

BLENDING MODES CHEAT SHEET

Blending mode types

The 6 Blending Mode Categories

1 NORMAL

The Normal category includes blending modes that do not change the color of the layer but instead affect its transparency, but simply stack them on top of each other, these include **Normal** and **dissolve**
“Normal” is the default mode for layers in Photoshop.

2 DARKEN

The Darken category contains modes that darken the underlying layer based on the pixel values of the layer being blended.
It includes **Darken**, **multiply**, **color burn**, **linear burn**, and **darker color**, these modes will also make white invisible.

The darken blending mode category will make white invisible, you can use them to add apply a grunge texture or add contrast to an image

3 LIGHTEN

The **lighten** blending modes, as the name suggests, lighten the pixels in your design, making them brighter and more vibrant. But wait, there's more!

Screen mode brightens your design by combining the inverted colors of the top layer with the bottom layer.

Color Dodge mode increases contrast and lightens the colors in your design.

Linear Dodge (Add) mode adds the brightness of the top layer to the bottom layer.

“**Lighter Color**” mode compares the colors of both layers and keeps the lighter of the two.

The Lighten blending modes category will make black invisible, you can use them to apply a snow or rain overlay for example

4 CONTRAST

The Contrast category increases the contrast by making the lighter areas lighter and the darker areas darker, while preserving the overall tonality of the image

This happens by multiplying or screening the colors depending on the base color resulting into a vivid, high-contrast effect, which can be useful for adding a dramatic effect to an image.

This category includes **overlay**, **soft light**, **hard light**, **vivid light**, **linear light**, **pin light**, and **hard mix**.

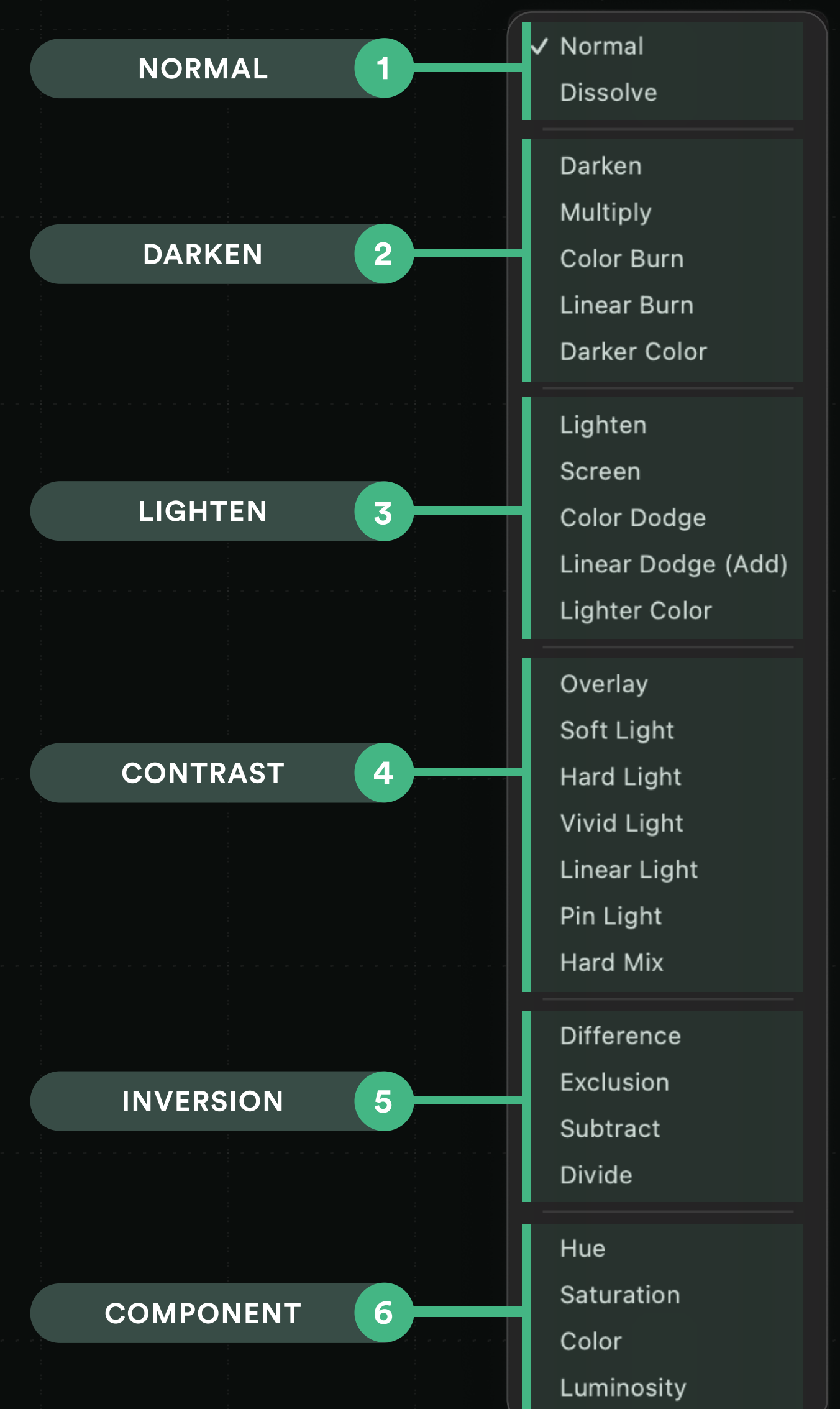
Contrast blending modes will make 50% gray invisible except for the last one “Hard mix”, which makes them perfect for applying noise effects and sharpening images.

5 INVERSION

The blending modes in this category invert the colors of the base layer and blend it with the blend layer.
This category includes **difference**, **exclusion**, **subtract** and **divide**

6 COMPONENT

The blending modes in this category affect only certain color channels of the base layer, such as the red, green, or blue channel, while leaving the other channels untouched.
This can create interesting effects by selectively blending colors, this category includes **Hue**, **saturation**, **color** and **luminosity**



Blending Modes Shortcuts

Use the keyboard shortcut **Shift +** and **Shift -** to quickly cycle between the next and previous blending mode even if the dropdown menu is not open, this way you can switch between modes very fast.

NEXT BLENDING MODE:

SHIFT ⬆ + +

PREVIOUS BLENDING MODE:

SHIFT ⬆ + -