

**Color Blend Multi**



Color Blend Multi

dlColorBlendMulti1



Main

☒ Enable



Name



Blend Mode

Over




Blend Factor

1



Input

 1 1 1



☐ Enable



Name



Blend Mode

Over



Blend Factor

1



Input

 1 1 1



☐ Enable



Name



Blend Mode

Over



Blend Factor

1



Input

 1 1 1



☐ Enable



Name



Blend Mode

Over

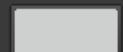


Blend Factor

1



Input

 1 1 1



☐ Enable



Name



Blend Mode

Over

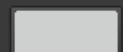


Blend Factor

1



Input

 1 1 1

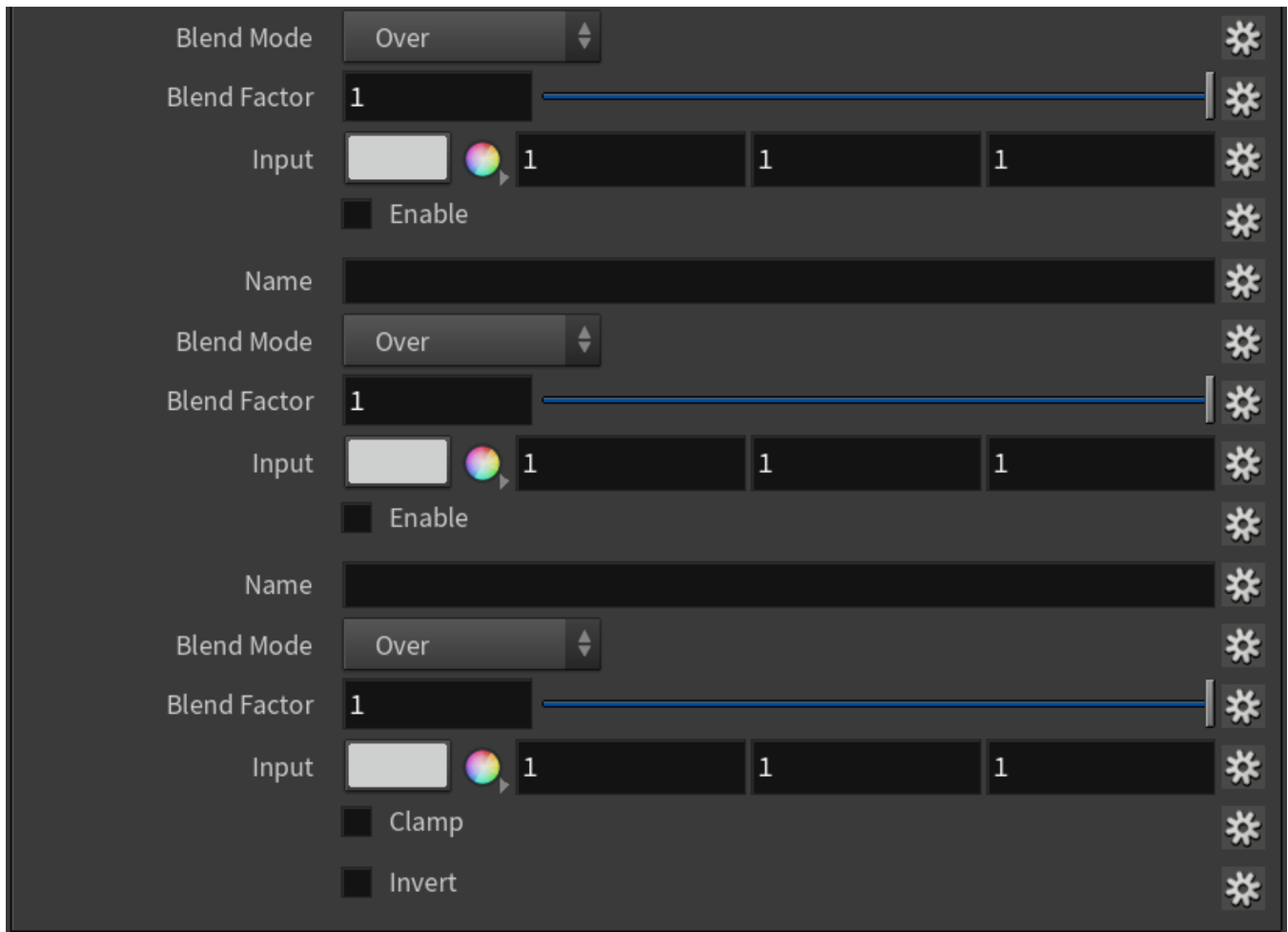


☐ Enable



Name





This utility node blends up to 8 colours together using a blending mode. A complete reference for the blend modes and how they behave is well explained in this [reference](#). A simple version which blend only two colours is found in the color [Color Blend](#) shader.

### Mode

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

Mode	
Over	<p>Result = <i>Foreground</i></p> <p>Background is ignored in this blend mode.</p>
Multiply	<p>Result = <math>Background * Foreground</math></p> <p>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.</p>
Screen	<p>Result = <math>1 - ((1 - Foreground) * (1 - Background))</math></p> <p>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.</p>
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 =
Divide	Result = $Background / Foreground$

Saturati on	Result = Saturation of <i>Foreground</i> applied to <i>Background</i> colour
Lumino sity	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
Differen ce	Result = Absolute( <i>Background</i> - <i>Foreground</i> )
Substra ct	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.