



The above left is a image with Normal blending, with a soft mask that determines the opacity. The soft mask used appears on right; it was created using Adobe Illustrator. This mask has been shifted 20bp to the right and 30bp up to put the center of the radial gradient over the face.



The above left is the same image with Normal blending, with a different soft mask. The soft mask used appears on right; it was created using PSTricks, using the `pst-eps` and `pst-grad` packages.



Both of these pictures have the same soft mask as on the first page. The one on the left has Multiply blending and the one on the right has SoftLight blending.