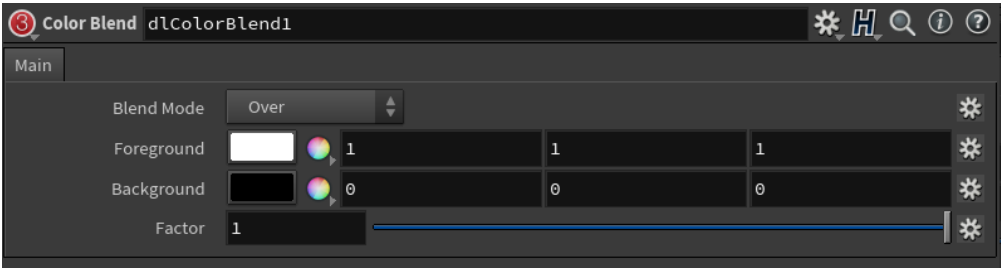


Color Blend



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 = <i>Foreground</i> Background is ignored in this blend mode. |
| Multiply | Result = <i>Background</i> * <i>Foreground</i> 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- <i>Foreground</i>) * (1- <i>Background</i>)) 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 - <i>Background</i>) / <i>Foreground</i> |
| Color Dodge | Result = <i>Background</i> / (1 - <i>Foreground</i>) |
| Divide | Result = <i>Background</i> / <i>Foreground</i> |
| 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> is 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.