text in the ‘ttb’ direction with `ImageFont` has been significantly improved and requires Raqm 0.7 or greater.
6.7 6.0.0

6.7.1 Backwards Incompatible Changes

Python 3.4 dropped

Python 3.4 is EOL since 2019-03-16 and no longer supported. We will not be creating binaries, testing, or retaining compatibility with this version. The final version of Pillow for Python 3.4 is 5.4.1.

Removed deprecated PIL.OleFileIO

PIL.OleFileIO was removed as a vendored file and in Pillow 4.0.0 (2017-01) in favour of the upstream olefile Python package, and replaced with an ImportError. The deprecated file has now been removed from Pillow. If needed, install from PyPI (eg. pip install olefile).

Removed deprecated ImageOps functions

Several undocumented functions in ImageOps were deprecated in Pillow 4.3.0 (2017-10) and have now been removed: gaussian_blur, gblur, unsharp_mask, usm and box_blur. Use the equivalent operations in ImageFilter instead.

Removed deprecated VERSION

VERSION (the old PIL version, always 1.1.7) has been removed. Use __version__ instead.

6.7.2 API Changes

Deprecations

Python 2.7

Python 2.7 reaches end-of-life on 2020-01-01.

Pillow 7.0.0 will be released on 2020-01-01 and will drop support for Python 2.7, making Pillow 6.x the last series to support Python 2.

PyQt4 and PySide

Qt 4 reached end-of-life on 2015-12-19. Its Python bindings are also EOL: PyQt4 since 2018-08-31 and PySide since 2015-10-14.

Support for PyQt4 and PySide has been deprecated from ImageQt and will be removed in a future version. Please upgrade to PyQt5 or PySide2.
PIL.*ImagePlugin.__version__ attributes

These version constants have been deprecated and will be removed in a future version.

- BmpImagePlugin.__version__
- CurImagePlugin.__version__
- DcxImagePlugin.__version__
- EpsImagePlugin.__version__
- FliImagePlugin.__version__
- FpxImagePlugin.__version__
- GdImageFile.__version__
- GifImagePlugin.__version__
- IcoImagePlugin.__version__
- ImImagePlugin.__version__
- ImtImagePlugin.__version__
- IptcImagePlugin.__version__
- Jpeg2KImagePlugin.__version__
- JpegImagePlugin.__version__
- McIdasImagePlugin.__version__
- MicImagePlugin.__version__
- MpegImagePlugin.__version__
- MpoImagePlugin.__version__
- MspImagePlugin.__version__
- PalmImagePlugin.__version__
- PcdImagePlugin.__version__
- PcxImagePlugin.__version__
- PdfImagePlugin.__version__
- PixarImagePlugin.__version__
- PngImagePlugin.__version__
- PpmImagePlugin.__version__
- PsdImagePlugin.__version__
- SgiImagePlugin.__version__
- SunImagePlugin.__version__
- TgaImagePlugin.__version__
- TiffImagePlugin.__version__
- WmfImagePlugin.__version__
- XbmImagePlugin.__version__
- XpmImagePlugin.__version__
• XVThumbImagePlugin.__version__
Use PIL.__version__ instead.

ImageCms.CmsProfile attributes

Some attributes in ImageCms.CmsProfile have been deprecated since Pillow 3.2.0. From 6.0.0, they issue a DeprecationWarning:

<table>
<thead>
<tr>
<th>Deprecated</th>
<th>Use instead</th>
</tr>
</thead>
<tbody>
<tr>
<td>color_space</td>
<td>Padded xcolor_space</td>
</tr>
<tr>
<td>pcs</td>
<td>Padded connection_space</td>
</tr>
<tr>
<td>product_copyright</td>
<td>Unicode copyright</td>
</tr>
<tr>
<td>product_desc</td>
<td>Unicode profile_description</td>
</tr>
<tr>
<td>product_description</td>
<td>Unicode profile_description</td>
</tr>
<tr>
<td>product_manufacturer</td>
<td>Unicode manufacturer</td>
</tr>
<tr>
<td>product_model</td>
<td>Unicode model</td>
</tr>
</tbody>
</table>

MIME type improvements

Previously, all JPEG2000 images had the MIME type “image/jpx”. This has now been corrected. After the file format drivers have been loaded, Image.MIME["JPEG2000"] will return “image/jp2”. ImageFile.get_format_mimetype will return “image/jpx” if a JPX profile is present, or “image/jp2” otherwise.

Previously, all SGI images had the MIME type “image/rgb”. This has now been corrected. After the file format drivers have been loaded, Image.MIME["SGI"] will return “image/sgi”. ImageFile.get_format_mimetype will return “image/rgb” if RGB image data is present, or “image/sgi” otherwise.

MIME types have been added to the PPM format. After the file format drivers have been loaded, Image.MIME["PPM"] will now return the generic “image/x-portable-anymap”. ImageFile.get_format_mimetype will return a MIME type specific to the color type.

The TGA, PCX and ICO formats also now have MIME types: “image/x-tga”, “image/x-pcx” and “image/x-icon” respectively.

6.7.3 API Additions

DIB file format

Pillow now supports reading and writing the Device Independent Bitmap file format.

Image.quantize

The dither option is now a customisable parameter (was previously hardcoded to 1). This parameter takes the same values used in convert().

New language parameter

These text-rendering functions now accept a language parameter to request language-specific glyphs and ligatures from the font:

• ImageDraw.ImageDraw.multiline_text()
• `ImageDraw.ImageDraw.multiline_textsize()`
• `ImageDraw.ImageDraw.text()`
• `ImageDraw.ImageDraw.textsize()`
• `ImageFont.ImageFont.getmask()`
• `ImageFont.ImageFont.getsize_multiline()`
• `ImageFont.ImageFont.getsize()`

**Added EXIF class**

`getexif()` has been added, which returns an `Exif` instance. Values can be retrieved and set like a dictionary. When saving JPEG, PNG or WEBP, the instance can be passed as an `exif` argument to include any changes in the output image.

**Added ImageOps.exif_transpose**

`exif_transpose()` returns a copy of an image, transposed according to its EXIF Orientation tag.

**PNG EXIF data**

EXIF data can now be read from and saved to PNG images. However, unlike other image formats, EXIF data is not guaranteed to be present in `info` until `load()` has been called.

**6.7.4 Other Changes**

**Reading new DDS image format**

Pillow can now read uncompressed RGB data from DDS images.

**Reading TIFF with old-style JPEG compression**

Added support reading TIFF files with old-style JPEG compression through LibTIFF. All YCbCr TIFF images are now always read as RGB.

**TIFF compression codecs**

Support has been added for the LZMA, Zstd and WebP TIFF compression codecs.

**Improved support for transposing I;16 images**

I;16, I;16L and I;16B are now supported image modes for all `transpose()` operations.

**6.8 5.4.1**

This release fixes regressions in 5.4.0.
6.8.1 Installation on Termux

A change to the way Pillow detects libraries during installed prevented installation on Termux, which does not have /sbin/ldconfig. This is now fixed.

6.8.2 PNG: Handle IDAT chunks after image end

Some PNG images have multiple IDAT chunks. In some cases, Pillow will stop reading image data before the IDAT chunks finish. A regression caused an EOFError exception when previously there was none. This is now fixed, and file reading continues in case there are subsequent text chunks.

6.8.3 PNG: MIME type

The addition of limited APNG support to the PNG plugin also overwrote the MIME type for PNG files, causing “image/apng” to be returned as the MIME type of both APNG and PNG files. This has been fixed so the MIME type of PNG files is “image/png”.

6.8.4 File closing

A regression caused an unsupported image file to report a ValueError: seek of closed file exception instead of an OSError. This has been fixed by ensuring that image plugins only close their internal \_\_fp if they are not the same as ImageFile’s fp, allowing each to manage their own file pointers.

6.9 5.4.0

6.9.1 API Changes

APNG extension to PNG plugin

Animated Portable Network Graphics (APNG) images are not fully supported but can be opened via the PNG plugin to get some basic info:

```
im = Image.open("image.apng")
print(im.mode) # "RGBA"
print(im.size) # (245, 245)
im.show() # Shows a single frame
```

Check for libjpeg-turbo

You can check if Pillow has been built against the libjpeg-turbo version of the libjpeg library:

```
from PIL import features
features.check_feature("libjpeg_turbo") # True or False
```
Negative indexes in pixel access

When accessing individual image pixels, negative indexes are now also accepted. For example, to get or set the farthest pixel in the lower right of an image:

```python
px = im.load()
print(px[-1, -1])
px[-1, -1] = (0, 0, 0)
```  

New custom TIFF tags

TIFF images can now be saved with custom integer, float and string TIFF tags:

```python
im = Image.new("RGB", (200, 100))
custom = {
    37000: 4,
    37001: 4.2,
    37002: "custom tag value",
    37003: u"custom tag value",
    37004: b"custom tag value",
}
im.save("output.tif", tiffinfo=custom)
im2 = Image.open("output.tif")
print(im2.tag_v2[37000])  # 4
print(im2.tag_v2[37002])  # "custom tag value"
print(im2.tag_v2[37004])  # b"custom tag value"
```

6.9.2 Other Changes

ImageOps.fit

Now uses one resize operation with box parameter internally instead of a crop and scale operations sequence. This improves the performance and accuracy of cropping since the box parameter accepts float values.

6.10 5.3.0

6.10.1 API Changes

Image size

If you attempt to set the size of an image directly, e.g. `im.size = (100, 100)`, you will now receive an AttributeError. This is not about removing existing functionality, but instead about raising an explicit error to prevent later consequences. The resize method is the correct way to change an image’s size.

The exceptions to this are:

- The ICO and ICNS image formats, which use `im.size = (100, 100)` to select a subimage.
- The TIFF image format, which now has a DeprecationWarning for this action, as direct image size setting was previously necessary to work around an issue with tile extents.
6.10.2 API Additions

Added line width parameter to rectangle and ellipse-based shapes

An optional line width parameter has been added to `ImageDraw.Draw.arc`, `chord`, `ellipse`, `pieslice` and `rectangle`.

Curved joints for line sequences

`ImageDraw.Draw.line` draws a line, or lines, between points. Previously, when multiple points are given, for a larger width, the joints between these lines looked unsightly. There is now an additional optional argument, `joint`, defaulting to `None`. When it is set to `curved`, the joints between the lines will become rounded.

ImageOps.colorize

Previously `ImageOps.colorize` only supported two-color mapping with black and white arguments being mapped to 0 and 255 respectively. Now it supports three-color mapping with the optional `mid` parameter, and the positions for all three color arguments can each be optionally specified (`blackpoint`, `whitepoint` and `midpoint`). For example, with all optional arguments:

```python
ImageOps.colorize(im, black=(32, 37, 79), white='white', mid=(59, 101, 175),
                   blackpoint=15, whitepoint=240, midpoint=100)
```

ImageOps.pad

While `ImageOps.fit` allows users to crop images to a requested aspect ratio and size, new method `ImageOps.pad` pads images to fill a requested aspect ratio and size, filling new space with a provided color and positioning the image within the new area through a centering argument.

6.10.3 Other Changes

Added support for reading tiled TIFF images through LibTIFF. Compressed TIFF images are now read through LibTIFF.

RGB WebP images are now read as RGB mode, rather than RGBX.

6.11 5.2.0

6.11.1 API Changes

Deprecations

These version constants have been deprecated. `VERSION` will be removed in Pillow 6.0.0, and `PILLOW_VERSION` will be removed after that.

- `PIL.VERSION` (old PIL version 1.1.7)
- `PIL.PILLOW_VERSION`
- `PIL.Image.VERSION`
• PIL.Image.PILLOW_VERSION

Use PIL.__version__ instead.

6.11.2 API Additions

3D color lookup tables

Support for 3D color lookup table transformations has been added.

• https://en.wikipedia.org/wiki/3D_lookup_table

Color3DLUT.generate transforms 3-channel pixels using the values of the channels as coordinates in the 3D lookup table and interpolating the nearest elements.

It allows you to apply almost any color transformation in constant time by using pre-calculated decimated tables.

Color3DLUT.transform() allows altering table values with a callback.

If NumPy is installed, the performance of argument conversion is dramatically improved when a source table supports buffer interface (NumPy && arrays in Python >= 3).

ImageColor.getrgb

Previously Image.rotate only supported HSL color strings. Now HSB and HSV strings are also supported, as well as float values. For example, ImageColor.getrgb("hsv(180,100%,99.5%)").

ImageFile.get_format_mimetype

ImageFile.get_format_mimetype has been added to return the MIME type of an image file, where available. For example, Image.open("hopper.jpg").get_format_mimetype() returns "image/jpeg".

ImageFont.getsize_multiline

A new method to return the size of multiline text, for example font.getsize_multiline("ABC\nAaaa")

Image.rotate

A new named parameter, fillcolor, has been added to Image.rotate. This color specifies the background color to use in the area outside the rotated image. This parameter takes the same color specifications as used in Image.new.

TGA file format

Pillow can now read and write LA data (in addition to L, P, RGB and RGBA), and write RLE data (in addition to uncompressed).

6.11.3 Other Changes

Support added for Python 3.7

Pillow 5.2 supports Python 3.7.
Build macOS wheels with Xcode 6.4, supporting older macOS versions

The macOS wheels for Pillow 5.1.0 were built with Xcode 9.2, meaning 10.12 Sierra was the lowest supported version. Prior to Pillow 5.1.0, Xcode 8 was used, supporting El Capitan 10.11. Instead, Pillow 5.2.0 is built with the oldest available Xcode 6.4 to support at least 10.10 Yosemite.

Fix _i2f compilation with some GCC versions

For example, this allows compilation with GCC 4.8 on NetBSD.

Resolve confusion getting PIL / Pillow version string

Re: “version constants deprecated” listed above, as user gnbl notes in #3082:

- it’s confusing that PIL.VERSION returns the version string of the former PIL instead of Pillow’s
- there does not seem to be documentation on this version number (why this, will it ever change, ..) e.g. at https://pillow.readthedocs.io/en/5.1.x/about.html#why-a-fork
- it’s confusing that PIL.version is a module and does not return the version information directly or hints on how to get it
- the package information header is essentially useless (placeholder, does not even mention Pillow, nor the version)
- PIL._version module documentation comment could explain how to access the version information

We have attempted to resolve these issues in #3083, #3090 and #3218.

6.12 5.1.0

6.12.1 New File Format

BLP File Format

Pillow now supports reading the BLP “Blizzard Mipmap” file format used for tiles in Blizzard’s engine.

6.12.2 API Changes

Optional channels for TIFF files

Pillow can now open TIFF files with base modes of RGB, YCbCr, and CMYK with up to 6 8-bit channels, discarding any extra channels if the content is tagged as UNSPECIFIED. Pillow still does not store more than 4 8-bit channels of image data.

Append to PDF Files

Images can now be appended to PDF files in place by passing in append=True when saving the image.
6.12.3 Other Changes

WebP memory leak

A memory leak when opening WebP files has been fixed.

6.13 5.0.0

6.13.1 Backwards Incompatible Changes

Python 3.3 Dropped

Python 3.3 is EOL and no longer supported due to moving testing from nose, which is deprecated, to pytest, which doesn’t support Python 3.3. We will not be creating binaries, testing, or retaining compatibility with this version. The final version of Pillow for Python 3.3 is 4.3.0.

Decompression Bombs now raise Exceptions

Pillow has previously emitted warnings for images that are unexpectedly large and may be a denial of service. These warnings are now upgraded to DecompressionBombErrors for images that are twice the size of images that trigger the DecompressionBombWarning. The default threshold is 128Mpx, or 0.5GB for an RGB or RGBA image. This can be disabled or changed by setting Image.MAX_IMAGE_PIXELS = None.

Scripts

The scripts formerly installed by Pillow have been split into a separate package, pillow-scripts, living at https://github.com/python-pillow/pillow-scripts.

6.13.2 API Changes

OleFileIO.py

The olefile module is no longer a required dependency when installing Pillow. Support for plugins requiring olefile will not be loaded if it is not installed. This allows library consumers to avoid installing this dependency if they choose. Some library consumers have little interest in the format support and would like to keep dependencies to a minimum.

Further, the vendored version was removed in Pillow 4.0.0 and replaced with a deprecation warning that PIL.OleFileIO would be removed in a future version. This warning has been upgraded to an import error pending future removal.

Check parameter on _save

Several image plugins supported a named check parameter on their nominally private _save method to preflight if the image could be saved in that format. That parameter has been removed.
6.13.3 API Additions

Image.transform

A new named parameter, `fillcolor`, has been added to `Image.transform`. This color specifies the background color to use in the area outside the transformed area in the output image. This parameter takes the same color specifications as used in `Image.new`.

GIF Disposal

Multiframe GIF images now take an optional disposal parameter to specify the disposal option for changed pixels.

6.13.4 Other Changes

Compressed TIFF Images

Previously, there were some compression modes (JPEG, Packbits, and LZW) that were supported with Pillow’s internal TIFF decoder. All compressed TIFFs are now read using the `libtiff` decoder, as it implements the compression schemes more correctly.

Libraqm is now Dynamically Linked

The `libraqm` dependency for complex text scripts is now linked dynamically at runtime rather than at packaging time. This allows us to release binaries with support for `libraqm` if it is installed on the user’s machine.

Source Layout Changes

The Pillow source is now stored within the `src` directory of the distribution. This prevents accidental imports of the PIL directory when running Python from the project directory.

Setup.py Changes

Multiarch support on Linux should be more robust, especially on Debian derivatives on ARM platforms. Debian’s multiarch platform configuration is run in preference to the sniffing of machine platform and architecture.

6.14 4.3.0

6.14.1 API Changes

Deprecations

Several undocumented functions in ImageOps have been deprecated: `gaussian_blur`, `gblur`, `unsharp_mask`, `usm` and `box_blur`. Use the equivalent operations in `ImageFilter` instead. These functions will be removed in a future release.
TIFF Metadata Changes

- TIFF tags with unknown type/quantity now default to being bare values if they are 1 element, where previously they would be a single element tuple. This is only with the new api, not the legacy api. This normalizes the handling of fields, so that the metadata with inferred or image specified counts are handled the same as metadata with count specified in the TIFF spec.
- The PhotoshopInfo, XMP, and JPEGTables tags now have a defined type (bytes) and a count of 1.
- The ImageJMetaDataByteCounts tag now has an arbitrary number of items, as there can be multiple items, one for UTF-8, and one for UTF-16.

Core Image API Changes

These are internal functions that should not have been used by user code, but they were accessible from the python layer.

Debugging code within Image.core.grabclipboard was removed. It had been marked as will be removed in future versions since PIL. When enabled, it identified the format of the clipboard data.

The PIL.Image.core.copy and PIL.Image.Image.im.copy2 methods have been removed.

The PIL.Image.core.getcount methods have been removed, use PIL.Image.core.get_stats()['new_count'] property instead.

6.14.2 API Additions

Get One Channel From Image

A new method PIL.Image.Image.getchannel() has been added to return a single channel by index or name. For example, image.getchannel("A") will return alpha channel as separate image. getchannel should work up to 6 times faster than image.split()[0] in previous Pillow versions.

Box Blur

A new filter, PIL.ImageFilter.BoxBlur, has been added. This is a filter with similar results to a Gaussian blur, but is much faster.

Partial Resampling

Added new argument box for PIL.Image.Image.resize(). This argument defines a source rectangle from within the source image to be resized. This is very similar to the image.crop(box).resize(size) sequence except that box can be specified with subpixel accuracy.

New Transpose Operation

The Image.TRANSVERSE operation has been added to PIL.Image.Image.transpose(). This is equivalent to a transpose operation about the opposite diagonal.
Multiband Filters

There is a new PIL.ImageFilter.MultibandFilter base class for image filters that can run on all channels of an image in one operation. The original PIL.ImageFilter.Filter class remains for image filters that can process only single band images, or require splitting of channels prior to filtering.

6.14.3 Other Changes

Loading 16-bit TIFF Images

Pillow now can read 16-bit multichannel TIFF files including files with alpha transparency. The image data is truncated to 8-bit precision.
Pillow now can read 16-bit signed integer single channel TIFF files. The image data is promoted to 32-bit for storage and processing.

SGI Images

Pillow can now read and write uncompressed 16-bit multichannel SGI images to and from RGB and RGBA formats. The image data is truncated to 8-bit precision.
Pillow can now read RLE encoded SGI images in both 8 and 16-bit precision.

Performance

This release contains several performance improvements:

- Many memory bandwidth-bounded operations such as crop, image allocation, conversion, split into bands and merging from bands are up to 2x faster.
- Upscaling of multichannel images (such as RGB) is accelerated by 5-10%
- JPEG loading is accelerated up to 15% and JPEG saving up to 20% when using a recent version of libjpeg-turbo.
- Image.transpose has been accelerated 15% or more by using a cache friendly algorithm.
- ImageFilters based on Kernel convolution are significantly faster due to the new MultibandFilter feature.
- All memory allocation for images is now done in blocks, rather than falling back to an allocation for each scan line for images larger than the block size.

CMYK Conversion

The basic CMYK->RGB conversion has been tweaked to match the formula from Google Chrome. This produces an image that is generally lighter than the previous formula, and more in line with what color managed applications produce.

6.15 4.2.1

There are no functional changes in this release.
6.15.1 Fixed Windows PyPy Build

A change in the 4.2.0 cycle broke the Windows PyPy build. This has been fixed, and PyPy is now part of the Windows CI matrix.

6.16 4.2.0

6.16.1 Added Complex Text Rendering

Pillow now supports complex text rendering for scripts requiring glyph composition and bidirectional flow. This optional feature adds three dependencies: harfbuzz, fribidi, and raqm. See the install documentation for further details. This feature is tested and works on Unix and Mac, but has not yet been built on Windows platforms.

6.16.2 New Optional Parameters

- PIL.ImageDraw.floodfill() has a new optional parameter: threshold. This specifies a tolerance for the color to replace with the flood fill.
- The TIFF and PDF image writers now support the append_images optional parameter for specifying additional images to create multipage outputs.

6.16.3 New DecompressionBomb Warning

PIL.Image.Image.crop() now may raise a DecompressionBomb warning if the crop region enlarges the image over the threshold specified by PIL.Image.MAX_PIXELS.

6.16.4 Removed Deprecated Items

Several deprecated items have been removed.
- The methods PIL.ImageWin.Dib.fromstring(), PIL.ImageWin.Dib.tostring() and PIL.TiffImagePlugin.ImageFileDirectory_v2.as_dict() have been removed.
- Before Pillow 4.2.0, attempting to save an RGBA image as JPEG would discard the alpha channel. From Pillow 3.4.0, a deprecation warning was shown. From Pillow 4.2.0, the deprecation warning is removed and an IOError is raised.

6.16.5 Removed Core Image Function

The unused function Image.core.new_array was removed. This is an internal function that should not have been used by user code, but it was accessible from the python layer.

6.17 4.1.1

6.17.1 Fix Regression with reading DPI from EXIF data

Some JPEG images don’t contain DPI information in the image metadata, but do contain it in the EXIF data. A patch was added in 4.1.0 to read from the EXIF data, but it did not accept all possible types that could be included there.
This fix adds the ability to read ints as well as rational values.

### 6.17.2 Incompatibility between 3.6.0 and 3.6.1

CPython 3.6.1 added a new symbol, PySlice_GetIndicesEx, which was not present in 3.6.0. This had the effect of causing binaries compiled on CPython 3.6.1 to not work on installations of C-Python 3.6.0. This fix undefines PySlice_GetIndicesEx if it exists to restore compatibility with both 3.6.0 and 3.6.1. See [https://bugs.python.org/issue29943](https://bugs.python.org/issue29943) for more details.

### 6.18 4.1.0

#### 6.18.1 Removed Deprecated Items

Several deprecated items have been removed.

- Support for spaces in tiff kwargs in the parameters for ‘x resolution’, ‘y resolution’, ‘resolution unit’, and ‘date time’ has been removed. Underscores should be used instead.


#### 6.18.2 Closing Files When Opening Images

The file handling when opening images has been overhauled. Previously, Pillow would attempt to close some, but not all image formats after loading the image data. Now, the following behavior is specified:

- For images where an open file is passed in, it is the responsibility of the calling code to close the file.

- For images where Pillow opens the file and the file is known to have only one frame, the file is closed after loading.

- If the file has more than one frame, or if it can’t be determined, then the file is left open to permit seeking to subsequent frames. It will be closed, eventually, in the `close` or `__del__` methods.

- If the image is memory mapped, then we can’t close the mapping to the underlying file until we are done with the image. The mapping will be closed in the `close` or `__del__` method.

#### 6.18.3 Changes to GIF Handling When Saving

The `PIL.GifImagePlugin` code has been refactored to fix the flow when saving images. There are two external changes that arise from this:

- An `PIL.ImagePalette.ImagePalette` object is now accepted as a specified palette argument in `PIL.Image.Image.save()`.

- The image to be saved is no longer modified in place by any of the operations of the save function. Previously it was modified when optimizing the image palette.

This refactor fixed some bugs with palette handling when saving multiple frame GIFs.
6.18.4 New Method: Image.remap_palette

The method `PIL.Image.Image.remap_palette()` has been added. This method was hoisted from the GifImagePlugin code used to optimize the palette.

6.18.5 Added Decoder Registry and Support for Python Based Decoders

There is now a decoder registry similar to the image plugin registries. Image plugins can register a decoder, and it will be called when the decoding is requested. This allows for the creation of pure Python decoders. While the Python decoders will not be as fast as their C based counterparts, they may be easier and quicker to develop or safer to run.

6.18.6 Tests

Many tests have been added, including correctness tests for image formats that have been previously untested.

We are now running automated tests in Docker containers against more Linux versions than are provided on Travis CI, which is currently Ubuntu 14.04 x64. This Pillow release is tested on 64-bit Alpine, Arch, Ubuntu 12.04 and 16.04, and 32-bit Debian Stretch and Ubuntu 14.04. This also covers a wider range of dependency versions than are provided on Travis natively.

6.19 4.0.0

6.19.1 Python 2.6 and 3.2 Dropped

Pillow 4.0 no longer supports Python 2.6 and 3.2. We will not be creating binaries, testing, or retaining compatibility with these releases. This release removes some workarounds for those Python releases, so the final working version of Pillow on 2.6 or 3.2 is 3.4.2.

6.19.2 Support added for Python 3.6

Pillow 4.0 supports Python 3.6.

6.19.3 OleFileIO.py

OleFileIO.py has been removed as a vendored file and is now installed from the upstream olefile pypi package. All internal dependencies are redirected to the olefile package. Direct accesses to `PIL.OlefileIO` raises a deprecation warning, then patches the upstream olefile into `sys.modules` in its place.

6.19.4 SGI image save

It is now possible to save images in modes L, RGB, and RGBA to the uncompressed SGI image format.

6.19.5 Zero sized images

Pillow 3.4.0 removed support for creating images with (0,0) size. This has been reenabled, restoring pre 3.4 behavior.
6.19.6 Internal handles_eof flag

The handles_eof flag for decoding images has been removed, as there were no internal users of the flag. Anyone maintaining image decoders outside of the Pillow source tree should consider using the cleanup function pointers instead.

6.19.7 Image.core.stretch removed

The stretch function on the core image object has been removed. This used to be for enlarging the image, but has been aliased to resize recently.

6.20 3.4.0

6.20.1 New resizing filters

Two new filters available for Image.resize() and Image.thumbnail() functions: BOX and HAMMING. BOX is the high-performance filter with two times shorter window than BILINEAR. It can be used for image reduction 3 and more times and produces a sharper result than BILINEAR.

HAMMING filter has the same performance as BILINEAR filter while providing the image downscaling quality comparable to BICUBIC. Both new filters don’t show good quality for the image upscaling.

6.20.2 Deprecation Warning when Saving JPEGs

JPEG images cannot contain an alpha channel. Pillow prior to 3.4.0 silently drops the alpha channel. With this release Pillow will now issue a DeprecationWarning when attempting to save a RGBA mode image as a JPEG. This will become an error in Pillow 4.2.

6.20.3 New DDS Decoders

Pillow can now decode DXT3 images, as well as the previously supported DXT1 and DXT5 formats. All three formats are now decoded in C code for better performance.

6.20.4 Append images to GIF

Additional frames can now be appended when saving a GIF file, through the append_images argument. The new frames are passed in as a list of images, which may be have multiple frames themselves.

Note that the append_images argument is only used if save_all is also in effect, e.g.:

```
im.save(out, save_all=True, append_images=[im1, im2, ...])
```

6.20.5 Save multiple frame TIFF

Multiple frames can now be saved in a TIFF file by using the save_all option. e.g.:

```
im.save("filename.tiff", format="TIFF", save_all=True)
```
6.20.6 Image.core.open_ppm removed

The nominally private/debugging function `Image.core.open_ppm` has been removed. If you were using this function, please use `Image.open` instead.

6.21 3.3.2

6.21.1 Integer overflow in Map.c

Pillow prior to 3.3.2 may experience integer overflow errors in map.c when reading specially crafted image files. This may lead to memory disclosure or corruption.

Specifically, when parameters from the image are passed into `Image.core.map_buffer`, the size of the image was calculated with `xsize * ysize * bytes_per_pixel`. This will overflow if the result is larger than `SIZE_MAX`. This is possible on a 32-bit system.

Furthermore this `size` value was added to a potentially attacker provided `offset` value and compared to the size of the buffer without checking for overflow or negative values.

These values were then used for creating pointers, at which point Pillow could read the memory and include it in other images. The image was marked readonly, so Pillow would not ordinarily write to that memory without duplicating the image first.

This issue was found by Cris Neckar at Divergent Security.

6.21.2 Sign Extension in Storage.c

Pillow prior to 3.3.2 and PIL 1.1.7 (at least) do not check for negative image sizes in `ImagingNew` in Storage.c. A negative image size can lead to a smaller allocation than expected, leading to arbitrary writes.

This issue was found by Cris Neckar at Divergent Security.

6.22 3.3.0

6.22.1 Libimagequant support

There is now support for using libimagequant as a higher quality quantization option in `Image.quantize()` on Unix-like platforms. This support requires building Pillow from source against libimagequant. We cannot distribute binaries due to licensing differences.

6.22.2 New Setup.py options

There are two new options to control the `build_ext` task in `setup.py`:

- `--debug` dumps all of the directories and files that are checked when searching for libraries or headers when building the extensions.
- `--disable-platform-guessing` removes many of the directories that are checked for libraries and headers for build systems or cross compilers that specify that information in via environment variables.
6.22.3 Resizing

Image resampling for 8-bit per channel images was rewritten using only integer computations. This is faster on most platforms and doesn’t introduce precision errors on the wide range of scales. With other performance improvements, this makes resampling 60% faster on average.

Color calculation for images in the LA mode on semitransparent pixels was fixed.

6.22.4 Rotation

Rotation for angles divisible by 90 degrees now always uses transposition. This greatly improves both quality and performance in this case. Also, the bug with wrong image size calculation when rotating by 90 degrees was fixed.

6.22.5 Image Metadata

The return type for binary data in version 2 Exif and Tiff metadata has been changed from a tuple of integers to bytes. This is a change from the behavior since 3.0.0.

6.23 3.2.0

6.23.1 New DDS and FTEX Image Plugins

The DdsImagePlugin reading DXT1 and DXT5 encoded .dds images was added. DXT3 images are not currently supported.

The FtexImagePlugin reads textures used for 3D objects in Independence War 2: Edge Of Chaos. The plugin reads a single texture per file, in the .ftc (compressed) and .ftu (uncompressed) formats.

6.23.2 Updates to the GbrImagePlugin

The GbrImagePlugin (GIMP brush format) has been updated to fix support for version 1 files and add support for version 2 files.

6.23.3 Passthrough Parameters for ImageDraw.text

ImageDrawmultiline_text and ImageDraw.multiline_size take extra spacing parameters above what are used in ImageDraw.text and ImageDraw.size. These parameters can now be passed into ImageDraw.text and ImageDraw.size and they will be passed through to the corresponding multiline functions.

6.23.4 ImageSequence.Iterator changes

ImageSequence.Iterator is now an actual iterator implementing the Iterator protocol. It is also now possible to seek to the first image of the file when using direct indexing.
6.24 3.1.2

6.24.1 CVE-2016-3076 – Buffer overflow in Jpeg2KEncode.c

Pillow between 2.5.0 and 3.1.1 may overflow a buffer when writing large Jpeg2000 files, allowing for code execution or other memory corruption.

This occurs specifically in the function `j2k_encode_entry`, at the line:

```c
state->buffer = malloc (tile_width * tile_height * components * prec / 8);
```

This vulnerability requires a particular value for `height * width` such that `height * width * components * precision` overflows, at which point the malloc will be for a smaller value than expected. The buffer that is allocated will be `((height * width * components * precision) mod (2^31) / 8)`, where components is 1-4 and precision is either 8 or 16. Common values would be 4 components at precision 8 for a standard RGBA image.

The unpackers then split an image that is laid out:

```
RGBARGBARGBA....
```

into:

```
RRR.  
GGG.  
BBB.  
AAA.  
```

If this buffer is smaller than expected, the jpeg2k unpacker functions will write outside the allocation and onto the heap, corrupting memory.

This issue was found by Alyssa Besseling at Atlassian.

6.25 3.1.1

6.25.1 CVE-2016-0740 – Buffer overflow in TiffDecode.c

Pillow 3.1.0 and earlier when linked against libtiff >= 4.0.0 on x64 may overflow a buffer when reading a specially crafted tiff file.

Specifically, libtiff >= 4.0.0 changed the return type of `TIFFScanlineSize` from `int32` to machine dependent `int32|64`. If the scanline is sized so that it overflows an `int32`, it may be interpreted as a negative number, which will then pass the size check in `TiffDecode.c` line 236. To do this, the logical scanline size has to be > 2gb, and for the test file, the allocated buffer size is 64k against a roughly 4gb scan line size. Any image data over 64k is written over the heap, causing a segfault.

This issue was found by security researcher FourOne.

6.25.2 CVE-2016-0775 – Buffer overflow in FliDecode.c

In all versions of Pillow, dating back at least to the last PIL 1.1.7 release, FliDecode.c has a buffer overflow error.

Around line 192:
case 16:
   /* COPY chunk */
   for (y = 0; y < state->ysize; y++) {
      UINT8* buf = (UINT8*) im->image[y];
      memcpy(buf+x, data, state->xsize);
      data += state->xsize;
   }
   break;

The memcpy has an error where \( x \) is added to the target buffer address. \( x \) is used in several internal temporary variable roles, but can take a value up to the width of the image. \( \text{Im->image}[y] \) is a set of row pointers to segments of memory that are the size of the row. At the max \( y \), this will write the contents of the line off the end of the memory buffer, causing a segfault.

This issue was found by Alyssa Besseling at Atlassian

6.25.3 CVE-2016-2533 – Buffer overflow in PcdDecode.c

In all versions of Pillow, dating back at least to the last PIL 1.1.7 release, PcdDecode.c has a buffer overflow error. The \( \text{state.buffer} \) for PcdDecode.c is allocated based on a 3 bytes per pixel sizing, where PcdDecode.c wrote into the buffer assuming 4 bytes per pixel. This writes 768 bytes beyond the end of the buffer into other Python object storage. In some cases, this causes a segfault, in others an internal Python malloc error.

6.25.4 Integer overflow in Resample.c

If a large value was passed into the new size for an image, it is possible to overflow an int32 value passed into malloc.

\[
\text{kk} = \text{malloc(xsize} \ast \text{kmax} \ast \text{sizeof(float))} \ldots \text{xbounds} = \text{malloc(xsize} \ast 2 \ast \text{sizeof(int))};
\]

\( \text{xsize} \) is trusted user input. These multiplications can overflow, leading the malloc’d buffer to be undersized. These allocations are followed by a loop that writes out of bounds. This can lead to corruption on the heap of the Python process with attacker controlled float data.

This issue was found by Ned Williamson.

6.26 3.1.0

6.26.1 ImageDraw arc, chord and pieslice can now use floats

There is no longer a need to ensure that the start and end arguments for \( \text{arc, chord and pieslice} \) are integers. Note that these numbers are not simply rounded internally, but are actually utilised in the drawing process.

6.26.2 Consistent multiline text spacing

When using the ImageDraw multiline methods, the spacing between lines was inconsistent, based on the combination on ascenders and descenders.

This has now been fixed, so that lines are offset by their baselines, not the absolute height of each line.

There is also now a default spacing of 4px between lines.
6.26.3 Exif, Jpeg and Tiff Metadata

There were major changes in the TIFF ImageFileDirectory support in Pillow 3.0 that led to a number of regressions. Some of them have been fixed in Pillow 3.1, and some of them have been extended to have different behavior.

TiffImagePlugin.IFDRational

Pillow 3.0 changed rational metadata to use a float. In Pillow 3.1, this has changed to allow the expression of 0/0 as a valid piece of rational metadata to reflect usage in the wild.

Rational metadata is now encapsulated in an IFDRational instance. This class extends the Rational class to allow a denominator of 0. It compares as a float or a number, but does allow access to the raw numerator and denominator values through attributes.

When used in a ImageFileDirectory_v1, a 2 item tuple is returned of the numerator and denominator, as was done previously.

This class should be used when adding a rational value to an ImageFileDirectory for saving to image metadata.

JpegImagePlugin._getexif

In Pillow 3.0, the dictionary returned from the private, experimental, but generally widely used _getexif function changed to reflect the ImageFileDirectory_v2 format, without a fallback to the previous format.

In Pillow 3.1, _getexif now returns a dictionary compatible with Pillow 2.9 and earlier, built with ImageFileDirectory_v1 instances. Additionally, any single item tuples have been unwrapped and return a bare element.

The format returned by Pillow 3.0 has been abandoned. A more fully featured interface for EXIF is anticipated in a future release.

Out of Spec Metadata

In Pillow 3.0 and 3.1, images that contain metadata that is internally consistent, but not in agreement with the TIFF spec, may cause an exception when reading the metadata. This can happen when a tag that is specified to have a single value is stored with an array of values.

It is anticipated that this behavior will change in future releases.

6.27 3.0.0

6.27.1 Saving Multipage Images

There is now support for saving multipage images in the GIF and PDF formats. To enable this functionality, pass in save_all=True as a keyword argument to the save:

```python
im.save('test.pdf', save_all=True)
```
6.27.2 Tiff ImageFileDirectory Rewrite

The Tiff ImageFileDirectory metadata code has been rewritten. Where previously it returned a somewhat arbitrary set of values and tuples, it now returns bare values where appropriate and tuples when the metadata item is a sequence or collection.

The original metadata is still available in the TiffImage.tags, the new values are available in the TiffImage.tags_v2 member. The old structures will be deprecated at some point in the future. When saving Tiff metadata, new code should use the TiffImagePlugin.ImageFileDirectory_v2 class.

6.27.3 Deprecated Methods

Several methods that have been marked as deprecated for many releases have been removed in this release:

```
Image.tostring()
Image.fromstring()
Image.offset()
ImageDraw.setink()
ImageDraw.setfill()
The ImageFileIO module
The ImageFont.FreeTypeFont and ImageFont.truetype `file` keyword arg
The ImagePalette private _make functions
ImageWin.fromstring()
ImageWin.tostring()
```

6.27.4 LibJpeg and Zlib are Required by Default

The external dependencies on libjpeg and zlib are now required by default. If the headers or libraries are not found, then installation will abort with an error. This behaviour can be disabled with the --disable-libjpeg and --disable-zlib flags.

6.28 2.8.0

6.28.1 Open HTTP response objects with Image.open

HTTP response objects returned from urllib2.urlopen(url) or requests.get(url, stream=True).raw are ‘file-like’ but do not support .seek() operations. As a result PIL was unable to open them as images, requiring a wrap in cStringIO or BytesIO.

Now new functionality has been added to Image.open() by way of an .seek(0) check and catch on exception AttributeError or io.UnsupportedOperation. If this is caught we attempt to wrap the object using io.BytesIO (which will only work on buffer-file-like objects).

This allows opening of files using both urllib2 and requests, e.g.:

```
Image.open(urllib2.urlopen(url))
Image.open(requests.get(url, stream=True).raw)
```

If the response uses content-encoding (compression, either gzip or deflate) then this will fail as both the urllib2 and requests raw file object will produce compressed data in that case. Using Content-Encoding on images is rather non-sensical as most images are already compressed, but it can still happen.

For requests the work-around is to set the decode_content attribute on the raw object to True:
response = requests.get(url, stream=True)
response.raw.decode_content = True
image = Image.open(response.raw)

6.29 2.7.0

6.29.1 Sane Plugin

The Sane plugin has now been split into its own repo: https://github.com/python-pillow/Sane.

6.29.2 Png text chunk size limits

To prevent potential denial of service attacks using compressed text chunks, there are now limits to the decompressed size of text chunks decoded from PNG images. If the limits are exceeded when opening a PNG image a ValueError will be raised.

Individual text chunks are limited to PIL.PngImagePlugin.MAX_TEXT_CHUNK, set to 1MB by default. The total decompressed size of all text chunks is limited to PIL.PngImagePlugin.MAX_TEXT_MEMORY, which defaults to 64MB. These values can be changed prior to opening PNG images if you know that there are large text blocks that are desired.

6.29.3 Image resizing filters

Image resizing methods resize() and thumbnail() take a resample argument, which tells which filter should be used for resampling. Possible values are: PIL.Image.NEAREST, PIL.Image.BILINEAR, PIL.Image.BICUBIC and PIL.Image.ANTIALIAS. Almost all of them were changed in this version.

Bicubic and bilinear downscaling

From the beginning BILINEAR and BICUBIC filters were based on affine transformations and used a fixed number of pixels from the source image for every destination pixel (2x2 pixels for BILINEAR and 4x4 for BICUBIC). This gave an unsatisfactory result for downscaling. At the same time, a high quality convolutions-based algorithm with flexible kernel was used for ANTIALIAS filter.

Starting from Pillow 2.7.0, a high quality convolutions-based algorithm is used for all of these three filters.

If you have previously used any tricks to maintain quality when downscaling with BILINEAR and BICUBIC filters (for example, reducing within several steps), they are unnecessary now.

Antialias renamed to Lanczos

A new PIL.Image.LANCZOS constant was added instead of ANTIALIAS.

When ANTIALIAS was initially added, it was the only high-quality filter based on convolutions. It’s name was supposed to reflect this. Starting from Pillow 2.7.0 all resize method are based on convolutions. All of them are antialias from now on. And the real name of the ANTIALIAS filter is Lanczos filter.

The ANTIALIAS constant is left for backward compatibility and is an alias for LANCZOS.
Lanczos upscaling quality

The image upscaling quality with LANCZOS filter was almost the same as BILINEAR due to bug. This has been fixed.

Bicubic upscaling quality

The BICUBIC filter for affine transformations produced sharp, slightly pixelated image for upscaling. Bicubic for convolutions is more soft.

Resize performance

In most cases, convolution is more an expensive algorithm for downscaling because it takes into account all the pixels of source image. Therefore BILINEAR and BICUBIC filters’ performance can be lower than before. On the other hand the quality of BILINEAR and BICUBIC was close to NEAREST. So if such quality is suitable for your tasks you can switch to NEAREST filter for downscaling, which will give a huge improvement in performance.

At the same time performance of convolution resampling for downscaling has been improved by around a factor of two compared to the previous version. The upscaling performance of the LANCZOS filter has remained the same. For BILINEAR filter it has improved by 1.5 times and for BICUBIC by four times.

Default filter for thumbnails

In Pillow 2.5 the default filter for thumbnail() was changed from NEAREST to ANTIALIAS. Antialias was chosen because all the other filters gave poor quality for reduction. Starting from Pillow 2.7.0, ANTIALIAS has been replaced with BICUBIC, because it’s faster and ANTIALIAS doesn’t give any advantages after downscaling with libjpeg, which uses supersampling internally, not convolutions.

6.29.4 Image transposition

A new method PIL.Image.TRANSPOSE has been added for the transpose() operation in addition to FLIP_LEFT_RIGHT, FLIP_TOP_BOTTOM, ROTATE_90, ROTATE_180, ROTATE_270. TRANSPOSE is an algebra transpose, with an image reflected across its main diagonal.

The speed of ROTATE_90, ROTATE_270 and TRANSPOSE has been significantly improved for large images which don’t fit in the processor cache.

6.29.5 Gaussian blur and unsharp mask

The GaussianBlur() implementation has been replaced with a sequential application of box filters. The new implementation is based on “Theoretical foundations of Gaussian convolution by extended box filtering” from the Mathematical Image Analysis Group. As UnsharpMask() implementations use Gaussian blur internally, all changes from this chapter are also applicable to it.

Blur radius

There was an error in the previous version of Pillow, where blur radius (the standard deviation of Gaussian) actually meant blur diameter. For example, to blur an image with actual radius 5 you were forced to use value 10. This has been fixed. Now the meaning of the radius is the same as in other software.

If you used a Gaussian blur with some radius value, you need to divide this value by two.
Blur performance

Box filter computation time is constant relative to the radius and depends on source image size only. Because the new Gaussian blur implementation is based on box filter, its computation time also doesn’t depend on the blur radius.

For example, previously, if the execution time for a given test image was 1 second for radius 1, 3.6 seconds for radius 10 and 17 seconds for 50, now blur with any radius on same image is executed for 0.2 seconds.

Blur quality

The previous implementation takes into account only source pixels within 2 * standard deviation radius for every destination pixel. This was not enough, so the quality was worse compared to other Gaussian blur software.

The new implementation does not have this drawback.

6.29.6 TIFF Parameter Changes

Several kwarg parameters for saving TIFF images were previously specified as strings with included spaces (e.g. ‘x resolution’). This was difficult to use as kwargs without constructing and passing a dictionary. These parameters now use the underscore character instead of space. (e.g. ‘x_resolution’)

7.1 Deprecated features

Below are features which are considered deprecated. Where appropriate, a `DeprecationWarning` is issued.

7.1.1 PILLOW_VERSION constant

Deprecated since version 5.2.0.

`PILLOW_VERSION` has been deprecated and will be removed in a future release. Use `__version__` instead.

It was initially removed in Pillow 7.0.0, but brought back in 7.1.0 to give projects more time to upgrade.

7.1.2 ImageCms.CmsProfile attributes

Deprecated since version 3.2.0.

Some attributes in `ImageCms.CmsProfile` are deprecated. From 6.0.0, they issue a `DeprecationWarning`:

<table>
<thead>
<tr>
<th>Deprecated</th>
<th>Use instead</th>
</tr>
</thead>
<tbody>
<tr>
<td>color_space</td>
<td>Padded xcolor_space</td>
</tr>
<tr>
<td>pcs</td>
<td>Padded connection_space</td>
</tr>
<tr>
<td>product_copyright</td>
<td>Unicode copyright</td>
</tr>
<tr>
<td>product_desc</td>
<td>Unicode profile_description</td>
</tr>
<tr>
<td>product_description</td>
<td>Unicode profile_description</td>
</tr>
<tr>
<td>product_manufacturer</td>
<td>Unicode manufacturer</td>
</tr>
<tr>
<td>product_model</td>
<td>Unicode model</td>
</tr>
</tbody>
</table>
7.2 Removed features

Deprecated features are only removed in major releases after an appropriate period of deprecation has passed.

7.2.1 Python 2.7

*Removed in version 7.0.0.*

Python 2.7 reached end-of-life on 2020-01-01. Pillow 6.x was the last series to support Python 2.

7.2.2 Image.__del__

*Removed in version 7.0.0.*

Implicitly closing the image’s underlying file in `Image.__del__` has been removed. Use a context manager or call `Image.close()` instead to close the file in a deterministic way.

Previous method:

```python
im = Image.open("hopper.png")
im.save("out.jpg")
```

Use instead:

```python
with Image.open("hopper.png") as im:
    im.save("out.jpg")
```

7.2.3 PIL.*ImagePlugin.__version__ attributes

*Removed in version 7.0.0.*

The version constants of individual plugins have been removed. Use `PIL.__version__` instead.
7.2.4 PyQt4 and PySide

*Removed in version 7.0.0.*

Qt 4 reached end-of-life on 2015-12-19. Its Python bindings are also EOL: PyQt4 since 2018-08-31 and PySide since 2015-10-14.

Support for PyQt4 and PySide has been removed from ImageQt. Please upgrade to PyQt5 or PySide2.

7.2.5 Setting the size of TIFF images

*Removed in version 7.0.0.*

Setting the size of a TIFF image directly (eg. `im.size = (256, 256)`) throws an error. Use `Image.resize` instead.

7.2.6 VERSION constant

*Removed in version 6.0.0.*

`VERSION` (the old PIL version, always 1.1.7) has been removed. Use `__version__` instead.

7.2.7 Undocumented ImageOps functions

*Removed in version 6.0.0.*
Several undocumented functions in `ImageOps` have been removed. Use the equivalents in `ImageFilter` instead:

<table>
<thead>
<tr>
<th>Removed</th>
<th>Use instead</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ImageOps.box_blur</code></td>
<td><code>ImageFilter.BoxBlur</code></td>
</tr>
<tr>
<td><code>ImageOps.gaussian_blur</code></td>
<td><code>ImageFilter.GaussianBlur</code></td>
</tr>
<tr>
<td><code>ImageOps.gblur</code></td>
<td><code>ImageFilter.GaussianBlur</code></td>
</tr>
<tr>
<td><code>ImageOps.usm</code></td>
<td><code>ImageFilter.UnsharpMask</code></td>
</tr>
<tr>
<td><code>ImageOps.unsharp_mask</code></td>
<td><code>ImageFilter.UnsharpMask</code></td>
</tr>
</tbody>
</table>

### 7.2.8 PIL.OleFileIO

*Removed in version 6.0.0.*

PIL.OleFileIO was removed as a vendored file and in Pillow 4.0.0 (2017-01) in favour of the upstream olefile Python package, and replaced with an `ImportError` in 5.0.0 (2018-01). The deprecated file has now been removed from Pillow. If needed, install from PyPI (eg. `python3 -m pip install olefile`).
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