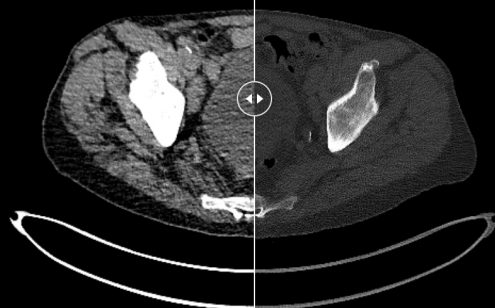
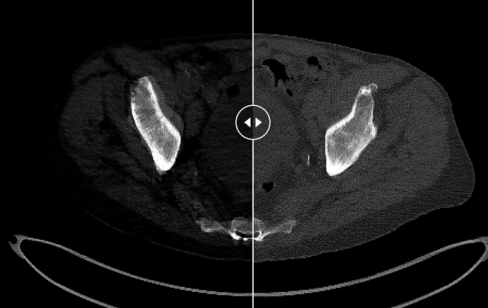


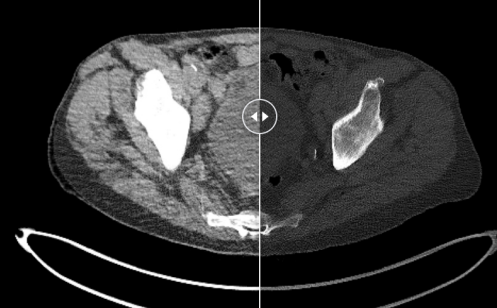
Normal



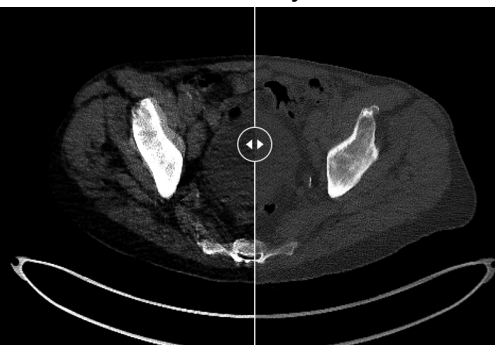
Multiply



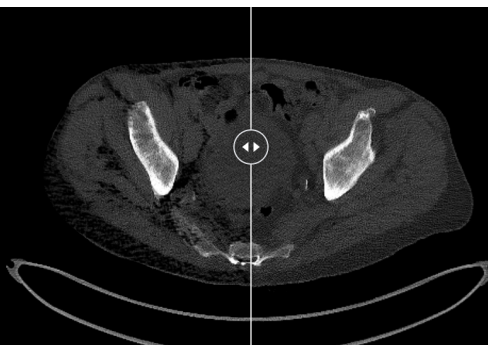
Screen



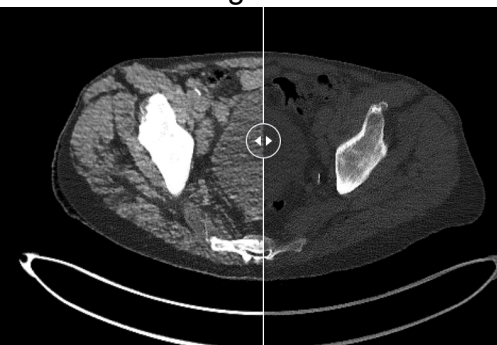
Overlay



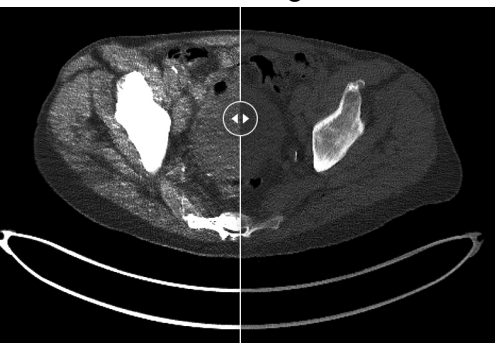
Darken



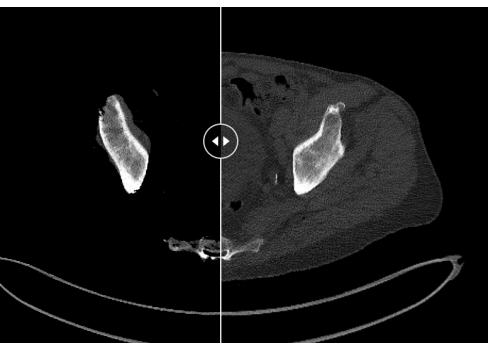
Lighten



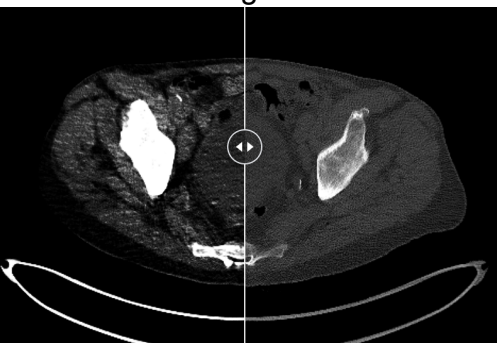
Color dodge



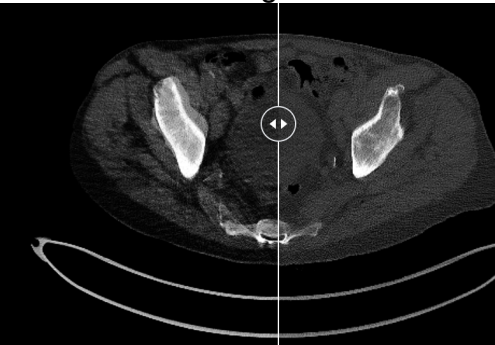
Color burn



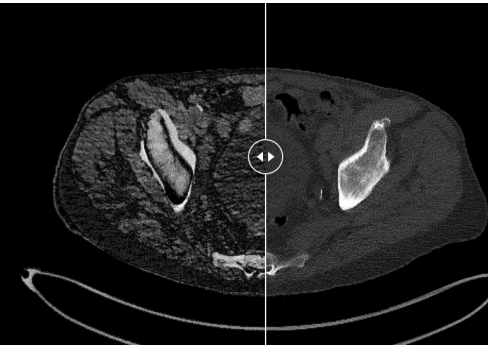
Hard light



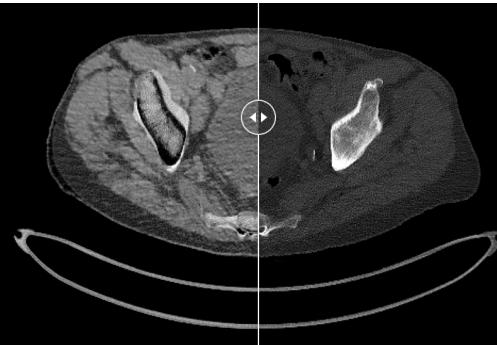
Soft light



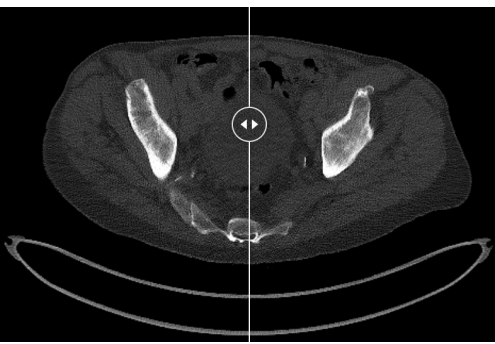
Difference



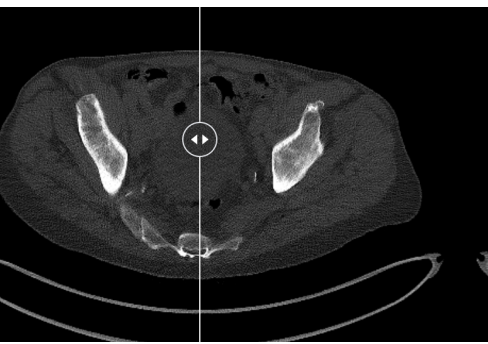
Exclusion



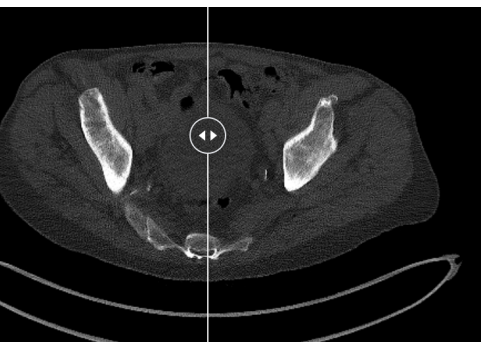
Hue



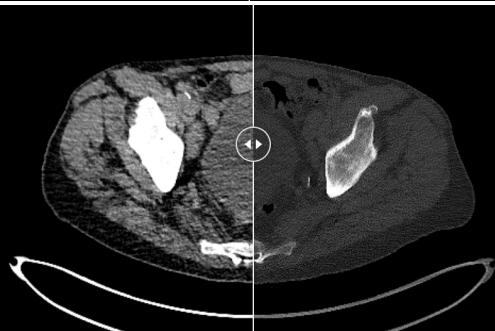
Saturation



Color

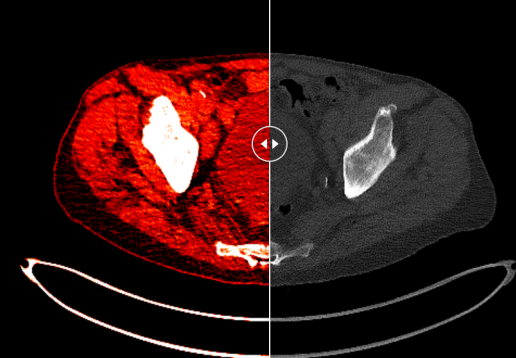


Luminosity

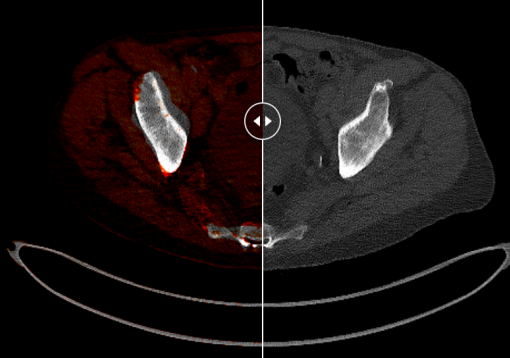




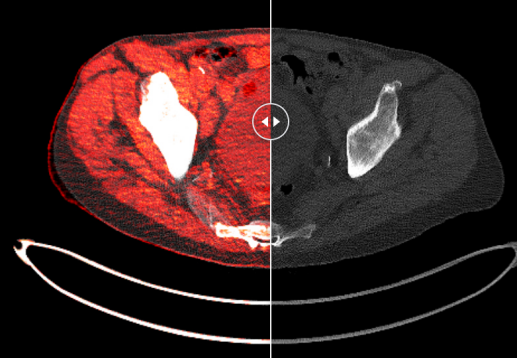
Normal



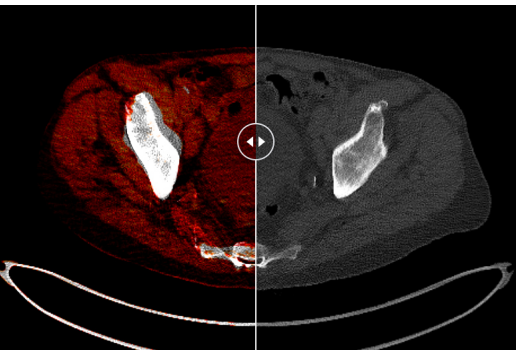
Multiply



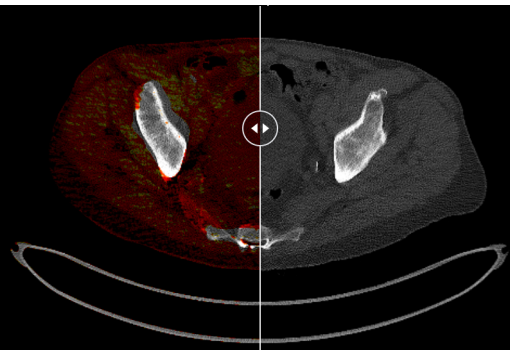
Screen



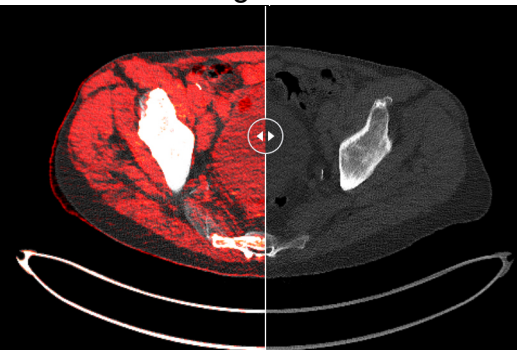
Overlay



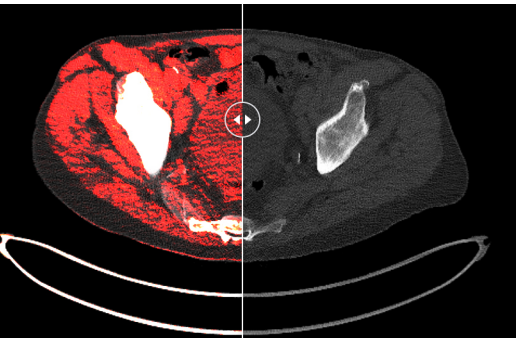
Darken



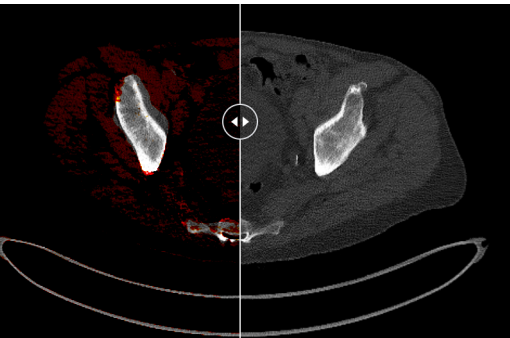
Lighten



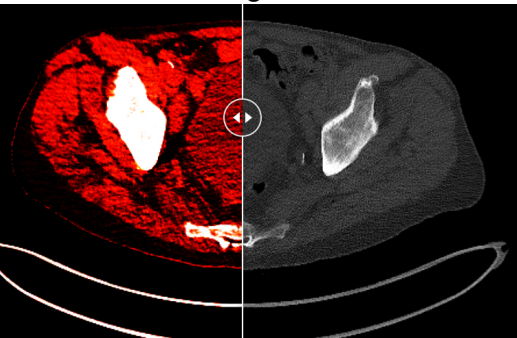
Color dodge



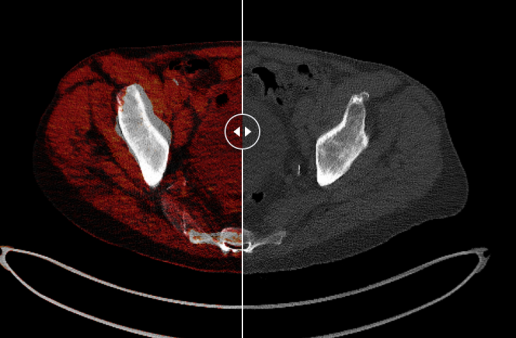
Color burn



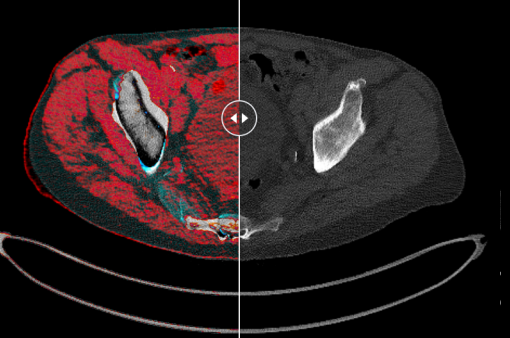
Hard light



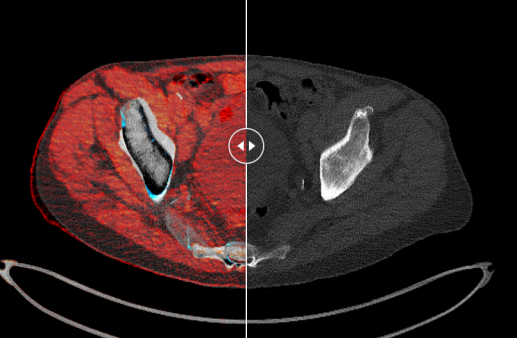
Soft light



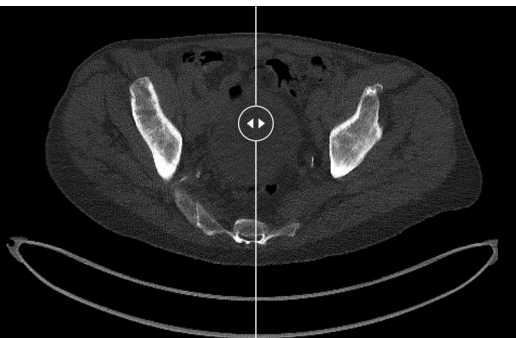
Difference



Exclusion



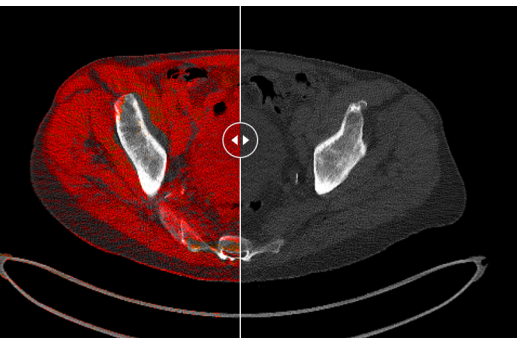
Hue



Saturation



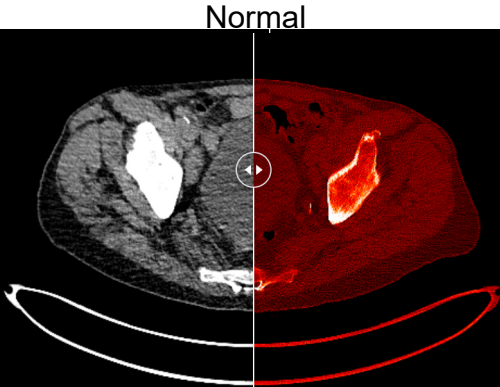
Color



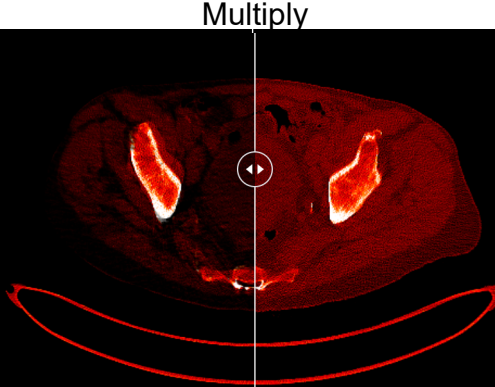
Luminosity



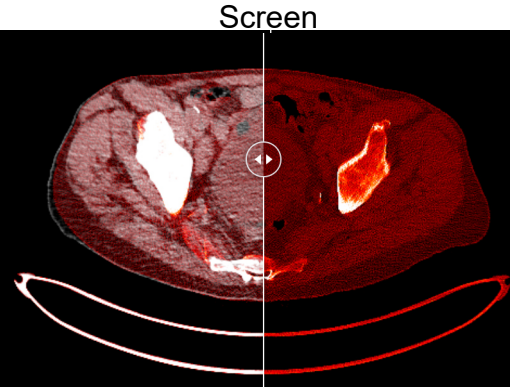
Normal



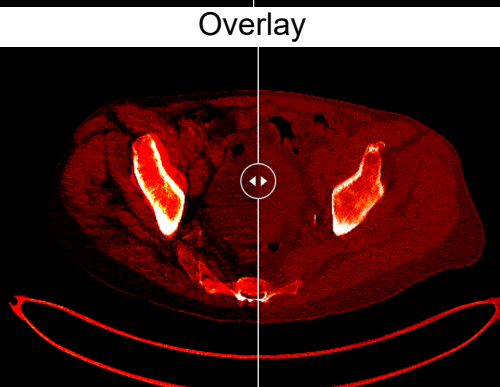
Multiply



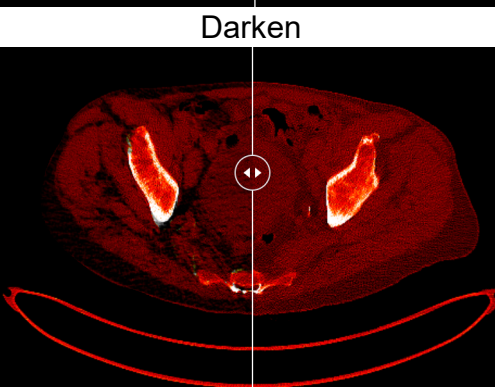
Screen



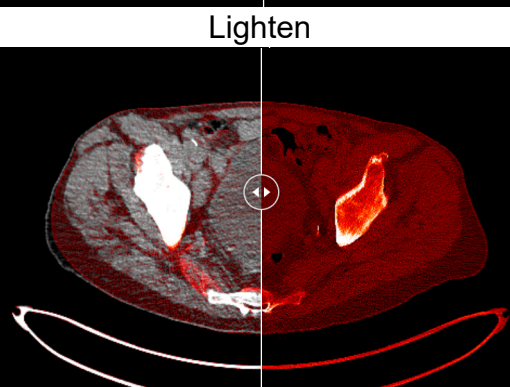
Overlay



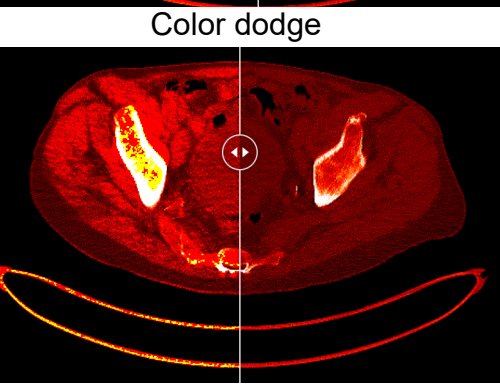
Darken



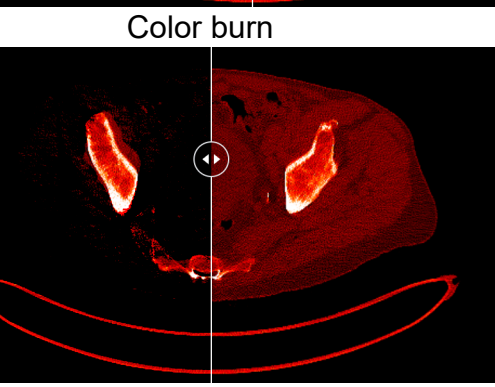
Lighten



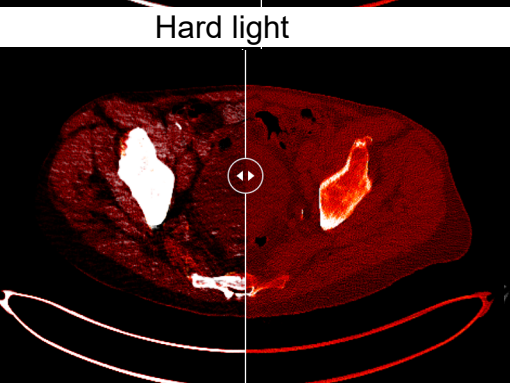
Color dodge



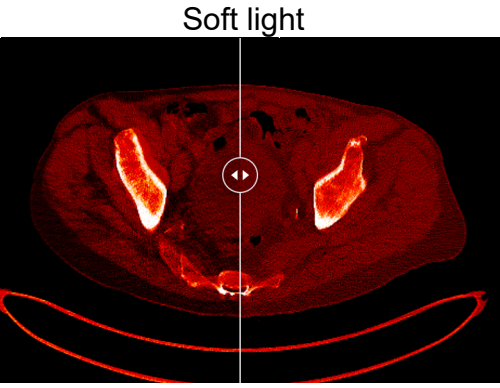
Color burn



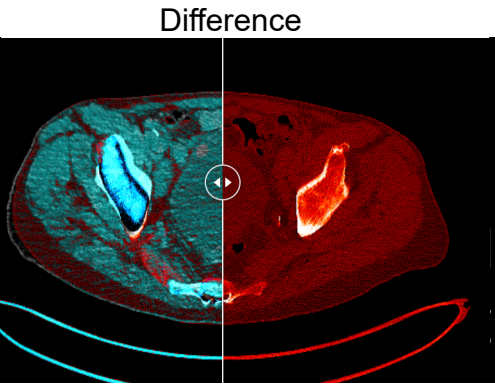
Hard light



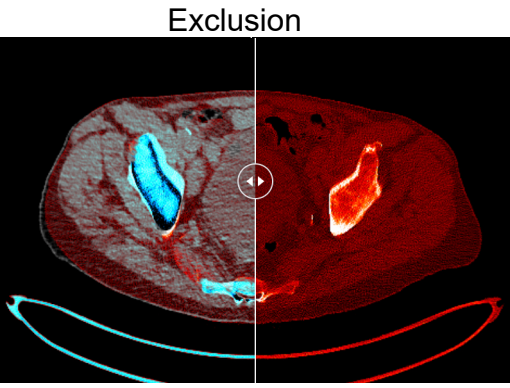
Soft light



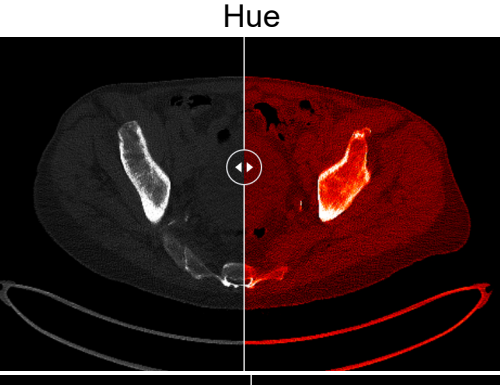
Difference



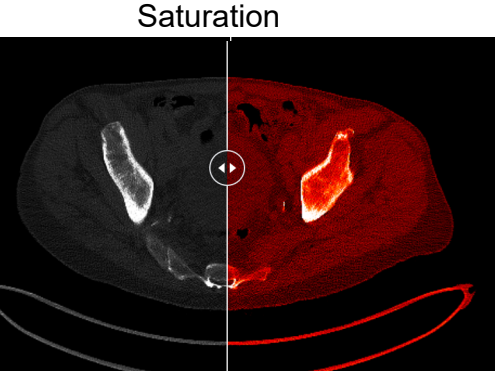
Exclusion



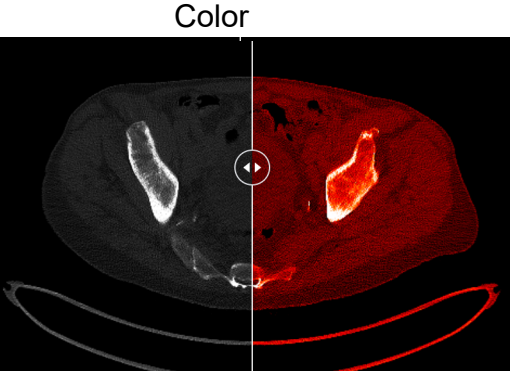
Hue



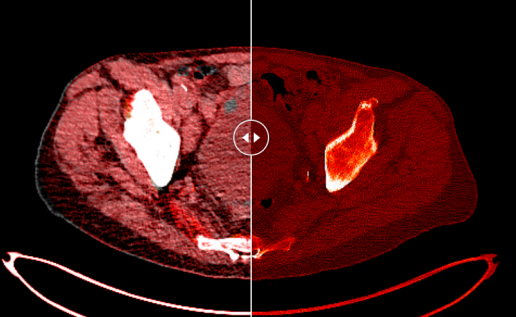
Saturation



Color

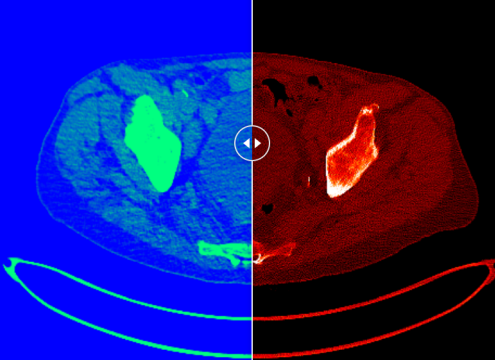


Luminosity

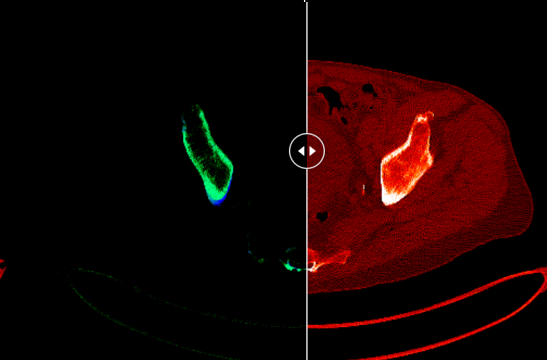




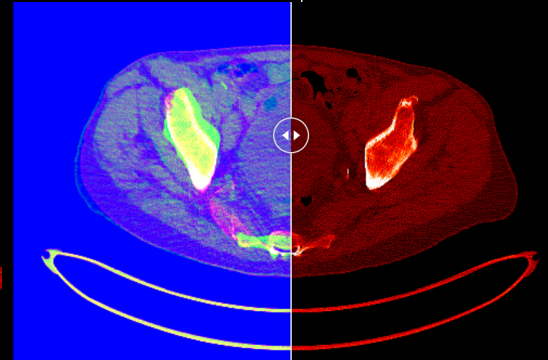
Normal



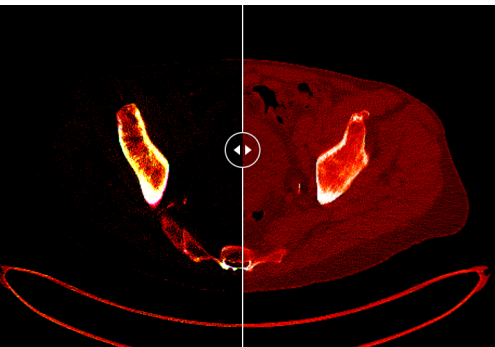
Multiply



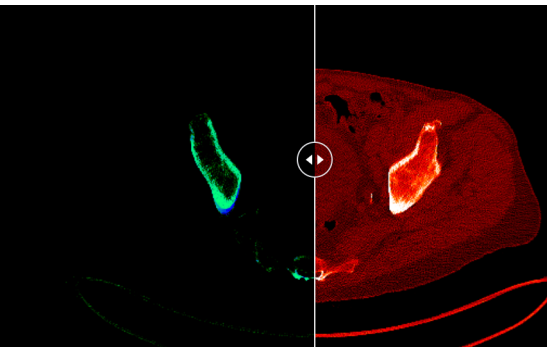
Screen



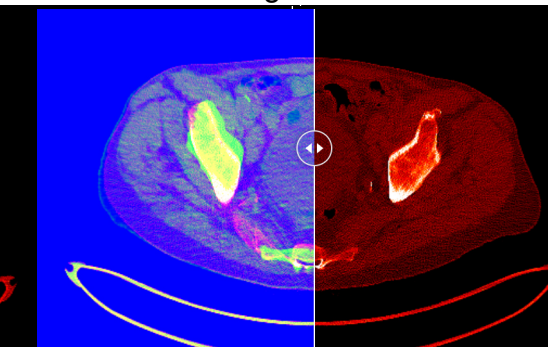
Overlay



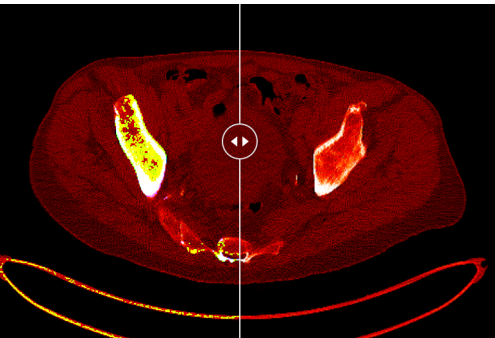
Darken



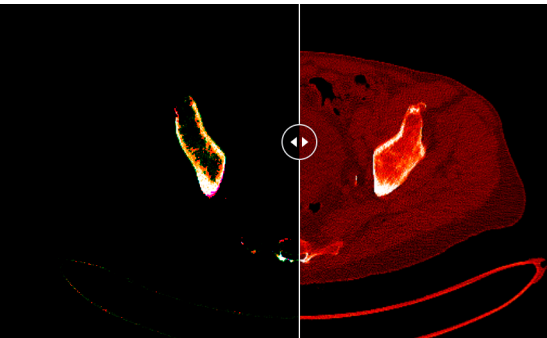
Lighten



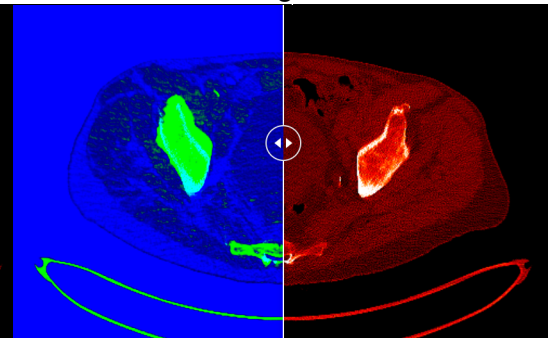
Color dodge



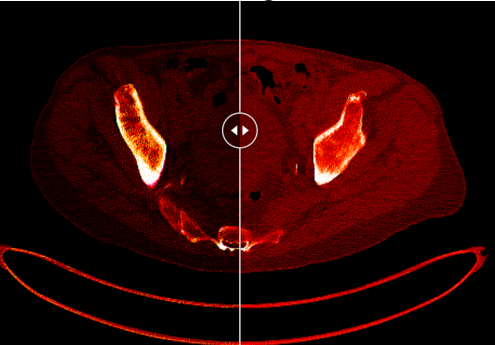
Color burn



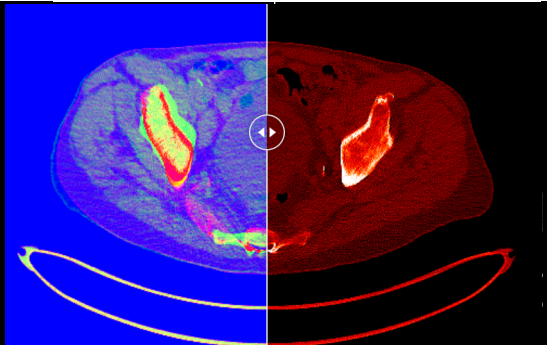
Hard light



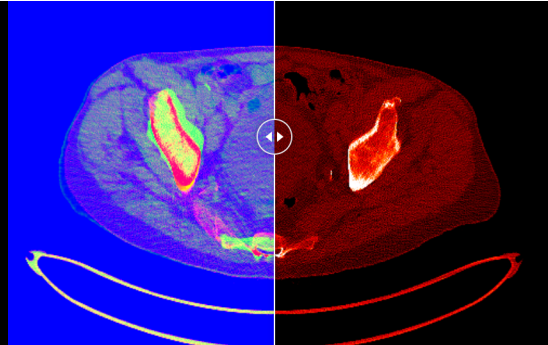
Soft light



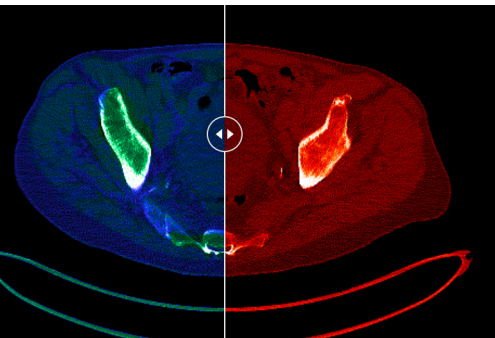
Difference



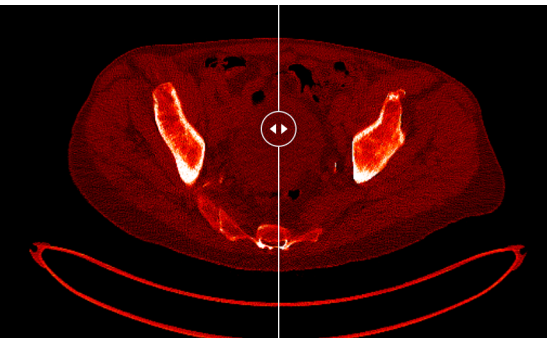
Exclusion



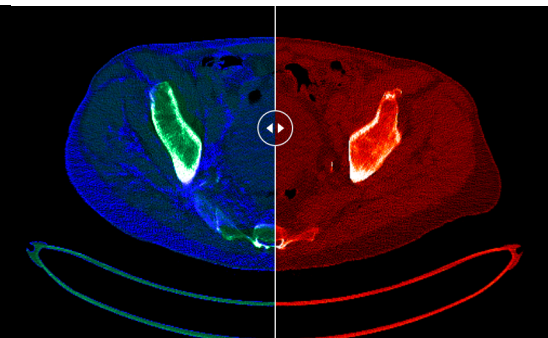
Hue



Saturation



Color



Luminosity

