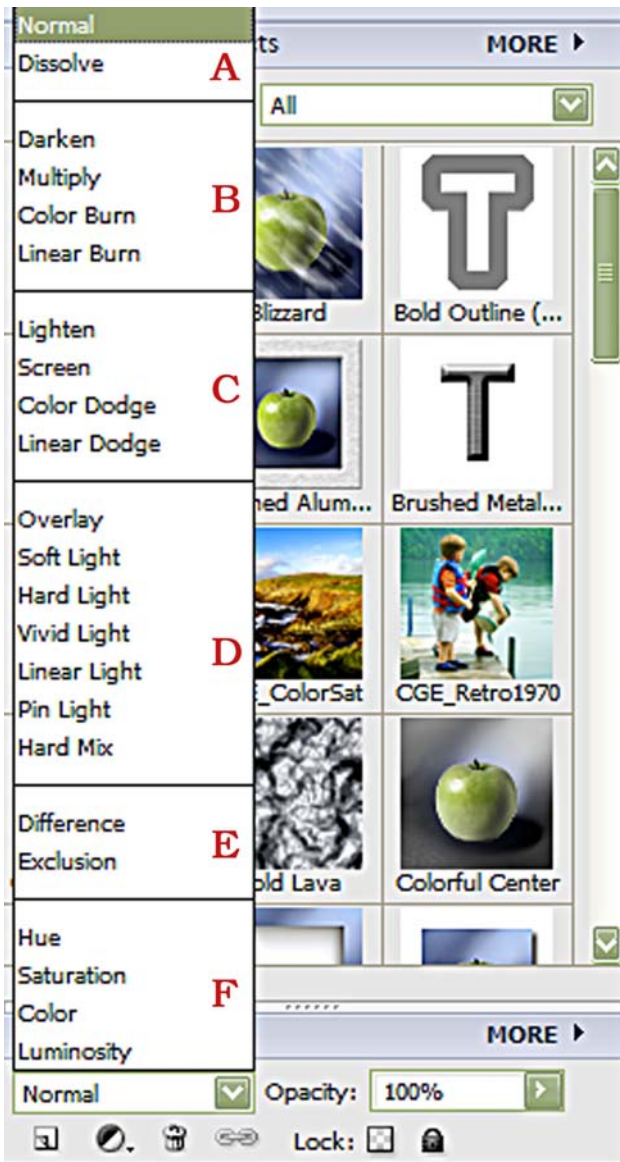


INTRODUCTION TO BLENDING MODES FOR PSE 3, 4, 5, PS7, CS, CS2 and CS3

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Whether you use PS Elements or one of the professional versions of PhotoShop, you will soon discover the blending modes in your layers palette and wonder what you ever did without them until now. In order to activate the blending modes, first open up your image. If it is flattened (layer is locked), you will need to duplicate the original image and discard the locked version in the trash can. Now any additional layers you place on top of the image can have a blending mode applied. Let's first review what each of the blending modes does. This is what the blending modes drop-down list looks like:



Group A consists of Normal and Dissolve. These will leave the colors the same and have no tonal changes with the bottom layers. Normal mode is the default.

Group B consists of Darken, Multiply, Color Burn and Linear Burn. These are all “darkening” modes. In this group, white is the neutral color so everything that is white will not have any effect on the layers beneath.

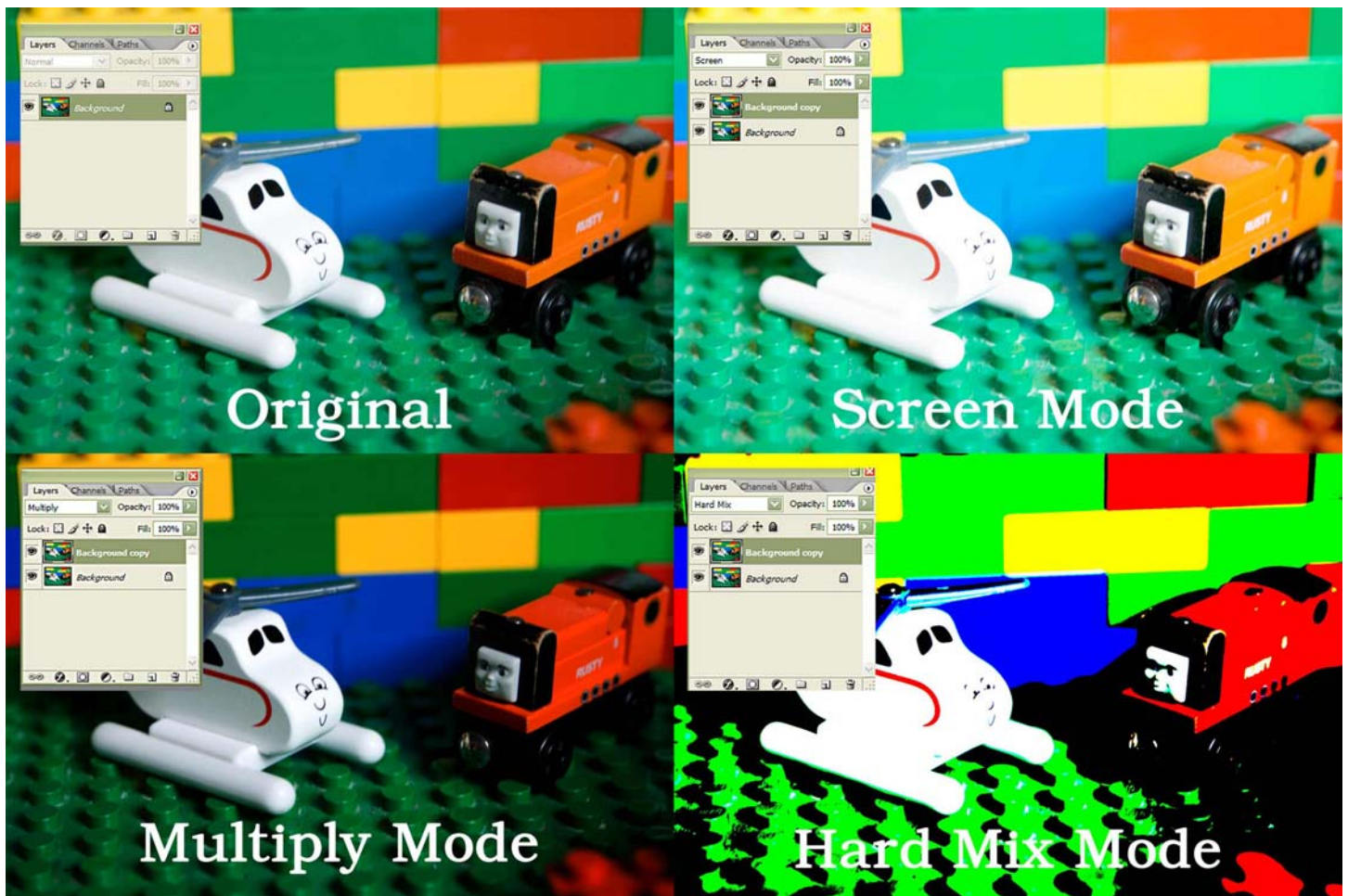
Group C consists of Lighten, Screen, Color Dodge and Linear Dodge. These are all the “lightening” modes. In this group, black is the neutral color so everything that is black will not have any effect on the layers beneath.

Group D consists of Overlay, Soft Light, Hard Light, Vivid Light, Linear Light, Pin Light, and Hard Mix. These are all the “contrast” modes. Mid-gray is the neutral color here and won’t have any effect on the layers beneath. Generally, this group will lighten highlights and darken shadows.

Group E consists of Difference and Exclusive. These are considered the “comparative” modes. These modes compare colors between the blend layer and the original layer, subtracting one from the other. For example, red on the blend mode will be removed from the original image layer.

Group F consists of Hue, Saturation, Color and Luminosity. These are considered the “color influencing” modes. Each of these modes will affect how the color looks in the layers beneath the blending mode layer.

When used on their own, layer blending modes can be a bit too much at times. Here are some examples of just a few of the blending modes used on the same image:



See how some of these are just too intense? Well, you can compromise by reducing the opacity of the blending mode layer to help soften the overall effect. See example below using just the screen blending mode. Subtle changes in the opacity of the screen blending mode layer can make a huge difference in the final look of the image.



ORIGINAL LAYER



ORIGINAL LAYER
+ Duplicate Layer
Set to Screen Mode at 100%



ORIGINAL LAYER
+ Duplicate Layer
Set to Screen Mode at 50%



ORIGINAL LAYER
+ Duplicate Layer
Set to Screen Mode at 25%

That's the basic gist of it. Play around with your images and have some fun!!