

QGIS Application - Feature request #7813

QGIS Blend Mode - Cut

2013-05-13 12:00 AM - Patrice Vetsel -

Status:	Feedback	Resolution: Copied to github as #: 16701
Priority:	Normal	
Assignee:		
Category:	Unknown	
Pull Request or Patch supplied:		
Easy fix?:	No	
Description I need this "blend" mode : - cut Using atlas generation, i need to have a cut blend mode to use a layer to select what to print or not.		

History

#1 - 2013-05-13 12:01 AM - Nathan Woodrow

Is this like a mask? If not could you provide an example.

#2 - 2013-05-13 12:02 AM - Patrice Vetsel -

- Target version set to Version 2.0.0

#3 - 2013-05-13 12:56 AM - Patrice Vetsel -

- File un.JPG added

#4 - 2013-05-13 12:57 AM - Patrice Vetsel -

- File deux.JPG added

#5 - 2013-05-13 12:57 AM - Patrice Vetsel -

- File trois.JPG added

#6 - 2013-05-13 12:57 AM - Patrice Vetsel -

- File quatre.JPG added

#7 - 2013-05-13 12:58 AM - Patrice Vetsel -

- File cinq.JPG added

#8 - 2013-05-13 01:00 AM - Nathan Woodrow

So it would be like these

http://mapbox.com/tilemill/docs/guides/comp-op/#alpha_blending

#9 - 2013-05-13 01:06 AM - Patrice Vetsel -

un.jpg

my desktop with layers. I will use 'Armoires" layer as layer for atlas generation

deux.jpg

the print composer
trois.jpg
one of the exported with atlas generation
quatre.jpg
same pdf but with 'Armoires' layer visible
cinq.jpg
the result of what I want. 'Armoires' is set to invisible, and I use the 'Cut' mode

In fact, this Cut mode could be also used under desktop to hide informations not needed. I know that I can use vector tools to draw a big polygone, substract my 'Armoires' layer from it and use it as a mask. But it's complicated and not ergonomic. A simple 'Cut' mode will be great !

#10 - 2013-05-13 01:10 AM - Patrice Vetsel -

Nathan Woodrow wrote:

So it would be like these

http://mapbox.com/tilemill/docs/guides/comp-op/#alpha_blending

In fat yes ! It's Src-in and Src-out in alpha blending

#11 - 2013-06-04 09:13 PM - Nyall Dawson

- Assignee set to Nyall Dawson

#12 - 2014-01-30 11:41 PM - Paolo Cavallini

- Target version changed from Version 2.0.0 to Future Release - High Priority

#13 - 2014-09-07 04:47 AM - Nyall Dawson

- Assignee deleted (Nyall Dawson)

#14 - 2014-10-16 11:05 PM - Andreas Neumann

Can we close this feature request now that we have the inverted polygon renderer - which is even more powerful than what you ask for?

#15 - 2017-05-01 12:48 AM - Giovanni Manghi

- Easy fix? set to No

#16 - 2017-09-22 10:06 AM - Jürgen Fischer

- Category set to Unknown

#17 - 2018-04-18 03:23 AM - Harrissou Santanna

- Description updated

- Status changed from Open to Feedback

Close?

Files

un.JPG	194 KB	2013-05-12	Patrice Vetsel -
deux.JPG	109 KB	2013-05-12	Patrice Vetsel -
trois.JPG	174 KB	2013-05-12	Patrice Vetsel -
quatre.JPG	141 KB	2013-05-12	Patrice Vetsel -
cinq.JPG	159 KB	2013-05-12	Patrice Vetsel -