

# GWG 16.0 - Transparency Basic Blend Modes (DeviceCMYK, Non-Knockout)



Darken



Multiply



Color Burn



Lighten



Screen



Color dodge



Overlay



Soft Light



Hard Light



Difference



Exclusion



Hue



Saturation



Color



Luminosity



Opacity (0%)

If an 'X' appears, rendering of Non-knockout Transparency Groups (a transparency effect) is not performed correctly.

PDF/X Output Intent	ISO Coated v2 300% (ECI)
Transparency Group	Non Knockout (Blend Mode Normal), TBCS*: DeviceCMYK
Source object	DeviceCMYK, using defined Blend Mode
Backdrop	DeviceCMYK

\* TBCS = Transparency Blending Color Space