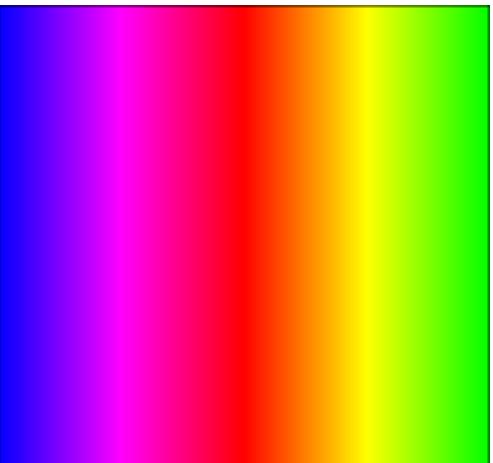


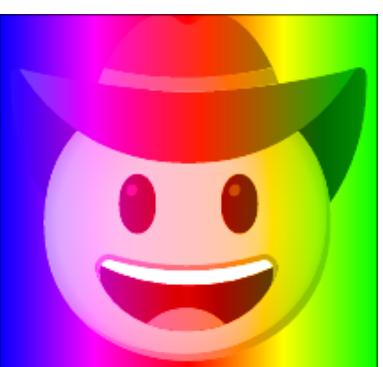
Destination layer



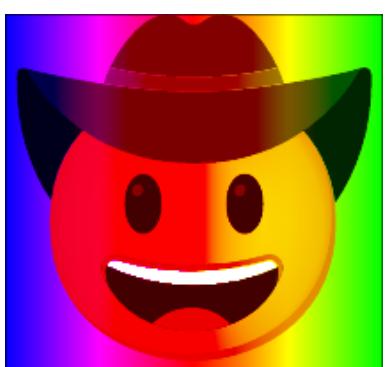
Source layer



Color



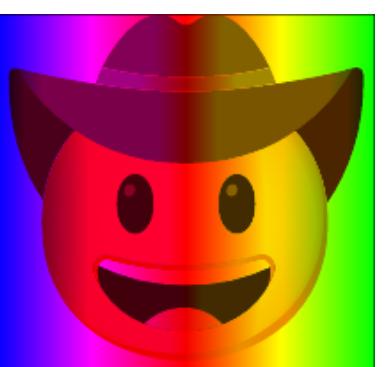
Color Burn



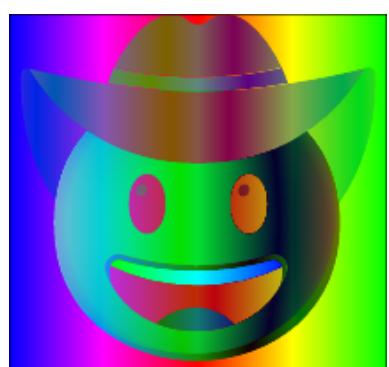
Color Dodge



Darken



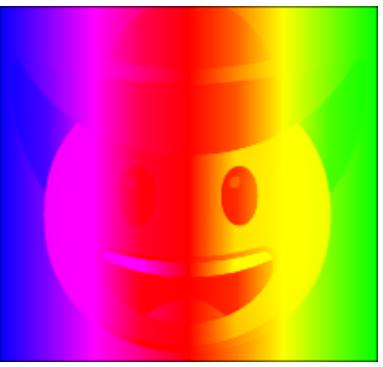
Difference



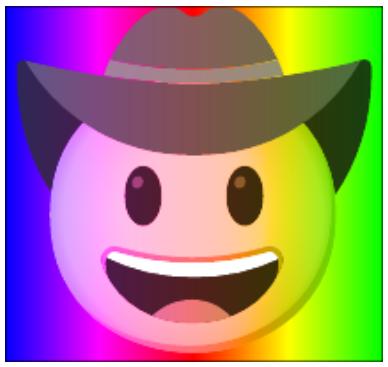
Exclusion



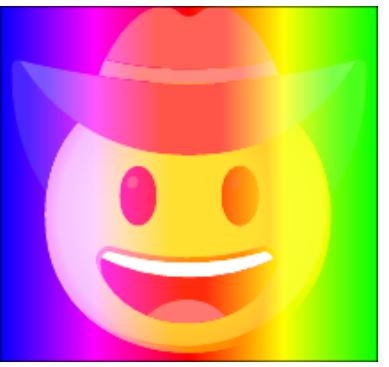
Hard Light



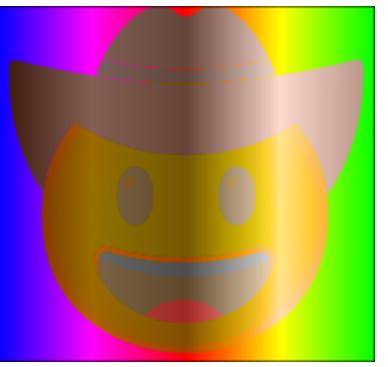
Hue



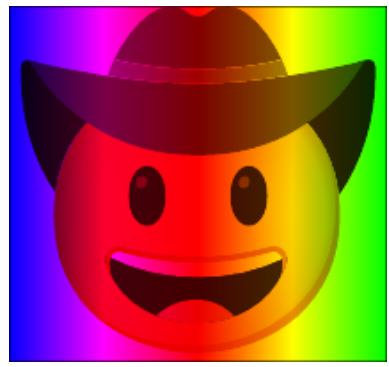
Lighten



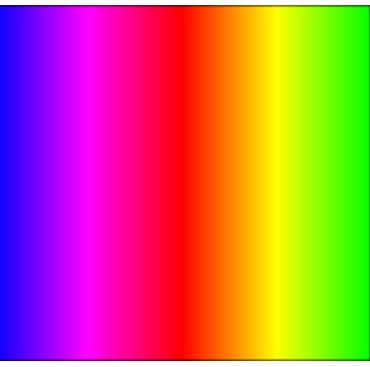
Luminosity



Multiply



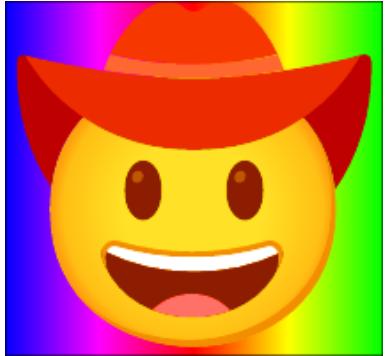
Normal



Overlay



Saturation



Screen



Soft Light

