Soft Light Ino

Soft Light the image

Hard Light reduction

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)))

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

--- Inputs ---

Both the connections are combined in the process.

When the operating switch is OFF it displays the Back.

It will also display if there is only one connection.

Fore

Connect the image to overlay on top.

Back

Connect the image to put below.

--- 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 ON.