

Blend LAB v1.2

Tooltip Library

INFO — This library is the approved plain-language microcopy for Blend LAB v1.2. Keep tooltips short, instructional, and consistent with the product's educational role.

Global controls

Element	Tooltip / helper text
Bottom layer	The image underneath. It remains the starting point for the blend.
Top layer	The image above. Its pixels are combined with the Bottom layer.
Use test card	Restore the built-in colour and tone test card.
Save PNG	Save the current result as a PNG image.
One active mode	Choose one blend mode. A mode describes how the top and bottom pixels interact.
Opacity	Controls how strongly the complete top layer appears.
Fill	Controls the strength of the blend calculation. Gold modes can treat Fill differently from Opacity in major image editors.

Mode descriptions

Mode	Approved short description
Normal	Shows the top layer normally.
Dissolve	Uses a repeatable seeded dither pattern as Opacity or Fill is reduced.
Darken	Keeps the darker value from each colour channel.
Multiply	Darkens like stacking transparent ink. White has little effect.
Color Burn	Darkens and increases contrast. Gold: special Fill behaviour.
Linear Burn	Darkens by lowering brightness. Gold: special Fill behaviour.
Darker Color	Chooses the darker complete colour.
Lighten	Keeps the lighter value from each colour channel.
Screen	Lightens like projecting light. Black has little effect.
Color Dodge	Lightens and increases contrast. Gold: special Fill behaviour.
Linear Dodge (Add)	Lightens by adding brightness. Gold: special Fill behaviour.
Lighter Color	Chooses the lighter complete colour.
Overlay	Adds contrast by darkening darks and lightening lights.
Soft Light	Adds gentle contrast and protects extremes more than Overlay.
Hard Light	Adds strong contrast using the top layer as the controlling light.

Mode	Approved short description
Vivid Light	Very strong contrast through burn and dodge. Gold: special Fill behaviour.
Linear Light	Strong brightness contrast. Gold: special Fill behaviour.
Pin Light	Replaces colours selectively around the middle tones.
Hard Mix	Produces a graphic, poster-like result. Gold: special Fill behaviour.
Difference	Shows the difference between layers; matching pixels become black. Gold: special Fill behaviour.
Exclusion	A softer, lower-contrast Difference effect.
Subtract	Subtracts top-layer colour values from the bottom layer.
Divide	Divides the bottom colour by the top colour.
Hue	Takes hue from the top layer and brightness from the bottom layer.
Saturation	Takes colour intensity from the top layer and brightness from the bottom layer.
Color	Takes colour from the top layer and brightness from the bottom layer.
Luminosity	Takes brightness from the top layer and colour from the bottom layer.

Status and error messages

Situation	Approved message
Successful render	Rendered {mode} at {opacity}% opacity / {fill}% fill.
Non-image file	Please choose an image file.
Unreadable image	That image could not be loaded.
Unsupported blend mode	Unsupported blend mode "{mode}".
Invalid control value	{control} must be a finite number from 0 to 1.
Bad buffer or dimensions	The image buffers or canvas dimensions are invalid.

Use "Bottom layer" and "Top layer" consistently. Avoid technical terms such as source and destination in learner-facing copy unless they are introduced in the Technical Guide.