

PHOTOGRAPHY: TRICKS OF THE TRADE

Lightroom CC® Local Adjustment Tools

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Goals for “Tricks of the Trade”

- NOT show you the way you should work
- Demonstrate and discuss specific photography issues
- Discuss the rationale for my choices
- Give opportunity to discuss how to apply ideas to ***your*** photography
- Ultimately, improve your photography

Agenda for the evening

- Welcome and introductions
- Overview of general problems in photography
- Components of exposure and histogram
- Lightroom vs Photoshop tools
- Basic panel in Develop Module
- Local adjustment tools: gradient and radial filters, brush, spot removal tool
- Dodging and burning; creating image depth
- Wrap-up by 8 PM

Learning Objectives

At the end of this session, you will be able to:

- Identify roles for Lightroom and Photoshop
- Identify the tools in the Develop Module
- Optimize raw image using LR Basic Module
- Discuss physical vs digital filters
- Define the role of the LR local adjustment tools
- Recognize interaction between tools
- Perform dodge and burn with LR adjustments

Repeat after me...

- ▣ There is no one, single workflow
- ▣ My workflow is not the only way
- ▣ Workflow changes with images / outputs
- ▣ There are lots of ways to skin a cat
- ▣ Find what is best for you

Always have a workflow in mind

Why Lightroom?

- ▣ Necessary tool for organizing images
 - Powerful image database
 - Flags, ranking, color-code, key words
 - EXIF and meta-data from camera, lens, and additional
 - Re-name, move, group, collections, export/publish
- ▣ Designed for photographers
 - (Relatively) easy to learn
 - Rational **workflow** for photographers
- ▣ Works with raw images (and JPEGs)
- ▣ Non-destructive edits – no pixels change
- ▣ No lossy compression issues
- ▣ Plays well with other editing programs

LightRoom vs PhotoShop

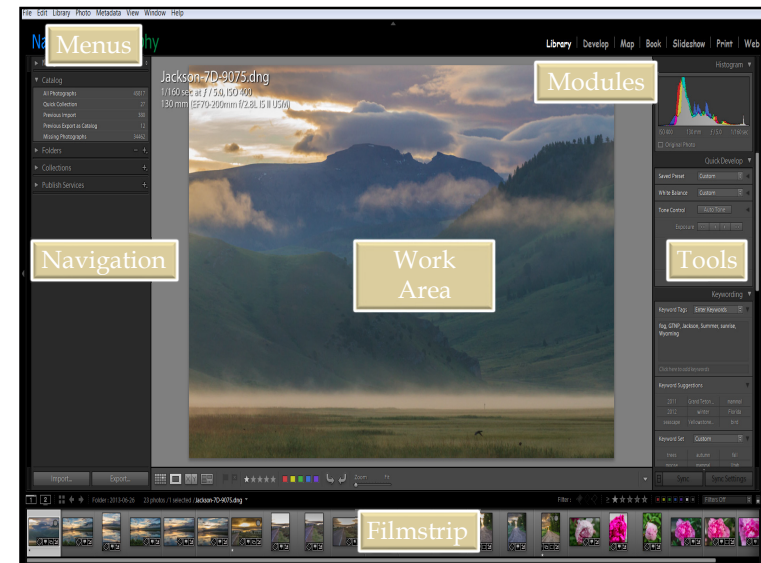
LightRoom

- ▣ Synchronized editing
- ▣ Image storage system
- ▣ Database / search engine
- ▣ Adobe Camera Raw
- ▣ Image-level editing
- ▣ Non-destructive edits
- ▣ Limited local edits

PhotoShop

- ▣ Single image editing
- ▣ Bridge is viewer
- ▣ Adobe Camera Raw
- ▣ Pixel-level editing
- ▣ Destructive edits
 - Smart objects
- ▣ Layers & overlays
- ▣ Masks
- ▣ Content-aware fill

The programs are different but complementary.



LightRoom Modules

- ▣ Library – organize your images
 - Import, export, publish images
- ▣ Develop – process your images
 - Local adjustment tools
- ▣ Map – geo-tag your images
- ▣ Output Modules:
 - Book – create a photo book
 - Slide show – create a slideshows
 - Print – print your images
 - Web – create a web objects

Workflow...

Develop Module

- ▣ White and black points; highlights, shadows
 - Exposure, contrast – dynamic range
- ▣ Color temperature, white balance, and tint
- ▣ Presence (**pop**) - clarity, vibrance, saturation
- ▣ Crop, level, clean-up, filters
- ▣ Local adjustments
 - Gradient & radial filters, brush, spot removal
 - Dodge and burn
- ▣ Tone curve, HSL, split-tone
- ▣ Lens corrections and perspective control
- ▣ Sharpness; luminance & color noise reduction
- ▣ Special effects – post-crop vignette, grain

Workflow...

Post-processing (Editing) Goals

- ▣ Optimize white balance and tint
- ▣ Optimize overall exposure and contrast
- ▣ Correct saturation problems
- ▣ Enhance local exposure and contrast
 - Dodge & burn; clarity
- ▣ Crop for final use (straighten, fix corners and edges)
- ▣ Eliminate distractions: clone, heal, blur, etc.
- ▣ Create vignette
- ▣ Merge images: HDR, panorama, focus-stacking
- ▣ Other local adjustments, filters, etc.

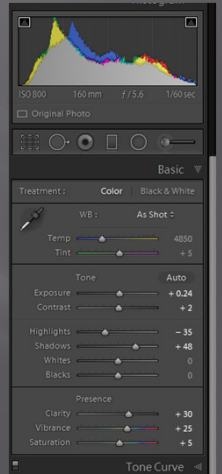
Develop Module Panels

- ▣ Local adjustment tools – gradient, radial, brush, clone
- ▣ Basic – exposure & color correction
- ▣ Tone curve – contrast and dynamic range
- ▣ HSL – Hue, Saturation, Luminance, (B&W)
- ▣ Split Toning*
- ▣ Detail – noise reduction and sharpening
- ▣ Lens Corrections – aspect error, chromatic aberration
- ▣ Effects – vignette and grain; de-haze
- ▣ Camera Calibration*

* = very low use

Global Non-destructive Edits

- ▣ Basic Panel
- ▣ Tone Curve Panel
- ▣ Split Toning Panel
- ▣ Detail Panel
- ▣ Perspective Panel
- ▣ Camera Panel



Histogram!

to shift curve right or left

black points

s and highlights

n segment

details

nce - if exposure is

n tones; acts only on

ues

a if exposure is

ame care

f needed),

one curve

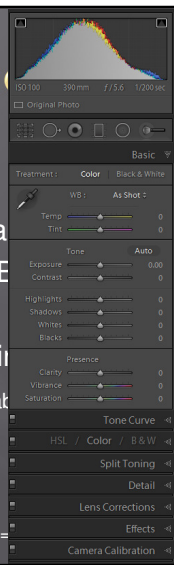
contrast adjust

5

Tone Curve

Develop Module Panels

- ▣ Local adjustment tools — gradient, radial,
- ▣ Basic — exposure & color correction
- ▣ Tone curve — contrast and dynamic range
- ▣ HSL — Hue, Saturation, Luminance, (E)
- ▣ Split Toning*
- ▣ Detail — noise reduction and sharpening
- ▣ Lens Corrections — aspect error, chromatic aberration
- ▣ Effects — vignette and grain; de-haze
- ▣ Camera Calibration*



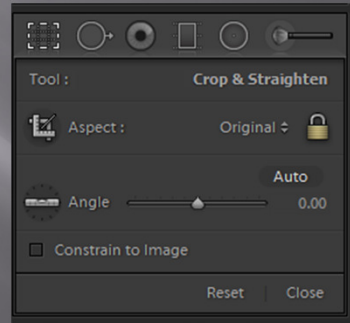
Local Adjustment Tools

- ▣ Non-destructive edits
- ▣ Affect less than entire image
 - ▣ Multiple effects can be combined
- ▣ Crop & level tool
- ▣ Spot removal tool (brush)
- ▣ Red eye tool
- ▣ Gradient filter tool
- ▣ Radial filter tool
- ▣ Local adjustments brush (tool)

Crop and Level Tool (R)

Functions

- Aspect adjustment
- Crop image
- Level / straighten
 - Angle tool
 - Image grid
 - Level tool
- Sticky lock tool



Red Eye Tool

Functions

- Remove “red eye” from flash or front-lighted shots
- Remove retinal color from animal shots



Clone vs Heal

- Both functions hide selected regions
- **Clone**
 - Exact copy of pixels – hue, saturation & luminance
- **Heal**
 - Texture copied
 - Hue & saturation match
 - Softer blend effect
- Sometimes combined



Filters

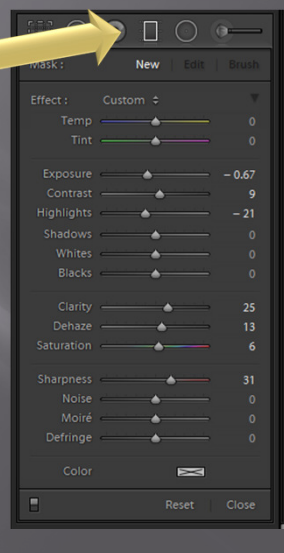
- **Circular polarizing lens (filter)**
 - Size to maximum lens diameter
 - Adapters to smaller lenses
- **Neutral density filter(s)**
 - Fixed or variable
 - Round or rectangular with mount
- Graduated neutral density filter(s)
 - Rectangular (only) with mount
- Specialty and color correction filters
- UV / haze filter controversies



Gradient Tool

Functions

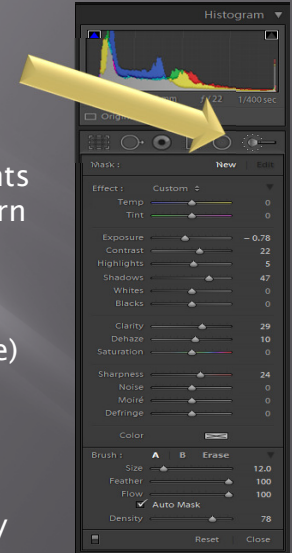
- Replace graduated neutral density filter for camera
- Linear adjustments
- Feathered edge softening



Adjustment Brush

Functions

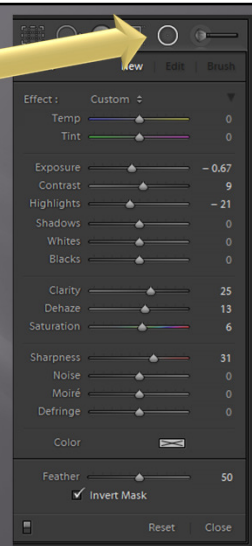
- Local exposure adjustments
 - Traditional dodge & burn
- But far more:
 - WB & tint
 - Contrast & clarity
 - Saturation (not vibrance)
 - Dehaze
 - Sharpen
 - Colorize
- Auto Mask
- Size, feather, flow, density



Radial Filter Tool

Functions

- Replace harsh vignette
- Oblong adjustments
- Feathered edge softening
- Far more than local exposure adjustments



Application of processing

- ❑ Eliminate distractions
- ❑ Focus attention on subject
- ❑ Add 'depth' to image
 - Color / saturation / vibrance
 - Contrast / sharpness / clarity
 - Dodging and burning
- ❑ Keys to creating *Pop*

ABCs of Post-processing *Pop*

- ▣ Adjust overall exposure as needed (histogram)
- ▣ Set white point (histogram)
- ▣ Set black point (histogram)
- ▣ Open the shadows (up) / highlights (down)
- ▣ Re-touch exposure, white and black points, if needed
- ▣ Add clarity
- ▣ Add vibrance (watch saturation)
- ▣ Check white balance and tint
- ▣ Consider tone curve adjustment (for contrast)

Summary

Lightroom:

- ▣ Powerful database for image organization
- ▣ Non-destructive, image-level edits
- ▣ Seamless integration with other Adobe and many third-party products

Photoshop:

- ▣ Pixel level, destructive edits
- ▣ Powerful tool for fine editing



ABCs of Post-processing *Pop*

- ▣ Consider local adjustments
 - Gradient filter to tone down / saturate sky
 - Radial filter for accents (light or dark)
 - Dodge and burn with brush tool
 - Post-crop vignette?
- ▣ Time for Photoshop?
 - Selective removal of object(s) ("content aware")
 - Local masking / adjustment layers
- ▣ Other presets and filters?