

:

**Normal**

**Dissolve ( )**

-> / Opacity=1% -> . Opacity=100%

**Darken ( )**

**Multiply ( )**

( ) „ – blending layer ( blending mode).

**Color Burn**

„ – blending layer- ( ) blending layer-

**Linear Burn**

„ – blending layer- ( ) blending layer-

**Lighten**

blending layer- , - blending layer- blending

**Screen**

„ (invert -> Ctrl + I)

**Color Dodge**

„ – blending layer- ( )  
blending layer-

**Linear Dodge (Add)**

blending layer-

**Overlay**

multiply screen . Blending  
layer- ,  
blending layer- ,

**Soft Light**

blending layer- - 50% ,  
Dodge. blending layer-  
- 50% ,  
Burn.  
blending layer-

**Hard Light**

multiply screen . blending  
layer- - 50% ,  
Screen. blending layer- -  
50% ,  
Multiply.  
blending layer-

**Vivid Light**

Burn- dodge-  
blending layer- - 50%

blending layer- - 50% , ,

**Linear Light**

Burn- dodge- blending layer- - 50%

blending layer- - 50% , ,

**Pin Light**

blending layer- - 50% , , blending layer- .  
blending layer- , - blending layer- - blending  
layer- , , blending layer- - 50%  
blending layer- ,  
blending layer- ,

**Hard Mix**

blending layer- red, green blue  
RGB  
255  
255 - 0. , 255; -

**Difference**

blending layer- ,  
Blend- ,, “ (invert -> Ctrl + I) . Blend-

**Exclusion**

,, “ (invert -> Ctrl + I) . Blend-  
Difference, - . Blend-

**Subtract**

blending layer- ,  
8 16 , 0.

**Divide**

blending layer-

**Hue**

blending layer- .

**Saturation**

blending layer- .

**Color**

blending layer- .

.

**Luminosity**

Color mode. blending layer- .