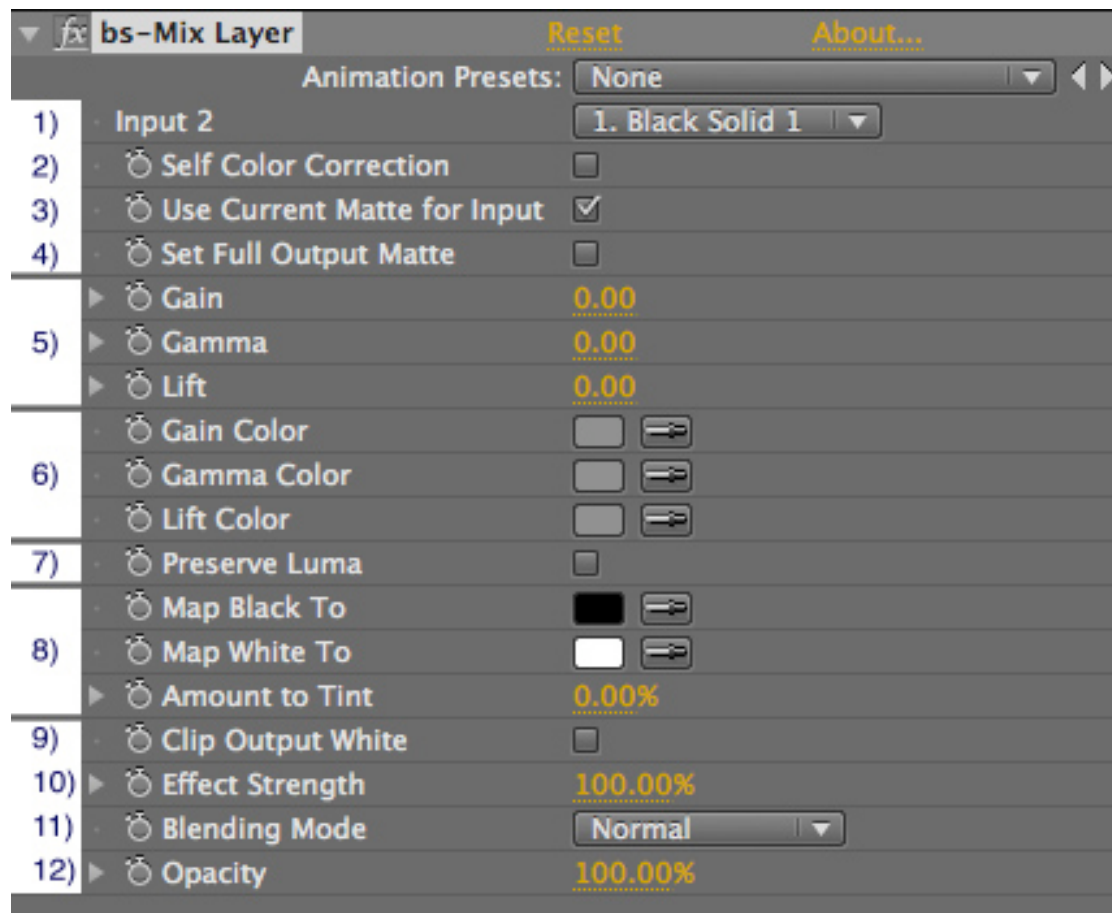


## bs-Mix Layer:

32 bpc compatible effect. Mixes another layer into image using various blending modes. Possibility to adjust input layer before mixing it into the image. With combination of “Set Matte” or “bs-Smart Set Matte” – possibility to use data from another layer to determine alpha used for mixing the input layer.



### 1) Input 2:

Layer to be mixed into the image.

### 2) Self Color Correction:

Ignore Input 2 and use effect as color correction tool.

### 3) Use Current Matte for Input:

Mix the input layer using only the area defined by current matte of the layer. Pixels with Alpha “0” will not be affected.

### 5) Gain/Gamma/Lift sliders:

Correct gain, gamma and lift of the input layer.

### 6) Gain/Gamma/Lift color pickers:

Colors to be used as gain, gamma and lift corrections.

**7) Preserve Luma:**

If checked on – luminance correction will be applied after Gain/Gamma/Lift colors, so that it matches luminance determined by Gain/Gamma/Lift sliders. Use it if you want to control luminance via sliders and chrominance (hue and saturation) via color pickers.

**8) Tint controllers:**

Tints the image. Controllers work the same as in standard “Tint” effect. Note that by default “Amount to tint” is set to zero.

**9) Clip Output White:**

Clips resulting image to 1.0 (255 in 8bpc format). When working in 8 bpc this will happen anyway, but in 32 bpc you have a choice. Note that negative values will be clipped to zero no matter what you do.

**10) Effect Strength:**

Strength of all the adjustment.

**11) Blending Mode:**

Blending mode to be used for mixing the layer.

**12) Opacity:**

Opacity of input layer.