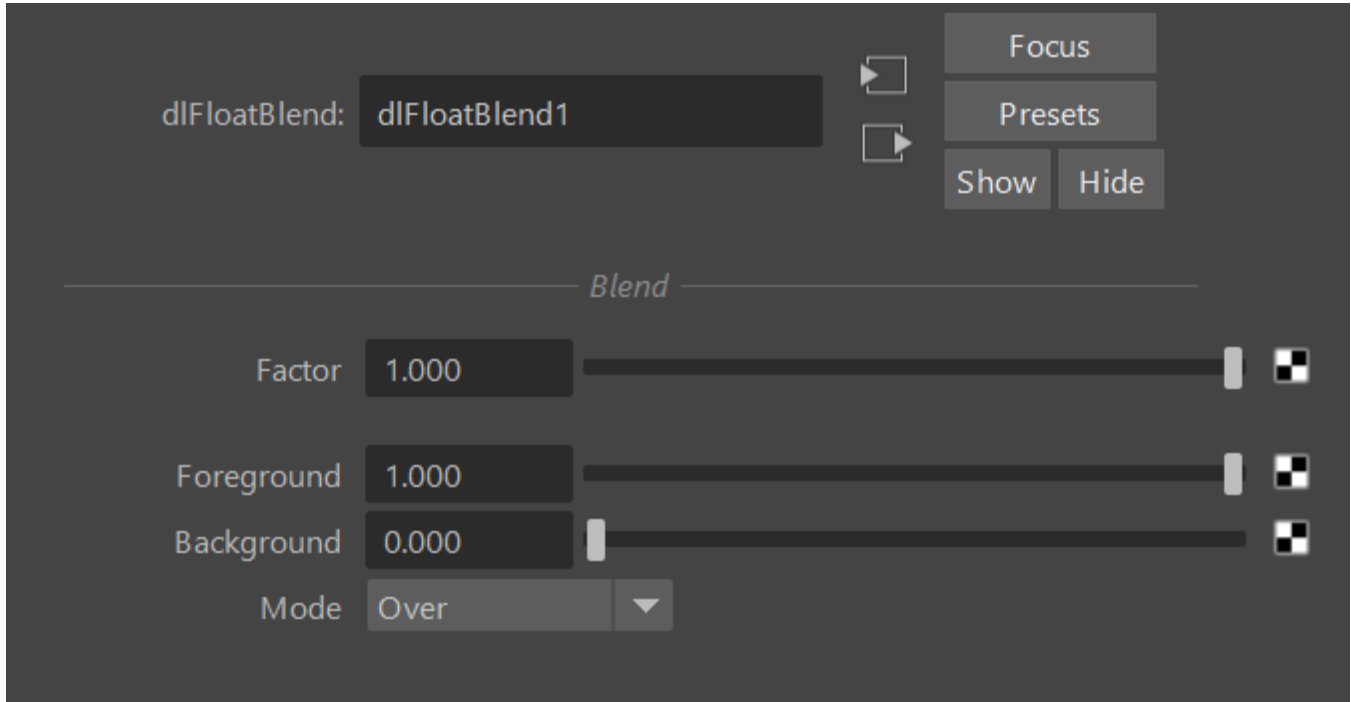


# Float Blend



This utility node blends two colours together using a blending mode. A complete reference for the blend modes and how they behave is well explained in this [reference](#).

## Mode

Specifies the mode to use to blend the two layers together.

Mode	
Over	Result = <i>Foreground</i> Background is ignored in this blend mode.
Multiply	Result = $Background * Foreground$ Multiply blend mode multiplies the numbers for each pixel of the top layer with the corresponding pixel for the bottom layer. The result is a darker picture. This mode is <i>symmetric</i> : exchanging two layers does not change the result.
Screen	Result = $1 - ((1 - Foreground) * (1 - Background))$ With Screen blend mode the values of the pixels in the two layers are inverted, multiplied, and then inverted again. This yields the opposite effect to multiply. The result is a brighter picture. This mode is <i>symmetric</i> : exchanging two layers does not change the result.
Darken	Result = least bright of <i>Background</i> and <i>Foreground</i>
Lighten	Result = brightest of <i>Background</i> and <i>Foreground</i>
Color Burn	Result = $1 - (1 - Background) / Foreground$
Color Dodge	Result = $Background / (1 - Foreground)$
Divide	Result = $Background / Foreground$
Saturation	Result = Saturation of <i>Foreground</i> applied to <i>Background</i> colour
Luminosity	Result = Luminosity of <i>Foreground</i> applied to <i>Background</i> colour
Hue	Result = Hue of <i>Foreground</i> applied to <i>Background</i> colour

Difference	Result = Absolute( <i>Background</i> - <i>Foreground</i> )
Subtract	Result = <i>Background</i> - <i>Foreground</i>
Add	Result = <i>Background</i> + <i>Foreground</i>
AddSub	Result = Add if luminance of <i>Background</i> 's greater than 0.5, Subtract otherwise.

**Factor**

This parameter allows to modulate how much of the blend effect is needed. At 0, only the foreground is visible. At 1, the full blending effect is visible.

**Foreground**

The foreground layer to use in blending calculations.

**Background**

The foreground layer to use in blending calculations.