



# What, why and how Blending Images



Barbara Rose, Tripod Camera Club, November 28, 2023



# How blending defined (here and elsewhere)



Blending and compositing—defining is a bit of rabbit hole, since both involve using multiple photos, and many different definitions



Compositing—taking parts of different photos and putting them together



Blending whole images—used in a variety of ways



My use—overlapping and blending of subjects, color, textures, elements of design



# Take aways in what blending is....



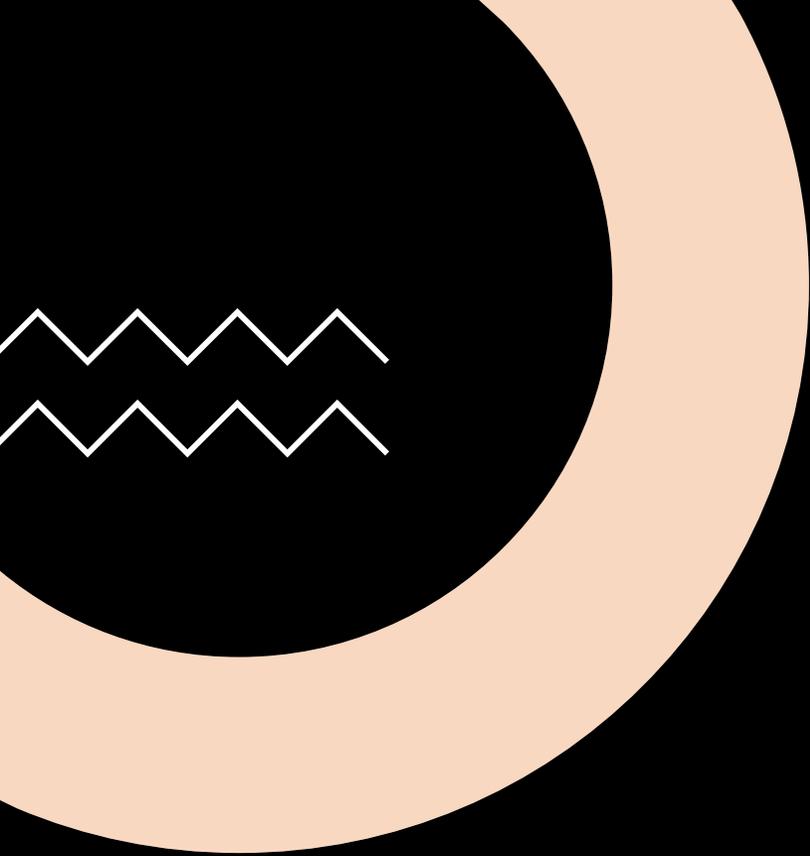
It's anything you want it to be—a practical and creative tool



Can use to add natural effects (like adding foreground elements to improve composition)



Creative effects—color, context, story, texture



“The whole is greater than the sum of the parts.”

(Aristotle, slight paraphrase)



Examples: Blending for artistic effects to enhance elements of photo (color, texture, context), mood, story: Can use in any subject/genre (and can blend using blended photos)



# Place



# Playing with aspect ratios



Texture and color play (photos used on right)



## Enhancing context and story



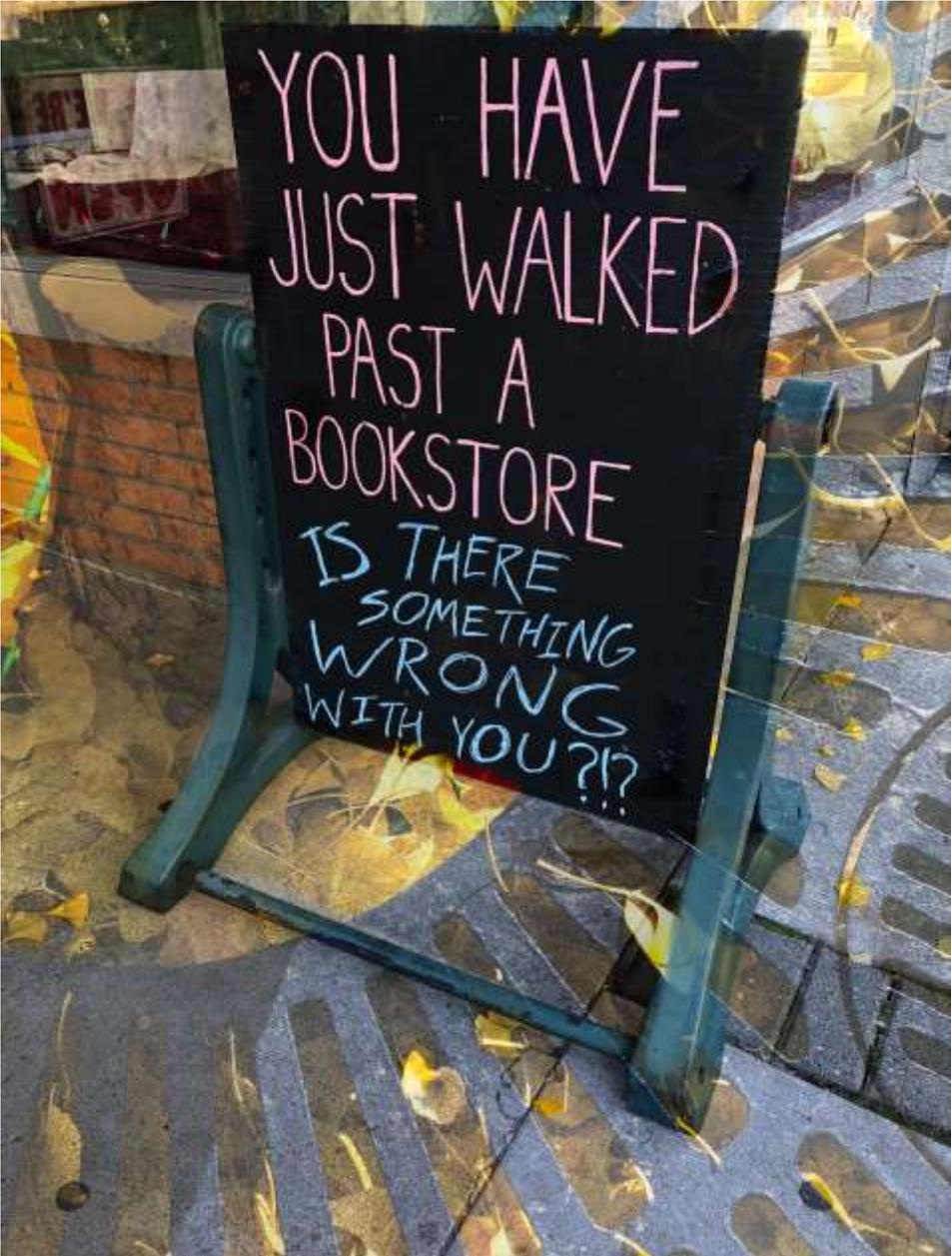
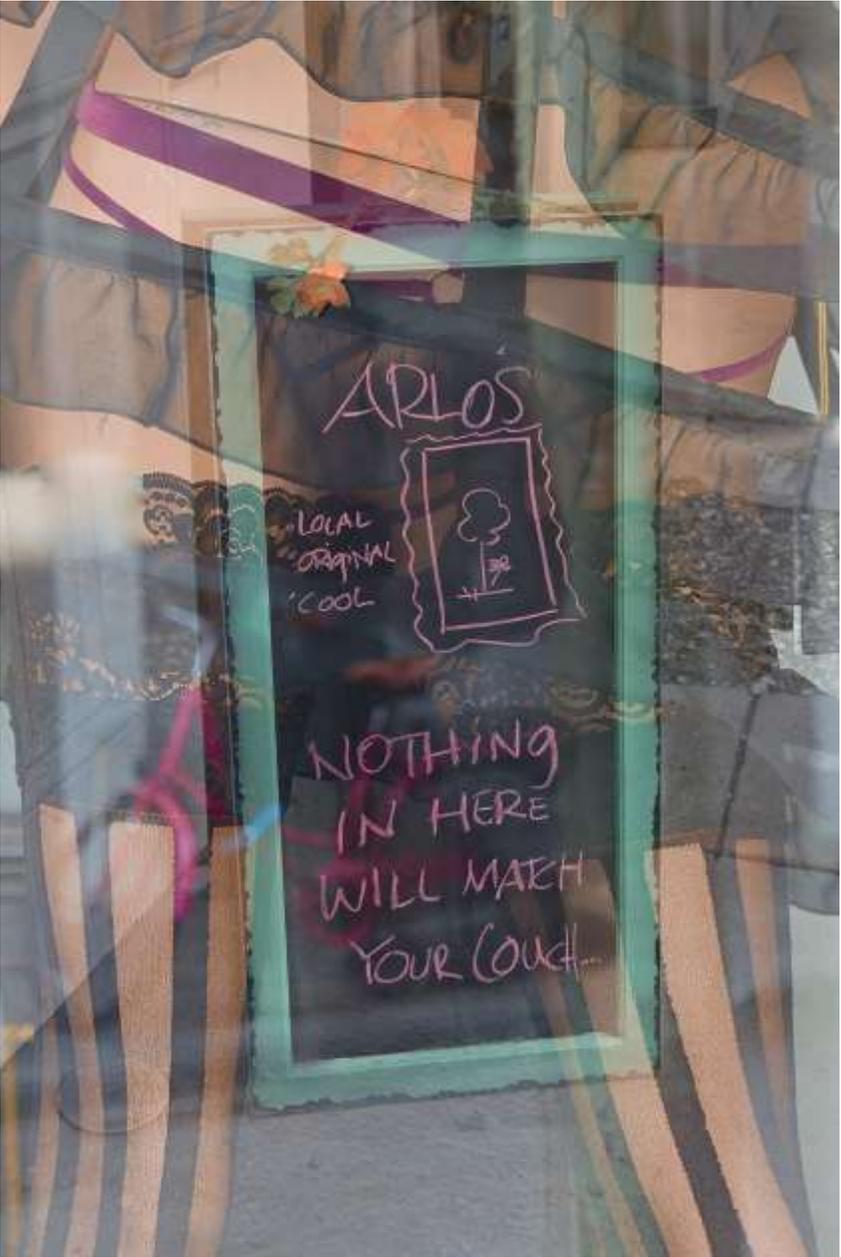
# Lennon wall, Prague



# Enhancing texture and pattern



Sidewalk signs in the context of their places (New Orleans and Troy, Ohio)



Combining black and white and color



# Architecture and place



# Enhancing message making

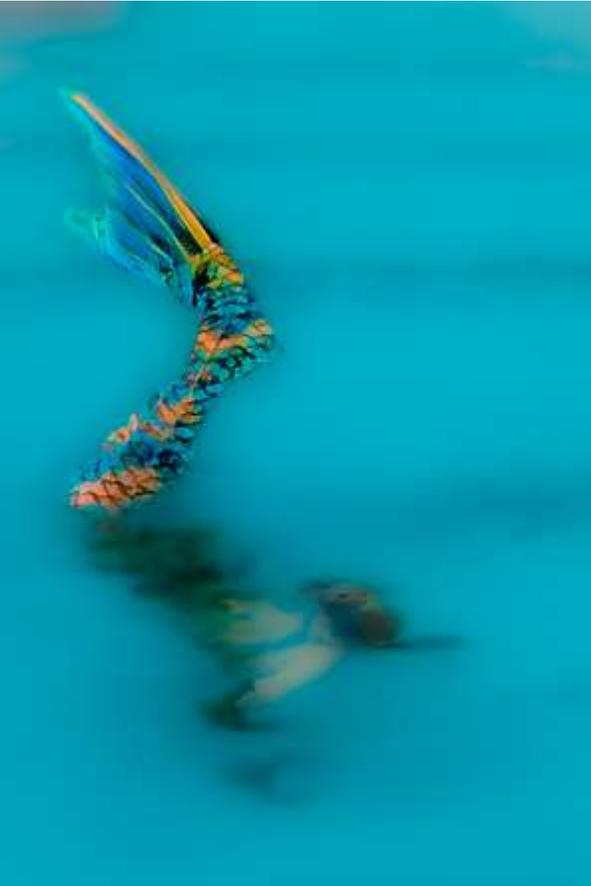




Whimsey



Subject photos and their originals: Power of RAW and cropping



## How to: Step-by-Step

- Resource used: "How to Add Texture in Photoshop," Jenn Mishra, Expert Photography, <https://expertphotography.com/photoshop-textures/>

Her example is used to  
add foreground element/  
Leading line

Her steps will be used in  
this presentation; I'll adapt  
for my example



# My blending workflow



Basic editing of images in Lightroom (or whatever you use) for two selected photos



Open PS and add two images as separate layers. (Have texture image on top)



Resize images to match if necessary (using free transform)



Play with “opacity” and “blending “ modes (located in layers panel)



Erase anything from the main image you don't want (like texture across a face) using “Layer” at top of PS and brush tool)



Save, close, and return to LR (or whatever you use) for final adjustments

# Example: Blending images at Waterworks Park, Port Clinton, Ohio



# Select two photos

Select "background" and "texture" layer photos in Lightroom ("background" photo will be what you want to be more dominant in blended photo)

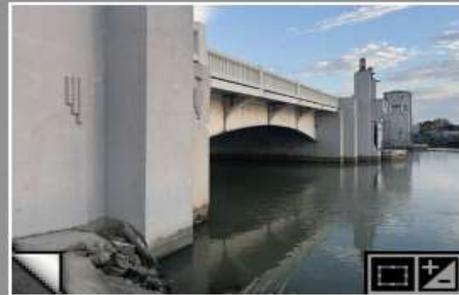
Apple **Lightroom Classic** File Edit Library Photo Metadata View Window Help

LrC CAT **Lightroom Catalog-2-v12.lrcat - Adobe Photoshop**

Adobe Lightroom Classic  
Barbara Rose

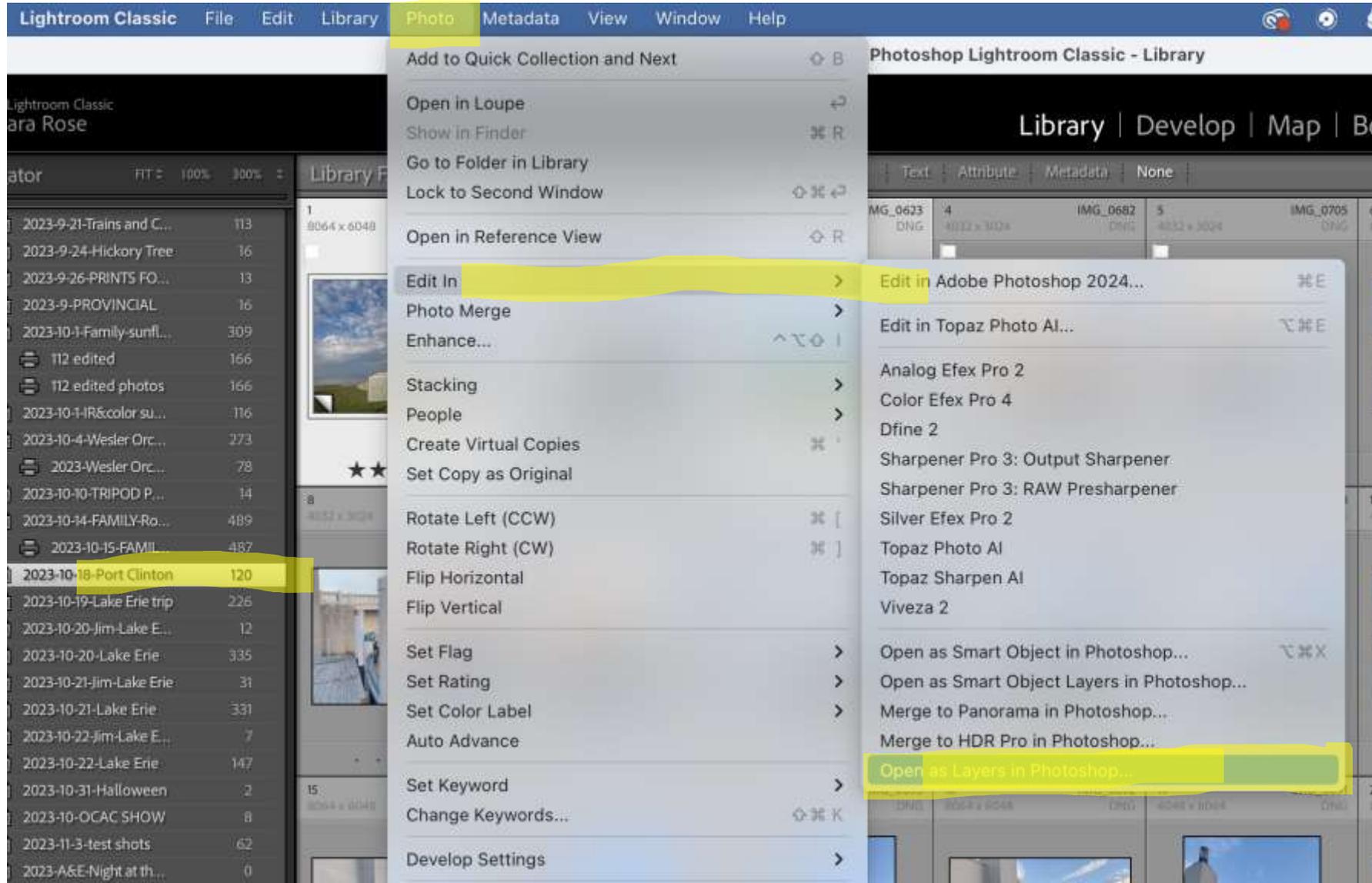
Navigator FIT 100% 300%

Library Filter : Text At

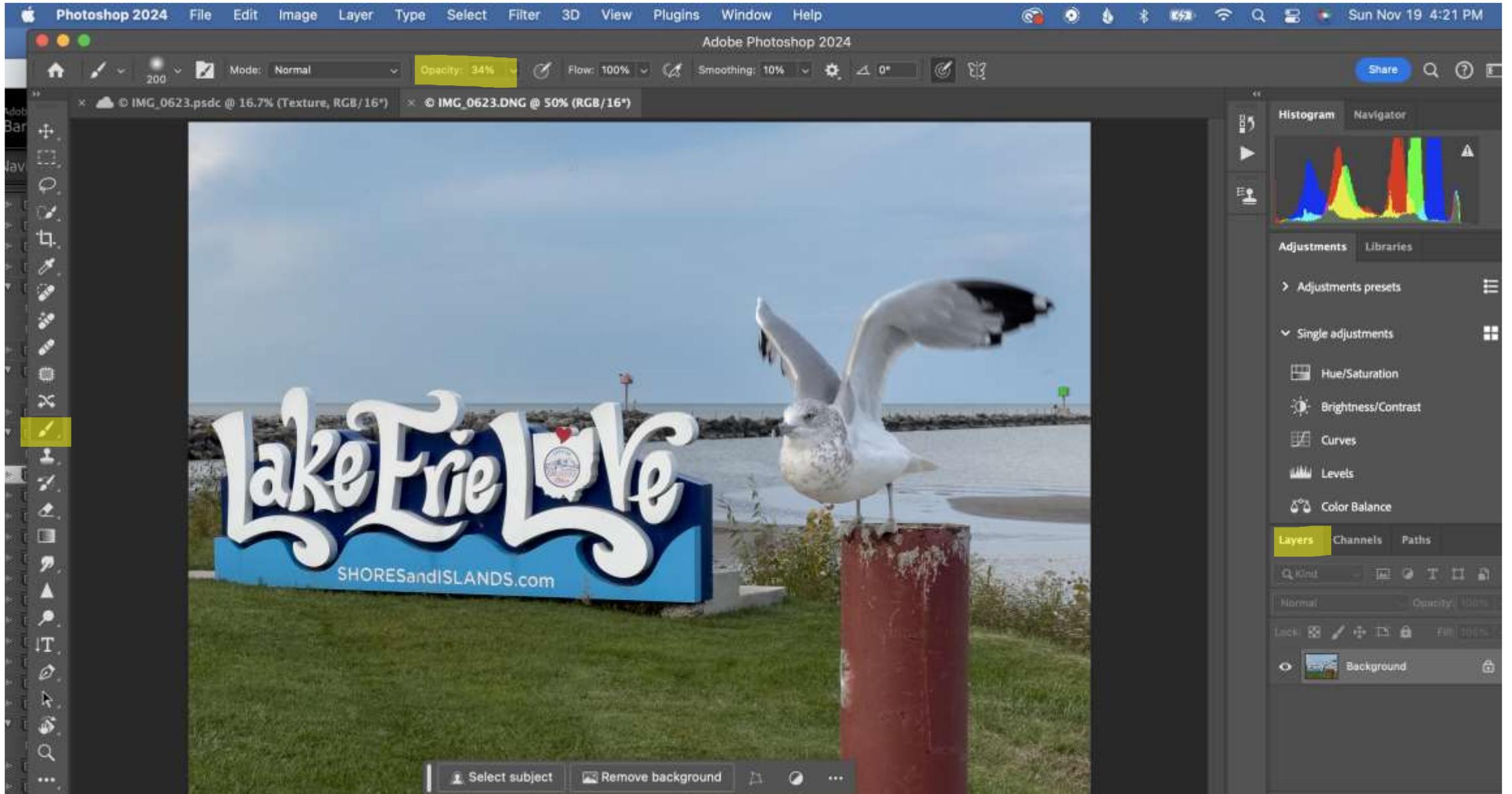
1 8064 x 6048  ★★★★ . .	Copy 1 DNG 2 7487 x 5615  ★★ . . . .	3 3462 x 2597  ★★ . . . .	4 4032 x 3024 
8 4032 x 3024 IMG_0702 DNG	9 4032 x 3024 IMG_0701 DNG	10 4032 x 3024 IMG_0700 DNG	11 4032 x 3024

# Step 1: Open Images in Photoshop

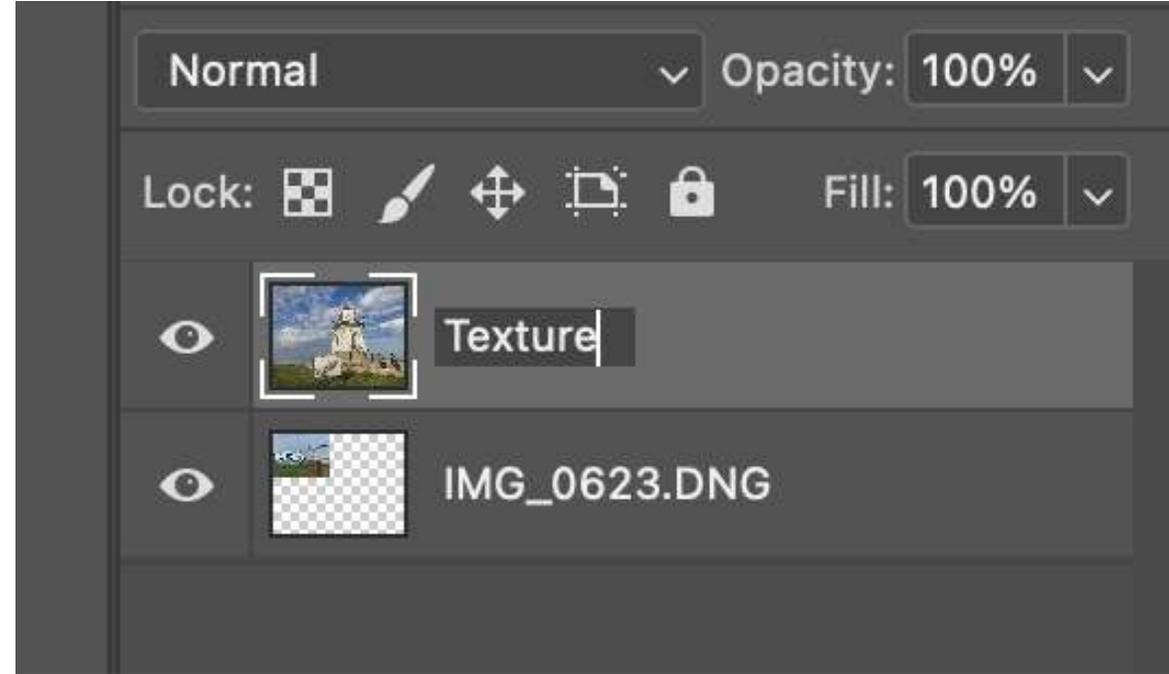
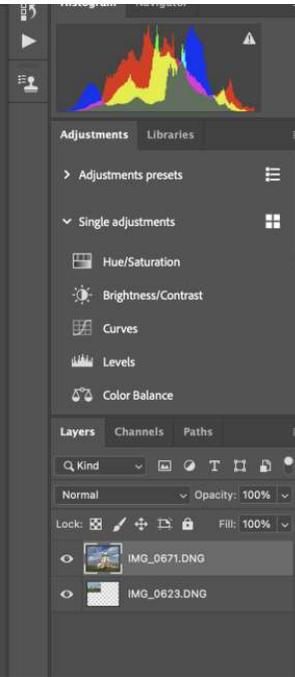
Lightroom: Photo>Edit In>Open Layers in Photoshop



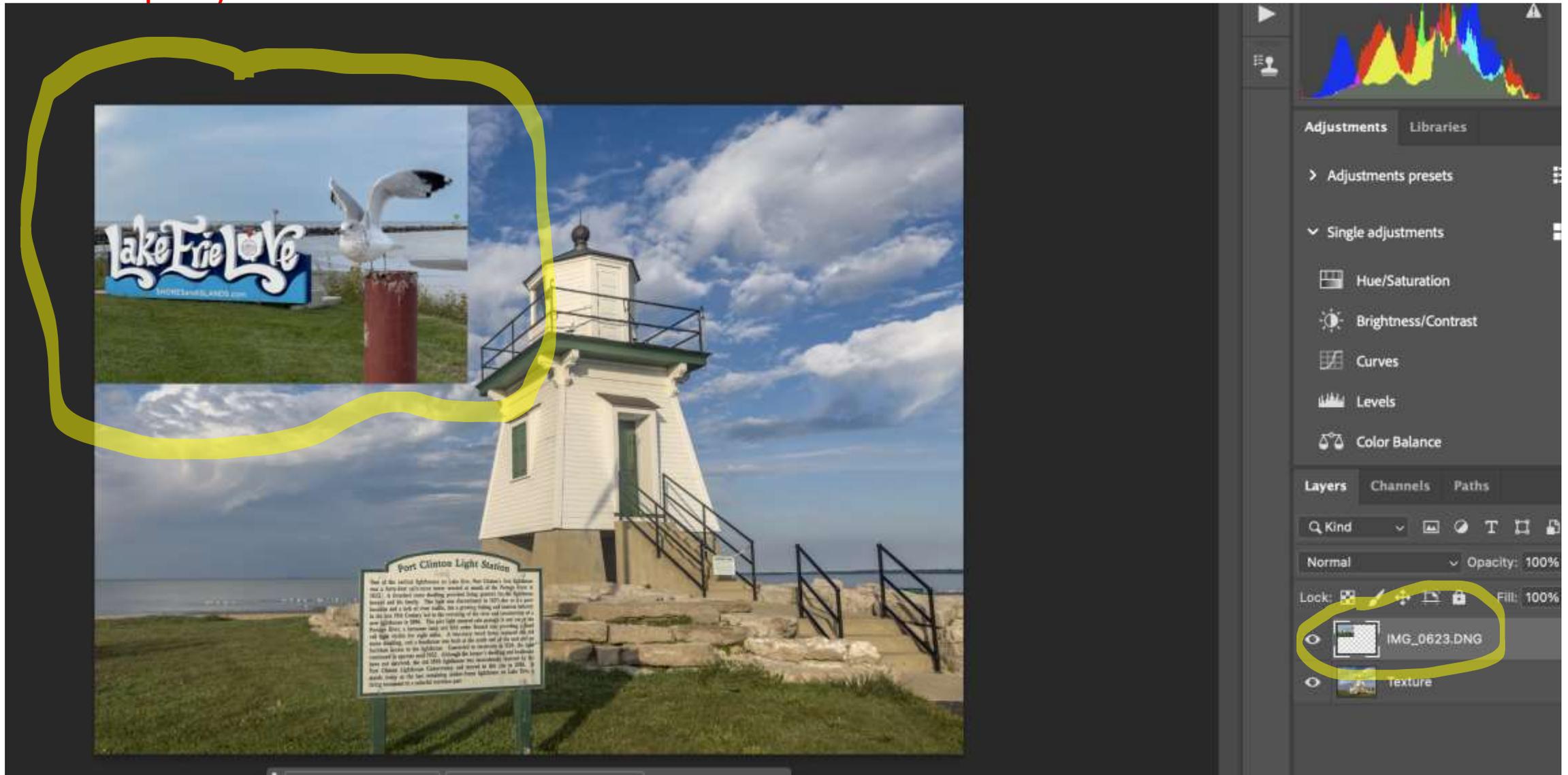
Photoshop (PS) parts we'll be using: Tools (left), panel (top), and layers (right)



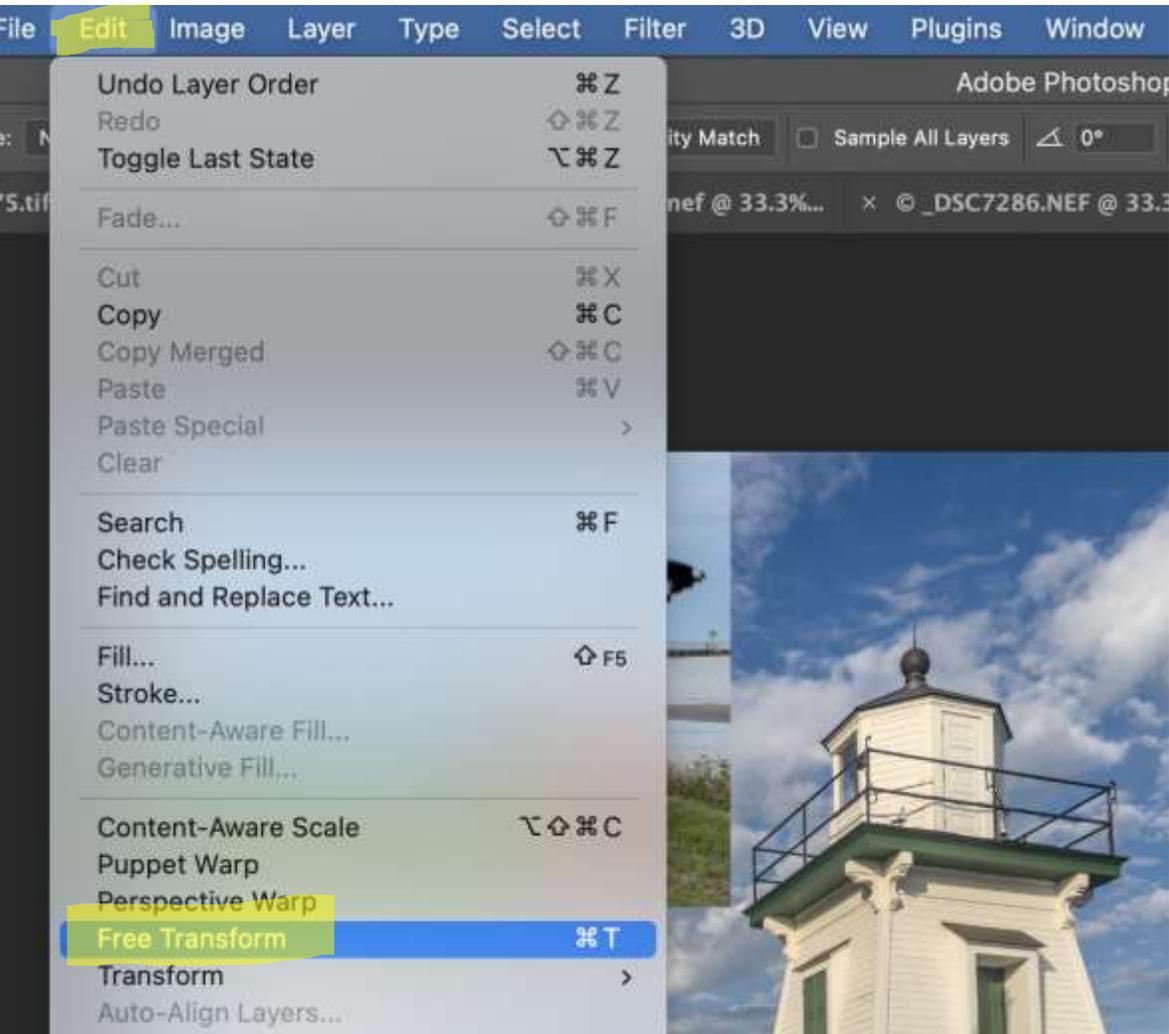
# Rename texture layer "texture" (optional)



## Step 2: Resize Layers if Needed (sign/gull photo in this example)



Edit (top PS panel)>Free Transform (drag edges, use shift key)



## Step 3: Change the Blending Mode and Experiment with Opacity (bottom right in Photoshop)

Try lots of blending mode and opacity combinations to see changes in effects

No "right" answer

Drag texture layer above main background layer

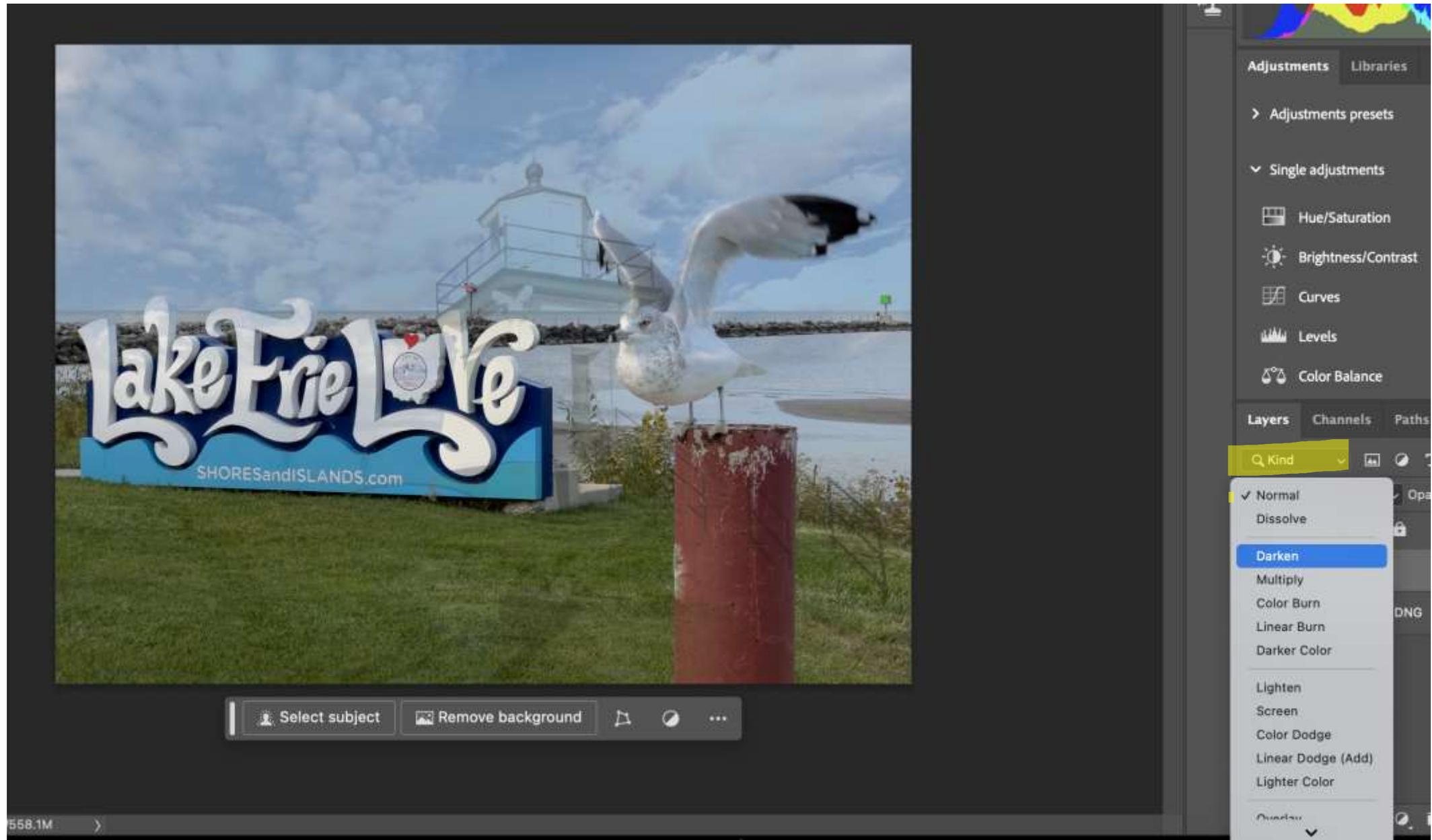


The screenshot shows the Adobe Photoshop interface. At the top, there is a histogram. Below it are the 'Adjustments' and 'Libraries' tabs. The 'Adjustments' panel is active, showing a list of adjustment options: Hue/Saturation, Brightness/Contrast, Curves, Levels, and Color Balance. Below the adjustments panel is the 'Layers' panel, which shows two layers: 'IMG\_0671.DNG' and 'IMG\_0623.DNG'. The 'IMG\_0671.DNG' layer is highlighted with a yellow circle, indicating it is the active layer. The 'Opacity' of the active layer is set to 100%.

Opacity: Determines how much texture image shows (Right image 0, left image about 50%)



Blending mode (“Kind”) (in layers, on right, experiment with options)



“Overlay” (kind), around 40% opacity



Select subject Remove background

Adjustments Libraries

Adjustments presets

Single adjustments

- ✓ Normal
- Dissolve
- Darken
- Multiply
- Color Burn
- Linear Burn
- Darker Color
- Lighten
- Screen
- Color Dodge
- Linear Dodge (Add)
- Lighter Color
- Overlay**
- Soft Light
- Hard Light
- Vivid Light
- Linear Light
- Pin Light
- Hard Mix
- Difference
- Exclusion
- Subtract

“Vivid light” (kind) and 38% opacity



Adjustments Libraries

> Adjustments presets

Single adjustments

Hue/Saturation

Brightness/Contrast

Curves

Levels

Color Balance

Layers Channels Paths

Kind

Vivid Light Opacity: 38%

Lock: Fill: 100%

Texture

IMG\_0623.DNG

“Hard light” (kind) and 42% opacity



Adjustments Libraries

> Adjustments presets

Single adjustments

- Hue/Saturation
- Brightness/Contrast
- Curves
- Levels
- Color Balance

Layers Channels Paths

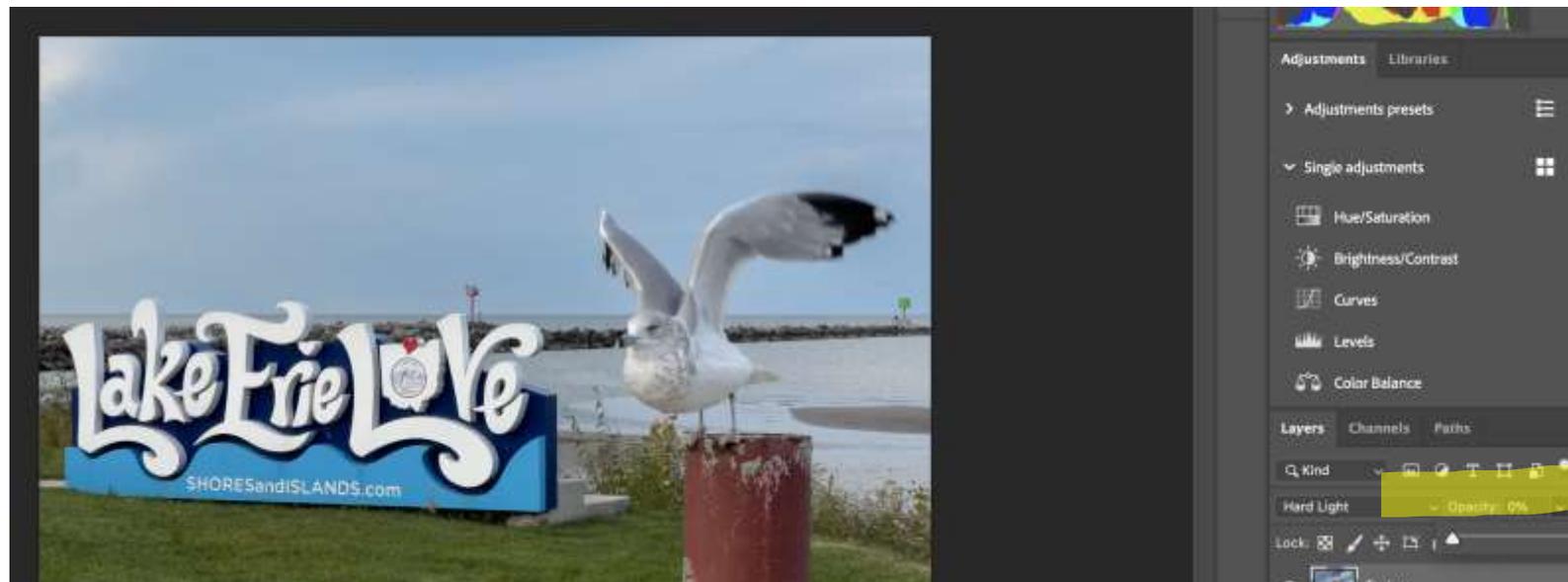
Q Kind

Hard Light Opacity: 42%

Lock: [Icons]

Texture

“Hard light” blending mode: 38% opacity (top), 0% opacity (bottom)



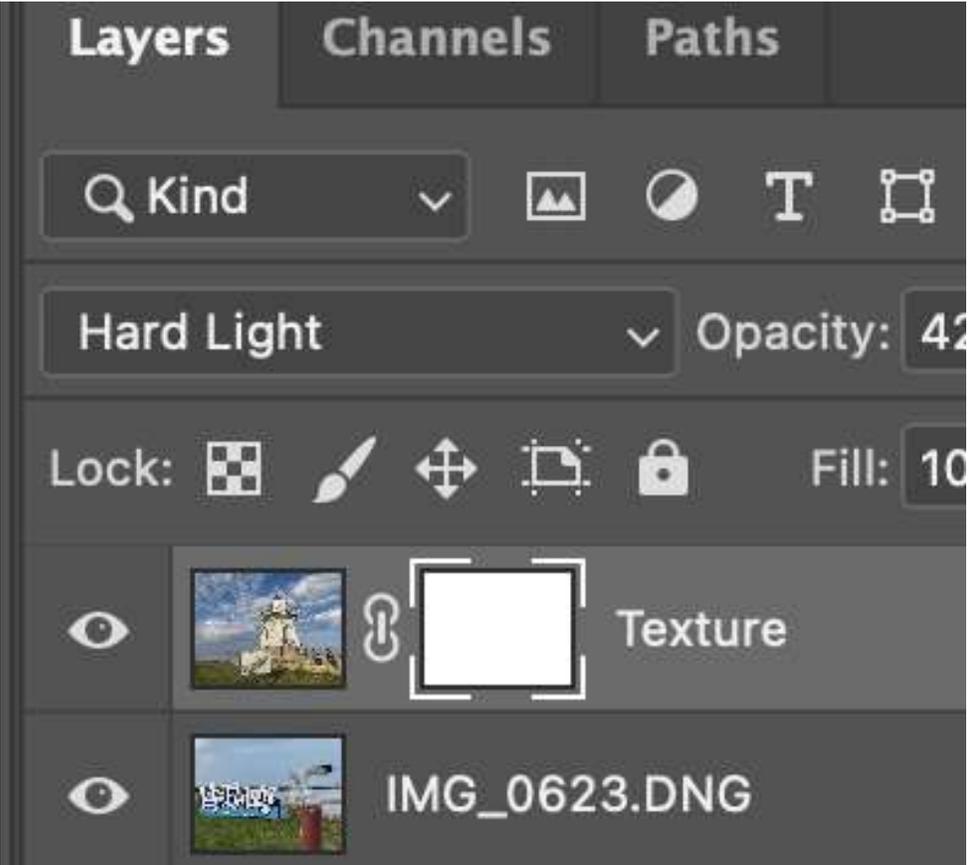
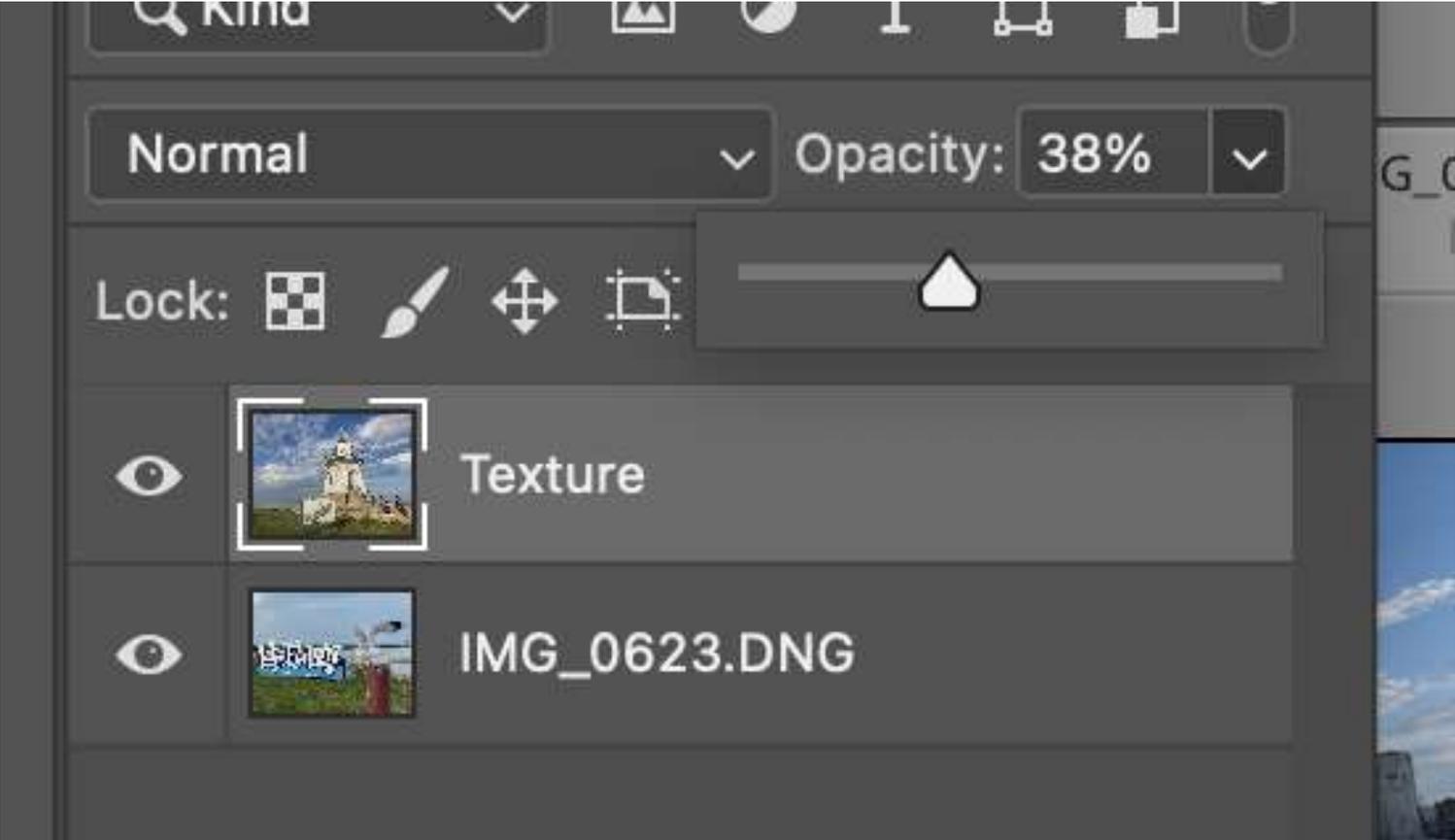
## Step 4: Refine the Texture Overlay (erasing texture layer in places)

- Why?

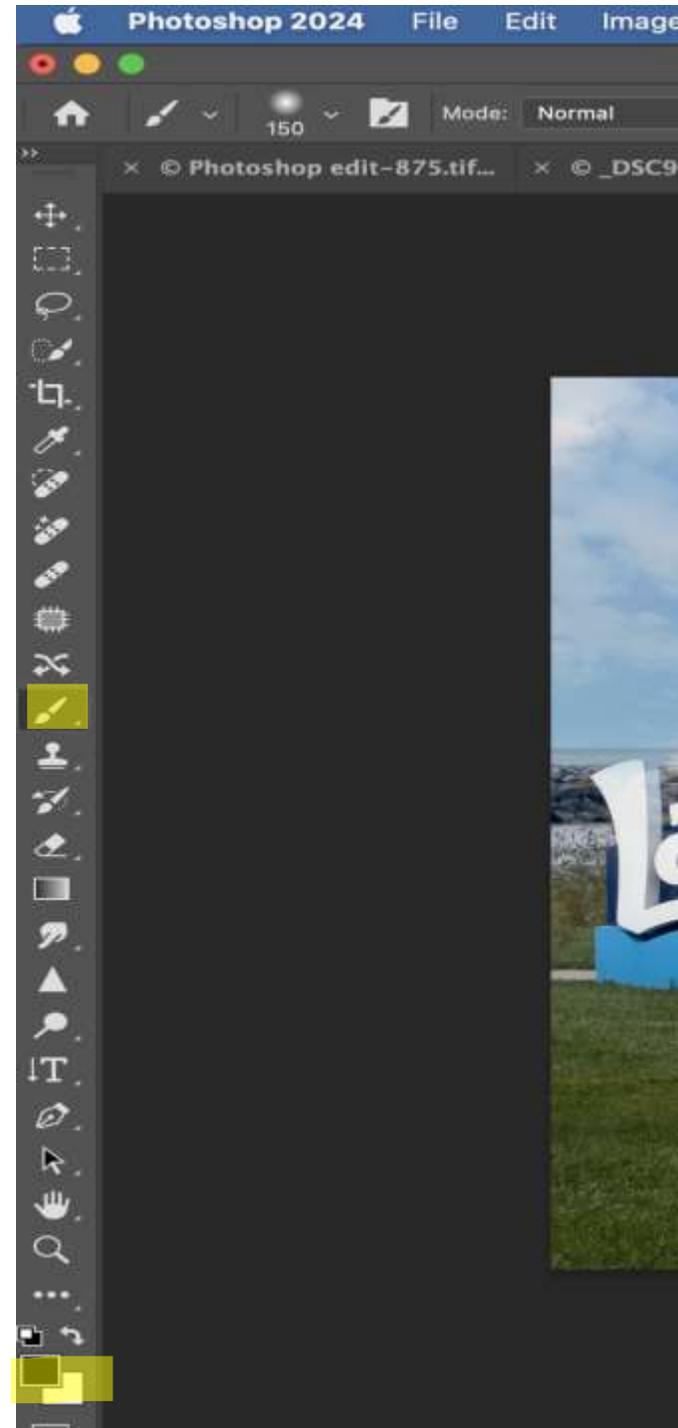
To remove texture from main subject (e.g., faces), unwanted objects, etc.



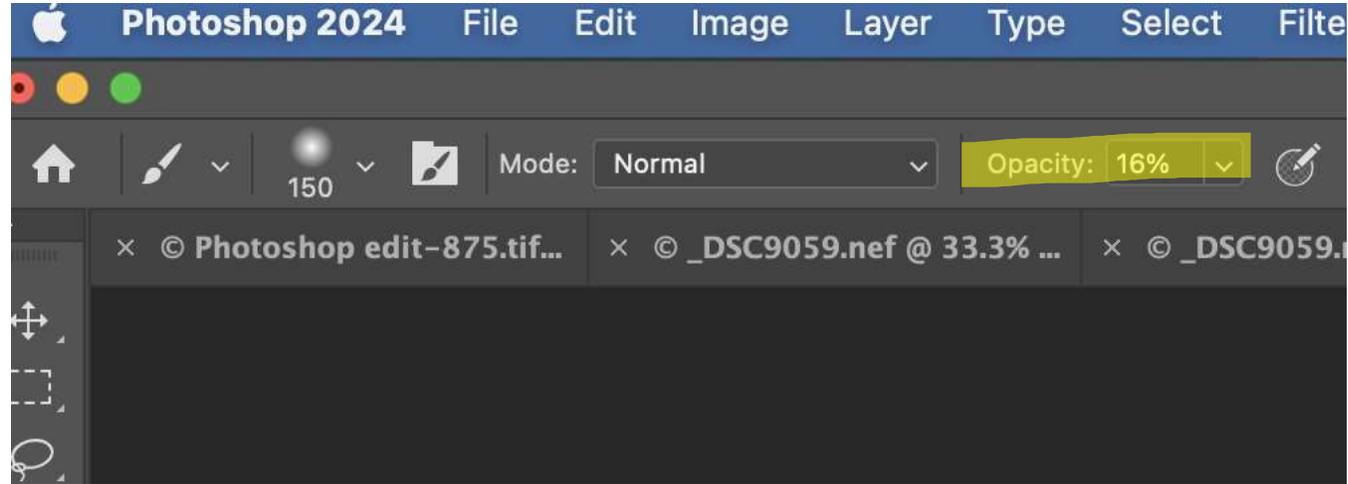
How? Add layer mask to texture



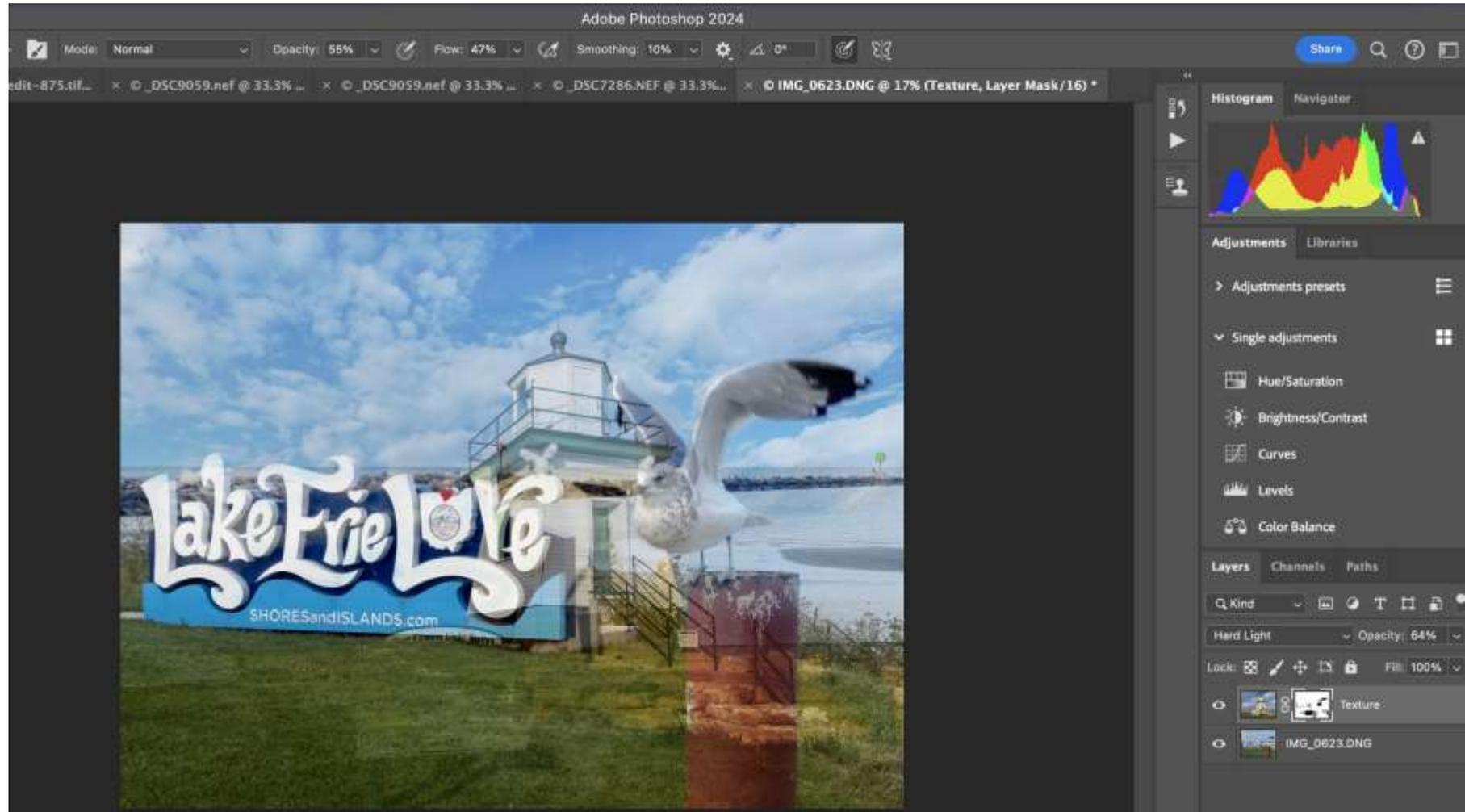
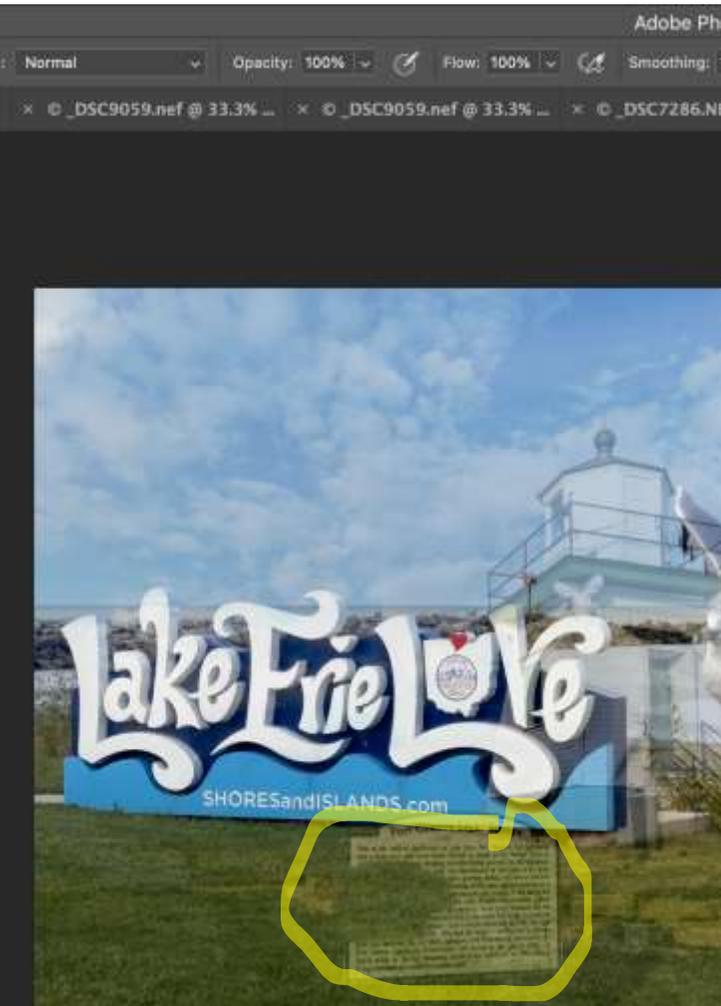
- Select paintbrush tool
- Set to black



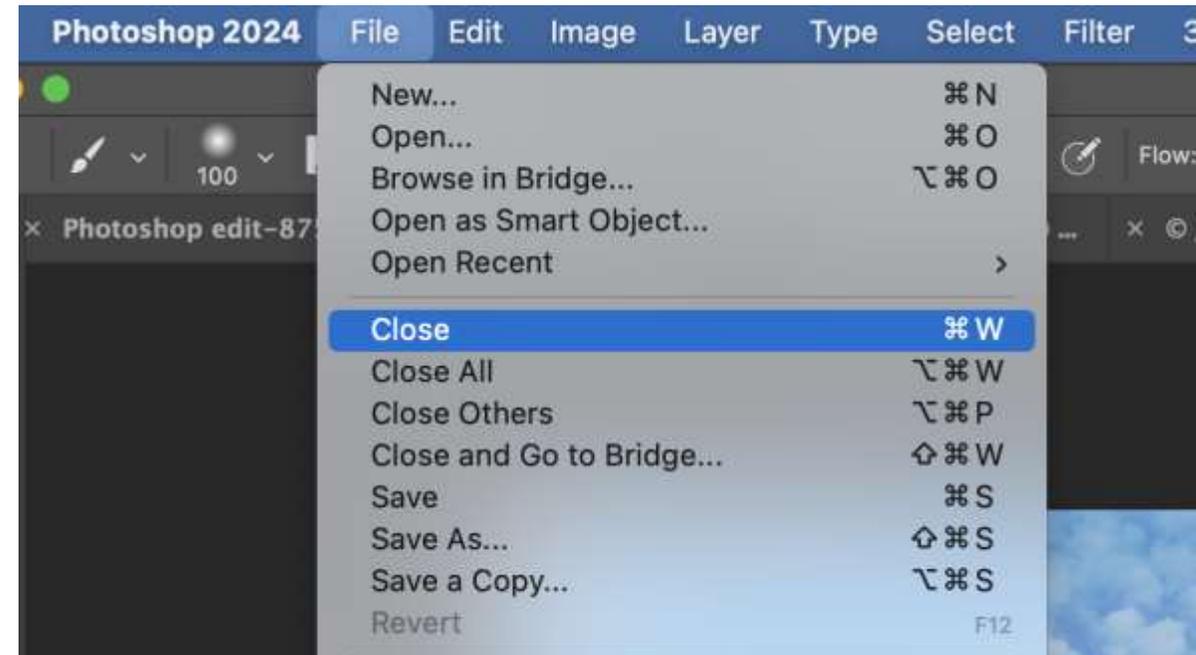
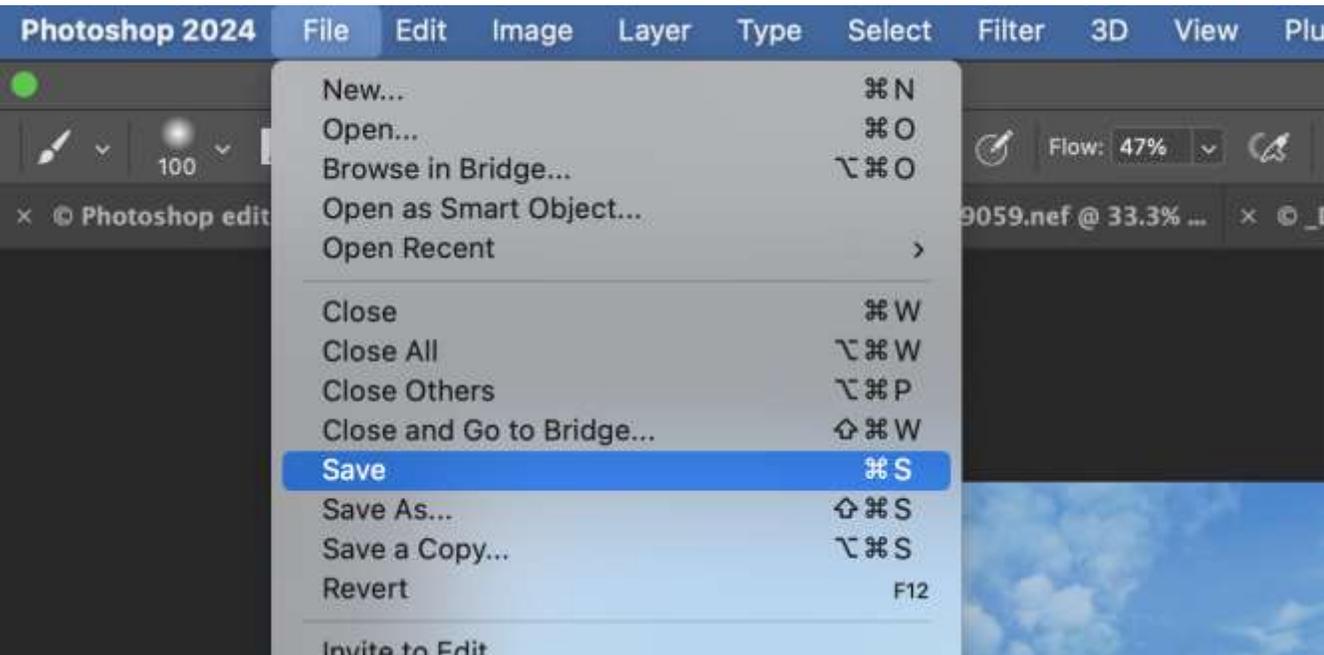
You can adjust the opacity in what you erase (ex: gull face, wings)



# Erasing the sign from lighthouse photo



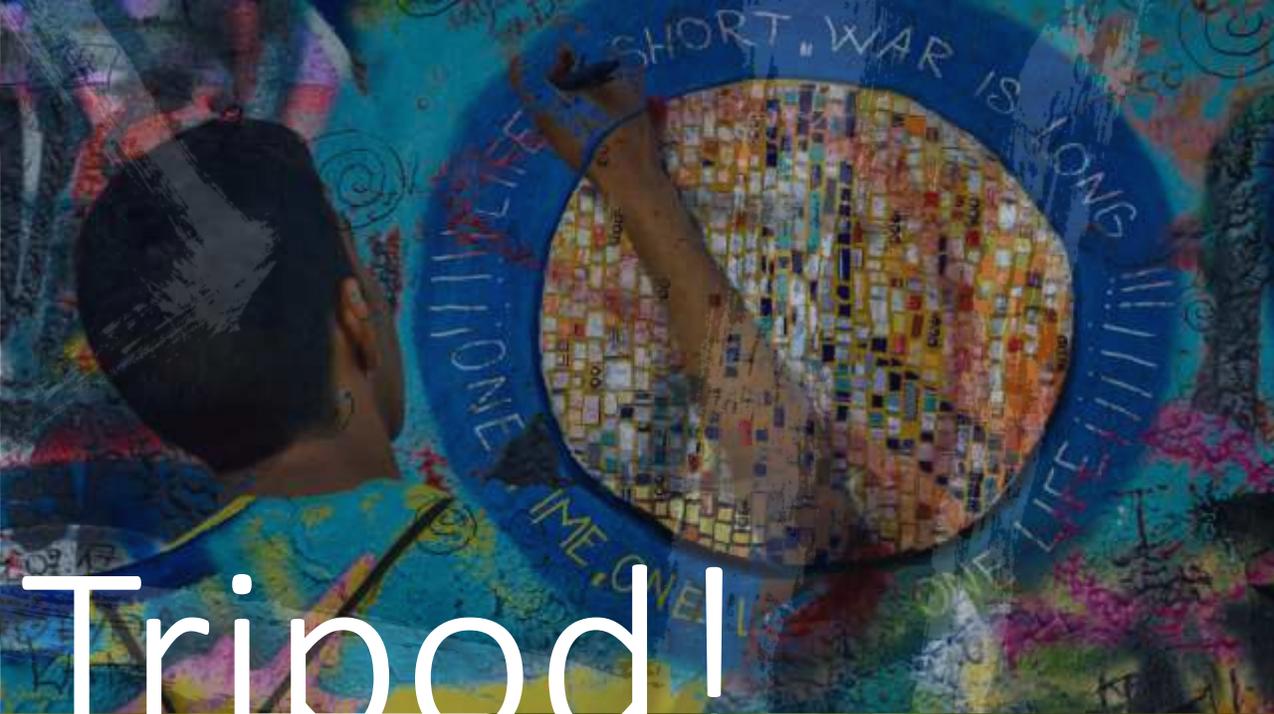
# “Save” and “Close” (PS top panel)



Make final adjustments in Photoshop or back in Lightroom (e.g., cropping, eliminating distraction), Final (left)







Thanks Tripod!