

Linear Light Ino

Linear light the image.

If Fore is dark it applies a Linear Burn, if Fore is light it applies a Linear Dodge.

Formula = if (Fore < 0.5) then "Linear Burn" else "Linear Dodge".

The formula results in each RGB value ranging from 0 to 1.

--- Settings ---

Opacity

Specifies the opacity of the image overlaid on top.

When 0 the Fore image will be transparent.

With the default value "1.0" , the Fore image will be composed as opaque.

Specify a value from 0 to 1.0.

Clipping Mask

When ON, it will take the Back port alpha information to define the alpha of the resulting image, leaving areas where the Alpha value is zero as transparent.

The default value is ON.