

Lightroom Editing

Part 1- The Develop Module

Dennis Fritsche

July 17, 2012

Part 1 of the Develop Module - This Class

- *Starts after your photographs have been imported. Please refer to “Lightroom Workflow” on the website.*
- Advantages of Lightroom 4 versus earlier versions.
- Camera Calibration and Process version
- Lens Corrections
- Crop and Spot Removal
- Detail
- Basic Adjustments - Color Temperature, Auto Tone, Tone Adjustments, and Presence

Advantages of Lightroom 4 for Editing

- LR4 and Adobe Camera RAW in Photoshop CS6 are major change to the basic tonal adjustment approach and algorithms.
- The ability to bring out detail in the shadows and highlights is greatly enhanced.
- The Clarity tool is improved.
- The brush and graduated tools are improved.
- Sharpening and noise reduction remain world class.

Resources

- Free

<http://blogs.adobe.com/jkost/tag/the-develop-module>

- Pay

http://store.luminous-landscape.com/zencart/index.php?main_page=product_info&cPath=25&products_id=286

Develop Module

Dennis Fritsche photography

Library | Develop | Map | Book | Slideshow | Print | Web

The screenshot displays the Adobe Lightroom Develop Module interface. The central workspace shows a landscape photograph of Death Valley, with a title bar indicating the file name "Death Vally-20110518-0141.nef" and technical details: "44 mm (24.0-70.0 mm f/2.8)", "2.0 sec at f / 8.0, ISO 100".

On the left side, the "Navigator" panel shows a thumbnail of the image. Below it, the "Presets" panel is expanded, showing a list of preset categories including "Lightroom B&W Filter Presets", "Lightroom Color Presets", and "User Dennis Develop". The "Snapshots" and "History" panels are also visible.

On the right side, the "Histogram" panel shows a color histogram with a peak in the blue range. Below it, the "Basic" panel is active, showing sliders for exposure, contrast, and other adjustments. Other panels like "Tone Curve", "HSL / Color / B & W", "Split Toning", "Detail", "Lens Corrections", "Effects", and "Camera Calibration" are also visible.

At the bottom, the "Copy..." and "Paste" buttons are visible, along with a "Soft Proofing" checkbox. The status bar at the very bottom shows "Folder: Lightroom Editing", "2 photos / 1 selected / Death Vally-20110518-0141.nef", and a "Filter: Filters Off" indicator.

7/17/2012

Lightroom Editing Part 1 - Dennis Fritsche

Develop Module

Dennis Fritsche photography

Library **Develop** | Map | Book | Slideshow | Print | Web

Death Vally-20110518-0141.nef
44 mm (24.0-70.0 mm f/2.8)
2.0 sec at f / 8.0, ISO 100



Go Here →

Old Process Version →

▼ Navigator FIT FILL 1:1 2:1

▼ Presets +

- ▶ Lightroom B&W Filter Presets
- ▶ Lightroom B&W Presets
- ▶ Lightroom B&W Toned Presets
- ▶ Lightroom Color Presets
- ▶ Lightroom Effect Presets
- ▶ Lightroom General Presets
- ▶ Lightroom Video Presets
- ▼ User Camera Profiles
 - ▣ Adobe Standard
 - ▣ Nikon Landscape
 - ▣ Nikon Neutral
 - ▣ Nikon Portrait
 - ▣ Nikon Standard
 - ▣ Nikon Vivid
- ▼ User Dennis Develop
 - ▣ D800 DigL Sharp
 - ▣ Reset
 - ▣ V1-Neu, Sharp, Noise, Auto
- ▼ User Presets

▼ Snapshots +

▼ History ×

Import (7/16/2012 2:44:04 PM)

▼ Collections +

- ▶ Smart Collections
- ▣ 2013 B&W Single Image 67
- ▣ Altered Realities 5
- ▣ Artifacts for Composites 4

Histogram ▼

ISO 100 44 mm f/8.0 2.0 sec

Basic ▲

Tone Curve ▲

HSL / Color / B&W ▲

Split Toning ▲

Detail ▲

Lens Corrections ▲

Effects ▲

Camera Calibration ▲

Previous Reset

Copy... Paste

Folder: Lightroom Editing 2 photos / 1 selected /Death Vally-20110518-0141.nef Filter: Filters Off

Process and Camera Calibration

Process

2003 – Lightroom 1 and 2

2010 – Lightroom 3

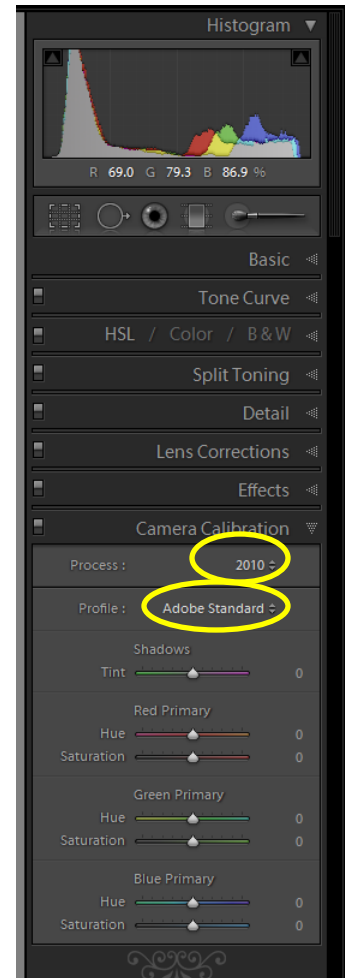
2012 – Lightroom 4

Do not blindly update to process 2012. If you are happy with an image, leave it alone. Otherwise update. All previously unedited files will be processes in 2012.

Camera Calibration

Default is Adobe Standard. Depending on the camera model, other options exist. Try them out.

I run a present that uses “Nikon Neutral”. I might use “Nikon Landscape” depending on the scene.



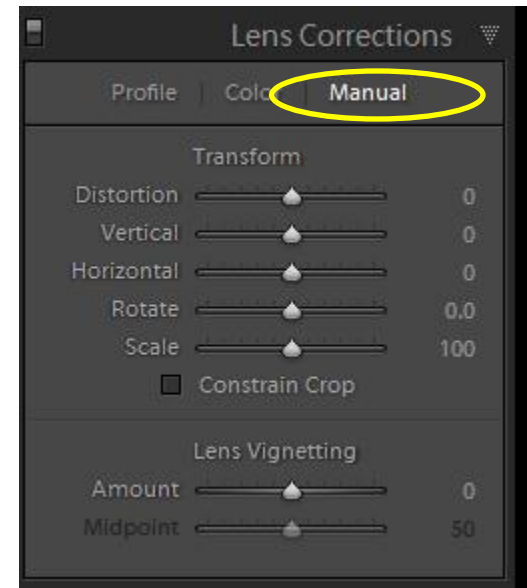
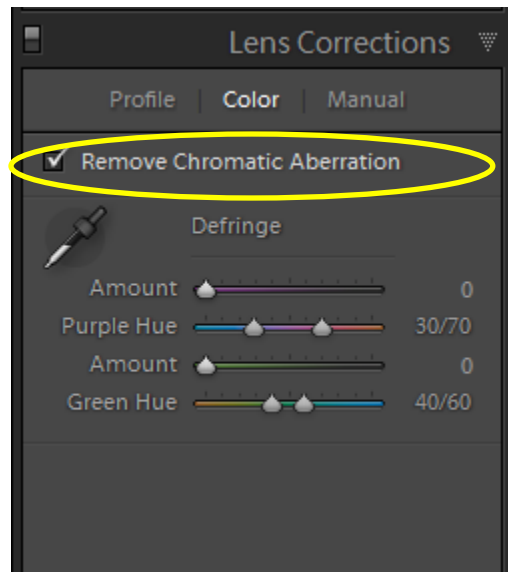
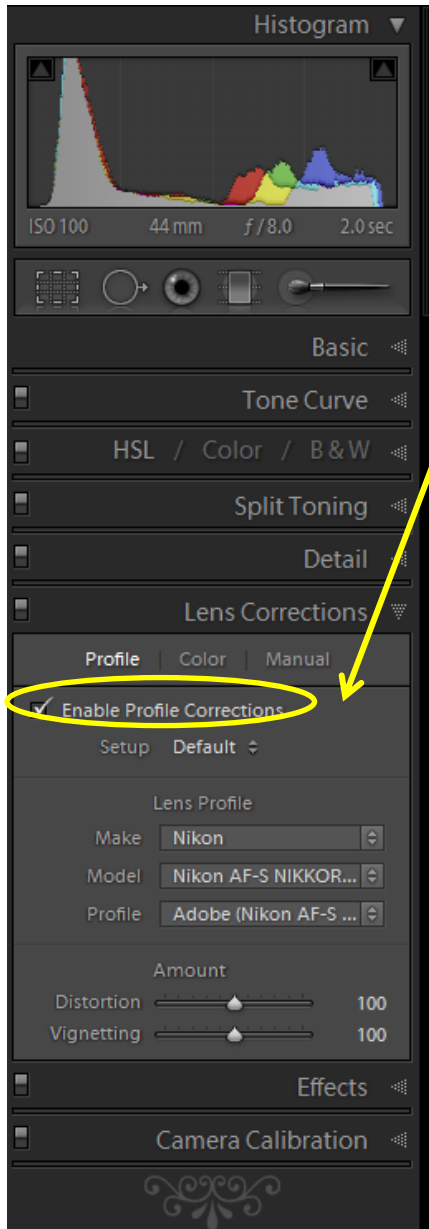
Lens Correction

Profile - Corrects for the particular lens.

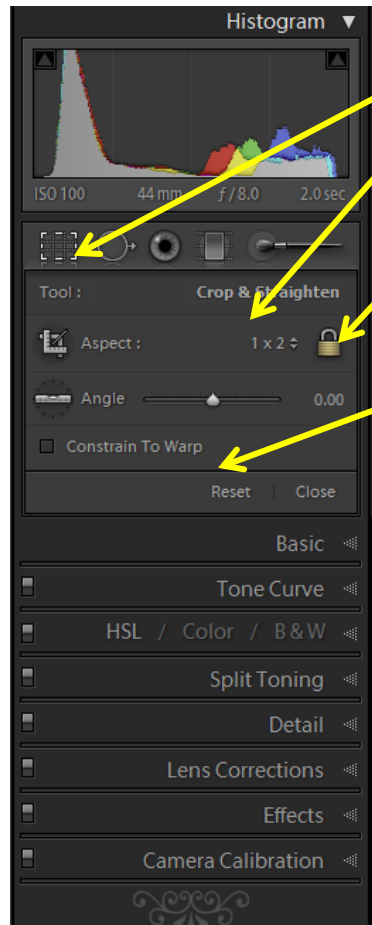
I enable this in my preset unless I want to emphasize a wide angle lens effect.

Color – Check “Remove Color Aberration”

Manual – Adjust for camera not being square to the scene and other lens issues.



Crop and Spot Removal

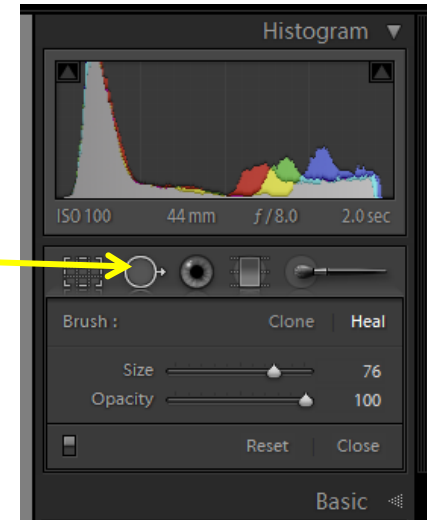


Crop Tool

- Preset and custom aspect ratios
- Lock/Unlock Aspect Ratio
- Straighten tool plus straighten on screen (hover at Corner of crop rectangle)
- Works with lens correction

Spot Removal Tool

- Recommend “Heal” – content aware
- Opacity 100% for most cases
- Also adjust healing brush size with scroll wheel
- Can move source if LR chooses wrong spot.



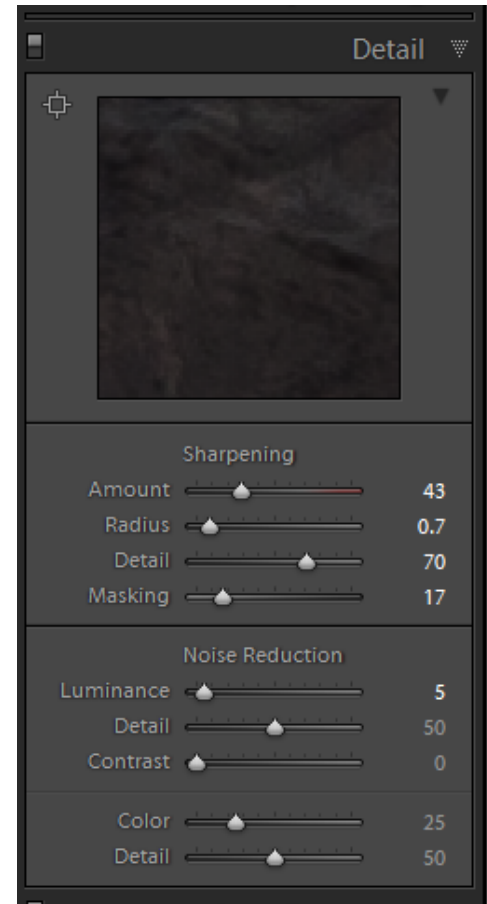
Detail

Sharpening – this is “RAW” sharpening, not creative or output sharpening. Necessary for RAW images.

- Hold down ALT to see impact of adjustments.
- View at 100%
- Right Click loupe to choose 1:1 or 2:1
- Amount 50 – 100
- Radius <1 to prevent halo. >1 if image is noisy (don't sharpen noise).
- Detail larger for clean images, smaller for noisy images
- Masking to prevent sharpening smooth areas like the sky.

Noise Reduction – Color (seen as multi-colored dots in shadows)
I pretty much leave this at default. Increase for noisy shadows. If you have a very recent camera, try setting to zero.

Noise Reduction – Luminance (Seen as dots all over the image)
Try not to use it since detail is lost.
Works with Sharpening, so go back and forth.



Basic Module – Generally Go Top to Bottom

Global Adjustments – creative control of the tonalities you want

WB (White Balance)

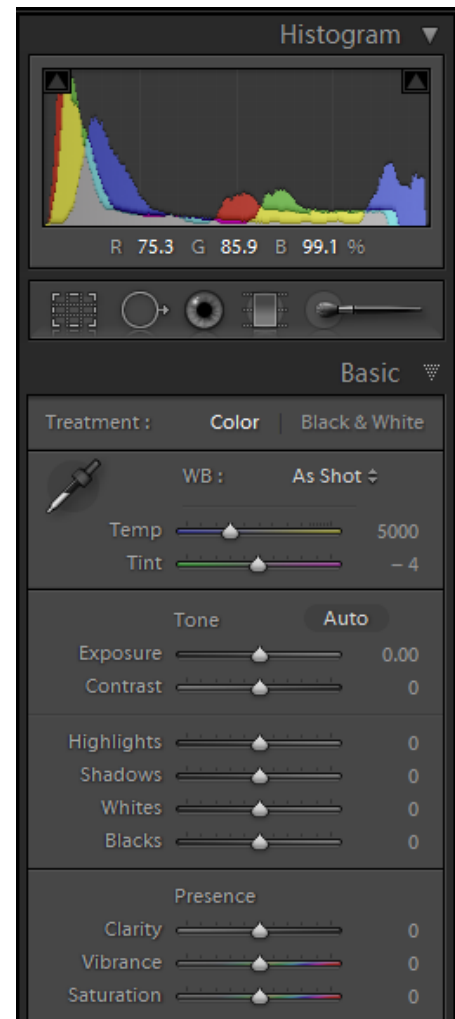
- Use eyedropper on a neutral part of the image.
- Presets and custom

Tone

- Try Auto
- Exposure moves the center
- Contrast moves both ends
- Highlights middle to almost white
- Shadows middle to almost black
- White adjusts bright end point
- Black adjusts dark end point
- Hold down ALT to see clipping while adjusting. Also triangles on histogram.
- Range being adjusted is grayed on histogram.
- Can adjust from histogram.

Presence

- Clarity = magic. Adjusts large areas lights and darks like unsharp mask with large radius.
- Vibrance saturates only those colors needing saturation
- Saturation use very sparingly



Part 2 of the Develop Module – Future Class

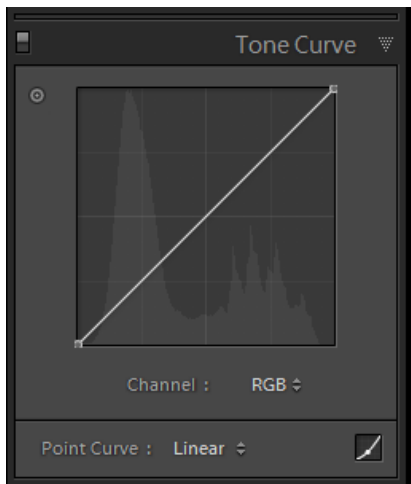
- Tone Curve
- Graduated Tool and Brush Tool
- HSL (Hue-Saturation-Luminance)/ Color/B&W (Black and White)
- Split Toning
- Effects

Tone Curve

Global Adjustments – creative control of the tonalities you want when Basic doesn't get you there. Two modes.

Regions Method

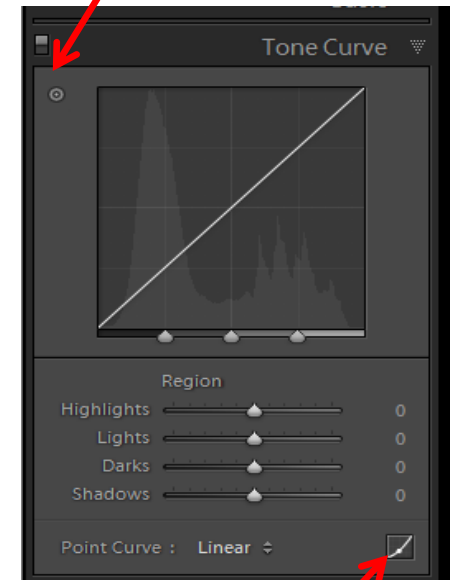
- **Point Curve preset** – Linear, Medium S-Curve, Strong S-Curve
- **Sliders** – Adjust Regions. Works very smoothly and does not overstress the curve.
- **Adjust on the Image**



Traditional Method

- **End Points** – Move to adjust white and black points
- **Add Points** – Adjust curve up and down.
- **Adjust on the Image**

Choose to adjust on the image.



Click to change mode.

Lightroom Editing

Part 2- The Develop Module

Dennis Fritsche

August 7, 2012

Part 1 of the Develop Module - Last Class

- Advantages of Lightroom 4 versus earlier versions.
- Camera Calibration and Process version
- Lens Corrections
- Crop and Spot Removal
- Detail
- Basic Adjustments - Color Temperature, Auto Tone, Tone Adjustments, and Presence

Part 2 of the Develop Module – This Class

- Five ways to easily do the same thing over and over
- *Tone Curve*
- Local Adjustments the *Graduated Tool* and *Brush Tool*
- Local Color Adjustments - *HSL* (Hue-Saturation-Luminance) and *Color Panels*
- *B&W* (Black and White) conversion
- Creative adjustments - *Split Toning* and *Effects*

Resources

- Free

<http://blogs.adobe.com/jkost/tag/the-develop-module>

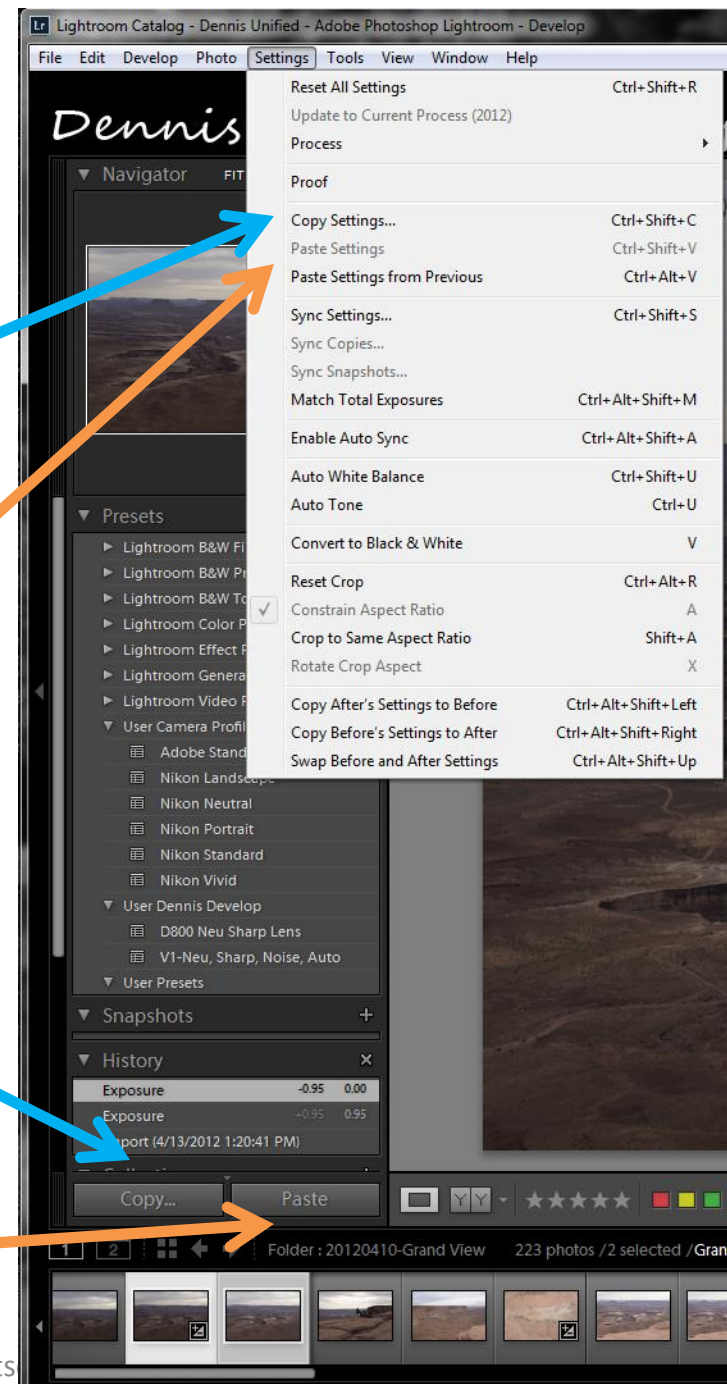
- Pay

http://store.luminous-landscape.com/zencart/index.php?main_page=product_info&cPath=25&products_id=286

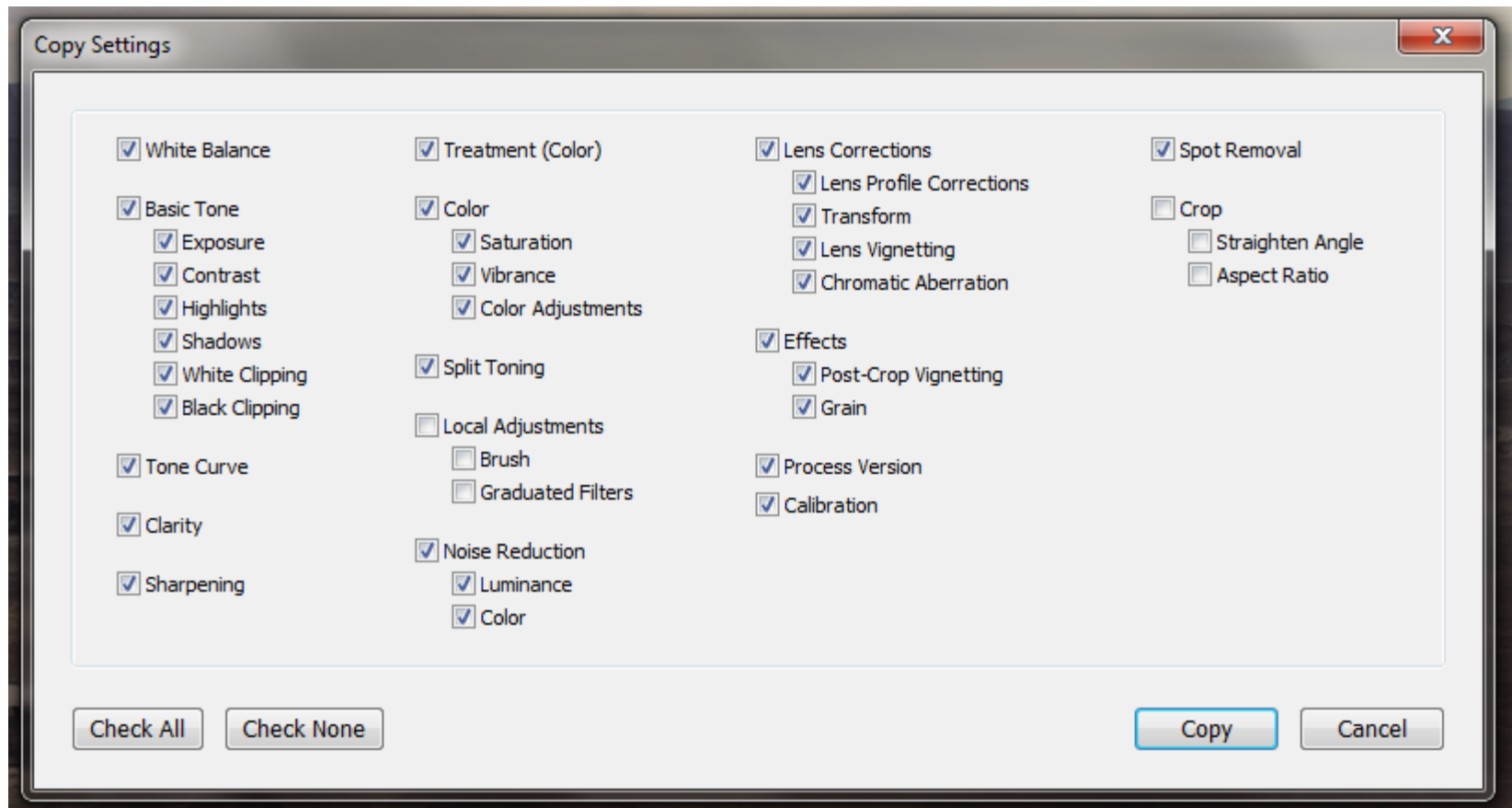
Making Things Easy

Copy/Paste Settings

- After adjusting one image
 - Settings
 - Copy Settings
 - Select parameters to copy
 - Click Copy
- OR
- Choose Copy
- OR
- Choose another image
- OR
- Settings
 - Paste Settings
- OR
- Choose Paste



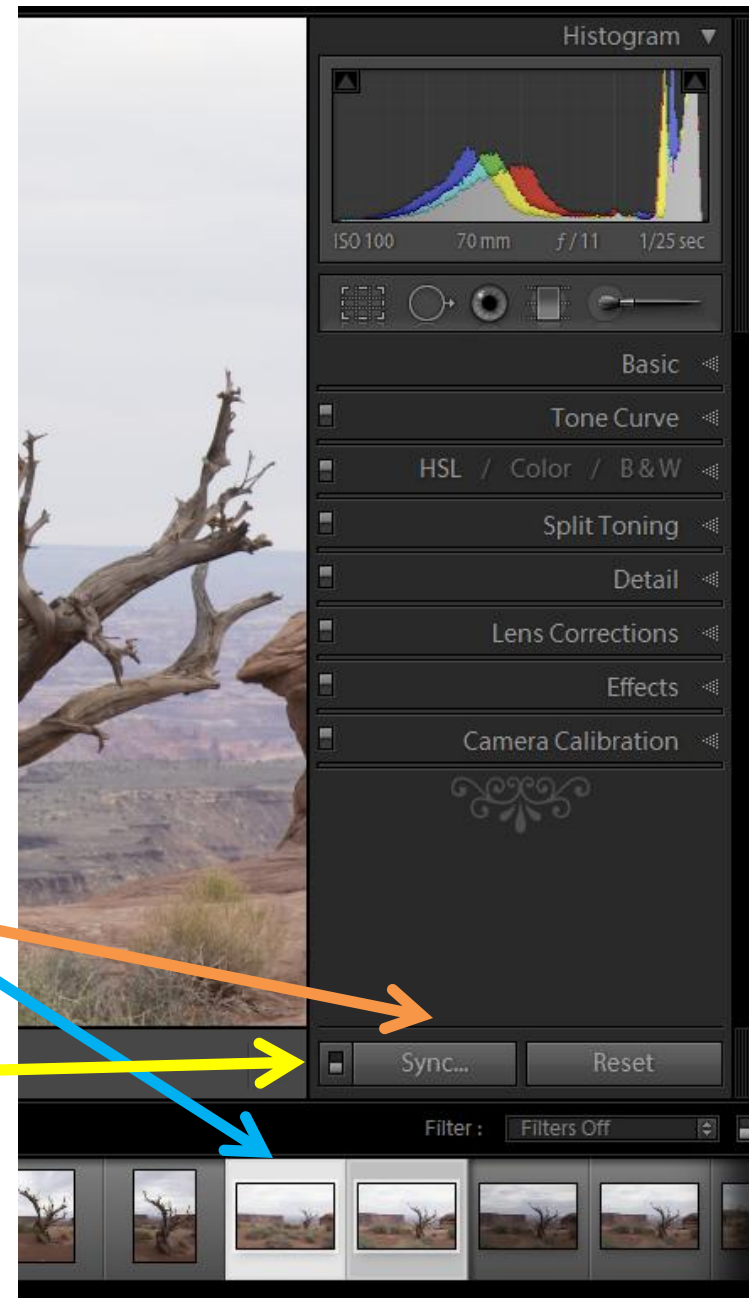
Parameter Selection



Making Things Easy

Sync

- After editing a photo
- Select additional images
 - Shift Click
 - Control Click
- Make sure the previously edited image is highlighted – brighter than other selected images
- Click Sync
- Choose parameters to apply as with Copy/Paste
- Switch from Sync to Auto-Sync

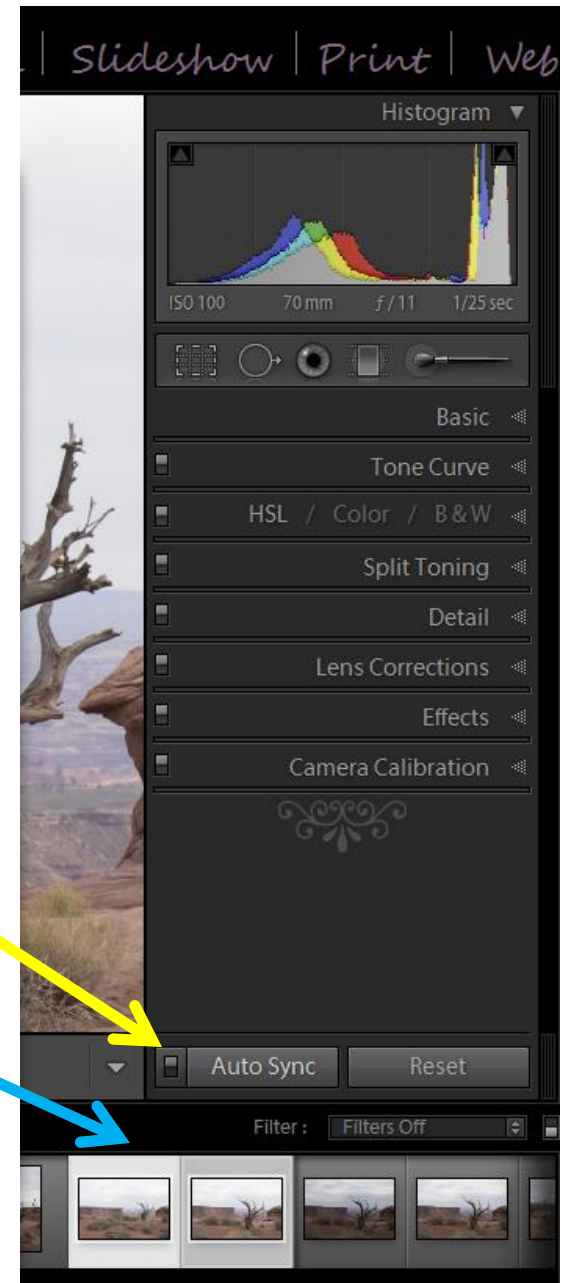


Making Things Easy

Auto-Sync

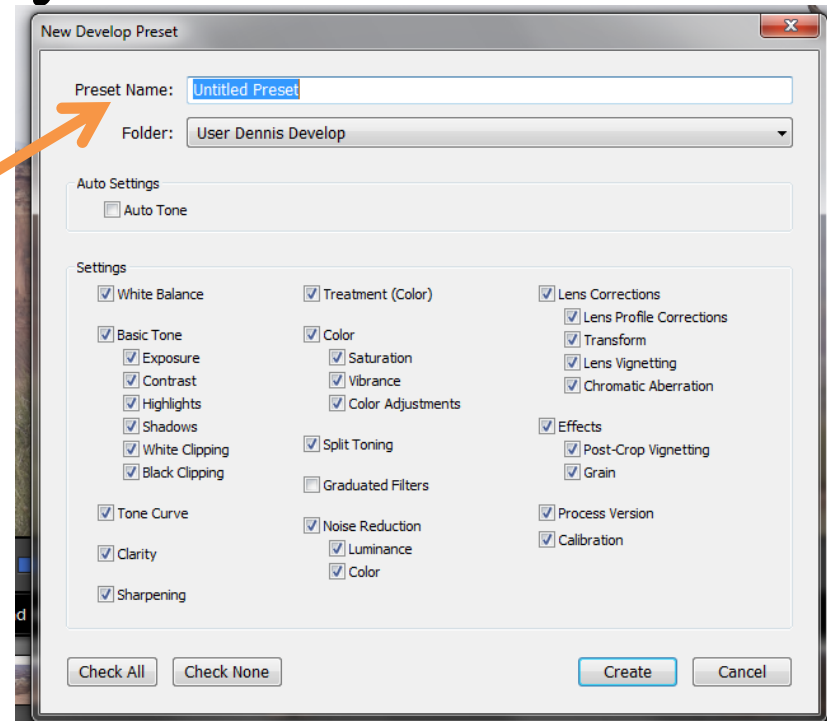
- Before editing
- Select all images to be edited
 - Shift Click
 - Control Click
- Switch from Sync to Auto-Sync
- Make edits on the highlighted image – brighter than other selected images
- The same edit will be made to all images selected at the same time

Caution: Make sure you have only the intended images selected

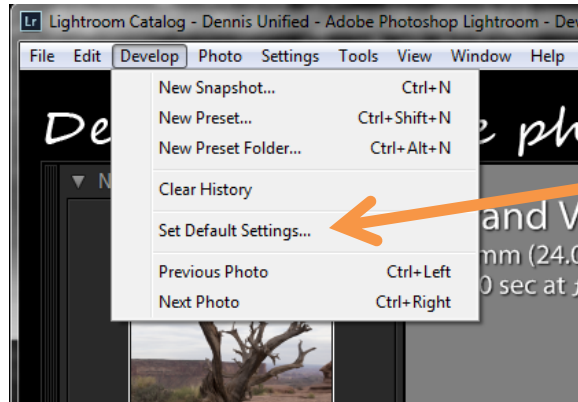


Making Things Easy - Presets

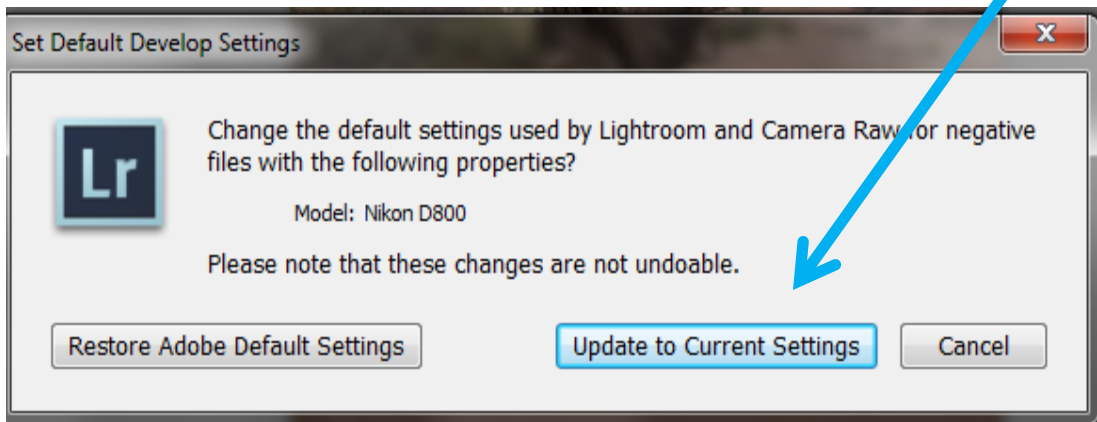
- Edit a photo
- Click “+” to create a new preset
 - Name it and Choose folder
 - Choose parameters to apply as with Copy/Paste
- Click Create
- Choose another photo
- Click the preset name to apply the settings
- To Update a preset, Right Click the name and “Update with Current Settings”



Making Things Easy – Set Default Settings



- Edit a photo
- Click Develop then Set Default
- Choose Update to Current Settings
- All future images will have these settings on Import

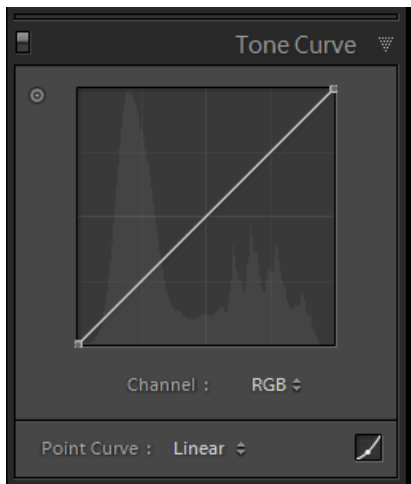


Tone Curve

Global Adjustments – creative control of the tonalities you want when Basic doesn't get you there. Two modes.

Regions Method

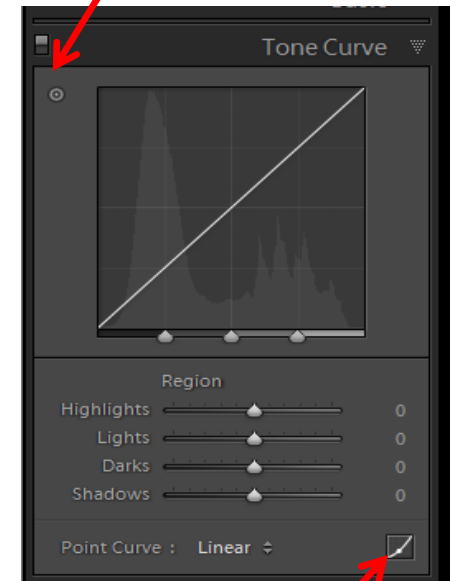
- **Point Curve preset** – Linear, Medium S-Curve, Strong S-Curve
- **Sliders** – Adjust Regions. Works very smoothly and does not overstress the curve.
- **Adjust on the Image**



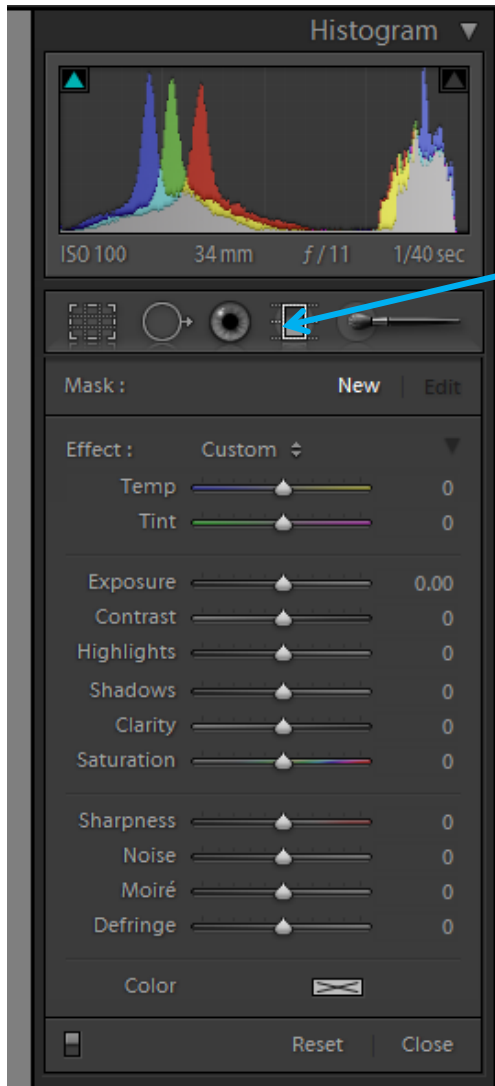
Traditional Method

- **End Points** – Move to adjust white and black points
- **Add Points** – Adjust curve up and down.
- **Adjust on the Image**

Choose to adjust on the image.



Click to change mode.



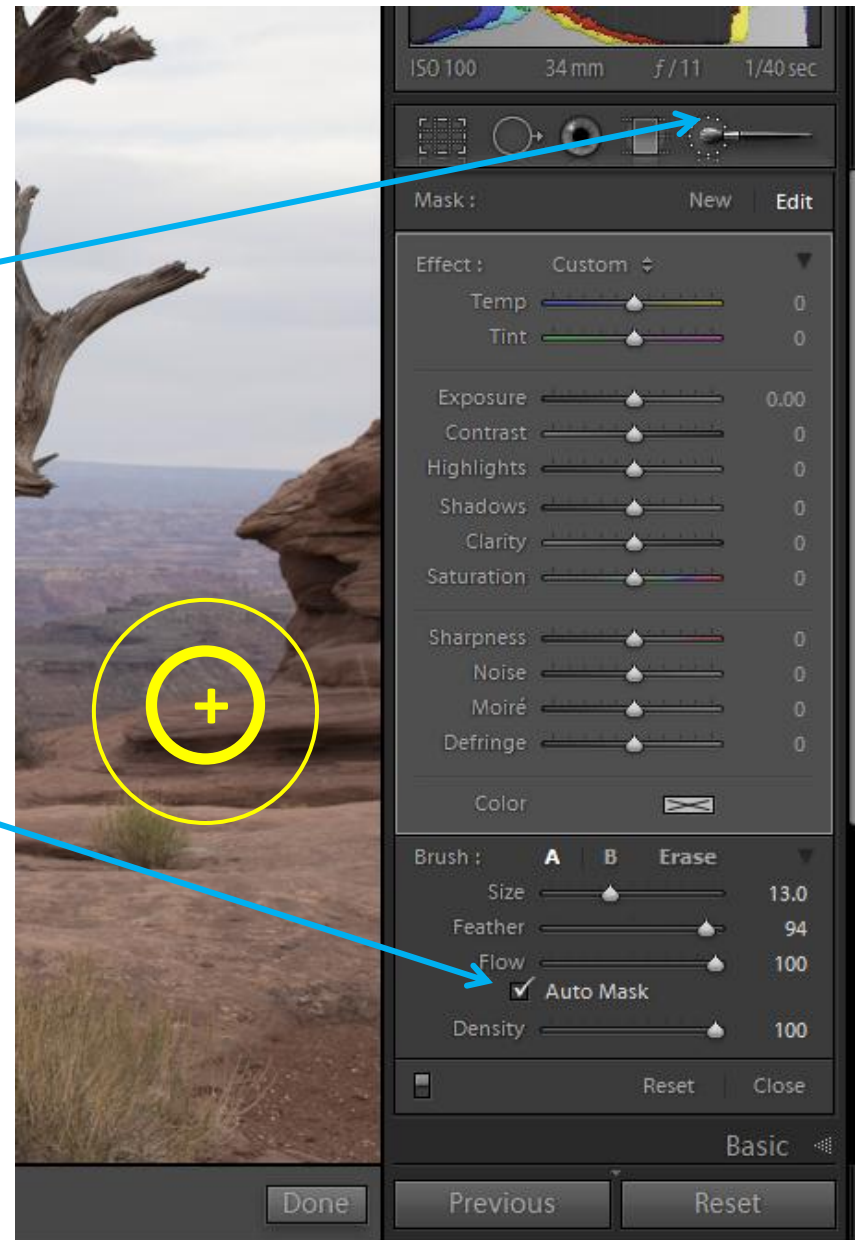
Local Adjustments Graduated Tool

- Choose the Graduated Tool
- Mouse to the image and a “+” appears
- Click and drag to form three parallel lines with center dot at horizon
- Adjust the parameters as desired.
- Changes appear in half of the image and blends to no change.
- Click “New” for an additional adjustment area.
- Can ad

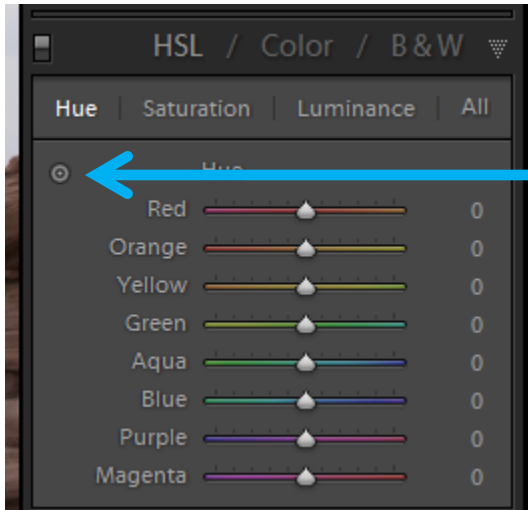


Local Adjustments Brush Tool

- Choose the Brush Tool
- Mouse to the image and two circles and a “+” appears
- Adjust size and feather.
- Thick circle is primary effect. Thin circle feather extent.
- Brush area to be adjusted.
- Adjust the parameters as desired.
- Check “Auto Mask” to apply to same color/tone and mask out others!
Works very well.
- Click “New” for an additional brushes
- Brushes A and B can be used to light/darken areas.
- “O” shows mask
- ALT changes to erase brush to clean up edges.

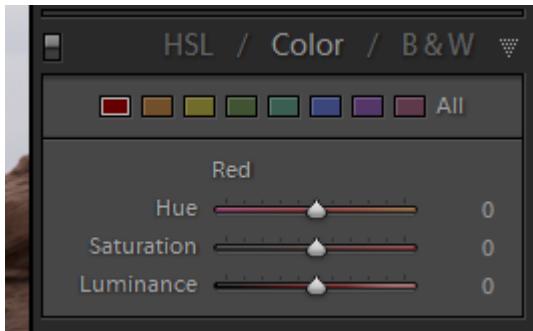


Global Single Color Adjustments



HSL – Hue/Saturation/Luminance

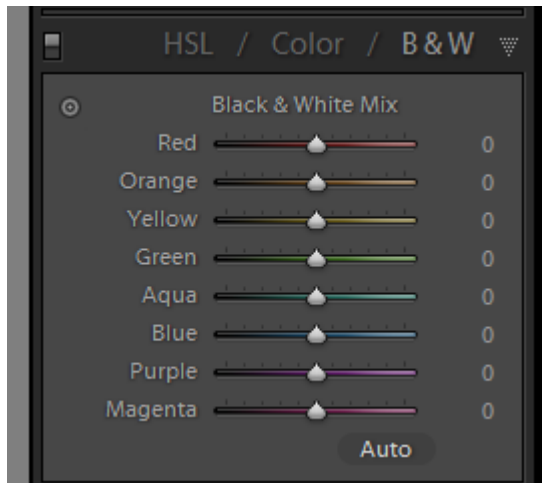
- Adjust HSL separately for each color with sliders
- Adjust on the image by clicking here – sometimes is multiple colors.
- Click “All” to show HSL in one panel – very confusing.



Color

- Same functions except arrange by color.
- Cannot adjust on the image.
- Click “All” to show all colors in one panel – very confusing.

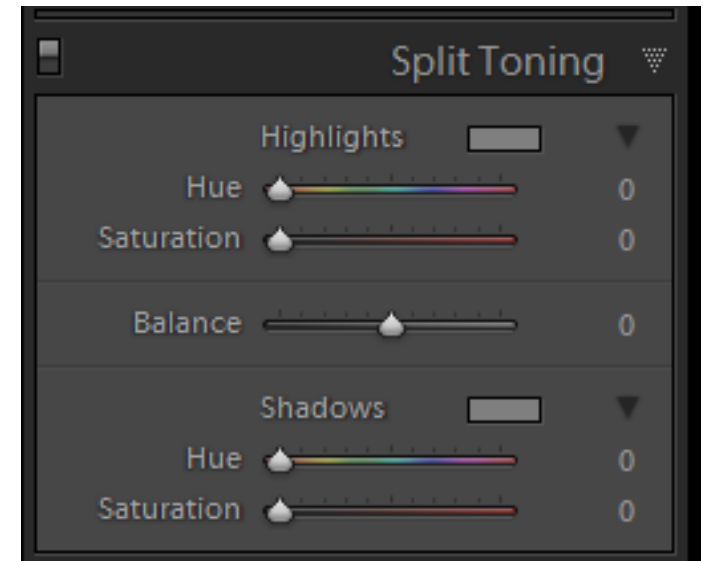
Black and White



- Very strong tool for converting to black and white.
- Consider making a Virtual Copy before converting to preserve color version
- Adjust colors to lighten or darken the areas corresponding to that color – for example Blue to lighten or darken the sky.
- Adjust on image available and very handy.
- A deeper dive into black and white conversion in another class

Creative Adjustments - Split Toning

- Apply different tones to shadows and highlights.
- For example some people cool the shadows and warm the highlights.
- Can use highlight tone to warm an early or late sky to enhance drama.
- Hold down ALT while moving the Hue to see the color effect for Shadows and Highlights.
- Then Saturation to get the degree of toning.
- Use balance to adjust if shadows or highlight tone is predominant.



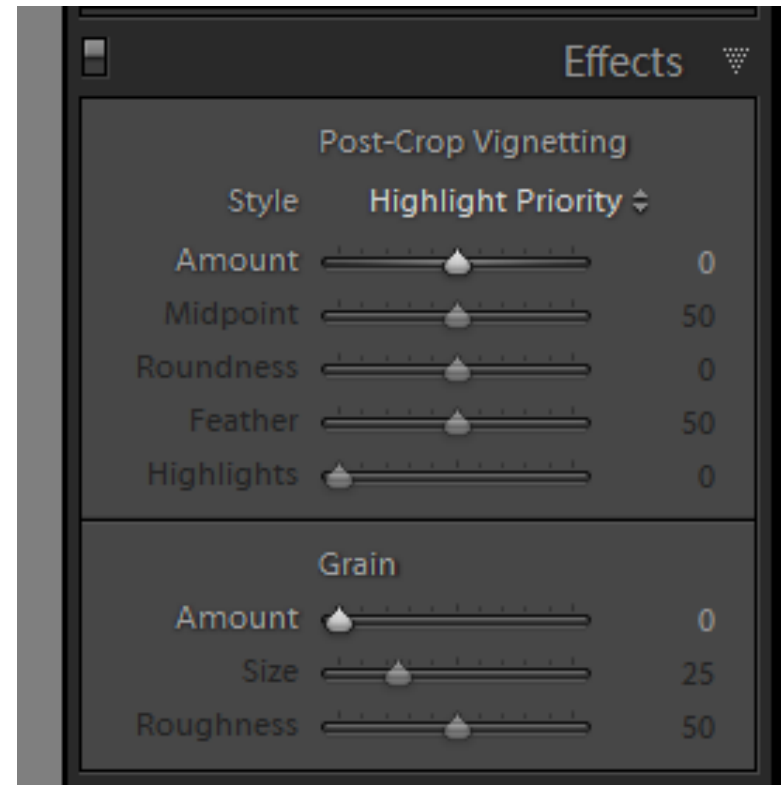
Creative Adjustments - Effects

Post Crop Vignetting

- Adjust to taste
- Use higher feather to make the effect less obvious.
- I prefer a NIK filter which allows me to place the center anywhere and is very natural looking

Grain

- Use for creative effect.
- Also use to make your image look less digital.
- If you have a noise capture and the noise is unattractive, creatively add this prettier grain to be dominant.



Thanks