**Photoshop Blending Modes**

|  |
| --- |
| Blend modes are non-destructive  The default setting is normal and the opacity is 100% |
| No algorithms |
| Nothing happens until you reduce the opacity  It adds random specks like adding noise |
|  |
| Turns the dark pixels darker base It keeps the darkest color and ignores the lightest |
| Multiplies the base color by the color below it (Use it with Curves and create an S pattern) Makes image a little darker |
| Darker result than Multiply Increases the contrast between the base and blend colors reduces highlights, more midtones Similar to Burn tool |
| Decreases brightness of the base based on the value of the blend color; darker than Multiply, less saturated than Color Burn |
| Does not blend, Uses RGB composite layers |
| (The next Blend modes are the opposite of the modes above) |
| Lighter areas become opaque, darker area remain unchanged Uses RGB data Looks at the lightest pixels in the two layers, keeps the lighter pixel |
| Makes things a little bit brighter Then use the layer mask brush tool with black and paint back some of the dark areas, Use Curves for further enhancement |
| Brighter result than Screen by decreasing the contrast between the two layers saturated midtones, blows out the highlights |
| Increases brightness between the 2 layers Brighter than Screen but less saturated than Color Dodge |
| Similar to Lighten but looks at Composite only |
| CONTRAST modes based on 50% gray Lightens the lights, darkens the darks |
| Uses Screen on colors lighter than 50% grey and Multiply on colors darker than 50% gray |
| Subtler than Overlay Use it with dodge/burn tool Create layer above Original Layer, Edit/Fill 50% gray soft light burn tool for shadows |
| Works like Soft Light but much more intense than soft light |
| Lowers contrast and exaggerates the differences between dark and light |
| Less extreme than Linear Dodge and Linear Blend Burn mode  Use with Opacity slider |
| Unpredictable |
| Changes all colors to red green blue cyan yellow black white; the RGB colors  Loss of detail |
|  |
| Inverts colors from dark to light |
| Similar to Difference, no change to black or gray |
| Deal with color |
| Image from the lower layer and color from the top layer |
| Saturation from the top layer Hue and Luminosity from lower layer |
| Applies Hue and Saturation to the layer below  Used for coloring Black and White images |
| Keeps the luminance of the active layer and blends with Hue and Sautration of the layers below |

