

Lightroom

pt 2: Editing Paul Sauter June 2019

1

Intro Lightroom

- WELCOME to Day 2!
- Paul Sauter and Michael Lalor
- + Brain Trust!
- Toilets
- Emergency exits
- Kitchen – Coffee/Tea

2

Contents

DAY 1

- Lightroom? Why?
- RAW and JPEG: a reminder;
- Where are my Files, Folders, Catalogs?
- How do I “import”, flag, rate, make a collection?

DAY 2

- Editing (“Develop”)
- Exporting and Printing
- Photoshop

3

Caution

- Editing can be a bit tricky!
- We’ll show a WORKFLOW to keep you on track.

4

Editing? – Why?

- Enhancing the image, improving the message
 - Original image may not have the right crop, exposure, colour balance or may have some distracting elements;
- Making an already good image even better
 - Can I make a bad image into a good one??
- Process and improve RAW files

5

Software

Adobe Creative Cloud (CC)

	LR plan	CC Photo plan 20 GB	CC Photo plan 1TB
Lightroom	✓	✓	✓
Lightroom Classic		✓	✓
Photoshop		✓	✓
Storage	1TB	20GB	1TB
A\$/mo	\$14.29	\$14.29	\$28.59
A\$/yr	\$171.48	\$171.48	\$343.08

may 2019 prices

6

Software

	Lightroom Classic	Lightroom
Where you prefer to do your digital photography work	Desktop only	Desktop, mobile and web
Location of originals	Local hard drive	Cloud
File backup	Not included	Automatic
Ease of use	Most comprehensive	Intuitive, streamlined
Organisation and photo search	Manual keywords	Automatic tagging and intelligent search

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LR - screen

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LR - screen

Lightroom Classic

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LR – start

Open Lightroom

- from CC (use this one!)
 - only when on-line!
 - shows upgrades
- from desktop shortcut
 - if not online

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LR - screen

Screen Layout

- main tabs: Library – Develop – Print
- Develop: left: Presets and History
- right: all tools

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Develop tab


left

- Navigator
- Presets
- Snapshots
- History
- Collections

right

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 **Develop tab**

Start:

- **Library tab: find an image in a folder/collection**
- **Go to Develop tab**
- **Make Virtual Copy if required**
 - rhc: Create Virtual Copy

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 **Editing**


Vision-driven workflow:

- A. **Identify Intent**
- B. **Minimise Distractions**
- C. **Maximise Mood - global**
- D. **Draw the Eye - local**

*with thanks to David duChemin
craftandvision.com*

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14

 **Editing**

A. **Identify/remember Intent**

- **What made you pick up the camera;**
- **What do you want to express;**
- **How do you want this photo to feel;**
- **Others to feel?**
- **Where do you want the eye to go? Or not?**
- **What tools are the best to make that happen?**

- identify intent
- minimise distractions
- maximise mood
- draw the eye

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15






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17

 **Develop tab**

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. **Minimise Distractions**

1. **Lens Corrections**
2. **Straighten/Transform**
3. **Crop! Crop! Crop!**
4. **Spot Removal**

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18


Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. Minimise Distractions

1. **Lens Corrections**

- Remove Chromatic Aberration
 - little green and purple lines
- Enable Profile Corrections
 - to fix distortion and vignetting
 - SYNC! over more images
 - can also do manual



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19

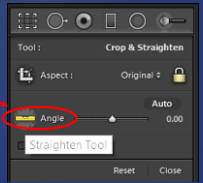
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. Minimise Distractions

2. **Straighten or Transform**

- to Straighten horizons:
 - use Straighten Tool
 - drag a line over the horizon
 - Done



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20

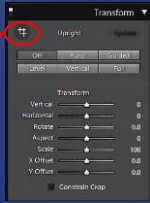
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. Minimise Distractions

2. **Straighten or Transform**

- for buildings etc:
 - Transform: try Full or Auto, or Guided for more complicated. Use 2, 3 or 4 Guides.
 - "Constrain Crop" or Crop afterwards



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21

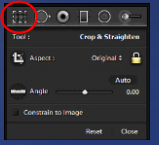
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. Minimise Distractions

3. **Crop, Crop, Crop!!**

- lock closed:
 - drag or select different aspect ratios (under Original)
- lock open: can change aspect ratios
- consider: where do you want the horizon?
 - where are the main point of interest?
 - which things can you exclude?



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22

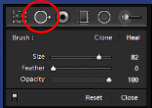
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. Minimise Distractions

4. **Spot Removal**

- to remove blemishes, unwanted objects
- tick "Visualise Spots" (or press "A")
- click on the tool, adjust the tool size on the image, click.
- can also drag a shape on the image, or clean up a line.



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23

Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

B. Minimise Distractions

4. **Spot Removal**

- mostly use *Heal*, Feather=0, Opacity=100;
- use *Clone* (=copy) to avoid bleeding
- line removal: Heal, Feather=0, Opacity=100: click start line, Shift button, click end line.
- TIP: need to move inside the image when using a tool? Press the spacebar!

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Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

c. **Maximise Mood**

Global Adjustments

1. **White Balance**
2. **Basics: whites/blacks etc etc**
3. **Contrast – Tone Curve**
4. **Colour**
5. **B&W**

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25

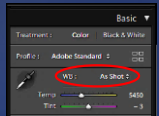
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

c. **Maximise Mood**

Global Adjustments

1. **White Balance**
 - More flexibility with RAW
 - various presets (As Shot, Auto, etc)
 - or use manual Temp slider
 - or use eye dropper on a grey area on the image
 - **SYNC!** over more images



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26

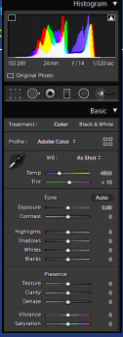
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

c. **Maximise Mood**

2. **Basics**
 - Exposure
 - Whites - Blacks
 - Highlights – Shadows
 - Contrast – Clarity – Texture - Dehaze
 - Saturation – Vibrance

Watch Highlight and Shadow Clipping!



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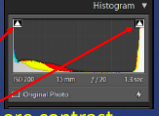
27

Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

c. **Maximise Mood**

- **Whites - Blacks**
 - Set White and Black Points (for dull RAW's)
 - stretches the histogram
 - more White + more Black = more contrast
 - **Watch Highlight and Shadow Clipping!**
 - activate: click
 - clipped when red and blue on the screen
 - reduce with Highlights and Shadows sliders



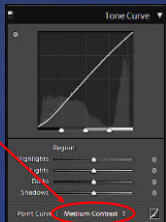
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Develop tab

c. **Maximise Mood**

3. **Tone Curve**
 - for alternative Contrast
 - click on Point Curve presets,
 - or manually change curve



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Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

c. **Maximise Mood**

4. **Colour**
 - use sliders to change Hue, Saturation or Luminance
 - or click here, then drag up and down with the mouse on the colour you want to change



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30

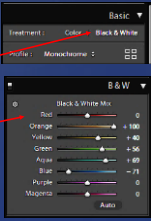
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

c. Maximise Mood

5. **B&W**

- optimise Basics in color first
- activate Black and White
- re-adjust Basics
- use sliders to change grey tones
- or use Presets
- or use several other PS methods



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31

Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

d. Draw the eye

Local Adjustments

1. Selections+sliders
2. Sharpening
3. Vignetting

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Develop tab

- identify intent
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- draw the eye

d. Draw the eye

Local Adjustments

1. Make selection with Grad/Radial Filter or Adjustment Brush and then e.g.

- Dodge (lighter) and Burn (darker)
- Sharpen/blur
- Contrast
- Saturation



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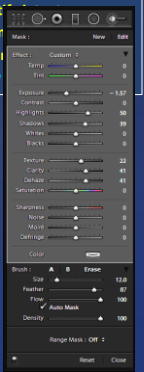
33

Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

d. Draw the eye

- Filters/Brush will open a new panel with lots of sliders
- Creates a Mask on the image, then use sliders
- "Show Selected Mask Overlay" to see selection
- you can delete, readjust or part erase an existing selection



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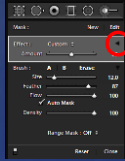
34

Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

d. Draw the eye

- You can change the effect of all of the sliders at the same time: click on little black arrow, and change amount.



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Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

d. Draw the eye

Auto Mask and Range Mask

- Auto Mask (default) lets you select with sharp boundaries
- Range Mask lets you select using Color or Luminance (brightness)
- try it out!



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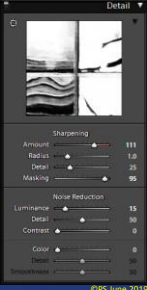
Develop tab

- identify intent
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D. Draw the eye

2. **Detail>Sharpening**

- Use ALT and Masking slider to show what will be sharpened
- use Amount slider
- do after final image size, or at least check!
- zoom-in! don't over-sharpen!
- do bit of Noise Reduction as well



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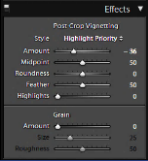
Develop tab

- identify intent
- minimise distractions
- maximise mood
- draw the eye

D. Draw the eye

3. **Effects>Post-crop vignetting**

- use Amount slider



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38

Develop tab

TIPS

1. Ctrl-Z to undo last step;
2. And/or use the History panel;
3. In Develop: Double-click slider title to go back to original setting;
4. Hover over slider and use up-down keys for controlled changes;
5. Spacebar to navigate while doing Spot Removal or Radial Filters etc.
6. L-L-L to show image on its own

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39

Develop tab

TIPS

7. \ (backslash) to switch between original and edited; or press Y-Y to see before-after images;
8. Shift-doubleclick White and then Black, to set White and Black points

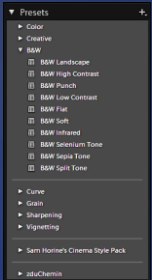
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Develop tab

PRESETS

- can use Presets in LH panel to try out different things
- from LR or Imported
- changes sliders in RH panel
- can further readjust if required



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41

External Editing

- to go to Photoshop:
 - Photo>Edit in Adobe Photoshop
 - or rhc>Edit in>
 - e.g. Compositing;
 - e.g. Clone, Heal, Edit>Fill>Content-Aware Fill;
 - e.g. Local Adjustments through Layer Masks.
- in PS: Save, and edited image will appear back in LR (as a new file)

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Resizing

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Resizing

File>Export (top)

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50

Resizing

File>Export (bottom)

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Resizing

- check sharpening after resizing!
- or ideally/theoretically, you should sharpen after resizing.

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Print tab

Print module

- can use Soft Proofing in Develop
- LH panel: templates
- Page Setup button: set Paper Size (A4, A3 etc) and Portrait/Landscape

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Print tab

- RH panel:
 - Printer
 - Resolution
 - Sharpening
 - Color Management (Profile, Perceptual/Relative)
- Printer.... button
 - If profile is used, set Printer color management off.

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LR – more!

- HDR (Photo>Photo Merge>HDR)
- Panorama (Photo>Photo Merge>Panorama)
- HDR Panorama

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Resources

- LR Tutorials on CC
- Club: website and personal (just ask!);
- Web
- Other commercial trainers

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LR

HAVE FUN!

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57