

Blend LAB v1.2

User Guide

INFO — Blend LAB is designed to accompany the Photoedithelp blend-mode learning material. It works entirely offline in a single HTML file.

The layer model

Every result starts with two RGBA image buffers. Blend LAB calls the lower image the Bottom layer and the upper image the Top layer. The selected mode determines how the two colours interact before the result is composited.

Control	What it changes	Learning question
Bottom layer	The source image below.	What should stay visible underneath?
Top layer	The image being combined.	What should influence the result?
Blend mode	The pixel interaction rule.	Should the result darken, lighten, contrast, compare, or transfer colour?
Opacity	The strength of the complete top layer.	How much of the top layer should show?
Fill	The strength of the mode's pixel contribution.	Does this special mode respond differently from Opacity?

Using the mode catalogue

The mode list is deliberately a fixed-height scrolling panel. It stays compact while still allowing you to explore the full catalogue without pushing the layer controls off-screen. Select one radio button at a time; Blend LAB never combines multiple active blend modes.

Darken family

- Darken chooses the darker value per channel; Multiply has the familiar “stacking ink” effect.
- Color Burn and Linear Burn are gold Fill Special modes.
- Darker Color chooses one whole colour rather than mixing channels.

Lighten family

- Lighten chooses the lighter value per channel; Screen is the intuitive lightening partner to Multiply.
- Color Dodge and Linear Dodge are gold Fill Special modes.
- Lighter Color chooses one whole colour rather than mixing channels.

Contrast family

- Overlay and Soft Light are in the turquoise “5 for 80%” route; Soft Light is gentler.
- Hard Light, Vivid Light, Linear Light, Pin Light, and Hard Mix create increasingly assertive effects.
- Vivid Light, Linear Light, and Hard Mix are gold Fill Special modes.

Comparative family

- Difference turns matching pixels black and is useful when learning alignment or inversion.
- Exclusion is a lower-contrast comparison effect.
- Subtract and Divide are direct arithmetic comparisons.



Whole-colour and component family

- Darker Color and Lighter Color select a complete colour according to relative lightness.
- Hue, Saturation, Color, and Luminosity separate colour components from brightness.
- Color is the fifth turquoise “5 for 80%” mode.

Opacity and Fill

Opacity controls how strongly the complete top layer contributes to the composite. Fill is a separate control because Photoshop and other major editors give eight modes distinct Fill behaviour: Color Burn, Linear Burn, Color Dodge, Linear Dodge, Vivid Light, Linear Light, Hard Mix, and Difference.

TIP — A useful comparison: select a gold mode, set Opacity to 50%, make a note of the result, then set Opacity back to 100% and set Fill to 50% in a full editor. The difference is the reason the gold cue exists.

Saving and privacy

Images are loaded from your device into the browser session. Blend LAB has no account, no network requirement, and no server upload path. Save PNG exports the visible result as a local PNG file.

Troubleshooting

If you see this	Try this
The effect is difficult to see	Use the supplied test card, start with 100% Opacity and Fill, then change one control.
A loaded image appears different in shape	Blend LAB draws both input images into the working canvas. It is intended for visual learning rather than layout or cropping work.
You cannot find a mode	Scroll within the Blend Mode panel; it has its own scrollbar.
Fill looks similar to Opacity	That is expected for ordinary modes. Try a gold Fill Special mode to explore the dedicated Fill route.