

Lightroom Develop Module

Presented to Central Okanagan Photographic by Bill Locke, January 12, 2015

1 QUICK FACTS

- Non-destructive – never alters imported image
- RAW file has 3X the data of the best jpeg
- Allows control of all light characteristics
- Tools for removing unwanted pixels and for changing perspective
- Multiple ways to do everything
- Can amend any change already made at any time
- Prepares images for use by other programs such as Photoshop

2 ONE WORKFLOW OPTION

- 1) Lens Correction
 - a) → Basic → Check enable profile correction and remove chromatic aberration.
- 2) Initial Crop
 - a) Check if there are very bright areas (sky) or dark shadows which should be cropped.
 - b) Straighten horizon
- 3) Basic Panel
 - a) ↓ highlights and ↑ shadows (50 – 100%)
 - b) Set white point and black point
 - c) Set white balance

This will give a good tonal balance
- 4) Clarity and Vibrance
 - a) Set to taste. (Leave saturation, contrast and exposure since gain more control with the HSL/Color panel and local adjustments)
- 5) Tone Curve Panel Adjustment
 - a) Go to point curve (linear / medium / strong) and select)
- 6) Develop Tools Panel - make local changes
 - a) Crop – should be finalized before any vignette application
 - b) Spot removal
 - c) Graduated filter
 - d) Radial filter
 - e) Adjustment brush
 - f) Red eye
- 7) HSL
 - a) Open HSL / Color Panel. Gives the best control of color as you can select specific colors to saturate.
 - b) Set to taste. (Can fine tune with sliders above)
- 8) Detail Panel
 - a) As a general rule, the sharpening amount + the luminance noise reduction amount should total about 100 % (not written in stone). Example: If you need more noise reduction than sharpening, use 60/40 or 75/25.

- b) Leave the other sliders alone except if you have a large area of sky that you don't want sharpened then use the masking slider (with Alt or option key). Areas that turn black will not be sharpened.
- 9) Effects Panel
- a) Apply **POST CROP** vignette

Note:

- The above order can be changed.
- Any step can be revisited and reworked.
- Some steps may not be needed.
- I always start with steps 1 and 2 and work the others if needed.
- When finished, walk away for 20 minutes and come back after your eyes "refresh".
- For submission to COPS for digital evaluation (not prints), reduce exposure by .1 or .2 because projection onto the big screen tends to lighten the image.

3 QUICK KEYS

- Ctrl+Z Undo last edit. Can be used multiple times.
- F Cycles to full frame view
- L Turns the lights in panels on or off
- I Cycles through image information
- Ctrl+/
Develop modules shortcuts (or go to Help → Develop Module Shortcuts)
- See menus for other shortcuts to your favorite commands.

4 RESOURCES

The following sources all have excellent "free" stuff but they also sell stuff. There is no obligation to buy. The first 3 are the ones that I use most.

- ❖ <http://creativelive.com>
 - Many courses – Free or purchase
- ❖ <http://www.photoserge.com>
 - Does 1 or 2 20 minute tutorials each week and currently there are over 180 tutorials on YouTube (Lightroom, Photoshop and others)
- ❖ <http://laurashoe.com>
 - Certified Lightroom and Photoshop expert
 - Constantly blogging tips, advice and even short instructional videos
 - Very good instructor
- ❖ Adobe Help
 - Online reference
 - Downloadable PDF reference
 - Tutorials
 - Adobe Community search