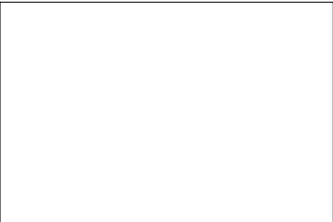

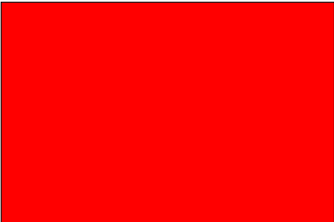


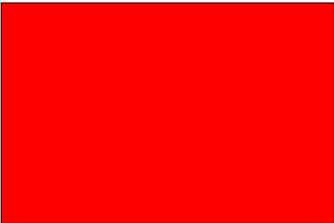

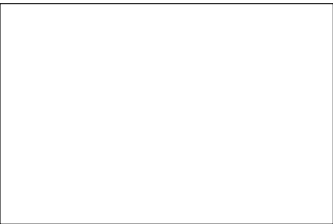

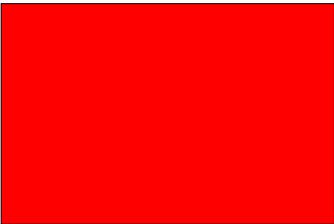

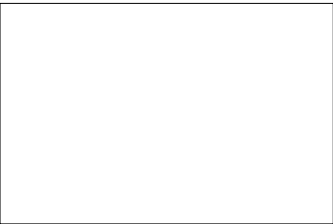

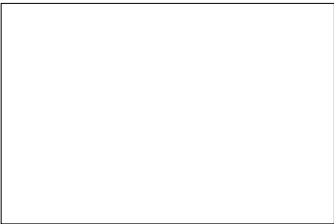






background color	+ object	+ blendmode	+ foreground	= result	description
		blendmode=Color			colorize object: white remains, other colors become foreground color
(none)		blendmode=Multiply			colorize object: white becomes foreground color
		blendmode=Hue			colorize object: gray levels remain, other colors become foreground color
		blendmode=Difference			invert object colors: black and white are reversed
(none)		blendmode=Color			decolorize object: colors become gray levels