

Blending Modes



Blending modes can be used in addition to layer masks to overlay non destructive changes to an image, changing color and luminosity and other factors based on algorithms

- The *base color* is the original color in the image.
- The *blend color* is the color being applied with the painting or editing tool.
- The *result color* is the color resulting from the blend.
- Base and the Blend colors mix depends on the algorithm or Blending Mode that you select.

Photoshop uses “Standardized” values to calculate the blend. The luminance values in Blending Mode math range from 0 (black) to 1 (white). However, Photoshop uses 0 (black) to 255 (white) to represent luminance values in RGB. Photoshop has to convert the values, so black is still 0, but white becomes 1. 50% gray which is 128 becomes 0.5.

- Create a new layer over your background layer
- Select the gradient tool and select the gradient from black to white
- Create a gradient from creating a line from the top to the bottom of the image
- The box in the upper left hand corner of the layers panel that says “normal” is where you can change the blend mode, you can see that there are 27 blend modes to work with
- Select different gradients to create different dispersions of the blend mode on your image

Multiply works along a map of black and white, it sees black as the foreground and white as the background, when you use multiply, the image integrates the white parts of the selected image into the background

- Click on the half circle and select “levels”
- Alt or option click to join levels layer to layer you are adjusting
- Use sliders to adjust color composition of overlaid image