LamaMix

This node allows two Lama materials to be mixed together. It works like a classic "over" operator in compositing.

The Mix parameter can be driven by a texture.
The black areas will show material1 and the white ones material2.
Any gray values will mix between the two and will be more expensive to compute.

Material 1

This is the first material to mix

Material 2

The second material to be mixed.

Mix

The mix value defines the balance between the two materials, ranging from 0 (Material 1 only) to 1 (Material 2 only).

It can also be used as a "Material 2 over Material 1" mask.