



Affinity – Layers, Masks and Blend modes

The principle of layers is the basis for much of the work done in Affinity Photo

Layers There are four main types of layer:

1. Pixel layer – This is the one with the image on it _ the first one you open will default to be the background and is locked to the bottom of the stack. (but can be unlocked and can then moved)
2. *Image layer - If you add another image it may import as an image layer (only important if you are making a document with several images that you don't want to change and you want to limit the overall document size)*
3. Adjustment layer- this will be added at the top of the stack and affect all layers below it. If an adjustment layer is lifted on to a pixel layer they become a 'child' of that layer and will only affect that layer (shown by being offset to the right)
4. Live Filter Layer –will be added as a child layer and so will only affect the parent layer
IT CAN ONLY BE ACCESSED FROM THE SIDE PANEL NOT THE TOP OF SCREEN
All layers are affected by Masks and blend modes

Masks They restrict the visibility of parts of the image or from the effect on the image

If the mask layer is white the image is not affected and any image beneath is completely concealed

If the mask layer is black all the image is lost and only what is on the layer beneath is revealed
You create a mask layer by clicking on the white box with a black circle in it.

By default the mask will be white concealing everything Click on Ctrl+I to invert it to black and reveal everything

Masks are built into adjustment and filter layers but work in exactly the same way

To put it briefly:

Black Reveals White Conceals BRWC

Blending Modes – The main 5

- **Normal**—The default blend mode. The top pixels display over underlying pixels according to the level of top layer opacity. i.e. 100% means you cannot see the layer beneath, 0% means the top layer is transparent and you cannot see it.
- **Multiply**—The blending result is a combination of the top and bottom colour at each pixel position, always producing a darker value. Other blend modes in the same group have a similar effect.
- **Screen**—The opposite of Multiply, where the blending result is a combination of the inverse of the top and bottom colour at each pixel position, always producing a lighter value.
- **Overlay**—Applies either Multiply or Screen blend mode, depending on the bottom colour at each pixel position. If the bottom layer pixels are <50% grey, it multiplies; if >50% it screens.
- **Divide**—Lower layers are lightened based on luminance on the upper layer. White has no effect. Lightness is increased progressively by grey through to black.
- **Colour Burn**—Darkens the bottom colour pixels relative to the values of the top colour pixels.

It's really about suck it and see as it will produce some interesting results

If you click on the cog you will open the blend range dialogue box – and you're on your own !!

Good Luck