Compositing

257522_PixelRule.tiff ¬

Compositing is the task of combining two images by means of calculating the result on a per-pixel basis. The original image is the destination as the result will be put into it. The source data comes from the applied action and will by combined using the current compositing method with the document window. It might be a good idea just to experiment with them a little to see what results they produce. The words in brackets indicate the NEXTSTEP terms that are sometimes used for these methods.

Important note: Every action you use will put the calculated image into the document by respecting the currently chosen compositing method.

copy;¬**Copy [COPY]** All channels of the source image will be copied into the destination without any change. This is the standard method to change alpha channel information in an image. If you want to make an area, say, 30% transparent, you will probably use this method.

Fig.1.tiff ¬ 361159_paste.tiff ¬ Fig.2.tiff ¬ 789358_paste.tiff ¬ Fig.3.tiff ¬

over;¬**Over [SOVER]** Puts the pixel over the destination picture by respecting its transparency. That is, in transparent areas of the new image, the underlying picture will shine through.

Fig.4.tiff ¬ paste.tiff ¬ Fig.5.tiff ¬ 456203_paste.tiff ¬ Fig.6.tiff ¬

under;¬**Under [DOVER]** Same as Over but the destination pixel will be on top, again respecting transparency. This compositing method makes sense only if there are transparent areas within the destination image.

Fig.7.tiff ¬ 562914_paste.tiff ¬ Fig.8.tiff ¬ 945409_paste.tiff ¬ 829757_paste.tiff ¬

in;¬In [SIN] Puts the destination pixel only if the underlying pixel is not transparent. Technically this means that the color values will be transferred whereas the alpha channel will be ignored.

Fig.10.tiff ¬ 616466_paste.tiff ¬Fig.11.tiff ¬ 338969_paste.tiff ¬ Fig.12.tiff ¬

stencil;¬**Stencil [DIN]** Areas of the source image that have an alpha channel will be stencilled into the destination image. In other words, only the alpha channel of the source image is transferred.

Fig.13.tiff ¬ 279922_paste.tiff ¬ Fig.14.tiff ¬ 666835_paste.tiff ¬ Fig.15.tiff ¬

brighter;¬**Brighter** Brightness of source and destination will be compared and the brighter pixel will be the resulting one.

Fig.16.tiff ¬ 155410_paste.tiff ¬ Fig.17.tiff ¬
757598_paste.tiff ¬
Fig.18.tiff ¬

darker;¬**Darker** Brightness of source and destination will be compared and the darker pixel will be the resulting one.

Fig.19.tiff ¬ 802960_paste.tiff ¬ Fig.20.tiff ¬
567172_paste.tiff ¬
Fig.21.tiff ¬

add;¬**Add [PLUSD]** Adds the color values of the two parts to be combined resulting in the destination pixel. This method works with a subtractive color model,

this means, adding white to an image doesn't change it, adding dark colors will make it darker.

Fig.22.tiff ¬ 956080_paste.tiff ¬Fig.23.tiff ¬ 436306_paste.tiff ¬ Fig.24.tiff ¬

sub;¬Sub Subtracts the two pixel values. This method works with a subtractive color model, this means, subtracting white from an image doesn't change it, while subtracting dark colors will make it brighter.

Fig.25.tiff ¬ 242587_paste.tiff ¬Fig.26.tiff ¬ 35326_paste.tiff ¬ Fig.27.tiff ¬

mul;¬**Mul** Multiplies the two pixel values resulting in the destination pixel. This method uses additive color mixing. This means, multiplying with white doesn't change the image.

Fig.28.tiff ¬ 868566_paste.tiff ¬ Fig.29.tiff ¬ 710021_paste.tiff ¬ Fig.30.tiff ¬

difference;¬**Difference** Calculates the difference between the source and the destination image. Equal areas will become white,whereas regions with different contents will be dark.

Fig.31.tiff ¬ 297746_paste.tiff ¬ Fig.32.tiff ¬416692_paste.tiff ¬ Fig.33.tiff ¬

red;¬**Red** Only the red channel will be transferred from source to destination. All other channels will remain in their previous state. Note: Like every other compositing method, this even works with CMYK images.

Fig.34.tiff ¬ 953591_paste.tiff ¬ Fig.35.tiff ¬ 154009_paste.tiff ¬ Fig.36.tiff ¬

green;¬**Green** Only the green channel will be transferred (see Red.)

Fig.37.tiff ¬ 943855_paste.tiff ¬ Fig.38.tiff ¬ 320645_paste.tiff ¬ Fig.39.tiff ¬

blue;¬**Blue** Only the blue channel will be transferred (see Red.)

Fig.40.tiff ¬ 793150_paste.tiff ¬ Fig.41.tiff ¬
681601_paste.tiff ¬
Fig.42.tiff ¬

hue;¬Hue Only the Hue channel of the HSI / HSB color models will be transferred (see Red.)

Fig.43.tiff ¬ 854754_paste.tiff ¬ Fig.44.tiff ¬
416698_paste.tiff ¬
Fig.45.tiff ¬

saturation;¬Saturation As Hue, but only the Saturation channel is transferred.

Fig.46.tiff ¬ 644432_paste.tiff ¬ Fig.47.tiff ¬

429579_paste.tiff ¬
Fig.48.tiff ¬

brightness;¬Brightness This transfers the Brightness channel of the HSB color model to the destination picture (see Red.)

Fig.49.tiff ¬ 281212_paste.tiff ¬ Fig.50.tiff ¬
723103_paste.tiff ¬
Fig.51.tiff ¬

intensity;¬Intensity This transfers the Intensity channel of the HSI color model to the destination picture (see Red.)

Fig.52.tiff ¬ 881193_paste.tiff ¬ Fig.53.tiff ¬
746046_paste.tiff ¬

Fig.54.tiff ¬