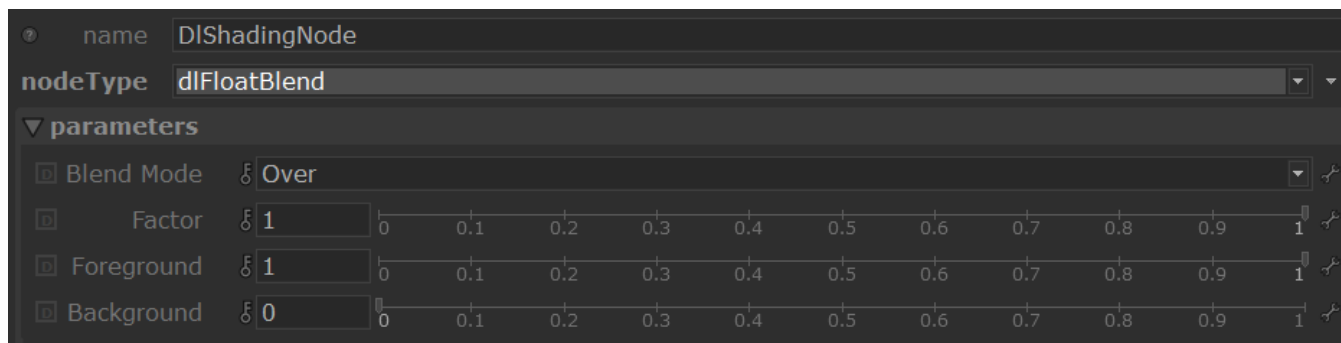


# Float Blend



This utility node blends two floats 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 = $Background / Foreground$
Difference	Result = $Absolute(Background - Foreground)$
Subtract	Result = $Background - Foreground$
Add	Result = $Background + Foreground$
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.

