

Soft Light Ino

Soft Light the image.

A softened Hard Light effect.

Formula = if (Fore < 0.5) then

(Back - (1 - 2 × Fore) × Back × (1 - Back))

else

if ((Back < 0.25) then

(Back + (2 × Fore - 1) × (((16 × Back - 12) × Back + 4) × Back - Back))

else

(Back + (2 × Fore - 1) × (sqrt(Back) - Back))

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

--- Inputs ---

When both input ports are connected, they will be combined in the process.

When the node Visibility switch is OFF it will display the Back port content.

If there is only one port connected, it will display its content.

Fore

Connect the image that will be overlaid on top.

Back

Connect the base image.

--- 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.