



VERSION 8.0.1XXX - DEVELOPED BY: AVOLITES MEDIA LTD. POWERED BY: SALVATION (TM)
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CIARAN ABRAMS, SELVIN COOPER, ARRAN ROTHWELL-EYRE, SIMON GRAHAM, MARY, PRADS,
GREG, ADAM, OLIE, ALL AT AVOLITES AND YOU. SPECIAL THANKS MARK CALVERT. LETS ROCK!

Blend Modes

VERSION 8.X

By Arran Rothwell-Eyre December 2014

with Additions by Dave Green & Ciaran Abrams

Blend Modes

Blend modes can be selected via the layer widget on the performance page or through the layer personality using channel 28. User blend modes can be added to Distrib/Modules/Effects/BlendModes. When adding new transitions to the folder, it is good practice to place a 3 digit number at the start of the file name so that it can be selected via ArtNet. For further information on the SVFX format see the SVFX User Effects And Blend Modes Tutorial

For details of how to control the effects from Artnet please see the ArtNET / DMX channel definitions Tutorial.

Descriptions & Example images

The following pages contain an example image showing the result of each blend mode when applied as well as a brief description.

001 Alpha (RGB)



Alpha allows the use of transparent areas which need to be specified when created.

002 Alpha (HSC)



Alpha allows the use of transparent areas which need to be specified when created.

003 Alpha (Blend)



Alpha allows the use of transparent areas which need to be specified when created.

004 Alpha (Blend)



Alpha allows the use of transparent areas which need to be specified when created.

005 Non Additive Mixing



Non Additive Mixing shows the brightest pixel of the layers.

005 Luma



Luma excludes areas of the image based on the luminosity of the pixels and the specified threshold.

006 Lighten



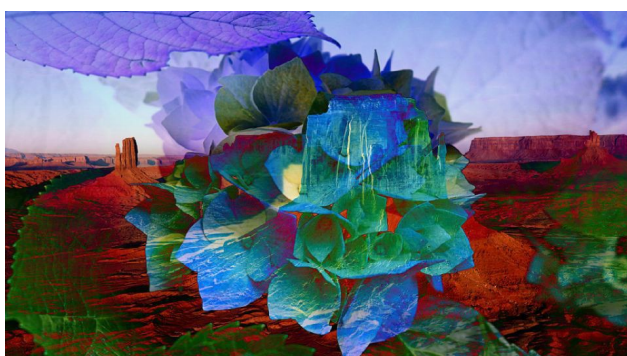
Lighten shows the highest of each colour component used across the layers.

007 Additive



Add combines the values of the pixels, creating a blended image

008 Difference



Difference subtracts one colour value from the other and uses the result as the pixel colour to display.

009 Wipe Transition



Wipe horizontally wipes between the images

010 Multiply



Multiply takes the values of the images, multiplies them together and returns the resulting value.

011 Darken



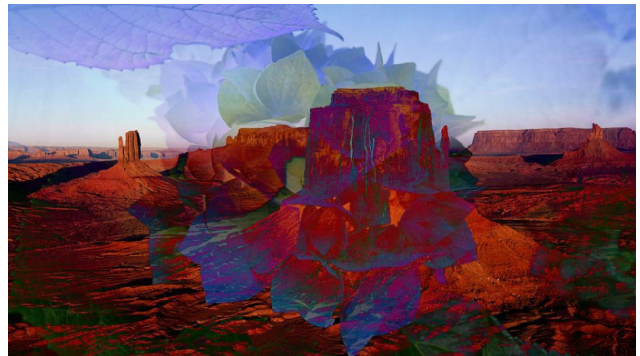
Darken looks for the lowest pixel value in the layers and displays that as the colour.

012 Screen



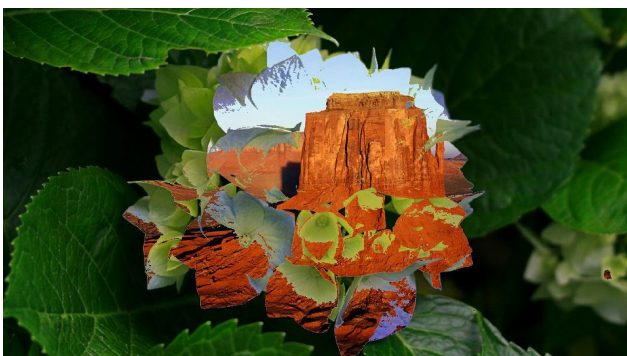
Screen mode takes the values of the pixels in the two layers inverts, multiplies, and then inverts them again.

013 Subtract



The value of one layer is taken from the other layer. The resulting number is then used for the colour value.

014 Inv Luma



Luma excludes areas of the image based on the luminosity of the pixels and the specified threshold.