

# PxrLayeredBlend

This pattern offers similar functionality to [PxrBlend](#), combining with up to 8 layers, instead of only using a top and bottom layer. There is also an additional background (or base) layer.

## Input Parameters

Each layer exposes the following parameters, with [x] being a number between 0 and 7. Layers are ordered such that layer 7 is at the bottom and layer 0 is the topmost layer.

### Enable [x]

This enables the layer [x] for usage.

### Operation [x]

The blend mode used to blend the current layer with the previous one. The behavior of the this parameter is identical to [PxrBlend's operation](#).

### Color [x]

The RGB input for the image layer [x].

### Alpha [x]

The alpha channel of the image layer [x]. When the alpha is < 1, a black background is used under this image layer.

### Background Color

The RGB input for the bottom or base image.

### Background Alpha

The alpha channel or mask of the bottom or base image.

### Clamp Output

The resulting color of all layers is clamped to 1.0

## Output Parameters

### resultRGB

The clamped color result.

### resultR

The R channel from the resultRGB output.

### resultG

The G channel from the resultRGB output.

### resultB

The B channel from the resultRGB output.