

INFO: Blend Modes

Blend modes allow you to control how information from one layer interacts with the layers below.

Basic	Normal Dissolve
Darken	Darken Multiply Color Burn Linear Burn
Lighten	Lighten Screen Color Dodge Linear Dodge
Contrast	Overlay Soft Light Hard Light Vivid Light Linear Light Pin Light Hard Mix
Comparative	Difference Exclusion
Color	Hue Saturation Color Luminosity

explore, play, examine, run through, look, hunt, sample, observe, review.

Short Cut:

Select the layer you want to affect, choose the Move Tool, hold the Shift key while clicking the Plus key on your keyboard.

websites:

http://whereisben.blogs.com/whereisben/2005/06/advanced_blendi.html
download the PDF on Advanced Blending Modes.

<http://www.digitalmastery.com/tips/080204tip.html>

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When you apply a blend mode to a brush, it affects only the underlying pixels the brush stroke passes over. When you apply a blend mode to a layer, all of the pixels in the layer are affected. If you lower the opacity of the brush (or layer) you will get different effects as you will by choosing different colors. The application of blend modes can get quite complex!

Exercise:

- Open a color image
- Then select the Brush Tool (B)
- Set foreground color to black, 100%
- In the tool Options Bar select "Mode" then "Color" from the pull-down menu.
- Paint on image

what happens?

Base, Blend, Result

The Normal mode applies the full blend value. In the case of a painting tool, the blend color will completely coat the base color. In the case of an edit tool, the edit value will completely override the existing color.

The Threshold mode is specific for Bitmapped and Indexed Color images. Essentially, it assures that the color value of the tool is applied according to the closest available color in the color map.

The Dissolve mode, which is only available for painting tools, randomly scatters the blend color to give a rough textured non anti-aliased brush stroke.

The Behind and Clear modes are available in layered images. Essentially, they modify whether the blend color is applied to the foreground or background layer. When the behind mode is selected for example, a color will be applied behind the layer showing through only in the blank or transparent areas.

The Multiply mode multiplies the brightness of the base color and the blend to create a darker tone. The opposite effect can be achieved by using Screen

Overlay works like screen and multiply depending on the value of the base color. Specifically, the hues of the base color will move towards the blend color. Soft light works like overlay with less intensity while Hard light is more intense.

Darken darkens the base color using the blend color as a basis and Lighten lightens the base color by using the lightest value of the blend color. Difference compares the brightness values of the base and blend colors and creates a result value by subtracting the smaller from larger values.

Hue replaces the hue of the base with the hue of the blend. Saturation does the same for saturation and Color does the same for both hue and saturation. Luminosity works the same way for the lightness value.

BLEND MODES

Normal

Edits or paints each pixel to make it the result color. This is the default mode. (Normal mode is called Threshold when you're working with a bitmapped or indexed-color image.)

Dissolve

Edits or paints each pixel to make it the result color. However, the result color is a random replacement of the pixels with the base color or the blend color, depending on the opacity at any pixel location.

Behind (tool blend option)

Edits or paints only on the transparent part of a layer. This mode works only in layers with Lock Transparency deselected and is analogous to painting on the back of transparent areas in a sheet of acetate.

Clear (tool blend option)

Edits or paints each pixel and makes it transparent. This mode is available for the Line tool (when fill region is selected), the Paint Bucket tool, the Brush tool, the Pencil tool, the Fill command, and the Stroke command. You must be in a layer with Lock Transparency deselected to use this mode.

Darken

Looks at the color information in each channel and selects the base or blend color--whichever is darker--as the result color. Pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change.

Multiply

Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color. Multiplying any color with black produces black. Multiplying any color with white leaves the color unchanged. When you're painting with a color other than black or white, successive strokes with a painting tool produce progressively darker colors. The effect is similar to drawing on the image with multiple magic markers.

Color Burn

Looks at the color information in each channel and darkens the base color to reflect the blend color by increasing the contrast. Blending with white produces no change.

Linear Burn

Looks at the color information in each channel and darkens the base color to reflect the blend color by decreasing the brightness. Blending with white produces no change.

Lighten

Looks at the color information in each channel and selects the base or blend color--whichever is lighter--as the result color. Pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change.

Screen

Looks at each channel's color information and multiplies the inverse of the blend and base colors. The result color is always a lighter color. Screening with black leaves the color unchanged. Screening with white produces white. The effect is similar to projecting multiple photographic slides on top of each other.

Color Dodge

Looks at the color information in each channel and brightens the base color to reflect the blend color by decreasing the contrast. Blending with black produces no change.

Linear Dodge

Looks at the color information in each channel and brightens the base color to reflect the blend color by increasing the brightness. Blending with black produces no change.

Overlay

Multiplies or screens the colors, depending on the base color. Patterns or colors overlay the existing pixels while preserving the highlights and shadows of the base color. The base color is not replaced but is mixed with the blend color to reflect the lightness or darkness of the original color.

Soft Light

Darkens or lightens the colors, depending on the blend color. The effect is similar to shining a diffused spotlight on the image.

If the blend color (light source) is lighter than 50% gray, the image is lightened as if it were dodged. If the blend color is darker than 50% gray, the image is darkened as if it were burned in. Painting with pure black or white produces a distinctly darker or lighter area but does not result in pure black or white.

Hard Light

Multiplies or screens the colors, depending on the blend color. The effect is similar to shining a harsh spotlight on the image.

If the blend color (light source) is lighter than 50% gray, the image is lightened, as if it were screened. This is useful for adding highlights to an image. If the blend color is darker than 50% gray, the image is darkened, as if it were multiplied. This is useful for adding shadows to an image. Painting with pure black or white results in pure black or white.

Vivid Light

Burns or dodges the colors by increasing or decreasing the contrast, depending on the blend color. If the blend color (light source) is lighter than 50% gray, the image is lightened by decreasing the contrast. If the blend color is darker than 50% gray, the image is darkened by increasing the contrast.

Linear Light

Burns or dodges the colors by decreasing or increasing the brightness, depending on the blend color. If the blend color (light source) is lighter than 50% gray, the image is lightened by increasing the brightness. If the blend color is darker than 50% gray, the image is darkened by decreasing the brightness.

Pin Light

Replaces the colors, depending on the blend color. If the blend color (light source) is lighter than 50% gray, pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change. If the blend color is darker than 50% gray, pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change. This is useful for adding special effects to an image.

Difference

Looks at the color information in each channel and subtracts either the blend color from the base color or the base color from the blend color, depending on which has the greater brightness value. Blending with white inverts the base color values; blending with black produces no change.

Exclusion

Creates an effect similar to but lower in contrast than the Difference mode. Blending with white inverts the base color values. Blending with black produces no change.

Hue

Creates a result color with the luminance and saturation of the base color and the hue of the blend color.

Saturation

Creates a result color with the luminance and hue of the base color and the saturation of the blend color. Painting with this mode in an area with no (0) saturation (gray) causes no change.

Color

Creates a result color with the luminance of the base color and the hue and saturation of the blend color. This preserves the gray levels in the image and is useful for coloring monochrome images and for tinting color images.

Luminosity

Creates a result color with the hue and saturation of the base color and the luminance of the blend color. This mode creates an inverse effect from that of the Color mode.