

ProCreate

<https://procreate.art>

handbook

- <https://procreate.art/handbook/procreate>

BlendMode

Multiply - multiplies the luminosity of the base color by the blend color -

Darken - compare the base and blend colors, and keeps the darker of the two. -

Color Burn - increases the contrast between the base and blend colors - 가

Linear Burn - decreases the brightness of the base color based on the value of the blend color

Darker Color - functions like Darken, but takes a composite of all the RGB channels -

Lighten - compares the base and blend colors, and keeps the brightest of the two

Screen - produces different levels of brightening depending on the luminosity values of the blend layer

Color Dodge - creates a brighter effect than Screen by decreasing the contrast between base and blend colors

Add - brightens the base color to reflect the blend color by increasing the brightness

Lighter Color - functions like Lighten, but takes a composite of all the RGB channels

Overlay - lightening and darkening images by shifting the mid-tones -

Soft Light - applies subtle darkening or lightening effects based on luminance values -

Hard Light - uses the brightness values of the Blend layer to make its calculations

Vivid Light - Anything darker than 50% gray is darkened, and anything lighter than 50% gray is lightened

Linear Light - combines Dodge effects on lighter pixels with Burn effects on darker pixels

Pin Light - performs Darken and Lighten simultaneously, creating a patchy result with all mid-tones removed

Hard Mix - provides a result using only white, black, or any of the six primary colors

Difference - uses the difference of the base and blend colors to create the resulting blend

Exclusion - works the same way as Difference but doesn't darken grays

Subtract - drastically darkens colors by subtracting brightness

Divide - Darker colors create brighter results, while already light areas produce little change

Hue - change the hues in a layer while maintaining the tones and saturation

Saturation - preserves the luminosity and hue of the base layer while adopting the saturation of the blend layer

Color - preserves the luminosity of the base layer while adopting the hue and saturation of the blend layer

Luminosity - preserves the hue and saturation of the base layer while adopting the luminosity of the blend layer - 가 .

Links

- <https://pixabay.com>

Resource

Resource , dropbox → Save to my Dropbox

Procreate

- Brush
- Pattern
- Stamp
- Swatch

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Plugin Backlinks:

From:

<http://moro.kr/> - **Various Ways**

Permanent link:

<http://moro.kr/open/procreate>

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