



Metodi di fusione

(2°)

Per scorrere i metodi di fusione MAIUSC ↑ o ↓



Normale (e dissolvi)



Colore più scuro



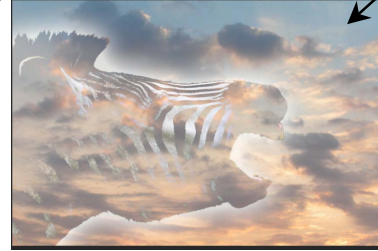
Colore più chiaro



Luce lineare



Scurisci



Schiarisci



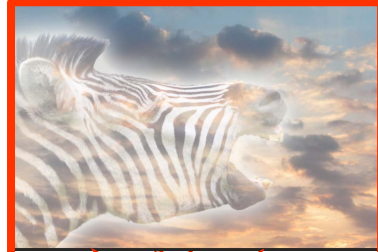
Sovrapponi



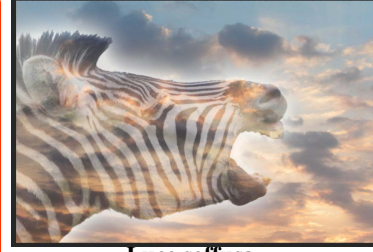
Luce puntiforme



Moltiplica



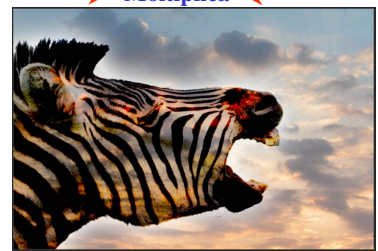
Scolora



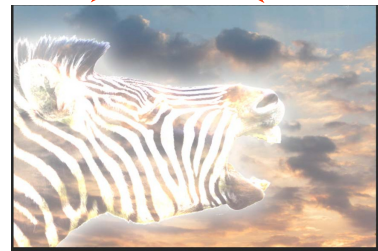
Luce soffusa



Sovrapponi colori



Colore brucia



Colore schermo



Luce intensa



Differenza



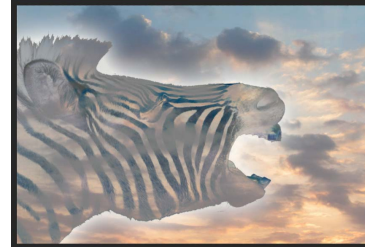
Brucia lineare



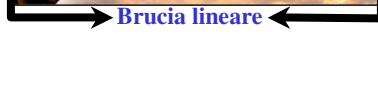
Schermo lineare (Aggiungi)



Luce vivida



Esclusione



Dividi

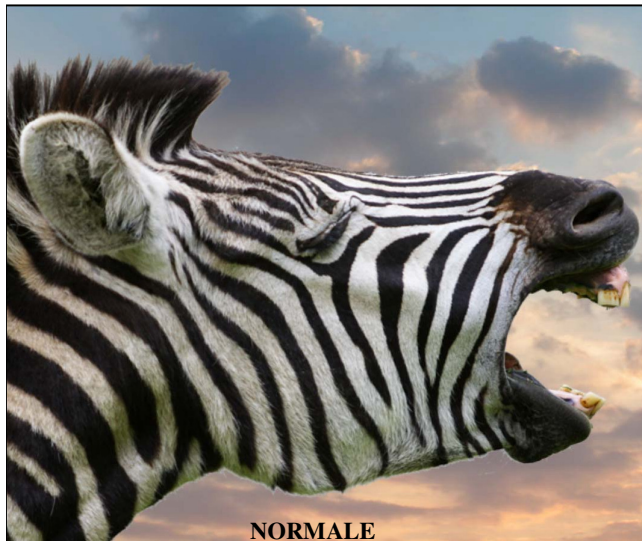
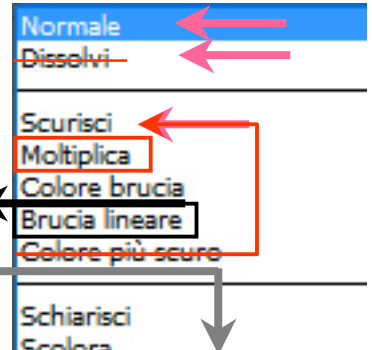
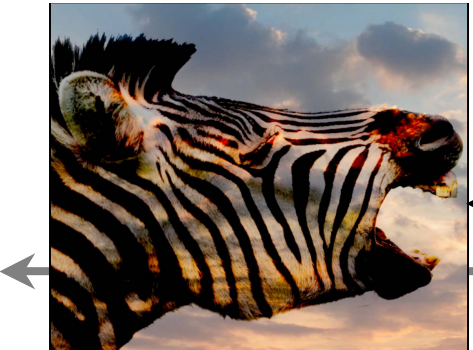
- Normale
- ~~Dissolvi~~
- Scurisci
- Moltiplica
- Colore brucia
- Brucia lineare
- Colore più scuro
- Schiarisci
- Scolora
- Colore schermo
- Schermo lineare (Aggiungi)
- Colore più chiaro
- Sovrapponi
- Luce soffusa
- Luce intensa
- Luce vivida
- Luce lineare
- Luce puntiforme
- Sovrapponi colori
- Differenza
- Esclusione
- Sottrai
- Dividi





Fusioni per scurire

(3')



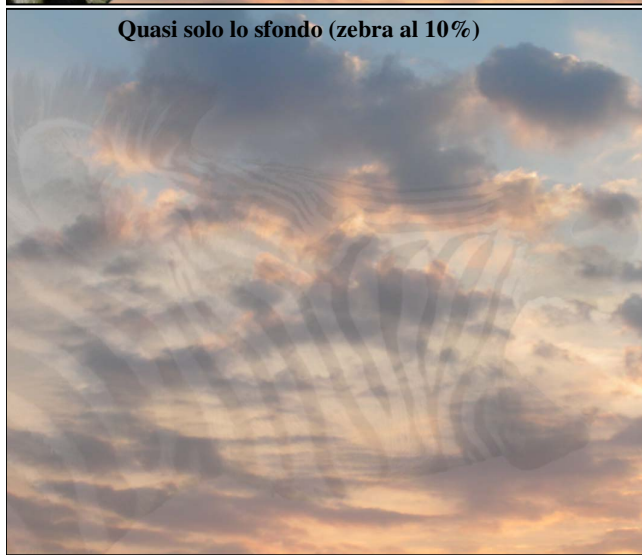
NORMALE



MOLTIPLICA



SCURISCI



Quasi solo lo sfondo (zebra al 10%)



Solo la zebra



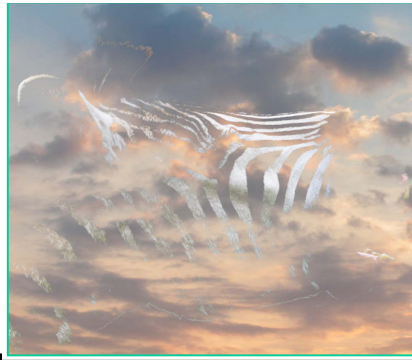
BRUCIA LINEARE





Fusioni per schiarire

(1')

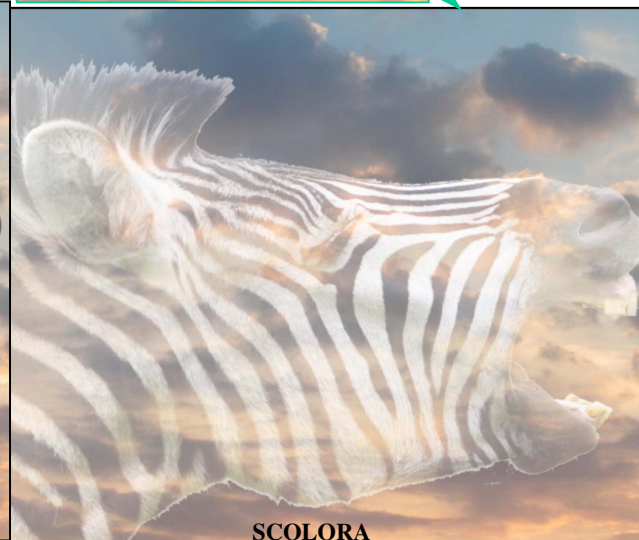


- Scurisci
- Moltiplica
- Colore brucia
- Brucia lineare
- Colore più scuro

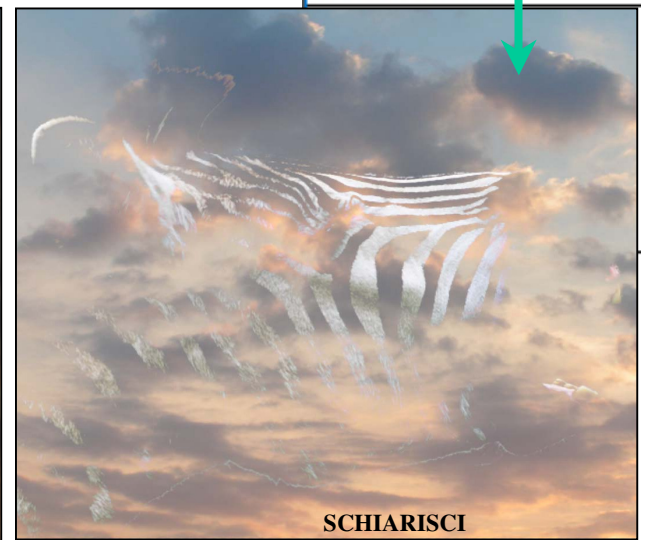
- Schiarisci ←
- Scolora
- Colore schermo
- Schermata lineare (Aggiungi) ←
- Colore più chiaro



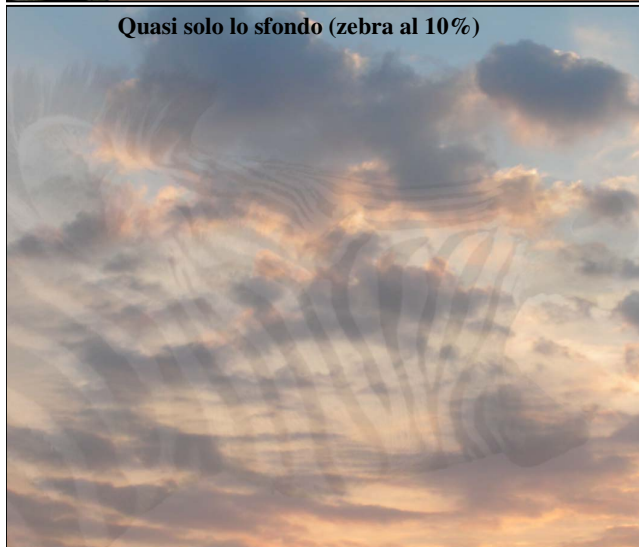
NORMALE



SCOLORA



SCHIARISCI



Quasi solo lo sfondo (zebra al 10%)



Solo la zebra



SCHERMA LINEARE

