

Lightroom Tips and Tricks

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1. Getting Started

- If you are new to Lightroom but already have your photos organized on your computer, bring these images into Lightroom using **ADD**. This will keep your file structure intact. Future changes to your catalog can be made within Lightroom.
- If your photos are scattered on the hard drive, choose a place to keep your new catalog, give it a name, and bring the photos one folder (directory) at a time into Lightroom using **COPY**. You can set up your new catalog structure from within Lightroom.
- Some photographers keep the photos organized in the catalog by date, then use **COLLECTIONS** as a way to sort the images by subject. E.G. People, Travel, Plants, Animals etc. Think of Collections as virtual copies of your photos.
- Right click or Control click on a folder to rename it, create a sub-folder, remove a folder, promote a folder etc. Try it to see other options.
- When photos are imported unto Lightroom they appear in a **new folder** within the folder structure of your catalog. Usually these are by date. The photos also appear in the **PREVIOUS IMPORT** folder under **CATALOG**. The latter are virtual files and will be replaced when you next import photos. Anything you do to these virtual photos also happens to the actual files – modify, move, delete, etc.

2. The Library Module

- Above the filmstrip at the bottom of the Lightroom window there are two boxes (Labeled 1 and 2). You can use these to have 2 windows open in Lightroom at the same time. One window can show the photos in **GRID VIEW** while the other shows an individual photo in **LOUPE VIEW**.
- When working with a small monitor where space is limited, try right-clicking within either the left or right sidebars. Among the options that are revealed is one called **SOLO MODE**. In this mode only one palette is open at a time. This works in any module.
- Getting photos out of Lightroom:
When you wish to share photos as other than as DNG files, select the photos in the Library Module, (Quick Collections work well for selecting if the photos are not together), then use the **EXPORT** function to move the photos . You can control the quality, size, file type, and add a watermark if you wish.

3. The Develop Module

- Left-clicking once on the name of any modifier in the Develop Module, (Exposure, Fill Light, Sharpening, etc.) allows you to move the slider using the +/- keys. This can be more precise than using the slider.
- Double clicking on the name of a modifier returns it to the default setting.

- All of the image modifying tools other than those found in the BASIC PANEL have an ON/OFF switch at the left-hand-side of the panel. You can turn the adjustments that you made off and on to see the effect of the adjustment.
- White Balance can be adjusted in any of 3 ways. Select a new setting from the drop-down menu; use the sliders to set temperature and tint or by using the eye dropper tool to click on an area close to light grey.
- TAT : TARGETED ADJUSTMENT TOOL is found in the tone curve section. Select the tool , click and drag. Dragging up, lightens the tone, down darkens it. Put the tool back when finished.
- Detail Panel controls sharpening and noise reduction. Holding down the option key when sharpening allows you to see the luminosity channel and more easily see the effect of your sharpening. Holding down the option key while masking allows you to see the mask: Black hides, White reveals. This is a useful way to keep noise down by only applying the sharpening to the edges in the photo.
- **What do some of these sliders really do? (Found on the web)**
Do you know the difference between brightness, fill light and exposure? When editing your photos in Lightroom, Photoshop, ACR, etc. it can seem that playing with certain sliding bars all produces the same result: your photos get brighter. But what's actually happening and how do you know which to choose?

Exposure – Shifting your exposure is *like* changing the in-camera settings in post-production. To be more technical, it scales the settings up and down by a constant multiplying factor. Moving this slider either increases or decreases all of the elements that go into obtaining the correct exposure at once.

Brightness – Brightness is commonly known as the slider that adjusts the midtones. And although many people think that this is *all* the brightness sliders do, there's a little more to it. All of the settings still change when utilising the brightness slider, but it preserves the highlights better than simply dialing up the exposure. And it affects the midtones more nicely than pumping up the exposure.

Fill light - The fill light slider brightens the dark bits and pretty much leaves everything else alone unlike brightness and exposure which lighten everything at once. Adjusting fill light can be a good way to lighten a photo without clipping the highlights.

Knowing how different adjustments are affecting your work will give you more power to make informed decisions about how to treat your shots in post-production. Have fun!

Saturation

Saturation is a uniform bumping up the intensity of all colors in your shot, regardless of the starting point of the colors. This can result in clipping (over saturation of certain colors which results in loss of detail in those areas) and over saturation of skin tones leaving them looking too orange and unnatural.

Vibrance

Vibrance is a smart-tool which cleverly increases the intensity of the more muted colors and leaves the already well-saturated colors alone. It's sort of like fill light, but for colors. Vibrance also prevents skin tones from becoming overly saturated and unnatural.