

Destination layer



Source layer



Color



Color Burn



Color Dodge



Darken



Difference



Exclusion



Hard Light



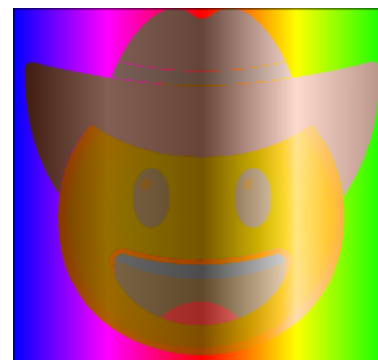
Hue



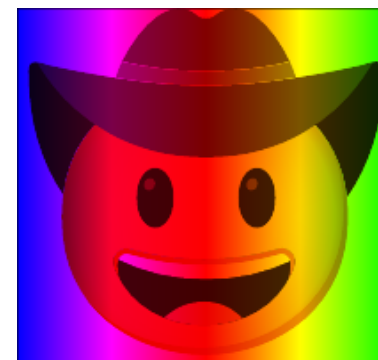
Lighten



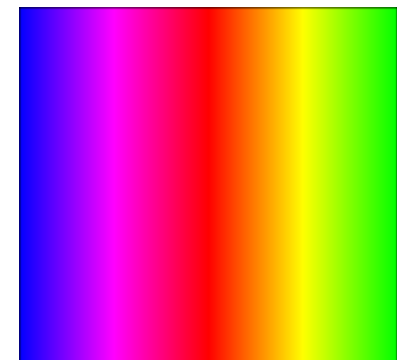
Luminosity



Multiply



Normal



Overlay



Saturation



Screen



Soft Light

