



DESIGNER'S GUIDE

# Blending Mode Reference Sheet

# BLENDING MODES

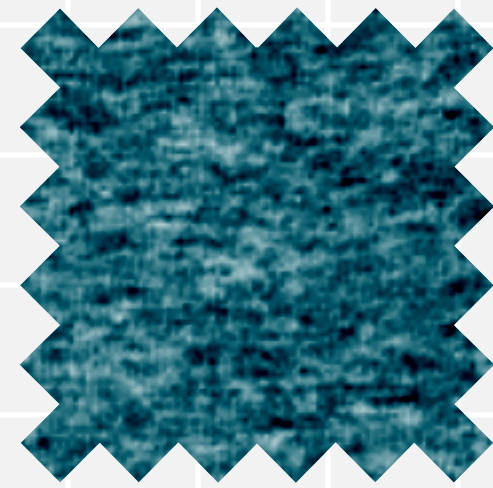
EXAMPLE PATTERN: Cotton Heather



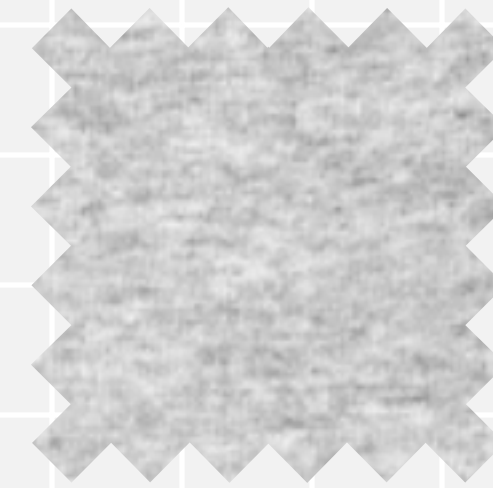
Darken



Multiply



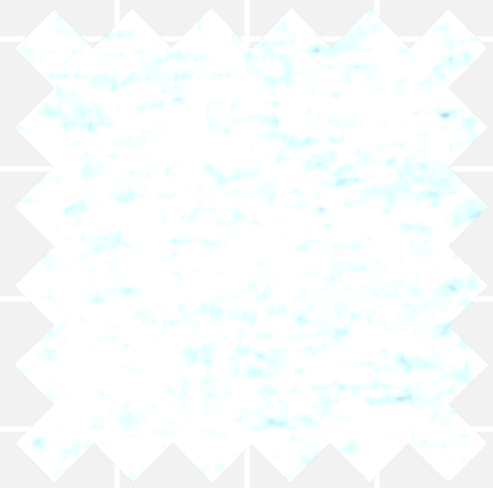
Color Burn



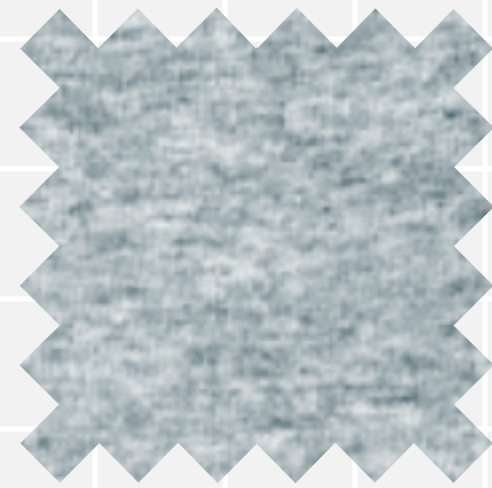
Lighten



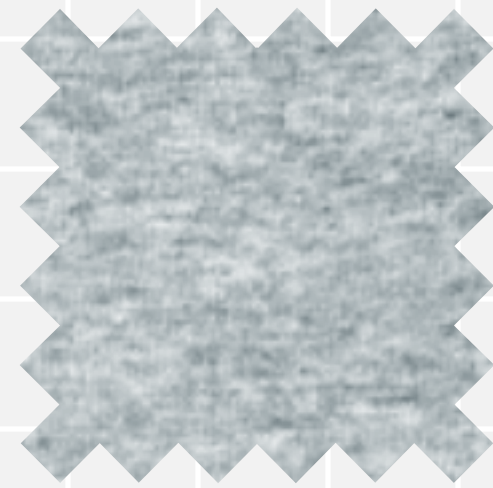
Screen



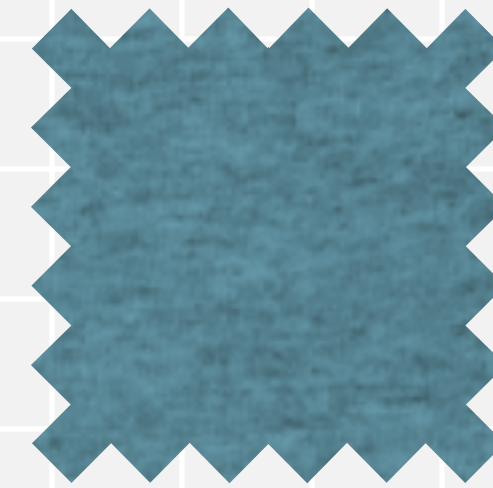
Color Dodge



Overlay



Softlight



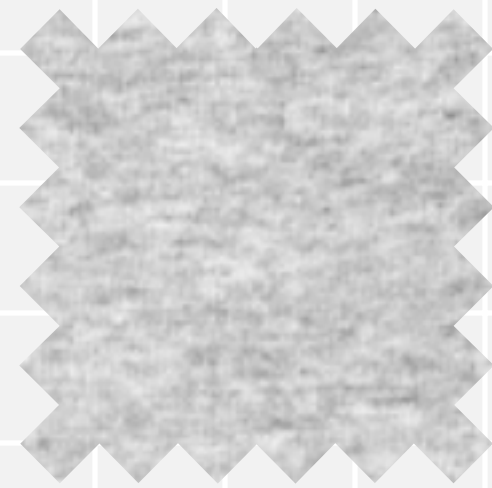
Hard Light



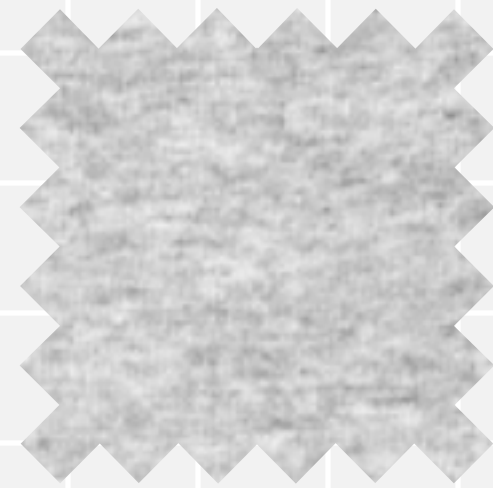
Difference



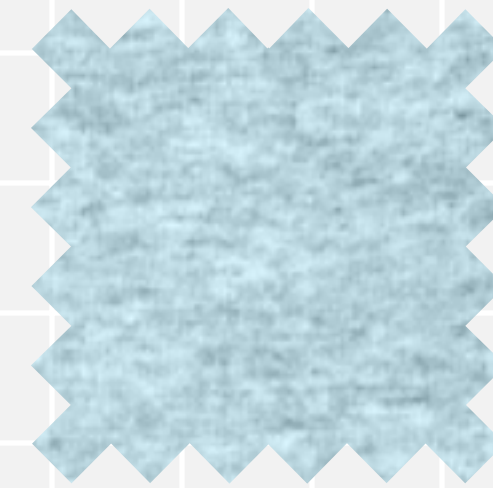
Exclusion



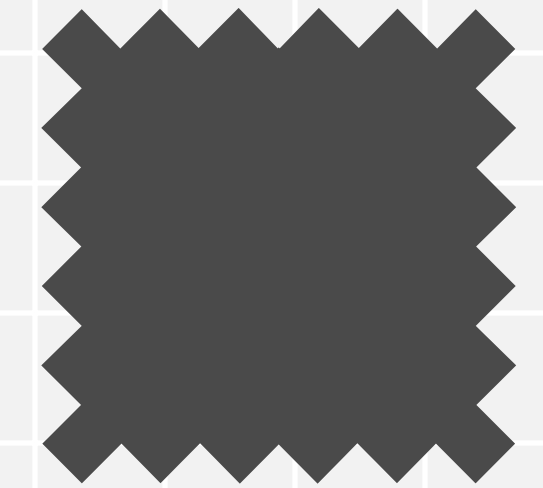
Hue



Saturation



Color



Luminosity



# BLENDING MODES

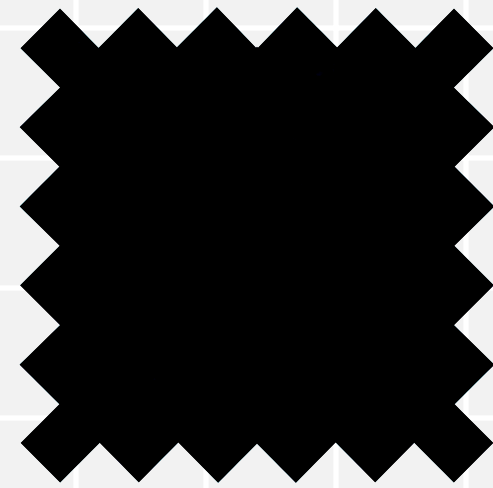
EXAMPLE PATTERN: Streak Heather



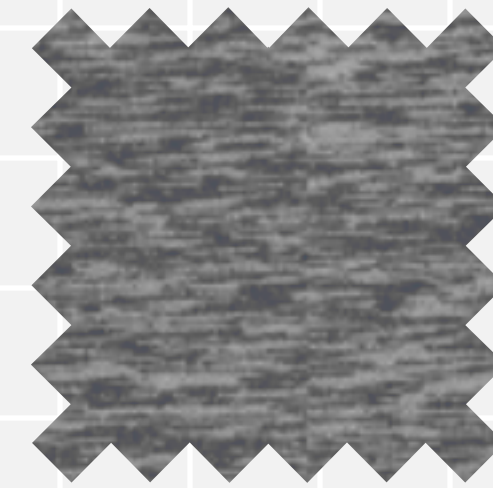
Darken



Multiply



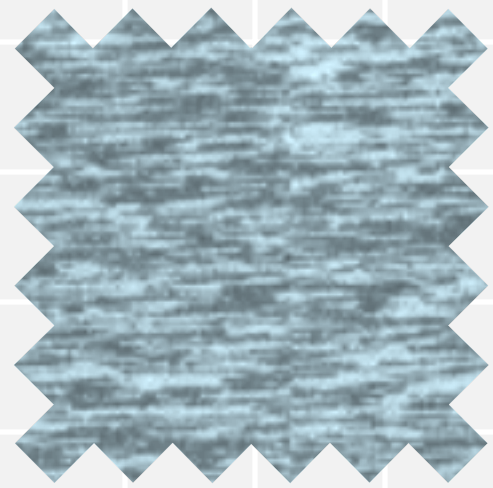
Color Burn



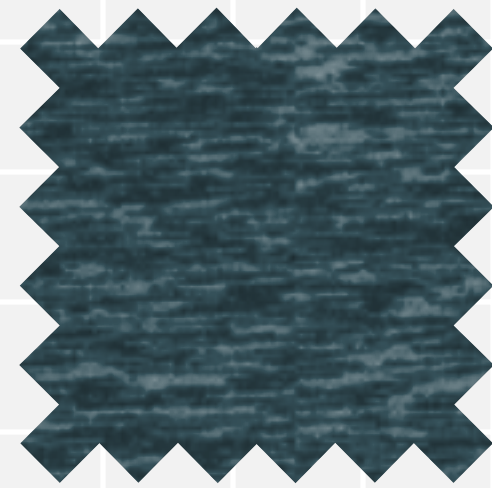
Lighten



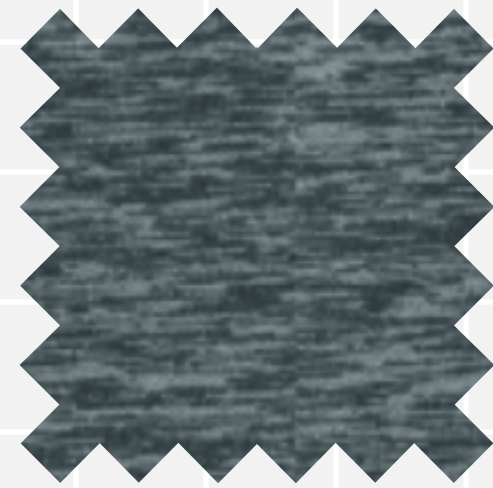
Screen



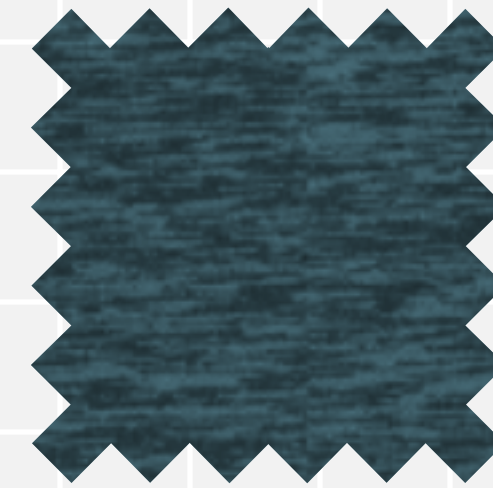
Color Dodge



Overlay



Softlight



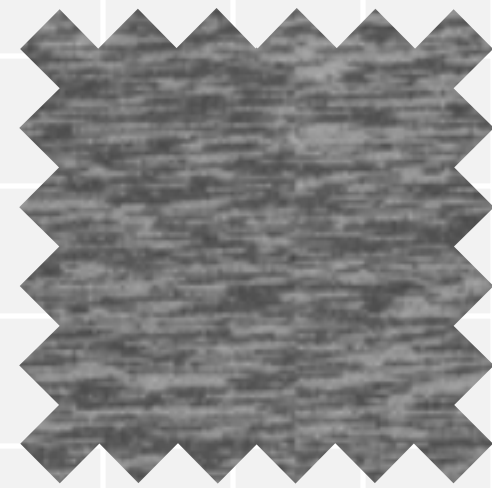
Hard Light



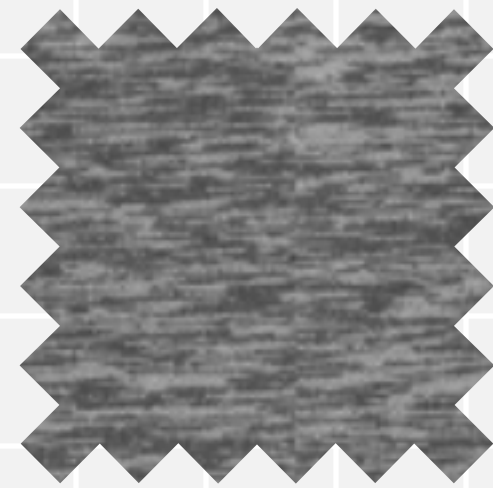
Difference



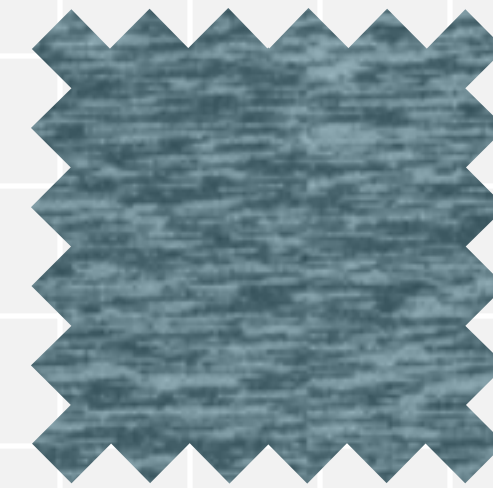
Exclusion



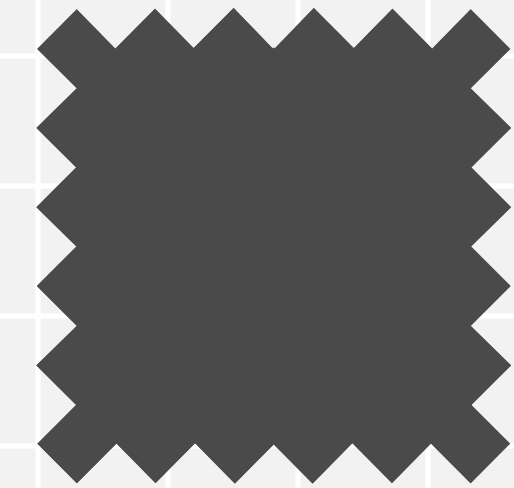
Hue



Saturation



Color



Luminosity

# HOW APPLY BLENDING MODES



## ADOBE ILLUSTRATOR

### STEP 01

Make sure the texture is in greyscale  
(click on texture. Click on edit>edit colors>convert to greyscale)

### STEP 02

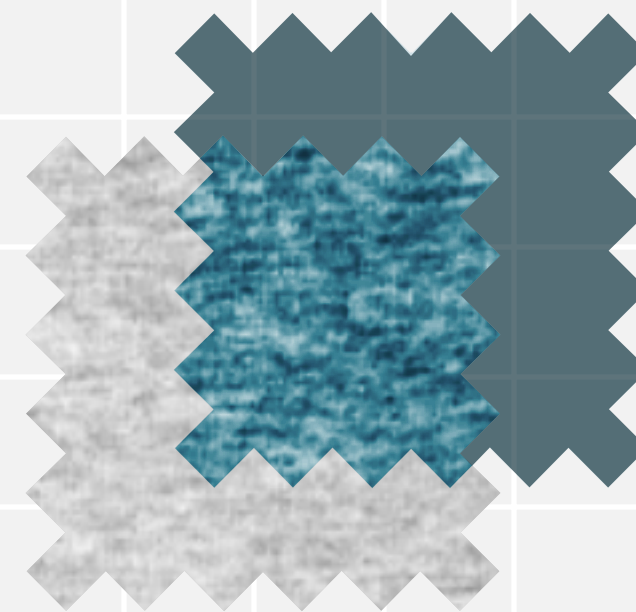
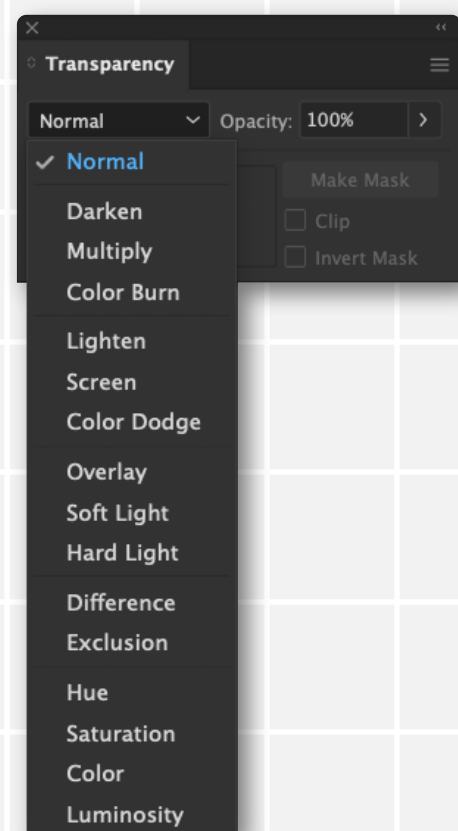
Create a solid color shape and place it on top of the texture pattern

### STEP 03

Click on: Window>Transparency

### STEP 04

From the Transparency window choose a blending mode



## ADOBE PHOTOSHOP

### STEP 01

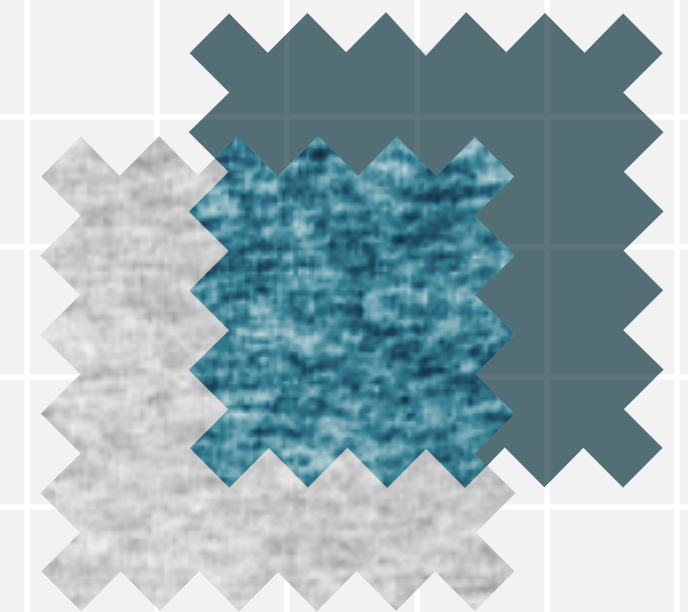
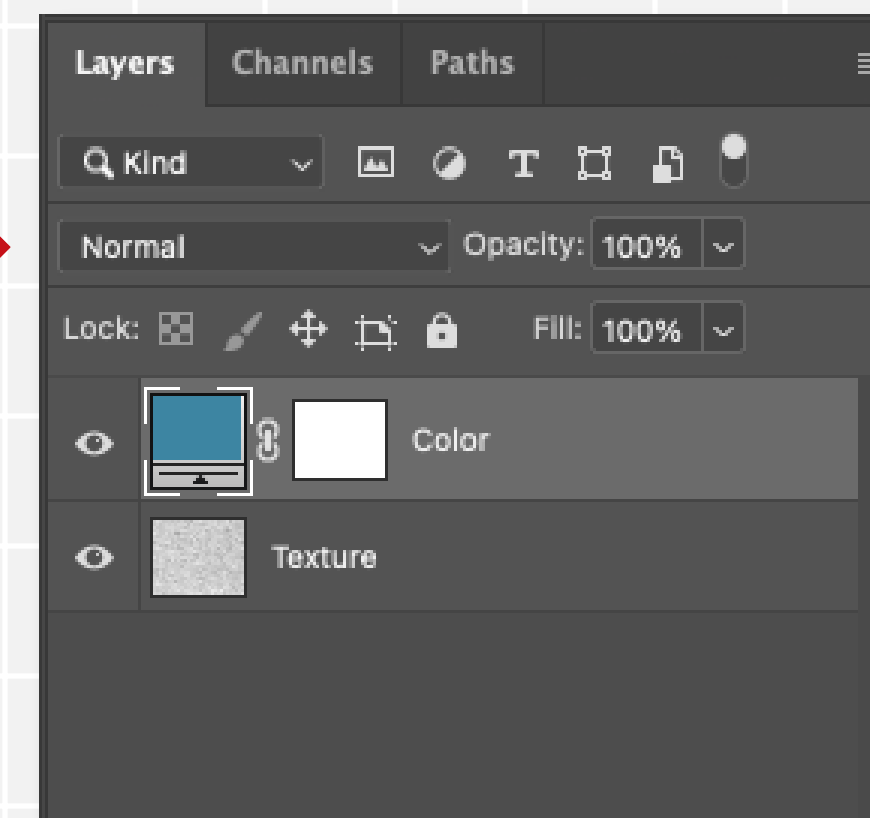
Make sure the texture is in greyscale or completely desaturated

### STEP 02

Create a solid color layer on top of the texture

### STEP 03

Select a blending mode. (Located just above the layers panel)



**SWATCHSUPPLY**