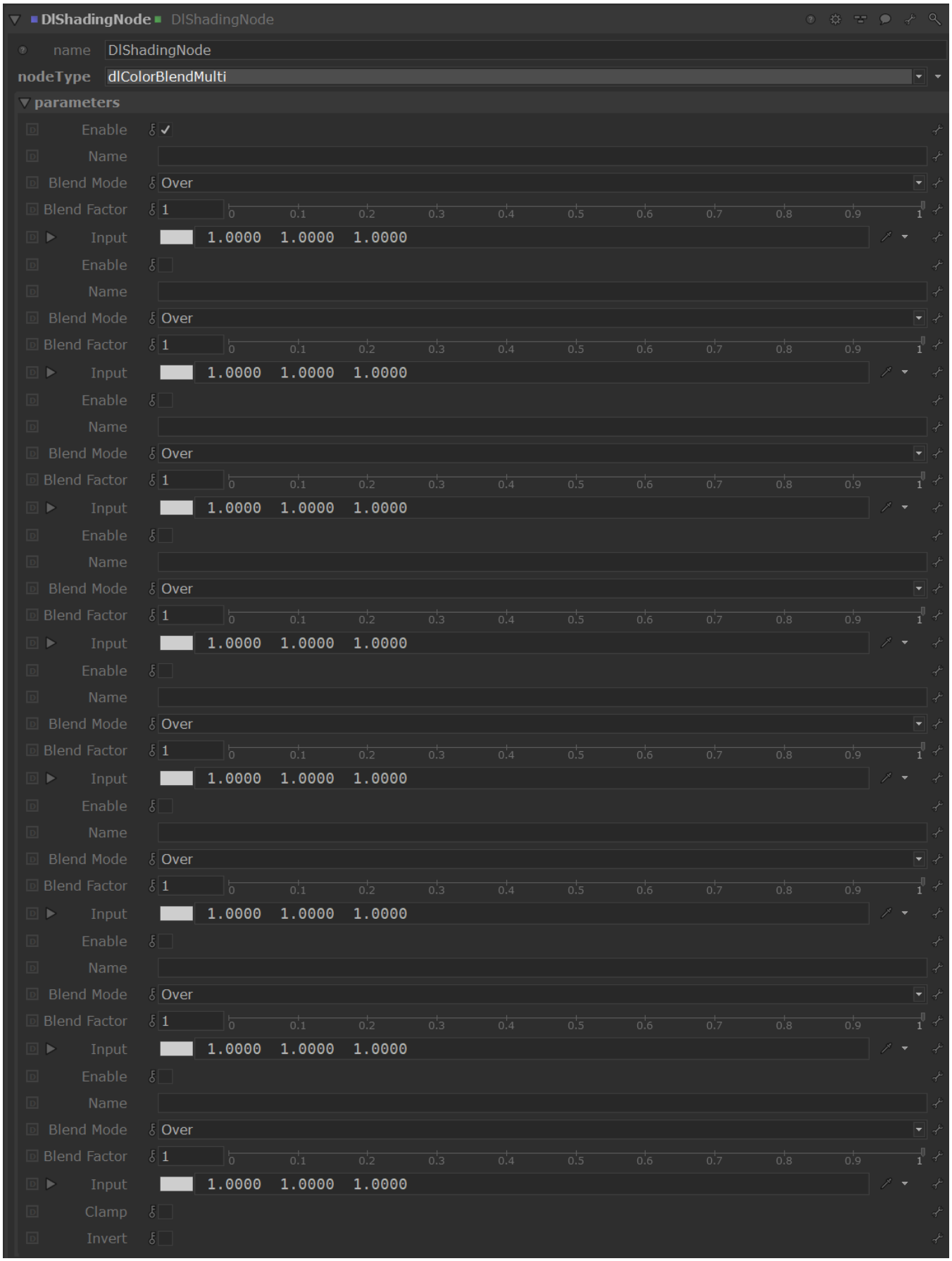
Color Blend Multi


DlShadingNode DlShadingNode
name DlShadingNode
nodeType dlColorBlendMulti
parameters
Enable
Name
Blend Mode Over
Blend Factor 1
0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1
Input 1.0000 1.0000 1.0000
Clamp
Invert

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	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 =
Divide	Result = Background / Foreground
Saturation	Result = Saturation of *Foreground* applied to *Background* colour
Luminosity	Result = Luminosity of *Foreground* applied to *Background* colour
Hue	Result = Hue of *Foreground* applied to *Background colour*
Difference	Result = Absolute(*Background - Foreground)*
Substract	Result = *Background - Foreground*
Add	Result = *Background* + *Foreground*
AddSub	Result = Add if luminance of *Background* 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.