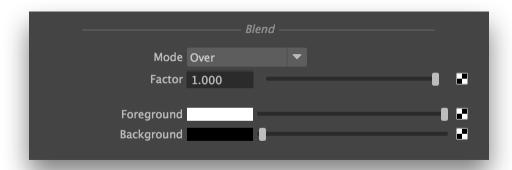
Color Blend



Color Blend Utility Shader

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 = Foreground
	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 symmetric: 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 symmetric: exchanging two layers does not change the result.
Darken	Result = least bright of Background and Foreground
Lighten	Result = brightest of Background and Foreground
Color Burn	Result = 1 - (1 - Background) / Foreground)
Color Dodge	Result = Background / (1 - Foreground)
Divide	Result = Background / Foreground
Saturati on	Result = Saturation of Foreground applied to Background colour
Lumino sity	Result = Luminosity of Foreground applied to Background colour
Hue	Result = Hue of Foreground applied to Background colour
Differen ce	Result = Absolute(Background - Foreground)
Substra ct	Result = Background - Foreground
Add	Result = Background + Foreground
AddSub	Result = Add if luminance of <i>Background</i> is greater than 0.5, Substract 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.