ADOBE LIGHTROOM
Kiawah Photo Club Workshop, January 13, 2020

SOURCES OF HELP:

- Julieanne Kost's blog: http://jkost.com/lightroom.html
- Tony and Chelsea Northrup: https://northrup.photo/product/lr/. In particular see Chelsea's videos on LR editing:
- https://www.youtube.com/playlist?list=PLwIVS3_dKVpsGZ9AxPlHqXfpBgIAJXw_u
- Scott Kelby books on Lightroom
- Martin Evening, *The Adobe Lightroom Classic CC Book (2nd edition)*
- Laura Shoe: www.laurashoe.com (and see her recent webinar on Developing)
- Lightroom Queen: https://www.lightroomqueen.com. She offers free "how to" books on LR.

IN BRIEF:

Lightroom has two important functions

1. It is a searchable database of photos
2. It is an editing platform

Over 90% of your editing can be in LR. Still can use Photoshop CC or Elements (as well as Nik, Topaz, Luminar plug-ins) for further editing.

In addition, LR allows you to store GPS data, make Blurb books, make and show slideshows, print photos, post photos to the web.

NOTE: *Be sure to understand that photo files are not stored IN Lightroom. They are stored on a hard drive either in the computer with Lightroom or on a remote hard drive. LR keeps track of where they are located, and you can find a file using keywords and metadata. A good analogy is that, as in a physical library, the books on the self are your photo files. LR creates the cards for the card catalog.*

BEFORE WE BEGIN — RAW vs. JPEG

Recognize that the photo you see on the back of your camera is a jpeg, not the RAW file that you captured. This is important because you camera "edits" your photo for you to give a photo that is "pleasing" according to its algorithm. Just how it edits depends on how your camera is set up. In any event, when you transfer the RAW file to your computer it will not look like the one on your camera screen. You will need to do some post-processing in Lightroom, Photoshop, or other program.

EXPLORING THE DESKTOP

MODULES: Top of desktop

a)	Library	e)	Slideshow
b)	Develop	f)	Print
c)	Map	g)	Web
d)	Book		

Left Panel

Navigator	hows current selection
Catalog	shows all photos etc.
Folders	shows all the places the photos in the database are stored
Collections	make a "library card" for each photo you want to include in a book or slideshow or just find more quickly.
Publish	post photos to various online services such as Smugmug and Flickr

Filter Bar: Top of Slide Tray

Used for searching

Right Panel — Library Module

Histogram with metadata
Quick develop (using presets)
Keywording and Keyword List. *This is the important part of the database function.*
Metadata
Comments

Tool Bar in Library Module— Bottom of Screen #1 (left to right)

Import – get images into the database. They can be copied into the catalog (the database) (and assigned a folder by date), moved into the database, or added to the catalog.
Export to email or various plug-ins (such as NIK modules). Or a Catalog can be exported.
Grid view
Put full image on screen
Do side-by-side comparisons (two possible ways)
Face recognition
"Spray can" to add keywords to photos
Sort by a given criterion
Star rating of photo
Color label to photo

Tool Bar in Develop Module— Bottom of Screen #1 (left to right)

Copy
Paste
Photo fills working window
Comparison methods (compare to reference photo or compare two photos)
Compare photos before and after edit (or use \ key to do this)
Sync (this is a powerful function; used to sync editing rom one photo to multiple photos)
Reset (rests all editing slides to zero)

Film Strip — Bottom of Screen #2 — in both Library and Develop Modules

Images with icons indicating editing and ratings

USEFUL SHORTCUTS

See The Lightroom Queen for a downloadable list: https://www.lightroomqueen.com

I	information overlay on the photo
[ ]	bracket keys control size of editing tool\
command '	make a duplicate image
\ (backslash)	Toggles before and after edit views
G	Grid
	(use = key to make images larger, use – to make them smaller)
D	Develop
T	Tool bar
X	Mark image to delete (to delete all marked use command D)
F	Show/hide full screen
Tab	Hide/open side panels
Command [	Rotate left
Command]	Rotate right
Command shift E	Export
Y (in Develop)	To compare before and after edits
O	Mask overlay when using radial filter and adjustment brush

BASIC EDITING—POSSIBLE WORKFLOW: detailed

STAGE 1 (turn on blinkies in histogram panel)

Lens Correction: make corrections for any problems with lenses (lens profile and chromatic aberration). Can do this on import with preset. NOTE: this is important only for DSLR cameras! Mirrorless cameras do not need it.

Straighten: straighten the image or add perspective correction. ("Auto" in the Lens Correction panel works well, but you may need to tinker with the other controls or make corrections in the Crop tool.)

STAGE 2: ***You will find that one correction often affects another, so this is an iterative process.***

White Balance: check the white balance and adjust if necessary

Exposure: Be careful with Exposure, especially if you are printing. Make sure your monitor is not overly bright. If you are going to print, increase the exposure up about 0.5 of a stop.

Color Correction: try "auto tone" to make color corrections. This will often give a good starting place.

Contrast: usually do not do much with this.
Highlights: often turn this down because it enhances clouds.
Whites and blacks: Hold down the OPTION key (or ALT on a PC) and move the sliders until you see bright lights or spots. (Watch the histogram. Note that the "contrast" slider does not respond to this technique.)
Dehaze: Especially for outdoor photos add 5-10. Using it can affect other color correction tools. Adding "dehaze" usually requires raising the exposure.
Crop: Crop to desired size.
Still More on Color Correction: add minor corrections like clarity (+15) and vibrance (+20)
Camera Profiles: use to taste.

STAGE 3

(left to right) Crop, spot healing, red eye, graduated filter, radial filter, adjustment brush

- Fine-Tuning Tools
- Spot removal (for removing blemishes, sensor dust spots, etc.)
- Red eye (best to avoid to begin with)
- Graduated filter
- Radial filter
- Adjustment brush
- Tone curve (to adjust contrast)
- HSL (hue, saturation, luminance): a good way to make skies a bit more blue.
- Sharpen and correct for Luminance Noise if necessary.

STAGE 4: Use external editors such as Photoshop, Nik tools (esp. Color Efex, Silver Efex, Dfine), Luminar, and Topaz modules.

BASIC EDITING—POSSIBLE WORKFLOW: quick and dirty

1. Straighten and crop
2. Use AUTO : This is often a very good start and, in some cases, all that is needed.
3. Adjust Highlights, Clarity, and Dehaze (especially) as needed. Note: if Dehaze is adjusted then Exposure will likely have to be increased.
4. Use TONE CURVE to tweak the settings further.

BASIC EDITING—Another Approach (from Jim Cowlin, pro photographer)

1. Adjust Dehaze slider. I set it between 10 and 50. It is easy to over correct, so I go to what I think looks good and then back off some.
2. Adjust exposure and white balance.
3. Set the white and black point by holding the shift key and double clicking each slider. Fine tune by holding the option key.
4. Set highlights and shadows.
5. Set a tone curve for contrast. I don't use the Contrast slider.
6. Add texture and clarity.
7. Adjust vibrance.
8. Sharpen.