

February 7th, 2012. Lightroom Workshop : Chuck Carson

Part 1) How To Load Presets In The Develop Module

Part 2) Methods For Converting An Image To Black And White

### ***PART 1 - Loading Presets***

- Open Lightroom
- click on the develop tab (located at the top right) to open the "Develop Module"
- click on the Edit menu located at the top left of the module (this opens up the pulldown menu)
- find "Preferences" on the pulldown menu and click on it (this opens up the preferences window)
- click on the "Presets Tab" in the preferences window (this opens up the preset preferences)
- located at the right hand side half way down the window is the "Show Lightroom Presets Folder" click on this button (this opens the Lightroom Folder in the explorer window)
- close the "Preferences Window" and then close Lightroom
- within the lightroom folder there is a "Develop Presets" folder open this folder
- go to the place where your downloaded presets are saved
- highlight the presets and copy
- back at the "Develop Presets" folder open the folder you where you would like your preset to show up and paste them into that folder
- if you have all ready organized your downloaded presets into folders, paste the directly into the "Develop Presets" folder.
- you are only allowed one set of folders within the "Develop Presets" folder.

- if you have downloaded and saved any "Adjustment Brush Presets" paste them into the "Local Adjustment Preset Folder" located within the "Lightroom Folder"
- once you have placed all your presets, close the explorer window

Note: Once you have placed all your presets, all the folders with in the "Lightroom Folder" should be copied and stored somewhere outside of the computer as a backup.

- Open Lightroom
- Click on the "Develop Tab" to activate the "Develop Module"
- Click on the "Preset" tab at the left side of the module to activate the presets. All the folders and presets you have installed should now be accessible

## ***PART 2 - Black and White Conversion Methods***

### **Quick Tips**

- to reset all the panels back to the start of the image click on the "Reset" button at the bottom right of the develop module
  - to reset an individual panel hold the "Alt Key" down and click on the reset button that appear in the panel.
- a)
- create "Snapshots" during your conversion process once you've reached a state that your happy with , go to the "History Panel" right click on the last line and create snapshot will appear, click on this, name your snapshot and it will be saves in both the "Snap Shot" anel and the "History" panel.
  - to use the "History Snap Shot" double click the "snapshot" an this will revert your image to this state
  - to use the "Snap Shot" panel open a new image and double click the snap shot you want and this will apply all of the steps in the snap shot to the new image. This is similar to an action in photoshop

- to decrease the sensitivity of the sliders in the develop module expand the size (pull the left edge of the panel to the left) of the panel
- "Hue" is the type of color (whether it's a blue-red or a yellow-red)
- "Saturation" is the intensity of the color
- "Luminance" is the brightness of the color

### **Start**

- Open the image in the develop module
- using the tools in the Develop Module create the best color image possible.
- create a virtual copy to work on (right click your image and then chose "Create Virtual Copy" or by choosing "Photo", and then in the pull down menu choose "Create Virtual Copy")

### **Preset Method**

- open the appropriate preset folder, find a preset that you like and double click the preset to apply it to your image, if you don't like the look you can click the reset button to return to your starting point or just double click another preset
- use the develop tools finish to taste

*Think of the preset as a starting point or a way to see your image that you may no have thought of before.*

### **Quick View**

- to see if image works well in black and white
- click on "Settings" on the pull down menu click on "Convert To Grayscale" or "V Key" to turn into BW and "V Key" again to go back to color
- works in both the Library and Develop Module

## **Split Screen View**

- click on the "Before and After" split view located at the bottom left of the develop module (it's the two boxes side by side with the 2 Y's)
- this will show you the original color image along side the BW conversion
- this will help you in understanding the effects of the black and white conversion

## **Color Temperature Conversion**

- click on the BW on the basic panel
- adjust the color temperature slider
- to make the image warmer, slide the slider to right
- to make the image cooler, slide the slider to left
- to optimize the conversion click on the "Auto" beside the "Tone" in the Basic Panel
- finish using the tools in the Develop Module

## **Basic Conversion**

- click on the BW on the "HSL/Color/Black and White" panel
- the Black and white mixer appears
- adjust color sliders
  - to lighten a color move the slider to the right
  - to darken a color move the slider to the left
- \* instead of using the sliders click on the small circle in the top left hand corner of the panel
- this is the "Target Adjustment Tool"

- place the target over the area to adjust
- click and hold down the left mouse button and drag your mouse up to lighten the color and down to darken
- if using the split screen place the target on the area to be adjusted in the original color image and then lighten or darken, the effect will be shown on the black and white copy
- once you've reached a point your happy with, finish using the tools in the Develop Module
- note: when using this method the "Saturation" and the "Vibrance" sliders are unavailable

### **HSL Method**

- click on the HSL on the "HSL/Color/Black and White" panel
- click on "Saturation" to activate this panel
- move all the slides to the left so they each read -100
- click on "Luminance" to activate this panel
- move sliders or use target adjustment tool to adjust image
- the "Saturation" slider and the "Vibrance" slider in the "Basic Panel" now add extra control over your image
- the "Saturation" slider will act as an amplifier and increase the strength of the "Luminance" slider
- the "Vibrance" slider allows you a subtle fine tune control over your image, sometimes by decreasing the vibrancy certain colors such as blue become darker
- colors can also be adjuste further by using the sliders that are avaiable in the "Camera Calibration" panel
- once you've reached a point your happy with, finish using the tools in the Develop Module

## Split Toning

- under this panel the Shadows and Highlights can be colorized
- Hue slider controls the color
- Saturation slider controls the intensity of the color