Linear Light Ino

Linear Light the image

Fore is darker for Linear Burn, and lighter for Linear Dodge

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

Formula shows the case of RGB values from 0 to 1.

--- Settings ---

Opacity

Specifies the opacity of the image overlaid on top.

When 0 the Fore image will be transparent.

The default value is "1.0" for the Fore image and will be synthesized as opaque.

Specify a value from 0 to 1.0.

Clipping Mask

When ON,

Material will not exist in the location (Back) (Alpha Value Zero), and remains clear.

The default setting is OFF.