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Ted LoCascio

Adobe®
Photoshop® Lightroom® 3
 on Demand

Ted LoCascio



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Adobe® Photoshop® Lightroom® 3 on Demand

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Dedication

To my wonderful wife, Jill, and our two sons Enzo and Rocco, for their never-ending love and support.

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Ted LoCascio is a professional graphic designer, author, and educator. He served as senior designer at the National Association of Photoshop Professionals (NAPP) for several years and has created layouts, graphics, and designs for many successful software training books, videos, websites, and magazines. Ted is the author of numerous graphics software training books and videos and has contributed articles to *Photoshop User* magazine, Creativepro.com, the Quark Xtra newsletter, PlanetQuark.com, indesignsecrets.com, and *InDesign Magazine*. He has also taught at the Adobe CS Conference, the InDesign Conference, the Pixel Conference, the Vector Conference, and PhotoshopWorld. A graphic designer for more than 15 years, Ted's designs and illustrations have been featured in several national newsstand and trade magazines, books, and various advertising and marketing materials. For more about Ted LoCascio, please visit tedlocascio.com.

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Introduction

Welcome to *Adobe Photoshop Lightroom 3 On Demand*, a visual quick reference book that shows you how to work efficiently with Lightroom 3. This book provides complete coverage of basic to advanced Lightroom skills.

How This Book Works

You don't have to read this book in any particular order. We've designed the book so that you can jump in, get the information you need, and jump out. However, the book does follow a logical progression from simple tasks to more complex ones. Each task is presented on no more than two facing pages, which lets you focus on a single task without having to turn the page. To find the information that you need, just look up the task in the table of contents or index, and turn to the page listed. Read the task introduction, follow the step-by-step instructions in the left column along with screen illustrations in the right column, and you're done.



How You'll Learn

How This Book Works

Step-by-Step Instructions

Exercise Files

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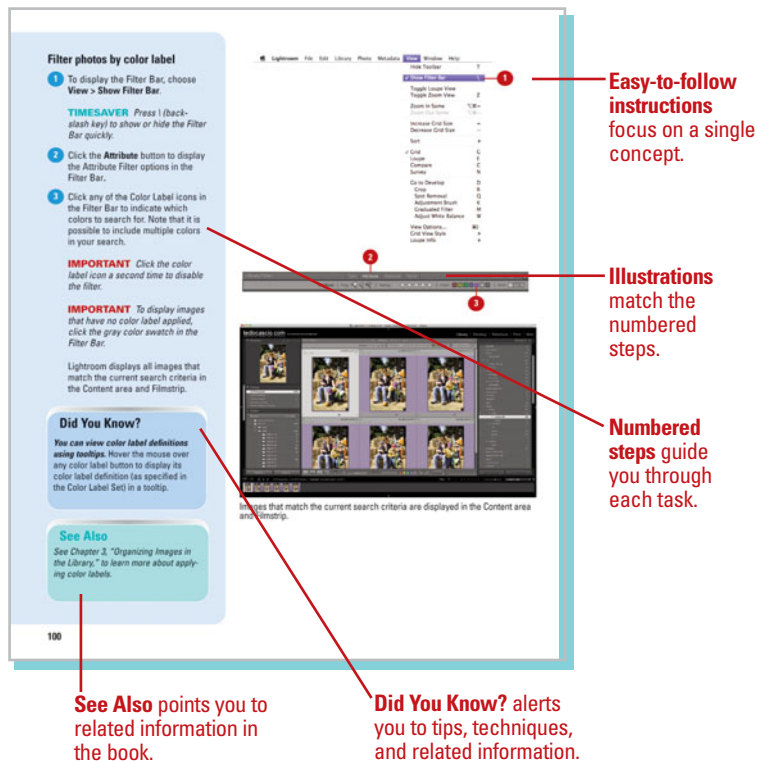
Photoshop Family

Workshops



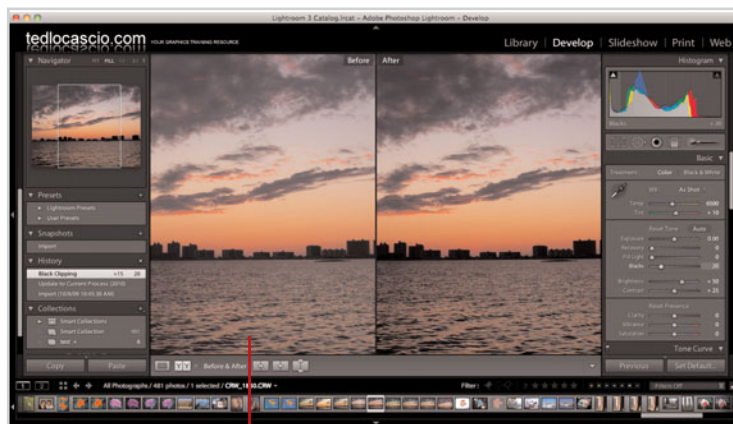
Step-by-Step Instructions

This book provides concise step-by-step instructions that show you “how” to accomplish a task. Each set of instructions includes illustrations that directly correspond to the easy-to-read steps. Also included in the text are time-savers, tables, and sidebars to help you work more efficiently or to teach you more in-depth information. A “Did You Know?” provides tips and techniques to help you work smarter, whereas a “See Also” leads you to other parts of the book containing related information about the task.



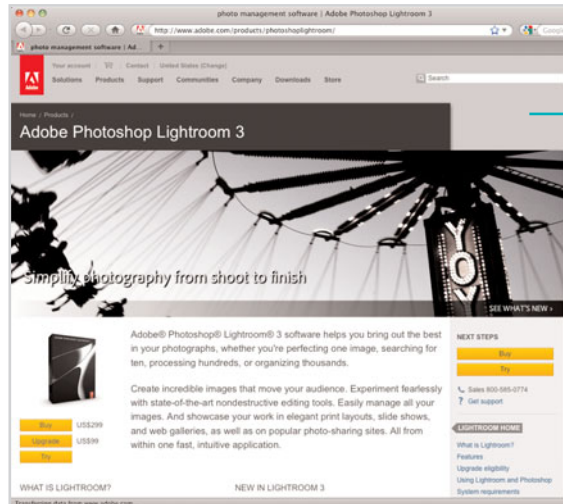
Exercise Files

The Develop module section of this book uses exercise files that are available to you. You can locate these files on the Web by navigating to www.queondemand.com. By following along with the exercise files, you won't waste time looking for or creating your own assets. Note that not every task requires an exercise file, and some, such as those described in the Library module chapters, require the use of your own catalog images.



Get Updates

Like any software, Lightroom continues to change and get better with updates and patches, so it's important to regularly check the Adobe Photoshop Lightroom site at www.adobe.com/products/photoshoplightroom/.



Get updates for Lightroom 3 online.

Photoshop Family

Lightroom 3 is part of the Adobe Photoshop family, which also includes Photoshop CS5, Photoshop CS5 Extended, Photoshop Elements 8 (Windows), and Photoshop Elements 8 for Macintosh. Lightroom 3 can be used with any of the other Photoshop products. For more info about the Photoshop family of products, please visit www.adobe.com/products/photoshop/family/.



The Photoshop family includes several other professional image-editing products.

Workshops

This book shows you how to put together the individual step-by-step tasks into in-depth projects with the Workshop. You start each project with a sample file and then work through the steps. The Workshop projects and associated files are available on the Web at www.queondemand.com.

Workshops

Introduction

The Workshop is all about being creative and thinking outside of the box. These workshops will help your right-brain soar, while making your left-brain happy; by explaining why things work the way they do. Exploring Lightroom's possibilities is great fun; however, always stay grounded with knowledge of how things work. Knowledge is power.

Getting and Using the Project Files

For certain projects in the Workshop, photo assets are provided. Before you can use these workshop project files, you need to download them from the Web. You can access the files at www.perspection.com in the software downloads area. After you download the files from the Web, uncompress the files into a folder on your hard drive and import them into your Lightroom catalog.

Project 1: Adding a Photographic Border to a Print

Skills and Tools: Identity Plate Overlays

Just as you can choose to display an Identity Plate in the Lightroom Module Picker, you can also display one in your photo prints. By enabling the Identity Plate overlay feature in Lightroom's Print Module, you can insert a graphical Identity Plate overlay as a graphic border around your print images.

The Project

In this project, you learn how to apply a graphic border to a print image using the Identity Plate overlay feature in Lightroom's Print Module.

The Process

- 1 From the Library module Grid or the Filmstrip, select the **border_photo.jpg** project file.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.
- 3 Choose **Window > Panels > Layout Style** to display the Layout Style panel.



The **Workshop** walks you through in-depth projects to help you put Lightroom to work.

Getting Started with Lightroom 3

Introduction

Adobe Photoshop Lightroom is both a powerful image catalog management application and a high-quality image processor. The various modules available in Lightroom enable you to to organize, edit, and output your digital photos in the easiest way possible.

Although its interface structure may resemble that of a browser application such as Adobe Bridge, Lightroom can actually do much more. Although a browser application is meant for navigating through your system and managing project assets (including photographs), Lightroom focuses solely on working with photographs alone, and only those that have been imported into a catalog database.

In addition to catalog management, Lightroom also enables you to apply develop settings to your photos and raw image captures. One of the benefits to editing photos in Lightroom is that you don't have to leave the application to do so. Both Bridge and the Photoshop Elements Organizer application (Win) require that you launch a separate application (Photoshop, Elements, or Camera Raw) to apply image edits.

With this first chapter, you learn how to launch Lightroom, choose some important preview, import, and backup preference settings, and then begin importing images into a catalog. You also learn how to work with multiple catalogs, and how to use Lightroom's Auto Import feature, which can be especially helpful when conducting a tethered photoshoot.

1

What You'll Do

Launch Lightroom 3

Customize the Identity Plate

Create a New Catalog

Open an Existing Catalog

Choose Backup Settings

Choose Preview Settings

Import Photos from a Camera or Card Reader

Import Photos from a Folder

Import Photos via Drag-and-Drop

Import Photos from a Catalog

Use Auto Import

Import Photos Through Bridge

Export Photos from a Catalog

Rename Photos

Convert Photos to DNG

Import Photos via Tethered Capture

Launching Lightroom 3

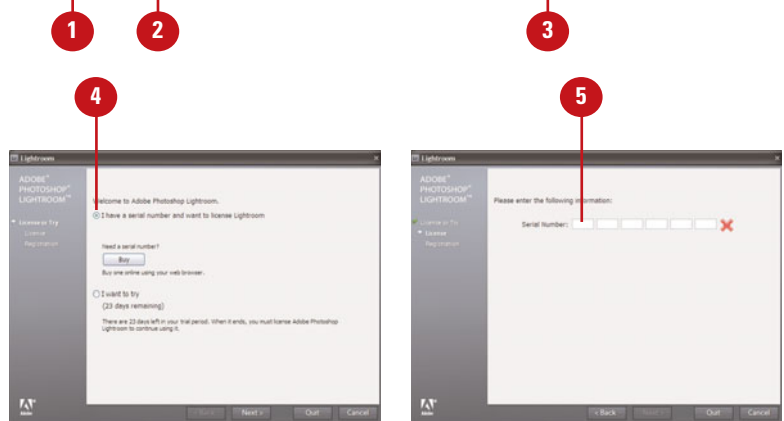
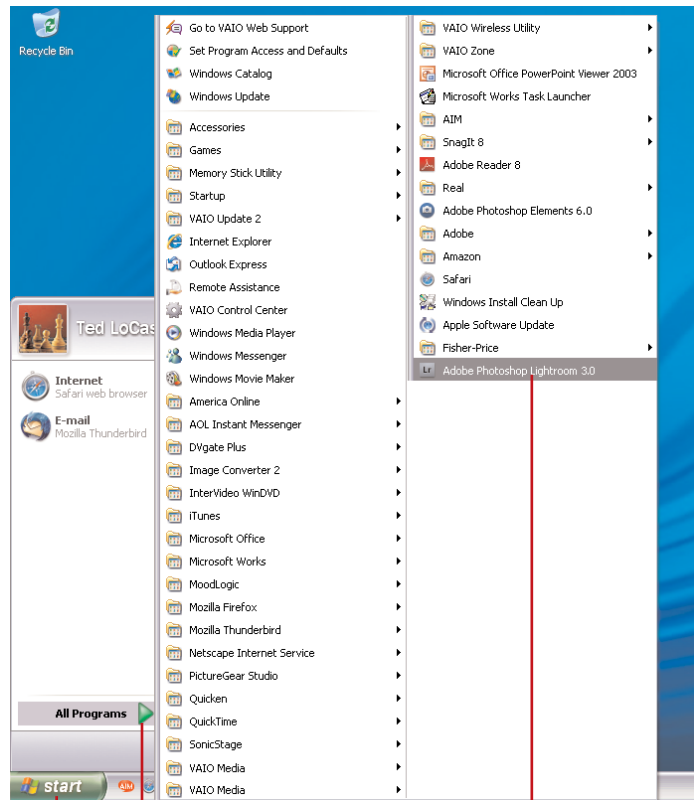
Start Lightroom 3 in Windows XP or Vista

- 1 Click the **Start** button on the taskbar.
- 2 Point to **All Programs**.
- 3 Click **Adobe Lightroom 3**.
- 4 If you haven't done so already, choose to enter your serial number and click **Next**.
- 5 Enter your serial number in the fields provided and click **Next**.

IMPORTANT If you have Adobe Photoshop Elements or a previous version of Lightroom installed on your system, then the *Create New Lightroom Catalog* dialog box appears the first time you launch Lightroom 3. You can use the controls in this dialog box to update an existing Elements or Lightroom catalog or create a new catalog.

After you install the application using the install wizard, the Lightroom 3 interface appears with the Library module displayed.

When you first launch the application, Lightroom displays the Library module with the Module Picker (top), Filmstrip (bottom), and left and right Module Panels visible. Unless you chose to update an existing Lightroom or Adobe Photoshop Elements catalog that was already on your system disk, the Content area of the Library module should appear empty.



Start Lightroom 3 in Mac OS X

- 1 Choose **Applications** from the **Go** menu.

TIMESAVER Press **Shift+Cmd+A** to apply the **Go to Applications** command quickly.

- 2 In the Finder window that appears, select the **Adobe Lightroom 3** icon and double-click.

- 3 If you haven't done so already, choose to enter your serial number and click **Next**.

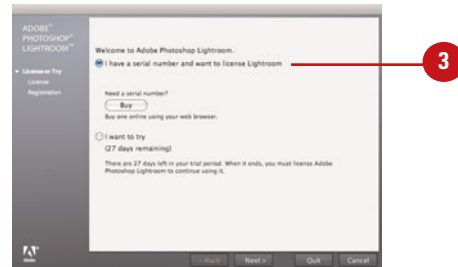
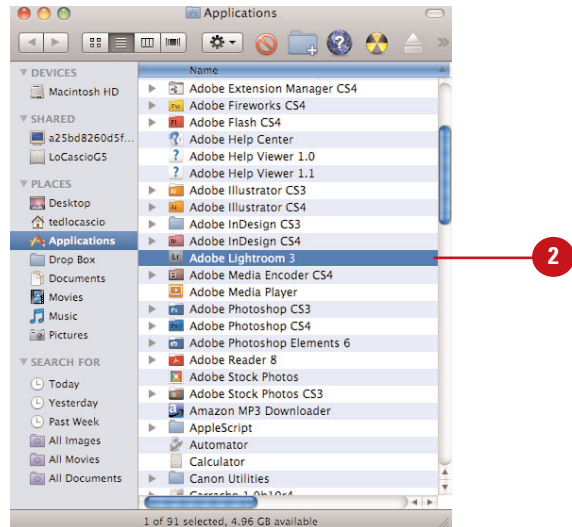
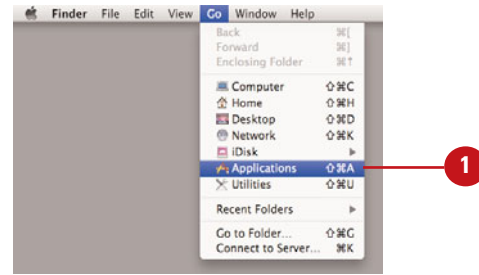
- 4 Enter your serial number in the fields provided and click **Next**.

IMPORTANT If you have a previous version of Lightroom installed on your system, then the *Create New Lightroom Catalog* dialog box appears the first time you launch Lightroom 3. You can use the controls in this dialog box to update an existing Lightroom catalog or create a new catalog.

After you install the application using the install wizard, the Lightroom 3 interface appears with the Library module displayed.

Did You Know?

You can also launch Lightroom 3 from the Dock. To do so, you must first save the LR icon in the Dock. To save it, click the LR icon and choose **Keep in Dock**. After it is saved, you can click the icon in the Dock to launch the application.

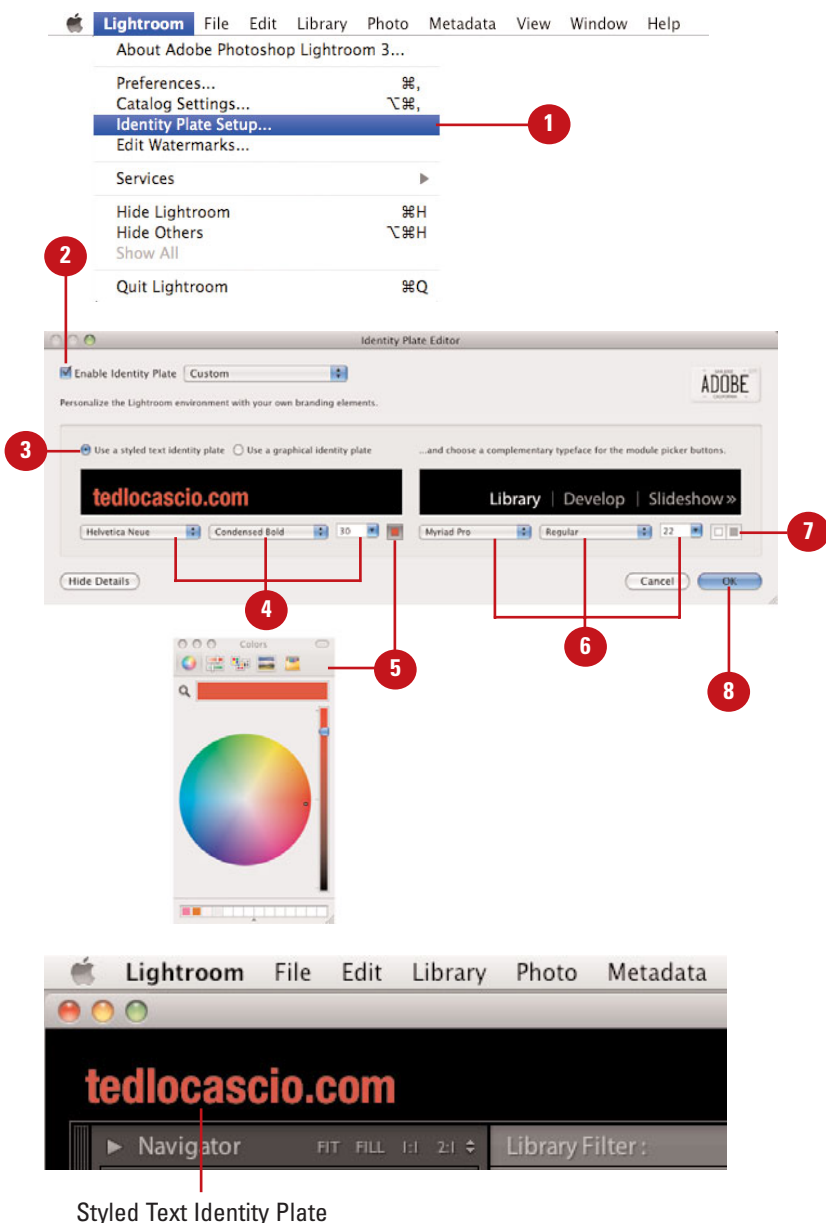


Customizing the Identity Plate

Create a styled text Identity Plate

- 1 Under the **Lightroom** menu (Mac) or the **Edit** menu (Win), choose **Identity Plate Setup**.
- 2 In the Identity Plate Editor dialog box that appears, check the **Enable Identity Plate** option. Doing so displays the new Identity Plate in the interface.
- 3 Enable the **Use a Styled Text Identity Plate** option and enter some text in the field below.
- 4 Highlight the preview text with the cursor. From the drop-down lists positioned below the text preview, choose a font, style, and point size.
- 5 Click the **color swatch icon** to launch the system Color Picker and choose a different color for the Identity Plate text.
- 6 From the drop-down lists positioned below the modular picker buttons preview, choose a complementary font, style, and point size for the button text.
- 7 Click the **color swatch icons** to launch the system Color Picker and choose different colors for the selected and nonselected states of the buttons.
- 8 Click **OK** to apply the Identity Plate.

The Identity Plate is displayed in the upper-left corner of the Lightroom interface and is positioned in a retractable top panel called the Module Picker. By default, the standard Lightroom logo is displayed in the Identity Plate; however, you can replace it with custom text, or an image logo of your own. The Identity Plate Editor also enables you to choose different fonts, styles, point sizes, and colors for the module buttons displayed in the upper-right corner of the interface.

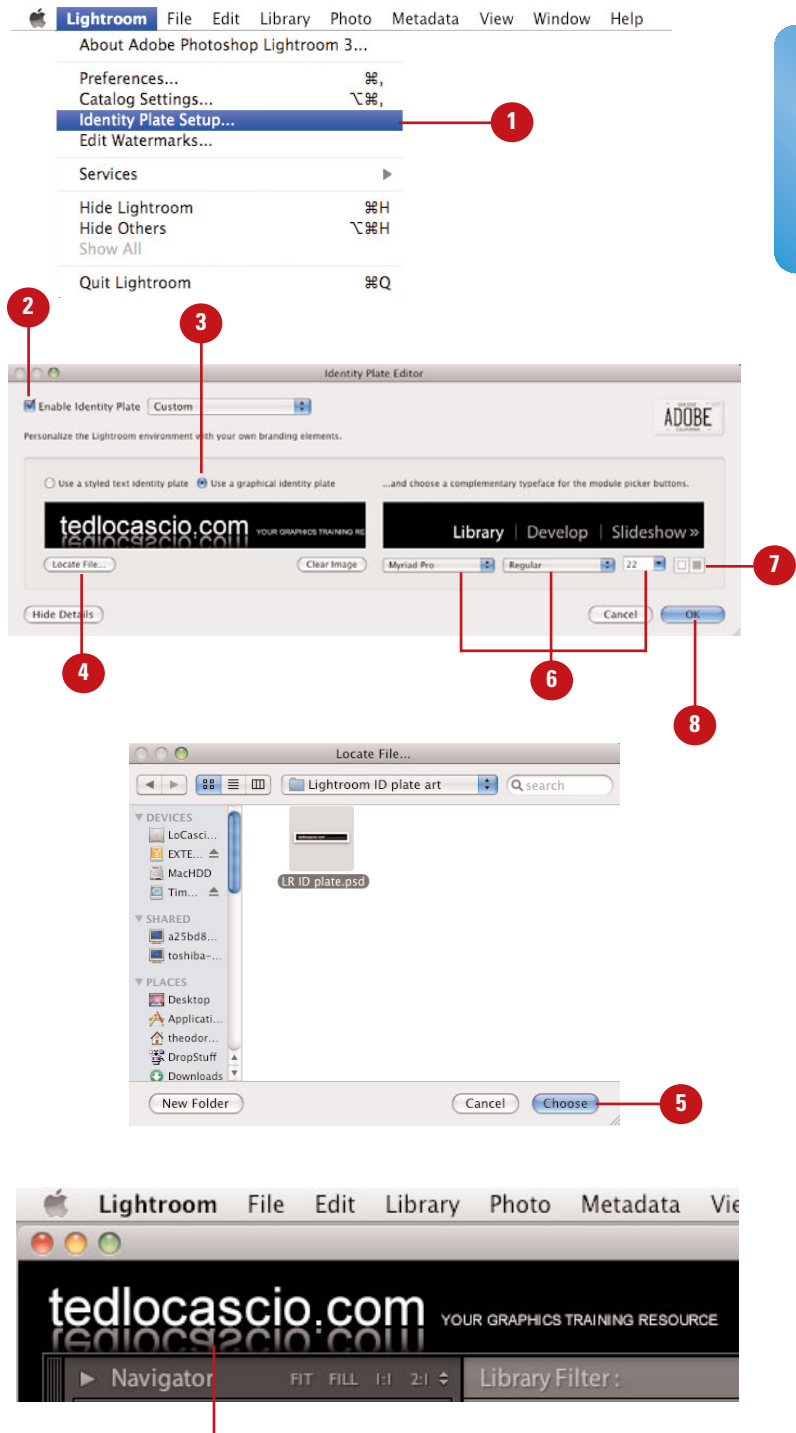


Place a graphical Identity Plate

- 1 Under the **Lightroom** menu (Mac) or the Edit menu (Win), choose **Identity Plate Setup**.
- 2 In the Identity Plate Editor dialog box that appears, check the **Enable Identity Plate** option. Doing so displays the new Identity Plate in the interface.
- 3 Enable the **Use a Graphical Identity Plate** option.
- 4 Click the **Locate File** button located under the preview area.
- 5 In the Locate File dialog box that appears, browse to the file on your system and click **Choose**. You can also drag and drop, or copy and paste the image into the preview area.

IMPORTANT The graphical Identity Plate image can contain transparency but should be no more than 57 pixels in height. You can place a JPEG, GIF, PNG, or TIFF. If you use the Mac version of Lightroom, you can also place a PSD.

- 6 From the drop-down lists positioned below the modular picker buttons preview, choose a complementary font, style, and point size for the button text.
- 7 Click the **color swatch icons** to launch the system Color Picker and choose different colors for the selected and nonselected states of the buttons.
- 8 Click **OK** to apply the Identity Plate.



Graphical Identity Plate

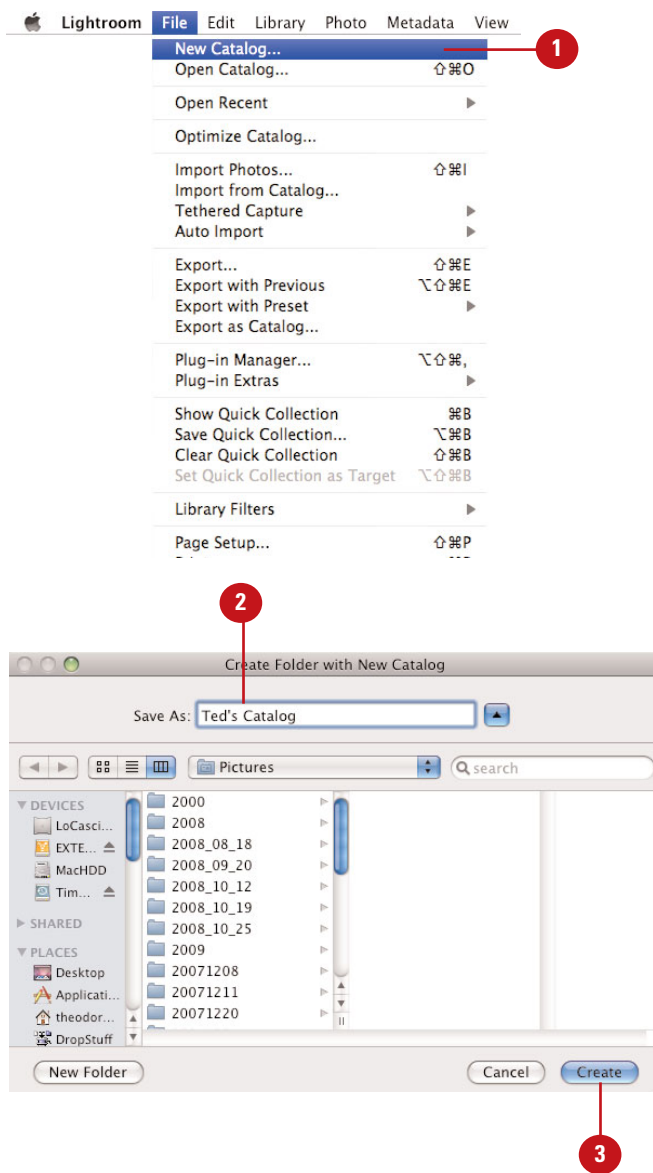
Creating a New Catalog

Choose the New Catalog command

- 1 Under the **File** menu, choose **New Catalog**.
- 2 In the Create Folder with New Catalog dialog box, enter a name for the catalog in the **Save As** field.
- 3 Choose a save location for the new catalog folder on your system and click **Create**. The default save location is *username/Pictures* (Mac OS X) or *username\My Documents\My Pictures* (Windows).

Lightroom automatically closes the current catalog and relaunches to open the new empty catalog.

When you install Lightroom 3, a new catalog is automatically created for you. Although it is much easier to manage all your photos from within a single catalog, there are situations where you may want to create more than one. For example, you may want to create separate catalogs for personal photos and professional work, or create separate catalogs for different Lightroom users who share the same computer.



Opening an Existing Catalog

Choose the Open Catalog command

- 1 Under the **File** menu, choose **Open Catalog**.

TIMESAVER Press *Shift+Cmd+O (Mac) or Shift+Ctrl+O (Win)* to apply the *Open Catalog* command quickly.

- 2 Lightroom displays the Open dialog box (Mac) or the Open Catalog dialog box (Win). Navigate to the catalog (.lrcat) file on your system and click **Open**.

- 3 Lightroom displays the Open Catalog warning dialog box. Click **Relaunch** to close the current catalog and relaunch Lightroom with the new catalog displayed.

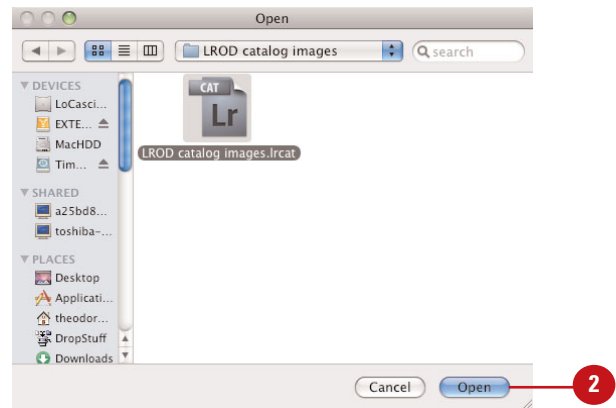
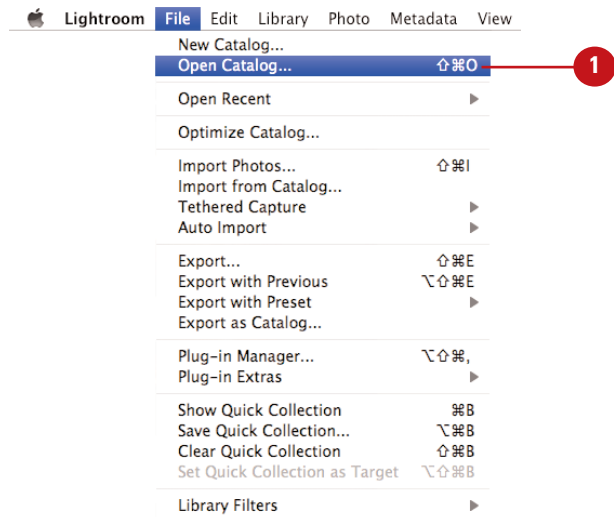
TIMESAVER Click the *Don't Show Again* option in the Open Catalog dialog box to bypass the relaunch warning every time you open a catalog.

Lightroom closes the current catalog and relaunches to open the new empty catalog.

Did You Know?

You can also open a catalog by double-clicking any .lrcat file. Another way to open an existing catalog in Lightroom is to double-click the .lrcat file from the OS X Finder, Windows Explorer, or Adobe Bridge.

The current catalog always remains displayed in Lightroom, even after you close and relaunch the application. However, Lightroom can display only one catalog at a time. Therefore, any time you open a different catalog, Lightroom must relaunch itself. To remind you of this, Lightroom displays a relaunch warning dialog box every time you open a new catalog.



Choosing Backup Settings

Select a backup option from the Catalog Settings dialog box

- 1 Under the **Lightroom** menu (Mac) or the **Edit** menu (Win), choose **Catalog Settings**.

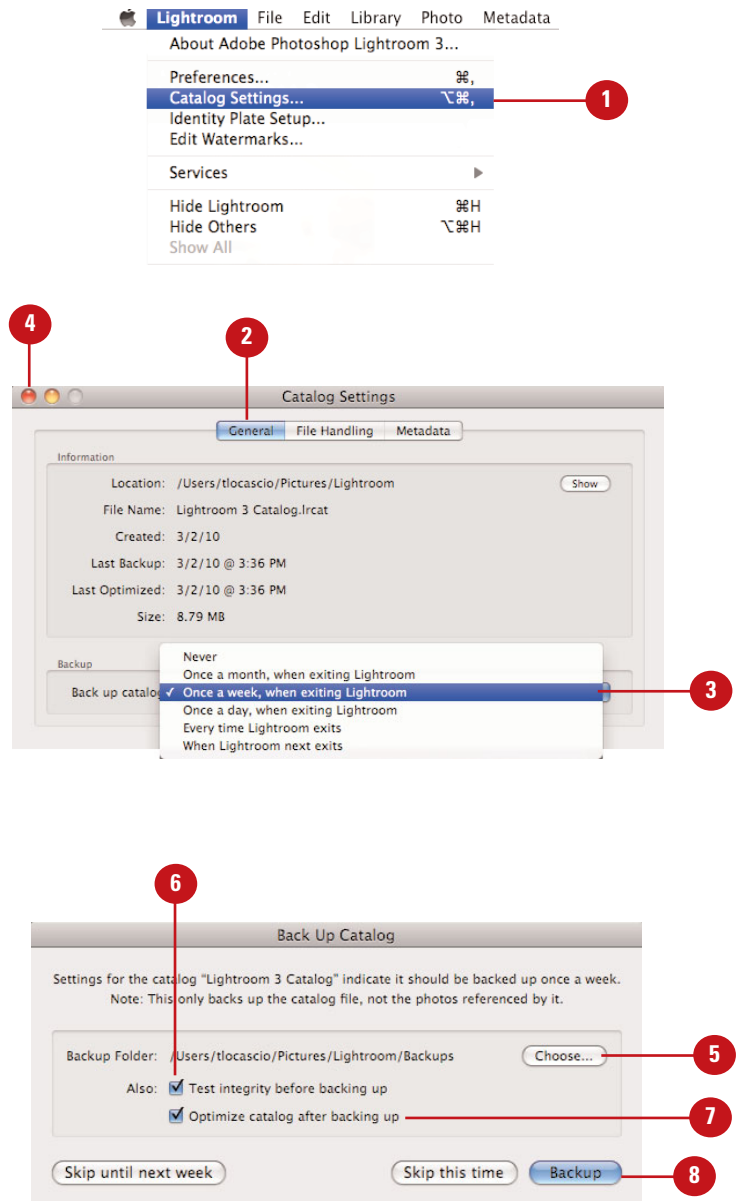
TIMESAVER Press *Cmd+Option+comma* (Mac) or *Ctrl+Alt+comma* (Win) to display the Catalog Settings dialog box quickly.

- 2 In the Catalog Settings dialog box that appears, click the **General** tab.

TIMESAVER You can also use the left and right arrow keys to quickly toggle between tabs in any dialog box.

- 3 Choose a backup catalog option from the **Back Up Catalog** drop-down list.
- 4 Close the Catalog Settings dialog box.
- 5 The next time a backup is scheduled, the Back Up Catalog dialog box appears. You can choose a backup directory by clicking the **Choose** button. Navigate to it in the Choose Folder dialog box and click **Choose**. You should only have to choose the backup directory once.
- 6 Enable the **Test Integrity Before Backing Up** option to test for any corruptions in the database.
- 7 Enable the **Optimize Catalog After Backing Up** option to reduce wait time while working in Lightroom.
- 8 Click **Backup**.

It's always a good idea to back up your library data regularly to an external hard drive, just in case your master hard disk should ever fail, or your catalogs should ever become corrupt. The General panel of the Catalog Settings dialog box contains a backup preference, which enables you to choose how often you would like to perform a scheduled backup.



Choosing Preview Settings

Select preview options from the Catalog Settings dialog box

- 1 Under the **Lightroom** menu (Mac) or the **Edit** menu (Win), choose **Catalog Settings**.

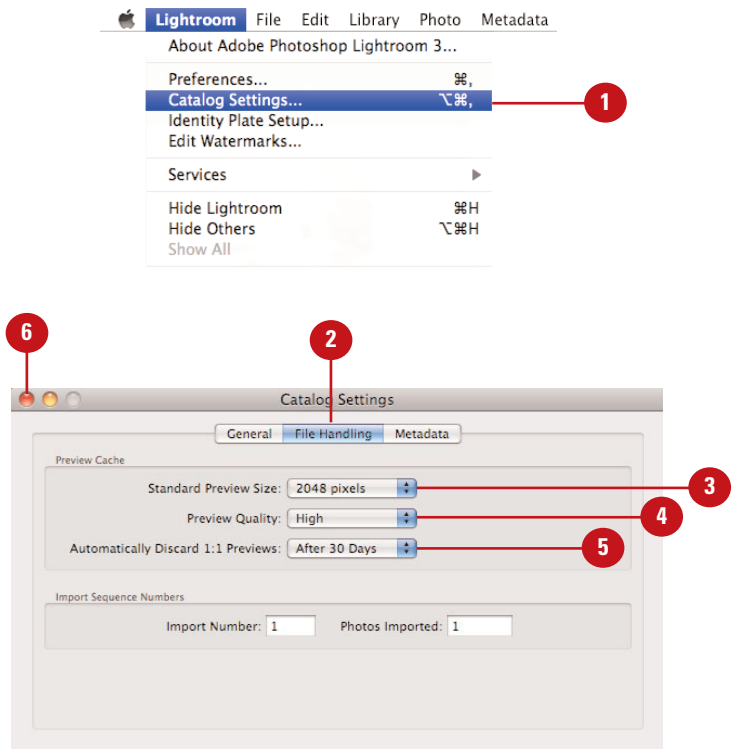
TIMESAVER Press *Cmd+Option+comma* (Mac) or *Ctrl+Alt+comma* (Win) to display the **Catalog Settings** dialog box quickly.

- 2 In the Catalog Settings dialog box that appears, click the **File Handling** tab.

TIMESAVER You can also use the left and right arrow keys to quickly toggle between tabs in any dialog box.

- 3 Choose a preview size that is suitable for your display monitor from the **Standard Preview Size** drop-down list.
- 4 Choose a preview quality setting suitable for your hard drive from the **Preview Quality** drop-down list.
- 5 As they are generated, 1:1 Previews can take up a lot of room on your hard disk. To manage this, you can choose when to discard 1:1 Previews by selecting an option from the **Automatically Discard 1:1 Previews** drop-down list.
- 6 Click the Close Dialog Box button.

Before you start working with photos in Lightroom, you should choose the proper preview cache settings. If you use Lightroom with a large 30" monitor, then you should choose the highest pixel setting (2,048 pixels) as the Standard Preview Size. If you use Lightroom on a laptop, then the 1,024 pixels setting should keep the preview cache size manageable. If hard drive space is limited, choose Low or Medium preview quality. If hard drive space is not a concern, then choose high-quality, which applies the least amount of compression and results in the best preview. The High Preview Quality setting also uses the ProPhoto RGB space, thereby ensuring better color consistency between Library and Develop modules.



Importing Photos from a Camera or Card Reader

Choose the Import Photos command

- 1 Plug your camera or card reader into your computer. Make sure the memory card is inserted and the device is turned on. Then, under the **File** menu, choose **Import Photos** or click the **Import** button in the bottom-left corner of the Library module.

TIMESAVER Press **Cmd+Shift+I** (Mac) or **Ctrl+Shift+I** (Win) to display the import dialog box quickly.

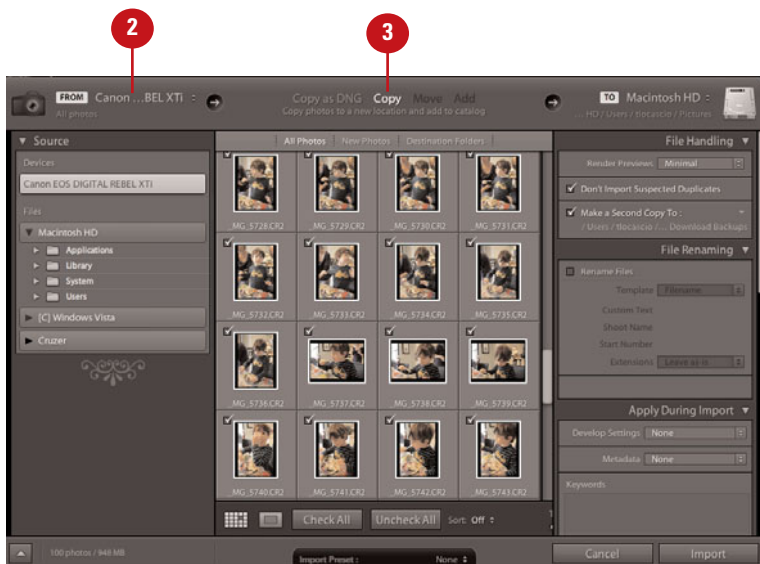
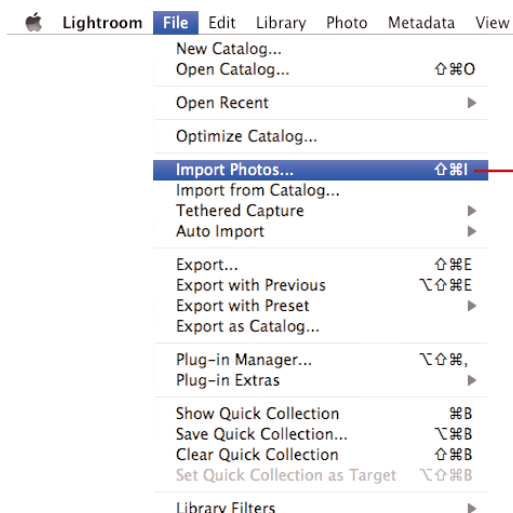
- 2 In the dialog box that appears, select the image source from the **Source** drop-down list, or from the **Source** panel.

Lightroom displays the image thumbnails in the center panel of the dialog box.

- 3 Click one of the following Import buttons at the top of the dialog box:

- ◆ **Copy as DNG**—Choose this option to copy the photos to a preferred folder and convert them to Digital Negative format as you import them.
- ◆ **Copy**—Choose this option to copy the photos to a preferred folder as you import them.

Unlike Adobe Bridge, Lightroom is much more than just a browser application. Lightroom is both a catalog manager and a raw image processor. To work with images in Lightroom, you must first import them into a catalog. The most common way to do this is to import photos directly from a camera or card reader.



4 By default, the selected photos are copied into *username*/Pictures (Mac) or *username*\My Documents\My Pictures (Win). If you'd like to copy the photos into a different location, select one from the Destination drop-down list or choose one from the Destination panel. Choose **Other Destination** from the Destination drop-down list to specify a destination folder on your disk. In the Choose Destination Folder dialog box that appears, browse to a different folder on your disk and click **Choose**.

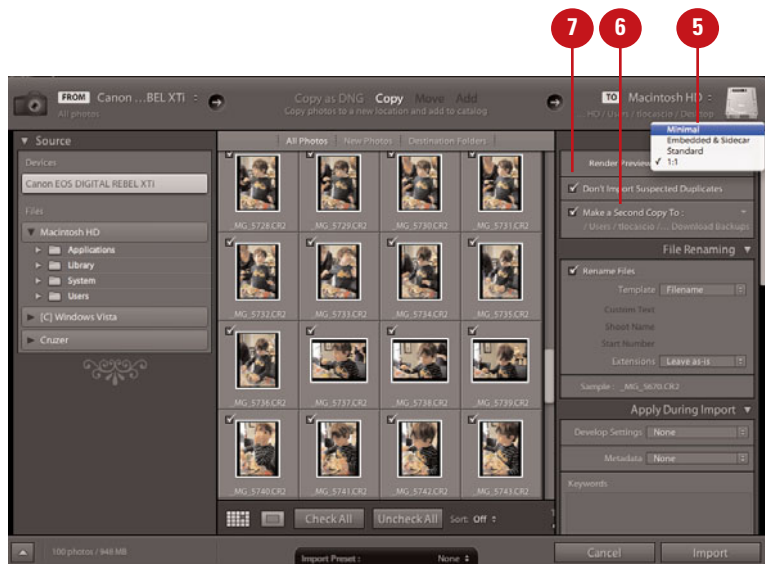
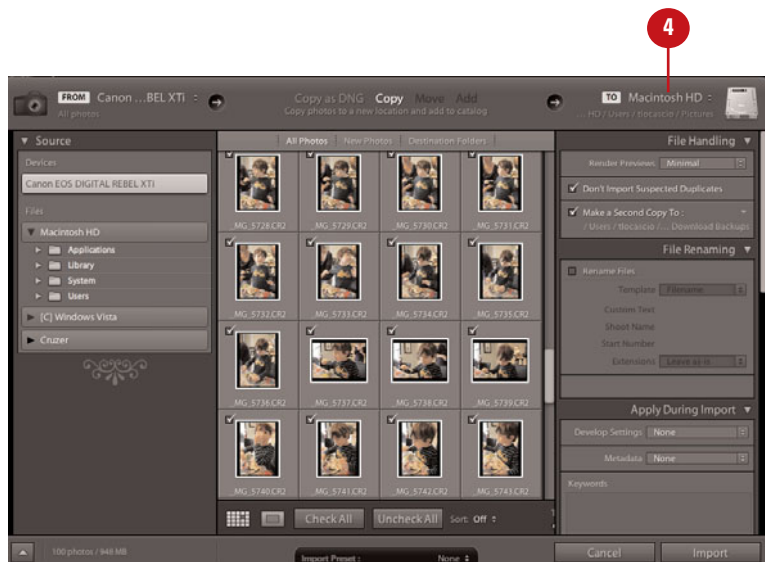
5 From the **File Handling** panel, choose the quality of preview you would like Lightroom to generate by selecting an option from the Render Previews drop-down list. Choose **Minimal** for a quicker import into Lightroom. Choose 1:1 for high-quality previews.

6 From the **File Handling** panel, enable the **Make a Second Copy To** option to save backup copies of the photos to a separate folder. Click the current location displayed in the panel to specify a backup location. In the Choose Folder dialog box that appears, browse to the preferred folder and click **Choose**.

Did You Know?

You should always save a backup as you import. After you erase your photos from your media card, they are gone forever. Therefore, it's always a good idea to save a backup of all unedited master images as you import them.

7 To avoid importing duplicates into the catalog, be sure to enable the **Don't Import Suspected Duplicates** option in the File Handling panel.



8 To rename the files as you import them, enable the **Rename Files** option in the File Renaming panel.

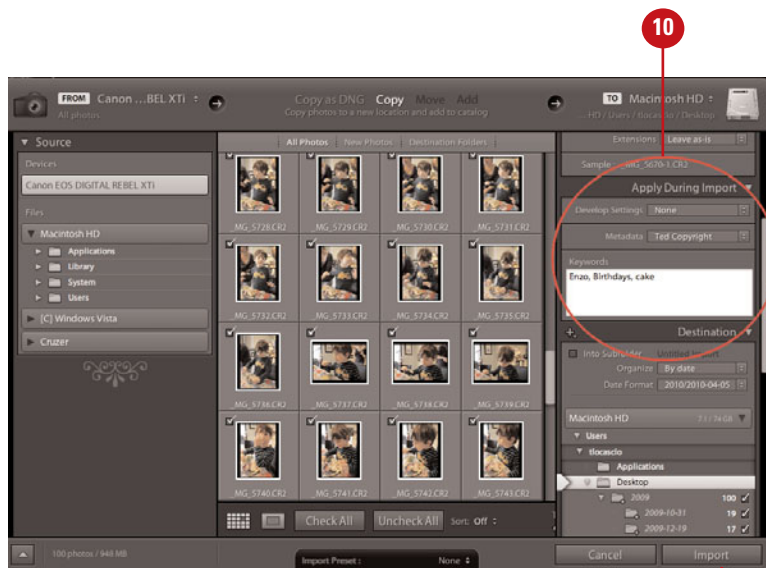
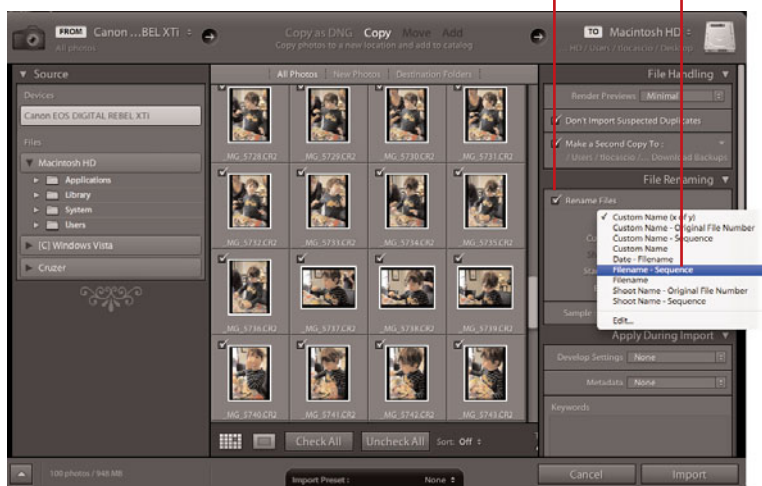
9 Choose a file-naming preset from the **Template** drop-down list. To create a custom preset, choose **Edit** and enter your preferred settings in the Filename Template Editor dialog box.

10 In the Apply During Import panel, choose from the following options:

- ◆ **Develop Settings**—You can apply adjustments to the images as they are imported by choosing any one of the available develop presets.
- ◆ **Metadata**—You can add metadata to the images as you import them by choosing a preexisting metadata preset from the drop-down list. You can create a metadata preset by choosing **New**, entering the info in the New Metadata Preset dialog box that appears, and clicking **Create**.
- ◆ **Keywords**—You can add keywords to the images as they are imported by entering them in the field provided here. Separate each keyword with a comma.

11 Click the **Import** button.

As the photos import, their respective thumbnails begin to appear in the library Content area. The status indicator in the upper-left of the module displays the import progress.



Importing Photos from a Folder

Choose the Import Photos command

- 1 Under the **File** menu, choose **Import Photos** or click the **Import** button in the Library module.

TIMESAVER Press *Cmd+Shift+I* (Mac) or *Ctrl+Shift+I* (Win) to display the import dialog box quickly.

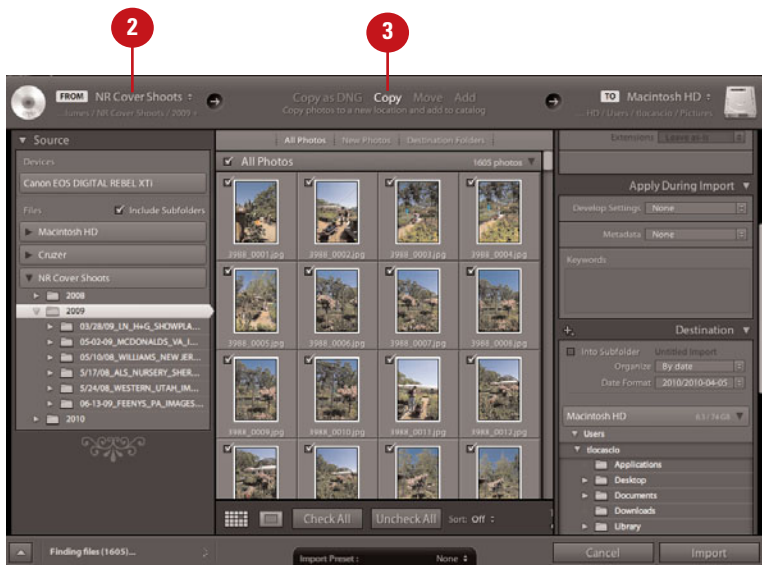
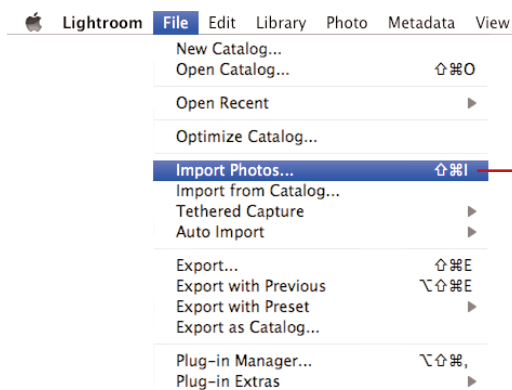
- 2 In the dialog box that appears, select the image source from the Source drop-down list, or from the Source panel.

Lightroom displays the image thumbnails in the center panel of the dialog box.

- 3 Click one of the following import buttons at the top of the dialog box:

- ◆ **Copy as DNG**—Choose this option to copy raw photos to a preferred folder and convert them to Digital Negative format as you import them.
- ◆ **Copy**—Choose this option to copy the photos to a preferred
- ◆ **Move**—Choose this option to move the photos to a preferred folder as you import.
- ◆ **Add**—Choose this option to keep the photos in their current location as you import.

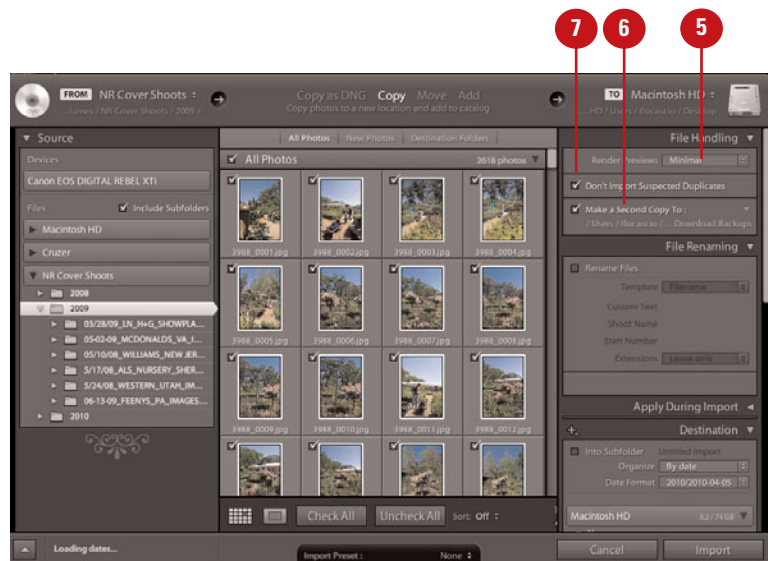
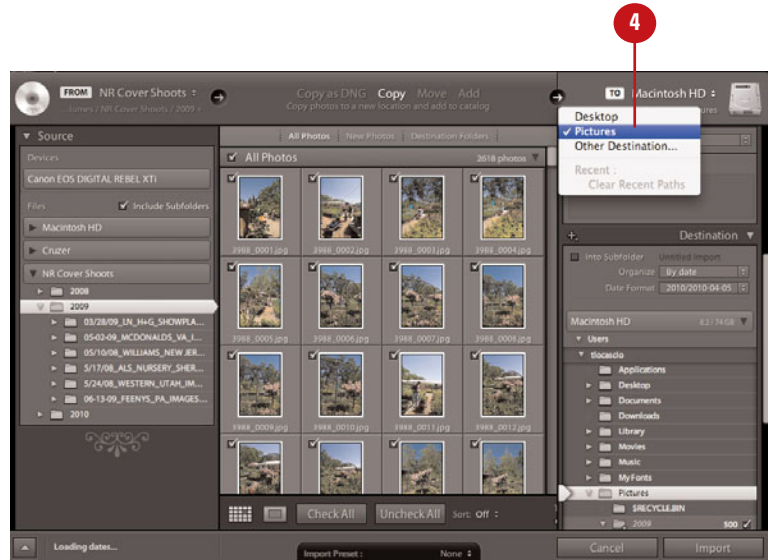
Although most of your images will most likely be imported into Lightroom via a camera or card reader, you may also have photos stored on your system that you'd like to include. You may also want to import photos that are stored on external media such as a CD, a DVD, or an external drive. Lightroom will accept 16- or 8-bit TIFF, JPEG, and PSD file formats saved in RGB or CMYK mode. Layered PSD files must be saved with the Maximum Compatibility option turned on in Photoshop's File Handling preferences. Lightroom will also accept various raw file formats, including DNG, CR2, and NEF.



- 4 By default, the selected photos are placed into *username/Pictures* (Mac) or *username/My Documents/My Pictures* (Win). If you'd like to place the photos into a different location, select one from the Destination drop-down list or choose one from the Destination panel. Choose **Other Destination** from the Destination drop-down list to specify a destination folder on your disk. In the Choose Destination Folder dialog box that appears, browse to a different folder on your disk and click **Choose**.

IMPORTANT If you choose to add photos to the catalog without moving them, then the Destination drop-down list and panel do not appear in the dialog box.

- 5 From the **File Handling** panel, choose the quality of preview you would like Lightroom to generate by selecting an option from the Render Previews drop-down list. Choose **Minimal** for a quicker import into Lightroom. Choose **1:1** for high-quality previews.
- 6 From the **File Handling** panel, enable the **Make a Second Copy To** option to save backup copies of the photos to a separate folder. Click the current location displayed in the panel to specify a backup location. In the Choose Folder dialog box that appears, browse to the preferred folder and click **Choose**.
- 7 To avoid importing duplicates into the catalog, be sure to enable the **Don't Import Suspected Duplicates** option in the File Handling panel.



8 To rename the files as you import them, enable the **Rename Files** option in the File Renaming panel.

9 Choose a file-naming preset from the **Template** drop-down list. To create a custom preset, choose **Edit** and enter your preferred settings in the Filename Template Editor dialog box.

IMPORTANT If you choose to add photos to the catalog without moving them, then the **File Renaming** panel does not appear in the dialog box.

10 In the Apply During Import panel, choose from the following options:

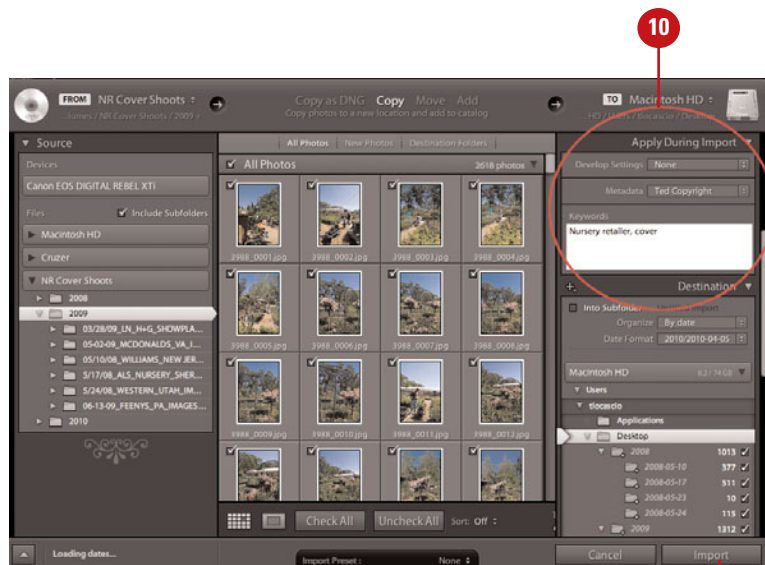
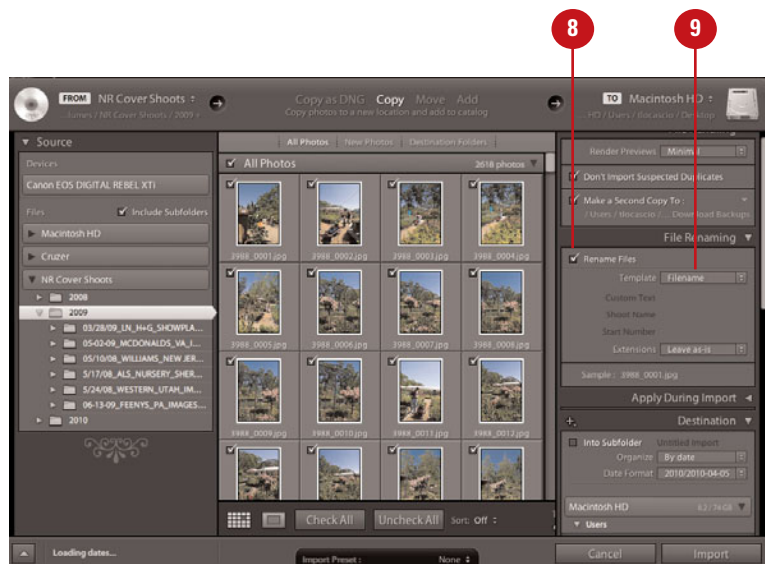
- ◆ **Develop Settings**—You can apply adjustments to the images as they are imported by choosing any one of the available develop presets.

- ◆ **Metadata**—You can add metadata to the images as you import them by choosing a preexisting metadata preset from the drop-down list. You can create a metadata preset by choosing **New**, entering the info in the New Metadata Preset dialog box that appears, and clicking **Create**.

- ◆ **Keywords**—You can add keywords to the images as they are imported by entering them in the field provided here. Separate each keyword with a comma.

11 Click the **Import** button.

As the photos import, their respective thumbnails begin to appear in the library Content area. The status indicator in the upper-left of the module displays the import progress.



Importing Photos via Drag-and-Drop

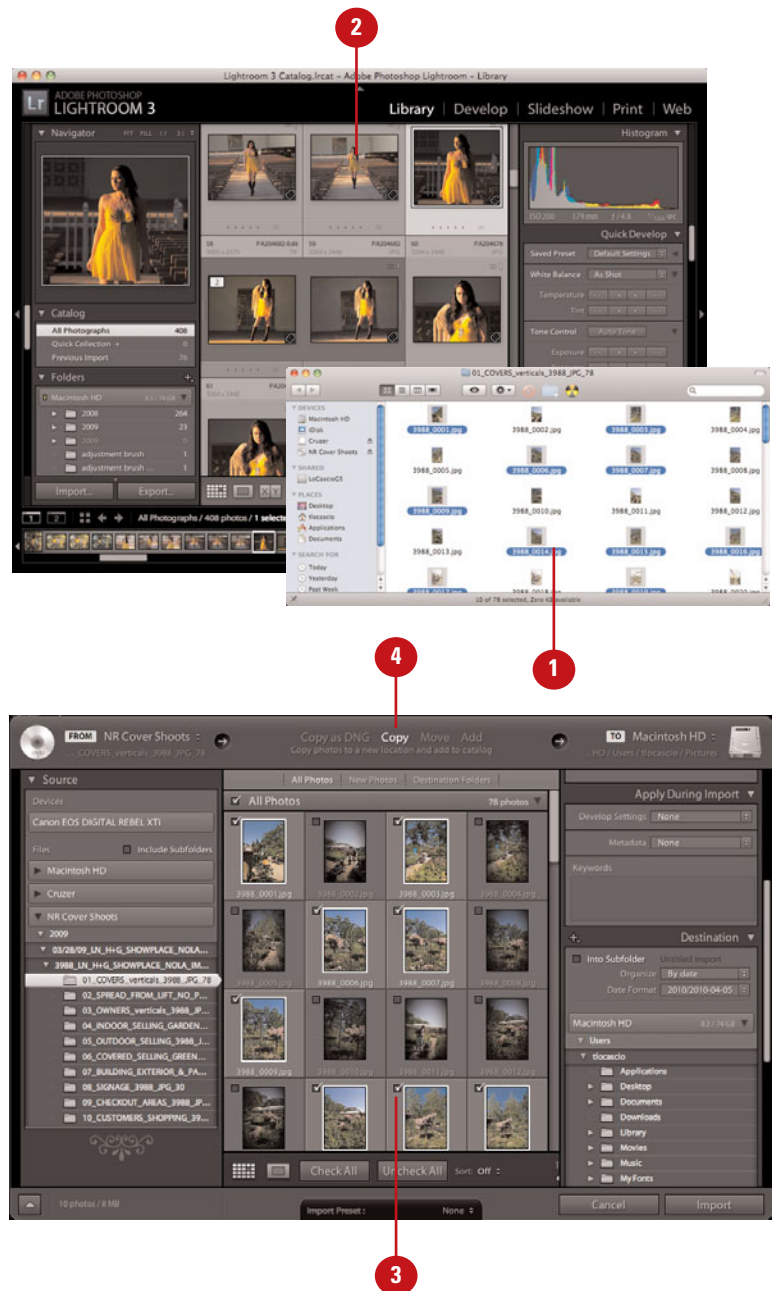
Drag-and-drop photos from Finder (Mac) or Explorer (Win)

- 1 Select the images that you'd like to add to your catalog from **Finder (Mac)** or **Explorer (Win)**.
- 2 Drag-and-drop the selected photos into the **Content** area of the **Library** module.
- 3 In the Import dialog box that appears, select the thumbnails for the photos you would like to import from the center Preview area.
- 4 Click one of the following import buttons at the top of the dialog box
 - ◆ **Copy as DNG**—Choose this option to copy raw photos to a preferred folder and convert them to Digital Negative format as you import them.
 - ◆ **Copy**—Choose this option to copy the photos to a preferred folder as you import them.
 - ◆ **Move**—Choose this option to move the photos to a preferred folder as you import.
 - ◆ **Add**—Choose this option to keep the photos in their current location as you import.

Did You Know?

You can save your favorite import settings as a preset. To do so, choose your preferred Import dialog box settings; then from the Import Preset drop-down list located at the bottom of the dialog box, choose Save Current Settings as New Preset. In the New Preset dialog box that appears, enter a name for your preset and click Create.

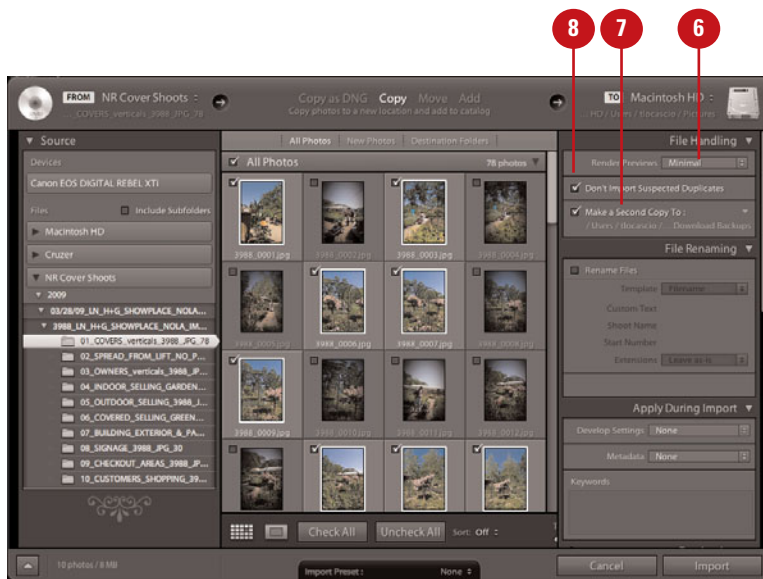
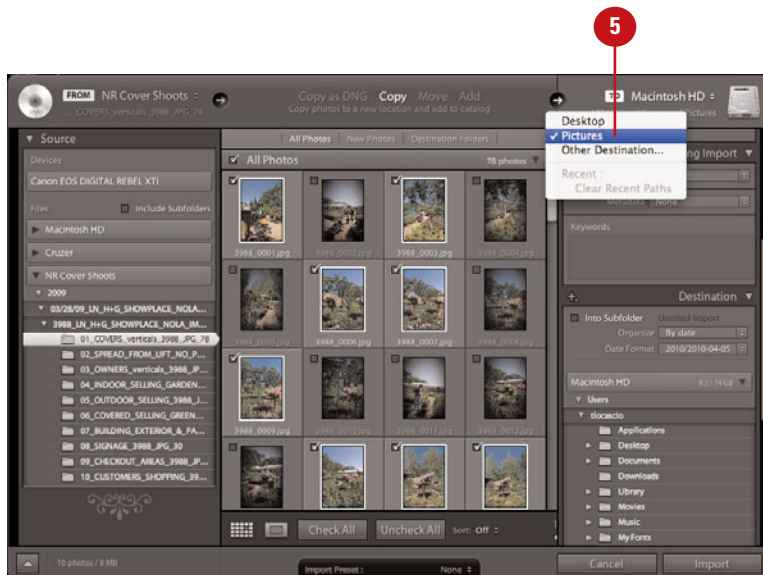
Another quick-and-easy way to import photos into a Lightroom catalog is to simply drag-and-drop the selected images, or folder(s) of images, into the Library module. Anytime you do so, Lightroom automatically displays the import dialog box.



- 5 By default, the selected photos are placed into *username/Pictures* (Mac) or *username/My Documents/My Pictures* (Win). If you'd like to place the photos into a different location, select one from the Destination drop-down list or choose one from the Destination panel. Choose **Other Destination** from the Destination drop-down list to specify a destination folder on your disk. In the Choose Destination Folder dialog box that appears, browse to a different folder on your disk and click **Choose**.

IMPORTANT If you choose to add photos to the catalog without moving them, then the Destination drop-down list and panel do not appear in the dialog box.

- 6 From the **File Handling** panel, choose the quality of preview you would like Lightroom to generate by selecting an option from the Render Previews drop-down list. Choose **Minimal** for a quicker import into Lightroom. Choose **1:1** for high-quality previews.
- 7 From the **File Handling** panel, enable the **Make a Second Copy To** option to save backup copies of the photos to a separate folder. Click the current location displayed in the panel to specify a backup location. In the Choose Folder dialog box that appears, browse to the preferred folder and click **Choose**.
- 8 To avoid importing duplicates into the catalog, be sure to enable the **Don't Import Suspected Duplicates** option in the File Handling panel.



9 To rename the files as you import them, enable the **Rename Files** option in the File Renaming panel.

10 Choose a file-naming preset from the Template drop-down list. To create a custom preset, choose **Edit** and enter your preferred settings in the Filename Template Editor dialog box.

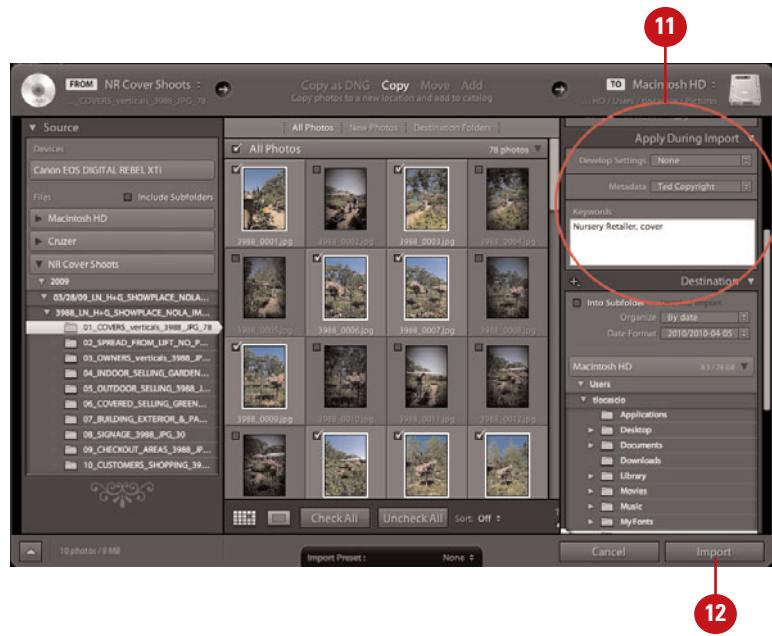
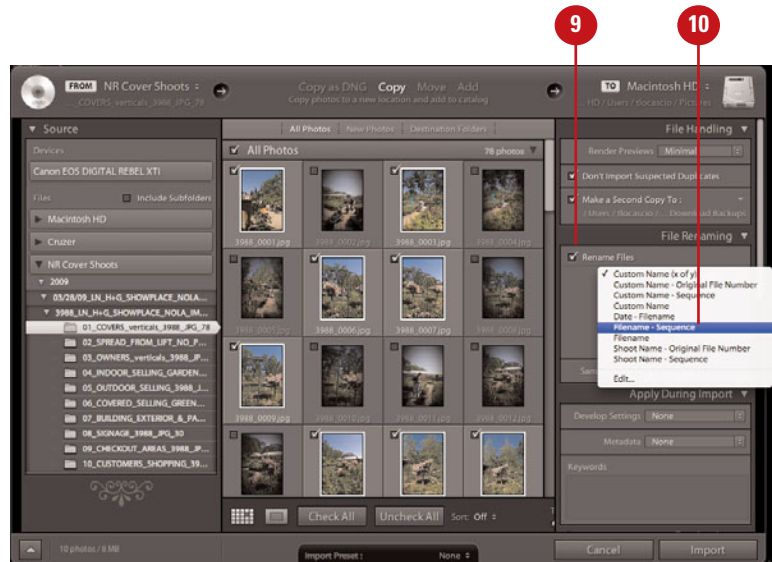
IMPORTANT If you choose to add photos to the catalog without moving them, then the File Renaming panel does not appear in the dialog box.

11 In the Apply During Import panel, choose from the following options:

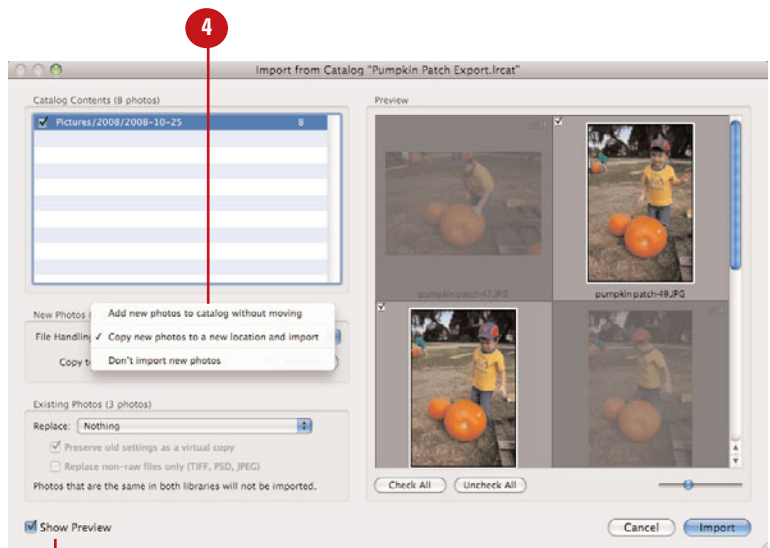
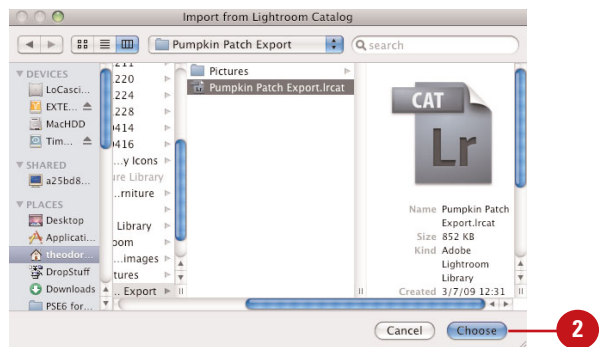
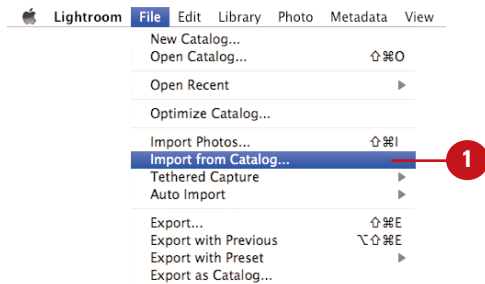
- ◆ **Develop Settings**—You can apply adjustments to the images as they are imported by choosing any one of the available develop presets.
- ◆ **Metadata**—You can add metadata to the images as you import them by choosing a preexisting metadata preset from the drop-down list. You can create a metadata preset by choosing **New**, entering the info in the New Metadata Preset dialog box that appears, and clicking **Create**.
- ◆ **Keywords**—You can add keywords to the images as they are imported by entering them in the field provided here. Separate each keyword with a comma.

12 Click the **Import** button.

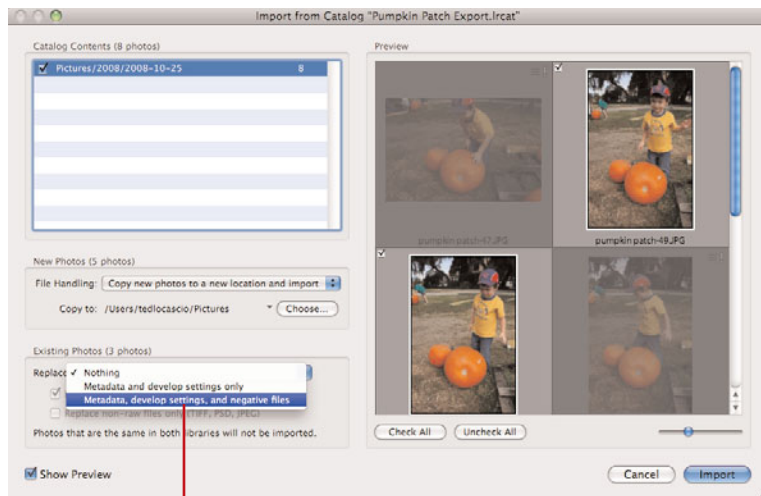
As the photos import, their respective thumbnails begin to appear in the library Content area. The status indicator in the upper-left of the module displays the import progress.



If you use Lightroom on two computers, then your workflow will most likely involve importing images that were saved in a separate catalog. It may also involve importing image data that was edited remotely in an exported catalog.



- ◆ **Nothing**—Choose this option to ignore any existing photos and only import new ones.
- ◆ **Metadata and Develop Settings Only**—Choose this option to replace the metadata and develop settings for any existing photos that you import.
- ◆ **Metadata, Develop Settings, and Negative Files**—Choose this option to replace the metadata, develop settings, and negative files for any existing photos that you import. This option is only available when the catalog you are importing from includes negative master files.



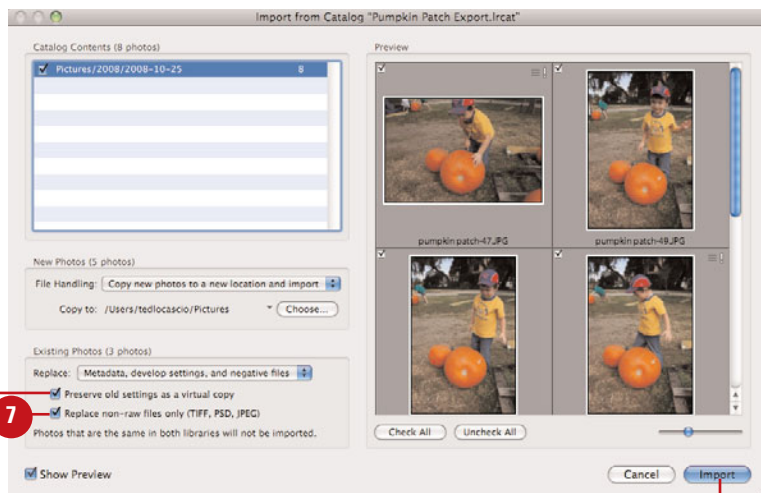
6 Enable **Preserve Old Settings as a Virtual Copy** to maintain a virtual copy of the existing photo in the catalog with its current metadata and develop settings. If you keep this option disabled, you will overwrite the settings for the existing photo.

7 Enable **Replace Non-Raw Files Only (TIFF, PSD, JPEG)** to preserve any versions in raw file format when replacing negative files. This option is only available when the catalog you are importing from includes negative master files.

IMPORTANT Any photos that are exact duplicates (with identical metadata and develop settings in both catalogs) will not be imported.

8 Click the **Import** button.

As the photos import, their respective thumbnails begin to appear in the library Content area. The status indicator in the upper-left of the module displays the import progress.



Using Auto Import

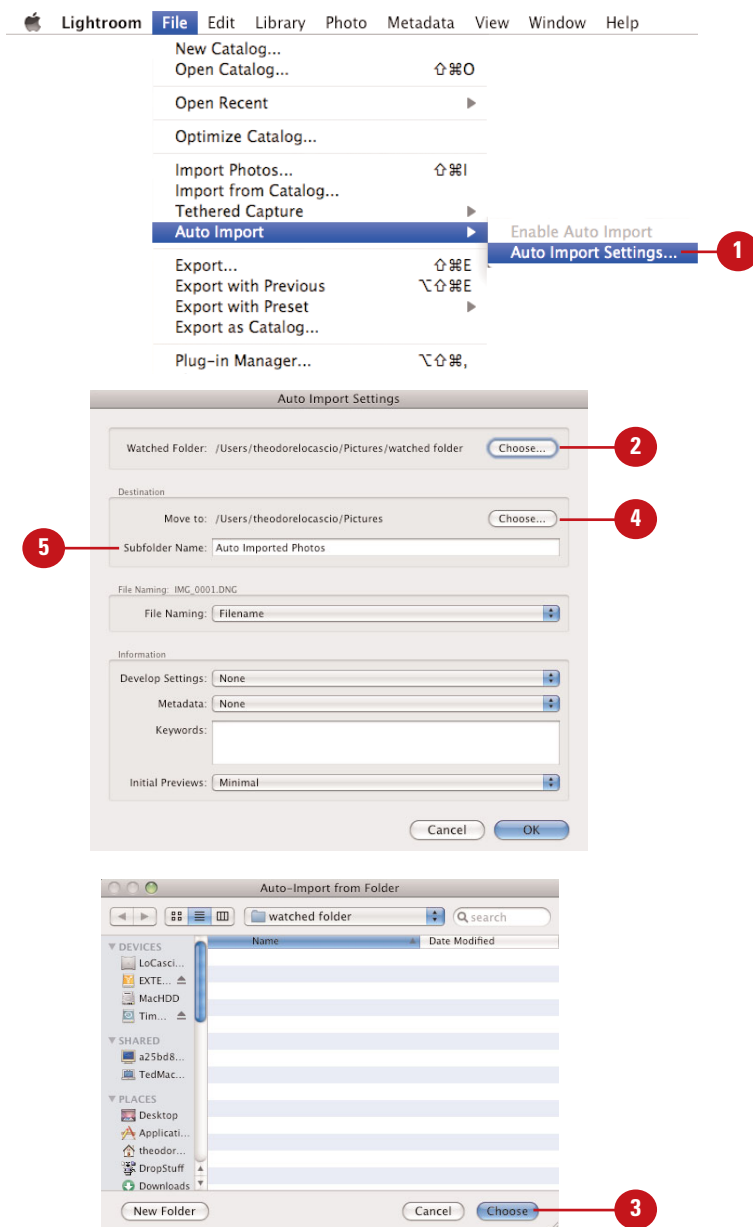
Set up a watched folder

- 1 Under the **File** menu, choose **Auto Import**, then choose **Auto Import Settings**.
- 2 Lightroom displays the Auto Import Settings dialog box. To specify a watched folder, click the **Choose** button at the top of the dialog box.
- 3 Lightroom displays the Auto-Import from Folder dialog box. Navigate to the preferred folder on your system or create a new one by clicking the New Folder button; then click **Choose**.

IMPORTANT The watched folder must be empty when you choose it.

- 4 By default, the selected photos are moved to *username/Pictures* (Mac) or *username/My Documents/My Pictures* (Win). If you'd like to move the photos to a different location, click **Choose** in the Destination section of the Auto Import Settings dialog box. In the Choose Folder dialog box that appears, browse to a different folder on your disk and click **Choose**.
- 5 Enter a descriptive name in the **Subfolder Name** field. The default name is Auto Imported Photos.
- 6 Choose a file-naming preset from the **File-Naming** drop-down list. To create a custom preset, choose **Custom Settings** and enter your preferred settings in the Filename Template Editor dialog box.

Lightroom also contains an Auto Import feature, which provides an alternative way to conduct a tethered photo shoot. In this scenario, you must rely on your camera's manufacturer-supplied software to download captured files from the camera to a specific folder location on your drive as you shoot. If you set up this folder as a watched folder in Lightroom, the photos are automatically imported into the current catalog.



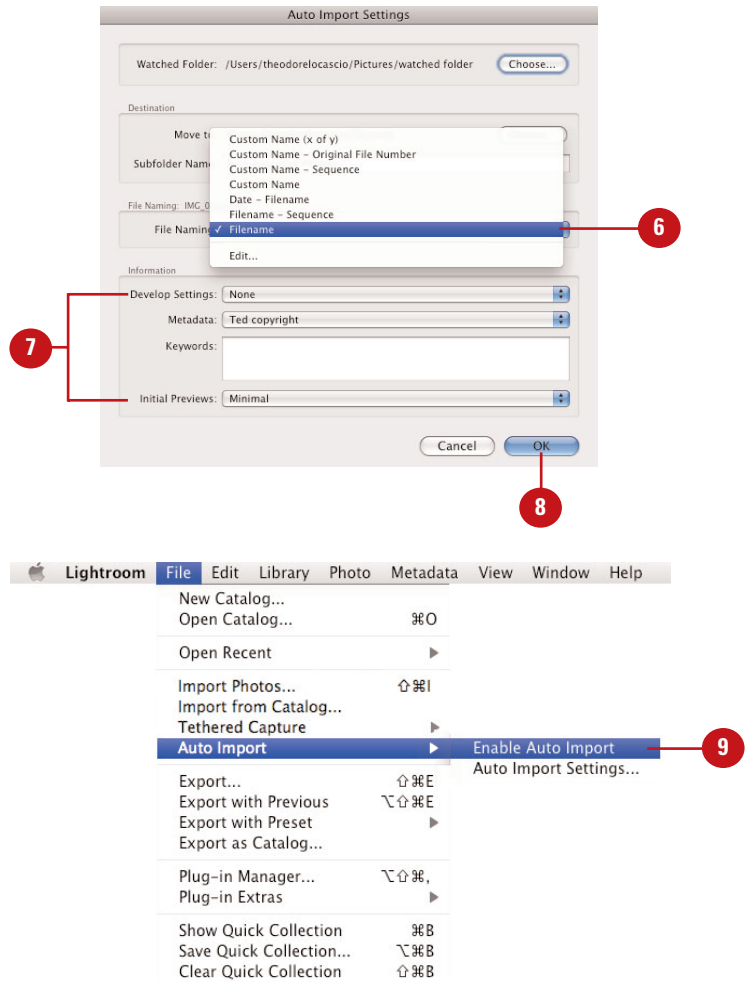
7 In the Information portion of the Auto Import Settings dialog box, choose from the following options:

- ◆ **Develop Settings**—You can apply adjustments to the images as they are imported by choosing any one of the available develop presets.
- ◆ **Metadata**—You can add metadata to the images as they are imported by choosing a preexisting metadata preset from the drop-down list. You can create a metadata preset by choosing **New**, entering the info in the New Metadata Preset dialog box that appears, and clicking **Create**.
- ◆ **Keywords**—You can add keywords to the images as they are imported by entering them in the field provided here. Separate each keyword with a comma.
- ◆ **Initial Previews**—Choose the quality of preview you would like Lightroom to generate at import. Choose **Minimal** for a quicker import into Lightroom as you continue tethered shooting. High-quality 1:1 previews can always be rendered later.

8 Click **OK** to apply the Auto Import settings.

9 From the **File** menu, choose **Auto Import**; then choose **Enable Auto Import**.

The photos are automatically imported into the current Lightroom catalog and saved in the Auto Import destination folder.



Importing Photos through Bridge

Drag and drop from Bridge to a Lightroom alias

- 1 Use the Adobe Bridge application to preview and select the photos that you'd like to add to your Lightroom catalog.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

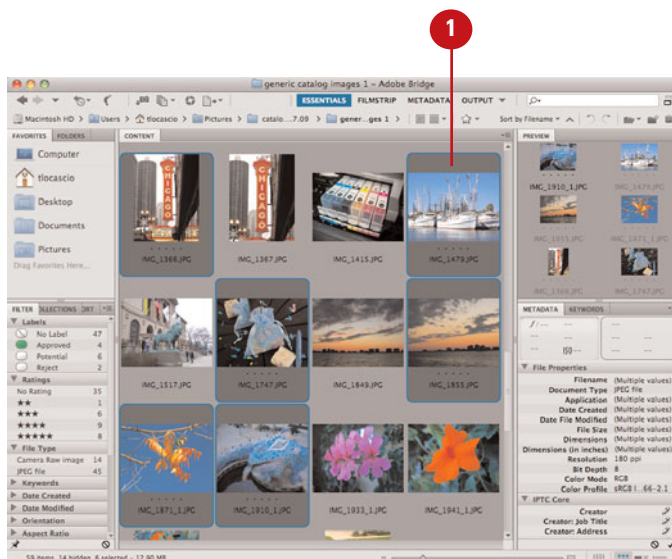
- 2 Drag-and-drop the selected photos onto the Lightroom icon saved on your desktop or the Lightroom icon saved in the OS X Dock (Mac).

Lightroom displays the Import Photos dialog box.

See Also

For more on working with the Import Photos dialog box, see *Importing Photos from a Folder*, which is described earlier in this chapter.

If, in addition to Lightroom 3, you also own a copy of Adobe Photoshop CS2 or later, then you have access to the Bridge browser application. You can use Bridge to locate images stored in various folders on your system and add them to the current Lightroom catalog. You can either drag and drop the selected photos onto a desktop Lightroom alias or add photos to an auto import watched folder that you've saved to your Bridge Favorites.



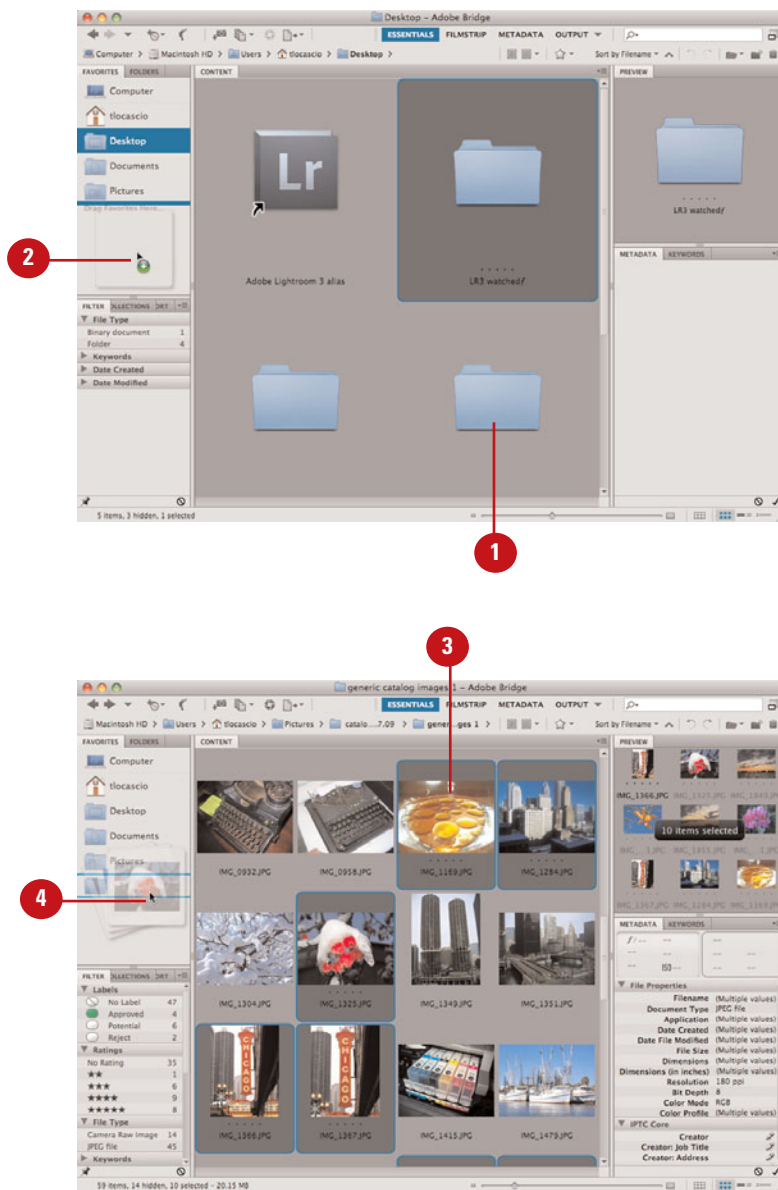
Save a watched folder in Bridge Favorites

- 1 In Adobe Bridge, navigate to the preexisting Auto Import Watched folder.
- 2 Select the watched folder and drag-and-drop it into the Bridge Favorites panel.
- 3 Preview and select the photos that you'd like to add to your Lightroom catalog.

TIMESAVER Shift+click to select multiple adjacent photos, and Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 4 Drag-and-drop the selected photos onto the watched folder in the Favorites panel.

The photos are automatically imported into the current Lightroom catalog and saved in the Auto Import Destination folder.



Exporting Photos from a Catalog

Export a catalog without negatives

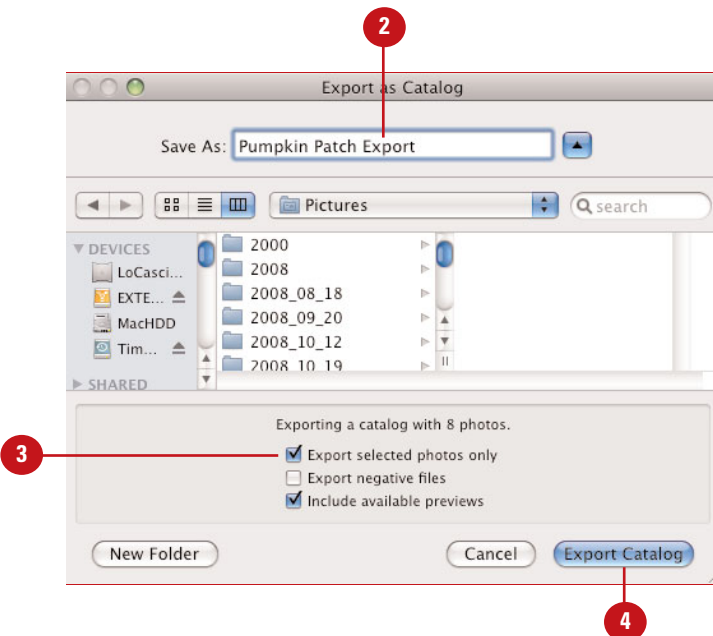
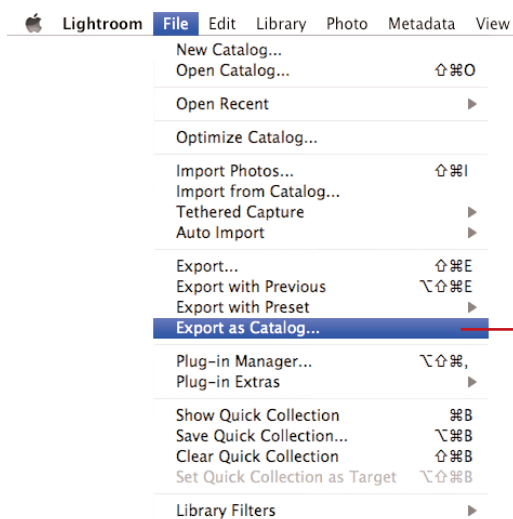
- 1 Under the **File** menu, choose **Export as Catalog**.
- 2 Lightroom displays the Export as Catalog dialog box. Enter a name for the catalog in the **Save As** field.
- 3 If you'd only like to export the photographs that you currently have selected in the Library module or Filmstrip, then you must enable the **Export Selected Photos Only** option. Otherwise, all the photographs in the entire catalog will be exported.
- 4 Choose a save location for the new catalog on your system and click **Export Catalog**.

Lightroom creates a new catalog file (.lrcat) and saves it in the specified folder.

Did You Know?

Exporting without negatives can severely limit what you can do with a catalog inside Lightroom. For example, you cannot use the Develop module or the Library module Quick Develop panel to adjust photos that have been exported without negatives.

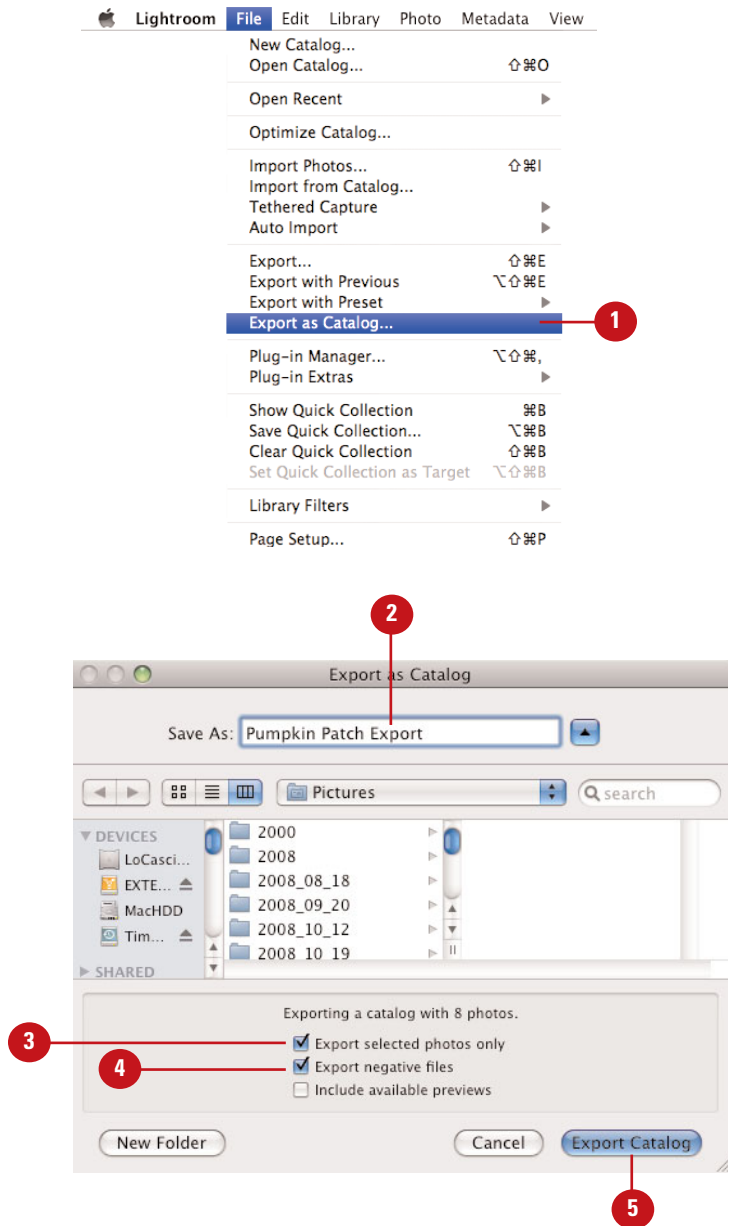
It's not uncommon for a professional photographer's Lightroom workflow to include more than one computer; usually a master desktop system accompanied by a portable laptop. This scenario involves exporting a catalog, or portions of a catalog, so that work can be done remotely on a laptop. Ratings, keywords, and metadata can be applied to images exported without negatives, but develop settings can be applied only to images exported with negatives.



Export a catalog with negatives

- 1 Under the **File** menu, choose **Export as Catalog**.
- 2 Lightroom displays the Export as Catalog dialog box. Enter a name for the catalog in the **Save As** field.
- 3 If you'd only like to export the photographs that you currently have selected in the Library module or Filmstrip, then you must enable the **Export Selected Photos Only** option. Otherwise, all the photographs in the entire catalog will be exported.
- 4 Enable the **Export Negative Files** option to include all the master files associated with the photographs in their native, unflattened state.
- 5 Choose a save location for the new catalog on your system and click **Export Catalog**.

Lightroom creates a new .lrcat file saved in the folder you specified. It also creates a subfolder containing the master negatives.



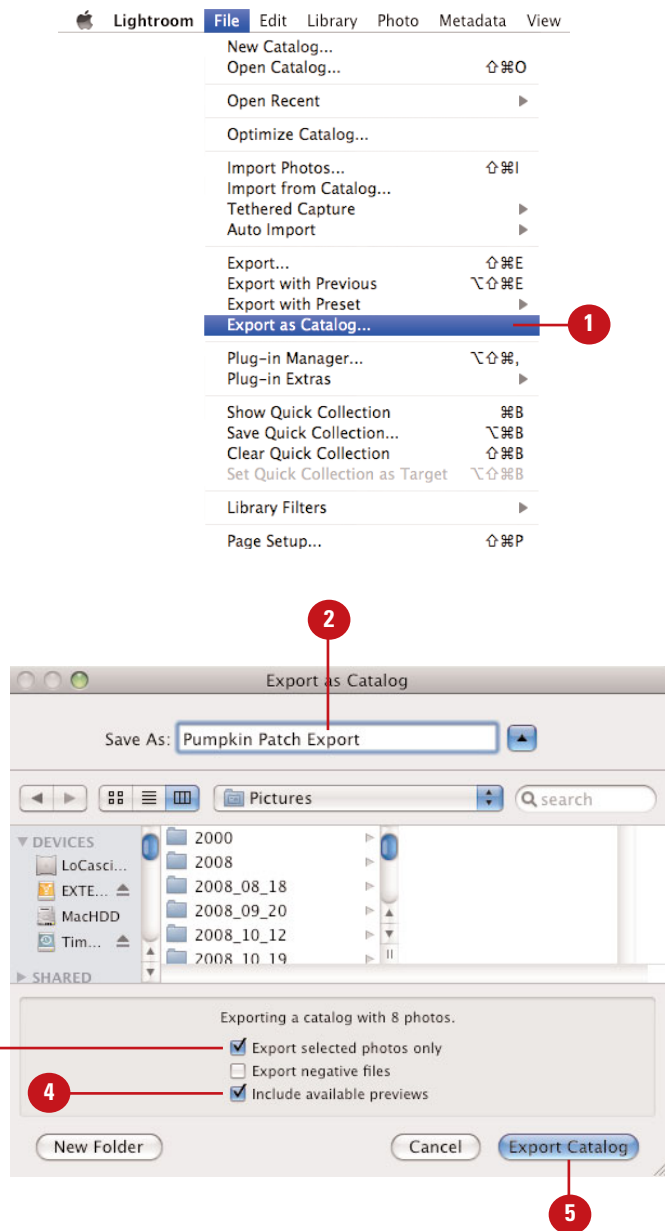
Export a catalog with previews

- 1 Under the **File** menu, choose **Export as Catalog**.
- 2 Lightroom displays the Export as Catalog dialog box. Enter a name for the catalog in the **Save As** field.
- 3 If you'd like to only export the photographs that you currently have selected in the Library module or Filmstrip, then you must enable the **Export Selected Photos Only** option. Otherwise, all the photographs in the entire catalog will be exported.
- 4 Enable the **Include Available Previews** option to include all Library Grid thumbnails, standard resolution Loupe views, and available 1:1 rendered views.
- 5 Choose a save location for the new catalog on your system and click **Export Catalog**.

Lightroom copies the photos and creates a new .lrcat file saved in the folder you specified. It also creates an .lrdata file that contains the thumbnails and preview image data.

Did You Know?

Enabling the Include Available Previews option is crucial when exporting a catalog without negatives. This is because you cannot re-render previews for a catalog that has been exported without the master negatives. Therefore, you should always choose **Render Standard-Sized Previews** from the Library > Previews submenu in the Library module before exporting the catalog without negatives. For full-resolution previews, choose **Render 1:1 Previews** from the Library menu.



Renaming Photos

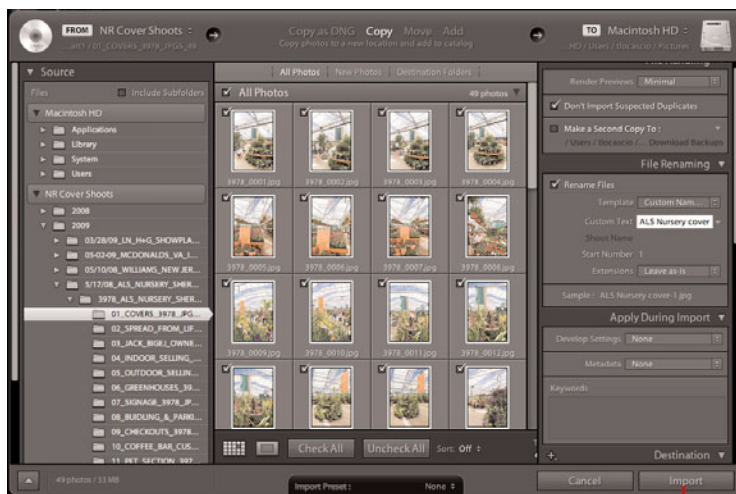
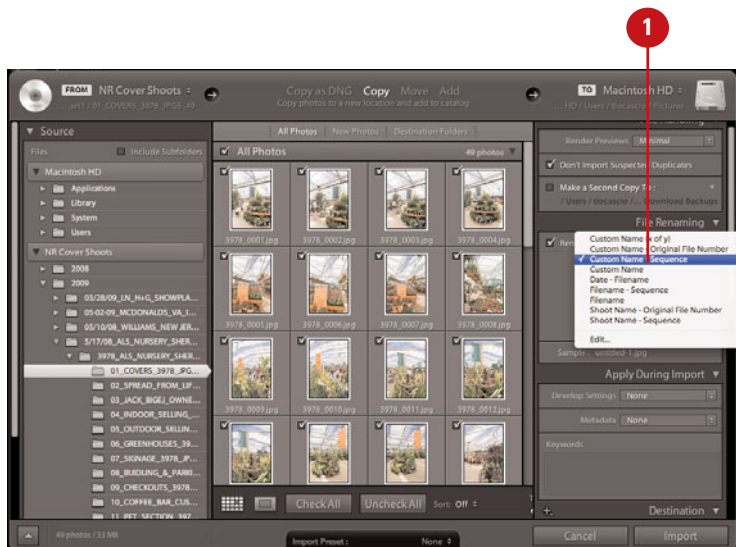
Rename photos at import

1 In the file-naming section of the Import Photos dialog box, choose a file-naming preset from the **File Naming** drop-down list. To create a custom preset, choose **Edit** and enter your preferred settings in the Filename Template Editor dialog box.

2 Click the **Import** button.

The photos are renamed as they are imported into the current Lightroom catalog. As the photos import, their respective thumbnails begin to appear in the library Content area. The status indicator in the upper-left corner of the module displays the import progress.

In addition to adding keywords to your photos in Lightroom, it's also good organizational practice to rename your photos to something more descriptive than the default serial code that your camera assigns. Doing so can make it much easier to manage and track your images as you work with them. Lightroom enables you to rename the images during the import process, or rename them later, after they've already been imported.



Rename photos after import

- 1 Select the photos you would like to rename from the Library module Content area or the Filmstrip.

TIMESAVER Shift+click to select multiple adjacent photos, and Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

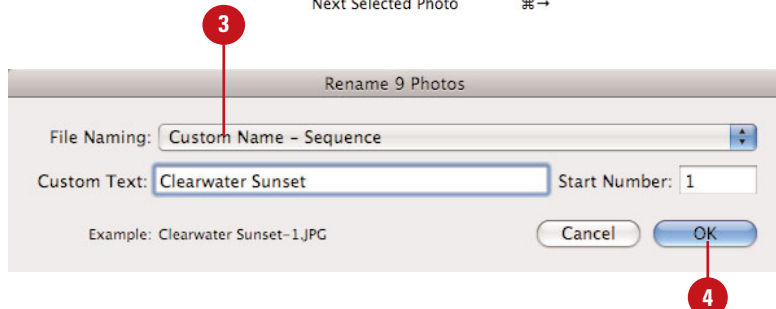
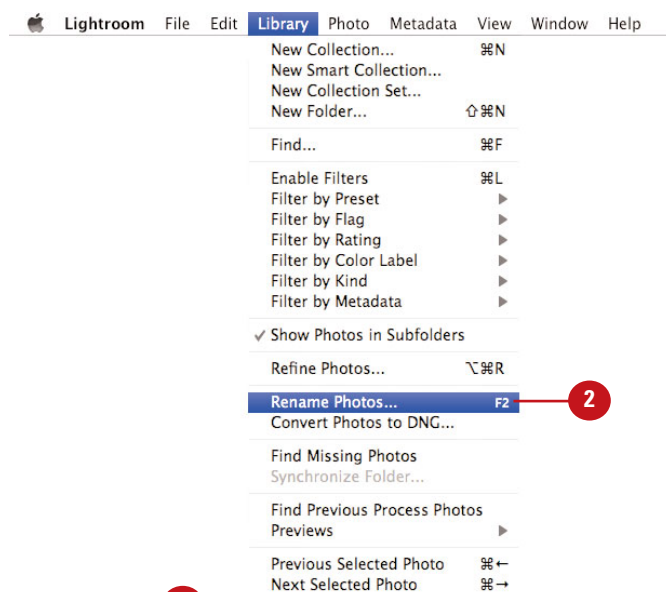
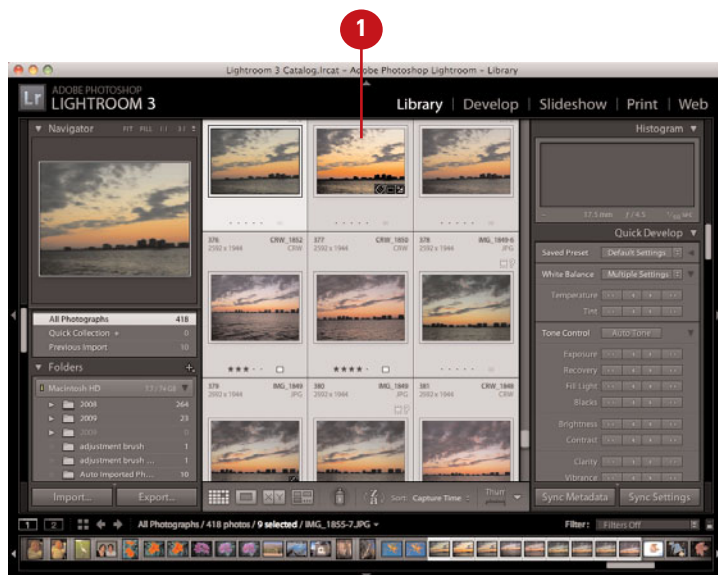
- 2 Under the Library menu, choose **Rename Photos**.

TIMESAVER Press F2 to apply the *Rename Photos* command quickly.

- 3 In the *Rename Photos* dialog box that appears, choose a file-naming preset from the **File Naming** drop-down list. To create a custom preset, choose **Custom Settings** and enter your preferred settings in the *Filename Template Editor* dialog box.

- 4 Click **OK**.

The selected catalog photos are renamed.



Converting Photos to DNG

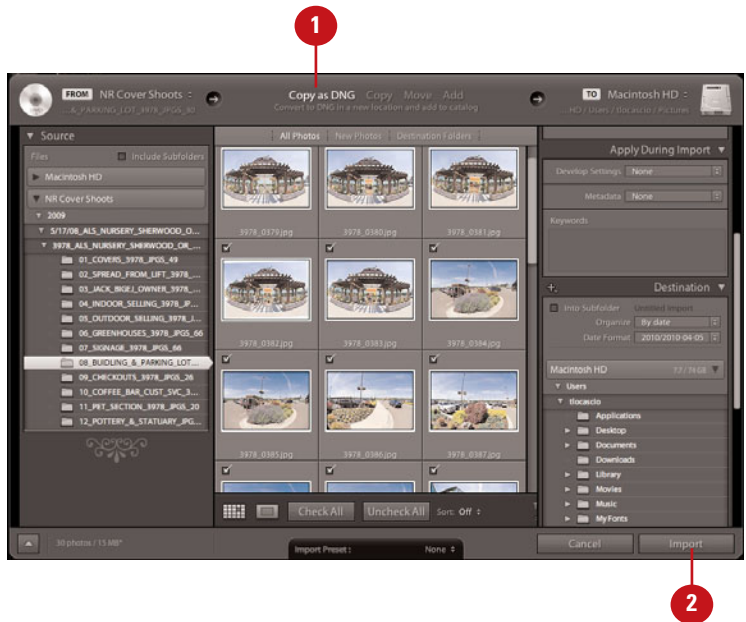
Convert to DNG at import

- 1 At the top of the Import dialog box, click **Copy as DNG**. Proceed to choose the preferred import dialog box settings.
- 2 Click the **Import** button.

IMPORTANT Only raw files are converted to DNG at import. Non-raw files are left in their original file format.

The photos are converted to DNG as they are imported into the current Lightroom catalog. As the photos import, their respective thumbnails appear in the library Content area. The status indicator in the upper-left corner of the module displays the import progress.

DNG (Digital Negative Format) is a file format created by Adobe. It was developed with the intention of standardizing a raw file capture format that can be read by a much wider variety of software applications. If you plan to share your raw image files across complex workflows, then converting them to DNG will ensure their compatibility. However, it is also important to note that choosing certain DNG conversion options can cause an image's file size to increase dramatically. You can convert raw images to DNG during the import process, or convert them later, after they've already been imported.



Convert to DNG after import

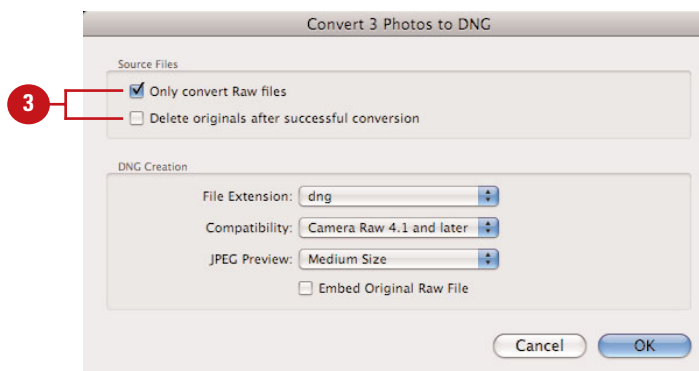
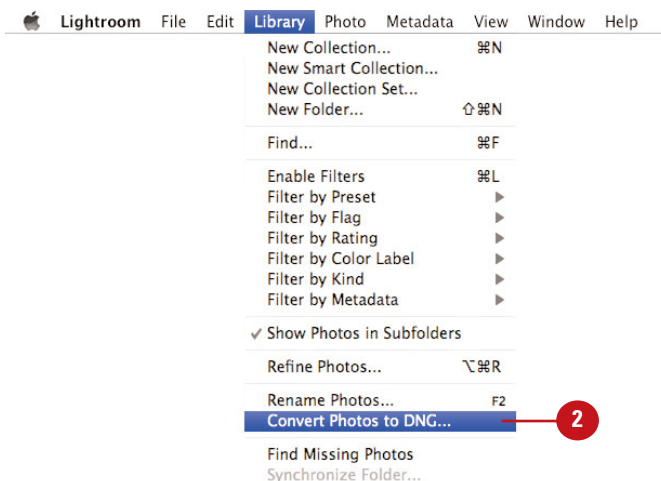
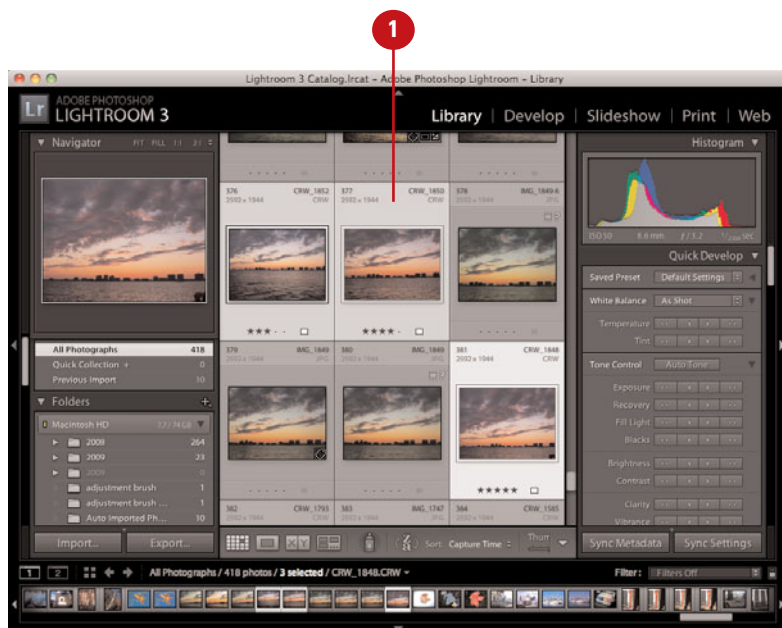
- 1 Select the photos you would like to convert to DNG from the Library module Content area or the Filmstrip.

TIMESAVER *Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.*

- 2 Under the Library menu, choose **Convert Photos to DNG**.

- 3 Lightroom displays the Convert Photos to DNG dialog box. In the Source Files section of the dialog box, choose from the following options:

- ◆ **Only Convert Raw Files**—Choose this option to ensure that only Raw files are converted to DNG, whereas non-Raw file formats, such as TIFF, JPEG, or PSD, are left in their current file format.
- ◆ **Delete Originals After Successful Conversion**—Choose this option to remove the original images from the catalog after they are converted to DNG.

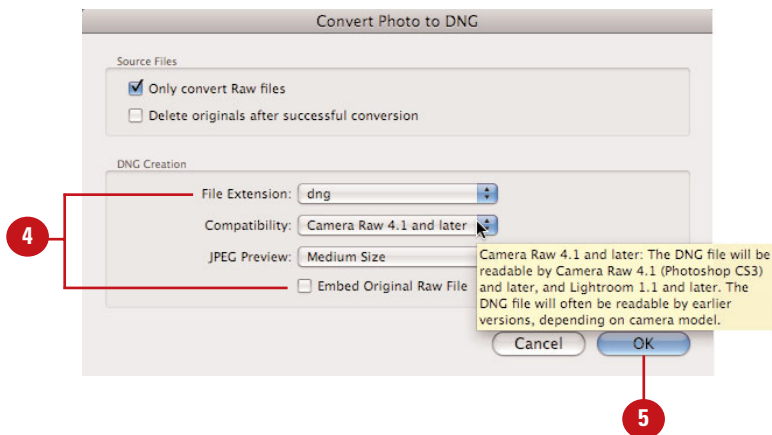


4 In the DNG Creation section of the Convert Photos to DNG dialog box, choose from the following options:

- ◆ **File Extension**—Choose whether to display the file extension in lowercase or uppercase letters.
- ◆ **Compatibility**—Choose the version of Adobe Camera Raw that you'd like to make the DNG files compatible with. Refer to the tooltip for more info.
- ◆ **JPEG Preview**—Choose the size of JPEG to use for the embedded preview (not the Lightroom catalog preview). Options include None, Medium Size, and Full Size.
- ◆ **Embed Original Raw File**—Enabling this option allows you to embed a copy of the original raw file inside the DNG. Doing so ensures access to the original raw image data, some of which can only be edited using the camera's proprietary software, but also increases the file size dramatically.

5 Click **OK**.

The selected catalog photos are converted to DNG file format.

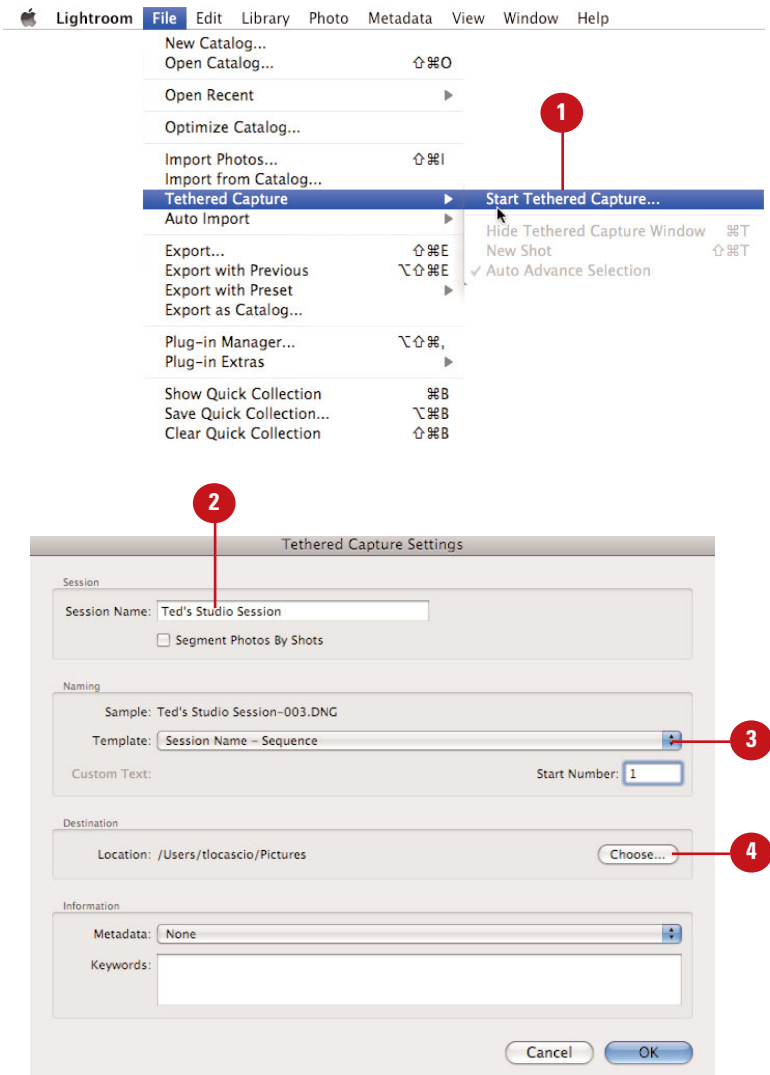


Importing Photos via Tethered Capture

Start a tethered capture

- 1 Plug your camera into your computer. Make sure the memory card is inserted and the camera is turned on. Then, under the **File** menu, choose **Tethered Capture > Start Tethered Capture**.
- 2 In the Tethered Capture Settings dialog box that appears, enter a name in the Session Name field.
- 3 Choose a file-naming preset from the **Template** drop-down list. To create a custom preset, choose **Edit** and enter your preferred settings in the Filename Template Editor dialog box.
- 4 By default, the captured photos are placed into *username/Pictures* (Mac) or *username\My Documents\My Pictures* (Win). If you'd like to place the photos into a different location, click **Choose**. In the Choose Folder dialog box that appears, browse to a different folder on your disk and click **Choose**.

Lightroom 3 enables you to perform a tethered capture session without having to rely on your camera's manufacturer-supplied software. All you have to do is plug your camera into the computer and start a tethered capture session in Lightroom. As you shoot, Lightroom downloads the captured files from the camera to a specific folder on your drive. The session photos are automatically added to the Lightroom catalog.



5 In the Information portion of the dialog box, choose from the following options:

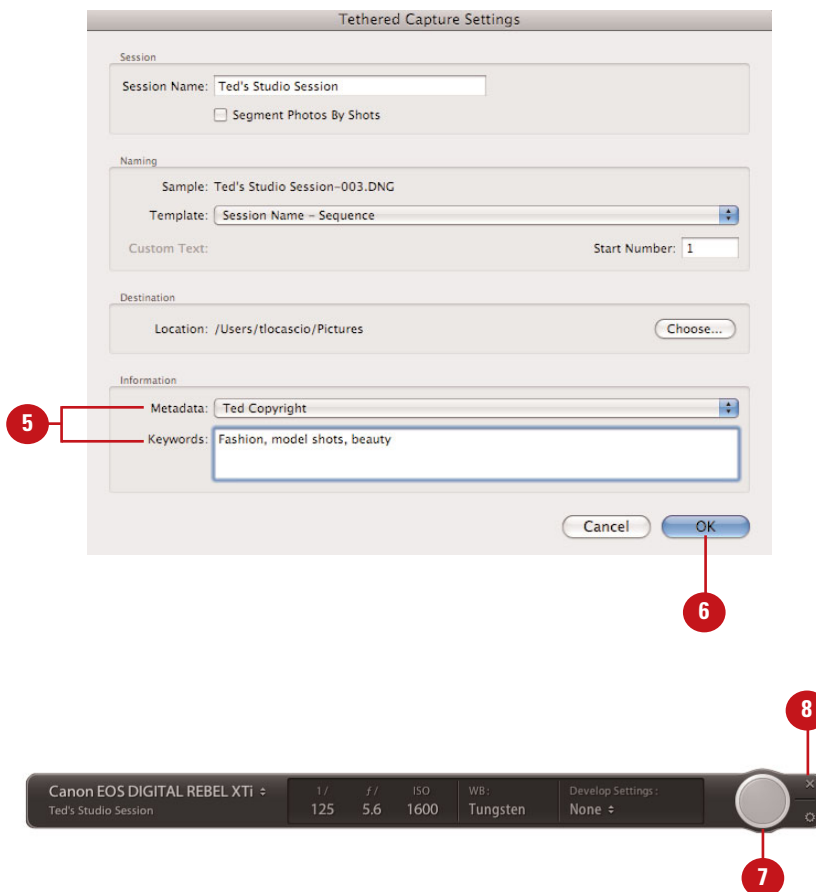
- ◆ **Metadata**—You can add metadata to the images as you import them by choosing a preexisting metadata preset from the drop-down list. You can create a metadata preset by choosing New, entering the info in the New Metadata Preset dialog box that appears, and clicking Create.
- ◆ **Keywords**—You can add keywords to the images as they are imported by entering them in the field provided here. Separate each keyword with a comma.

6 Click **OK**.

7 Lightroom displays the Tethered Capture Window. Click the **Capture** button to take photos and import them into the catalog automatically.

TIMESAVER Press *Shift+Cmd+T (Mac) or Shift+Ctrl+T (Win)* to take a capture.

8 To end the tethered capture session, choose **File > Tethered Capture > Stop Tethered Capture**, or click the **Close** button in the upper-right corner of the Tethered Capture window.



Navigating the Library Module

Introduction

After you import your photos into a Lightroom catalog, the next step is to preview them in the Library module. There are various panels, tools, and view modes that you can use to sort, filter, and preview your photos in the Library.

In this chapter, you learn how to use the Catalog panel and Filter Bar to locate specific groups of images to work with, and how to use the Folders panel to move or rename the system folders where your catalog images are stored. You also learn how to locate and select images in Grid View mode, and then use the Navigator panel to preview them in both standard and close-up Loupe views.

This chapter also explains how to preview multiple images in Compare view and Survey view. In addition, you'll learn how to quickly apply useful commands by utilizing the controls available in the customizable Library Toolbar. You'll also learn how to locate and select images using the Filmstrip.

2

What You'll Do

Navigator Panel

Catalog Panel

Library Toolbar

Folders Panel

Filter Bar

Change Grid View Options

Set Loupe View Options

Navigate the Library Grid

Navigate in Loupe View

Change Loupe Zoom Views

Work in Compare View

Work in Survey View

Navigate with the Filmstrip

Navigator Panel

Preview images with the Navigator panel

- 1 To display the Navigator panel, choose **Window > Panels > Navigator**.

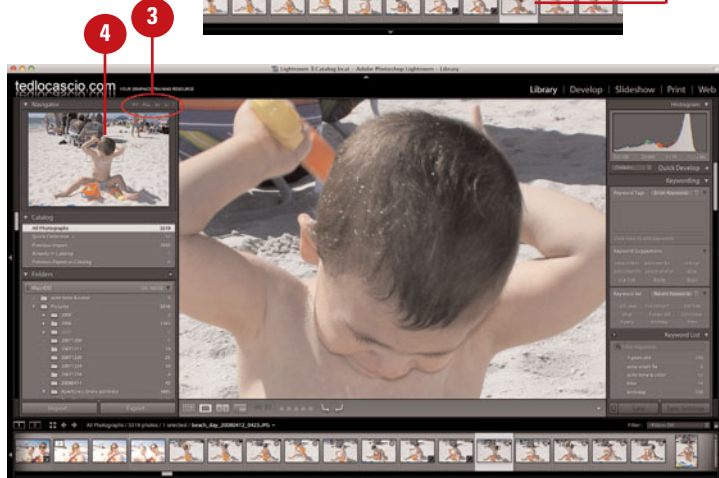
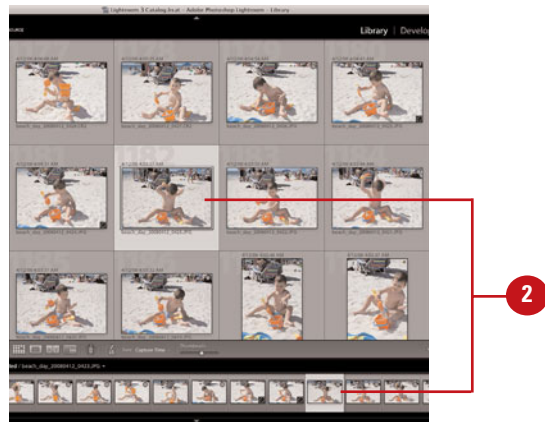
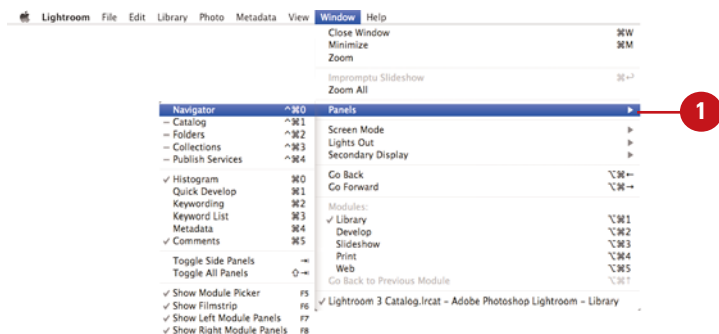
TIMESAVER Press **Control+Cmd+0 (Mac)** or **Ctrl+Shift+0 (Win)** to show or hide the Navigator panel quickly.

- 2 Select any photograph from the Library **Content** area or the **Filmstrip**.
- 3 At the top of the Navigator panel, click any of the following zoom buttons to display the image in Loupe view mode:
 - ◆ **FIT**—Click to fit the entire image in the Content area.
 - ◆ **FILL**—Click to fill the entire Content area with the image.
 - ◆ **1:1**—Click to view the image at 100% of its size in the Content area.
 - ◆ **Custom View**—Choose a zoom ratio from the Navigator panel flyout menu.
- 4 When displaying the photo in FILL, 1:1, or Custom View modes, click and drag the Navigator target icon to change the image area displayed in the Content area.

Did You Know?

Cursor position determines what photo is displayed in the Navigator. To preview a different image in the Navigator, hover the cursor over its thumbnail in the Filmstrip. You can also preview the first image in a folder or a collection by hovering the cursor over its name in the Folders panel or Collections panel.

The Navigator is the topmost panel in the left sidebar. The Navigator is useful for zooming and scrolling around an image in Loupe view mode. By clicking the FIT or FILL buttons at the top of the Navigator, you can fit the entire image in the Content area (without crops) or fill the entire area with the image (with crops). You can also display the image at 100% of its size by clicking the 1:1 button. The last zoom button enables you to apply a custom view percentage.



Catalog Panel

Select groups of catalog images to work with in the Library

- 1 To display the Catalog panel, choose **Window > Panels > Catalog**.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Catalog panel quickly.

- 2 To view all the photographs in the current catalog, select **All Photographs** from the Catalog panel.

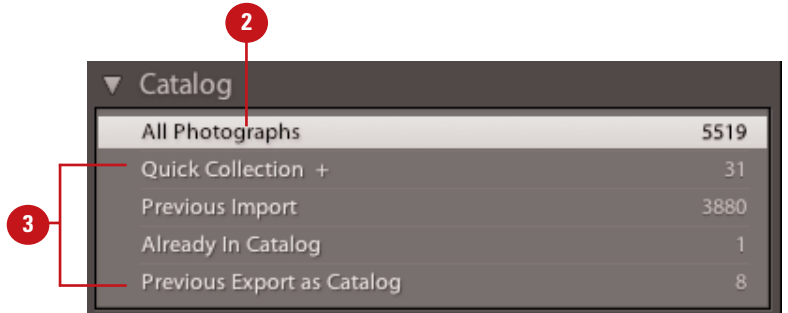
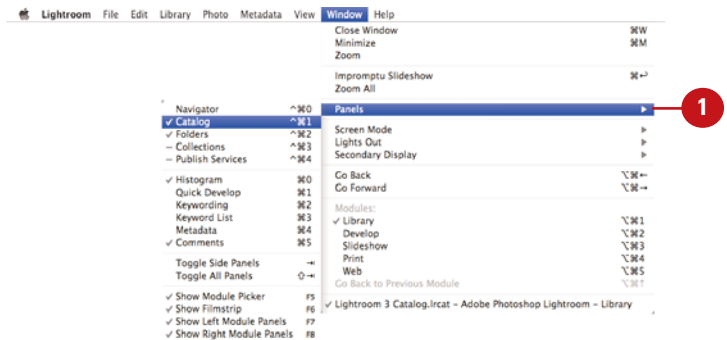
IMPORTANT To ensure accurate search results, be sure to select **All Photographs** from the Catalog panel before performing a filtered search.

- 3 As you work in Lightroom, various other items appear in the Catalog panel, including the following:

- ◆ **Current Import**
- ◆ **Quick Collection**
- ◆ **Previous Import**
- ◆ **Already In Catalog**
- ◆ **Previous Export as Catalog**
- ◆ **Missing Files**

Select any of these items in the Catalog panel to display just those images in the Content area.

The Catalog panel enables you to control which catalog images are displayed in the Content area. You can choose to display every image in the catalog by selecting **All Photographs**, or choose to only display images that are part of a temporary collection, by selecting items such as **Previous Import**, **Previous Export as Catalog**, or **Quick Collection**. Temporary collections can also be removed from the Catalog panel list by right/Control-clicking and choosing **Remove** the temporary collection from the contextual menu.



Temporary collection displayed in Content area and Filmstrip

Library Toolbar

Display various options in the Library Toolbar

- 1 To display the Library Toolbar, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Library Toolbar quickly.

- 2 Choose which tools you would like to display from the Library Toolbar flyout menu. In Grid View, these options include: **Painter**, **Sorting**, **Flagging**, **Rating**, **Color Label**, **Rotate**, **Navigate**, **Slideshow**, **Thumbnail Size**, and **Info**.

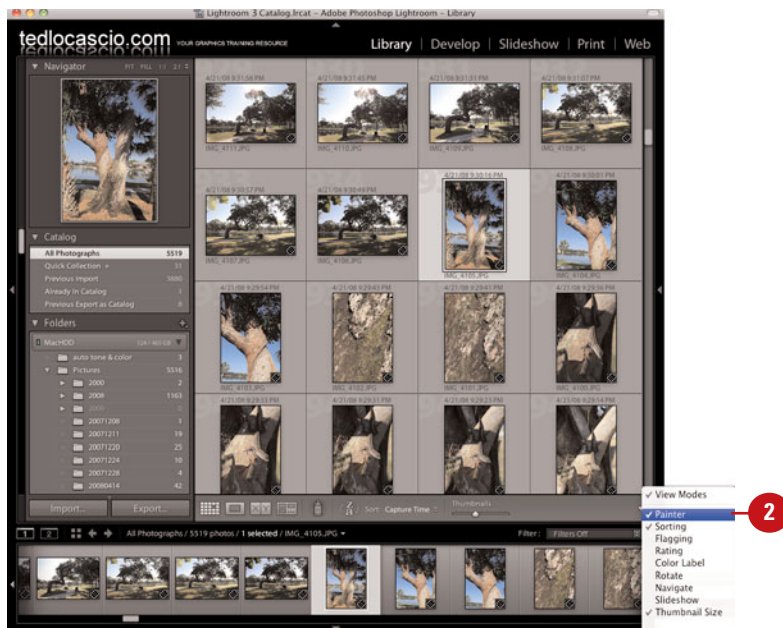
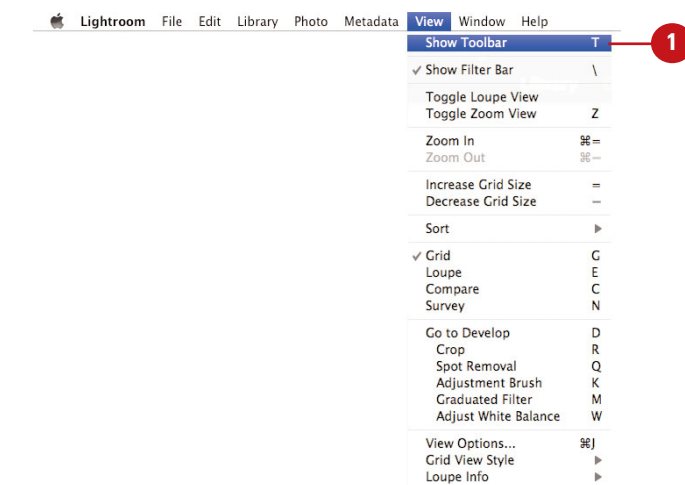
IMPORTANT The Library Toolbar can be customized individually for both Grid view and Loupe view modes.

In Loupe view, these options include **Sorting**, **Flagging**, **Rating**, **Color Label**, **Rotate**, **Navigate**, **Slideshow**, **Zoom**, and **Info**.

Did You Know?

The Toolbar is also accessible in the other Lightroom modules. The Toolbar is accessible with different options in the Develop, Slideshow, Print, and Web modules.

The Toolbar is located below the Content area and above the Filmstrip. You can use the Toolbar to access certain commands and apply them quickly. By clicking the various buttons displayed in the Toolbar, you can accomplish certain tasks, such as switching view modes, increasing or decreasing the amount of thumbnails displayed in Grid view, changing thumbnail sort order from ascending to descending (or vice versa), and much more. You can customize the Toolbar to display the button commands you apply most.



Folders Panel

Manage catalog folders from within Lightroom

- 1 To display the Folders panel, choose **Window > Panels > Folders**.

TIMESAVER Press *Control+Cmd+2 (Mac) or Ctrl+Shift+2 (Win)* to show or hide the Folders panel quickly.

- 2 Click the toggle arrows to reveal your system's folder hierarchy and display each folder's contents.
- 3 Click and drag any image from the Content area to move it from one folder to another. You can also rearrange the hierarchy of folders by repositioning them in the Folders panel. Any changes made to the folder structure in Lightroom are reflected at the system level.

IMPORTANT When applying the previous step, a warning dialog box appears to remind you that this change is reflected on the system level.

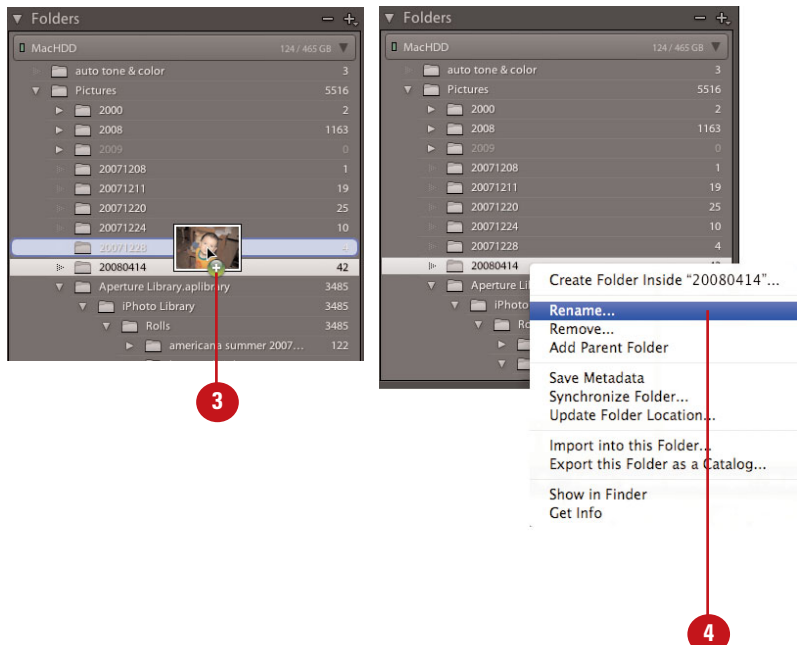
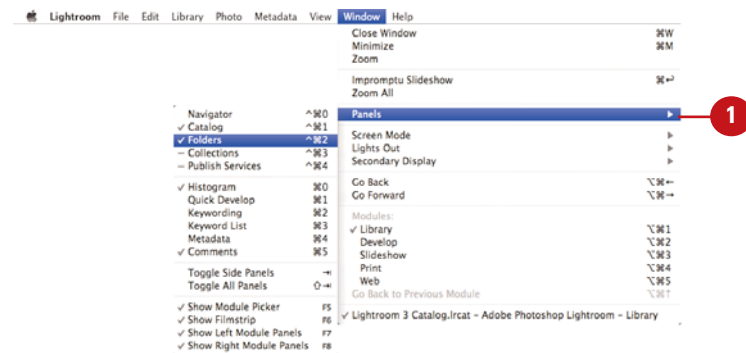
- 4 To rename a folder, right/Control-click it in the Folders panel and choose **Rename** from the contextual menu. Enter the new name in the Rename Folder dialog box that appears and click **Save**.

Did You Know?

Changes made to the folder structure at the system level will cause the folders to appear as missing in Lightroom.

To relink missing folders in Lightroom you must select them from the Folders panel, then right-click (Win) or Control-click (Mac) and choose Find Missing Folder from the contextual menu. In the Select New Location dialog box that appears, browse to the folder's new system location and click Choose.

The Folders panel displays your system's folder hierarchy for the images that have been added to the current Lightroom catalog. If the images are stored in more than one volume, each disk is displayed with a separate volume header. The green light in the header signifies that the drive is connected and has storage space available. The two numbers in the header indicate the amount of free space available versus the capacity of the drive. Missing folders are displayed in gray with a question mark icon.



Filter Bar

Search for images by text, attribute, or metadata

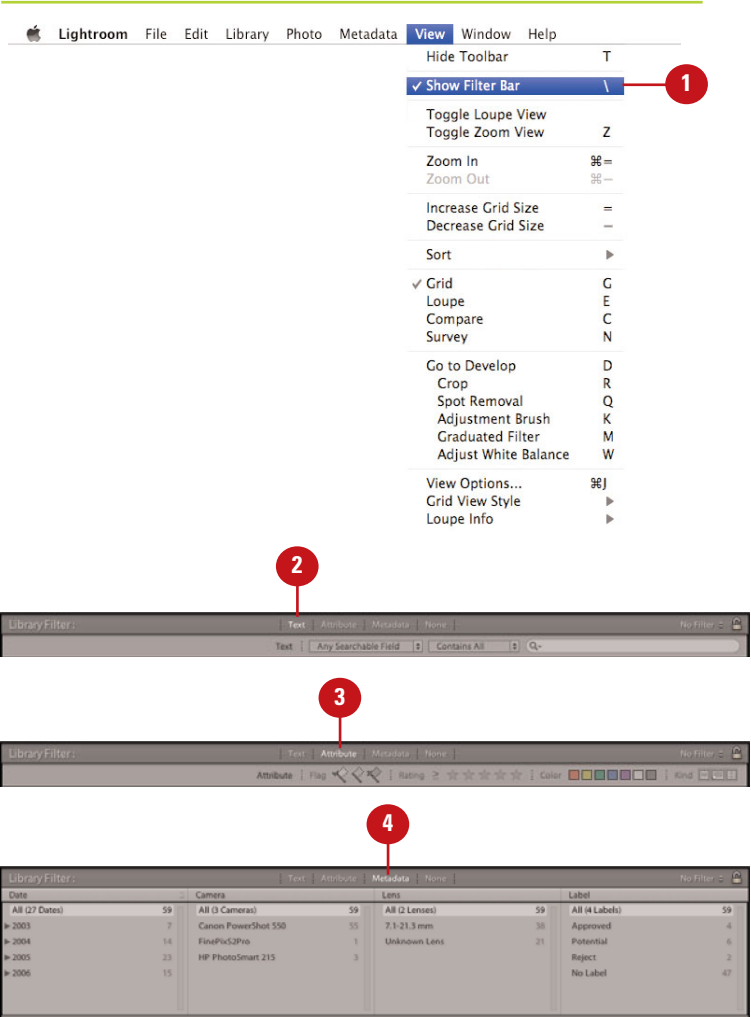
- 1 To display the Filter Bar, choose **View > Show Filter Bar**.
- TIMESAVER** Press the backward slash key (\) to show or hide the Filter Bar quickly.
- 2 Click the **Text** button to display the Text Filter options in the Filter Bar.
- 3 Click the **Attribute** button to display the Attribute Filter options in the Filter Bar.
- 4 Click the **Metadata** button to display the Metadata Filter options in the Filter Bar.

TIMESAVER Shift-click the *Text*, *Attribute*, or *Metadata* buttons to add their respective options to the Filter Bar display and perform a detailed search. Shift-click the buttons again to remove them.

See Also

See Chapter 5, “Searching for Images,” to learn more about working with the Filter Bar.

The Filter Bar is located below the Module picker and above the Content area. It is hidden by default, but can be displayed quickly by pressing the backward slash key (\). You can use the Filter Bar to search for photos by text (such as filename), attribute (such as rating or color label), or metadata stored in the file (such as shot date or camera type).



Changing Grid View Options

Choose general cell view options

- 1 Under the **View** menu, choose **View Options**.

TIMESAVER Press **Cmd+J** (Mac) or **Ctrl+J** (Win) to display the Library View Options dialog box quickly.

- 2 In the Library View Options dialog box that appears, click the **Grid View** tab.

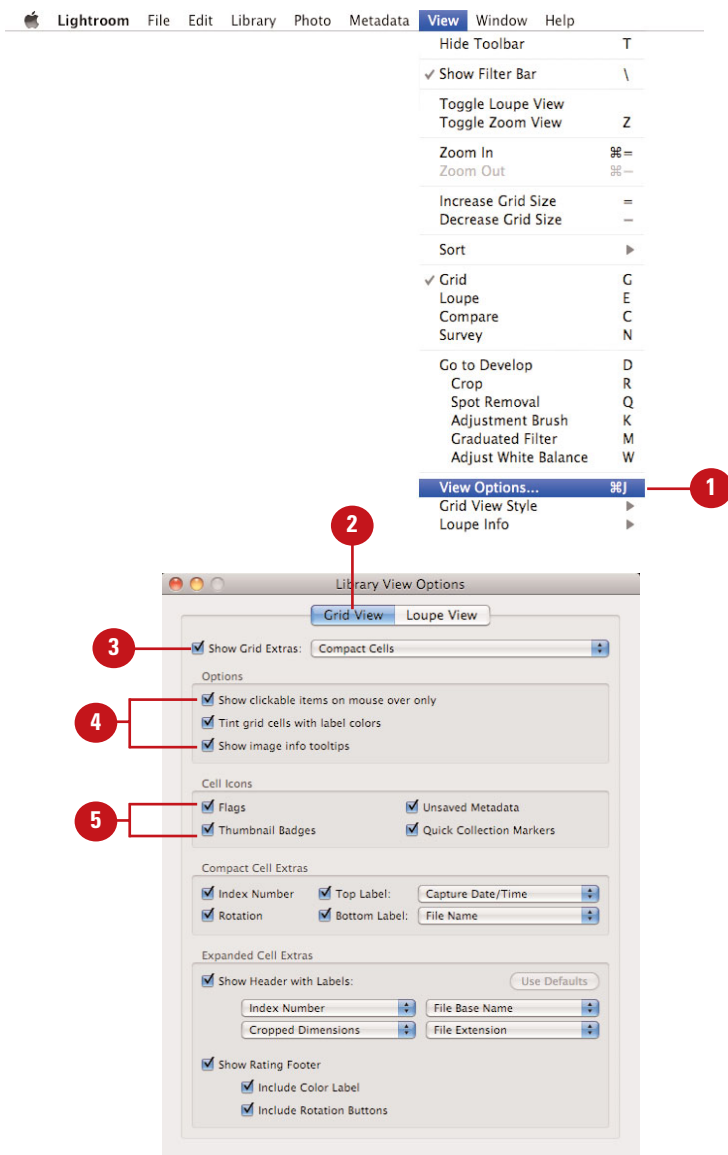
- 3 Enable **Show Grid Extras**.

- 4 Enable any of the following general Grid View options:

- ◆ **Show Clickable Items on Mouse Over Only**—Enable this option to display clickable items, such as Quick Collection markers and rotation buttons, only when mousing over a grid cell.
- ◆ **Tint Grid Cells with Label Colors**—Enable this option to apply color labels to the image thumbnail border.
- ◆ **Show Image Info Tooltips**—Enable this option to display tooltips when mousing over items in a grid cell.

- 5 Choose which icons to display in the grid cell. Options include **Flags**, **Thumbnail Badges**, **Quick Collection Markers**, and **Unsaved Metadata**.

In Grid view, you can choose to display the thumbnails, and any additional info and clickable markers, in compact or expanded cells. Compact Cells (the default display option) limits the amount of image info and clickable markers you can display surrounding each thumbnail. Expanded Cells enables more space to display additional tools and info.



Choose Compact Cell view options

- 1 Under the **View** menu, choose **View Options**.

TIMESAVER Press **Cmd+J** (Mac) or **Ctrl+J** (Win) to display the Library View Options dialog box quickly.

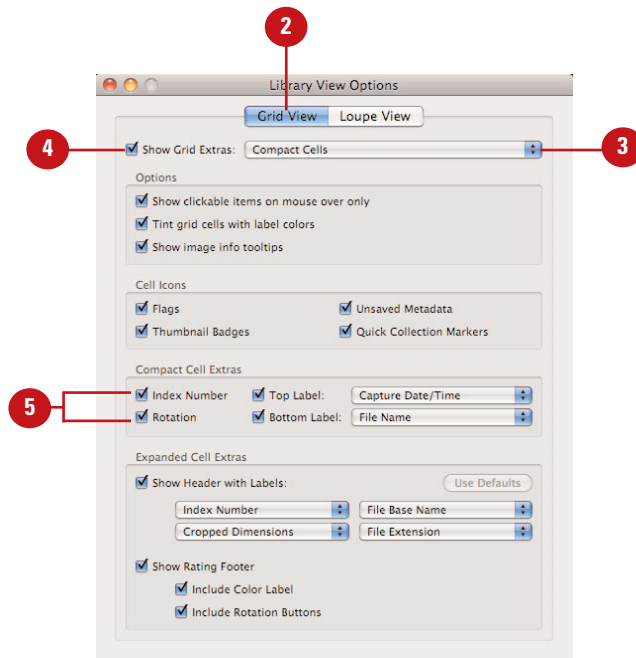
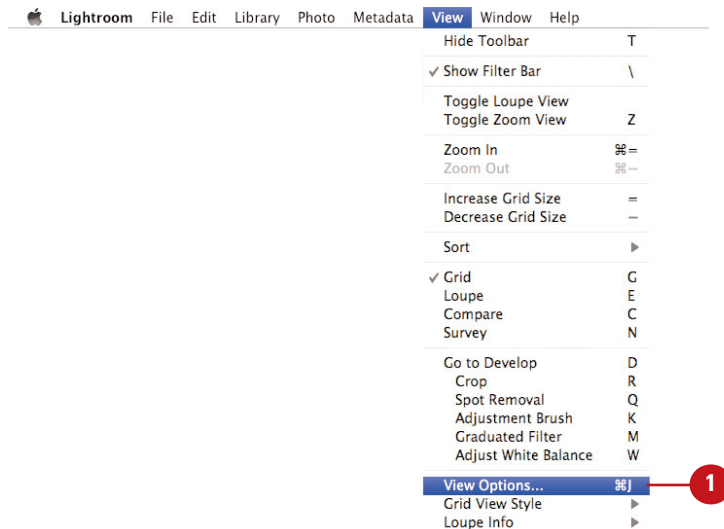
- 2 In the Library View Options dialog box that appears, click the **Grid** View tab.

- 3 Enable **Show Grid Extras**.

- 4 Choose **Compact Cells** from the top drop-down list.

- 5 Enable any of the following Compact Cell Extra grid view options:

- ◆ **Index Number**—Enable this option to display a large dimmed number in the cell background.
- ◆ **Top Label**—Enable this option to display extra image info above the thumbnail. Choose which info to display from the drop-down list provided.
- ◆ **Rotation**—Enable this option to display clickable rotation icons in the bottom corners of the grid cell. These icons can be used to rotate the photo clockwise or counter-clockwise.
- ◆ **Bottom Label**—Enable this option to display extra image info below the thumbnail. Choose which info to display from the drop-down list provided.



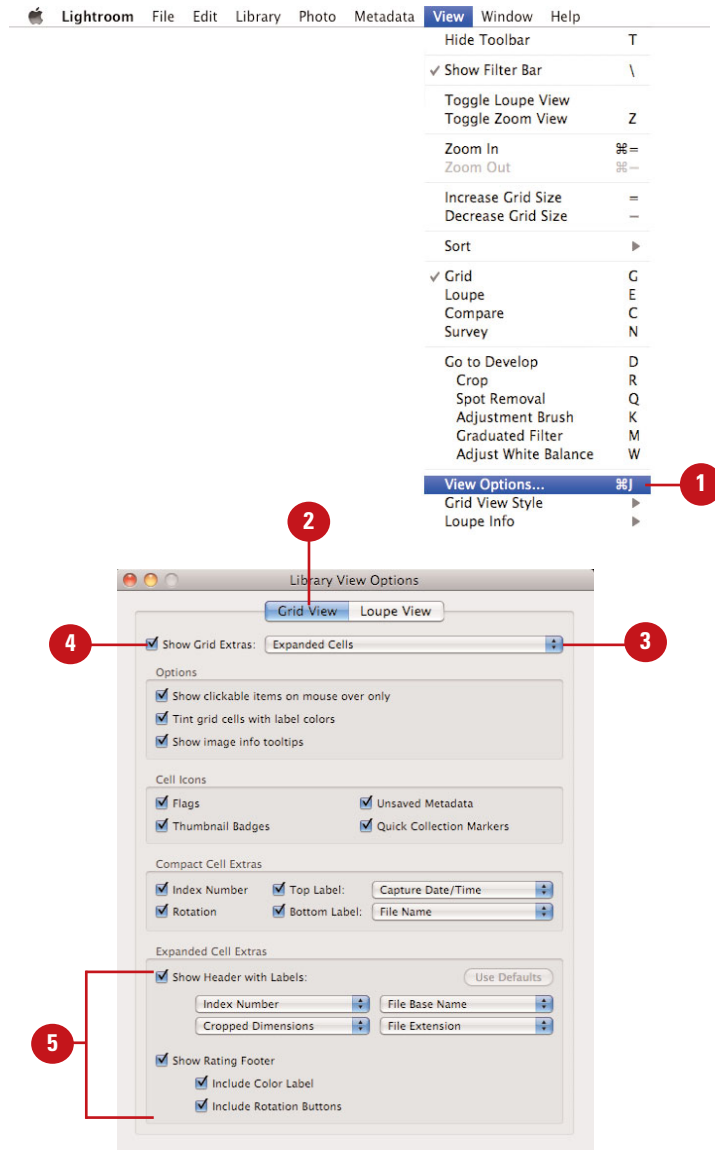
Choose Expanded Cell view options

- 1 Under the **View** menu, choose **View Options**.

TIMESAVER Press **Cmd+J** (Mac) or **Ctrl+J** (Win) to display the Library View Options dialog box quickly.

- 2 In the Library View Options dialog box that appears, click the **Grid View** tab.
- 3 Enable **Show Grid Extras**.
- 4 Choose **Expanded Cells** from the top drop-down list.
- 5 Enable any of the following Expanded Cell Extra grid view options:

- ◆ **Show Header with Labels**—Enable this option to display extra image info in a header above the thumbnail. Choose which info to display from the four drop-down lists provided.
- ◆ **Show Rating Footer**—Enable this option to display ratings in a footer area below the thumbnail. You can also choose to display color labels and rotation buttons in the footer. Note that all the footer options are clickable, enabling you to apply ratings and color labels, and rotate the photo clockwise or counter-clockwise.



Setting Loupe View Options

Choose Loupe view options

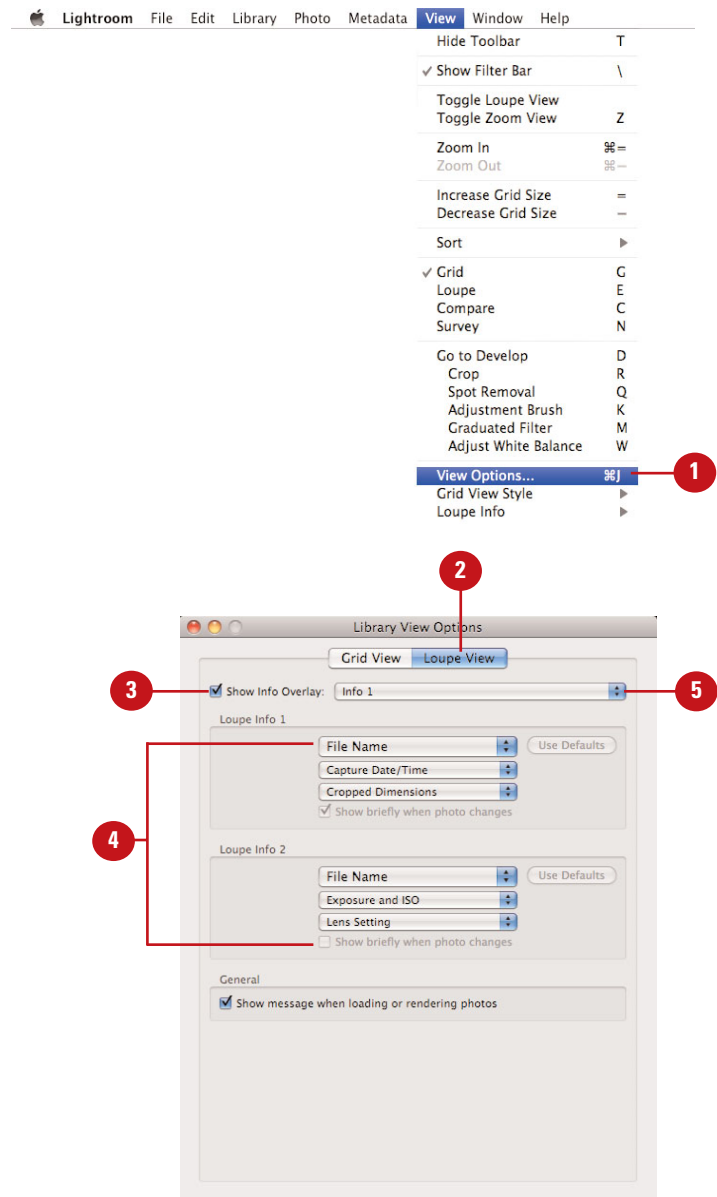
- 1 Under the **View** menu, choose **View Options**.
- 2 In the Library View Options dialog box that appears, click the **Loupe View** tab.
- 3 Enable **Show Info Overlay**.
- 4 Choose which info to display for **Loupe Info 1** and **Loupe Info 2** from the drop-down lists provided.
- 5 Choose to display either **Info 1** or **Info 2** from the top drop-down list.

The chosen info is displayed in the upper-left corner of the photo in Loupe view.

IMPORTANT If the **Show Info Overlay** option is disabled, you can enable the **Show briefly when photo changes** option. Doing so displays the **Info Overlay** for just a few seconds in Loupe view.

TIMESAVER Press **Cmd+I** (Mac) or **Ctrl+I** (Win) to show or hide the **Info Overlay** in Loupe View mode. Press **I** to toggle between **Info 1** and **Info 2**.

Loupe view enables you to zoom and scroll around a single image in the Content area of the Library module. The Loupe view mode contains its own set of options, which you can choose from the Loupe view tab of the View Options dialog box. These options enable you to display specific information about the photo over the upper-left corner of the image in Loupe View mode.



Navigating the Library Grid

Browse photos in the catalog

- 1 If you're not already in Grid view, choose **Grid** from the **View** menu or click the **Grid View** button in the Library Toolbar.

TIMESAVER Press **G** to enter Grid View mode quickly.

- 2 In the Toolbar, click and drag the **Thumbnails** slider to the right to increase the size of the thumbnails; click and drag to the left to decrease their size.

TIMESAVER Press the **+** key to increase the cell size by one cell per row; press the **-** key to decrease by one cell per row.

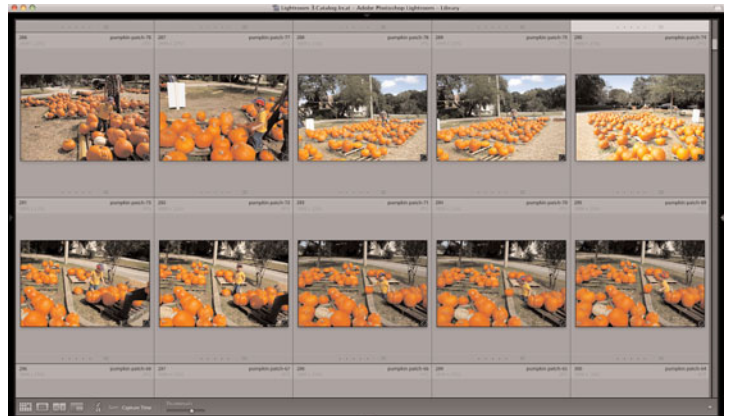
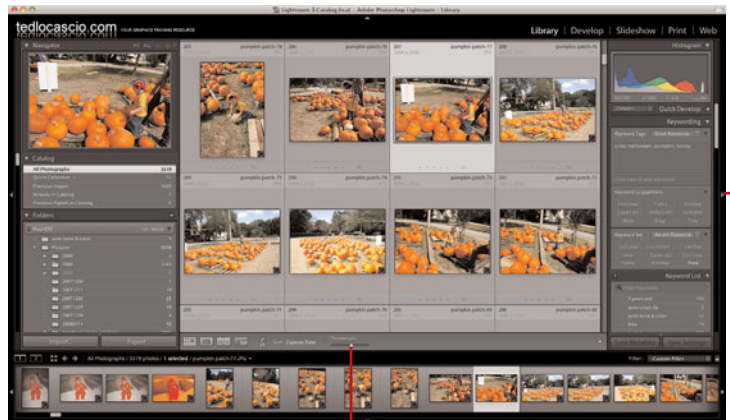
- 3 Click any thumbnail in the grid to select it.

TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 4 Click the **top**, **bottom**, or **side bar arrows** to hide the side panels, Filmstrip, or Module Picker. Doing so expands the **Content** area and creates more room for the thumbnails.

TIMESAVER Press **Tab** to show or hide the side panels; press **Shift+Tab** to show or hide the side panels, Filmstrip, and Module Picker all at once.

In Grid view, you can scroll through catalog photos by clicking and dragging the scroll bar located to the right of the Content area. You can select an image by clicking its thumbnail in the grid, or select multiple adjacent images by Shift-clicking. To select multiple non-adjacent images, Cmd+click (Mac) or Ctrl+click (Win). The primary (or active) selection is always highlighted in a lighter shade of gray and is the image that appears in the Navigator panel.



With both side panels, the Filmstrip, and the Module Picker hidden.

Navigating in Loupe View

Zoom into an image

- 1 Click any thumbnail in the grid to select it.

IMPORTANT If you have multiple thumbnails selected, the primary selection (the image with the lightest shade of gray surrounding it) is targeted. This is also the photo that appears in the Navigator panel.

- 2 To open the primary selected photo in Loupe View mode, choose **Loupe** from the **View** menu, or click the **Loupe View** button in the Library Toolbar.

TIMESAVER Press **E** to enter Loupe View mode quickly.

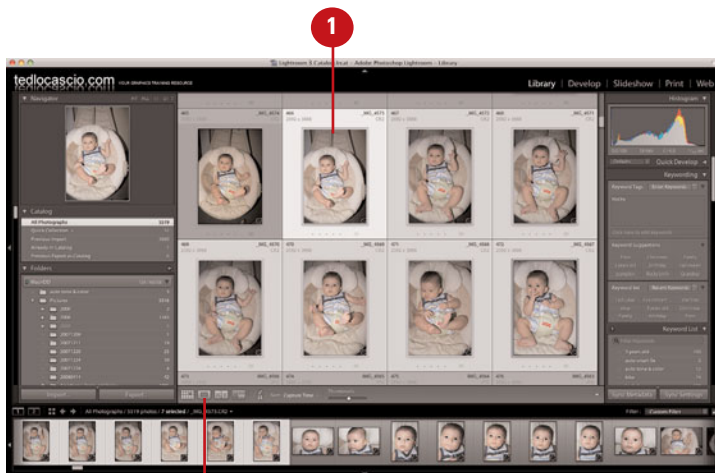
TIMESAVER You can also double-click any thumbnail in the grid to open it in Loupe View mode.

The photo is displayed so that it either fits in the Content area or fills it, depending on which option you clicked last in the Navigator panel.

Click the left or right arrow keys to display the previous or next catalog images in Loupe View mode.

IMPORTANT If you have multiple thumbnails selected, you will only be able to display those images in Loupe View mode.

In Loupe View mode, you can only view one image at a time in the Content area (when multiple images are selected in the grid or Filmstrip, the image displayed in Loupe view is the primary selection). However, you can select other images to view in Loupe View mode, without having to return to Grid View. By clicking the left and right arrow keys in Loupe View mode, you can display the previous or next photos in the catalog or in your current catalog selection.



Use the left/right arrow keys to display the previous/next catalog images.

Changing Loupe Zoom Views

Toggle zoom views

- 1 Click any thumbnail in the grid to select it.

IMPORTANT If you have multiple thumbnails selected, the primary selection (the image with the lightest shade of gray surrounding it) is targeted. This is also the photo that appears in the Navigator panel.

- 2 To open the primary selected photo in standard Loupe View mode, choose **Loupe** from the **View** menu, or click the **Loupe View** button in the Library Toolbar.

TIMESAVER Press **E** to enter standard Loupe View mode quickly.

TIMESAVER You can also double-click any thumbnail in the grid to open it in standard Loupe View mode.

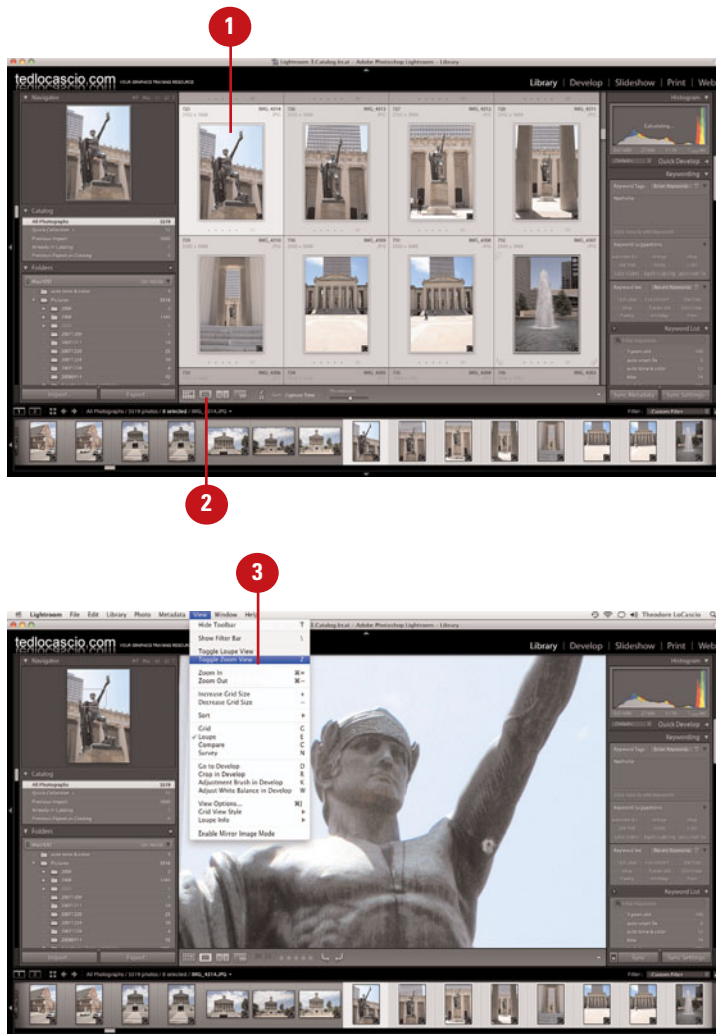
The photo is displayed so that it either fits in the Content area or fills it, depending on which option you clicked last in the Navigator panel.

- 3 To enter close-up Loupe view, choose **View > Toggle Zoom View**. Doing so zooms in to the photo at either 1:1 magnification, or a custom view setting, depending on which option you clicked last in the Navigator panel.

TIMESAVER Press **Z** to toggle zoom views quickly.

TIMESAVER You can also toggle zoom views quickly by clicking the image in the Content area.

There are two different ways that you can view images in Loupe view: in standard Loupe view or close-up Loupe view. Entering standard Loupe view is the same as clicking either the **FIT** or **FILL** buttons in the Navigator panel; entering close-up Loupe view is the same as clicking either the **1:1** or custom magnification buttons.



Working in Compare View

Compare photos side-by-side

- 1 In Grid view or the Filmstrip, Shift+click to select two adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select two non-adjacent photos.
- 2 To open the selected photos in Compare View mode, choose **Compare** from the **View** menu, or click the **Compare View** button in the Library Toolbar.

TIMESAVER Press **C** to enter Compare View mode quickly.

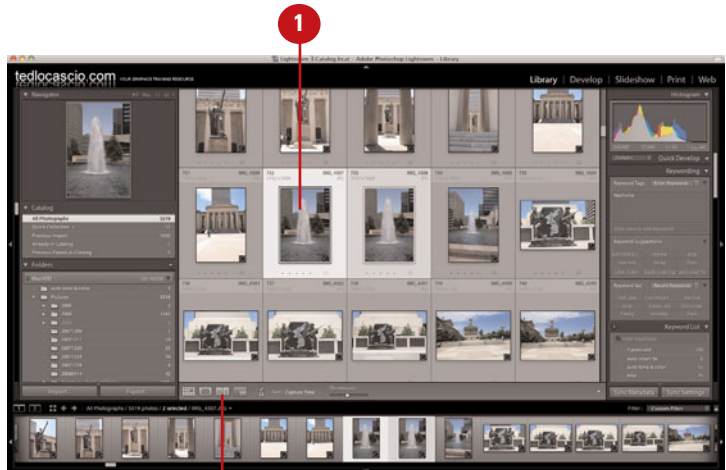
Both photos are displayed so that they either fit in the Content area or fill it, depending on which option you clicked last in the Navigator panel. The primary selected photo is displayed to the left with a white border, and the Candidate photo to the right. The white border indicates which image is targeted.

IMPORTANT You can switch the focus to the Candidate photo by clicking it in the Content area. Doing so places the white border around the photo and enables you to work with it in the Navigator panel.

- 3 With the **Link Focus** option enabled, drag the **Zoom slider** to change the magnification level for both photos.

IMPORTANT With the **Link Focus** option disabled, you can view the photos at different magnification levels and scroll locations.

In addition to Grid view and Loupe view, the Library module also contains a Compare view, which enables you to select two similar images from the Grid or Filmstrip, and view them side by side in the Content area. Doing so can help you decide which photo to work with in the Develop module or output in the Print module. In Compare view, the primary selection becomes the Select photo, and the secondary image becomes the Candidate. You can choose to sync the magnification levels and scroll locations for both photos, or unsync them and compare the photos using different view settings.



4 Click and drag over the targeted photo to scroll to a different area, or move the **target icon** in the Navigator panel.

5 Click the **Swap** button in the Library Toolbar to make the Candidate the Select photo and vice versa.

TIMESAVER You can also use the down arrow key to apply the Swap command.

6 Click the **Make Select** button in the Library Toolbar to make the Candidate the Select photo and apply the next photo in the Filmstrip as the new Candidate.

TIMESAVER You can also use the up arrow key to apply the Make Select command.

7 Click the **left or right arrow buttons** in the Library Toolbar to select the previous or next photo in the Filmstrip as the Candidate.

TIMESAVER You can also use the left or right arrow keys to select the previous or next photo as the Candidate.

8 Click **Done** to display the primary selected photo in Loupe View mode.

Did You Know?

Lightroom indicates which photo is the Select and which is the Candidate by displaying icons in the Filmstrip. Lightroom displays a hollow diamond in the upper-right corner of the Select photo's Filmstrip thumbnail. A filled-in diamond appears in the upper-right corner of the Candidate photo's thumbnail.



Working in Survey View

Preview multiple selected photos at a time

- 1 In Grid view or the Filmstrip, Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non adjacent photos.
- 2 To open the selected photos in Survey View mode, choose **Survey** from the **View** menu, or click the **Survey View** button in the Library Toolbar.

TIMESAVER Press **N** to enter Survey View mode quickly.

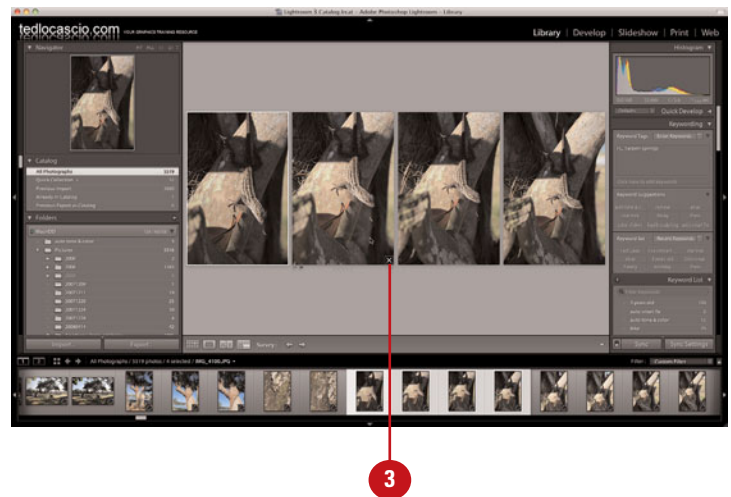
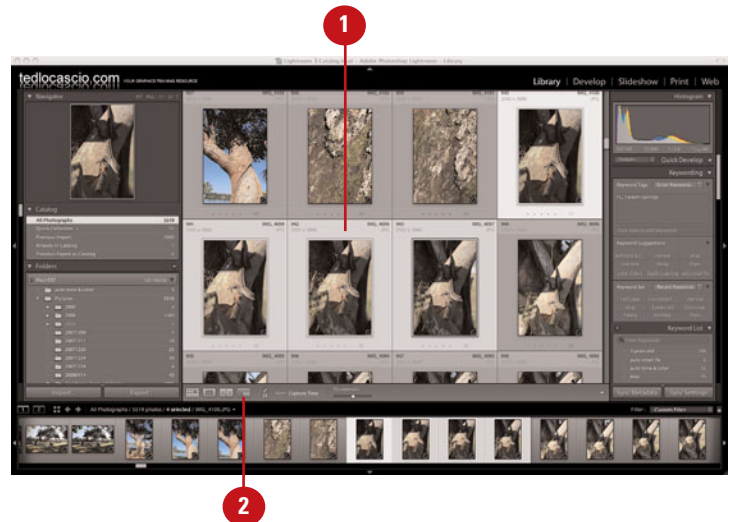
The photos are displayed as large as possible in the Content area. The primary selected photo is displayed with a white border.

IMPORTANT You can change your primary selection by clicking a different photo in the Content area, or by clicking the left/right arrow keys or buttons in the Library Toolbar. Doing so places the white border around the photo and enables you to work with it in the Navigator panel.

- 3 When you hover over an image in the Content area, a black X appears in the lower-right corner of the thumbnail. Click the **X** to remove the image from the current selection and from Survey view.

The thumbnails automatically resize to fill the extra space in the Content area.

Survey view is similar to Compare view in that it enables you to select and preview more than one image at a time. However, in Compare view, you can only select two images from the Grid or Filmstrip and view them in the Content area, whereas in Survey view, you can select and preview an entire series of images. You can access clickable markers by hovering your mouse over an image in Survey view. This is a great way to apply ratings, labels, or flags to a related series of photos in Lightroom.



Navigating with the Filmstrip

Browse through and select catalog images in any module

- 1 If the Filmstrip is not already visible, choose **Window > Panels > Show Filmstrip**, or click the up arrow located at the bottom of the interface.

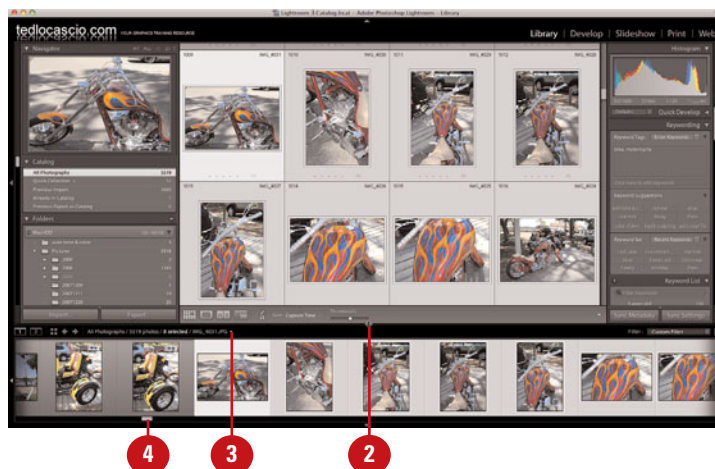
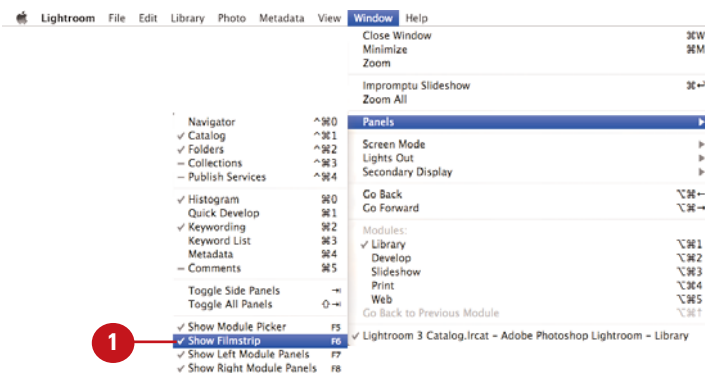
TIMESAVER Press **F6** to show or hide the Filmstrip quickly.

- 2 To resize the Filmstrip, click its top edge and drag it up or down.
- 3 The current file path is displayed at the top of the Filmstrip. To access a recent resource, such as a catalog, folder, or collection, choose one from the drop-down list provided.
- 4 Use the slider bar, or click the side arrows to scroll through the thumbnails manually.

Use the left or right arrow keys to select the previous or next photo in the Filmstrip.

TIMESAVER As you press the left or right arrow keys, hold down **Shift** to select multiple adjacent photos in the Filmstrip.

The Filmstrip is located along the bottom of the interface, below the side panels and Content area. You can use the Filmstrip to locate and select images from the catalog, in the same way that you can with the Grid. The benefit to using the Filmstrip is that it is accessible in all modules, and not just the Library. The downside is that, unlike the Grid, you can't display as much info surrounding the thumbnails. However, there is a preference in the Interface tab of the Preferences dialog box that gives you the option to display ratings and picks in the Filmstrip.



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Organizing Images in the Library

Introduction

The key to good photo asset management is to maintain a well-organized photo catalog. This can prove to be a daunting task when you are managing thousands of photos at a time. Thankfully, Lightroom includes several organizational features that can help you manage large photo libraries with ease.

In this chapter, you learn how to rotate and flip photos so that they appear the way you like in the Library Content area. You also learn how to apply searchable attributes, such as 0–5 star ratings, pick or reject flags, and custom color labels.

This chapter also explains how to control the sort order for the thumbnails in the Content area and Filmstrip. You learn the various ways you can sort images, as well as how to change their sort direction from ascending to descending and vice versa.

Lastly, you learn how to conserve room in the Content area by stacking related photos into groups, and how to conserve room in the catalog by removing unusable photos.

3

What You'll Do

Rotate Images

Flip Images

Rate Images

Flag Images

Reject Images

Apply Color Labels

Create a Custom Label Set

Apply Ratings, Flags, and Labels with the Painter Tool

Sort Images

Change Sort Direction

Group Photos into Stacks

Promote a Photo to the Top of the Stack

Remove a Photo from a Stack

Unstack Photos

Remove Photos

Delete Photos

Rotating Images

Rotate images clockwise or counterclockwise

- 1 In Grid View of the Library module, select any image thumbnail (or multiple image thumbnails) that you'd like to rotate.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 7 Click the Rotate buttons in the Library Toolbar or choose **Photo > Rotate Left (CCW)** or **Rotate Right (CW)**.

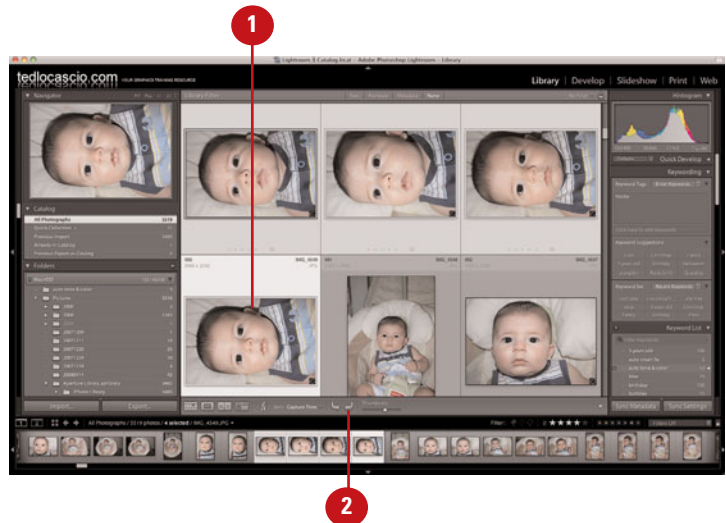
IMPORTANT Choose Rotate from the Toolbar flyout menu to display the Rotate buttons in the Library toolbar.

The selected thumbnail(s) appear rotated in the Content area and Filmstrip.

Did You Know?

You can also apply the Rotate commands by selecting either one from the contextual menu. Right-click or Control+click (Mac) on the selected thumbnail(s) in the Content Grid or Filmstrip, and choose Rotate Left (CCW) or Rotate Right (CW) from the contextual menu.

If the photos you import are taken using a digital camera that embeds camera orientation metadata (portrait or landscape), then Lightroom automatically rotates the image thumbnails in the Library Content area accordingly. If not, then you can click the Rotate buttons or apply the Rotate Left (CCW) or Rotate Right (CW) commands.



The selected images are rotated clockwise.

Flipping Images

Flip images to face the opposite direction

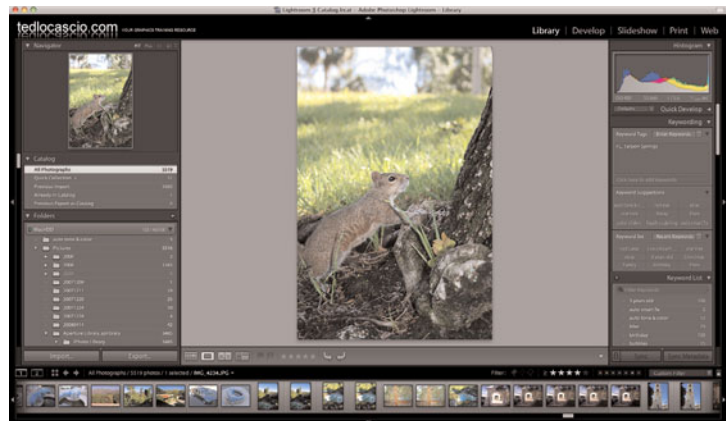
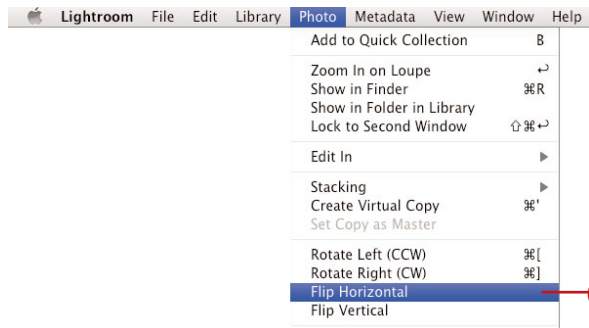
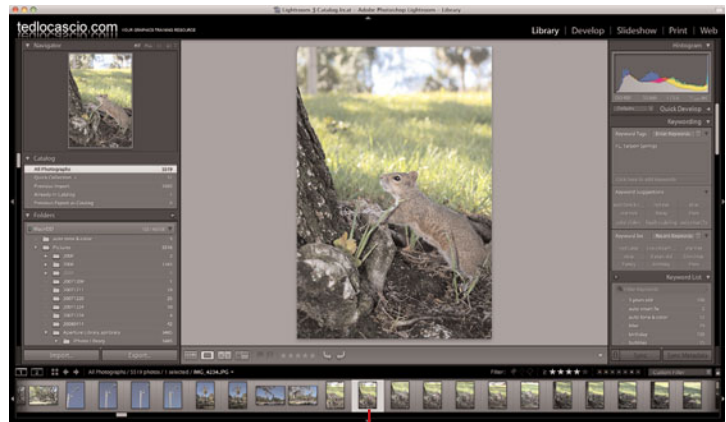
- 1 Select any image thumbnail (or multiple image thumbnails) from the Grid or Filmstrip.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 2 Choose **Photo > Flip Horizontal** or **Flip Vertical**.

The selected photo(s) appear flipped in the Content area and Filmstrip.

In addition to rotating images in the Library, you can also flip them in the opposite horizontal or vertical direction from the way they were originally shot. Doing so can sometimes improve an image's composition, as long as it's not too obvious that the photo has been flipped.



The selected image is flipped horizontally.

Rating Images

Apply 0-5 star ratings to your catalog images

- 1 Select any image thumbnail (or multiple image thumbnails) from the Grid or Filmstrip.

TIMESAVER *Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.*

- 2 To apply a rating to the selected photo(s), choose **Photo > Set Rating** and then select a star rating from the flyout submenu. You can also Control+click (Mac) or right-click (Win) and choose one from the contextual menu. If you've chosen to display them, you can also apply a rating by clicking one of the star icons in the Toolbar.

TIMESAVER *Press the keyboard numbers 0 through 5 to assign a specific numbered rating quickly.*

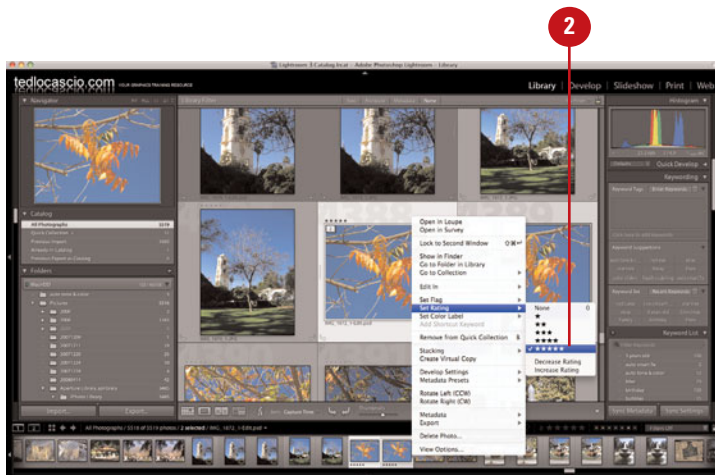
TIMESAVER *Press the right bracket key to increase the rating; press the left bracket key to decrease it.*

If the Show Grid Extras view option is enabled, Lightroom displays the rating in the grid cell.

Did You Know?

You can also apply a rating to an image by clicking in its grid cell. When the Show Grid Extras view option is enabled, and clickable options are made visible, you can click on the star ratings in the grid cell to apply them. When using this method, it is not necessary to select a cell prior to applying the rating.

One excellent way to organize your catalog images is to categorize them by rating. Lightroom enables you to apply ratings from zero to five stars. After you apply them, you can then use the Filter bar or Filmstrip filter controls to search for specific catalog images based on their ratings. Ratings are stored in an image's metadata and are accessible in other applications, such as Adobe Bridge.



Flagging Images

Mark catalog images as flagged

- 1 Select any image thumbnail (or multiple image thumbnails) from the Grid or Filmstrip.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 2 To flag or unflag the selected photo(s), choose **Photo > Set Flag** and then select **Flagged** or **Unflagged** from the flyout submenu. You can also Control+click (Mac) or right+click (Win) and select either option from the contextual menu. If you've chosen to display it, you can also flag or unflag an image by clicking the flag icon in the Toolbar.

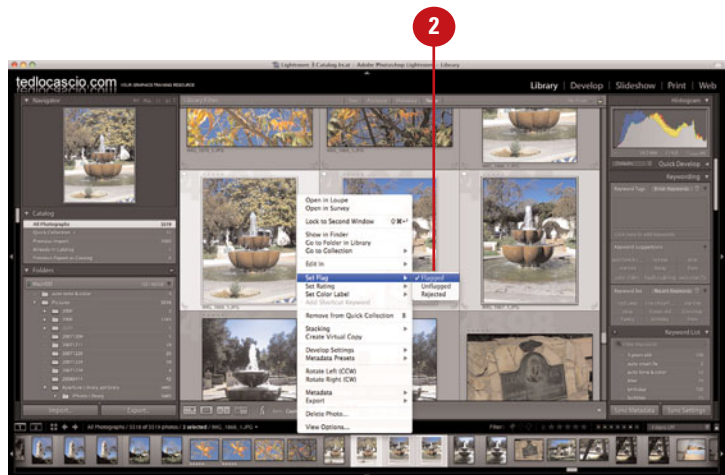
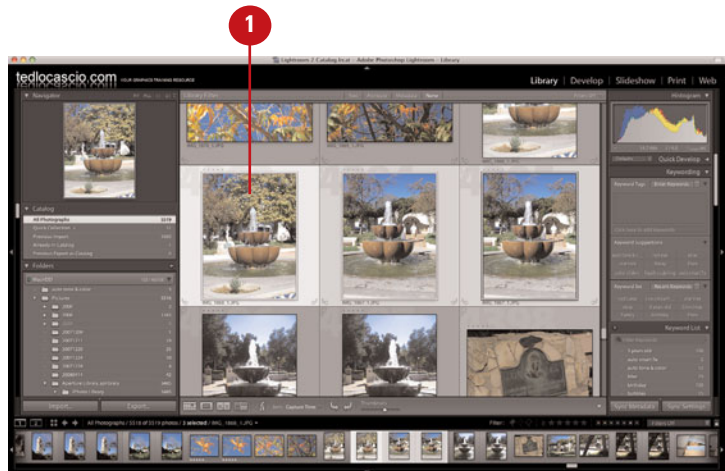
TIMESAVER Press P to mark an image as Flagged. Press U to mark an image as Unflagged.

TIMESAVER Press the ` (left apostrophe) key to toggle flag status.

TIMESAVER Press Cmd+Up arrow (Mac) or Ctrl+Up arrow (Win) to increase flag status. Press Cmd+Down arrow (Mac) or Ctrl+Down arrow (Win) to decrease flag status.

If the Show Grid Extras view option is enabled, Lightroom displays the flag in the respective grid cells.

Another way to label your best images as top picks from a photo-shoot is to mark them as flagged. When you flag an image, and the Show Grid Extras view option is enabled, a flag icon is displayed in the upper-left corner of the grid cell. You can then apply a filtered search for all flagged images and display just those photos in the Content area.



Rejecting Images

Mark catalog photos as rejected

- 1 Select any image thumbnail (or multiple image thumbnails) from the Grid or Filmstrip.

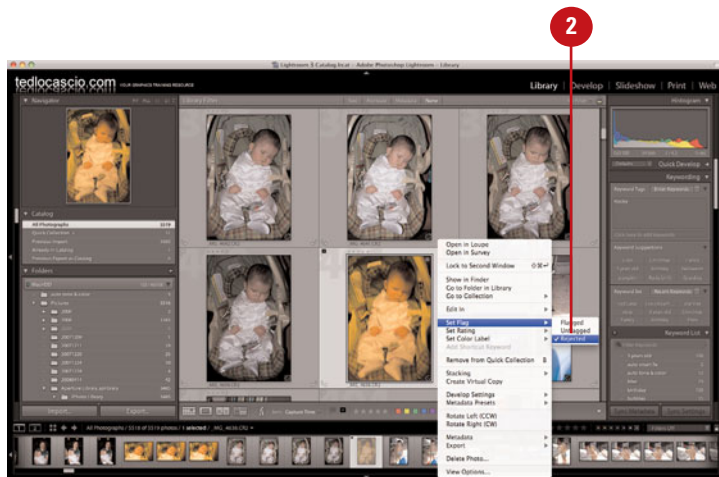
TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 2 To reject the selected photo(s), choose **Photo > Set Flag** and then select **Rejected** from the flyout submenu. You can also Control+click (Mac) or right-click (Win) and select it from the contextual menu. If you've chosen to display it, you can also reject an image by clicking the reject icon in the Toolbar.

TIMESAVER Press X to mark an image as Rejected.

TIMESAVER Press Cmd+Up arrow (Mac) or Ctrl+Up arrow (Win) to increase flag status. Press Cmd+Down arrow (Mac) or Ctrl+Down arrow (Win) to decrease flag status.

In addition to marking your top image picks as flagged, you can also mark all your out of focus or generally unusable photos as rejects. You should consider adopting this method as an alternative to deleting those images that you consider unusable. You never know when a photo that might not be suitable for one project could wind up being useful for another.



Applying Color Labels

Separate images into groupings with color labels

- 1 Choose **Color Label Set** from the **Metadata** menu and select one of the three default sets: **Bridge Default**, **Lightroom Default**, or **Review Status**.

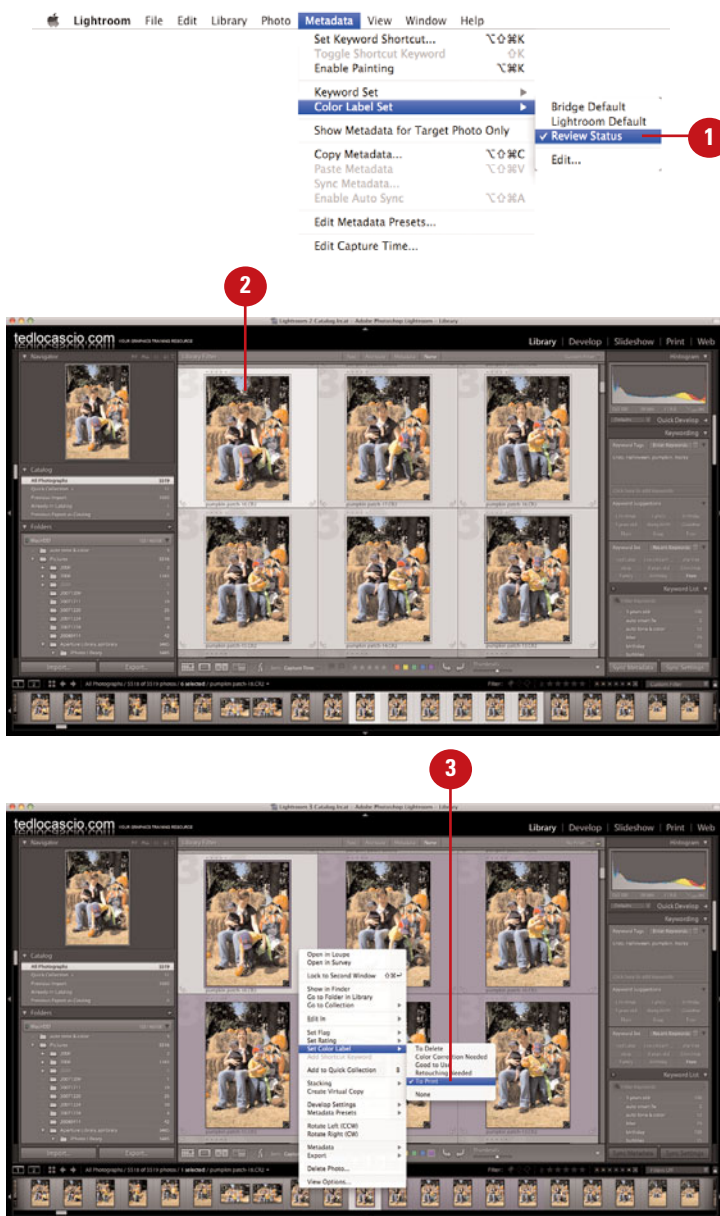
- 2 Select any image thumbnail (or multiple image thumbnails) from the Grid or Filmstrip.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 To apply a color label to the selected photo(s), choose **Photo > Set Color Label** and then select a color from the flyout submenu. You can also Control+click (Mac) or right-click (Win) and select one from the contextual menu. If you've chosen to display them, you can also apply a color label to an image by clicking the color icons in the Toolbar.

TIMESAVER Press the keyboard numbers 6 through 9 to assign a color label quickly: red (6), yellow (7), green (8), and blue (9). There is no keyboard shortcut for purple.

With color labels, you have the freedom to associate whatever interpretations you like to each color. For example, you may assign a red color label to mean “reject” or a green label to mean “good to print.” These interpretations can be saved in a Color Label Set. Note that all applied color labels are specific to the color label set that is currently chosen. If you use Lightroom with Bridge, be sure to assign the same interpretations to the colors in both applications. Doing so ensures that there will be no color label metadata conflicts.



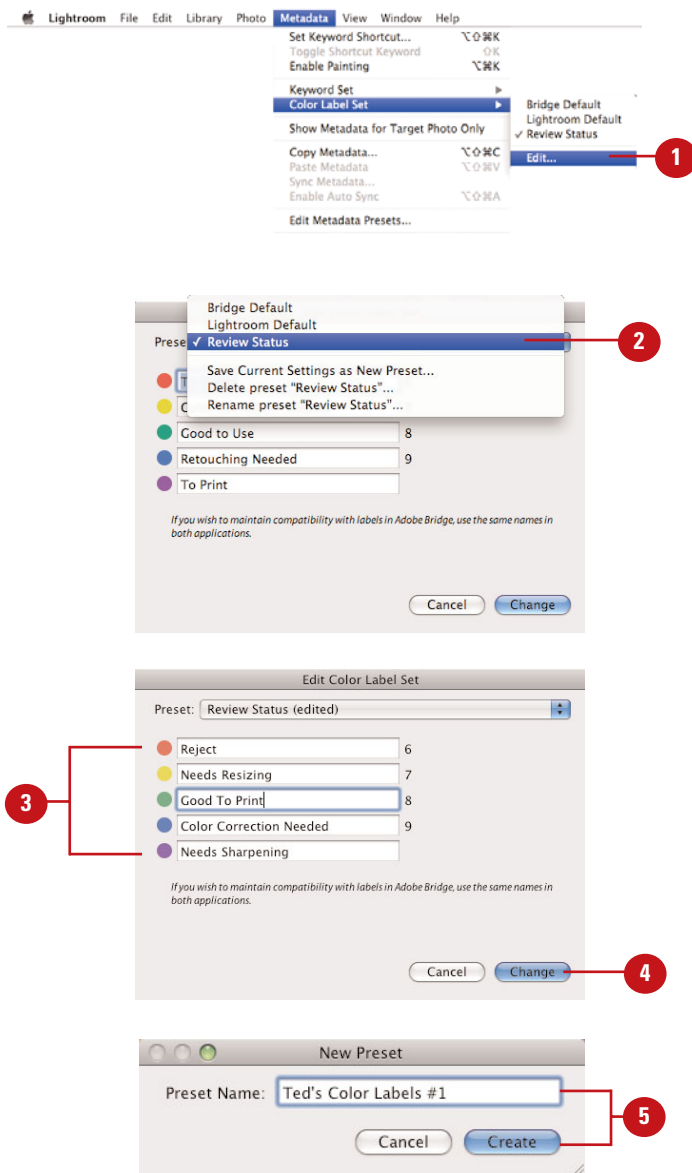
Creating a Custom Color Label Set

Edit and save a Color Label Set

- 1 Choose **Color Label Set** from the **Metadata** menu and select **Edit**.
- 2 In the Edit Color Label Set dialog box that appears, choose a Color Label Set from the **Preset** drop-down list.
- 3 Enter new text in the respective color fields.
- 4 From the Preset menu, choose **Save Current Settings as New Preset**.
- 5 In the New Preset dialog box that appears, enter a name for the preset and click **Create**.

The new set is added to the Color Label Set Preset list.

Lightroom includes three default Color Label Sets: Bridge Default, Lightroom Default, and Review Status. However, you are not limited to working with just these three presets. You can edit them and save as many custom presets of your own as you like.



Applying Ratings, Flags, and Labels with the Painter Tool

Apply ratings, flags, and labels repeatedly with the Painter

- 1 To access the Painter tool, choose **Metadata > Enable Painting**. Or if you've chosen to display the Painter icon in the Toolbar, you can click it to access the tool.

TIMESAVER Press *Option+Cmd+K (Mac) or Alt+Ctrl+K (Win)* to enable or disable the Painter tool quickly.

IMPORTANT You must be in Grid View to access the Painter tool.

- 2 In the Toolbar, choose **Rating, Flag, or Label** from the **Paint** drop-down list.

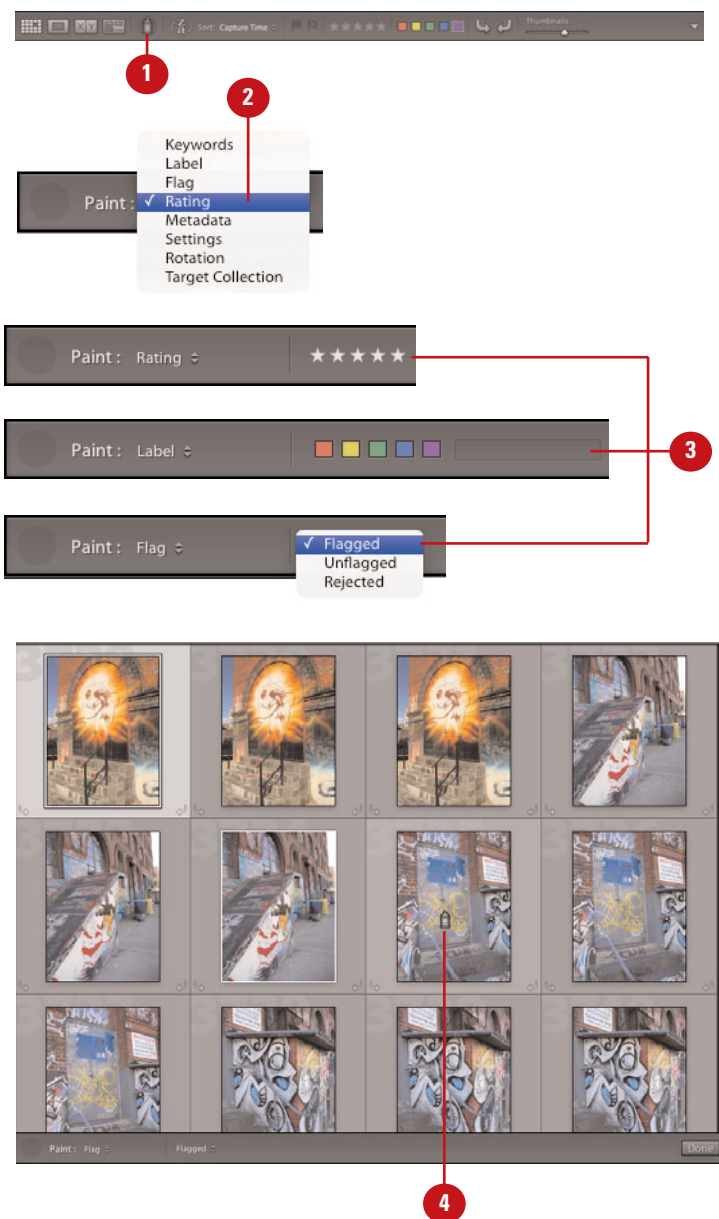
- 3 When you choose **Rating** or **Label**, the star rating and color label options appear next to the drop-down list. Select a star rating or a color label before painting with the tool.

When choosing **Flag**, you must choose an option from the drop-down list that appears. Options include: **Flagged** (the default), **Unflagged**, or **Rejected**.

- 4 Hover over any thumbnail in the Grid and click with the Painter tool to apply the chosen rating, color label, or a flag.

IMPORTANT You must click directly on the thumbnail and not the grid cell to apply attributes with the Painter tool.

The Painter tool enables you to apply the same attributes to multiple images in Grid View quickly, without having to select them first. You can use the Painter tool as an alternative to working with clickable grid cell items to apply ratings, flags, and color labels. The Painter tool also remembers your last settings, so you can quickly apply them to other thumbnails the next time you select the tool.



Sorting Images

Choose how to sort images in the Content area and Filmstrip

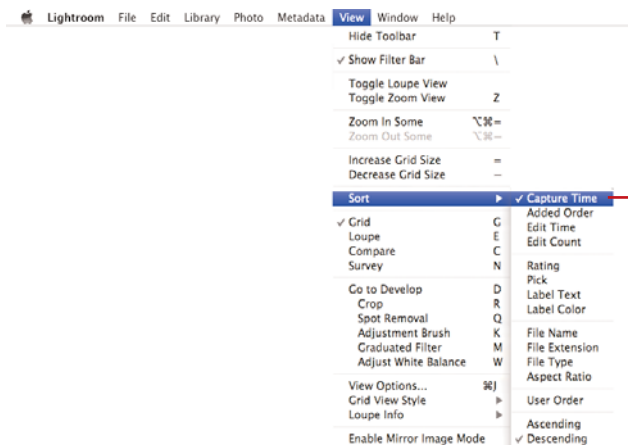
- 1 Under the **View** menu, choose a sort option from the **Sort** submenu. Or if you've chosen to display the Sort tools in the Toolbar, you can choose an option from the **Sort** drop-down list.

The image thumbnails are displayed accordingly in the Content area and Filmstrip.

Did You Know?

You can sort thumbnails manually when viewing a collection or folder. To sort thumbnails manually, simply click and drag them to a new position in the Grid or Filmstrip. Note that this cannot be done when viewing all photographs in a catalog.

Lightroom enables you to control how the image thumbnails are sorted in the Library Content area and the Filmstrip. The most common way to sort is by Capture Time, but you can also sort by Added Order, or Edit Time, or by applied attributes such as Rating, Pick (flag), and Label Color or Label Text. You can change the way the thumbnails are sorted at any time.



The thumbnails are sorted accordingly.

Changing Sort Direction

Toggle sort direction

- 1 Under the **View** menu, choose **ascending** or **descending** from the **Sort** submenu. Or if you've chosen to display the Sort tools in the Toolbar, you can click the **Sort Direction** icon.

The image thumbnails are displayed accordingly in the Content area and Filmstrip.

After you choose how you would like to sort the thumbnails in the Content area and Filmstrip, you can also choose whether to display them in ascending or descending order. The most common way to sort images is by Capture Time in descending order, so that your most recent images are positioned at the top of the thumbnail grid.



The thumbnails are displayed accordingly.

Grouping Photos into Stacks

Group related photos into a virtual stack

- 1 Select any image thumbnail (or multiple image thumbnails) from the Grid or Filmstrip.

TIMESAVER *Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.*

- 2 Choose **Photo > Stacking > Group Into Stack**. You can also Control+click (Mac) or right-click (Win) and select **Stacking > Group Into Stack** from the contextual menu.

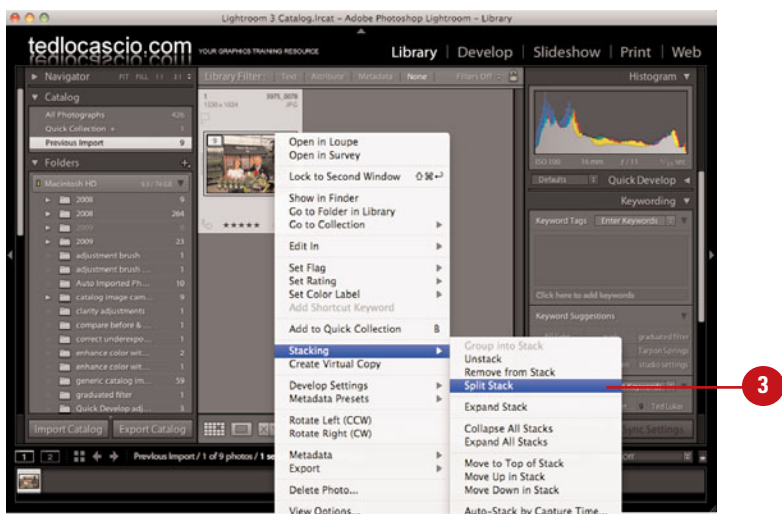
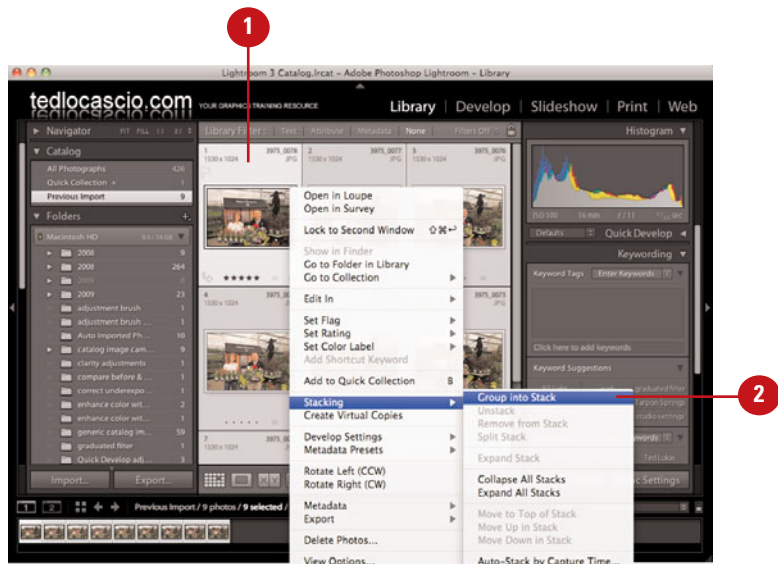
TIMESAVER *Press Cmd+G (Mac) or Ctrl+G (Win) to create a stack quickly.*

Lightroom creates the group. The number of images in the stack is displayed in the upper-left corner of the topmost thumbnail.

- 3 To expand the stack, click the left or right edge of the topmost thumbnail, or choose **Photo > Stacking > Expand Stack**. You can also right-click (Win) or Control+click (Mac) and select **Stacking > Expand Stack** from the contextual menu.

TIMESAVER *Press S to expand or collapse a stack quickly.*

Lightroom's Stacking feature enables you to group related photos into a condensed stack in the Library Grid. By grouping images into stacks, you can save room in the Content area and ultimately spend a lot less time scrolling through thumbnails to find a specific image you'd like to work with. Note that grouping images into stacks will only affect the way the thumbnails are displayed in the Grid. It does not change the location of the files on your system.



Promoting a Photo to the Top of the Stack

Select an image to represent the stacked group

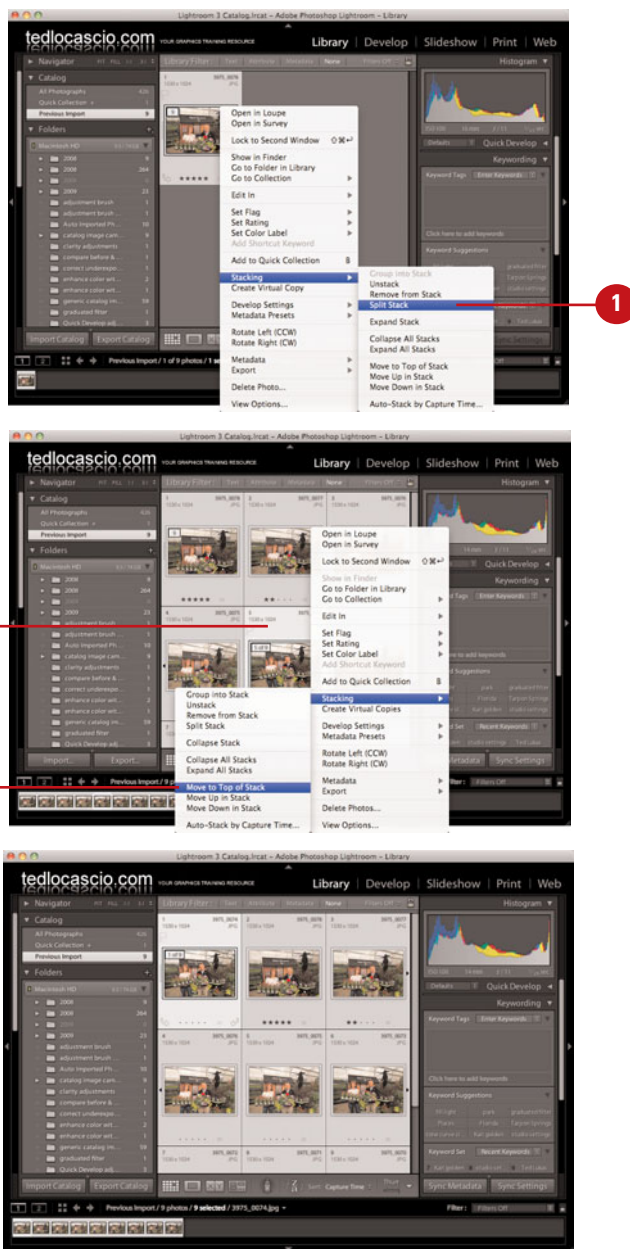
- 1 Select the stack from the Grid. To expand the stack, click the left or right edge of the topmost thumbnail, or choose **Photo > Stacking > Expand Stack**. You can also right+click (Win) or Control+click (Mac) and select **Stacking > Expand Stack** from the contextual menu.

TIMESAVER Press *S* to expand or collapse a stack quickly.

- 2 Select the image in the stack that you would like to promote to the top.
- 3 Choose **Photo > Stacking > Move to Top of Stack**. You can also Control+click (Mac) or right-click (Win) and select **Stacking > Move to Top of Stack** from the contextual menu.

The image thumbnail is displayed at the top of the stack and remains visible even when the stack is collapsed.

When you group a related series of photos into a stack, only one image remains visible when the stack is collapsed. By default, the first image selected is automatically positioned at the top when you create the stack. However, you can choose a different image from within the stack to represent the group at any time.



The selected thumbnail is promoted to the top of the stack.

Removing Photos from a Stack

Select and remove an image from a stacked group

- 1 Select the stack from the Grid. To expand the stack, click the left or right edge of the topmost thumbnail, or choose **Photo > Stacking > Expand Stack**. You can also Control+click (Mac) or right-click (Win) and select **Stacking > Expand Stack** from the contextual menu.

TIMESAVER Press *S* to expand or collapse a stack quickly.

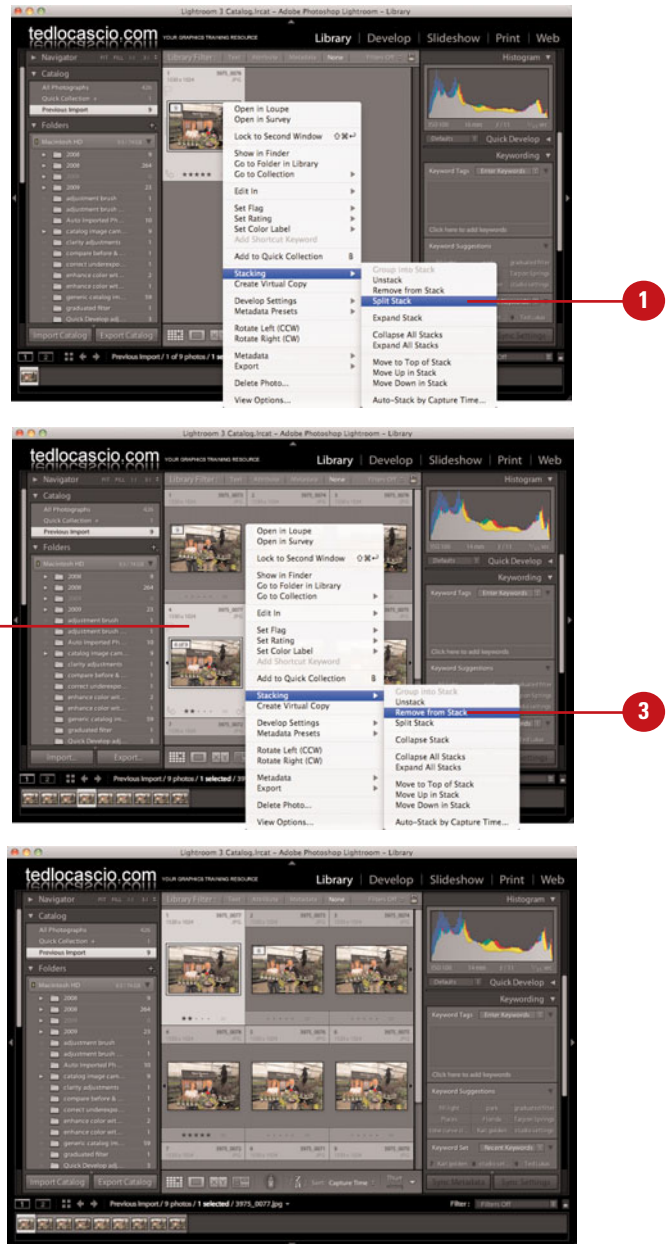
- 2 Select the image(s) in the stack that you would like to remove.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 Choose **Photo > Stacking > Remove from Stack**. You can also Control+click (Mac) or right-click (Win) and select **Stacking > Remove from Stack** from the contextual menu.

The image thumbnail is removed from the stack and placed outside the group in the Library Grid.

If for any reason, you want to remove a grouped image (or several grouped images) from a stack, all you need to do is select the image(s) from the group and apply the Remove from Stack command. When removed, the image thumbnails are placed outside the group and back into the main Library Grid.



The selected thumbnail is removed from the stack.

Unstacking Photos

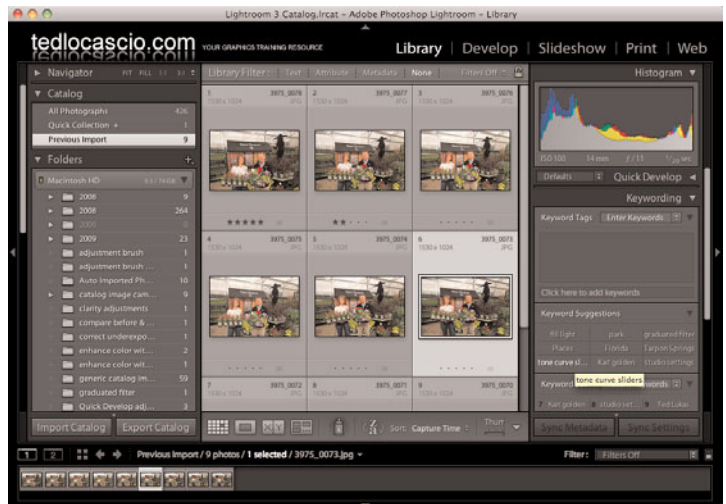
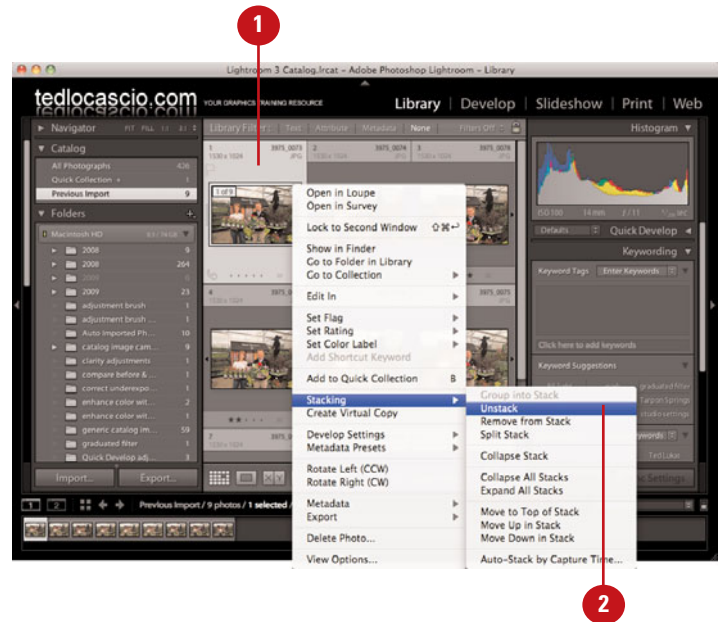
Release a stacked group

- 1 Select the stack from the Library Grid. It does not matter if it is expanded or collapsed.
- 2 Choose **Photo > Stacking > Unstack**. You can also Control+click (Mac) or right+click (Win) and select **Stacking > Unstack** from the contextual menu.

TIMESAVER Press **Shift+Cmd+G (Mac)** or **Shift+Ctrl+G (Win)** to unstack quickly.

The stack is released and the image thumbnails are no longer grouped together.

In Lightroom, image stacks are extremely flexible and are never permanent. You can release a stacked group of images at any time by selecting it from the Library Grid and applying the Unstack command.



The grouped photos are released from the stack.

Removing Photos

Delete an image from the catalog, but not the hard disk

- 1 From the Grid or Filmstrip, select the image thumbnail (or multiple image thumbnails) for the photo(s) you would like to remove from the catalog.

TIMESAVER *Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.*

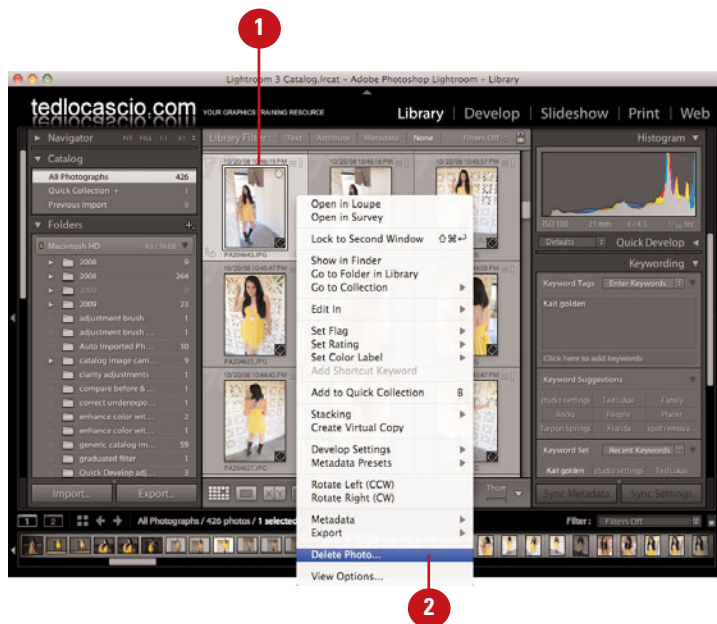
- 2 Choose **Photo > Delete Photo**, or press the **Delete** key. You can also Control+click (Mac) or right-click (Win) the thumbnail and select **Delete Photo** from the contextual menu.

- 3 In the warning dialog box that appears, click **Remove**.

Lightroom removes the image(s) from the catalog; however, the original file still remains on your computer's hard disk.

TIMESAVER *To bypass the warning dialog box, choose Photo > Remove Photos from Catalog or press Option+Delete (Mac) or Alt+Delete (Win).*

Not every photo is perfect. Some may even be less than perfect. To avoid cluttering up your catalog with unusable images, it is possible to remove them from the database. However, you should consider keeping copies of these photos on your computer's hard disk, just in case you find another use for them down the road.



Deleting Photos

Delete an image from the catalog and the hard disk

- 1 From the Grid or Filmstrip, select the image thumbnail (or multiple image thumbnails) for the photo(s) you would like to remove from the catalog.

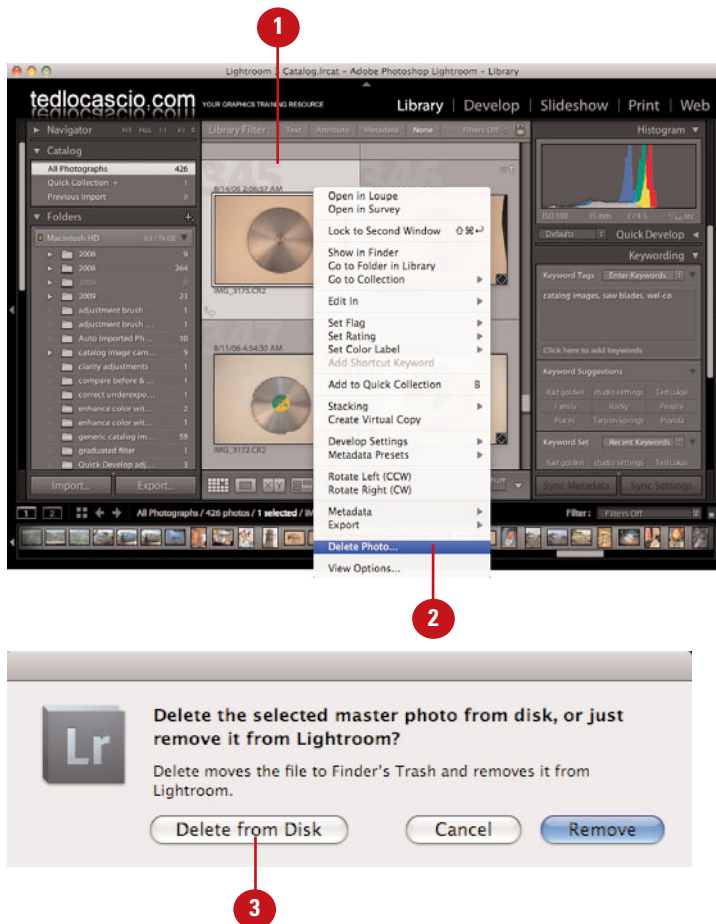
TIMESAVER *Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.*

- 2 Choose **Photo > Delete Photo**, or press the **Delete** key. You can also Control+click (Mac) or right+click (Win) the thumbnail and select **Delete Photo** from the contextual menu.

- 3 In the warning dialog box that appears, click **Delete from Disk**.

Lightroom removes the image(s) from the catalog and places it in the system's **Trash** (Mac) or **Recycle Bin** (Win). Note that the image is not officially deleted from the hard disk until you manually empty the **Trash/Recycle Bin**.

Although it's always a good idea to keep copies of all your images (both good and bad) stored somewhere, you can still delete them from both the catalog and hard disk at the same time. However, just as a safeguard, Lightroom places these photos in your system's Trash (Mac) or Recycle Bin (Win) without emptying it.



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Working with Metadata and Keywords

Introduction

Every photo captured with a digital camera contains information embedded within the file. This information, referred to as “metadata,” includes specifics about the camera and the settings used to take the shot. Metadata also includes other useful information, such as capture time, file size, format, dimensions, and image resolution.

In addition to the basic metadata info embedded in the photos by your camera, you can also add information in Lightroom, such as photographer copyright and contact info, captions and titles, and scene location. Any ratings and color labels that you apply are also stored in the file’s metadata.

Keywords are descriptive tags stored in the metadata of your photos. The benefit to applying keywords is that you can later perform a filtered keyword search to locate specific images in your catalog. There’s no better way to keep your catalog organized.

In this chapter, you learn how to add custom metadata and utilize metadata presets. You also learn why you should choose to include metadata changes made to a photo in Lightroom in the internal XMP space of the file. In addition, you learn how to organize and apply your keywords by hierarchy and utilize Lightroom’s Keyword Set and Keyword Suggestions features.

4

What You’ll Do

Change Metadata Panel View Modes

Add Custom Metadata

Edit and Save a Metadata Preset

Delete a Metadata Preset

Edit Metadata for Multiple Images

Save Metadata to XMP

Synchronize Metadata Settings

Edit Capture Time

Add Keywords

Remove Keywords

Create a Keyword Hierarchy

Export and Import Keywords

Utilize Keyword Sets

Create a Keyword Set

Use Keyword Suggestions

Apply Keywords and Metadata with Auto Sync

Changing Metadata Panel View Modes

Choose a Metadata panel layout

- 1 Choose **Window > Panels > Metadata** to display the Metadata panel.

TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to display the Metadata panel quickly.

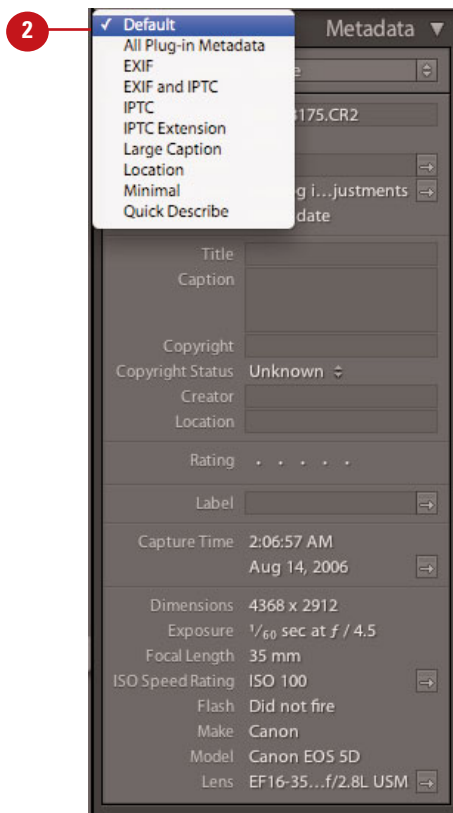
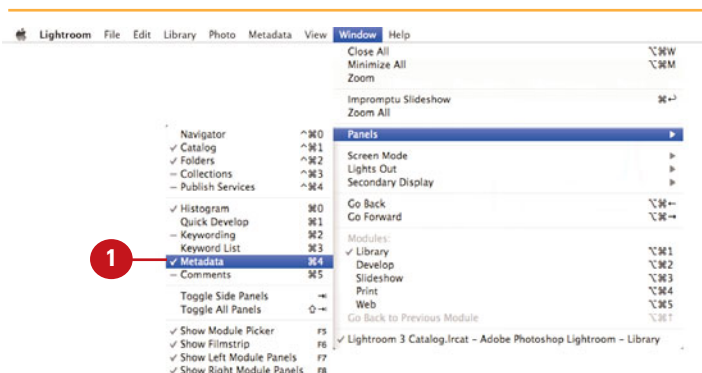
- 2 Select a view mode from the Metadata panel drop-down list, (located in the upper-left corner of the panel). Options include: **Default, All Plug-In Metadata, EXIF, EXIF and IPTC, IPTC, IPTC Extension, Large Caption, Location, Minimal, and Quick Describe**.

The Metadata panel view changes to display the chosen view mode.

Did You Know?

The Metadata panel also includes quick link buttons. Certain Metadata panel items contain action arrow buttons that serve as quick links. For example, if you click the Folder button, Lightroom opens the Folders panel and highlights the folder in which the selected photo is stored on your system.

The Metadata panel displays all the metadata information embedded in a selected photo. Some of the view modes, such as Default or EXIF, display basic info about the photo, such as its filename and the camera settings used to take the shot. Other view modes include editable fields for adding or changing specific metadata info, such as Copyright, Title, Caption, and Location. These different view modes enable you to access the info you need without taking up a lot of room onscreen.



Adding Custom Metadata

Add image-specific information to a selected photo's metadata

- 1 Choose **Window > Panels > Metadata** to display the Metadata panel.
- 2 Select **IPTC** from the Metadata panel drop-down list.
- 3 Click in any of the editable fields of the Metadata panel to enter your own image-specific information.

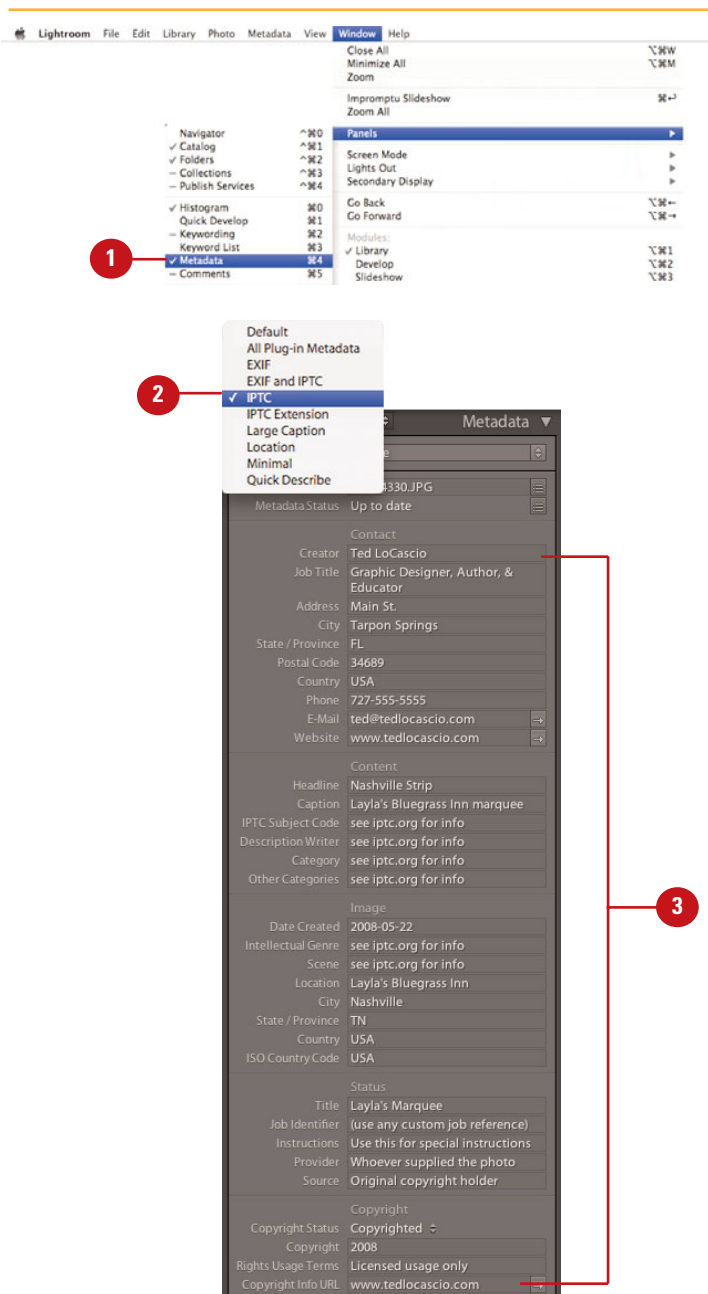
TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to display the Metadata panel quickly.

Lightroom embeds the added information in the catalog database.

Did You Know?

You can also edit a selected photo's filename using the Metadata panel. Lightroom is not set up like Bridge, where you can click on a photo's filename in the Content area and type in something else. Instead, you must type the new name in the Filename field of the Metadata panel. Note that this can be done in any Metadata panel view mode.

The Metadata panel not only displays the information embedded in a file by the camera, it also enables you to add your own metadata by entering your information in the editable fields. The IPTC view mode contains the bulk of editable metadata fields available, whereas other view modes, such as Large Caption and Location, focus on specific image info.



Editing and Saving a Metadata Preset

Save commonly used metadata info as a preset

1 Choose **Edit Metadata Presets** from the Metadata menu or **Edit Presets** from the Metadata panel Preset list.

2 In the Edit Metadata Presets dialog box that appears, enter new image-specific information in the fields available.

3 Check only the boxes for the items you would like to include in the Metadata preset. In most cases, items such as Caption, Label, Rating, and Title are specific to each individual photo; therefore, you may not want to save them as part of a preset. Blank fields that are checked will also be saved as part of a preset.

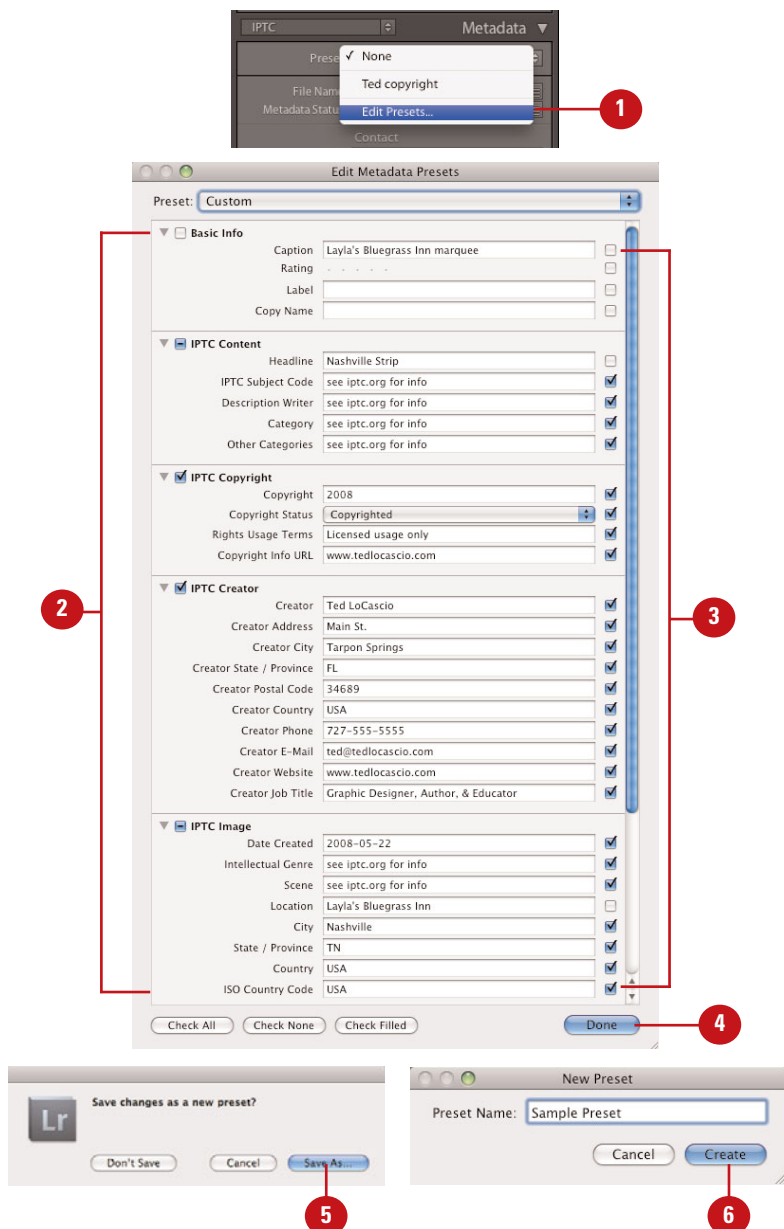
IMPORTANT Always remember that all checked items saved in a metadata preset will overwrite the existing info when applying the preset to an image. If you do not want a specific field, such as Keywords, to appear blank after applying the preset, do not check the blank Keywords field in the Edit Metadata Presets dialog box.

4 Click **Done**.

5 In the dialog box that appears, click **Save As**.

6 In the New Preset dialog box that appears, enter a name in the field and click **Create**.

Certain metadata information, such as copyright and contact info, should be applied to every image in your catalog. Rather than entering the same information repeatedly to every image, try saving it as a metadata preset. After the info is saved as a preset, you can then select the images from the Content area or the Filmstrip and apply it via the Metadata panel Preset list. Lightroom also enables you to apply a metadata preset to photos as you import them into a catalog.



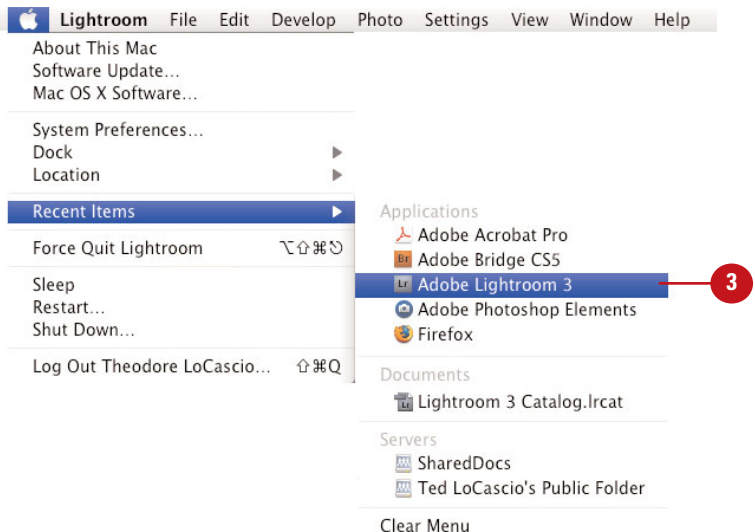
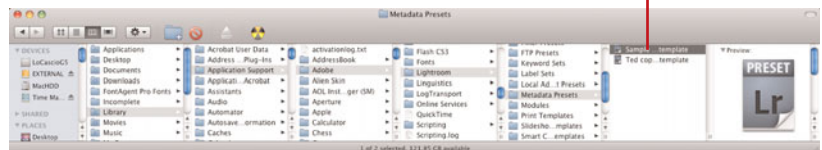
Deleting a Metadata Preset

Remove a metadata preset from Lightroom in Mac Os X

- 1 Choose **Lightroom > Quit Lightroom** or click the **Close** button in the upper-left corner of the interface.
- 2 Go to Username/Library/Application Support/Adobe/Lightroom/Metadata Presets and remove or delete the .lrcat file.
- 3 Restart Lightroom 3.

TIMESAVER Press **Cmd+Q** to quit *Lightroom* quickly.

Strangely enough, there is no way to delete a metadata preset from within the Lightroom 2 application. To remove a metadata preset from the Metadata panel drop-down list, you must locate it on your system and delete it manually. After removing the metadata preset from the folder, you must restart Lightroom 2.



Remove a metadata preset from Lightroom in Windows XP/Vista/7

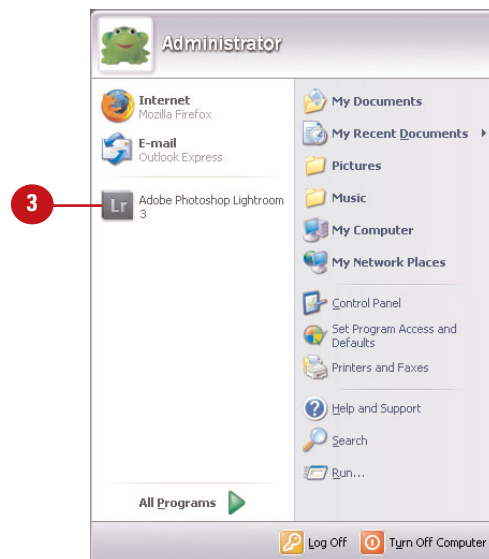
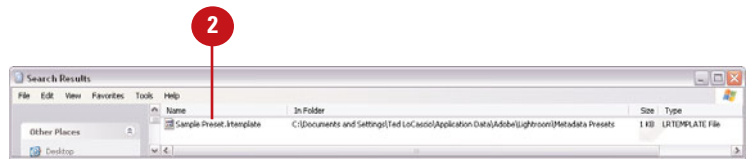
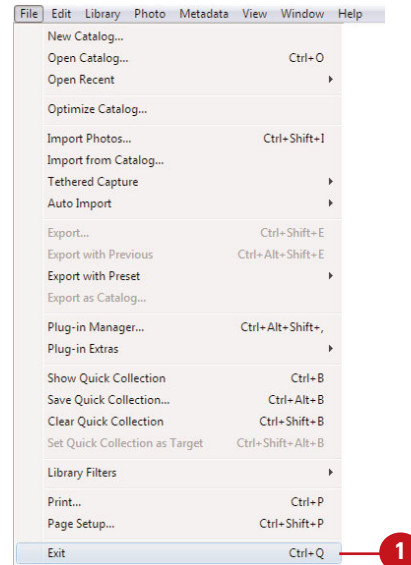
- 1 Choose **File > Exit** or click the **Close** button in the upper-right corner of the interface.

TIMESAVER Press **Ctrl+Q** to quit Lightroom quickly.

- 2 In Windows XP, go to Local Disk (C:)\Documents and Settings\Username\Application Data\Adobe\Lightroom\Metadata Presets and remove or delete the .lrtemplate file.

In Windows Vista or 7, go to \Users\Username\AppData\Roaming\Adobe\Lightroom\Metadata Presets and remove or delete the .lrtemplate file.

- 3 Restart Lightroom 3.



Editing Metadata for Multiple Images

Apply the same metadata info to multiple selected images

- 1 In Grid View of the Library module, select the image thumbnails you'd like to edit.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

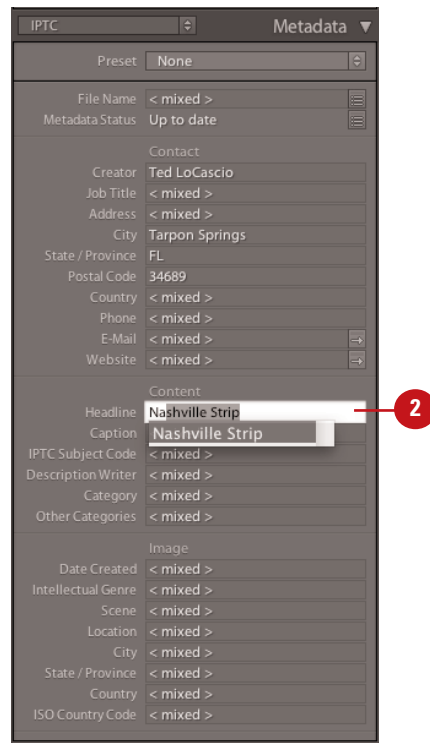
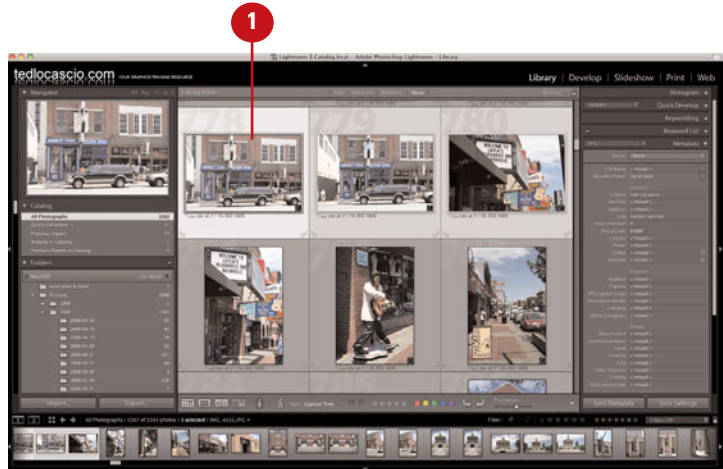
Note that when multiple images are selected and they contain different metadata, Lightroom displays <mixed> in the corresponding Metadata panel fields.

- 2 Enter new image-specific information in the editable fields of the Metadata panel.

IMPORTANT When the Show Metadata for Target Photo Only command is selected, the Metadata panel displays only info for the target photo.

Lightroom embeds the added information in the catalog database.

In addition to presets, you can also apply the same metadata information to multiple images at once by selecting them from the Library Content area (or Filmstrip) and entering new information in the editable fields of the Metadata panel. This method is not as efficient as working with presets but can still be useful for quick editing of common metadata categories.



Saving Metadata to XMP

Enable the auto write to XMP catalog setting

- 1 Under the **Lightroom** menu (Mac) or the **Edit** menu (Win), choose **Catalog Settings**.

TIMESAVER Press *Cmd+Option+comma* (Mac) or *Ctrl+Alt+comma* (Win) to display the **Catalog Settings** dialog box quickly.

- 2 In the **Catalog Settings** dialog box that appears, click the **Metadata** tab.

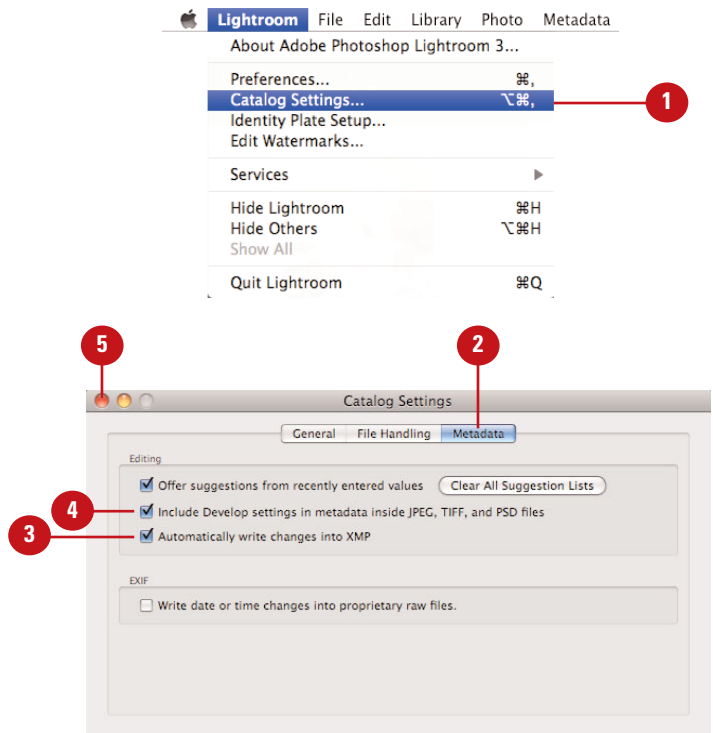
TIMESAVER You can also use the left and right arrow keys to quickly toggle between tabs in any dialog box.

- 3 Enable the **Automatically Write Changes into XMP** option.
- 4 To write Lightroom Develop module and Quick Develop settings to the XMP for all JPEG, TIFF, and PSD files, enable the **Include Develop Settings in Metadata inside JPEG, TIFF, and PSD files** option.

IMPORTANT Including *Lightroom develop settings in the XMP metadata for JPEG, TIFF, and PSD files will cause them to open in Camera Raw rather than Photoshop.*

- 5 Close the **Catalog Settings** dialog box.

All the metadata settings applied to your images in Lightroom, such as IPTC info, keywords, ratings, color labels, flags, and even Develop module and Quick Develop settings, are automatically stored in the master catalog (lrcat) file. However, in addition to what is stored in the catalog file, Lightroom also gives you the option to write this info to the internal XMP space for JPEG, TIFF, PSD, and DNG files, and to XMP sidecar files for proprietary raw images. Doing so ensures that all the metadata will be recognized when opening your images in other applications, such as Bridge and Camera Raw.



Synchronizing Metadata Settings

Synchronize metadata settings to the target photo in a selection

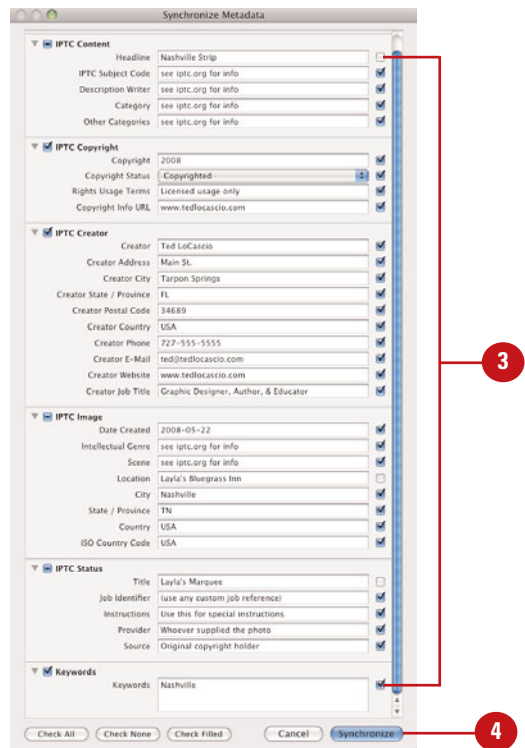
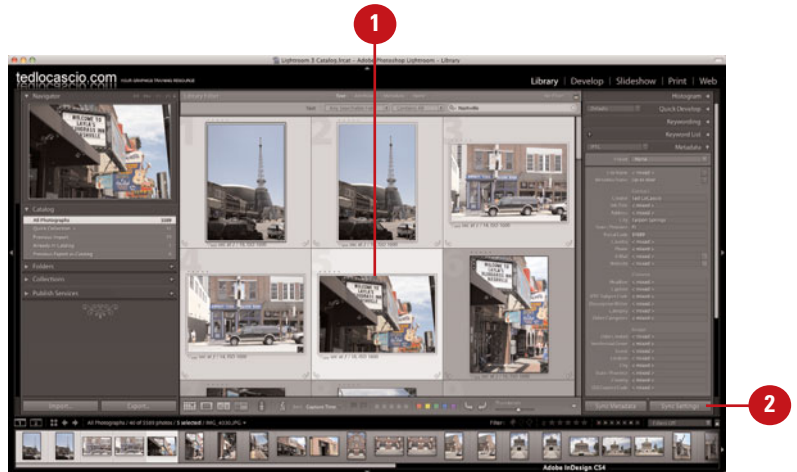
- 1 In Grid View of the Library module, select the images that you'd like to synchronize. Note that Lightroom synchronizes the metadata with the settings currently applied to the target photo.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 2 Choose **Sync Metadata** from the **Metadata** menu, or click the **Sync Metadata** button located in the lower-right corner of the Lightroom interface.
- 3 In the Synchronize Metadata dialog box that appears, check the metadata items that you would like to synchronize with the target photo in your selection.
- 4 Click **Synchronize**.

Lightroom synchronizes the specified metadata info.

One other way to quickly apply the same metadata info to multiple images at a time is to use the Sync Metadata feature. If you have all the metadata info that you'd like to share already applied to a particular photo, then you can use this feature to synchronize specific settings to other photos in a selection.



Editing Capture Time

Fix incorrect capture time

- 1 In Grid View of the Library module, select any image(s) that contains incorrect capture time data.

TIMESAVER *Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple nonadjacent photos.*

- 2 Choose **Edit Capture Time** from the **Metadata** menu, or click the **Edit Capture Time** button located next to the Capture Time field in the Metadata panel.

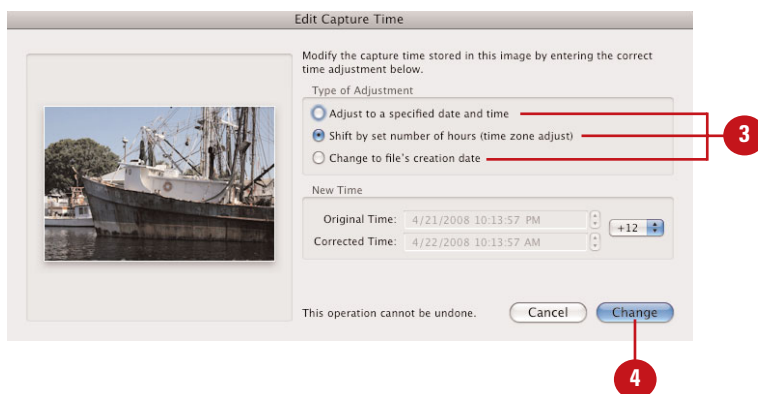
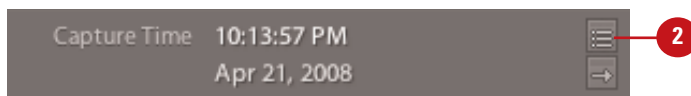
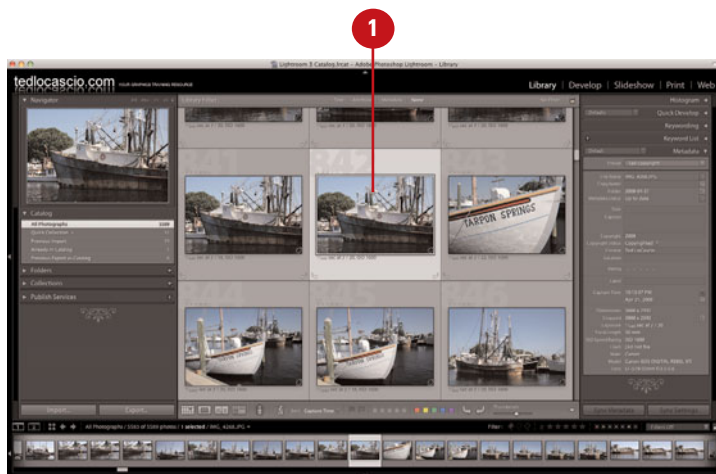
IMPORTANT *The Edit Capture Time button appears only when displaying the Default View mode in the Metadata panel.*

- 3 In the Edit Capture Time dialog box that appears, choose from one of the following options:

- ◆ **Adjust to a Specified Date and Time**—This option enables you to enter an entirely new date and time in the Corrected Time field.
- ◆ **Shift by Set Number of Hours (Time Zone Adjust)**—This option enables you to correct the capture date time zone. Select the number of hours to add or subtract from the list provided.
- ◆ **Change to file's creation date**—This option automatically changes the capture date to match the file's creation date.

- 4 Click the **Change** button.

If you forgot to set the date and time correctly in your camera, then the capture time embedded in the metadata of all your photos will be incorrect. You'll also run into this problem if your camera's clock does not automatically reset when traveling through different time zones. Thankfully, you can edit incorrect capture time data in Lightroom using the Edit Capture Time feature.



Adding Keywords

Adding keywords to photos with the Keywording panel

- 1 Choose **Window > Panels > Keywording** to display the Keywording panel.

TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to display the Keywording panel quickly.

- 2 In Grid View of the Library module, select any image(s) that you'd like to apply keywords to.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

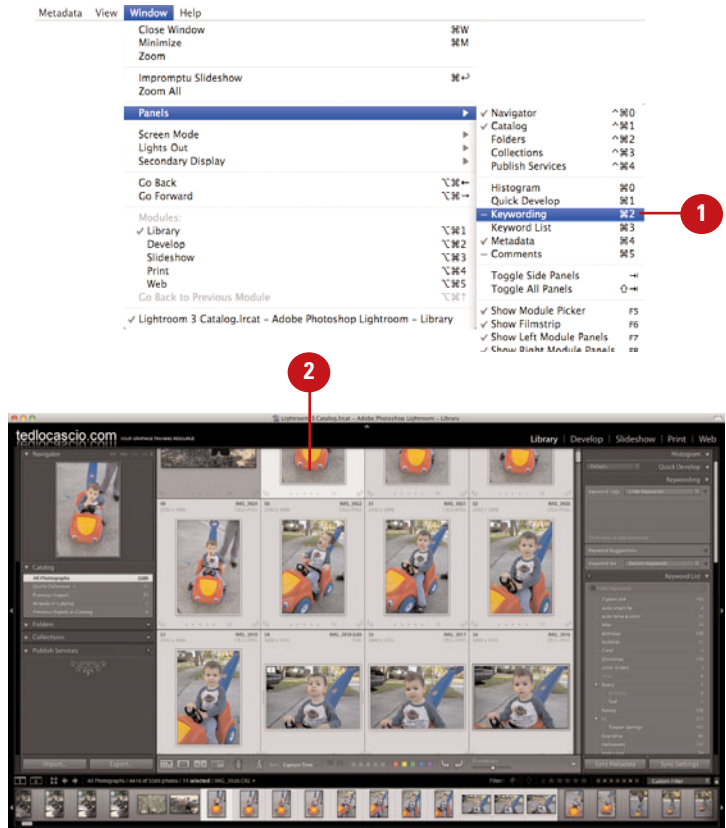
- 3 In the bottom field of the Keywording panel, enter the keywords you would like to tag the selected photos with. Lightroom displays any keywords already applied to the photo in the central field of the Keywording panel.

IMPORTANT To create a keyword hierarchy, include a greater than (>) character between keywords.

IMPORTANT The keywords that you type into the Keywording panel are not added to the selected photos until you press Return (Mac) or Enter (Win).

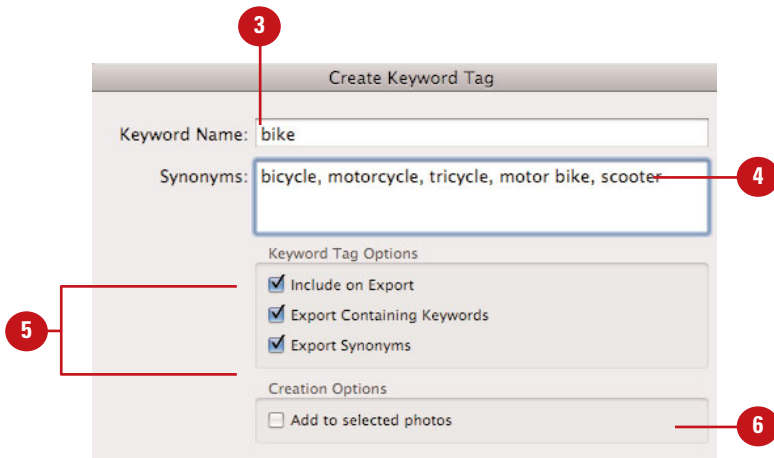
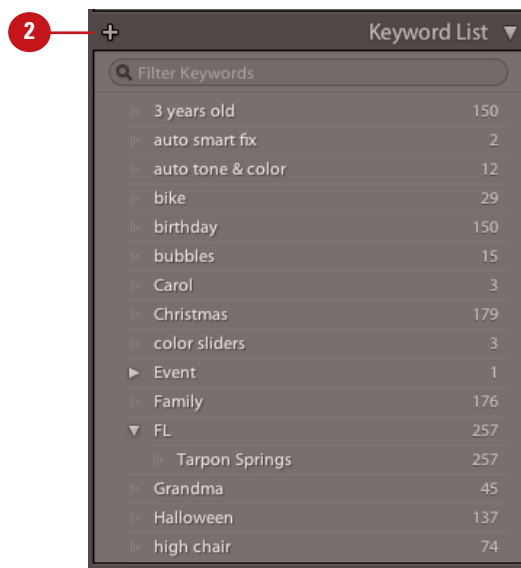
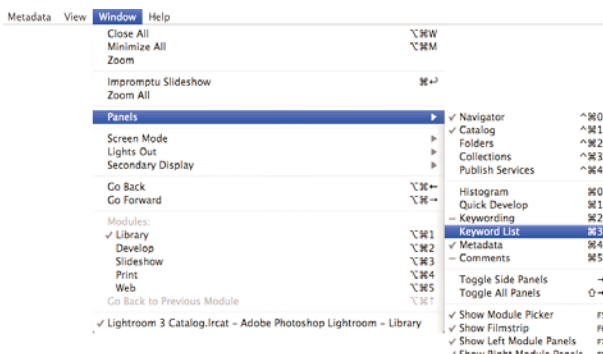
Lightroom adds the keywords to the selected photos.

The best way to keep your catalog organized is to tag your images with keywords. When you add keywords to an image, you can later perform a filtered keyword search to locate the image quickly. Keywords can be added when you import your photos into a catalog, or after you import them via the Keywording and Keyword List panels. You can also apply keywords using the Painter tool.



Adding keywords to the Keyword List panel

- 1 Choose **Window > Panels > Keyword List** to display the Keyword List panel.
- TIMESAVER** Press **Cmd+3 (Mac)** or **Ctrl+3 (Win)** to display the Keywording panel quickly.
- 2 In the upper-left corner of the Keyword List Panel, click the **Create New Keyword Tag (+)** button.
- 3 In the Create Keyword Tag dialog box that appears, enter the keywords you would like to add into the **Keyword Tag** field, separated by commas.
- 4 Enter related words in the **Synonyms** field. Doing so allows you to search for a keyword by association. Adding synonyms instead of adding multiple related keywords prevents you from cluttering up the keyword list.
- 5 Choose from the following options:
 - ◆ **Include on Export**—Enabling this option includes the keyword when exporting any photos that are tagged with it.
 - ◆ **Export Containing Keywords**—If the keyword is part of a hierarchy, enabling this option includes all higher-level keyword tags when exporting any photos tagged with it.
 - ◆ **Export Synonyms**—Enabling this option includes synonyms when exporting any photos tagged with the keyword.
 - ◆ **Add to Selected Photos**—Enabling this option applies the keyword to the photo(s) you currently have selected in the Content area or Filmstrip.
- 6 Click the **Create** button.



Adding keywords by dragging

- 1 Choose **Window > Panels > Keyword List** to display the Keyword List panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to display the Keywording panel quickly.

- 2 In Grid View of the Library module, select any image(s) that you'd like to apply keywords to.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 Drag the selected thumbnail(s) over the keyword in the Keyword List panel, or drag the keyword over the selected photo(s) in the Content area.

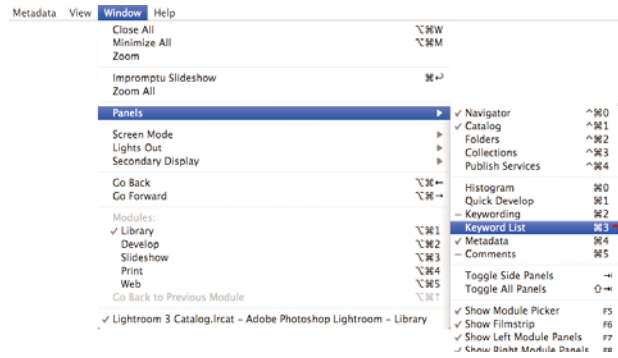
Lightroom adds the keyword to the selected photos.

Did You Know?

You can also apply and remove a keyword by clicking the check box next to its name in the Keyword List panel. In Grid View, select the image(s) that you'd like to apply keywords to. Click the check box that appears as you hover your mouse over the keyword name in the Keyword List panel. Doing so applies it to your selection. Click it again to remove the keyword from the selected photos.

Did You Know?

You can perform a filtered keyword search in the Keyword List panel. To do so, type the name of the keyword in the Filter Keywords field located at the top of the Keyword List panel. When you do, Lightroom filters the list to display just those keywords.



Adding keywords to photos using the Painter tool

- 1 If it's not already visible, choose **Show Toolbar** from the **View** menu.

TIMESAVER Press **T** to display the Library Toolbar quickly.

- 2 To display the Painter tool icon in the Library toolbar, choose **Painter** from the Library Toolbar drop-down list.

- 3 Click the **Painter tool** icon in the Library toolbar.

- 4 Choose **Keywords** from the **Paint** drop-down list.

- 5 Enter the keywords you would like to apply in the Library Toolbar field.

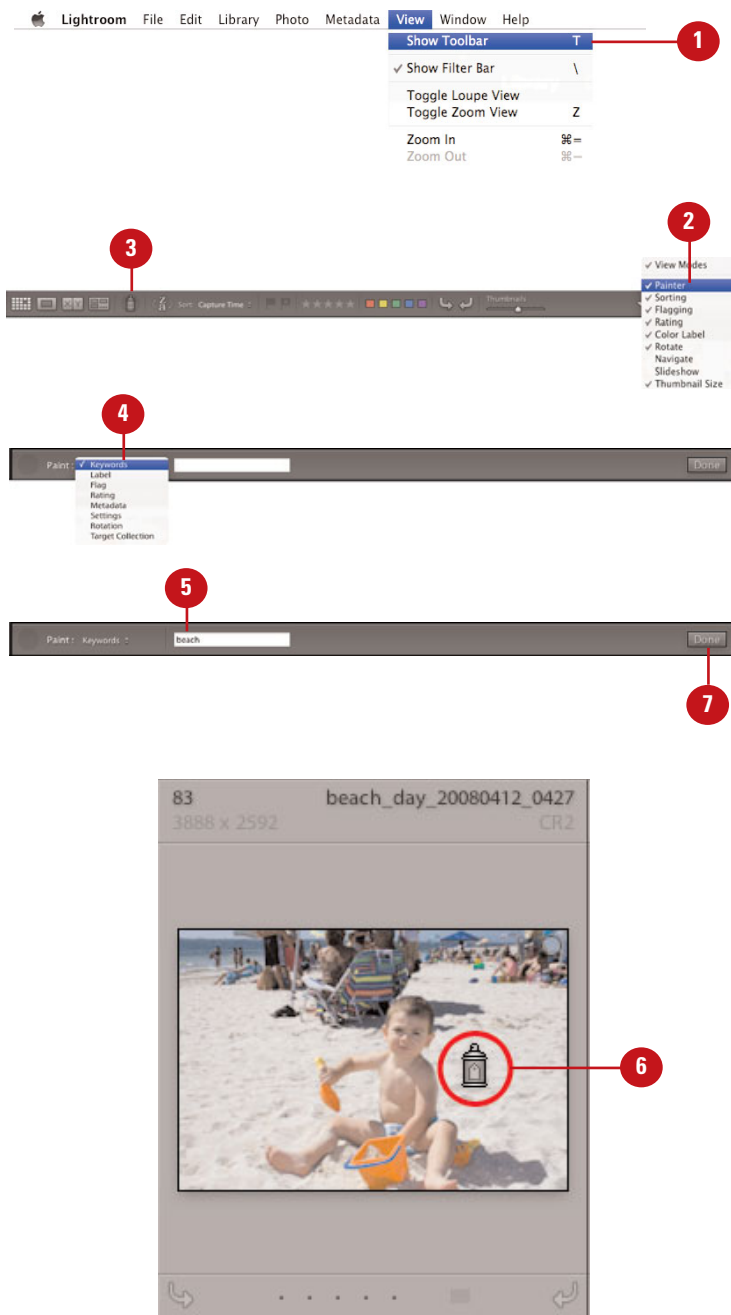
IMPORTANT To create a keyword hierarchy, include a greater than (>) character between keywords.

- 6 Click directly on the thumbnail of the image(s) you would like to tag (not the surrounding cell areas). Note that you do not have to select the image(s) prior to painting with the Painter tool.

- 7 When you finish applying keywords with the Painter tool, click the **Done** button in the Library Toolbar.

Did You Know?

You can also apply metadata presets with the Painter tool. To apply metadata presets with the Painter tool, choose Metadata from the Toolbar Paint list; then choose the preset from the Toolbar Preset list. Click directly on the thumbnail of the image(s) you would like to apply the preset to.



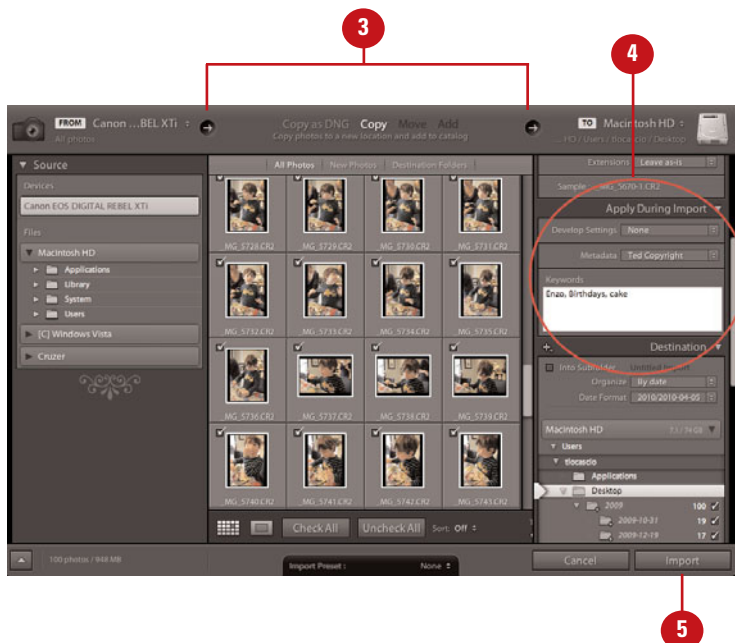
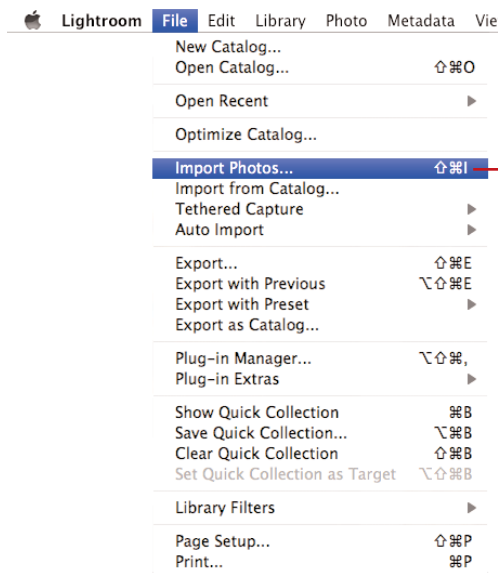
Adding keywords to photos as you import them

- 1 Plug your camera or card reader into your computer. Make sure the memory card is inserted and the device is turned on.
- 2 Under the **File** menu, choose **Import Photos** or click the **Import** button in the lower-left corner of the Library module interface.
- 3 Choose the necessary import options from the import dialog box that appears.

See Also

See Chapter 1, “Getting Started with Lightroom 3,” to learn more about importing photos into a catalog.

- 4 In the **Apply During Import** panel of the import dialog box, enter keywords in the Keywords field. Separate each keyword with a comma.
- 5 Click the **Import** button.



Removing Keywords

Removing keywords from photos

- 1 Choose **Window > Panels > Keyword List** to display the Keyword List panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to display the Keywording panel quickly.

- 2 In Grid View of the Library module, select any image thumbnail (or multiple image thumbnails) that you'd like to remove keywords from.

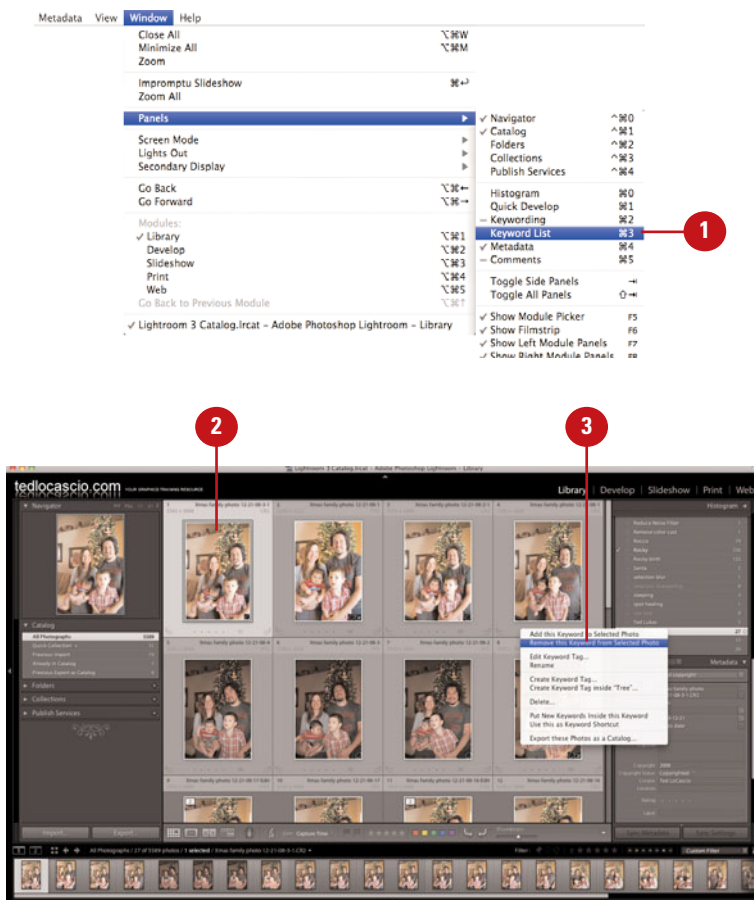
TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 Right-click (Win) or Control+click (Mac) on the keyword in the Keyword list panel, and choose **Remove This Keyword from Selected Photo** from the contextual menu.

Lightroom removes the keyword from the selected photo(s).

IMPORTANT If the *Automatically Write Changes into XMP option* (in *Catalog Settings*) is not enabled when you remove a keyword, then the image's XMP metadata will need to be updated. To view unsaved metadata warnings in grid cells, enable the *Unsaved Metadata* preference in *View Options*. To update a photo's metadata, click the unsaved metadata cell icon or choose **Metadata > Save Metadata to Files**.

Removing keywords in Lightroom is just as easy as applying them. All you need to do is select the keyword from the Keyword List panel and click the Delete Selected Keyword Tag button, or right-click any keyword and choose Delete from the contextual menu. Doing so removes the keyword from the catalog database and from any photos it was applied to. If you want to remove a keyword from a photo, but not from the Keyword List panel, then you need to Control-click (Mac) or right-click (Win) and choose Remove this Keyword from Selected Photo from the contextual menu.



Removing keywords from the Keyword List panel

- 1 Choose **Window > Panels > Keyword List** to display the Keyword List panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to display the Keywording panel quickly.

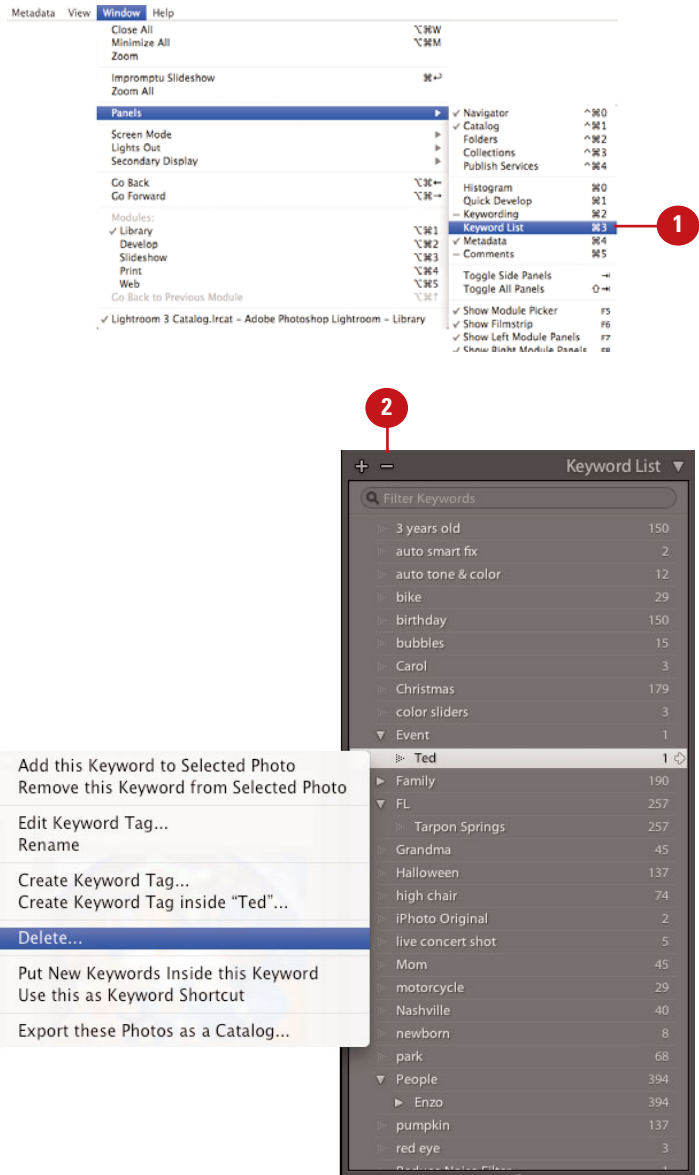
- 2 Select a keyword and click the **Delete selected keyword tag** (–) button in the Keyword List panel, or right-click (Win) or Control+click (Mac) on the keyword in the Keyword list panel and choose **Delete** from the contextual menu.

Lightroom removes the keyword from the catalog database and from any photos tagged with it.

IMPORTANT If the *Automatically Write Changes into XMP catalog setting* is not enabled when you remove a keyword from a photo, then the image's XMP metadata will need to be updated. To view unsaved metadata warnings in grid cells, enable the *Unsaved Metadata* preference in *View Options*. To update a photo's metadata, click the unsaved metadata cell icon or choose **Metadata > Save Metadata to Files**.

See Also

See “Saving Metadata to XMP” earlier in this chapter to learn more about writing changes to an image's internal XMP metadata.



Creating a Keyword Hierarchy

Create a keyword hierarchy with the Keywording panel

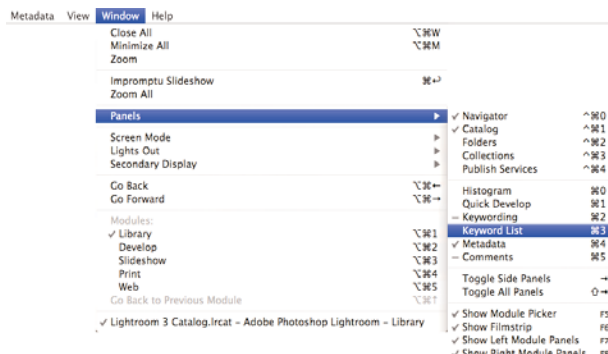
- 1 Choose **Window > Panels > Keywording** to display the Keywording panel.

TIMESAVER Press *Cmd+2* (Mac) or *Ctrl+2* (Win) to display the Keywording panel quickly.

- 2 In the Keywording panel, enter the keyword hierarchy you would like to add. To create a keyword hierarchy, include a greater-than (>) character between keywords.

Lightroom adds the keyword hierarchy to the Keyword List panel and to any photos you have selected in the Content area or Filmstrip.

The best way to organize your ever-expanding keyword list is to create keyword hierarchies. The Keyword List panel enables you to store groups of related keywords inside larger keyword categories. For example, the keywords “Craig Park” can be stored inside of “Tarpon Springs,” which can be stored inside “Florida.” One way to create a hierarchy with your existing keywords is to select one from the Keyword List panel and drag it over another keyword in the list. You can also create a hierarchy when adding keywords with the Keywording panel or the Create Keyword Tag dialog box.



Create a keyword hierarchy from the Keyword List panel

- 1 Choose **Window > Panels > Keyword List** to display the Keyword List panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to display the Keywording panel quickly.

- 2 Select a keyword from the Keyword List panel and click the **Create New Keyword Tag (+)** button.

- 3 In the Create Keyword Tag dialog box that appears, enter the keyword you would like to add into the **Keyword Tag** field.

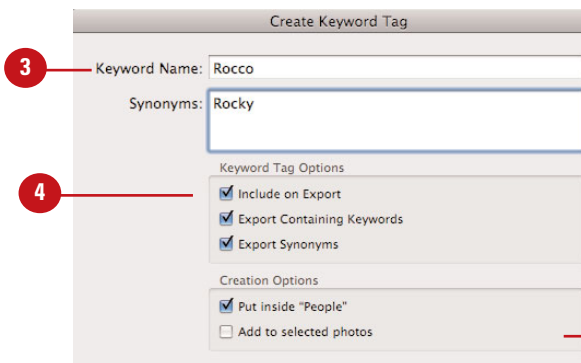
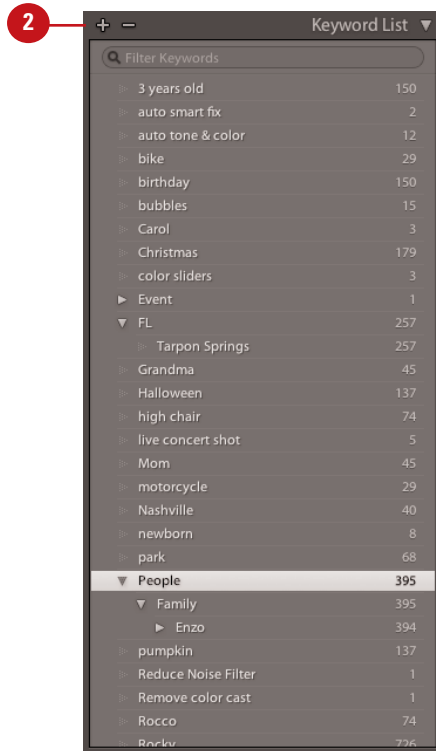
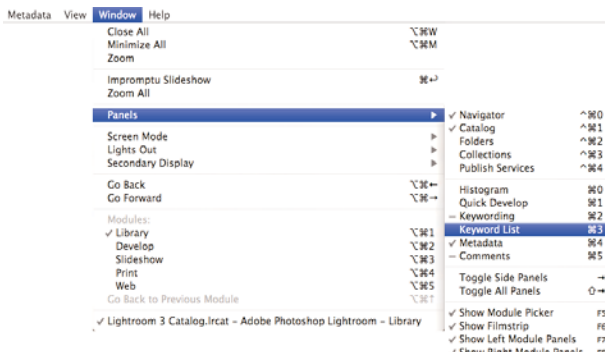
- 4 Enable the **Put Inside** “selected keyword” option.

- 5 Click the **Create** button.

Lightroom adds the keyword hierarchy to the Keyword List panel.

Did You Know?

You can also create a keyword hierarchy using the contextual menu command. To do so, Control+click (Mac) or right-click (Win) any existing keyword in the Keyword List panel and choose Create Keyword Tag Inside “selected keyword” from the contextual menu.



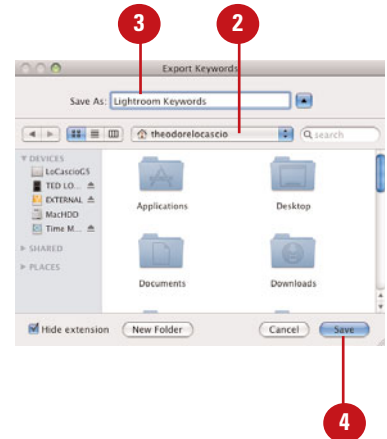
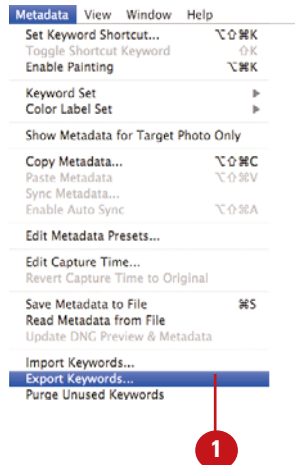
Exporting and Importing Keywords

If you've created the perfect keyword hierarchy system and would like to share it with your co-workers, you can export the keywords as a tab-delimited text file. The other members of your team can then import the text file into their own Lightroom database and use the same keywording system that you do.

Export keywords as a tab-delimited text file

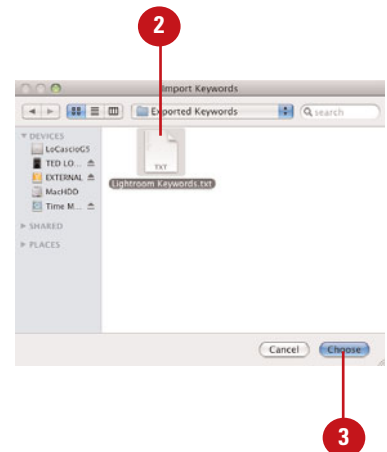
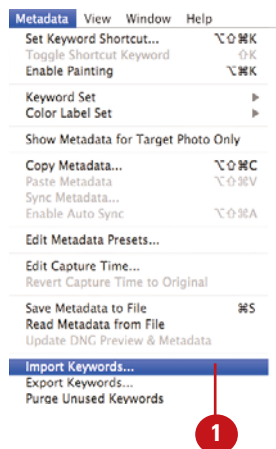
- 1 Choose **Export Keywords** from the **Metadata** menu.
- 2 In the Export Keywords dialog box that appears, choose where you would like to save the tab-delimited text file on your system.
- 3 Enter a name for the text file in the **Save As** field of the Export Keywords dialog box. The default name is Lightroom Keywords.
- 4 Click **Save**.

Lightroom generates the tab-delimited text file.



Import keywords from a tab-delimited text file

- 1 Choose **Import Keywords** from the **Metadata** menu.
 - 2 In the Import Keywords dialog box that appears, select the tab-delimited text file on your system.
 - 3 Click **Choose**.
- Lightroom imports the keywords from the tab-delimited text file.



Utilizing Keyword Sets

Applying keywords with Keyword Sets

1 Choose **Window > Panels > Keywording** to display the Keywording panel.

TIMESAVER Press **Cmd+2 (Mac)** or **Ctrl+2 (Win)** to display the Keywording panel quickly.

2 Click the disclosure triangle to reveal the Keyword Set portion of the Keywording panel.

3 Choose a Keyword Set from the drop-down list provided (the default set is Recent Keywords). Lightroom displays a maximum of nine keywords in the Keyword Set portion of the Keywording panel.

4 In Grid View of the Library module, select any image(s) that you'd like to apply keywords to.

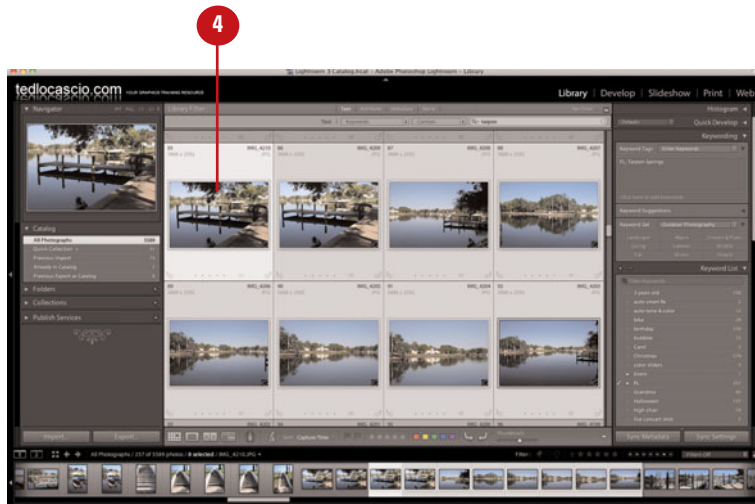
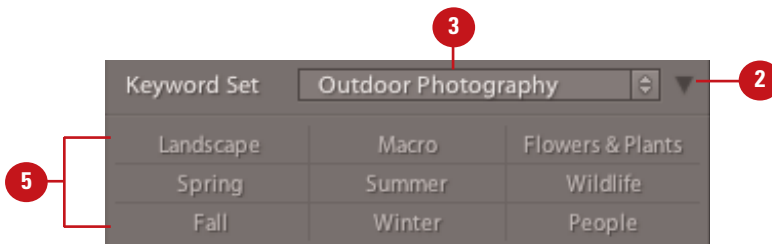
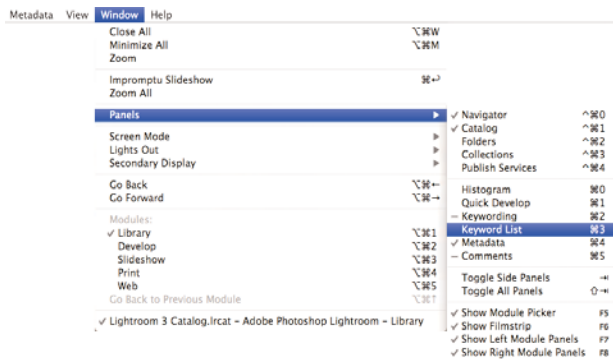
TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click (Mac)** or **Ctrl+click (Win)** to select multiple non-adjacent photos.

5 Click any keyword in the Keyword Set to apply it to the selected photos.

Did You Know?

You can also apply keywords from a set using keyboard shortcuts. Hold down Option (Mac) or Alt (Win) to display the numerical character next to the keyword in the Keywording panel that you should press (along with Opt/Alt) to apply the keyword.

At the bottom of the Keywording panel is a special section for keyword sets. This area of the panel gives you quick access to a group of keywords. The default set displayed is the Recent Keywords set, which includes the last nine keywords you applied. Lightroom 3 also ships with three other useful built-in keyword sets: Outdoor Photography, Portrait Photography, and Wedding Photography.

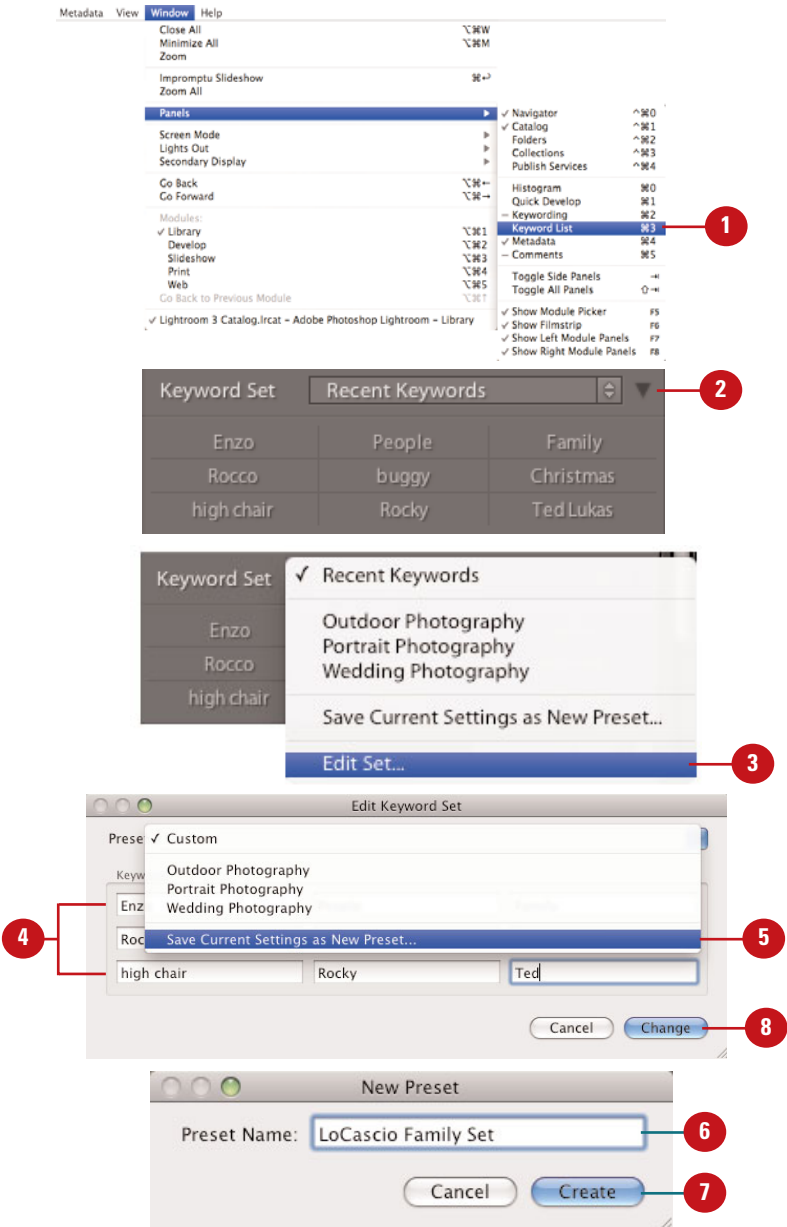


Creating a Keyword Set

Save commonly used keywords as a Keyword Set

- 1 Choose **Window > Panels > Keywording** to display the Keywording panel.
- TIMESAVER** Press *Cmd+2* (Mac) or *Ctrl+2* (Win) to display the Keywording panel quickly.
- 2 Click the disclosure triangle to reveal the Keyword Set portion of the Keywording panel.
- 3 Choose **Edit Set** from the Keyword Set drop-down list.
- 4 In the Edit Keyword Set dialog box that appears, use the fields provided to enter the keywords you would like to save. Lightroom allows for a minimum of one and a maximum of nine in a set.
- 5 Choose **Save Current Settings as New Preset** from the Preset drop-down list.
- 6 In the New Preset dialog box that appears, enter a name in the Preset Name field.
- 7 Click **Create**.
- 8 Click **Change** in the Edit Keyword Set dialog box.

Lightroom enables you to edit and save groups of commonly used keywords into keyword sets. By saving your most frequently applied keywords into custom sets, you can access them quickly via the Keyword Set portion of the Keywording panel. Because it gives you quick access to multiple keywords at a time, this feature provides a nice alternative to working with the keywords filter available in the Keyword List panel.



Using Keyword Suggestions

Apply related keywords

- 1 Choose **Window > Panels > Keywording** to display the Keywording panel.

TIMESAVER Press **Cmd+2 (Mac)** or **Ctrl+2 (Win)** to display the Keywording panel quickly.

- 2 In Grid View of the Library module, select any image(s) that you'd like to apply keywords to.

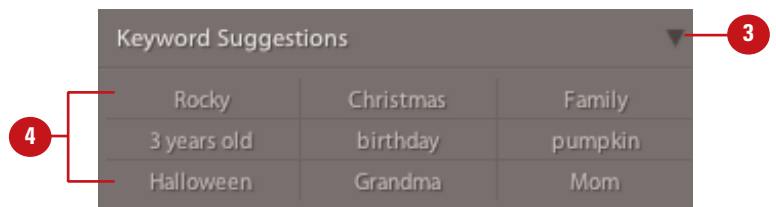
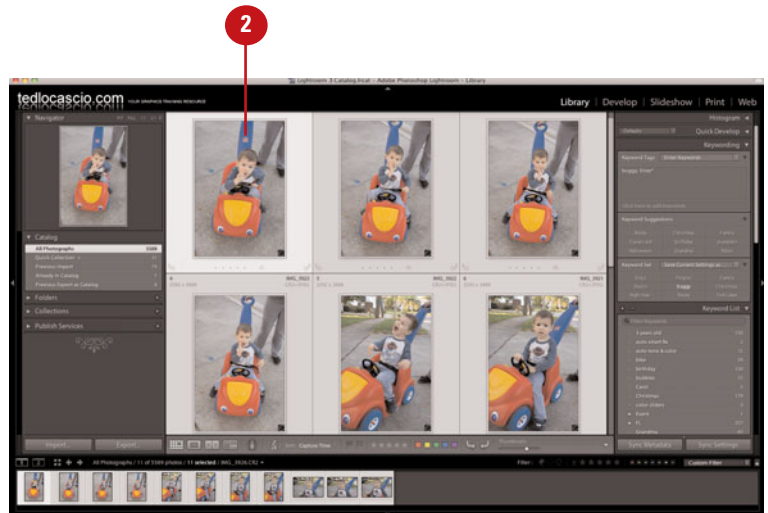
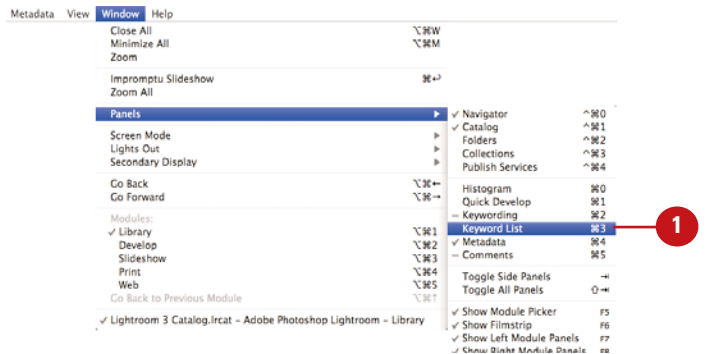
TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click (Mac)** or **Ctrl+click (Win)** to select multiple non-adjacent photos.

- 3 Click the disclosure triangle to reveal the Keyword Suggestions portion of the Keywording panel.

Lightroom displays a maximum of nine related keywords in the Keyword Suggestions portion of the Keywording panel.

- 4 Click any keyword in the Keyword Suggestions portion of the Keywording panel to apply it to the selected photos.

The Keyword Suggestions feature is a new addition to Lightroom 3. This feature compares the keywords currently applied to the selected photo(s) with those applied to photos taken around the same capture time. Using this logic system, Lightroom can suggest additional related keywords for you to work with.



Applying Keywords and Metadata with Auto Sync

Apply keywords and metadata to multiple images at once

- 1 In Grid View of the Library module or the Filmstrip, select the images that you would like to apply the same keywords and/or metadata to.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 2 Choose **Metadata > Enable Auto Sync**. If the primary selected photo is currently displayed in Loupe view, you can also click the **Auto Sync** toggle button.

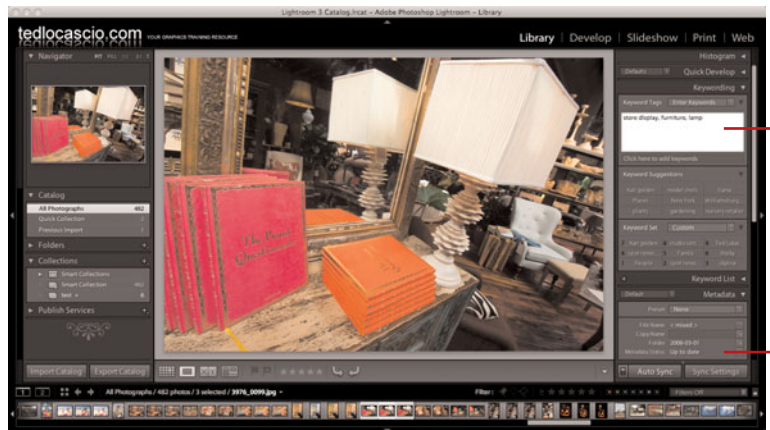
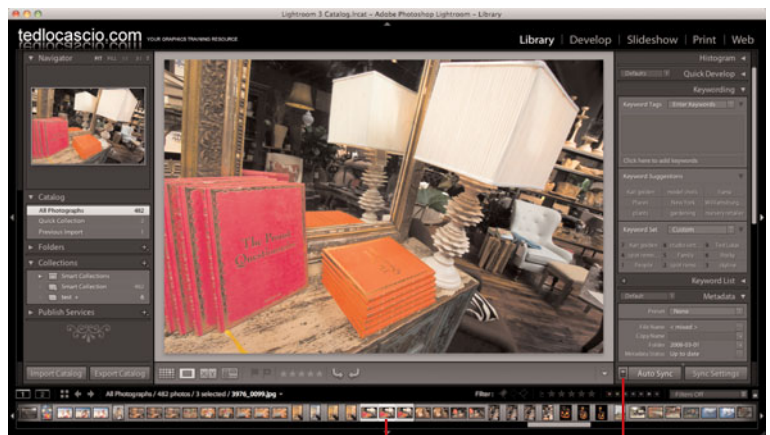
TIMESAVER Press Option+Shift+Cmd+A (Mac) or Alt+Shift+Ctrl+A (Win) to apply the Enable Auto Sync command.

- 3 As described earlier in this chapter, proceed to add keywords and/or metadata to the images using the controls available in the Keywording and Metadata panels.

IMPORTANT Lightroom displays a warning dialog box when auto syncing metadata. Click **Apply to Selected** to proceed.

The keywords and metadata are applied to all the selected images simultaneously.

The Auto Sync feature enables you to apply the same keywords and metadata to multiple selected images at once. With Auto Sync enabled, keywords and metadata are applied to the selected images simultaneously as you enter them in the Keywords and Metadata panels. When working in Loupe, Compare, or Survey view, you can enable the Auto Sync feature by clicking the Auto Sync toggle button.



Searching for Images

Introduction

Before you can apply any develop settings to your images, or output them to a printer, Web gallery, or a slideshow, you must first locate them in the catalog. As you learned in Chapter 4, “Working with Metadata and Keywords,” you can add keyword tags, flags, ratings, color labels, and IPTC metadata to your photos to easily identify them when conducting a filtered search.

In this chapter, you learn how to use the Filter Bar to search for images that contain specific text data, such as filename or keywords, or that have certain attributes applied, such as flags, ratings, and color labels. You also learn how to use the Metadata Filter to conduct an advanced search.

This chapter also teaches you how to save your search results into temporary Quick or Target Collections, or into permanent collections stored in the Lightroom database. You also learn how to create a hierarchy by organizing your collections into related sets. Lastly, you learn how to automatically add images to smart collections by assigning specific rules based on search criteria, such as keywords, metadata, ratings, color labels, capture date, and file type.

5

What You'll Do

Perform a Text Search

Perform a Refined Text Search

Search with the Attribute Filter

Search with the Metadata Filter

Save a Custom Metadata Filter Preset

Filter with the Filmstrip Controls

Save Photos to the Quick Collection

Set a Target Collection

Create a Collection

Create a Collection Set

Create a Smart Collection

Export and Import Smart Collection Settings

Performing a Text Search

Filter photos by text data

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.
- 2 Click the **Text** button to display the Text Filter options in the Filter Bar.
- 3 Choose a text search option from the Target drop-down list. Options include **Any Searchable Field**, **Filename**, **Copy Name**, **Title**, **Caption**, **Keywords**, **Searchable Metadata**, **Searchable IPTC**, **Searchable EXIF**, or **Any Searchable Plug-in Field**.
- 4 Choose a search limit option from the Rule drop-down list. Options include **Contains**, **Contains All**, **Doesn't Contain**, **Starts With**, and **Ends With**.

TIMESAVER By clicking the search field icon (the magnifying glass), you can access a combined drop-down list with all the target and rule search options.

- 5 Type a text term in the Filter Bar search field.

TIMESAVER Choose **Library > Find** or press **Cmd+F (Mac)** or **Ctrl+F (Win)** to go directly to the search field in the Filter Bar.

TIMESAVER Click the **X** icon in the search field to clear the current search term.

Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

One of the easiest ways to locate images in Lightroom is to perform a text search. If you click the Text button in the Filter Bar, you can choose specific search criteria from the Target and Rule drop-down lists and then enter a search term in the search field. By taking the time to add keywords, custom metadata, or apply custom filenames to your images, you can later use the text filter option to locate them easily in your catalog.



Images that match the current search criteria are displayed in the Content area and Filmstrip.

Performing a Refined Text Search

Filter photos by entering specific search field criteria

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.

TIMESAVER Press \ (back slash key) to show or hide the Filter Bar quickly.

- 2 Click the **Text** button to display the Text Filter options in the Filter Bar.
- 3 Choose a text search option from the Target drop-down list.
- 4 Choose **Contains** from the Rule drop-down list.

TIMESAVER By clicking the search field icon (the magnifying glass), you can access a combined drop-down list with all the target and rule search options.

- 5 In the Filter Bar search field, enter a + (plus symbol) before the search term. Doing so is the same as choosing **Starts With** from the Rule drop-down list.
- 6 In the Filter Bar search field, enter an ! (exclamation point) before the next search term. Doing so indicates which words to exclude from the search.

Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

You can refine your search by entering certain characters in the text filter search field. To perform a text search that starts with a specific word or phrase, simply add a plus symbol (+) before the words. To perform an inverse search that excludes specific words, type an exclamation point (!) before the search term.



Lightroom displays images that match the current search criteria in the Content area and Filmstrip.

Searching with the Attribute Filter

Filter photos by flag status

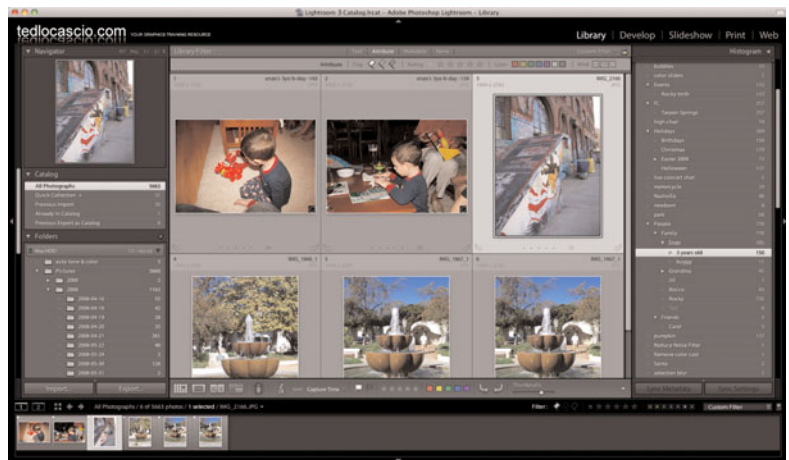
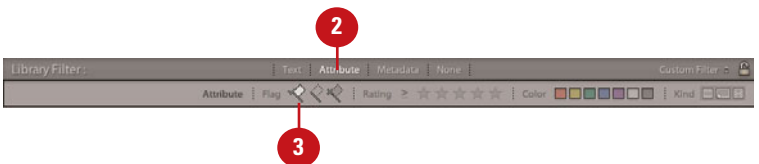
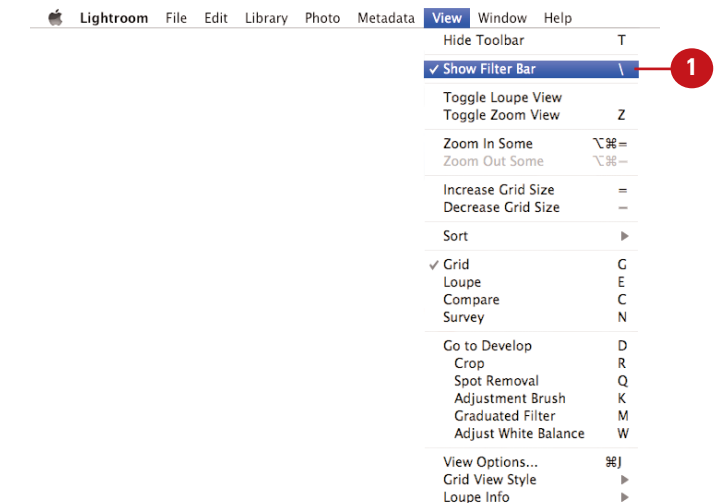
- 1 To display the Filter Bar, choose **View > Show Filter Bar**.
TIMESAVER Press \ (backslash key) to show or hide the Filter Bar quickly.
- 2 Click the **Attribute** button to display the Attribute Filter options in the Filter Bar.
- 3 Click any of the Flag icons in the Filter Bar. Options include **Flagged Only**, **Unflagged Only**, and **Rejected Only**. Note that it is possible to enable more than one of these flag filter options at a time.

Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

See Also

See Chapter 3, to learn more about applying flags.

In addition to filtering images by text data, you can also filter them by applied attribute, such as flag status (pick or reject), star rating, color label, or a combination of all three. You can also use the Attribute filter to display just those images that are virtual copies (for more about creating virtual copies in Lightroom, see Chapter 9, “Develop Module Workflow.”



Lightroom displays images that match the current search criteria in the Content area and Filmstrip.

Filter photos by rating

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.

TIMESAVER Press \ (backslash key) to show or hide the Filter Bar quickly.

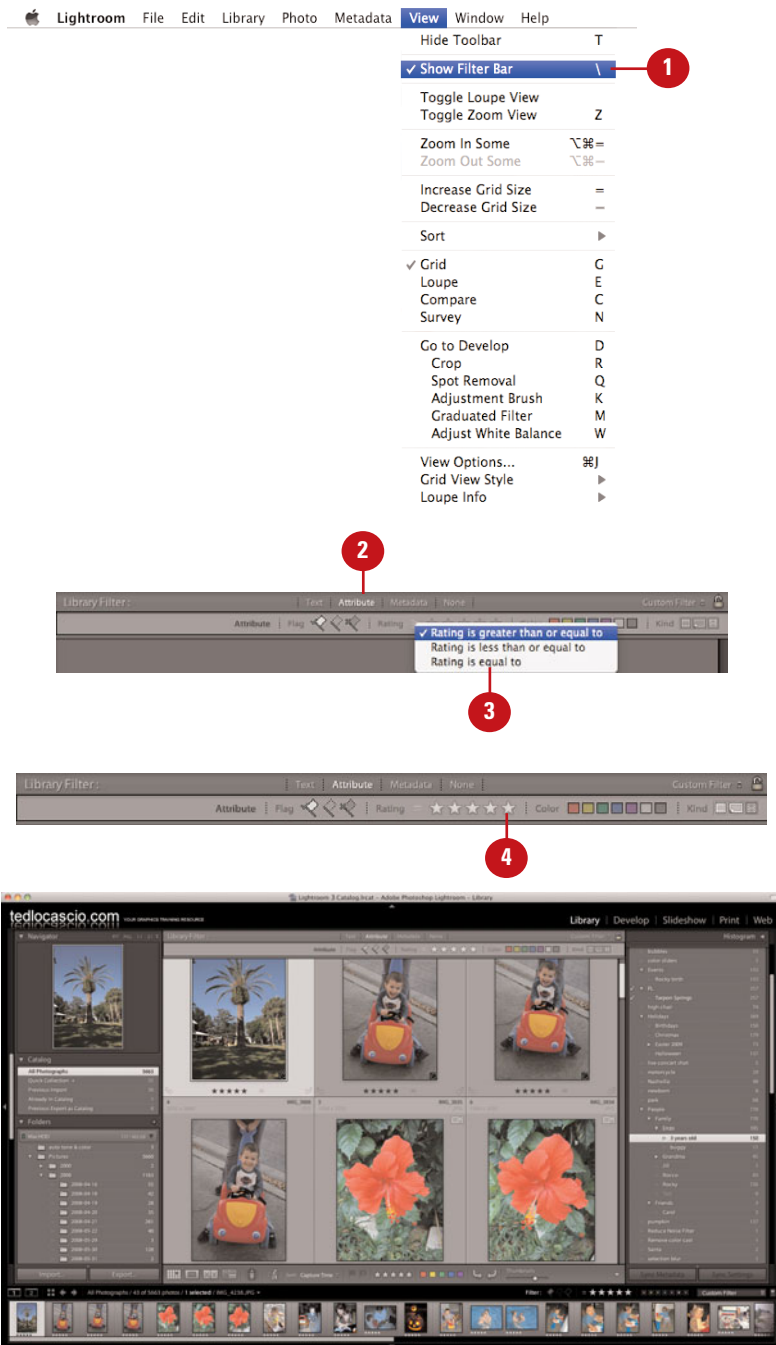
- 2 Click the **Attribute** button to display the Attribute Filter options in the Filter Bar.
- 3 To access the Rule drop-down list, click the symbol that is currently displayed between the star icons and the word “Rating” in the Filter Bar. Choose an Attribute Filter rule from the list provided. Options include **Rating is Greater Than or Equal to**, **Rating is Equal To**, and **Rating is Less Than or Equal to**.
- 4 Click a star icon in the Filter Bar to determine which photos are displayed in the Content area. The lowest rating (1 star) is on the left and the highest (5 stars) is on the right.

IMPORTANT Click the star icon a second time to disable the rating filter.

Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

See Also

See Chapter 3, to learn more about applying ratings.



Lightroom displays images that match the current search criteria in the Content area and Filmstrip.

Filter photos by color label

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.

TIMESAVER Press \ (back-slash key) to show or hide the Filter Bar quickly.

- 2 Click the **Attribute** button to display the Attribute Filter options in the Filter Bar.
- 3 Click any of the Color Label icons in the Filter Bar to indicate which colors to search for. Note that it is possible to include multiple colors in your search.

IMPORTANT Click the color label icon a second time to disable the filter.

IMPORTANT To display images that have no color label applied, click the gray color swatch in the Filter Bar.

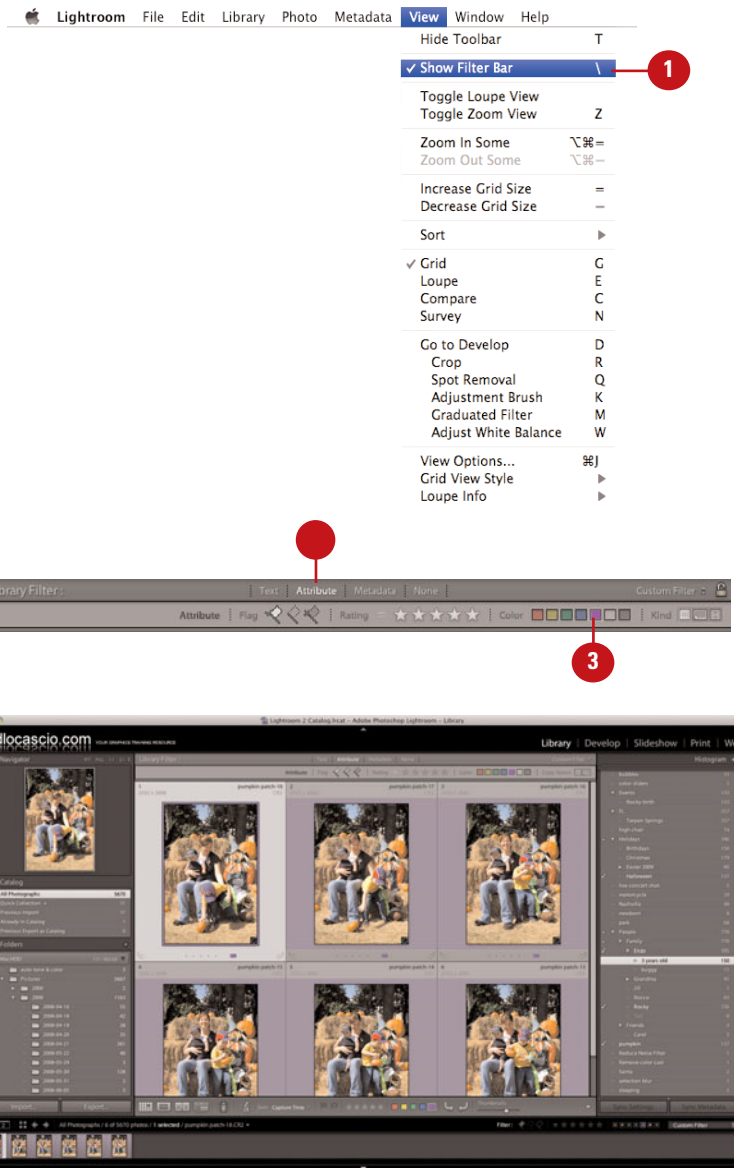
Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

Did You Know?

You can view color label definitions using tooltips. Hover the mouse over any color label button to display its color label definition (as specified in the Color Label Set) in a tooltip.

See Also

See Chapter 3, to learn more about applying ratings.



Lightroom displays images that match the current search criteria in the Content area and Filmstrip.

Filter photos by kind

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.
- 2 Click the **Attribute** button to display the Attribute Filter options in the Filter Bar.
- 3 Click the Kind buttons in the Filter Bar:
 - ◆ **Master Photos**—Click the button on the left to display only master photos in the Content area.
 - ◆ **Virtual Copies**—Click the button in the middle to display only virtual copies in the Content area.
 - ◆ **Movies**—Click the button on the right to display only movie files in the Content area.

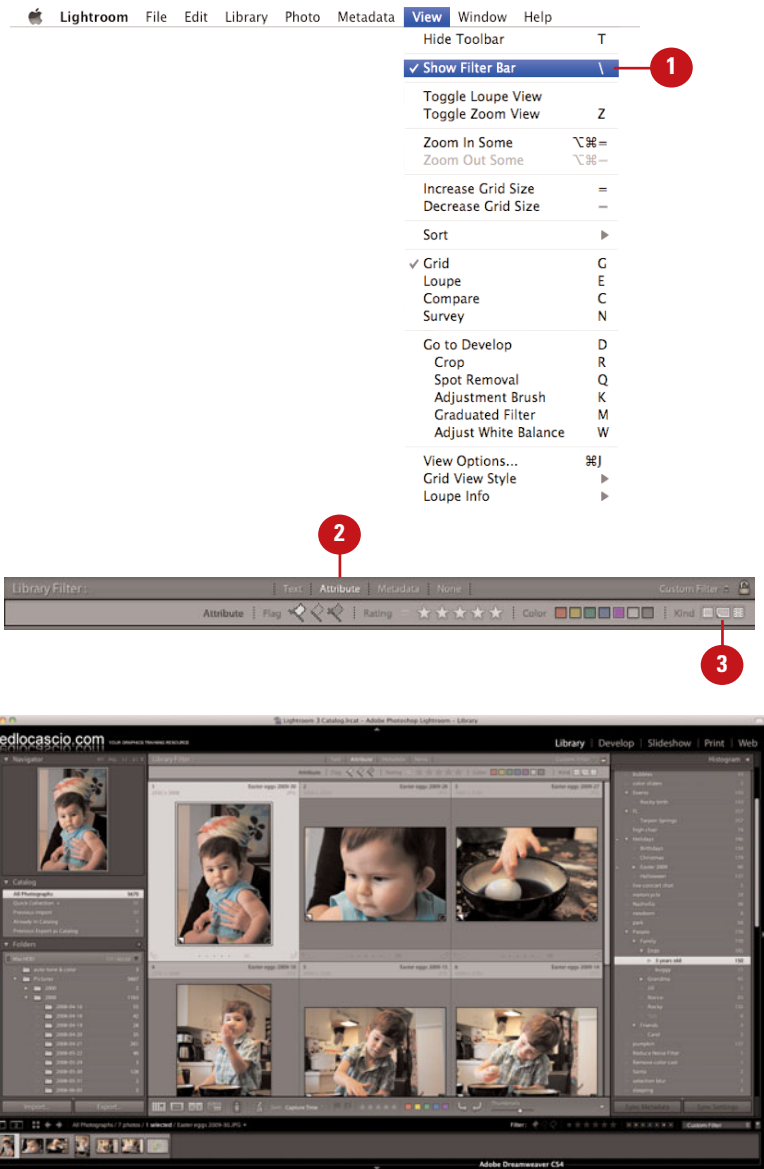
Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

See Also

See Chapter 9, to learn more about creating virtual copies.

Did You Know?

You can lock library filter settings. To do so, click the lock toggle icon on the right side of the Filter bar. Doing so enables you to maintain filter settings as you navigate to a different folder.



Searching with the Metadata Filter

Filter photos by specific metadata information

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.
- 2 Click the **Metadata** button to display the Metadata Filter options in the Filter Bar.
- 3 Click in the upper-right corner of the Filter Bar to choose a metadata preset from the drop-down list.
- 4 Click the top of any column to access the metadata drop-down list and choose custom metadata filter settings.
- 5 Under each column, click the metadata items that you would like to add as search criteria.

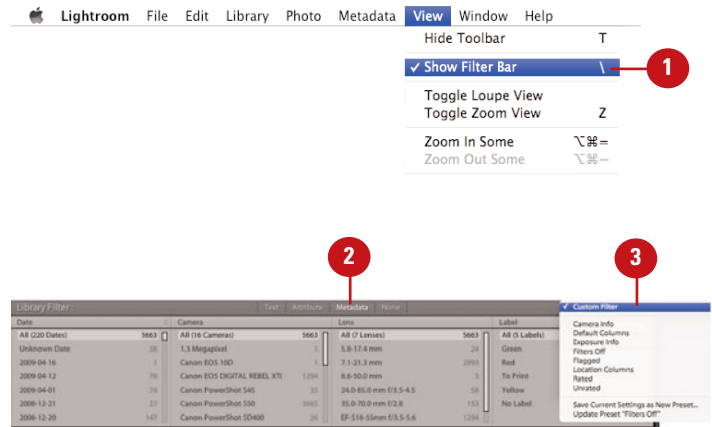
TIMESAVER *Shift+click to select multiple adjacent items; Cmd+click (Mac) or Ctrl+click (Win) to select multiple nonadjacent items.*

Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

Did You Know?

You can add or remove Metadata Filter columns. To add and remove Metadata Filter columns (up to eight total), click the upper-right corner of any existing column and choose Add Column or Remove This Column from the drop-down list.

The Metadata Filter enables you to display images based on specific metadata info, such as date, keywords, file type, and camera model. The Metadata Filter columns are also fully customizable. You can set them up in various configurations to conduct an advanced filter search. You can also adjust the height of the Metadata Filter by clicking and dragging the bottom bar up or down.



Images that match the current search criteria are displayed in the Content area and Filmstrip.

Saving a Custom Metadata Filter Preset

Save custom Metadata Filter settings as a preset

- 1 To display the Filter Bar, choose **View > Show Filter Bar**.

TIMESAVER Press **|** (back-slash key) to show or hide the Filter Bar quickly.

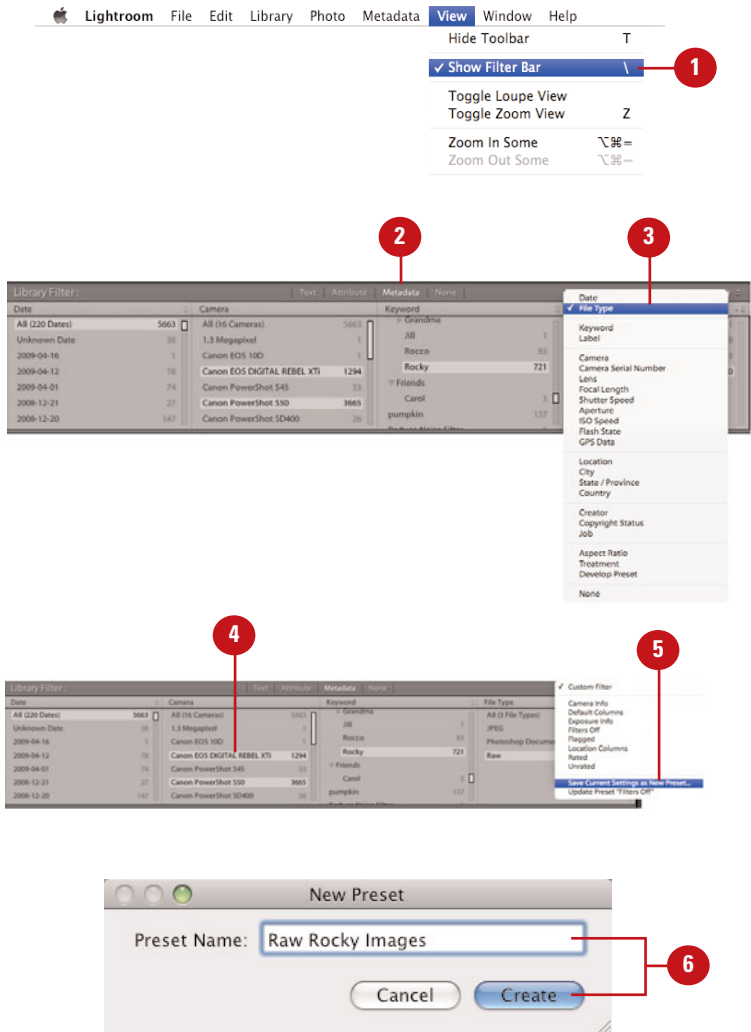
- 2 Click the **Metadata** button to display the Metadata Filter options in the Filter Bar.
- 3 Click the top of any column to access the metadata drop-down list to choose custom metadata filter settings.
- 4 Under each column, click the metadata items that you would like to add as search criteria.

TIMESAVER Shift+click to select multiple adjacent items; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent items.

- 5 Click in the upper-right corner of the Filter Bar to access the drop-down list and choose **Save Current Settings as New Preset**.
- 6 In the New Preset dialog box that appears, enter a name for the preset and click **Create**.

The new preset is added to the Metadata Filter preset list.

There are several useful Metadata Filter presets that ship with Lightroom 3. These presets give you quick access to specific images, such as all flagged photos in a catalog or all unrated photos. However, as useful as these presets are, they're not client-specific. Thankfully, Lightroom 3 also enables you to save and recall your own custom Metadata Filter settings as presets.



Filtering with the Filmstrip Controls

Filter photos by attribute or metadata preset

- 1 Choose **Window > Panels > Show Filmstrip**, or click the up arrow located at the bottom of the interface to display the Filmstrip.

TIMESAVER Press **F6** to show or hide the Filmstrip quickly.

- 2 Apply any of the following Filmstrip filters:

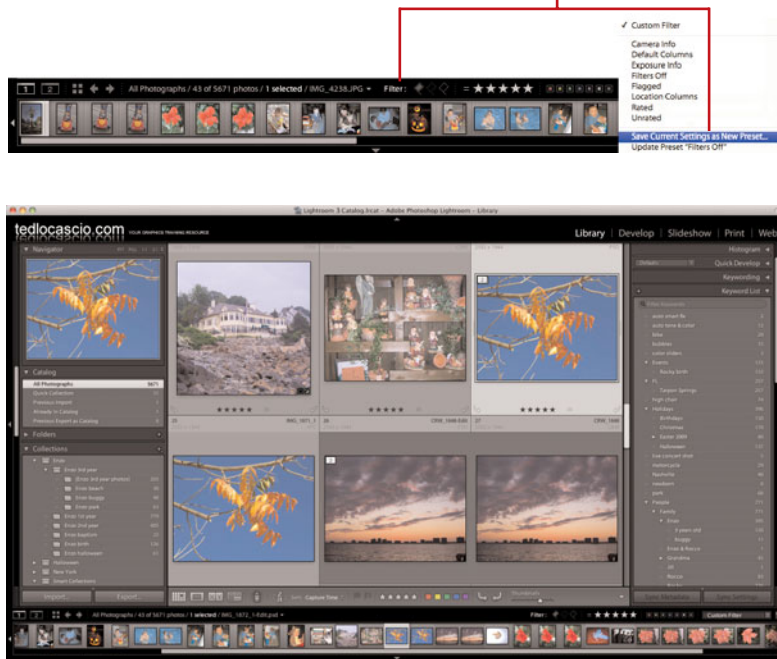
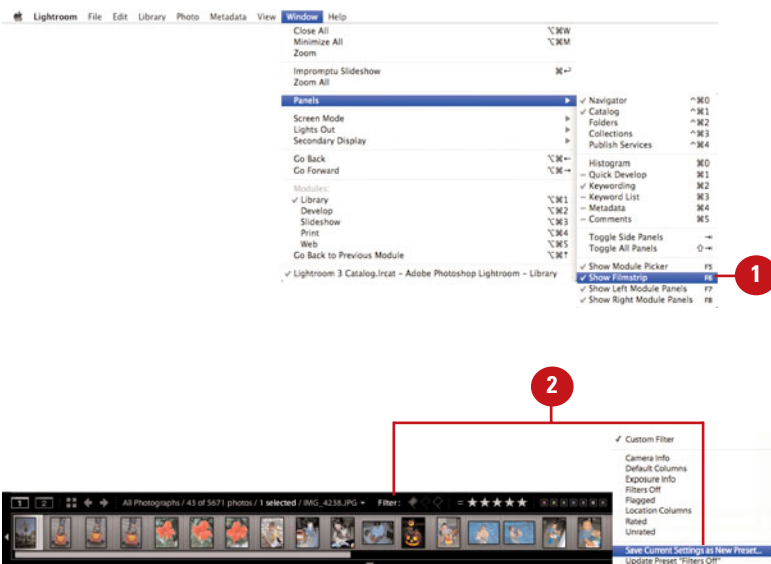
- ◆ **Flag Status**—Click any of the Flag icons to indicate which photos to display. Options include **Flagged Only**, **Unflagged Only**, and **Rejected Only**. Note that it is possible to enable more than one of these flag filters at a time.
- ◆ **Rating**—Click a star icon to indicate which photos to display. The lowest rating (1 star) is on the left and the highest (5 stars) is on the right.
- ◆ **Color Label**—Click any of the Color Label icons to indicate which photos to display. Note that it is possible to include multiple colors in your search.
- ◆ **Metadata Preset**—Choose a metadata preset from the drop-down list provided.

Lightroom displays all images that match the current search criteria in the Content area and Filmstrip.

Did You Know?

You can also use the Filmstrip filter controls to select photos. Cmd+click (Mac) or Ctrl+Click (Win) on any Flag or Color Label icon to select photos with those attributes applied.

The Filter Bar can take up a lot of space on your screen, especially when the Metadata Filter options are made visible. To save space on screen, you can apply attribute filters and apply Metadata Filter presets from the Filmstrip instead of from the Filter Bar. The attribute filter icons and the Metadata Filter preset list all appear and function in the same way as they do in the Filter Bar.



Images that match the current search criteria are displayed in the Content area and Filmstrip.

Saving Photos to the Quick Collection

Combine search results into a temporary collection

- 1 Use the Filter Bar or Filmstrip filter controls to locate the photos that you would like to save in the Quick Collection.
- 2 Select the photos from the Grid or Filmstrip.

TIMESAVER Press **Cmd+A** (Mac) or **Ctrl+A** (Win) to apply the **Select All** command quickly.

- 3 Choose **Photo > Add to Quick Collection**, or Control+click (Mac) or right-click (Win) and choose the command from the contextual menu.

TIMESAVER Press **B** to add or remove selected photos to and from the Quick Collection.

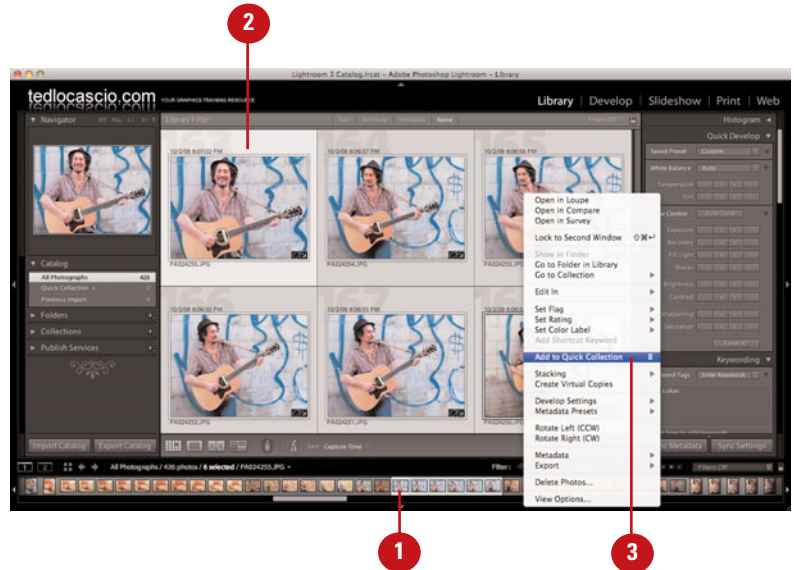
TIMESAVER Press **Cmd+B** (Mac) or **Ctrl+B** (Win) to display the Quick Collection images in the Content area and Filmstrip.

Lightroom displays a circle in the upper-right corner of the image thumbnail to indicate that it is now part of the Quick Collection.

Did You Know?

You can save the current Quick Collection as a permanent collection. To do so, choose **File > Save Quick Collection**, or press **Cmd+Opt+B** (Mac) or **Ctrl+Alt+B** (Win). In the Save Quick Collection dialog box that appears, enter a name for the collection. To remove the photos from the Quick Collection after saving, enable the **Clear Quick Collection After Saving** option and click **Save**.

Lightroom enables you to save selected photos as part of a temporary “Quick” Collection, which you can access from the Catalog panel. This is a great feature for temporarily saving your search results. Although you can have only one Quick Collection per catalog, you can continue to add photos to it or remove them at any time. As an added bonus, Lightroom remembers the Quick Collection even after you restart the application.



Images that are added to the Quick Collection are marked with a gray circle in the upper-right corner of the thumbnail.

Setting a Target Collection

Make any permanent collection behave as the Quick Collection

- 1 To display the Collections panel, choose **Window > Panels > Collections**.

TIMESAVER Press *Control+Cmd+3 (Mac)* or *Ctrl+Shift+3 (Win)* to show or hide the Collections panel quickly.

- 2 Control-click (Mac) or right-click (Win) the collection from the Collections panel and choose **Set As Target Collection** from the contextual menu.

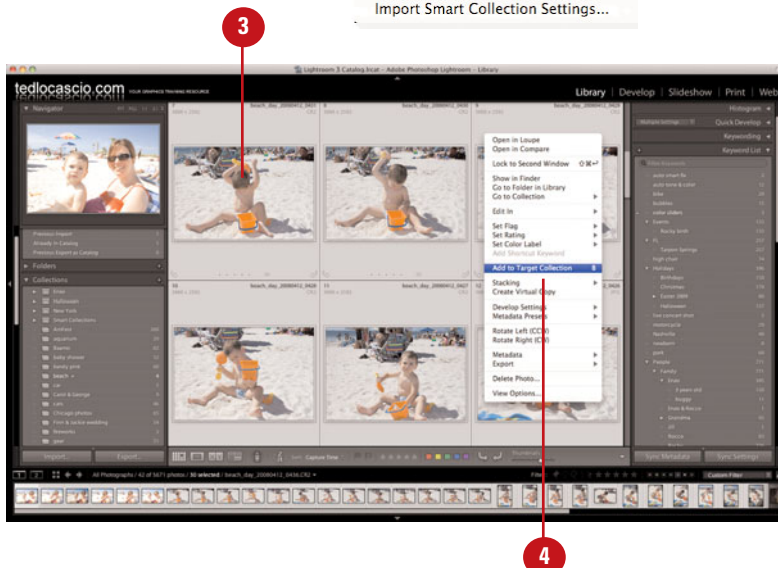
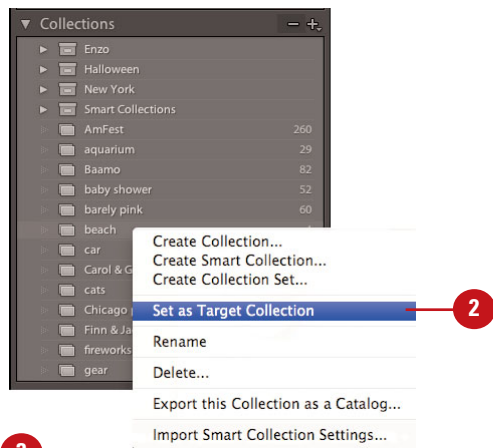
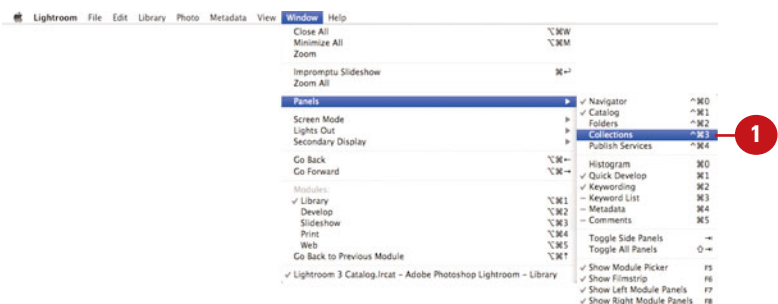
Lightroom displays a white + icon next to the collection name in the Collections panel to indicate that it is now targeted.

- 3 Select the photos you would like to add to the temporary collection from the Grid or Filmstrip.
- 4 Choose **Photo > Add to Target Collection**, or Control-click (Mac) or right-click (Win) and choose the command from the contextual menu.

TIMESAVER Press *B* to add or remove selected photos to and from the Target Collection.

Lightroom displays a circle in the upper-right corner of the image thumbnail to indicate that it is now part of the Target Collection.

Although you can only have one Quick Collection per catalog, you can select any permanent collection and make it behave like the Quick Collection for as long as it is targeted. Target Collections are ideal for grouping photos together temporarily for further processing.



Creating a Collection

Create a collection in the Library module

- 1 To display the Collections panel, choose **Window > Panels > Collections**.

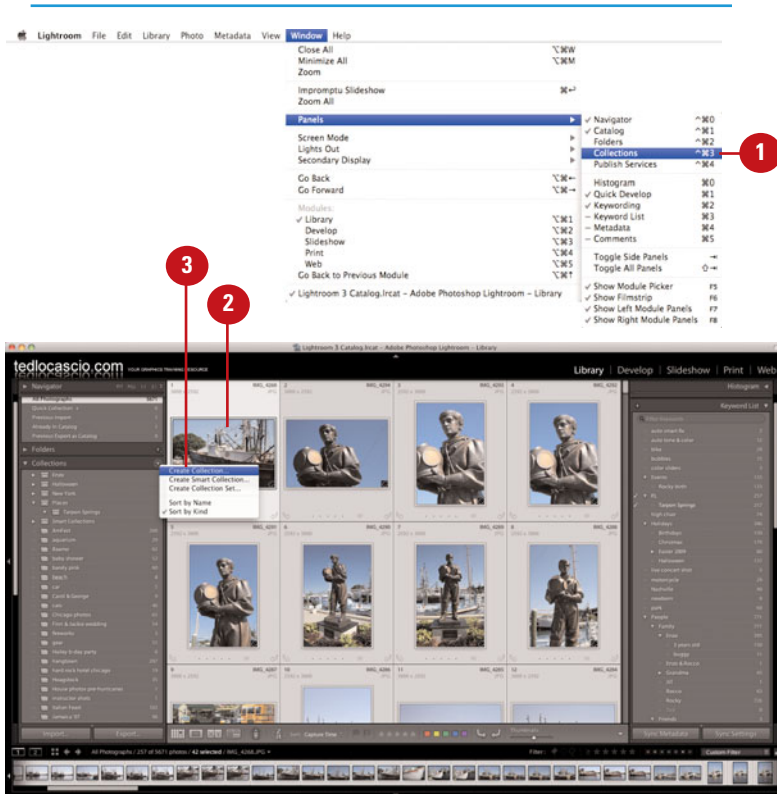
TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the Collections panel quickly.

- 2 Select the images that you would like to include in the collection from the Grid or Filmstrip.

TIMESAVER Shift-click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 Choose **Library > New Collection**, or click the plus icon (+) in the upper-right corner of the Collections panel and choose **Create Collection** from the drop-down list.
- 4 In the Create Collection dialog box that appears, enter a name for the collection.
- 5 From the Set drop-down list, choose what set you would like to save the collection into. If you prefer not to save the collection as part of a set, choose **None**.
- 6 Enable the **Include Selected Photos** option.
- 7 If you would like to make virtual copies of the selected photos, enable the **Make New Virtual Copies** option. Note that doing so adds the virtual copies to the collection without the master photos.
- 8 Click **Create**. Lightroom adds the generic collection to the Collections panel.

A collection is a select group of photos saved in the Lightroom database. You can select a collection from the Collections panel and display just those images in the Grid and Filmstrip. Collections can also be module-specific, which means that you can create them in the Slideshow, Print, and Web modules, and in the Library. In the Collections panel, Lightroom displays a module-specific icon next to any collection created in the Slideshow, Print, and Web modules. When you double-click a module-specific collection from the Collections panel, Lightroom selects the photos from the catalog and takes you directly to that module.



Create a collection in the Slideshow, Print, or Web modules

- 1 To display the Collections panel, choose **Window > Panels > Collections**.

TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the Collections panel quickly.

- 2 Select the images that you would like to include in the collection from the Filmstrip.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 To access the panel menu, click the plus icon (+) in the upper-right corner of the Collections panel. Choose **Create Print** (Print Module), **Create Web Gallery** (Web Module), or **Create Slideshow** (Slideshow Module) from the drop-down list.

- 4 In the Create Print, Create Web Gallery, or Create Slideshow dialog box that appears, enter a name for the collection.

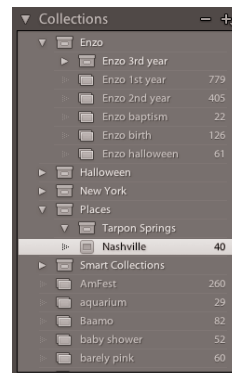
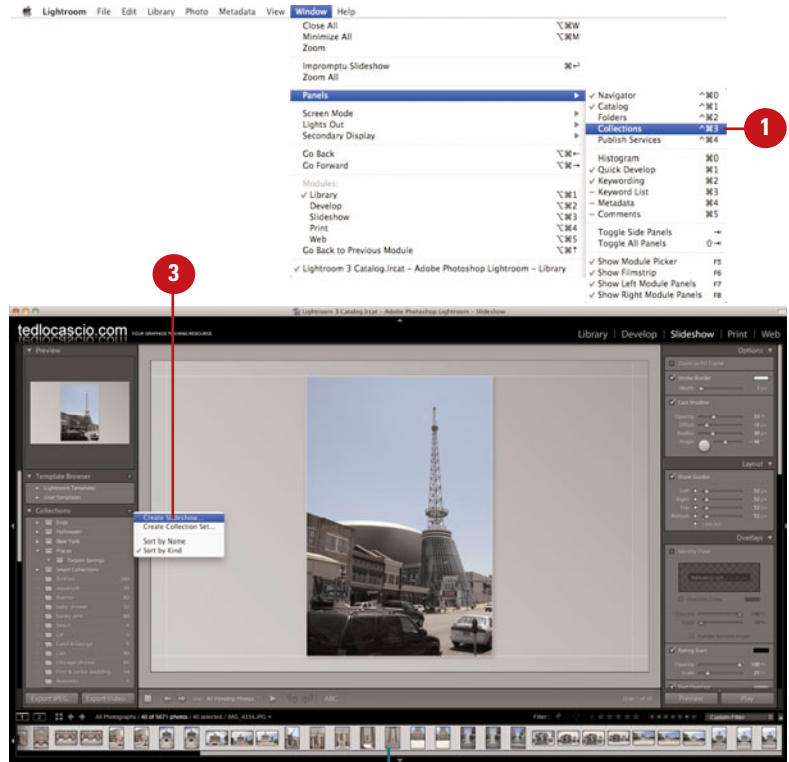
- 5 From the Set drop-down list, choose what set you would like to save the collection into. If you prefer not to save the collection as part of a set, choose **None**.

- 6 Enable the **Include Selected Photos** option.

- 7 If you would like to make virtual copies of the selected photos, enable the **Make New Virtual Copies** option. Note that doing so adds the virtual copies to the collection without the master photos.

- 8 Click **Create**.

Lightroom adds the module-specific collection to the Collections panel.



The slideshow collection is added to the Collections panel.

Creating a Collection Set

Create a collection hierarchy with collection sets

- 1 To display the Collections panel, choose **Window > Panels > Collections**.

TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the Collections panel quickly.

- 2 To access the panel menu, click the plus icon (+) in the upper-right corner of the Collections panel. Choose **Create Collection Set** from the drop-down list.

- 3 In the Create Collection Set dialog box that appears, enter a name for the collection set.

- 4 From the Set drop-down list, choose what set you would like to save the collection set into. If you prefer not to nest the collection set inside of an existing set, choose **None**.

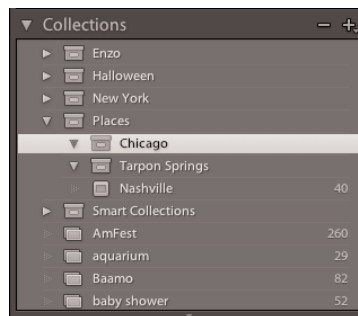
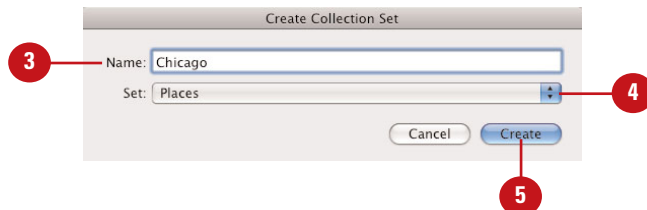
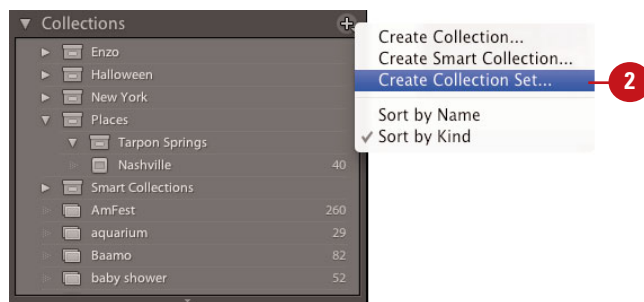
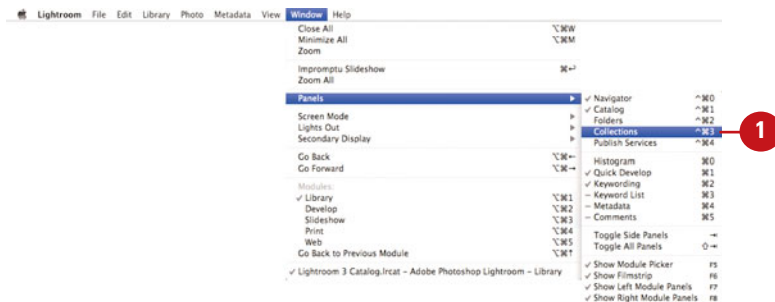
- 5 Click **Create**.

Lightroom adds the collection set to the Collections panel.

Did You Know?

*You can also create collection sets in the Slideshow, Print, and Web modules. To do so, click the plus icon (+) in the upper-right corner of the Collections panel and choose **Create Collection Set** from the drop-down list.*

Lightroom enables you to organize your collections into folders, called collection sets. By placing your collections into related folder groups, you can create a collection hierarchy. Doing so helps keep the Collections panel organized and makes it much easier for you to locate specific groups of photos.



The collection set is added to the Collections panel.

Creating a Smart Collection

Create a collection that auto-updates its contents

- 1 To display the Collections panel, choose **Window > Panels > Collections**.

TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the Collections panel quickly.

- 2 To access the panel menu, click the plus icon (+) in the upper-right corner of the Collections panel. Choose **Create Smart Collection** from the drop-down list.

- 3 In the Create Smart Collection dialog box that appears, enter a name for the collection set.

- 4 From the Set drop-down list, choose what set you would like to save the smart collection into. If you prefer not to save the smart collection as part of a set, choose **None**.

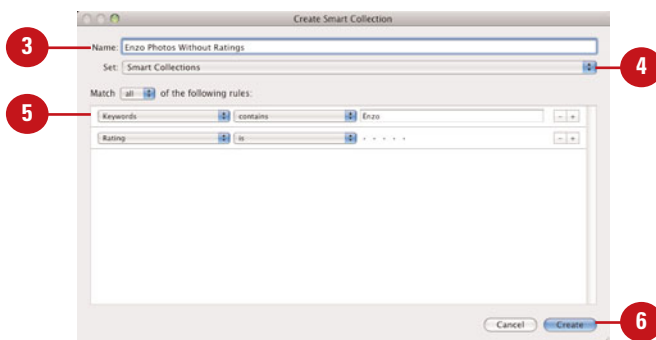
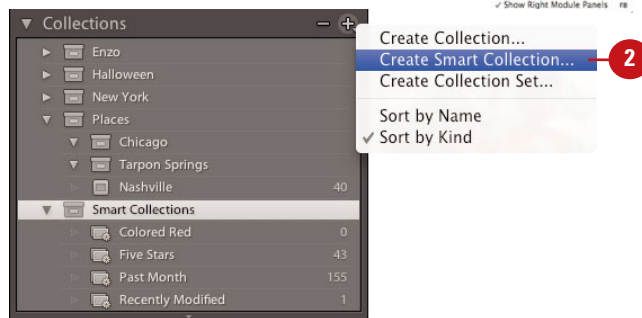
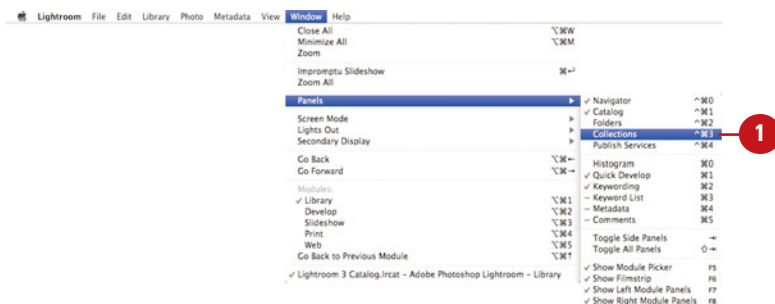
- 5 In the rules area of the dialog box, choose the preferred settings from the Target and Rule drop-down lists.

IMPORTANT Click the plus symbol (+) to the right of the dialog box to add a rule. Click the minus symbol (-) to remove a rule.

- 6 Click **Create**.

Lightroom adds the smart collection to the Collections panel and automatically adds all the photos that meet its smart collection criteria.

With smart collections, you can assign a specific set of rules that ultimately determines what images are automatically added to them. You can create smart collections based on specific search criteria, such as keywords, metadata, ratings, color labels, capture date, and file type.



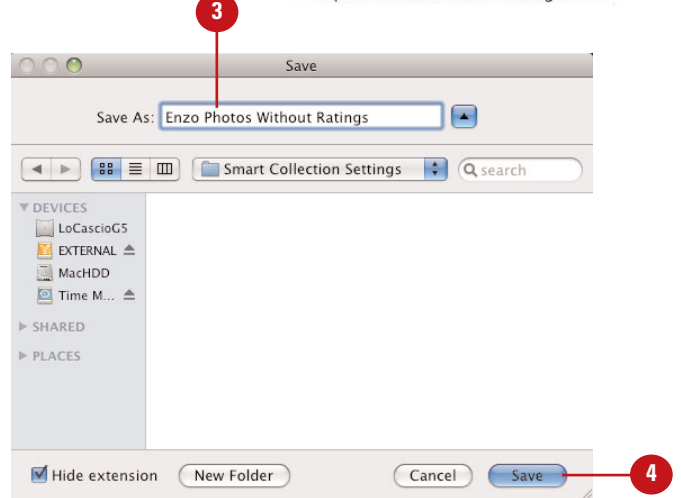
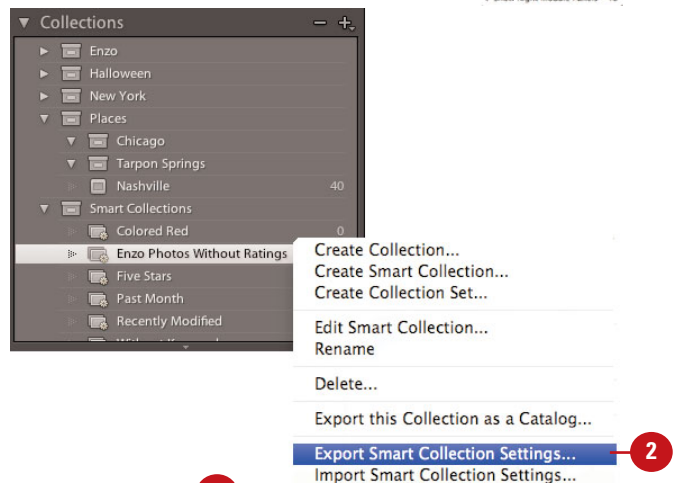
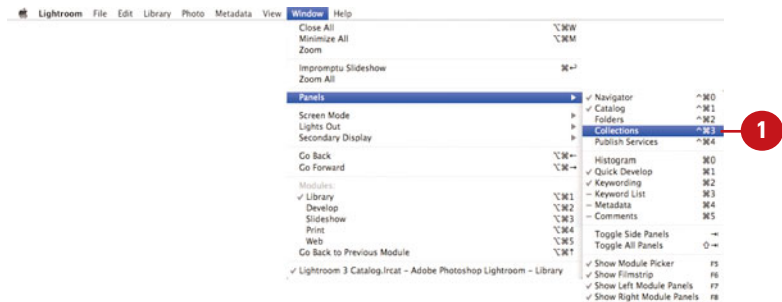
The smart collection is added to the Collections panel.

Exporting and Importing Smart Collection Settings

Export a smart collection

- 1 To display the Collections panel, choose **Window > Panels > Collections**.
 - TIMESAVER** Press *Control+Cmd+3 (Mac)* or *Ctrl+Shift+3 (Win)* to show or hide the Collections panel quickly.
 - 2 Control-click (Mac) or right-click (Win) the smart collection from the Collections panel and choose **Export Smart Collection Settings** from the contextual menu.
 - 3 In the Save dialog box that appears, enter a name for the .lrmcol file in the **Save As** field.
 - 4 Choose a save location for the file on your system and click **Save**.
- Lightroom creates a .lrmcol file in the location you specified.

It is possible to import smart collections into your other catalogs or share smart collections with other Lightroom users. To do so, you must export the smart collection settings from one Lightroom catalog and then import them into another.



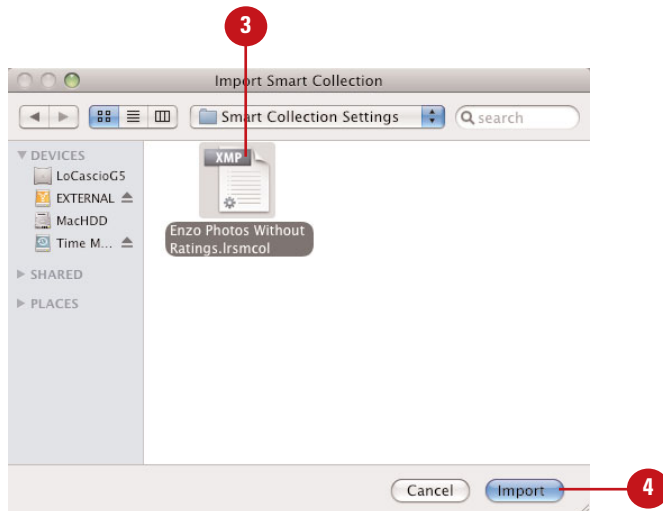
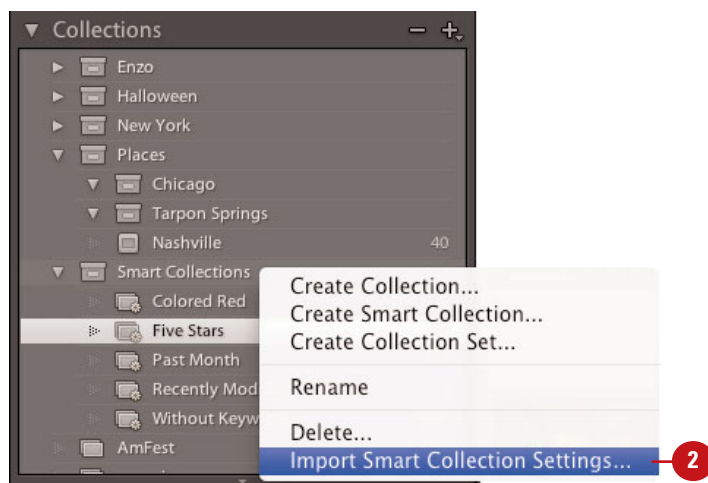
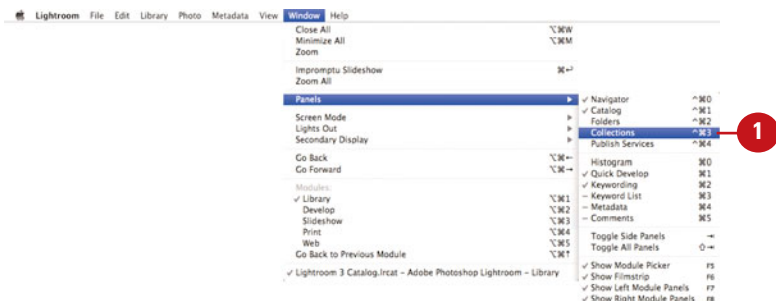
Import a smart collection

- 1 To display the Collections panel, choose **Window > Panels > Collections**.

TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the Collections panel quickly.

- 2 Control-click (Mac) or right-click (Win) the collection set that you would like to import the smart collection into from the Collections panel and choose **Import Smart Collection Settings** from the contextual menu.
- 3 In the Import Smart Collection dialog box that appears, navigate to and select the .lrmcol file.
- 4 Click **Import**.

Lightroom adds the smart collection to the collection set and automatically adds any photos that meet the smart collection criteria.



Using Quick Develop

Introduction

In general, it is best to apply Lightroom develop settings to your images on an individual basis. This can be done by using the controls available in the Develop module. However, it is also possible to apply initial develop settings to multiple selected images at once using the Quick Develop options in the Library module.

It's important to understand that develop settings are never permanent, no matter where or how they are applied. Therefore, you can always open your images individually in the Develop module later and fine-tune any settings applied with Quick Develop.

Note also that any Quick Develop settings that you apply to your images in the Library module are automatically updated in the Develop module. You can also remove the develop settings at any time and return the images back to their original state. This can be done by clicking the Reset All button, which is located at the bottom of the Quick Develop panel.

In this chapter, you learn how to apply saved develop settings to multiple selected images via the Quick Develop Saved Preset drop-down list. You also learn how to use Quick Develop to crop photos and convert them to grayscale. In addition, you learn how to use the controls in the Quick Develop panel to perform white balance adjustments and make tonal corrections.

What You'll Do

Apply Quick Develop Presets

Crop Photos with Quick Develop

Convert Photos to Grayscale with Quick Develop

Apply Preset White Balance Adjustments with Quick Develop

Adjust Color Temperature with Quick Develop

Apply Tint Adjustments with Quick Develop

Apply Quick Develop Auto Tone Adjustments

Adjust Exposure with Quick Develop

Apply Quick Develop Recovery Adjustments

Apply Quick Develop Fill Light Adjustments

Adjust Blacks with Quick Develop

Adjust Brightness with Quick Develop

Adjust Contrast with Quick Develop

Adjust Clarity with Quick Develop

Adjust Vibrance with Quick Develop

Apply Sharpening with Quick Develop

Adjust Saturation with Quick Develop

Applying Quick Develop Presets

Apply saved develop settings to selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

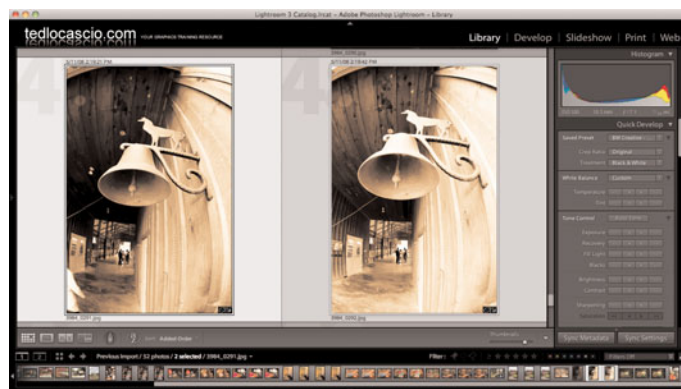
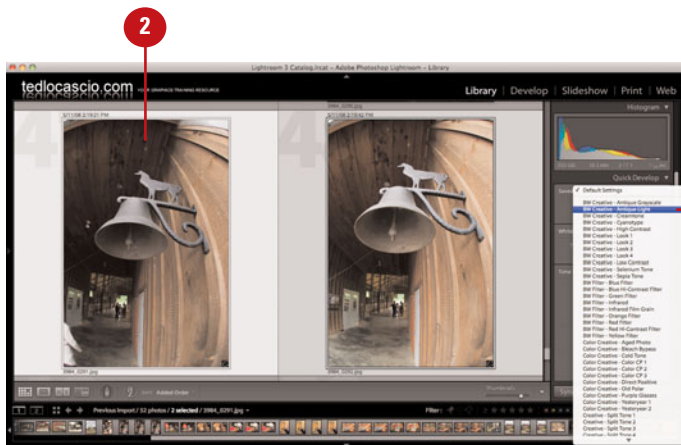
- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply Quick Develop settings.

TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 Choose a Quick Develop preset from the **Saved Preset** drop-down list. The preset options are divided into eight categories: **BW Creative**, **BW Filter**, **Color Creative**, **Creative**, **Edge Effects**, **General**, **Grain**, and **Tone Curve**.

Lightroom applies the Quick Develop settings to all the selected images.

At the top of the Quick Develop panel is a Saved Preset drop-down list, which gives you access to some useful saved develop settings. The presets are grouped into eight categories: BW Creative, BW Filter, Color Creative, Creative, Edge Effects, General, Grain, and Tone Curve. Choose a preset from any of the creative groups to quickly apply a creative effect, such as antique lighting or a sepia tone. Choose a preset from the General category to apply a basic adjustment, such as auto tone correction or grayscale conversion. There are also two Tone Curve presets: one that applies a flat adjustment and one that creates a medium plus contrast.



Lightroom applies the develop settings to the selected photos.

Cropping Photos with Quick Develop

Apply a preset crop ratio to selected photos

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

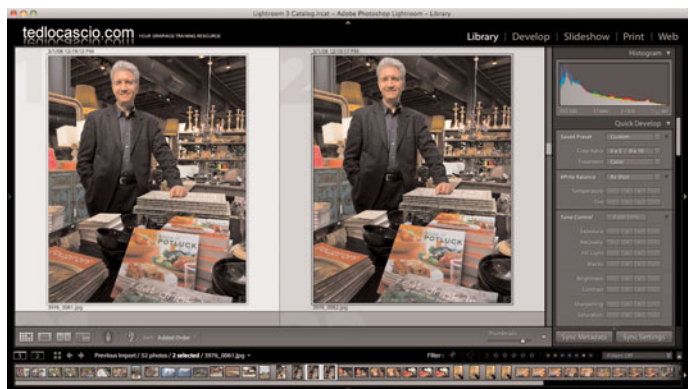
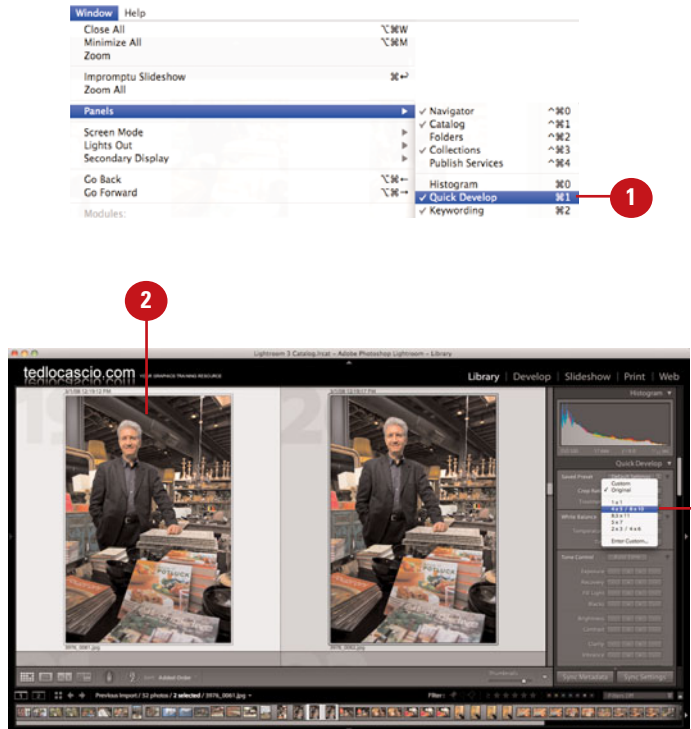
- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply the same crop ratio.

TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the Saved Preset section of the Quick Develop panel, choose a Quick Develop crop ratio setting from the **Crop Ratio** drop-down list. To apply a custom aspect ratio, choose **Enter Custom**. Enter the preferred settings in the Enter Custom Aspect Ratio dialog box and click **OK**.

Lightroom evenly trims the selected photos at either side.

By choosing a setting from the Quick Develop Crop Ratio drop-down list, you can apply the same crop ratio to multiple selected photos at once. The Crop Ratio list includes all the most commonly used print sizes, such as 4"x5", 5"x7", and 8"x10", but you can also choose Custom to apply a specific aspect ratio to the crop. Note that the Quick Develop crop ratio commands will allow you to trim only the selected photos evenly.



Lightroom applies the crop ratio evenly to the selected photos.

Converting Photos to Grayscale with Quick Develop

Convert color images to grayscale using Quick Develop

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images that you would like to convert to grayscale.

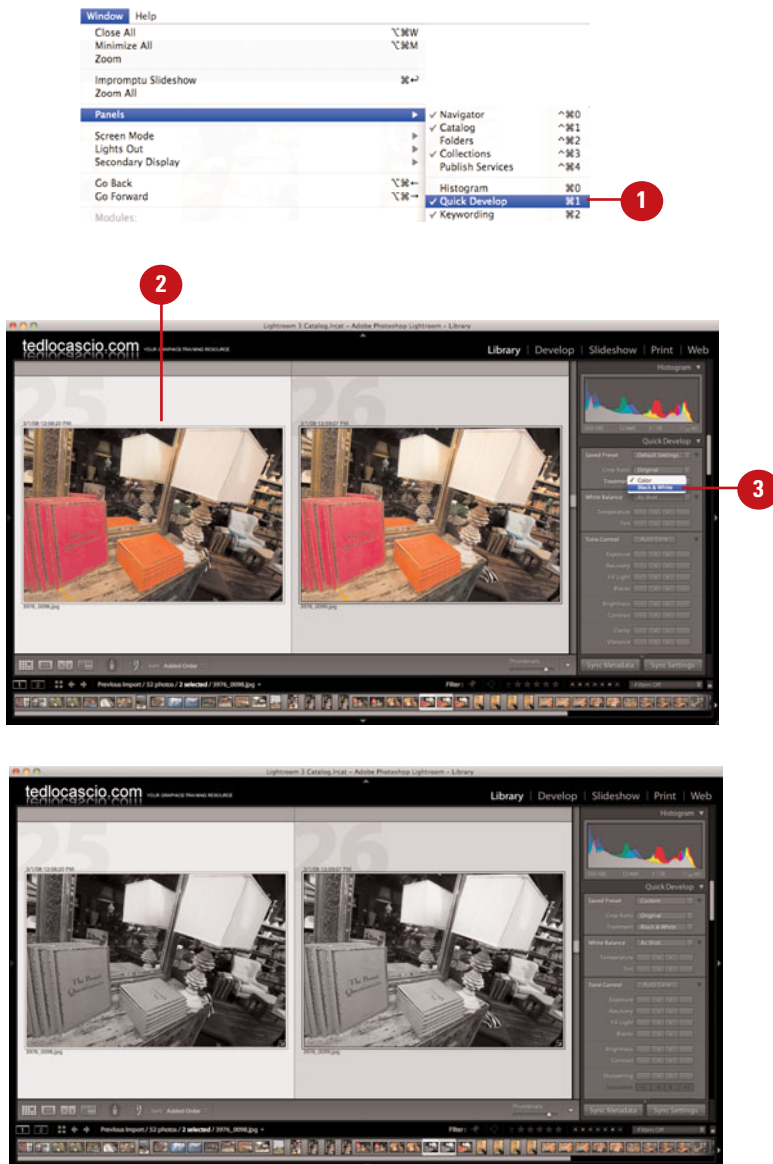
TIMESAVER Shift+click to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 Choose **Black & White** from the **Treatment** drop-down list.

TIMESAVER Press **V** to convert the selected images to black and white quickly.

Lightroom converts the selected images to black and white.

By choosing **Black & White** from the Quick Develop Panel Treatment drop-down list, you can desaturate any color images that you currently have selected and make them black and white. Keep in mind that when you do this, Lightroom does not actually convert the images to Grayscale mode. You can revert the images back to full-color mode at any time by choosing **Color** from the Treatment list.



Lightroom desaturates the selected photos.

Applying Preset White Balance Adjustments with Quick Develop

Apply white balance presets with Quick Develop

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1 (Mac)** or **Ctrl+1 (Win)** to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a white balance adjustment.

TIMESAVER Shift+click to select multiple adjacent photos; **Cmd+click (Mac)** or **Ctrl+click (Win)** to select multiple non-adjacent photos.

- 3 Choose a white balance setting from the **White Balance** drop-down list. For JPEGs, TIFFs, and PSDs, the only available white balance preset option, other than **As Shot** or **Custom**, is **Auto**. For DNG and proprietary raw files, there are many more presets, including **Auto**, **Daylight**, **Cloudy**, **Shade**, **Tungsten**, **Fluorescent**, and **Flash**.

Lightroom applies the white balance preset to all the selected images.

Whenever you take photos with the white balance set incorrectly on your camera, the images usually contain an undesirable color cast (a predominant color in the overall image). To correct this, you can choose a white balance preset from the Quick Develop panel. For JPEGs, TIFFs, and PSDs, the only available white balance preset options are As Shot (the original camera setting), Auto, or Custom (manual adjustments made with the Quick Develop Temperature and Tint controls). For DNG and proprietary raw files, there are many more presets, including Auto, Daylight, Cloudy, Shade, Tungsten, Fluorescent, and Flash.



Lightroom applies the white balance settings to the selected photos.

Adjusting Color Temperature with Quick Develop

Make your images appear warmer or cooler

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a color temperature adjustment.

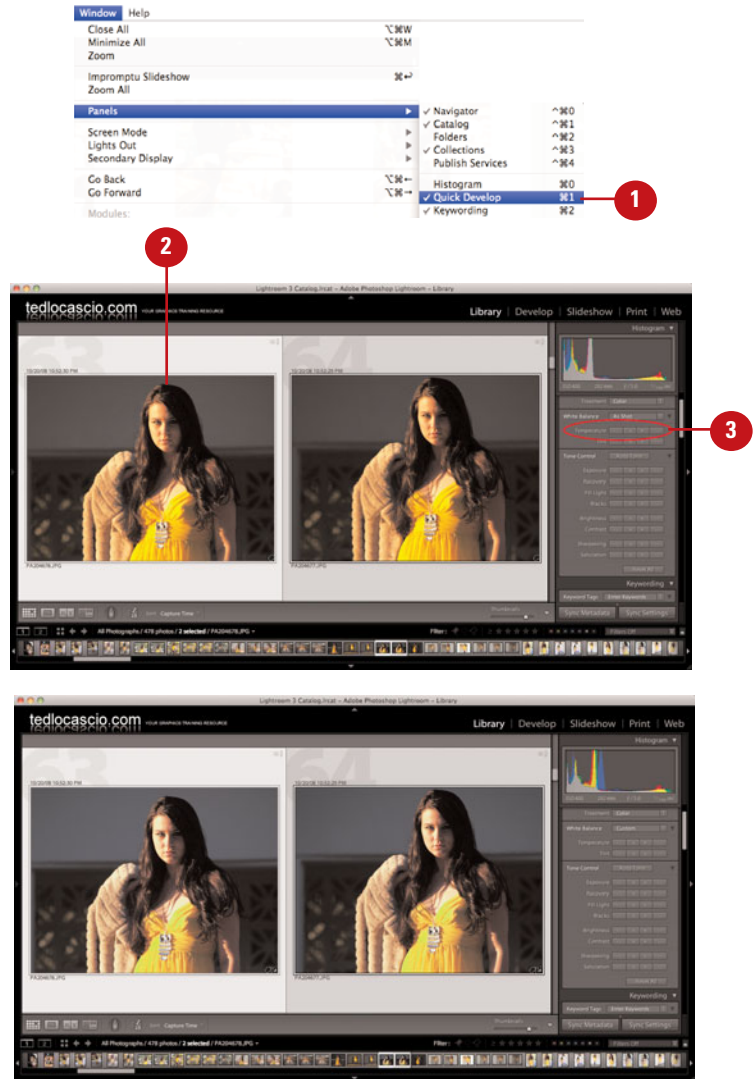
TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 In the White Balance section of the Quick Develop panel, click the **Temperature** arrows on the right to make the image appear warmer. Click the arrows on the left to make the image appear cooler.

IMPORTANT By clicking the single arrow buttons, you can apply smaller shifts in color. Clicking the double arrow buttons produces a more pronounced adjustment.

Lightroom applies the color temperature adjustment to all the selected images.

In most instances, the Auto White Balance feature does a good job of correcting images that contain an undesirable color cast. However, if you'd like hands-on control when applying a white balance adjustment, you can do so manually by clicking the Temperature arrows. Clicking the arrows on the right makes the image appear warmer; clicking the arrows on the left makes it appear cooler. Keep in mind that you can also use these temperature controls to create a desirable color cast. For example, applying a slight blue color cast to a snowy winter image can add to the visual impact of the photo.



Lightroom applies the cooler temperature settings to the selected photos.

Applying Tint Adjustments with Quick Develop

Use the Tint arrows to offset color temperature adjustments

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a tint adjustment.

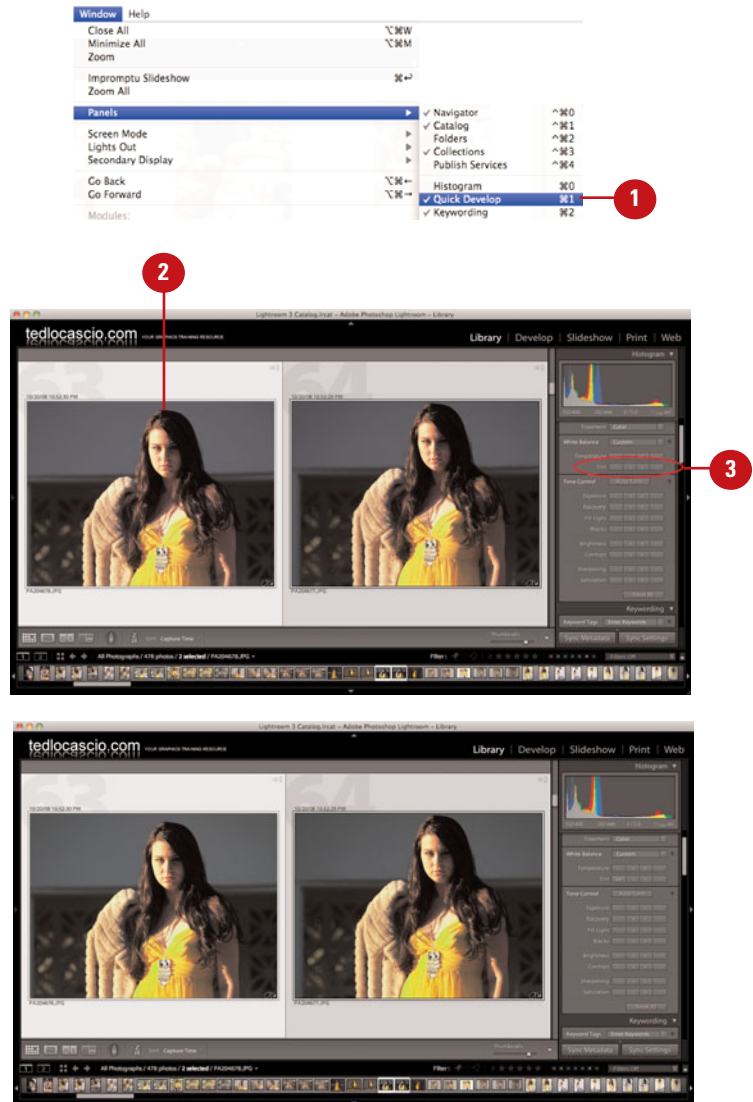
TIMESAVER Shift+click to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the White Balance section of the Quick Develop panel, click the **Tint** arrows on the right to apply a magenta tint. Click the arrows on the left to apply a green tint.

IMPORTANT By clicking the single arrow buttons, you can apply smaller shifts in color. Clicking the double arrow buttons produces a more pronounced adjustment.

Lightroom applies the tint adjustment to all the selected images.

You can use the Tint controls in Quick Develop to slightly offset any drastic color temperature adjustments you may have applied to your images. For example, a severe yellow color cast was removed from the images below by clicking the far-left Temperature arrow button. After making this adjustment, the images looked much better, but the shadow areas contained too much magenta. By clicking the single arrow tint button on the left, a slight green tint was applied, adding back some of the warmth to the image.



Lightroom applies the green tint settings to the selected photos.

Applying Quick Develop Auto Tone Adjustments

Apply auto tone adjustments to selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

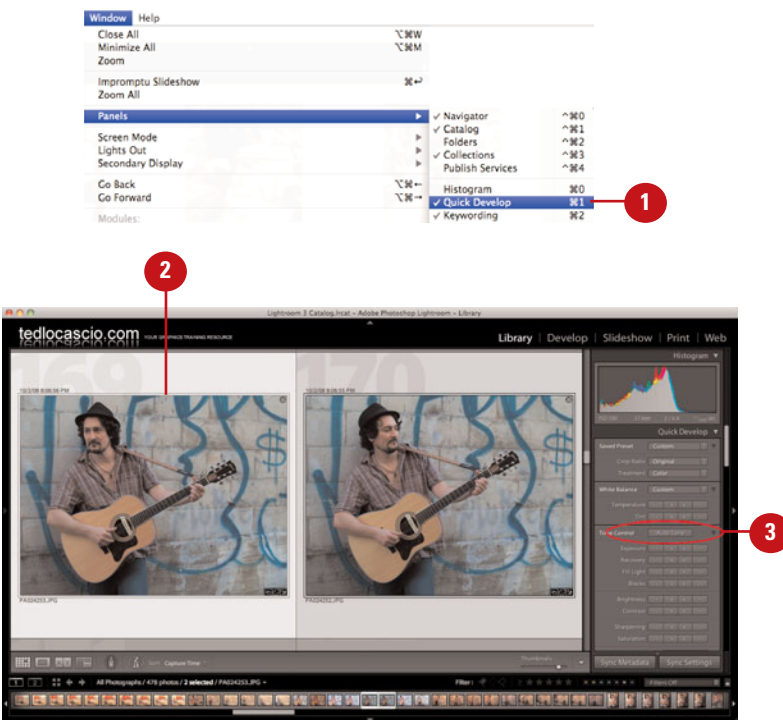
- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply an auto tone adjustment.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 Click the **Auto Tone** button in the Tone Control section of the Quick Develop panel.

Lightroom applies the Auto Tone adjustment to all the selected images.

By clicking the Auto Tone button in the Tone Control portion of the Quick Develop panel, you can apply an automatic correction to all the following develop settings: Exposure, Recovery, Blacks, Brightness, and Contrast. As it is with most auto adjustments, Auto Tone may not always give you the results you want. Although the Auto Tone logic in Lightroom 3 is greatly improved, you can't always expect to get a flawless correction from it. More often than not, Auto Tone is a good starting point for making further Quick Develop edits.



Lightroom applies the Auto Tone adjustment to the selected photos.

Adjusting Exposure with Quick Develop

Increase or decrease the overall brightness in an image

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply an Exposure adjustment.

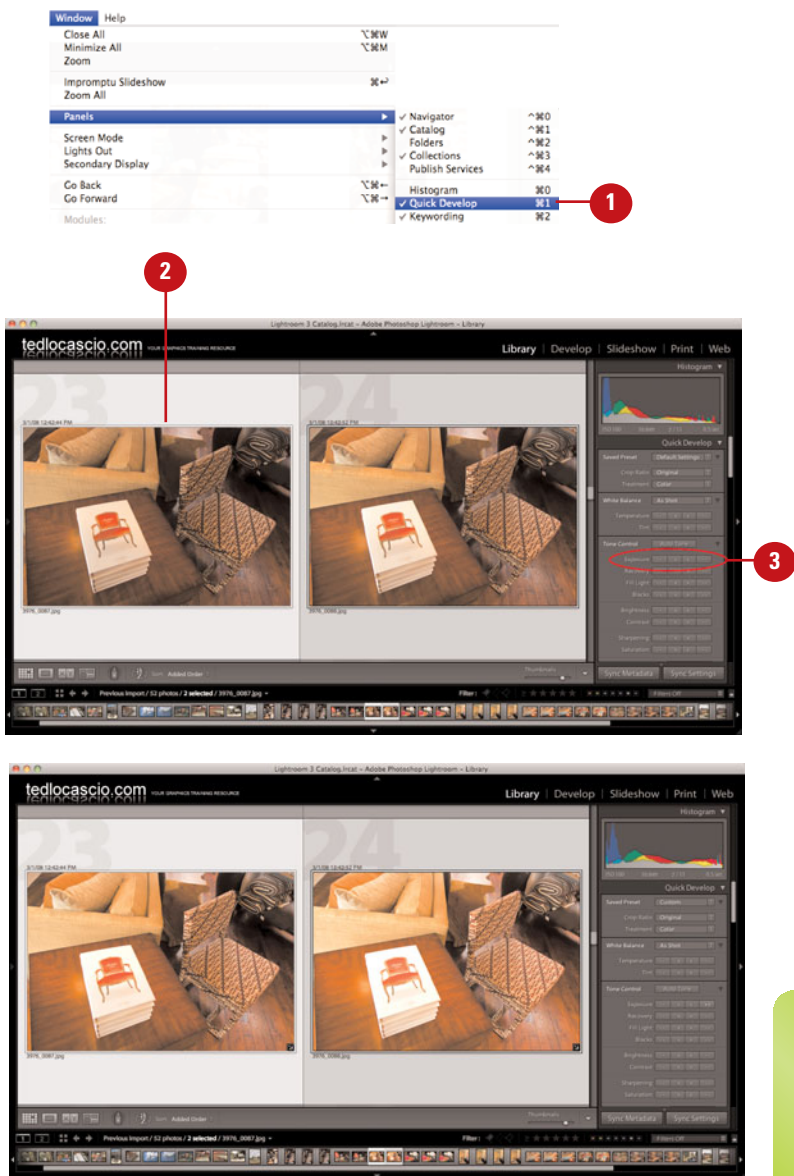
TIMESAVER Shift+click to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Exposure** arrows on the right to increase the Exposure setting. Click the arrows on the left to decrease the Exposure setting.

IMPORTANT By clicking the single arrow buttons, you can increase or decrease the exposure by 1/3 stop. Clicking the double arrow buttons increases or decreases the exposure by 1 stop.

Lightroom applies the Exposure adjustment to all the selected images.

The Exposure control is the best place to start when applying manual tonal adjustments with Quick Develop. This is because the Exposure setting determines the clipping point (where detail starts to get lost) in the highlight areas of an image. By clicking the Exposure arrows on the right, you can increase the overall brightness in the image; by clicking the buttons on the left, you can decrease it.



Lightroom applies the Exposure adjustment to the selected photos.

Applying Quick Develop Recovery Adjustments

Recover detail in the highlight areas of an image

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Recovery adjustment.

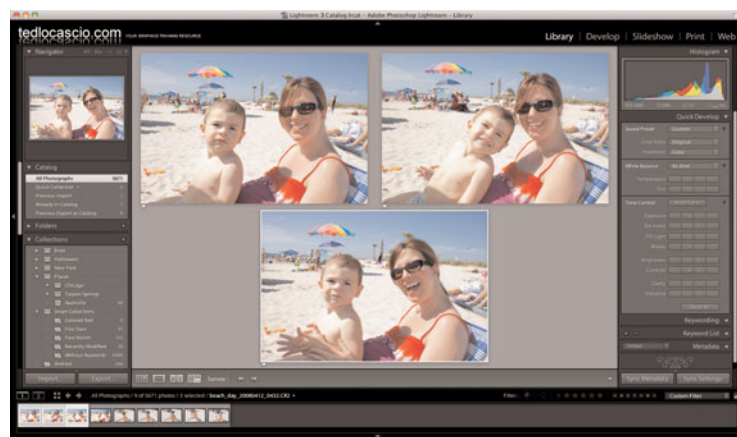
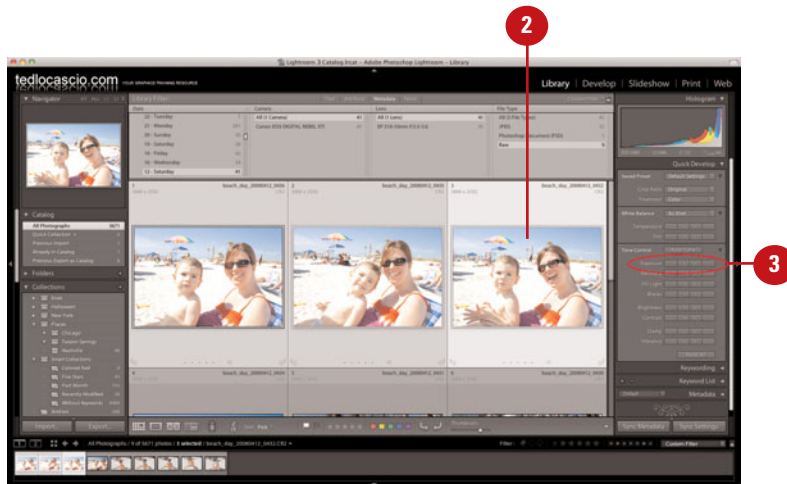
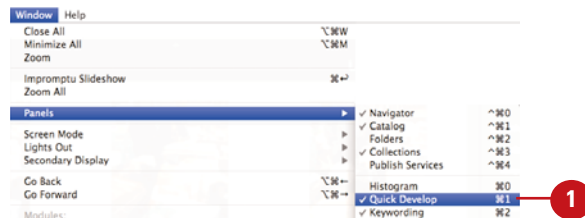
TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Recovery** arrows on the right to increase the adjustment and reveal highlight detail. Click the arrows on the left to decrease Recovery.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Recovery adjustment to all the selected images.

The Recovery controls in Lightroom are the same as working with the Highlights slider in Photoshop's Shadows/Highlights dialog box. By applying a Quick Develop Recovery adjustment, you can restore detail in the overexposed highlight areas of your images. You can also use Recovery to help offset a severe Exposure adjustment and bring back some of the detail that may have gotten lost in the brightest highlight areas.



Lightroom applies the Recovery adjustment to the selected photos.

Applying Quick Develop Fill Light Adjustments

Recover detail in the shadow areas of an image

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Fill Light adjustment.

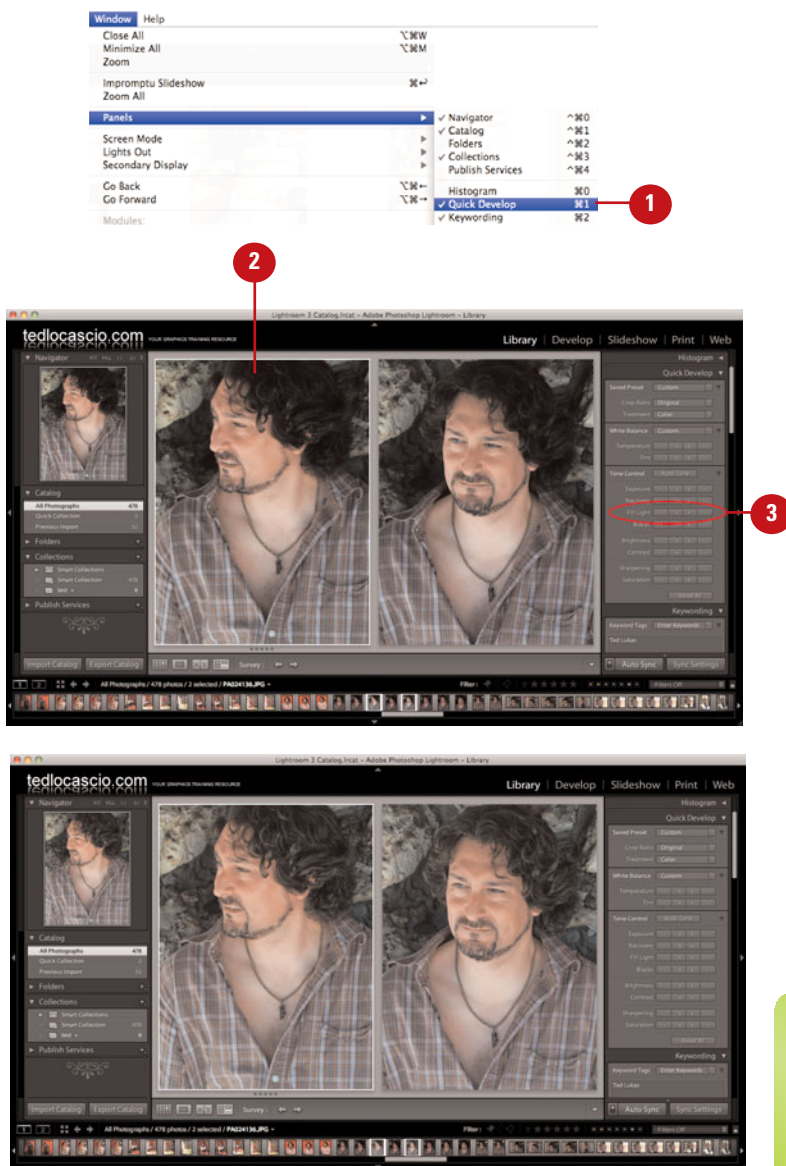
TIMESAVER Shift+click to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Fill Light** arrows on the right to increase the adjustment and reveal shadow detail. Click the arrows on the left to decrease the Fill Light adjustment.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift. Click the double arrow buttons to produce a 15-unit shift.

Lightroom applies the Recovery adjustment to all the selected images.

The Fill Light controls in Lightroom are the same as working with the Shadows slider in Photoshop's Shadows/Highlights dialog box. By applying a Quick Develop Fill Light adjustment, you can restore detail in the underexposed shadow areas of your images. Fill Light adjustments are great for correcting images that were shot with the light source positioned behind the subject, which results in the forefront objects being engulfed in shadow.



Lightroom applies the Fill Light adjustment to the selected photos.

Adjusting Blacks with Quick Develop

Control shadow clipping for multiple selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Blacks adjustment.

TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Blacks** arrows on the right to increase the amount of shadow detail that gets clipped. Click the arrows on the left to decrease black clipping.

IMPORTANT Click the single arrow buttons to apply a 1-unit shift. Click the double arrow buttons to produce a 5-unit shift.

Lightroom applies the Blacks adjustment to all the selected images.

The Blacks adjustment in the Quick Develop panel enables you to control how much detail gets clipped in the shadow areas of your images. For certain images, such as portraits taken in front of a dark backdrop, you may not want a lot of visible detail lurking in the shadow areas. In these instances, you can apply a Blacks adjustment to expand the black clipping point and hide the unwanted shadow detail.



Lightroom applies the Blacks adjustment to the selected photos.

Adjusting Brightness with Quick Develop

Increase or decrease brightness for multiple selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Brightness adjustment.

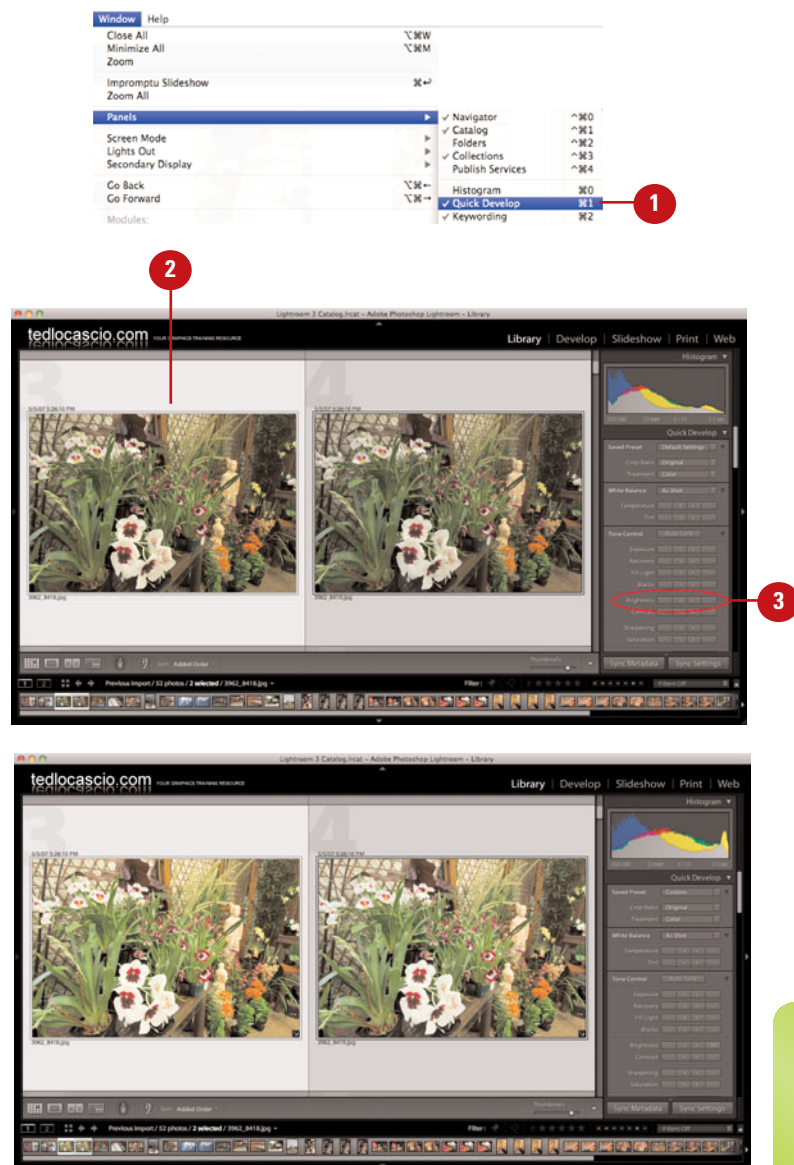
TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Brightness** arrows on the right to increase brightness. Click the arrows on the left to decrease it.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift in brightness. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Brightness adjustment to all the selected images.

The Brightness adjustment in the Quick Develop panel is similar to Exposure in that it enables you to adjust the overall brightness of your images. The difference is that Exposure is a linear adjustment that affects the entire histogram, whereas Brightness adjusts the midpoint after fixing the brightest highlights and blacks. It is best to use Exposure first to set the highlight clipping point and then use Brightness to lighten your images.



Lightroom applies the Brightness adjustment to the selected photos.

Adjusting Contrast with Quick Develop

Increase or decrease contrast for multiple selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Contrast adjustment.

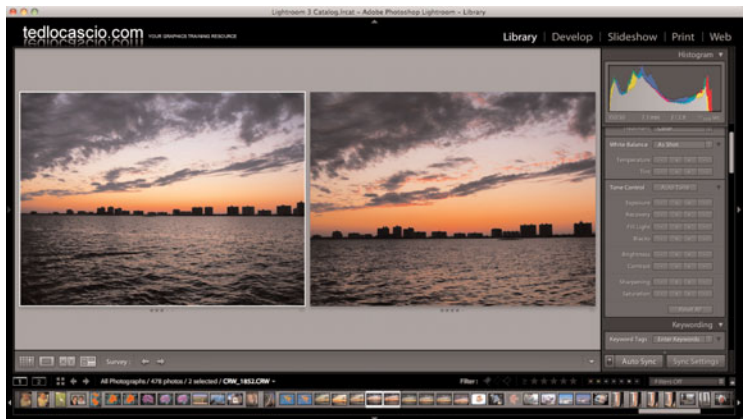
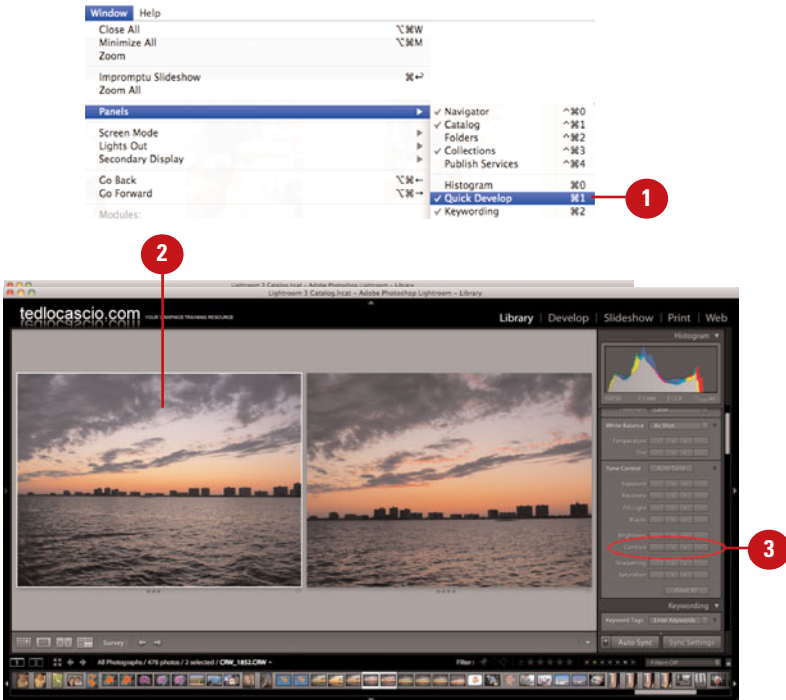
TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Contrast** arrows on the right to increase contrast. Click the arrows on the left to decrease it.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift in contrast. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Contrast adjustment to all the selected images.

The Quick Develop Contrast arrows enable you to determine the degree of difference between darks and lights in your images. By increasing contrast, you can greatly enhance the edge detail and overall color in your photographs. Flat, lifeless images that contain a predominant amount of midtones (as evidenced by a large hump in the middle of the histogram) can benefit greatly from a strong contrast adjustment.



Lightroom applies the Contrast adjustment to the selected photos.

Adjusting Clarity with Quick Develop

Increase or decrease clarity for multiple selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Clarity adjustment.

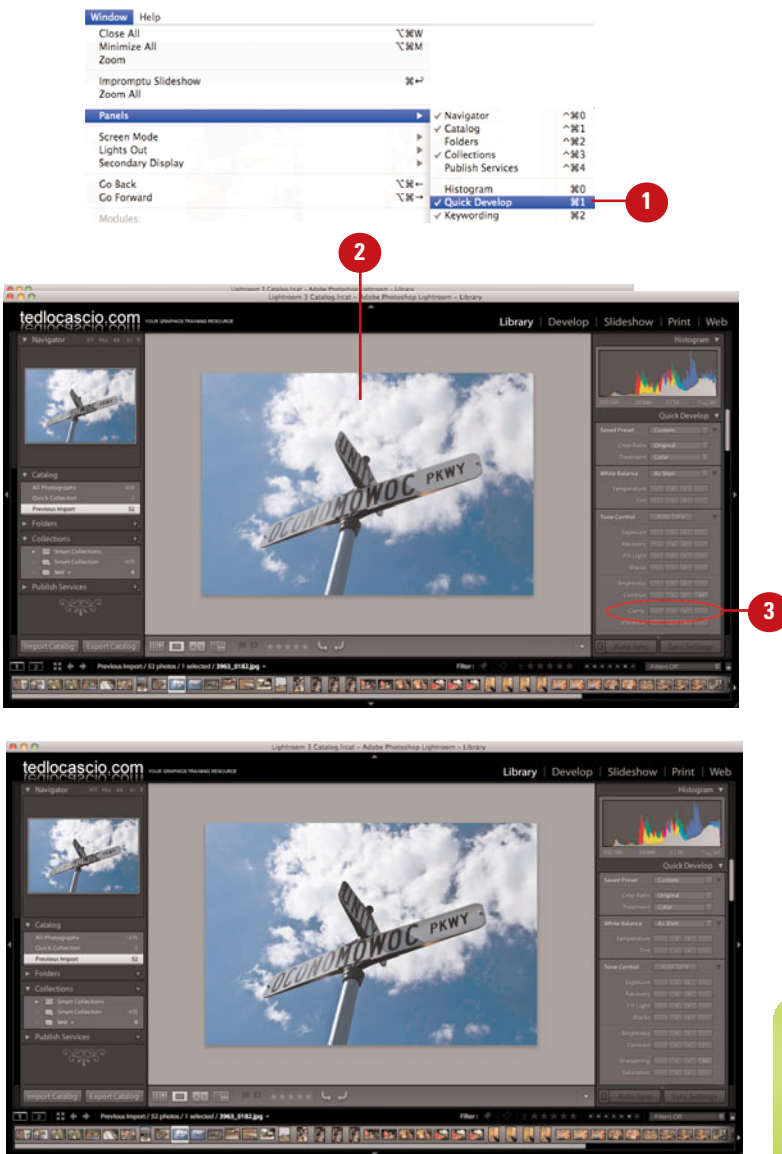
TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Clarity** arrows on the right to increase midtone contrast and allow the midtone areas to stand out more. Click the arrows on the left to decrease clarity.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift in clarity. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Clarity adjustment to all the selected images.

The Quick Develop Clarity arrows enable you to apply a different type of contrast adjustment to your images. With Clarity, you can make your pictures appear clearer rather than sharper. This is done by increasing contrast in just the midtone areas of your photographs. The effect can be subtle depending on the amount of midtone areas in your photograph, but in general, most digital images can benefit from a slight Clarity adjustment.



Lightroom applies the Clarity adjustment to the selected photos.

Adjusting Vibrance with Quick Develop

Adjust color vibrance for multiple selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Vibrance adjustment.

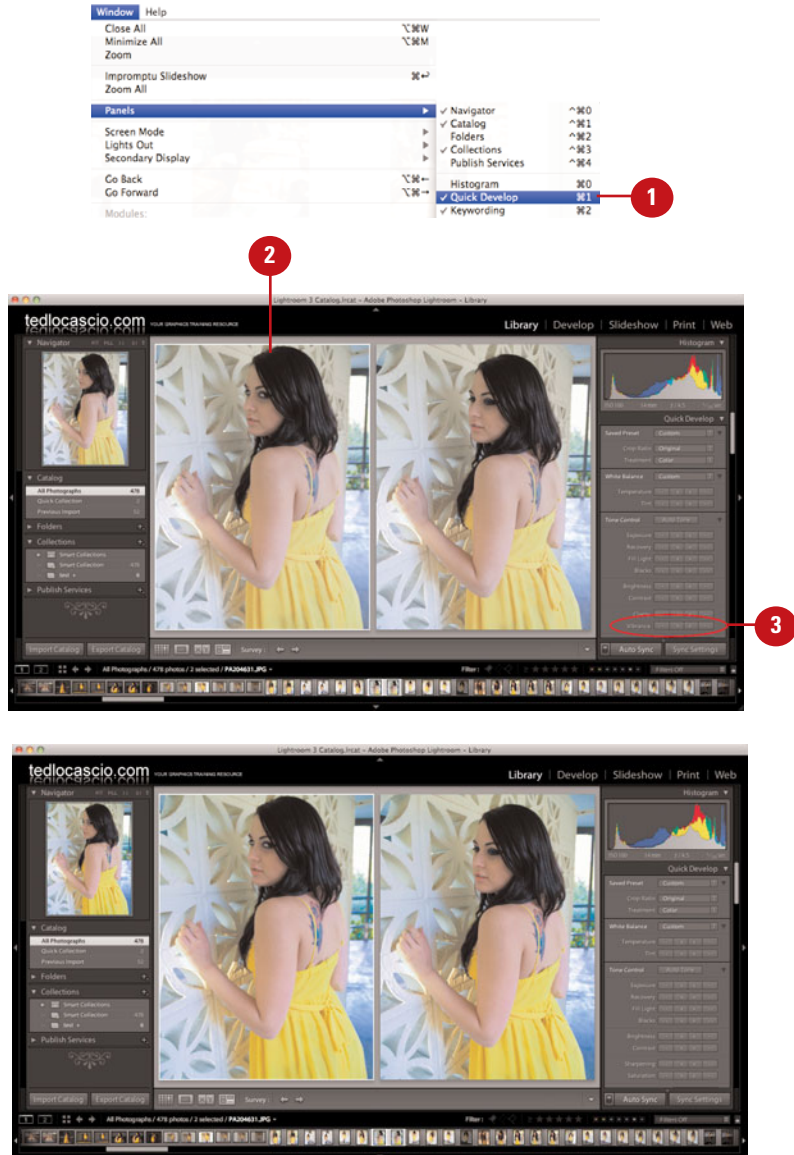
TIMESAVER Shift+click to select multiple adjacent photos; **Cmd+click** (Mac) or **Ctrl+click** (Win) to select multiple non-adjacent photos.

- 3 In the Tone Control section of the Quick Develop panel, click the **Vibrance** arrows on the right to increase vividness of dull colors in the selected images. Click the arrows on the left to decrease vibrance.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift in vibrance. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Vibrance adjustment to all the selected images.

Working with the Vibrance arrows in Quick Develop is similar to working with the Saturation slider in the Develop module. Both controls enable you to make colors appear more vivid. However, Vibrance, unlike Saturation, applies a nonlinear adjustment. Therefore, you can make dull colors appear more vivid without oversaturating the colors that already appear vivid in your photos.



Lightroom applies the Vibrance adjustment to the selected photos.

Applying Sharpening with Quick Develop

Apply sharpening to multiple selected images at once

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1 (Mac)** or **Ctrl+1 (Win)** to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply sharpening.

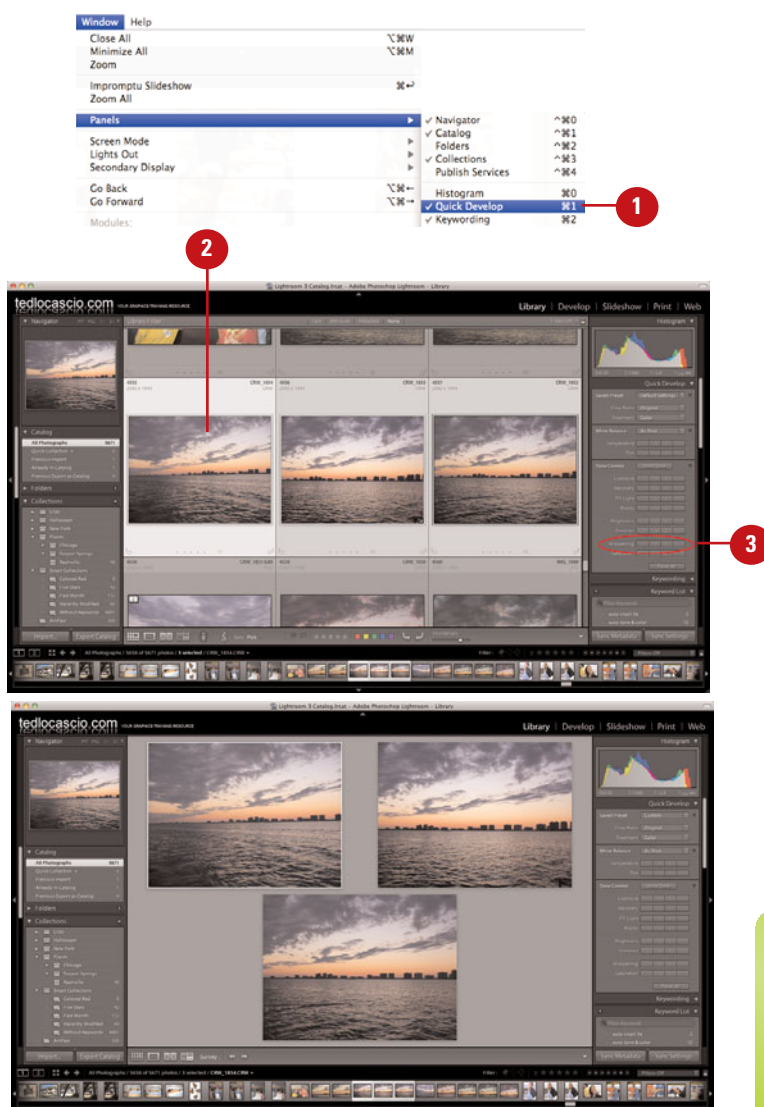
TIMESAVER **Shift+click** to select multiple adjacent photos; **Cmd+click (Mac)** or **Ctrl+click (Win)** to select multiple non-adjacent photos.

- 3 Hold down **Option (Mac)** or **Alt (Win)** to convert **Clarity** into **Sharpening**. With **Option (Mac)** or **Alt (Win)** held down, click the **Sharpening** arrows on the right to increase sharpening. Click the arrows on the left to decrease sharpening.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift in sharpening. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Sharpening adjustment to all the selected images.

By holding down Option (Mac) or Alt (Win), you can convert the Quick Develop Clarity control into sharpening. Working with the Sharpening arrows in Quick Develop is the equivalent of working with the Sharpening Amount slider in the Develop module. Although it is best to apply sharpening to images individually in the Develop module while viewing them at a 1:1 ratio (100%), you can apply an initial Sharpening adjustment to your photos using Quick Develop, and then fine-tune them later. Quick Develop Sharpening does not give you access to the additional Sharpening sliders available in the Develop module.



Lightroom applies the Sharpening adjustment to the selected photos.

Adjusting Saturation with Quick Develop

Adjust color saturation for multiple selected images

- 1 To display the Quick Develop panel, choose **Window > Panels > Quick Develop**.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Quick Develop panel.

- 2 From the Library Grid or Filmstrip, select the images to which you would like to apply a Saturation adjustment.

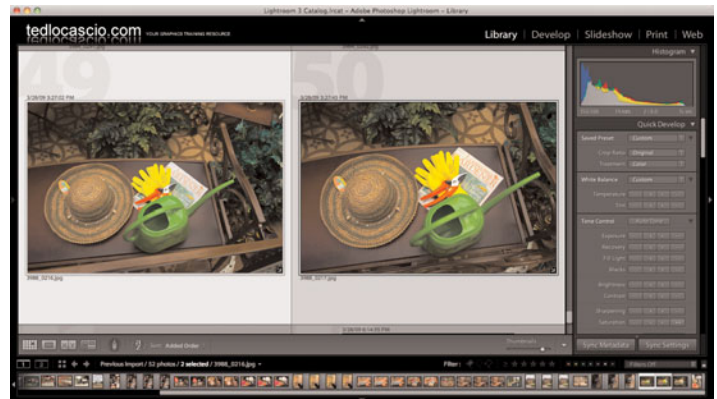
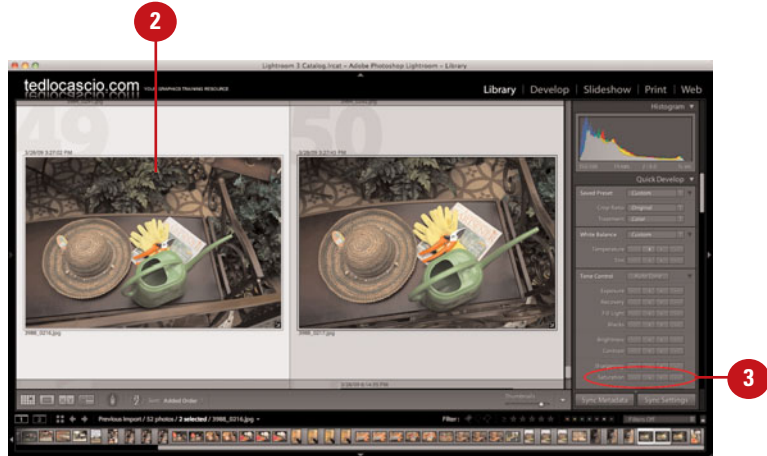
TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 3 Hold down **Option** (Mac) or **Alt** (Win) to convert the **Vibrance** control into a **Saturation** control. With **Option** (Mac) or **Alt** (Win) held down, click the **Saturation** arrows on the right to increase color saturation. Click the arrows on the left to decrease saturation.

IMPORTANT Click the single arrow buttons to apply a 5-unit shift in saturation. Click the double arrow buttons to produce a 20-unit shift.

Lightroom applies the Saturation adjustment to all the selected images.

By holding down Option (Mac) or Alt (Win), you can convert the Quick Develop Vibrance control into a Saturation adjustment. Working with the Saturation arrows in Quick Develop is similar to working with the Saturation slider in the Develop module. Saturation is similar to Vibrance in that you can use it to make colors appear more vivid in your images. However, unlike Vibrance, the Saturation arrows apply a linear adjustment, which can oversaturate colors that already appear saturated.



Lightroom applies the Saturation adjustment to the selected photos.

Adjusting Images in the Develop Module

Introduction

The image-processing engine in Lightroom is incredibly powerful. It enables you to apply and edit multiple image adjustments in the Develop module without harming any pixels. This is because the adjustments are applied only when you export the photo as a rendered file, such as a TIFF or JPEG.

In the Develop module, you can crop an image, rotate it, correct its white balance, apply tonal and color enhancements, and apply various other adjustments without harming the original photo. Every adjustment you apply in the Develop module can be edited or removed at any time, and your images can always be restored to their original, “as shot” state.

In this chapter, you learn how to open an image in the Develop module and apply various develop setting adjustments. You also learn how to compare before and after views of the image in the Content area.

This chapter teaches you how to crop images, and how to apply white balance corrections and tonal adjustments. You also learn how to enhance colors in your images by adjusting the Saturation, Vibrance, and HSL sliders. The last section explains how to remove color fringes, which are the result of chromatic aberration, and how to remove dark corners caused by lens vignetting.

7

What You'll Do

Open an Image in the Develop Module

Compare Before and After Views

Crop an Image

Apply a Rotated Crop

Apply White Balance Corrections

Apply Auto Tone Adjustments

Set the Highlight Clipping Point

Set the Shadow Clipping Point

Correct an Overexposed Image

Correct an Underexposed Image

Enhance Color with Saturation

Enhance Color with Vibrance

Adjust Midtone Contrast with Clarity

Apply Tone Curve Adjustments

Enhance Color with HSL Adjustments

Correct Chromatic Aberration

Remove Vignettes

Create Vignettes

Add Film Grain

Opening an Image in the Develop Module

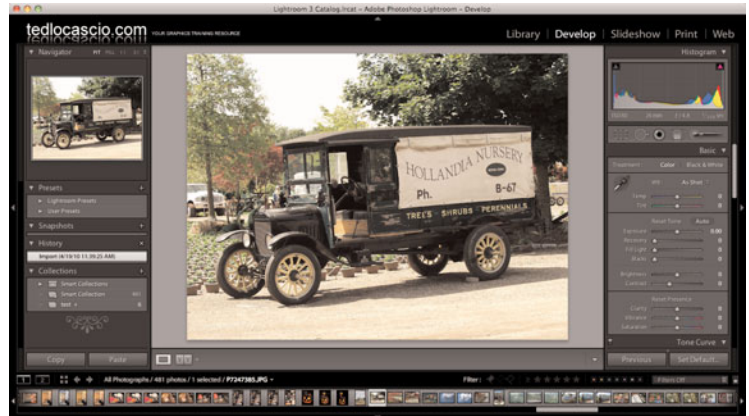
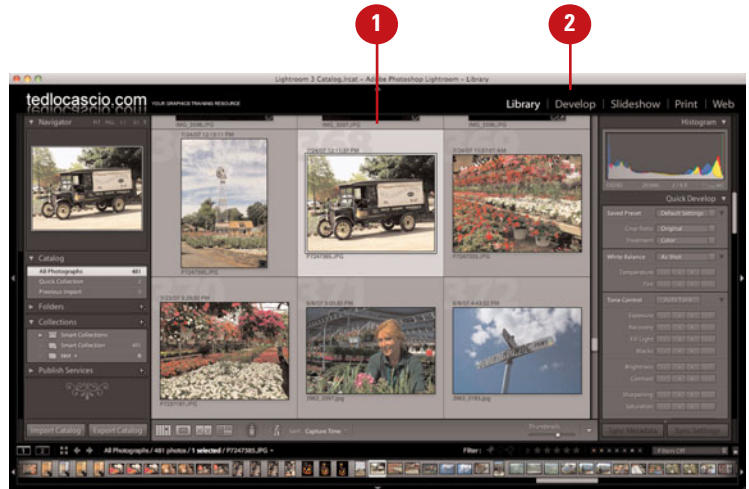
Open your primary image selection in the Develop module

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply develop settings to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

Lightroom enables you to work only with a single image at a time in the Develop module. Therefore, you must first select the image that you would like to work with from the Library module Grid and then open the image in the Develop module workspace. You can also select the image from the Filmstrip, which is always accessible in every Lightroom module. Note that when multiple photos are selected from the Grid or Filmstrip, Lightroom opens the primary selected photo in the Develop module.



Lightroom displays the photo in the Content area of the Develop module.

Comparing Before and After Views

Display before and after views side-by-side in the Content area

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply develop settings to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

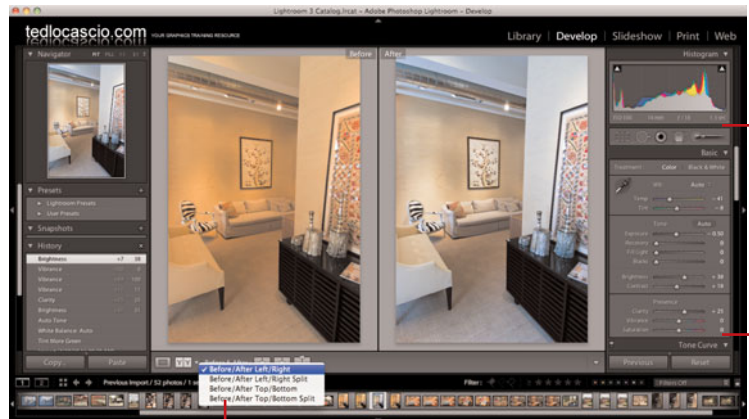
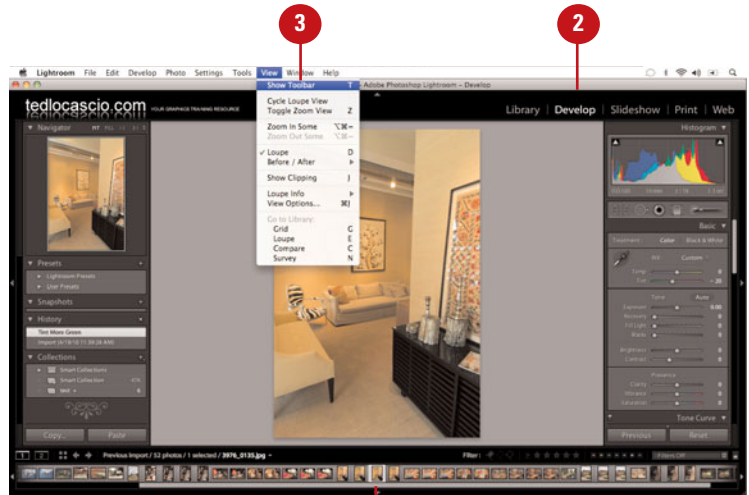
- 3 Choose **Show Toolbar** from the **View** menu.

TIMESAVER Press **T** to show or hide the **Toolbar** quickly.

- 4 Choose **View > Before/After** and choose from one of the following options: **Left/Right**, **Top/Bottom**, **Before Only**, and **Split Screen**. You can also cycle through the Before/After view options by clicking the **Before/After** button in the **Toolbar**, or choose an option from the **Toolbar** drop-down list.
- 5 Apply any necessary develop settings to the image, as described in the various sections of this chapter.

Lightroom displays the before and after views in the Content area.

You can compare before and after versions of an image as you work with it in the Develop module. Doing so enables you to weigh the effect of the develop settings on the original state of the image as you apply them. One quick way to compare before and after states is to press the backslash key (\). You can also view the states side-by-side in the Content area. Press the **Y** key to toggle standard Left/Right view mode, and press **Option+Y** (Mac) or **Alt+Y** (Win) to toggle standard Top/Bottom view mode. Press **Shift+Y** to display a split-screen version of either mode.



Cropping an Image

Use Crop Overlay mode

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to crop.
- 2 Choose **View > Crop**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Crop**.

TIMESAVER Press **R** to apply the Crop command.

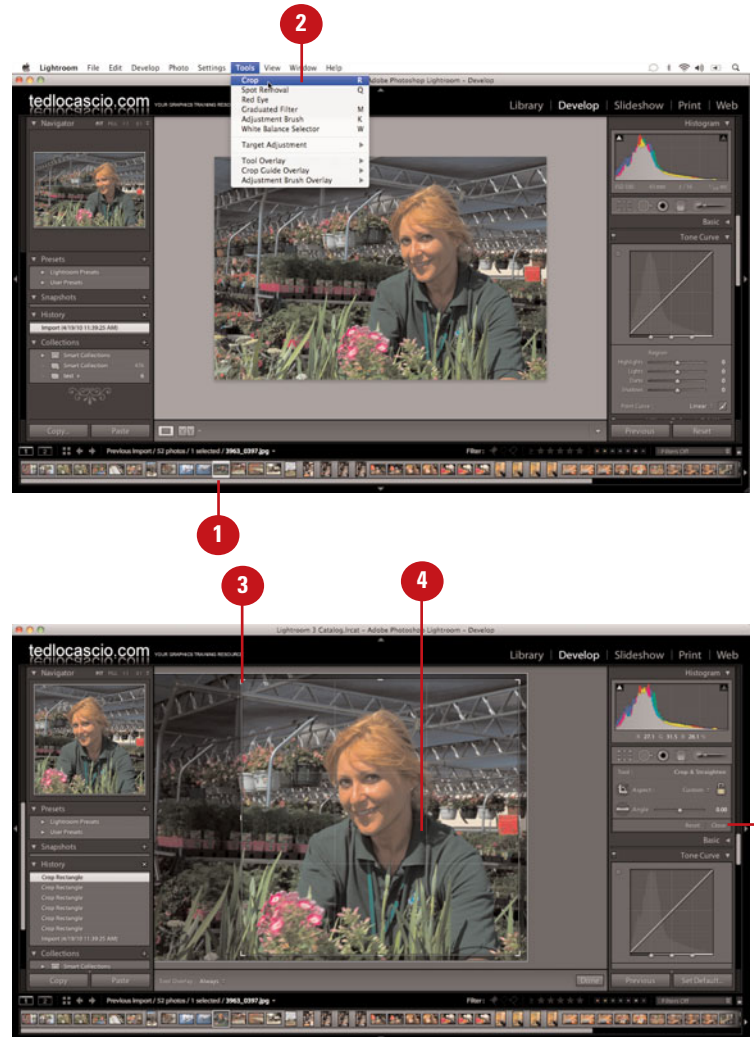
Lightroom displays the Tools panel in the interface and automatically selects the **Crop Overlay** button. A Crop Overlay bounding box also appears over the photo.

- 3 To adjust the crop edges, click and drag any corner or side bounding box handle. All adjustments are made relative to the center of the crop. The areas outside the crop bounding box appear shaded.
- 4 Click and drag the cursor inside the bounding box to reposition the image relative to the crop.
- 5 Click the **Close** button in the Tools panel to apply the crop.

Did You Know?

You can reset the Crop Overlay bounding box at any time. To do so, click the Reset button in the Tools panel.

Lightroom enables you to select an image from the Library module Grid or the Filmstrip and open it directly in Crop Overlay mode in the Develop module. You can also enter Crop Overlay mode from the Develop module by clicking the Crop Overlay button in the Tools panel. The Tools panel also enables you to apply a crop ratio preset, or perform a freeform crop using the Crop Frame tool.



Use the Crop Frame tool

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to crop.

- 2 Choose **View > Crop**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Crop**.

TIMESAVER Press **R** to apply the Crop command.

Lightroom displays the Tools panel in the interface and automatically selects the **Crop Overlay** button. A Crop Overlay bounding box also appears over the photo.

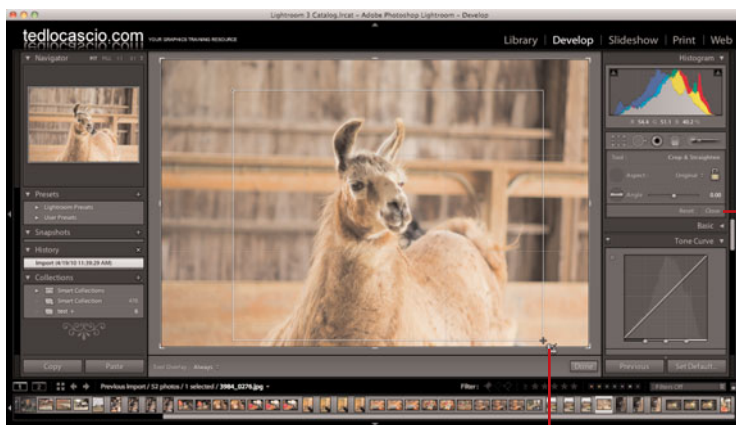
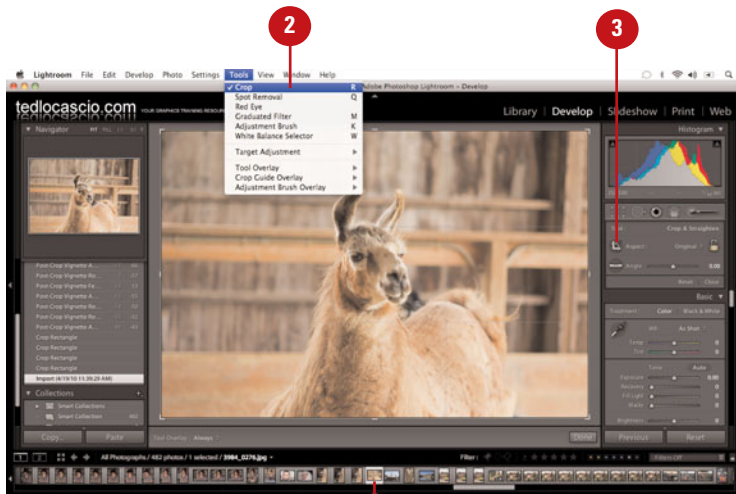
- 3 To access the Crop Frame tool, click the **Crop Frame** tool icon in the Tools panel.
- 4 To create a freeform crop, click and drag over the image with the Crop Frame tool.

The Crop Frame tool returns to the Tools panel as soon as you finish defining the crop.

- 5 Click the **Close** button in the Tools panel to apply the crop.

Did You Know?

You can choose from six different Crop Guide Overlay categories. To do so, choose one from the Tools > Crop Guide Overlay submenu. Options include Grid, Thirds, Diagonal, Triangle, Golden Ratio, and Golden Spiral. Press **O** to cycle through the Crop Guide Overlays. Press **Shift+O** to cycle through the Triangle, Golden Ratio, and Golden Spiral orientations.



Apply a preset crop ratio

1 From the Library module Grid or the Filmstrip, select the photo that you would like to crop.

2 Choose **View > Crop**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Crop**.

TIMESAVER Press **R** to apply the **Crop** command.

Lightroom displays the Tools panel in the interface and automatically selects the **Crop Overlay** button. A Crop Overlay bounding box also appears over the photo.

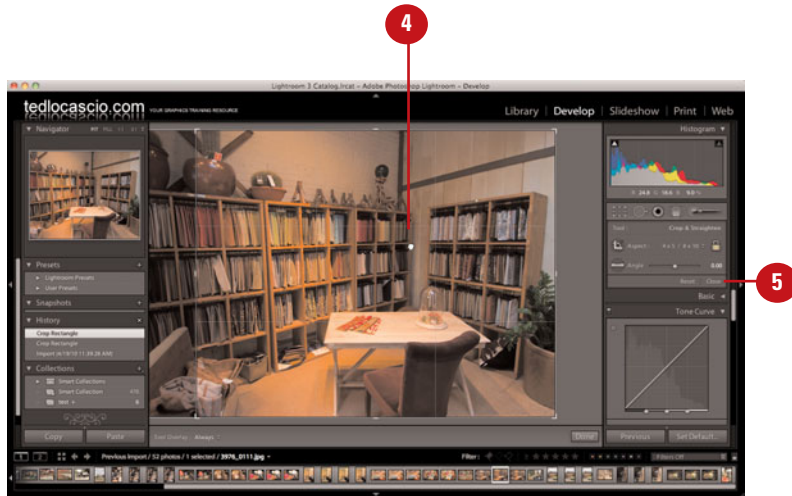
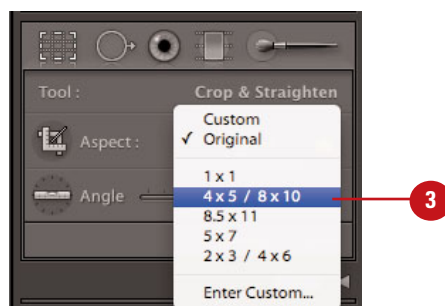
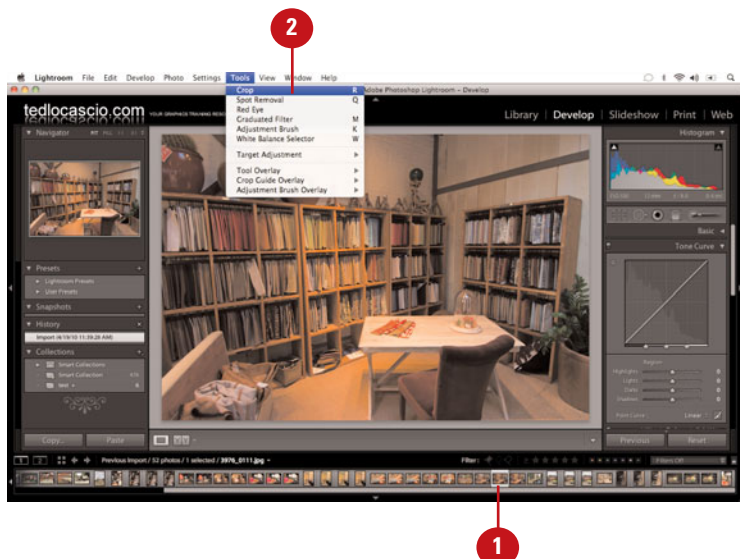
3 Choose a Quick Develop crop ratio setting from the **Crop Ratio** drop-down list in the Tools panel. To apply a custom aspect ratio, choose **Enter Custom**. Enter the preferred settings in the Enter Custom Aspect Ratio dialog box and click **OK**.

4 If necessary, click and drag the cursor inside the bounding box to reposition the image relative to the crop.

5 Click the **Close** button in the Tools panel to apply the crop.

Did You Know?

You can constrain the aspect ratio as you crop an image. To do so, click the **Constrain Aspect Ratio** button (the lock icon) in the Tools panel. With this option enabled, the current aspect ratio is preserved as you crop the image. If no crop settings have been applied yet, the aspect ratio is locked to the current image proportions.



Applying a Rotated Crop

Apply a rotated crop in Crop Overlay mode

1 From the Library module Grid or the Filmstrip, select the photo that you would like to crop.

2 Choose **View > Crop**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Crop**.

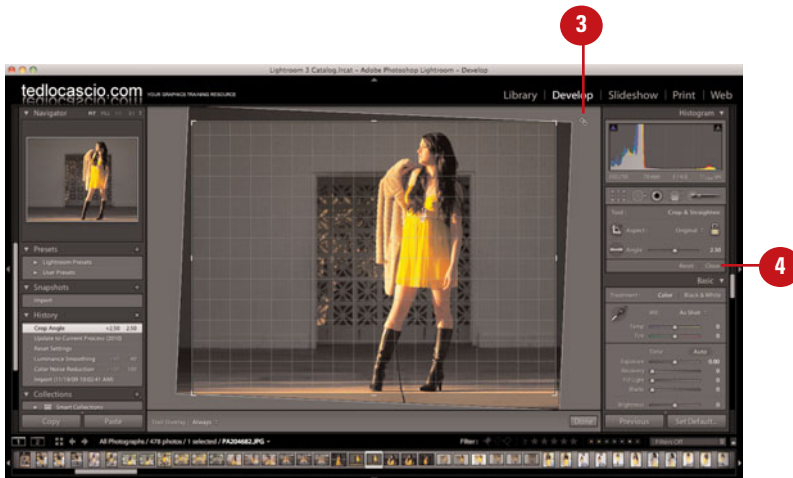
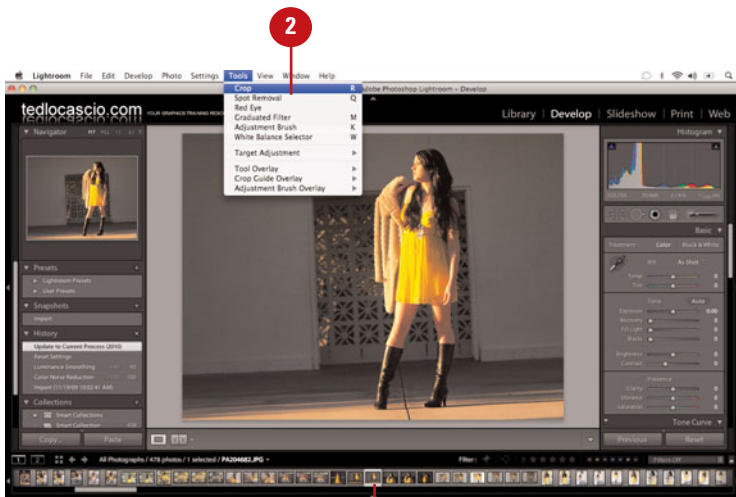
TIMESAVER Press **R** to apply the Crop command.

Lightroom displays the Tools panel in the interface and automatically selects the **Crop Overlay** button. A Crop Overlay bounding box also appears over the photo.

3 Click and drag the cursor outside the bounding box edges to rotate the image inside the crop area. Note that the Crop Overlay bounding box remains stationary.

4 Click the **Close** button in the Tools panel to apply the rotated crop.

There are certain instances where you might want to rotate an image and crop it at the same time, such as when attempting to straighten a crooked landscape photo. In Lightroom, this can be achieved by dragging the cursor outside the bounding box edges in Crop Overlay mode, or by clicking and dragging along the horizon line with the Straighten tool.



Apply a rotated crop using the Straighten tool

1 From the Library module Grid or the Filmstrip, select the photo that you would like to crop.

2 Choose **View > Crop**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Crop**.

TIMESAVER Press **R** to apply the **Crop** command.

Lightroom displays the Tools panel in the interface and automatically selects the **Crop Overlay** button. A Crop Overlay bounding box also appears over the photo.

3 To access the Straighten tool, click the **Straighten tool** icon in the Tools panel.

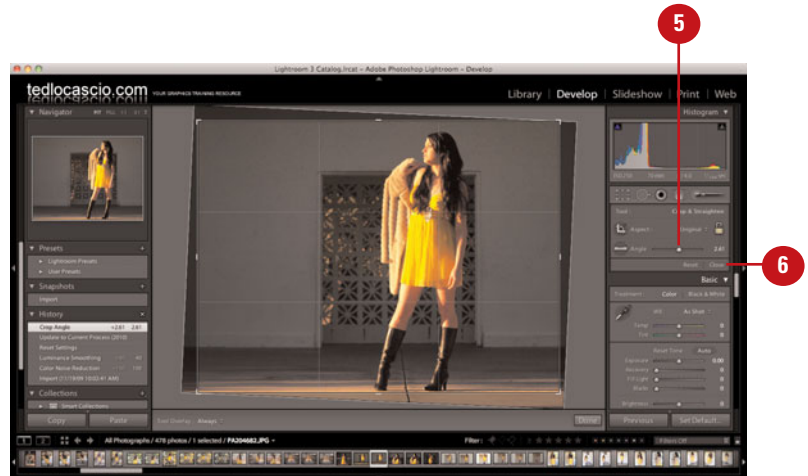
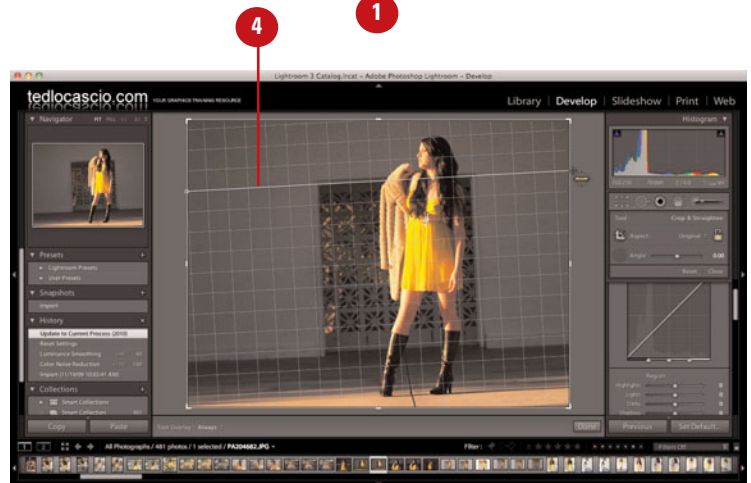
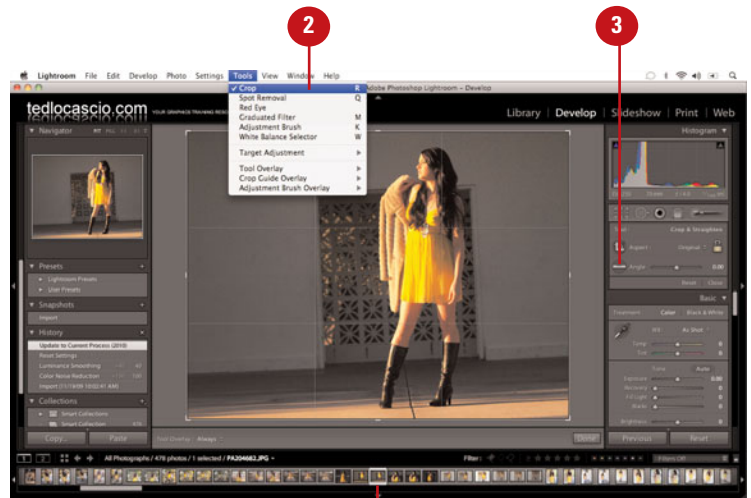
4 To rotate the image, click and drag over the image with the Straighten tool.

The Straighten tool returns to the Tools panel as soon as you finish defining the rotation angle.

5 If necessary, fine-tune the rotation angle by dragging the **Angle** slider in the Tools panel to the left or right.

TIMESAVER Place the cursor over the **Angle** value to access “scrubbie” sliders. Click and drag to the left to decrease the value; click and drag to the right to increase it.

6 Click the **Close** button in the Tools panel to apply the rotated crop.



Applying White Balance Corrections

Apply a white balance adjustment using presets

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply white balance develop settings to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press *D* to apply the *Go to Develop* command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

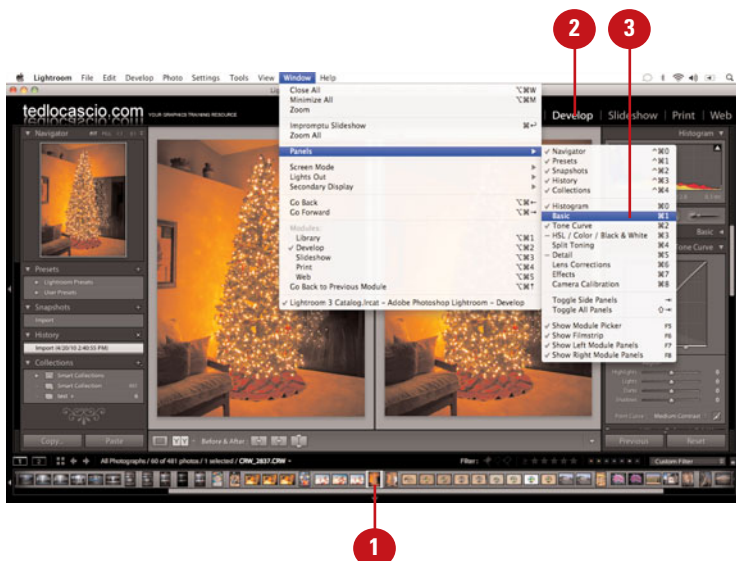
TIMESAVER Press *Cmd+1* (Mac) or *Ctrl+1* (Win) to show or hide the Basic panel quickly.

- 4 Choose a white balance setting from the Basic panel **White Balance** drop-down list. For JPEGs, TIFFs, and PSDs, the only available white balance preset option, other than **As Shot** or **Custom**, is **Auto**. For DNG and proprietary raw files, there are many more presets, including **Auto**, **Daylight**, **Cloudy**, **Shade**, **Tungsten**, **Fluorescent**, and **Flash**.

TIMESAVER *Press **Cmd+Shift+U** (Mac) or **Ctrl+Shift+U** (Win) to apply the Auto White Balance command quickly.*

Lightroom applies the white balance preset to the image.

When you select a white balance setting from your camera that does not match the lighting conditions of the scene you are capturing, the colors in the resulting photograph generally appear incorrect. Even if you're a seasoned pro who is careful about the white balance settings you choose, it can be difficult to select the right one when capturing a scene that contains mixed lighting conditions. Thankfully, Lightroom provides several ways for you to correct the white balance in these types of images.



Apply a white balance adjustment using the Temperature and Tint sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply white balance develop settings to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

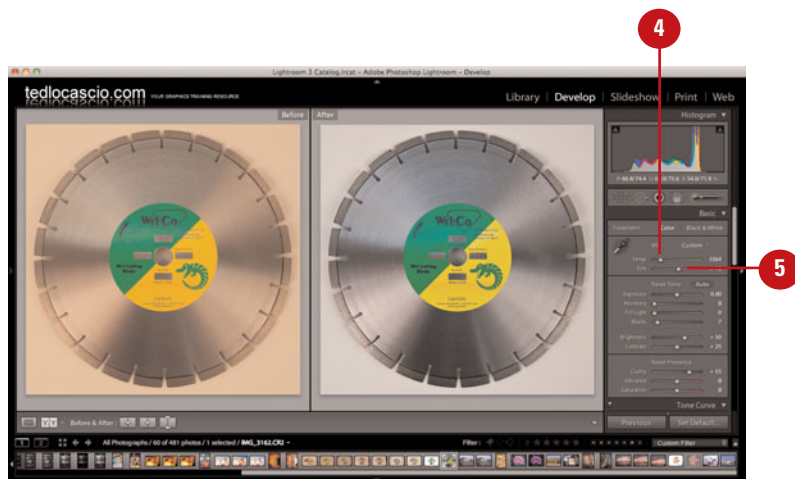
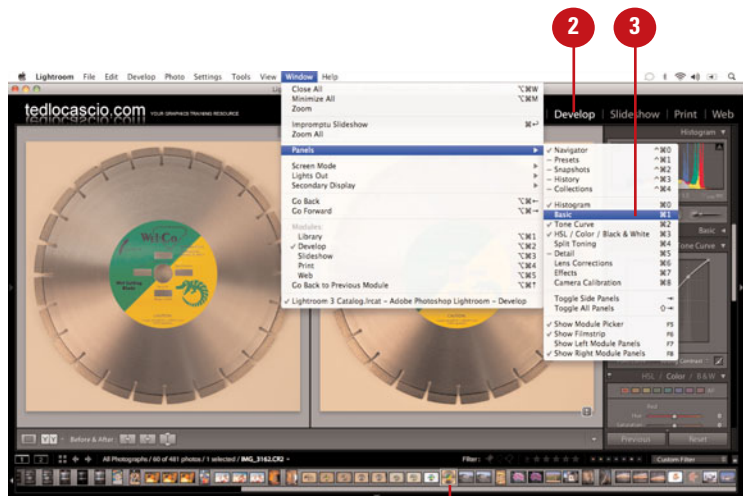
TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Temp** slider to the right to make the image appear warmer. Drag the slider to the left to make the image appear cooler.
- 5 If necessary, you can offset the temperature adjustment slightly by dragging the Basic panel **Tint** slider. Drag the **Tint** slider to the right to apply a magenta tint; drag it to the left to apply a green tint.



Use the White Balance Selector

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply white balance develop settings to.
- 2 Choose **View > Adjust White Balance**.

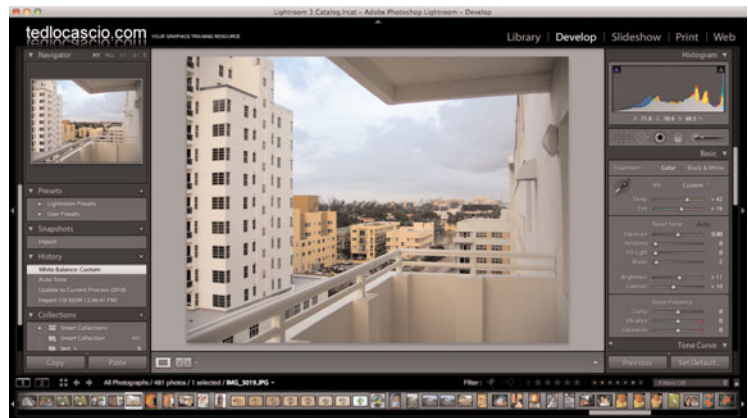
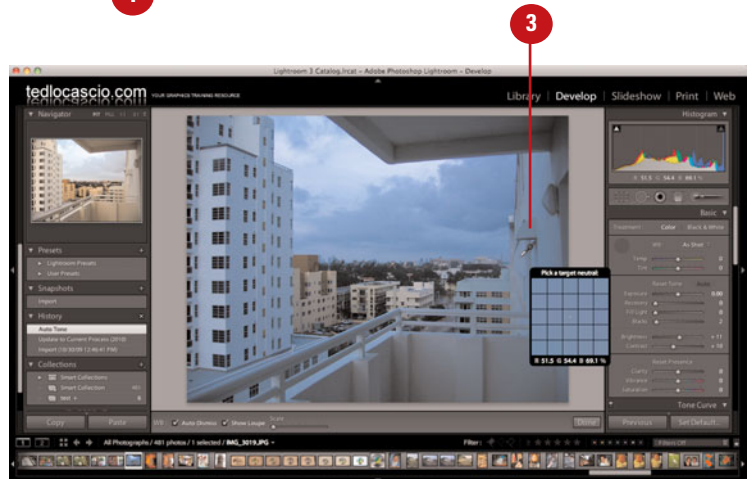
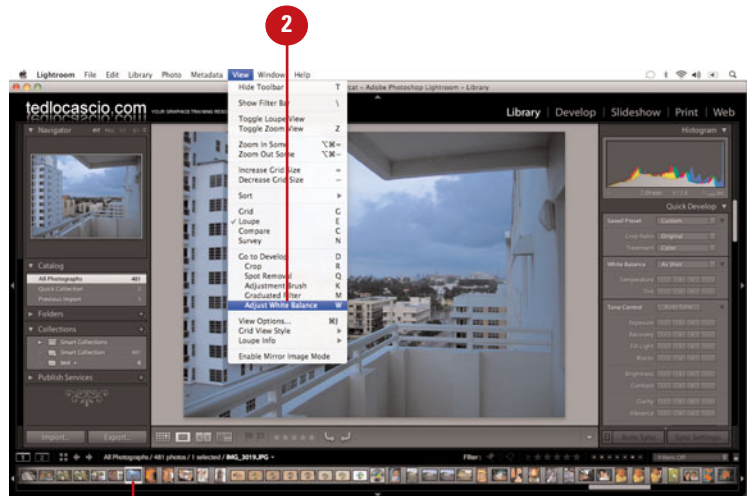
IMPORTANT If you already have an image open in the Develop module, choose **Tools > White Balance Selector**.

TIMESAVER Press **W** to apply the Adjust White Balance command.

Lightroom displays the Basic panel in the interface and automatically selects the White Balance Selector.

- 3 Click in an area of the image that should appear neutral in color. Refer to the RGB percentages displayed at the bottom of the floating pixel magnifier to determine the neutrality of a color. The closer the RGB percentages are to each other, the more neutral the color is.

IMPORTANT When the **Auto Dismiss** option is enabled in the **Toolbar**, the tool is automatically docked in the **Basic panel** after you click in the image. When it is disabled, you can click continuously in the image, but must click the **Done** button in the **Toolbar** to apply the adjustment.



Lightroom applies the white balance adjustment to the image.

Applying Auto Tone Adjustments

Apply overall tonal adjustments with a single click

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply an Auto Tone adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

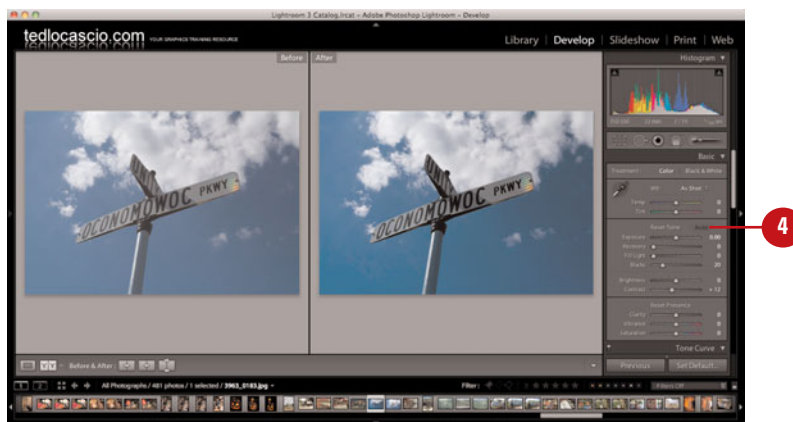
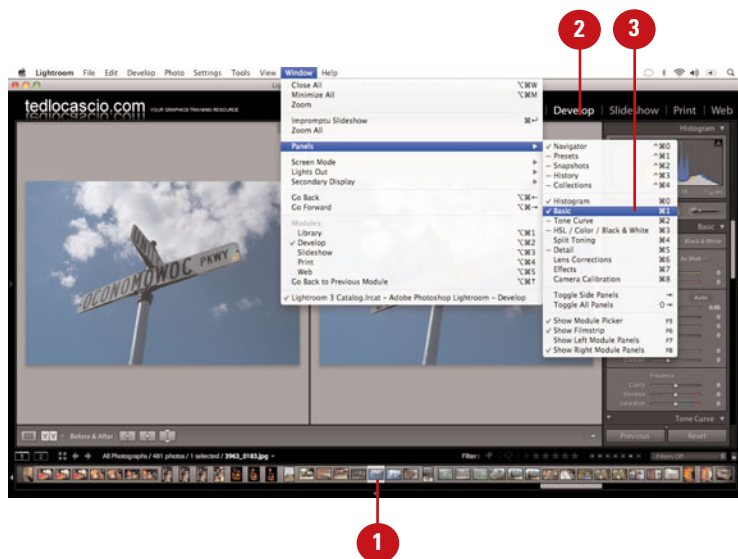
TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Choose **Settings > Auto Tone** or click the **Auto** button in the Tone portion of the Basic panel.

TIMESAVER Press **Cmd+U** (Mac) or **Ctrl+U** (Win) to apply the **Auto Tone** command quickly.

Lightroom applies the Auto Tone adjustment to the image.

By clicking the Auto button in the Tone portion of the Basic panel, you can apply an automatic correction to all the following develop settings: Exposure, Recovery, Blacks, Brightness, and Contrast. Keep in mind that, like most auto adjustments, Auto Tone will not always give you perfect results. More often than not, Auto Tone is a good starting point for making further tonal adjustments.



Setting the Highlight Clipping Point

Set highlight clipping with the Exposure slider

1 From the Library module Grid or the Filmstrip, select the photo that you would like to adjust.

2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

3 Choose **Window > Panels > Basic** to display the Basic panel.

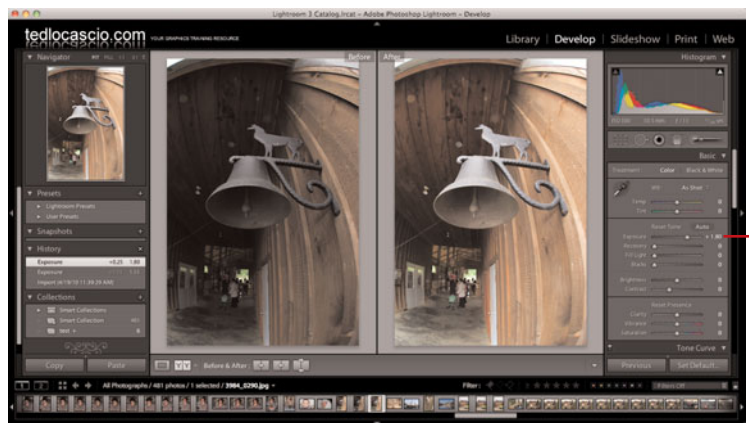
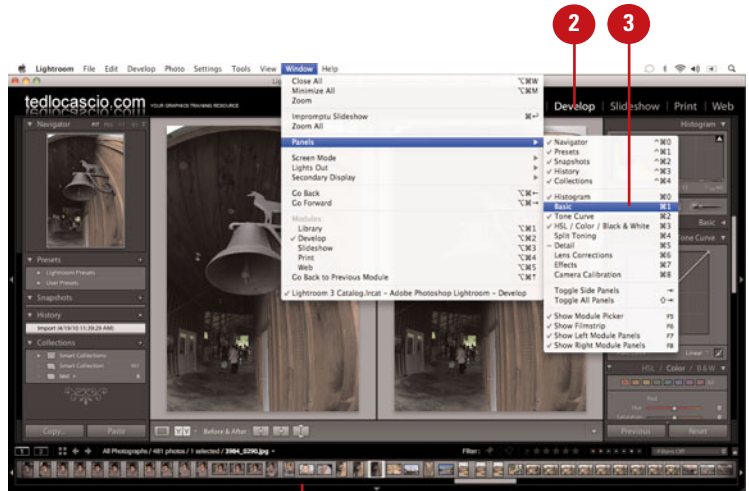
TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

4 Drag the Basic panel **Exposure** slider to the right to increase the Exposure setting. Drag the slider to the left to decrease the Exposure setting.

IMPORTANT Press **Option** (Mac) or **Alt** (Win) as you drag the Exposure slider to view the image in Threshold mode. Doing so displays any areas in the image that are being clipped as you make the adjustment.

Lightroom applies the new highlight clipping point.

When applying manual tonal adjustments to an image in the Develop module, the Exposure control is the best place to start. This is because the Exposure setting determines the clipping point (where detail starts to get lost) in the highlight areas of an image. By dragging the Exposure slider to the right, you can increase the overall brightness in the image; by dragging the slider to the left, you can decrease it. In general, you should always set the highlight clipping point and then the shadow clipping point (see following page) before making any further adjustments.



Setting the Shadow Clipping Point

Set shadow clipping with the Blacks slider

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to adjust.
- 2 Choose **View > Go To Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go To Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

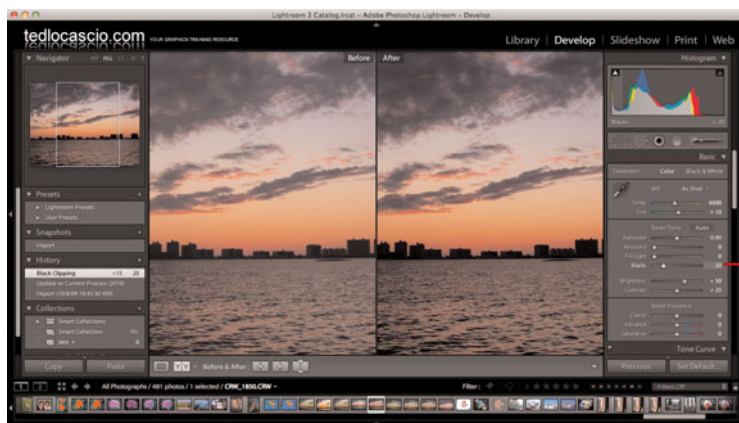
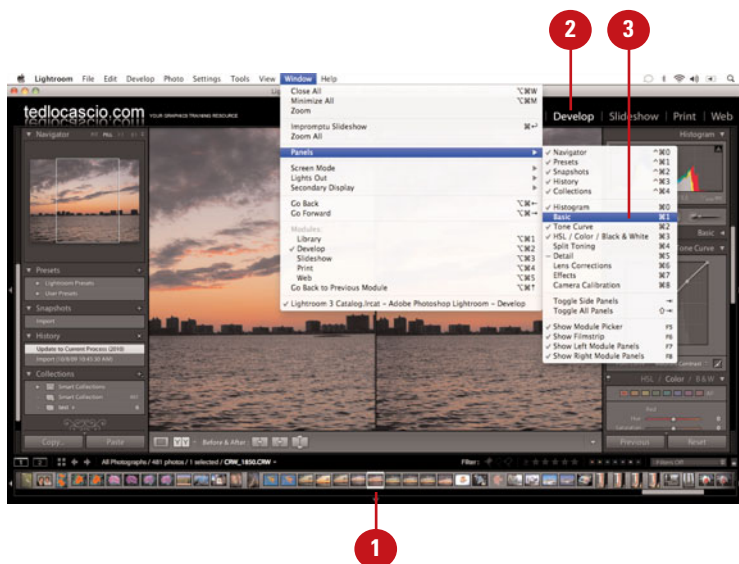
TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Blacks** slider to the right to increase the amount of shadow detail that gets clipped. Drag the slider to the left to decrease black clipping.

IMPORTANT Press **Option** (Mac) or **Alt** (Win) as you drag the **Blacks** slider to view the image in **Threshold mode**. Doing so displays any areas in the image that are being clipped as you make the adjustment.

Lightroom applies the new shadow clipping point.

The Blacks slider enables you to control how much detail gets clipped in the shadow areas of your images. For certain images, such as the silhouetted city skyline in the following example, you may not want a lot of visible detail lurking in the shadow areas. In these instances, you can apply a Blacks adjustment to expand the black clipping point and hide the unwanted shadow detail. In general, you should always set the highlight clipping point first (see previous page) and then the shadow clipping point before making any further adjustments.



Correcting an Overexposed Image

Correct overexposure with Exposure and Recovery sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to correct.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Exposure** slider to the left to decrease the Exposure setting and reveal detail in the highlight areas.

IMPORTANT Reducing the **Exposure** setting will darken the overall image.

- 5 Drag the Basic panel **Recovery** slider to the right to reveal additional highlight detail without compromising the Exposure setting.

Lightroom enables you to reveal lost detail in images that contain blown-out highlights. Whenever the histogram displays a waveform pushed up against the right edge of the graph, it means that the image is clipping a considerable amount of detail in the highlight areas. You can correct overexposed images in Lightroom by reducing Exposure and increasing Recovery. Note that when working with overexposed images, these types of adjustments have a limited effect on JPEGs and TIFFs and are best used to correct raw master files.



Correcting an Underexposed Image

Correct underexposure with Exposure, Blacks, and Fill Light

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to correct.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

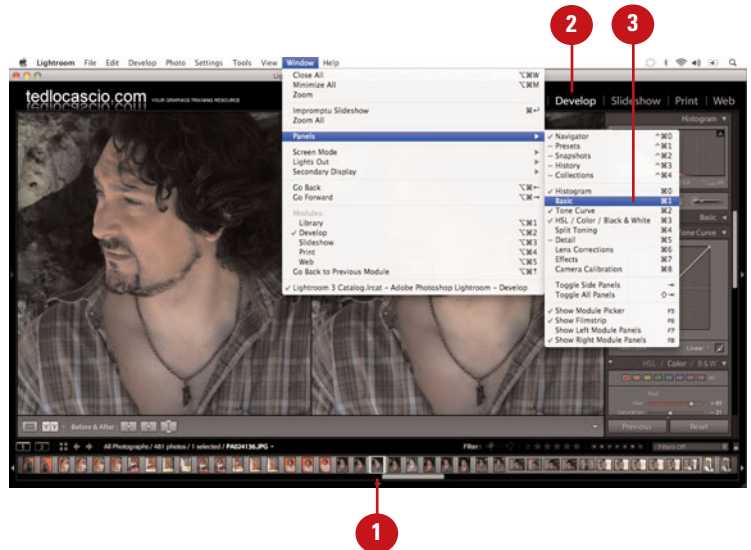
TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Exposure** slider to the right to increase the Exposure setting and brighten the image overall.

IMPORTANT Increasing exposure for an underexposed image can reveal a large amount of noise. This can be reduced using the **Noise reduction controls** in the **Detail** panel (see Chapter 11, "Reducing Noise and Sharpening").

- 5 Drag the Basic panel **Blacks** slider to the left or right to determine the new shadow clipping point.
- 6 Drag the Basic panel **Fill Light** slider to the right to increase the adjustment and reveal additional shadow detail.

Lightroom also enables you to reveal lost detail in the shadow areas of underexposed images. Whenever the histogram displays a waveform pushed up against the left edge of the graph, it means that the image is clipping a considerable amount of detail in the shadow areas. You can correct underexposed images in Lightroom by increasing the Exposure setting, then setting the new shadow clipping point with the Blacks slider, and finally, recovering detail in the shadow areas with a Fill Light adjustment.



Enhancing Color with Saturation

Adjust overall color saturation with the Saturation slider

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a Saturation adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

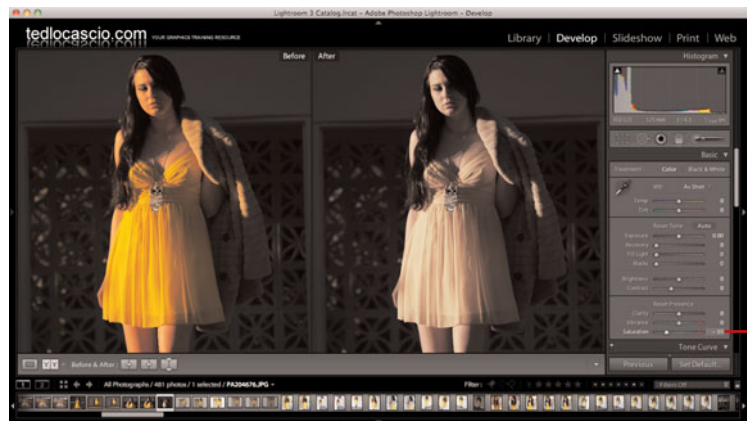
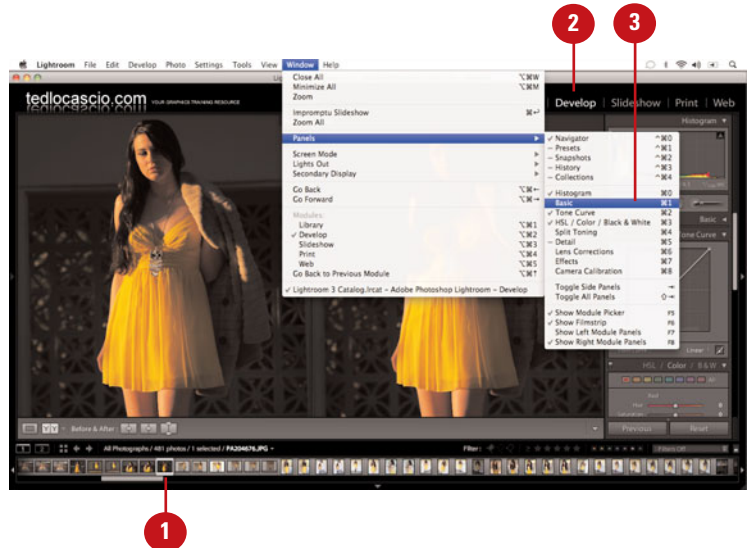
- 3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Saturation** slider to the right to increase color saturation. Drag the slider to the left to decrease saturation.

Lightroom applies the Saturation adjustment to the image.

By applying a Saturation adjustment in Lightroom, you can control how vivid the colors appear in your images. Keep in mind that, unlike Vibrance, Saturation is a linear adjustment, which can oversaturate colors that already appear saturated in your images. Saturation also does not include the built-in skin protector that Vibrance does, and therefore will not automatically filter out colors that fall within the skin tone range. In most cases, Vibrance is the better tool for increasing color vividness; however, Saturation is still useful for subduing colors to create a dramatic effect.



Enhancing Color with Vibrance

Adjust overall color vibrance with the Vibrance slider

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a Vibrance adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Vibrance** slider to the right to increase vividness of dull colors in the image. Drag the slider to the left to decrease vibrance.

Lightroom applies the Vibrance adjustment to the image.

Vibrance also enables you to control the vividness of the colors in your images. However, Vibrance, unlike Saturation, is a nonlinear adjustment. Therefore, you can use it to make dull colors appear more vivid without oversaturating the colors that already appear saturated in your images. Vibrance also includes a built-in skin protector that automatically filters out colors that fall within the skin tone range.



Adjusting Midtone Contrast with Clarity

Make your images appear clearer rather than sharper

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a Clarity adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

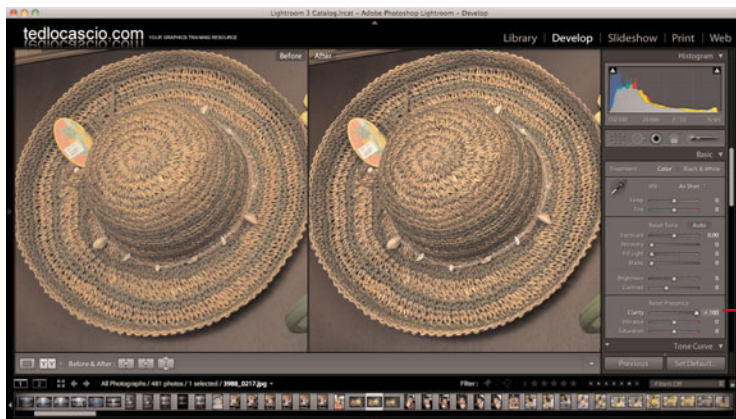
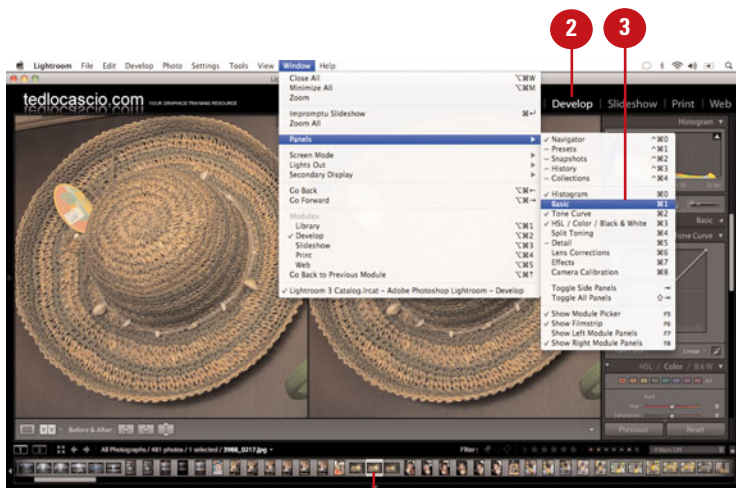
- 3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Clarity** slider to the right to increase midtone contrast and allow the midtone areas stand out more. Drag the slider to the left to decrease clarity.

Lightroom applies the Clarity adjustment to the image.

The Clarity slider enables you to apply a special type of contrast adjustment. With Clarity, you can make your images appear clearer rather than sharper. This is done by increasing contrast in the midtone areas of your photographs. The effect can be subtle depending on the amount of midtone areas contained in your photos, but in general, most digital images can benefit from a slight Clarity adjustment.



Applying Tone Curve Adjustments

Apply a Point Curve preset

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a tone curve adjustment to.

- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

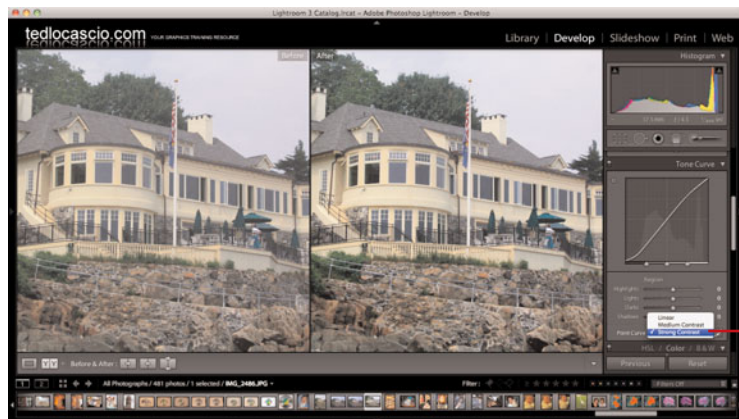
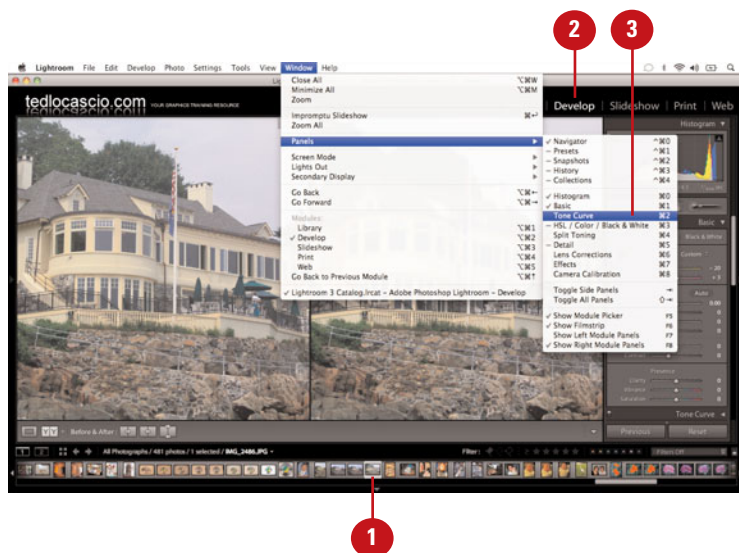
- 3 Choose **Window > Panels > Tone Curve** to display the Tone Curve panel.

TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to show or hide the Tone Curve panel quickly.

- 4 Choose a Tone Curve preset from the **Point Curve** drop-down list. Options include **Linear**, **Medium Contrast**, and **Strong Contrast**.

IMPORTANT By default, the **Point Curve** preset is set to **Linear**. This means that an automatic tone curve adjustment is not applied to your images upon import, as in previous versions of Lightroom.

The parametric sliders in the Tone Curve panel enable you to make tone curve adjustments based on descriptive image criteria. The tone curve is divided into four zones: Highlights, Lights, Darks, and Shadows. Note that you can also manipulate the curve graph manually by clicking and dragging any point up or down. With the **Target Adjustment** tool selected, you can click anywhere in the photo and drag up or down to darken or lighten that zone.



Apply tone curve adjustments using the parametric sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a tone curve adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

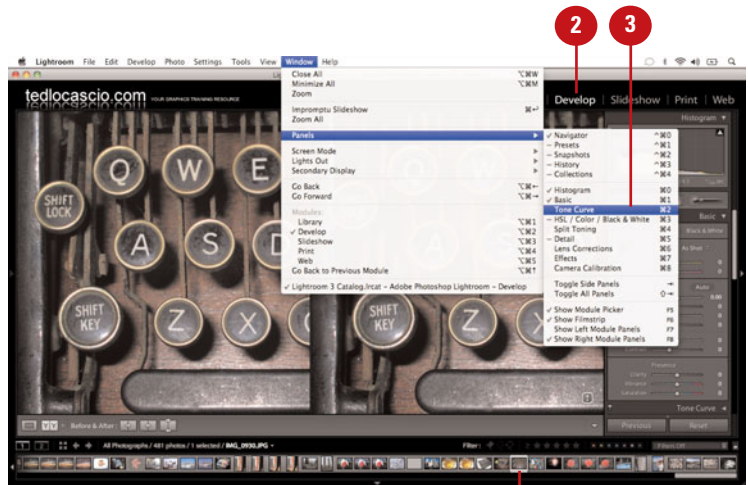
TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Tone Curve** to display the Tone Curve panel.

TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to show or hide the Tone Curve panel quickly.

- 4 Drag the **Darks** slider to the right to lighten the quarter tone areas in the image.
- 5 Drag the **Shadows** slider to the left to increase contrast in the overall image.
- 6 Drag the **Lights** slider to the right to lighten the three-quarter tone areas in the image.
- 7 Drag the **Highlights** slider to the left to compensate for any highlight clipping that occurs as a result of the Lights adjustment.



Apply tone curve adjustments using the Target Adjustment tool

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a tone curve adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Tone Curve** to display the Tone Curve panel.

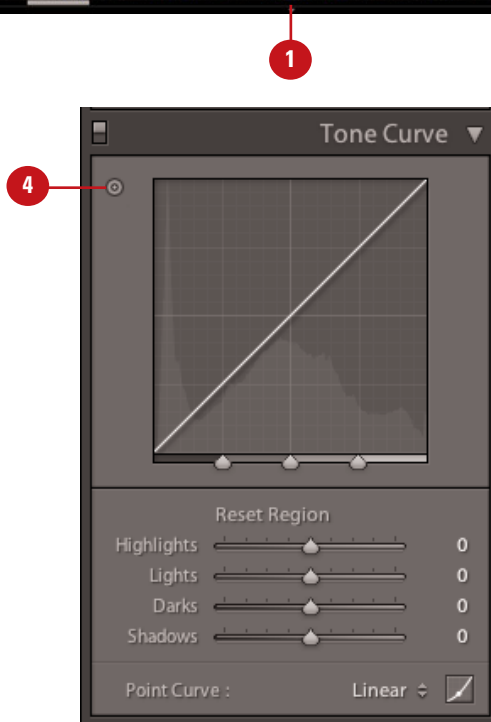
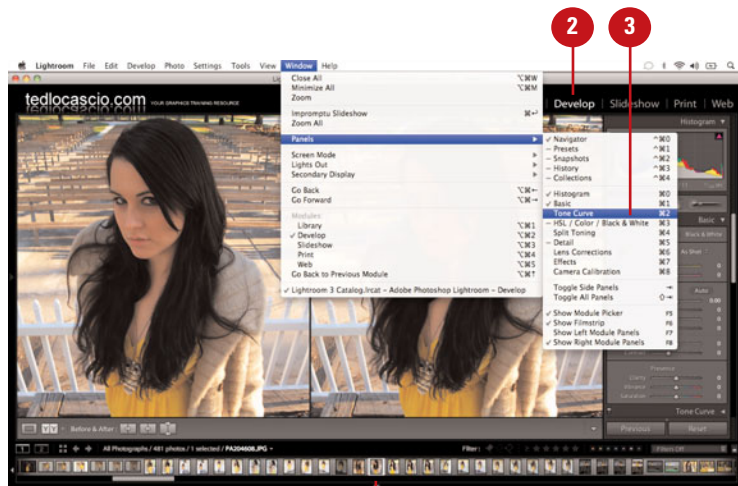
TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to show or hide the Tone Curve panel quickly.

- 4 To access the Target Adjustment tool, click the **Target Adjustment** icon in the Tone Curve panel or choose **View > Target Adjustment > Tone Curve**.

TIMESAVER Press **Cmd+Shift+Option+T** (Mac) or **Ctrl+Shift+Alt+T** (Win) to access the Tone Curve Target Adjustment tool quickly.

Did You Know?

You can reset the Develop module slider controls by double-clicking them. Double-click any Develop module slider to reposition it to its original default setting.



5 Click in an area of the image that you'd like to lighten and drag up with the tool. Lightroom adjusts the Tone Curve accordingly.

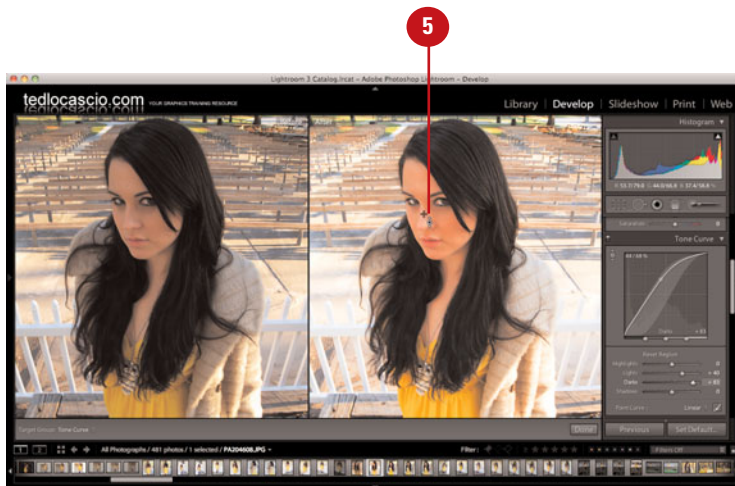
6 Click in an area of the image that you'd like to darken and drag down with the tool. Lightroom adjusts the Tone Curve accordingly.

7 Turn off the Target Adjustment tool by clicking the **Target Adjustment** icon in the Tone Curve panel or by choosing **Tools > Target Adjustment > None**. You can also turn off the Target Adjustment tool by clicking the **Done** button in the Toolbar.

TIMESAVER Press *Cmd+Shift+Option+N (Mac)* or *Ctrl+Shift+Alt+N (Win)* to turn off the Target Adjustment tool.

Did You Know?

You can control the amount of image area that is affected by each parametric Tone Curve slider. To increase or decrease the amount of image area affected by the parametric Tone Curve sliders, drag the Tone Range Split Points located at the bottom of the tone curve. By dragging the two outer Tone Range Split Points closer together, you can increase midtone contrast. By dragging them farther apart, you can decrease midtone contrast.



Enhancing Color with HSL Adjustments

Apply selective color adjustments using the Hue sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a selective color adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > HSL/Color/Black & White** to display the HSL/Color/Black & White panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the **HSL/Color/Black & White** panel quickly.

- 4 The **HSL/Color/Black & White** panel displays the last set of controls used. If the **HSL** controls are not visible, click the **HSL** button at the top of the HSL/Color/Black & White panel.
- 5 Click the **Hue** button in the upper-left corner of the HSL panel.
- 6 In the HSL panel, drag the Hue sliders for the colors you'd like to shift in the image.

Lightroom applies the Hue adjustment to the respective colors.

The controls in the HSL/Color/Black & White panel enable you to apply selective color adjustments. The HSL portion of the panel contains sliders for adjusting Hue, Saturation, and Luminance. These sliders are useful for correcting skin tone. The Color portion of the panel is merely a simplified version of the same controls. The Black & White portion of the panel is used for carrying out monochrome conversions, which you will learn more about in Chapter 10, "Working in Black and White."



Apply selective color adjustments using the Saturation sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a selective color adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

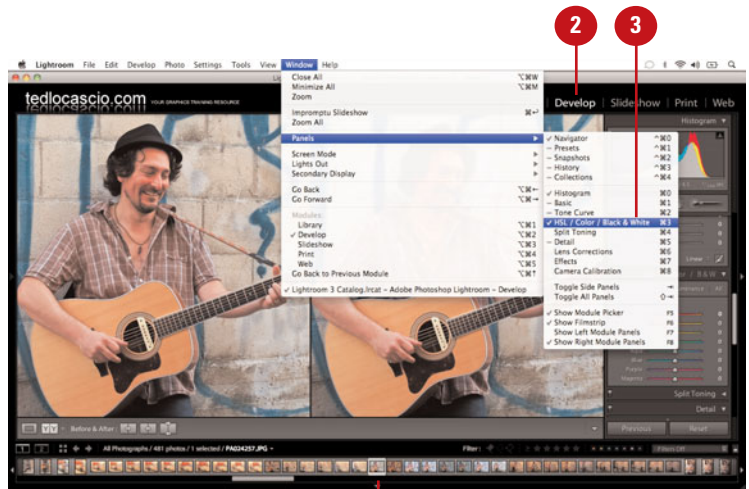
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > HSL/Color/Black & White** to display the HSL/Color/Black & White panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the HSL/Color/B & W panel quickly.

- 4 The HSL/Color/Black & White panel displays the last set of controls used. If the HSL controls are not visible, click the **HSL** button at the top of the HSL/Color/Black & White panel.
- 5 Click the **Saturation** button in the upper portion of the HSL panel.
- 6 In the HSL panel, drag the Saturation sliders for the colors you'd like to enhance in the image.

Lightroom applies the Saturation adjustment to the respective colors.



Apply selective color adjustments using the Luminance sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a selective color adjustment to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

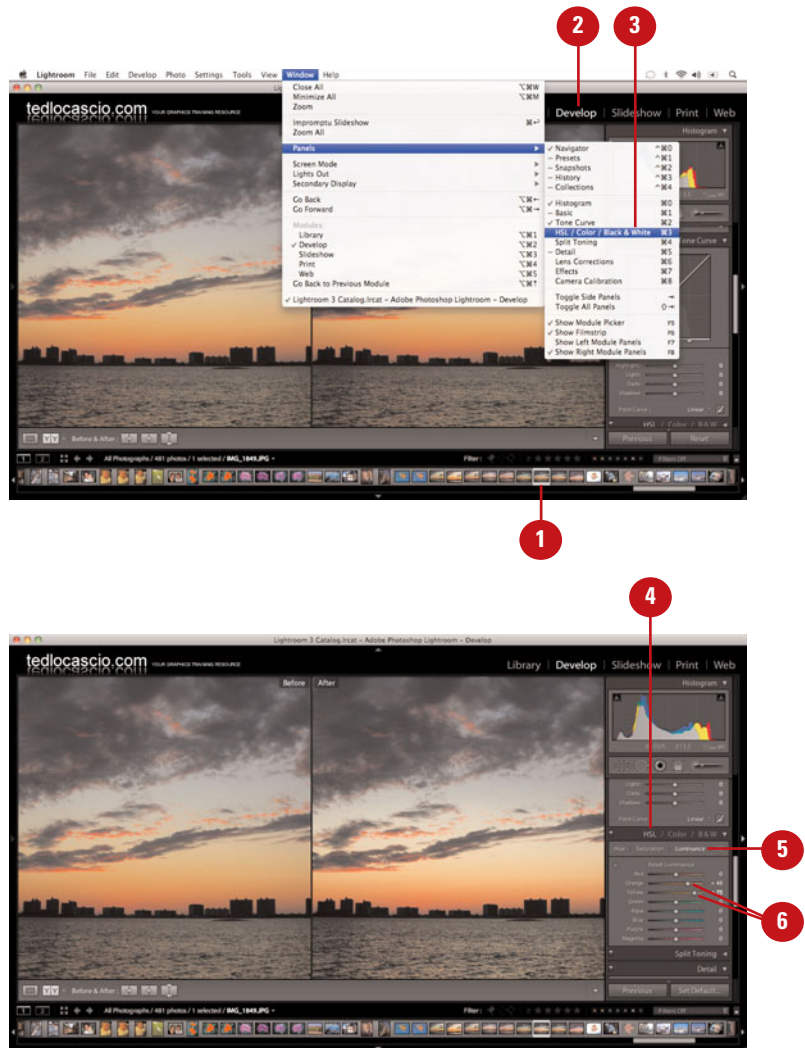
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > HSL/Color/Black & White** to display the HSL/Color/Black & White panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the HSL/Color/Black & White panel quickly.

- 4 The HSL/Color/Black & White panel displays the last set of controls used. If the HSL controls are not visible, click the **HSL** button at the top of the HSL/Color/Black & White panel.
- 5 Click the **Luminance** button in the upper-right corner of the HSL panel.
- 6 In the HSL panel, drag the Luminance sliders for the colors you'd like to brighten or darken in the image.

Lightroom applies the Luminance adjustment to the respective colors.



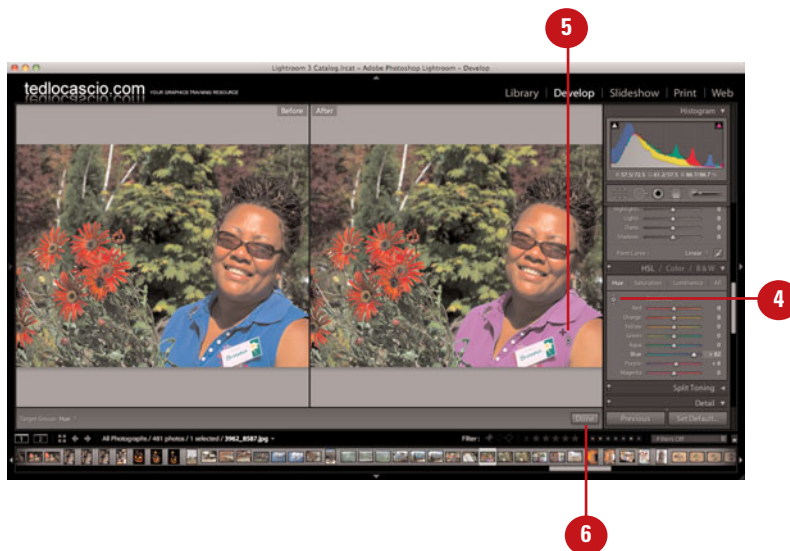
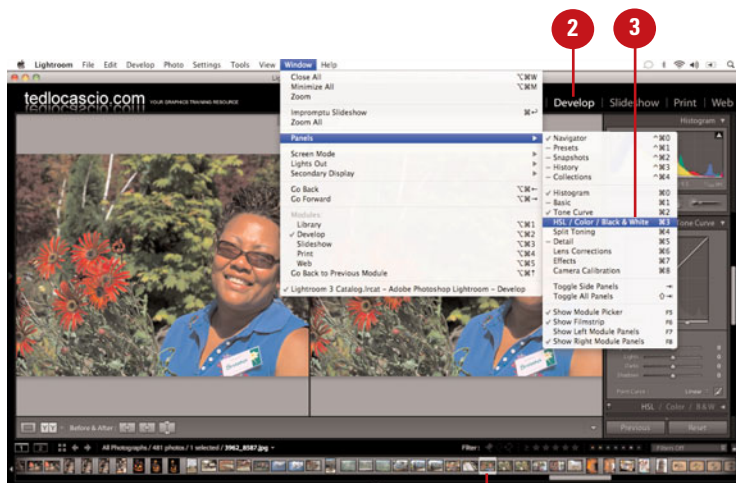
Apply selective color adjustments using the Target Adjustment tool

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a selective color adjustment to.
 - 2 Choose **View > Go To Develop** or click the **Develop** button in the upper-right corner of the interface. Lightroom displays the photo in the Content area of the Develop module.
 - 3 Choose **Window > Panels > HSL/Color/Black & White** to display the HSL/Color/Black & White panel.
- TIMESAVER** Press **Cmd+3 (Mac)** or **Ctrl+3 (Win)** to show or hide the HSL/Color/B & W panel quickly.
- 4 To access the Target Adjustment tool, click the **Target Adjustment** icon in the HSL/Color/B & W panel or choose **Hue, Saturation, or Luminance** from the **Tools > Target Adjustment** submenu.

TIMESAVER Press **Cmd+Shift+Option+H (Mac)** or **Ctrl+Shift+Alt+H (Win)** to access the Hue Target Adjustment tool. Press **Cmd+Shift+Option+S (Mac)** or **Ctrl+Shift+Alt+S (Win)** to access the Saturation Target Adjustment tool. Press **Cmd+Shift+Option+L (Mac)** or **Ctrl+Shift+Alt+L (Win)** to access the Luminance Target Adjustment tool.

- 5 Click in the area of the image that you'd like to adjust and drag up or down with the tool.
- 6 Turn off the Target Adjustment tool by clicking the **Target Adjustment** icon in the HSL/Color/B & W panel or by choosing **Tools > Target Adjustment > None**. You can also turn off the Target Adjustment tool by clicking the **Done** button in the Toolbar.

TIMESAVER Press **Cmd+Shift+Opt+N (Mac)** or **Ctrl+Shift+Alt+N (Win)** to turn off the Target Adjustment tool.



Correcting Chromatic Aberration

Remove any color halos that surround high-contrast edges

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to correct.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press *D* to apply the *Go to Develop* command quickly.

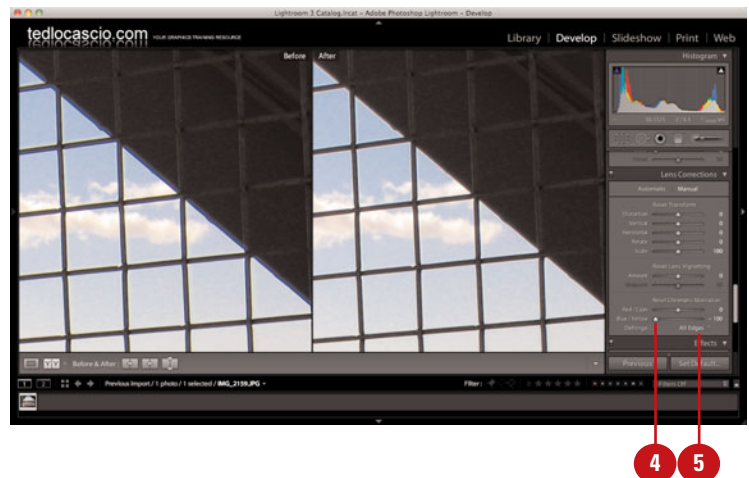
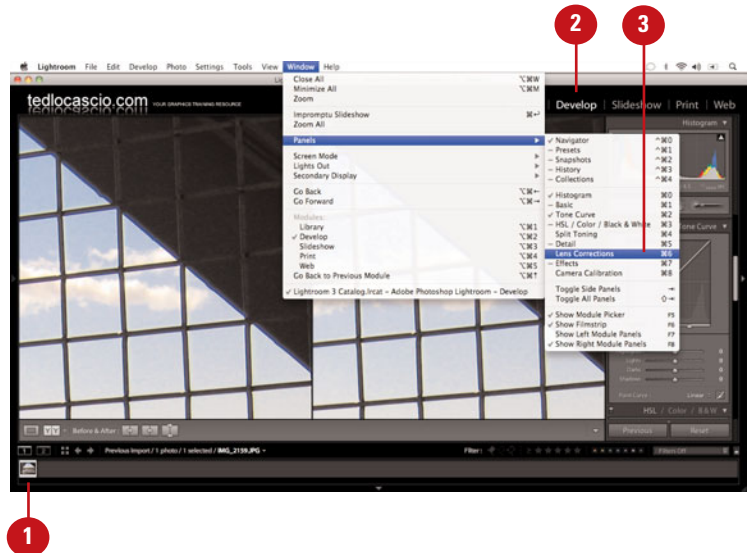
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Lens Corrections** to display the Lens Corrections panel.

TIMESAVER Press *Cmd+6* (Mac) or *Ctrl+6* (Win) to show or hide the Lens Corrections panel quickly.

- 4 In the Chromatic Aberration portion of the Lens Corrections panel, drag the **Red/Cyan** or **Blue/Yellow** sliders in the opposite direction of the halo's color. For example, if the halo is blue, drag the Blue/Yellow slider to the right to add yellow.
- 5 If halos are still apparent throughout the high-contrast edges of the image, even after dragging the Chromatic Aberration sliders, choose **All Edges** from the **Defringe** drop-down list. If they are only apparent in extreme highlights, choose **Highlight Edges**. By default, the **Defringe** option is set to **Off**.

Chromatic aberration is caused by a camera's inability to focus red, green, and blue light wavelengths at an equal distance along the optical axis. As a result, color fringes appear around high-contrast edges in the image. This problem is especially common when shooting with certain wide-angle lenses. You can remove any unwanted color fringes by adjusting the Chromatic Aberration sliders located in the Lens Corrections panel.



Removing Vignettes

Remove dark corners and edges

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to correct.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

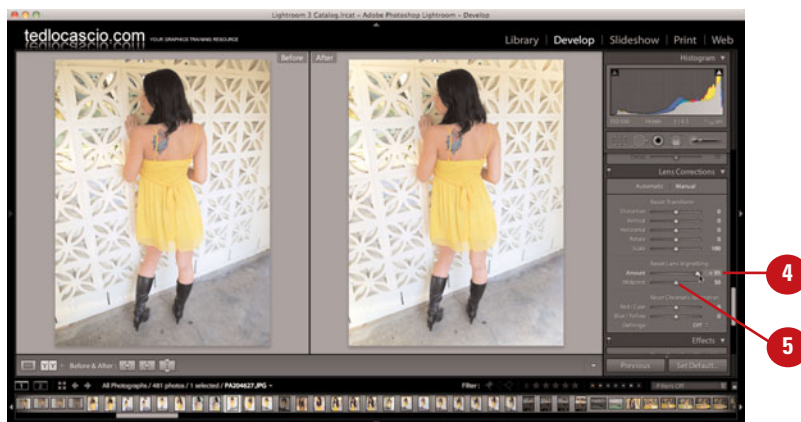
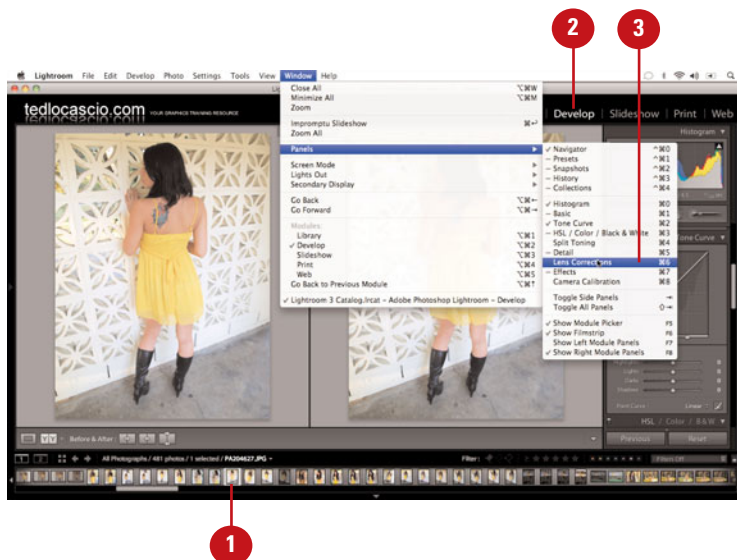
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Lens Corrections** to display the Lens Corrections panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Lens Corrections panel quickly.

- 4 In the Lens Vignetting portion of the Lens Corrections panel, drag the **Amount** slider to lighten the corners relative to the center.
- 5 Drag the **Midpoint** slider to balance the vignette from the center to the edges.

Vignetting is another problem that you may encounter, especially when shooting with a wide-angle lens. This is evidenced by the darkening of the corner edges where there should be an even shade of tone or color. Vignetting occurs most often when shooting a landscape that contains a large expanse of sky, or when shooting a subject against a white background. You can remove vignetting by adjusting the Lens Vignetting sliders located in the Lens Corrections panel.



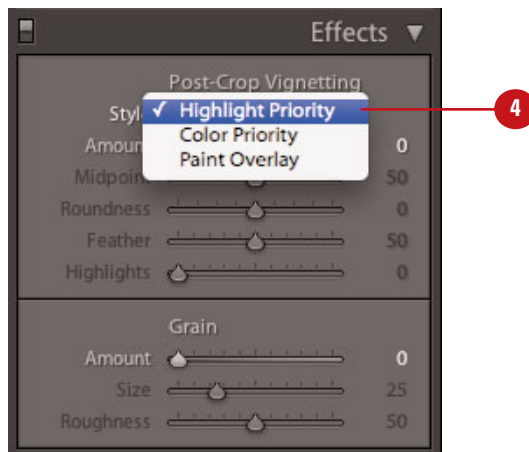
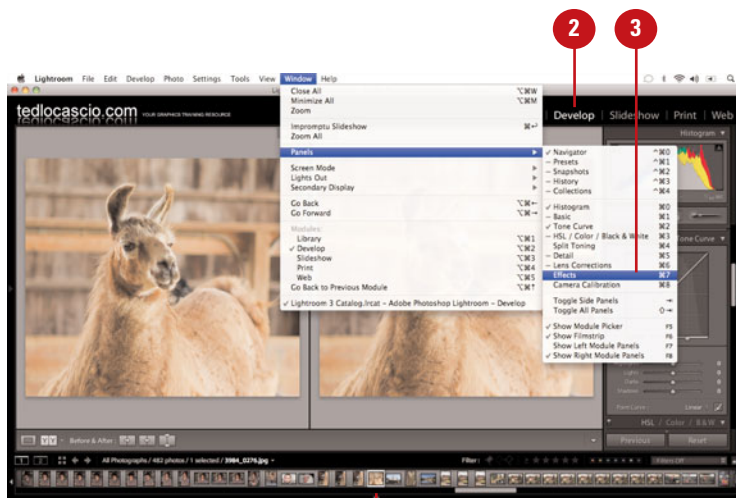
Creating Vignettes

Apply a creative vignette effect

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a creative vignette effect to.
 - 2 Choose **View > Go To Develop** or click the **Develop** button in the upper-right corner of the interface.
- TIMESAVER** Press **D** to apply the **Go To Develop** command quickly.
- Lightroom displays the photo in the Content area of the Develop module.
- 3 Choose **Window > Panels > Effects** to display the Effects panel.
- TIMESAVER** Press **Cmd+7 (Mac)** or **Ctrl+7 (Win)** to show or hide the Effects panel quickly.
- 4 In the Post Crop Vignetting portion of the Effects panel, choose an option from the Style drop-down list.

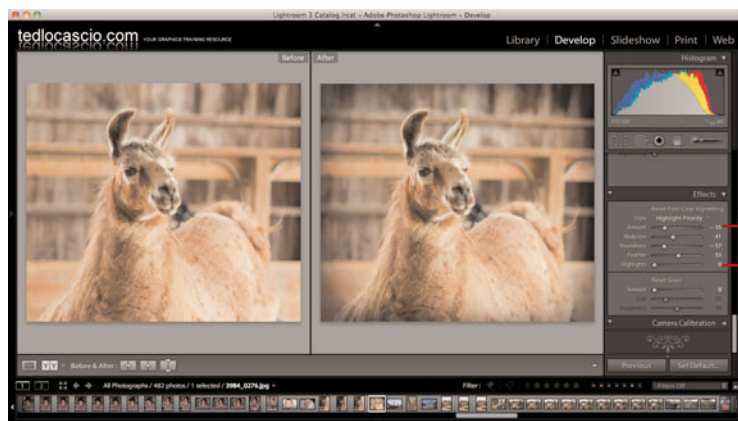
- ◆ **Highlight Priority**—Maintains highlight areas, but can also result in color shifts in darkened areas of the vignette. This option is best used with photos containing bright image areas, such as clipped specular highlights.
- ◆ **Color Priority**—Minimizes color shifts in darkened areas of the vignette, but cannot perform highlight recovery.
- ◆ **Paint Overlay**—Mixes the cropped image values with black or white pixels. This option can result in a flat appearance.

The Post Crop Vignetting section of the Effects panel contains sliders that enable you to create a vignette relative to the proportions of a cropped photo. Post Crop vignettes can also be combined with Lens Correction vignettes to create interesting effects. Note that a photo does not need to be cropped to create a vignette with the Post Crop Vignetting sliders.



5 In the Post Crop Vignetting portion of the Effects panel, apply the following settings:

- ◆ **Amount**—Drag this slider to darken or lighten the corners relative to the center.
- ◆ **Midpoint**—Drag this slider to balance the vignette from the center to the edges.
- ◆ **Roundness**—Drag this slider to the right to make the vignette appear circular.
- ◆ **Feather**—Drag this slider to the right to soften the vignette edges. Drag it to the left to harden them.
- ◆ **Highlights**—Drag this slider to the right to reveal highlight areas in the dark corners of the vignette.



Adding Film Grain

Apply a film grain effect

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to apply a creative vignette effect to.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

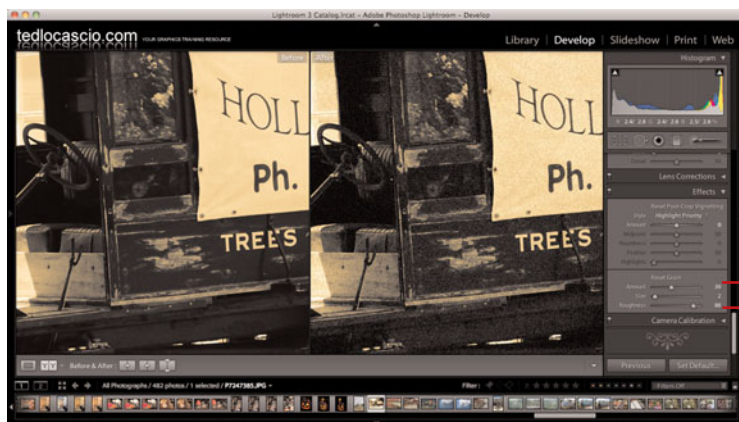
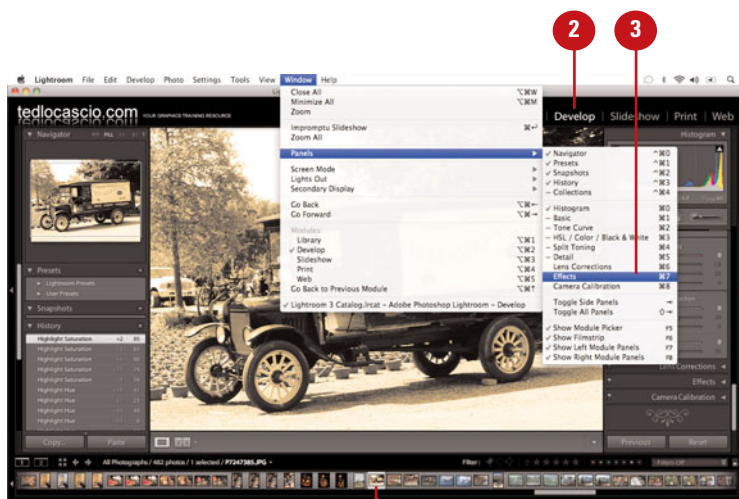
- 3 Choose **Window > Panels > Effects** to display the Effects panel.

TIMESAVER Press **Cmd+7** (Mac) or **Ctrl+7** (Win) to show or hide the Effects panel quickly.

- 4 In the Grain portion of the Effects panel, apply the following settings:

- ◆ **Amount**—Drag this slider to the right to increase the amount of grain added to the image; drag to the left to decrease.
- ◆ **Size**—Drag this slider to the right to increase the size of grain added to the image; drag to the left to decrease.
- ◆ **Roughness**—Drag this slider to the right to increase the roughness of the film grain texture; drag to the left to soften.

In addition to Post-Crop Vignetting, the Effects panel also includes a Grain feature. This feature enables you to simulate film grain by adding noise to your digital images. You can use the Grain effect to apply an aged look to a black-and-white photo or to simply make a digital image appear less “perfect.”



Applying Localized Adjustments

Introduction

The majority of adjustments that you can apply to an image in the Develop module are administered globally (to the entire image). However, there is also a special group of tools that enable you to apply adjustments locally (to a specific area of the image). These tools are located at the top of the Tools panel and include the Spot Removal tool, the Red Eye Correction tool, the Graduated Filter tool, and the Adjustment Brush.

In this chapter, you learn how to clone and heal with the Spot Removal tool, and how to correct red eye with the Red Eye Correction tool. You also learn how to apply adjustments to specific areas of an image with the Adjustment Brush, and how to edit effect settings for applied brush strokes simultaneously.

This chapter also teaches you how to create and save effect setting presets, and how to utilize the built-in Soften Skin preset. You also learn how to work with the Adjustment Brush in Auto Mask mode, especially when hand tinting a black-and-white image.

The final sections of this chapter teach you how to apply localized sharpening with the Adjustment Brush, and how to use the Graduated Filter tool to apply adjustments that gradually fade along a linear path.

8

What You'll Do

Clone with the Spot Removal Tool

Heal with the Spot Removal Tool

Remove Red Eye

Apply Localized Adjustments with the Adjustment Brush

Edit Adjustment Brush Strokes

Save Effect Settings as Presets

Use Auto Mask Mode

Soften Skin

Hand-Color a Black-and-White Image

Apply Localized Sharpening

Use the Graduated Filter Tool

Cloning with the Spot Removal Tool

Remove blemishes in Clone mode

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to work with.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command.

Lightroom displays the photo in the Content area of the Develop module.

- 3 To access the Spot Removal tool, choose **Tools > Spot Removal**, or click the **Spot Removal** icon in the Tools panel.

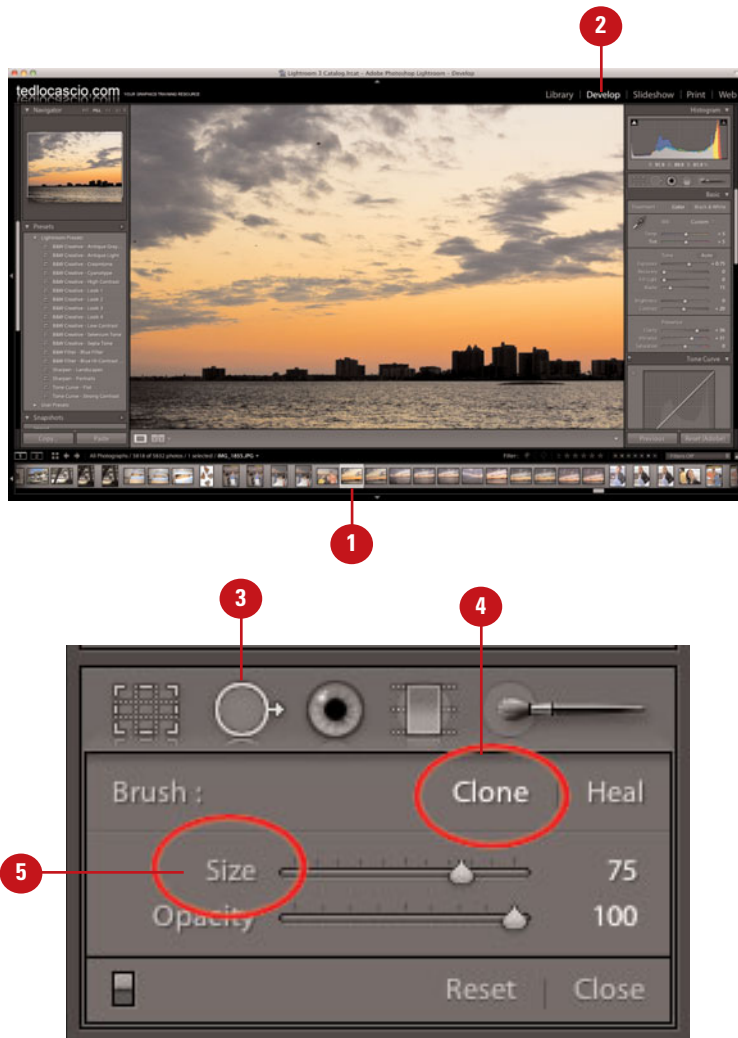
TIMESAVER Press **Q** to toggle the **Spot Removal** tool on and off.

- 4 Click the **Clone** button in the Tools panel.

- 5 Size the Spot Removal tool cursor by adjusting the **Size** slider.

TIMESAVER Press the left bracket key (**[**) to decrease the cursor size; press the right bracket key (**]**) to increase it.

The Spot Removal tool enables you to remove blemishes, such as dust spots, from an image. When you use the tool in Clone mode, Lightroom copies pixels using a feathered circle edge. Note that you can add as many spot circles to the image as you like, and they can be edited or removed at any time. To hide the spot circles as you work with the tool, press the **H** key. You can delete a spot circle by clicking to select it and then pressing **Delete**. To remove all spot circles from the image, click the **Reset** button in the Tools panel.



6 Use one of the following methods to remove a blemish from the image:

- ◆ Click once over the blemish to create a spot circle and allow Lightroom to autoselect a sample point.
- ◆ Click and drag outward to create the spot circle and manually select a sample point.
- ◆ To size the spot circle as you create it, hold down Cmd (Mac) or Ctrl (Win) and draw a marquee over the blemish. Lightroom autoselects the sample point

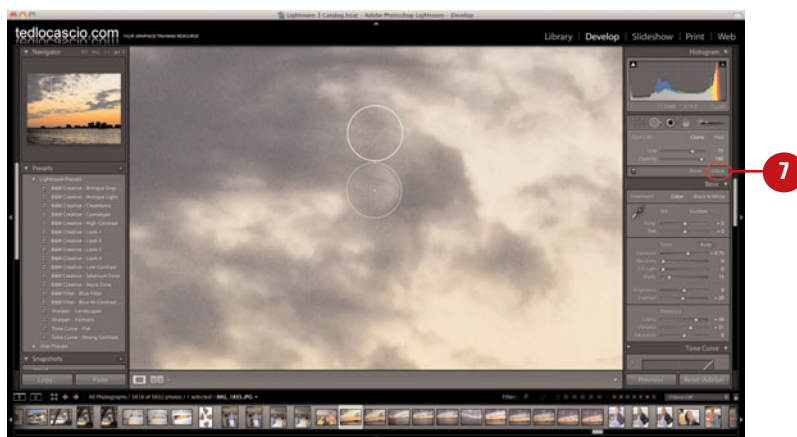
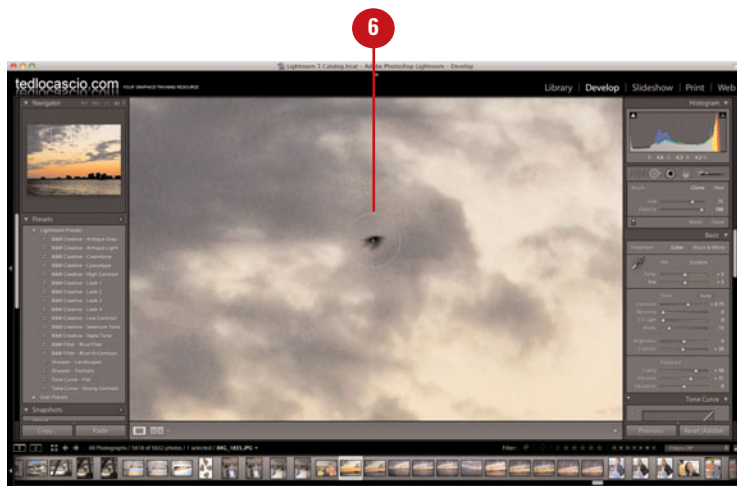
Lightroom displays the source (thin) and destination (thick) spot circles in the image.

If necessary, you can reposition the source circle by dragging it to another area of the image. As you do, Lightroom hides the destination circle so that you can preview the effect accurately.

7 Click the **Close** button in the Tools panel to turn off the Spot Removal tool.

Did You Know?

The Spot Removal circles always remain editable. To display the spot circles again after clicking the Close button, simply choose Tools > Spot Removal, or click the Spot Removal icon in the Tools panel.



Healing with the Spot Removal Tool

Remove blemishes in Heal mode

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to work with.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the *Go to Develop* command.

Lightroom displays the photo in the Content area of the Develop module.

- 3 To access the Spot Removal tool, choose **Tools > Spot Removal**, or click the **Spot Removal** icon in the Tools panel.

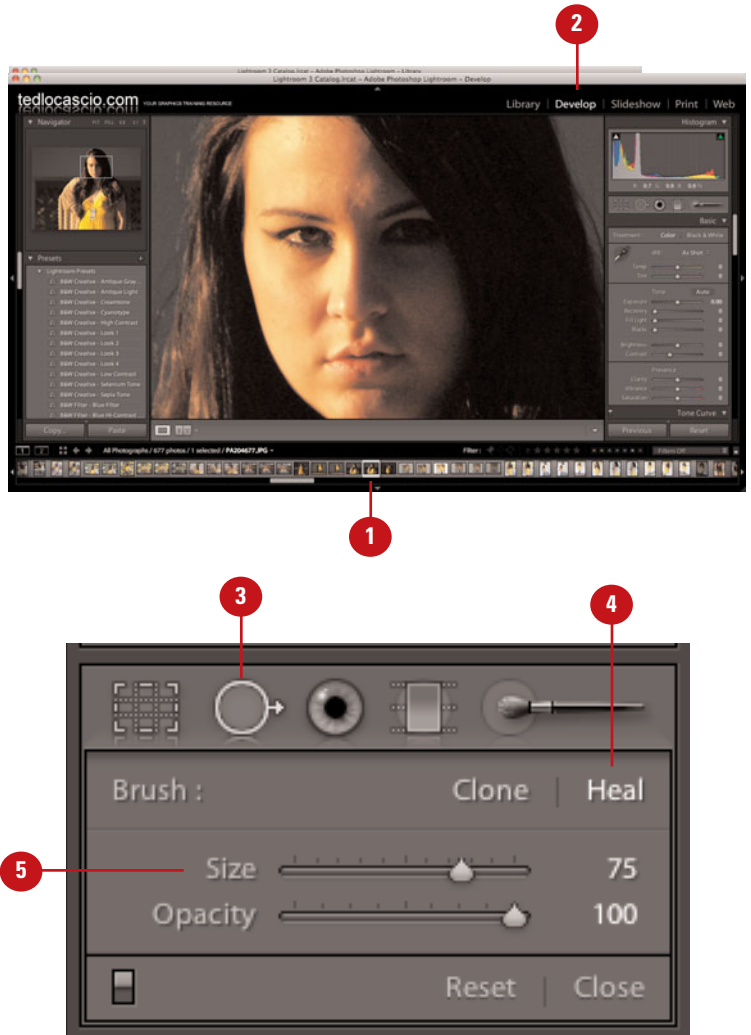
TIMESAVER Press **Q** to toggle the *Spot Removal* tool on and off.

- 4 Click the **Heal** button in the Tools panel.

- 5 Size the Spot Removal tool cursor by adjusting the **Spot Size** slider.

TIMESAVER Press the left bracket key (**[**) to decrease the cursor size; press the right bracket key (**]**) to increase it.

When you use the Spot Removal tool in Heal mode, Lightroom copies pixels and blends them around the inner edges of the spot circle. This results in a much softer cloning effect, which works best for retouching facial portraits. Otherwise, the Spot Removal tool behaves exactly the same in Clone mode as it does in Heal mode. You can add as many spot circles to an image as you like, and edit or remove them at any time.



6 Use one of the following methods to remove a blemish from the image:

- ◆ Click once over the blemish to create a spot circle and allow Lightroom to autoselect a sample point.
- ◆ Click and drag outward to create the spot circle and manually select a sample point.
- ◆ To size the spot circle as you create it, hold down Cmd (Mac) or Ctrl (Win) and draw a marquee over the blemish. Lightroom autoselects the sample point.

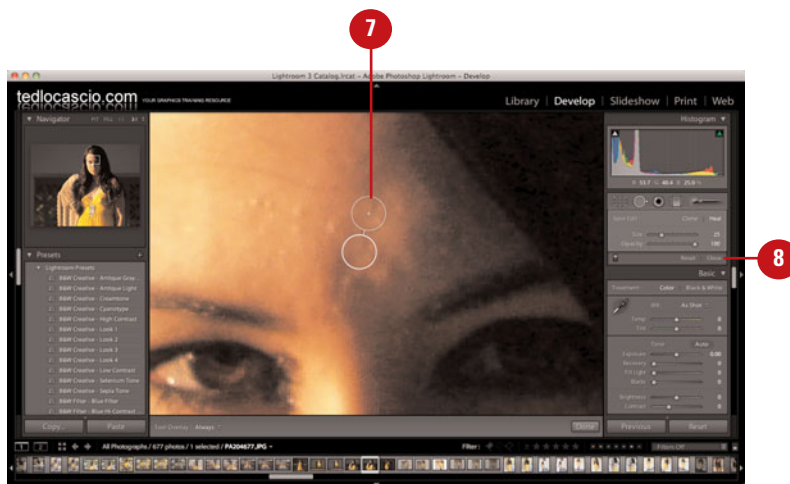
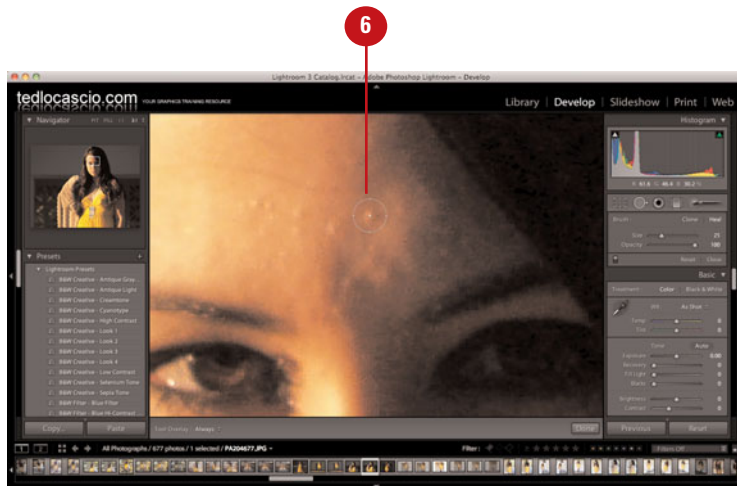
Lightroom displays the source (thin) and destination (thick) spot circles in the image.

7 If necessary, you can reposition the source circle by dragging it to another area of the image. As you do, Lightroom hides the destination circle so that you can preview the effect accurately.

8 Click the **Close** button in the Tools panel to turn off the Spot Removal tool.

Did You Know?

You can change the spotting mode for any selected spot circle. To do so, select the spot circle and click either the Clone or Heal button in the Tools panel to change its mode.



Correcting Red Eye

Remove red eye with precision

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to work with.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the *Go to Develop* command.

Lightroom displays the photo in the Content area of the Develop module.

- 3 To access the Red Eye Correction tool, choose **Tools > Red Eye**, or click the **Red Eye Correction** icon in the Tools panel.

- 4 Drag from the center of the eye outward, or simply click the center of the eye with the tool.

Lightroom targets the red area that needs correcting and darkens it.

- 5 If necessary, adjust the pupil size in the correction circle by dragging the **Pupil Size** slider in the Tools panel. You can also resize the correction circle itself by clicking and dragging its edge.

IMPORTANT You can also reposition the correction circle by clicking and dragging its center.

- 6 Adjust the pupil darkness by dragging the **Darken** slider in the Tools panel.
- 7 Click the **Close** button in the Tools panel to turn off the Red Eye Correction tool.

Although many digital cameras include an antired eye flash mode, it is sometimes better to rely on Lightroom's Red Eye Correction tool to fix this common problem. It's difficult to capture spontaneous snapshots when you have to wait for the camera to fire a couple of preflashes before actually taking the picture. Also, there is an added benefit to relying on the Red Eye Correction tool, because as it is with all adjustments in Lightroom, you can edit or remove any corrections that you make at any time.



Applying Localized Adjustments with the Adjustment Brush

Use the Adjustment Brush Effect Sliders

1 From the Library module Grid or the Filmstrip, select the photo that you would like to work with.

2 Choose **View > Adjustment Brush**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.

TIMESAVER Press **K** to apply the Adjustment Brush command.

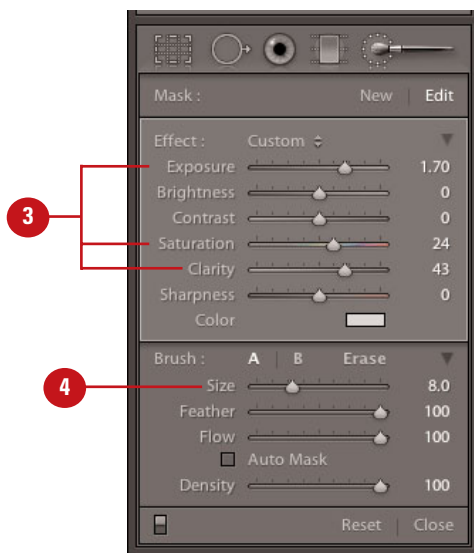
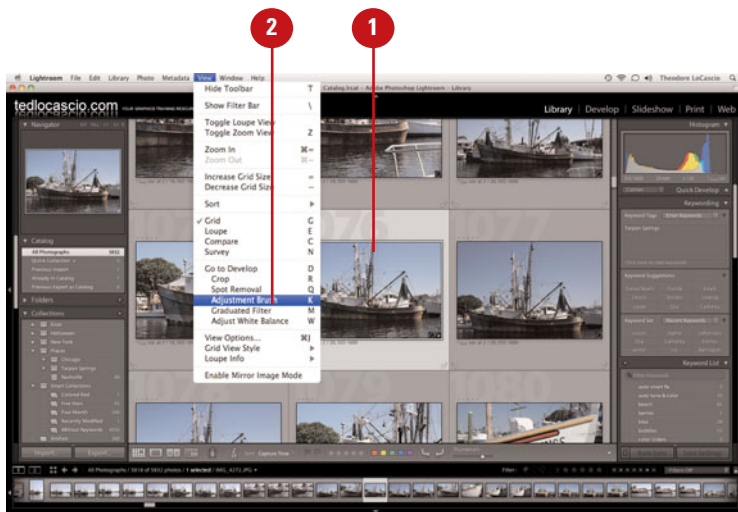
Lightroom automatically selects the Adjustment Brush in the Tools panel.

3 Adjust the sliders for the effects that you would like to apply.

4 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.

TIMESAVER Press the left bracket key (**[**) to decrease the cursor size; press the right bracket key (**]**) to increase it.

The sliders in the Basic panel enable you to apply adjustments to an entire image. However, if you'd like to apply an adjustment to a specific area of an image, you must do so using the Adjustment Brush. To apply multiple effects at once, you must drag the Effect Sliders in the Tools panel. Each brush stroke you apply is saved in a stroke set. Note that you can create as many stroke sets as you like, and you can edit them at any time.



- 5 Indicate the hardness or softness of the brush by adjusting the **Feather** slider in the Tools panel.

TIMESAVER Press **Shift+left bracket key ([)** to decrease the Feather amount; press **Shift+right bracket key (])** to increase it.

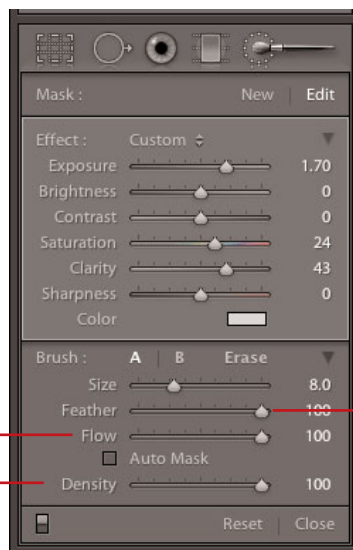
- 6 Indicate the airbrush flow of the brush by adjusting the **Flow** slider in the Tools panel.

- 7 Indicate the maximum brush opacity by adjusting the **Density** slider in the Tools panel.

- 8 Click and drag over the image area that you'd like to adjust.

Lightroom adds a reference pin marker where you first clicked.

- 9 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.

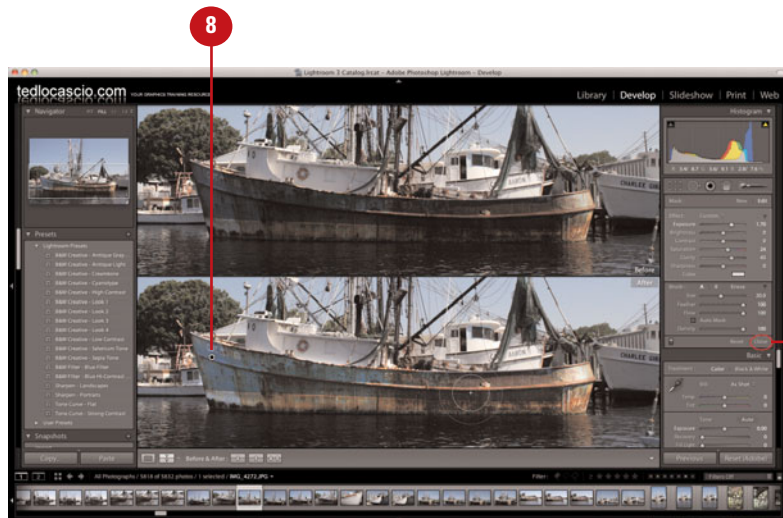


Did You Know?

You can switch between two different Adjustment Brush settings. The A and B buttons enable you to create two separate brush settings so you can easily switch between them as you work.

Did You Know?

You can hide Adjustment Brush edits as you work with the tool. To do so, click the on/off button located in the bottom-left corner of the Tools panel. Doing so allows you to compare the before and after states of the image.



Editing Adjustment Brush Strokes

Combine and apply Adjustment Brush develop settings

1 From the Library module Grid or the Filmstrip, select a photo that contains localized adjustments made with the Adjustment Brush.

2 Choose **View > Adjustment Brush**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.

TIMESAVER Press **K** to apply the Adjustment Brush command.

Lightroom automatically selects the Adjustment Brush in the Tools panel.

IMPORTANT Make sure all tool overlays are visible by choosing **Tools > Tool Overlay > Always Show**.

TIMESAVER Press **Shift+Cmd+H** (Mac) or **Shift+Ctrl+H** (Win) to toggle tool overlay visibility on and off.

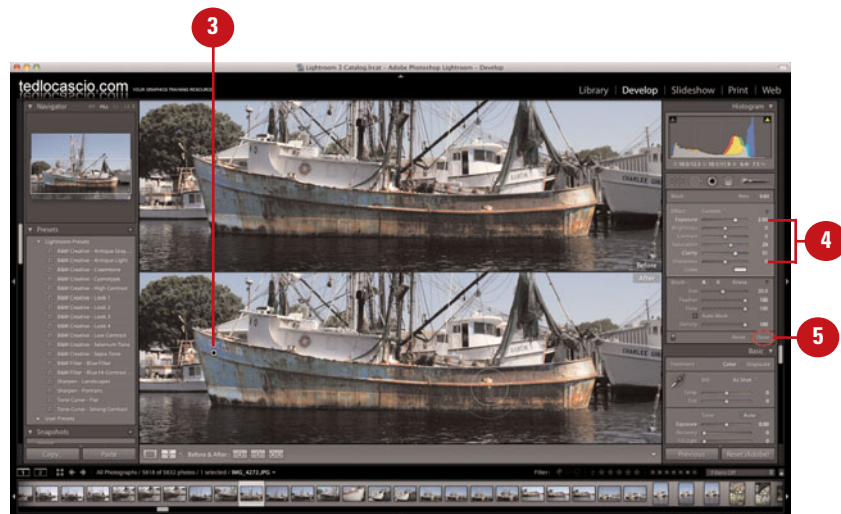
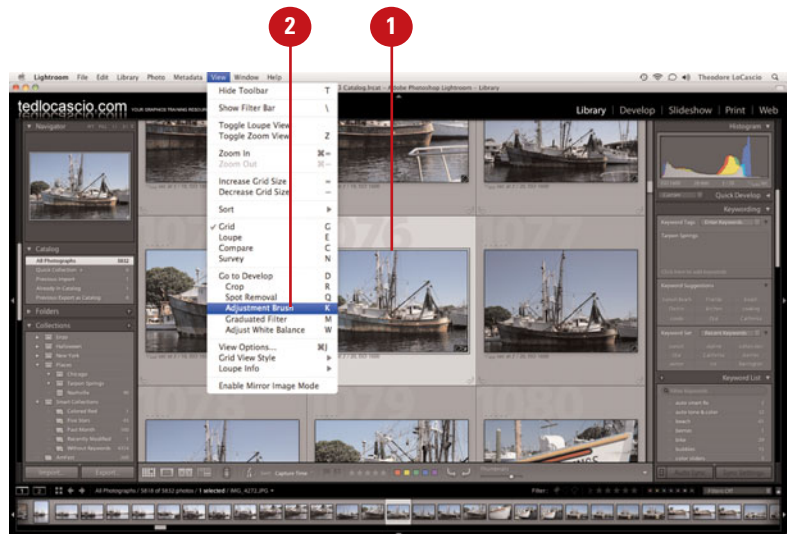
3 Select the pin marker for the strokes you would like to edit.

4 Adjust the slider settings for the selected group of strokes. You can also add strokes with the Adjustment Brush or erase them.

TIMESAVER Click on the pin marker and hold down **Option** (Mac) or **Alt** (Win) and drag left or right to decrease or increase the effect.

5 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.

You can simultaneously edit settings for all strokes contained in a set. To do so, you must select the pin marker for the set and then adjust the individual sliders in the Tools panel. You can also adjust all the settings at once by positioning the cursor over the pin marker and holding down **Option** (Mac) or **Alt** (Win), and then dragging right to increase or left to decrease. Lightroom also enables you to add or erase strokes with the Adjustment Brush. Click and drag to add strokes; **Opt+drag** (Mac) or **Alt+drag** (Win) to erase. To erase an entire set, select the pin marker and press **Delete**.



Saving Effect Settings as Presets

Save Adjustment Brush settings as an effect preset

- 1 In the Develop module, choose **View > Adjustment Brush**, or click the Adjustment Brush icon in the Tools panel.

TIMESAVER Press **K** to apply the Adjustment Brush command quickly.

- 2 In the Tools panel, adjust the sliders for the effects that you would like to save as a preset.

- 3 Choose **Save Current Settings as New Preset** from the Tools panel Effect menu.

- 4 In the New Preset dialog box that appears, enter a name for the preset.

- 5 Click **Create**.

Lightroom adds the preset to the Effect drop-down list.

Lightroom enables you to save your favorite Adjustment Brush effect settings as presets. By choosing the preset from the Effect drop-down list in the Tools panel, you can instantly recall the effect combinations that you use most. Note that you can edit, update, and delete effect presets at any time.



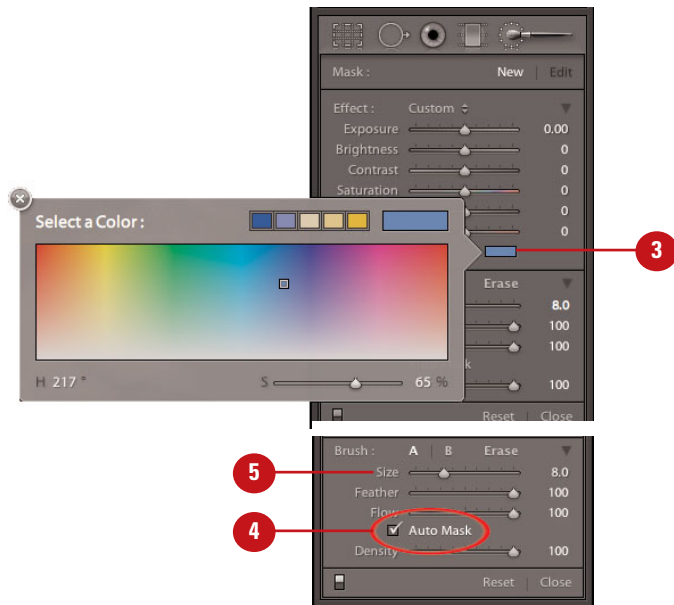
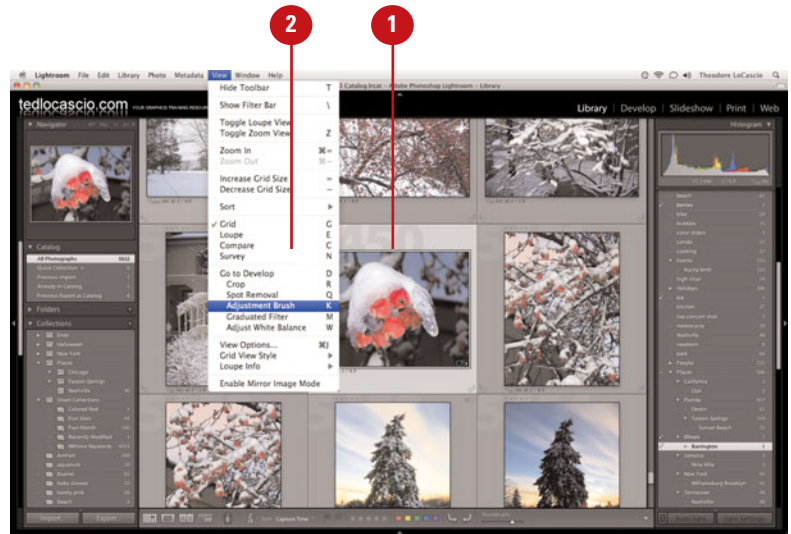
Using Auto Mask Mode

Mask the image as you paint with the Adjustment Brush

- 1 From the Library module Grid or the Filmstrip, select a photo that contains localized adjustments made with the Adjustment Brush.
- 2 Choose **View > Adjustment Brush**.
- IMPORTANT** If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.
- TIMESAVER** Press K to apply the Adjustment Brush command.
- Lightroom automatically selects the Adjustment Brush in the Tools panel.
- 3 Using the sliders available in the Tools panel, choose the adjustment settings that you would like to apply. In this example, it's the **Color** effect.
- 4 Enable the **Auto Mask** mode option in the Tools panel.
- 5 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.

TIMESAVER Press the left bracket key ([) to decrease the cursor size; press the right bracket key (]) to increase it.

The Auto Mask option cleverly analyzes the color and tone of the area where you first click with the Adjustment Brush. As you add strokes, it applies the effect to matching areas in the image. It also resamples continuously as you paint with the tool. Overall, the Auto Mask option works very well but may require some fine-tuning around certain image edges that are similar in tone.



- 6 Indicate the hardness or softness of the brush by adjusting the **Feather** slider in the Tools panel.

TIMESAVER Press *Shift+left bracket* key ([) to decrease the Feather amount; press *Shift+right bracket* key (]) to increase it.

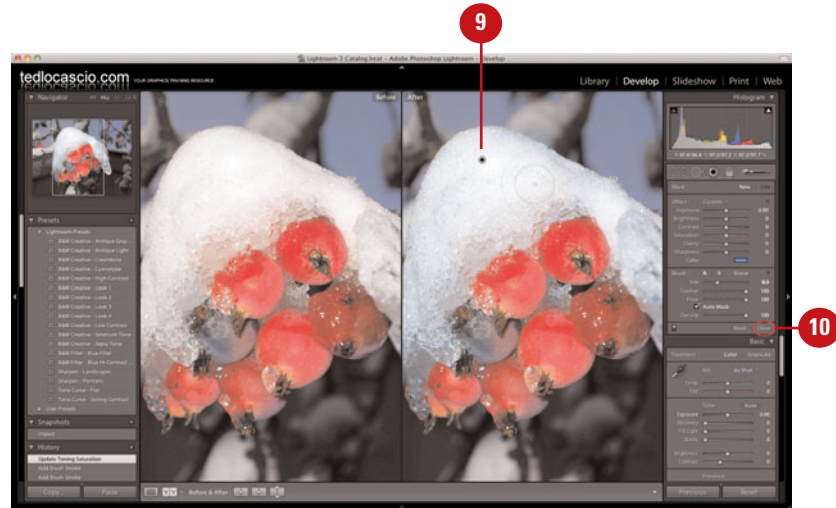
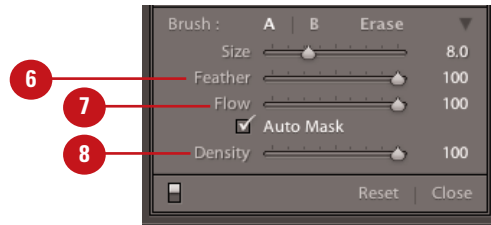
- 7 Indicate the airbrush flow of the brush by adjusting the **Flow** slider in the Tools panel.

- 8 Indicate the maximum brush opacity by adjusting the **Density** slider in the Tools panel.

- 9 Click and drag over the image area that you'd like to adjust. In this example, it's the snow and ice that are targeted.

Lightroom adds a reference pin marker and analyzes the tone and color of the area where you clicked to generate the auto mask.

- 10 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.



Did You Know?

You can display a temporary overlay of the painted regions. To do so, hover the Adjustment Brush cursor over the pin marker. Press *Shift+O* to cycle through the different mask overlay display colors (gray, red, green, or off).

Softening Skin

Use the Soften Skin effect preset

1 From the Library module Grid or the Filmstrip, select the photo that you'd like to work with.

2 Choose **View > Adjustment Brush**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.

TIMESAVER Press **K** to apply the Adjustment Brush command.

Lightroom automatically selects the Adjustment Brush in the Tools panel.

3 Choose **Soften Skin** from the Tools panel Effect menu.

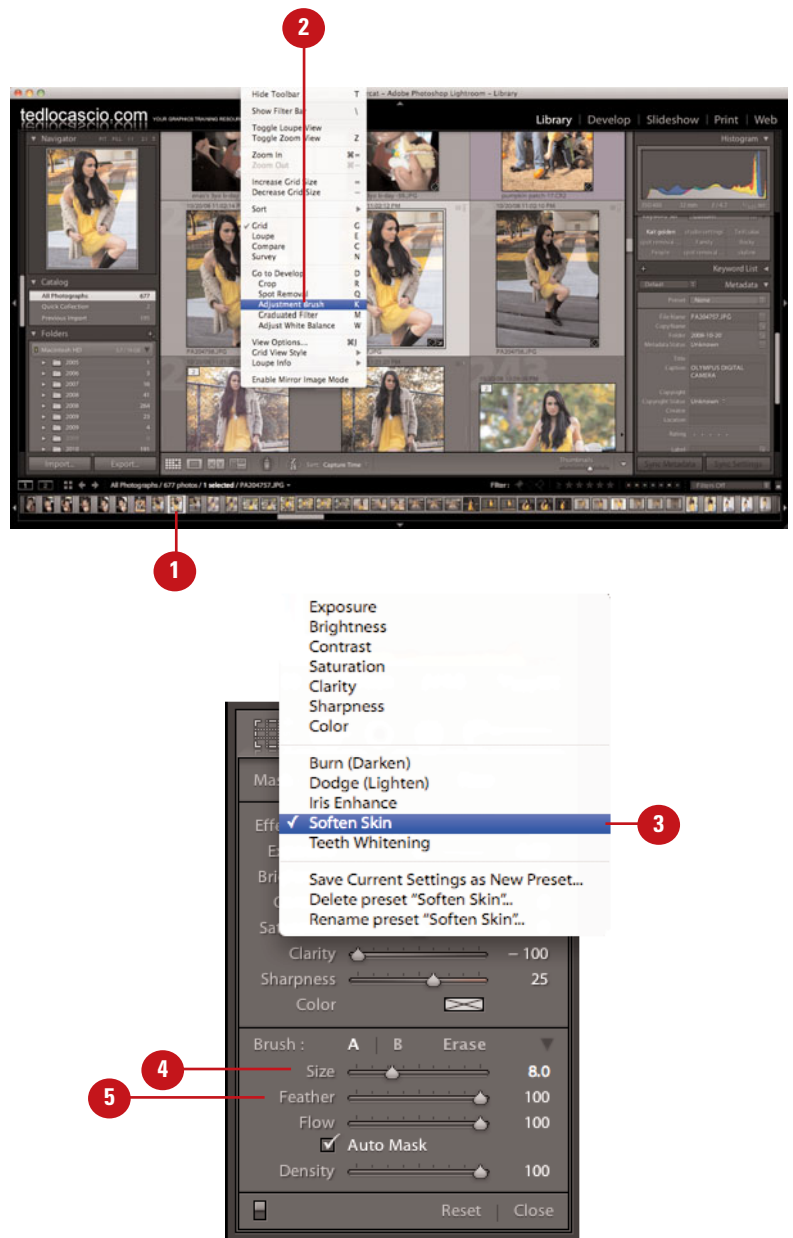
4 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.

TIMESAVER Press the left bracket key (**[**) to decrease the cursor size; press the right bracket key (**]**) to increase it.

5 Indicate the hardness or softness of the brush by adjusting the **Feather** slider in the Tools panel.

TIMESAVER Press **Shift+left** bracket key (**[**) to decrease the Feather amount; press **Shift+right** bracket key (**]**) to increase it.

Lightroom ships with a built-in skin softening preset, which combines a negative Clarity effect with a positive Sharpness adjustment. You can use this preset with the Adjustment Brush to soften specific areas of skin in a portrait image.



6 Indicate the airbrush flow of the brush by adjusting the **Flow** slider in the Tools panel.

7 Indicate the maximum brush opacity by adjusting the **Density** slider in the Tools panel.

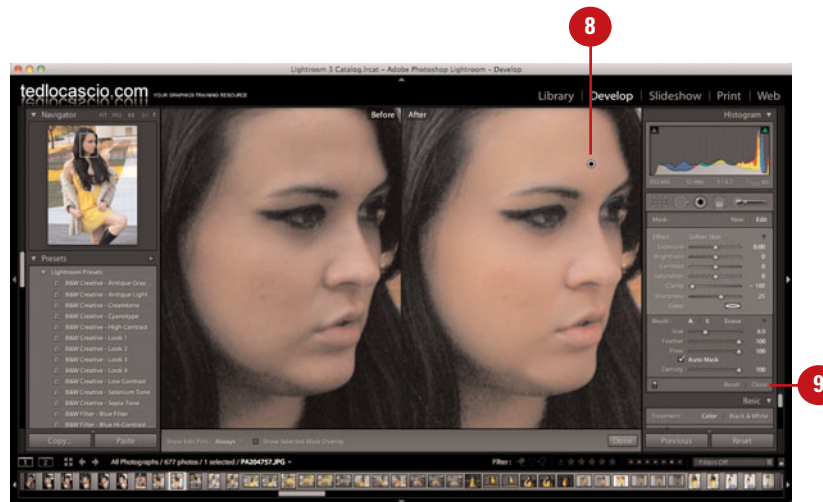
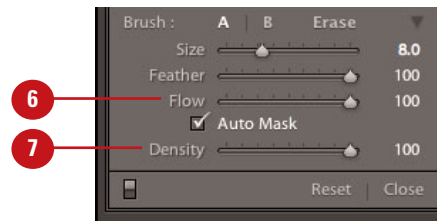
8 Click and drag over the areas of skin that you'd like to soften.

Lightroom adds a reference pin marker and applies the softening effect.

9 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.

Did You Know?

Adjustment Brush effect settings can be edited even after they are applied. Painting with increased effect settings can help you see the results of the effects as you work. You can always reduce the settings to a proper strength after you've covered the entire area with brushstrokes.



Hand-Coloring a Black-and-White Image

Open your primary image selection in the Develop module

- 1 From the Library module Grid or the Filmstrip, select the photo that you'd like to work with.
- 2 Choose **View > Adjustment Brush**.

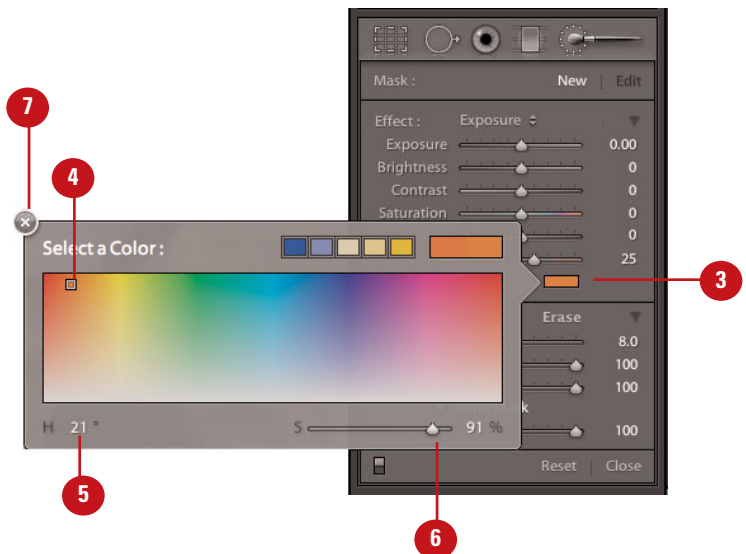
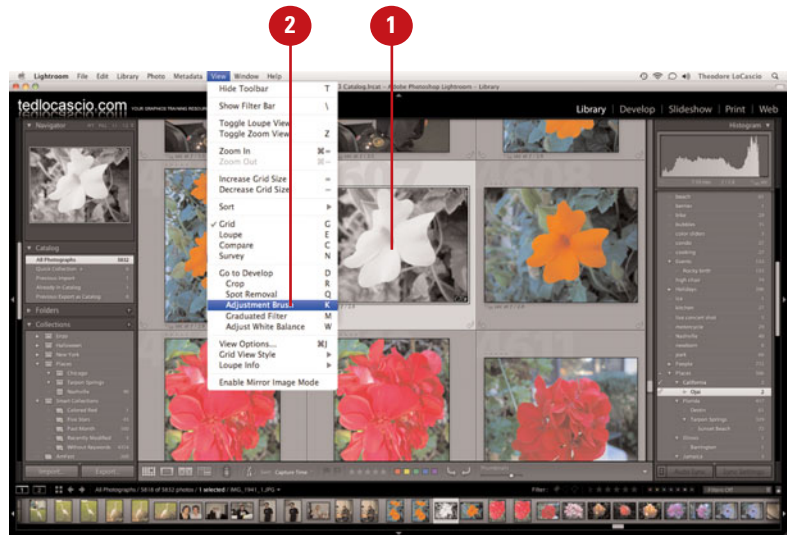
IMPORTANT If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.

TIMESAVER Press **K** to apply the Adjustment Brush command.

Lightroom automatically selects the Adjustment Brush in the Tools panel.

- 3 Click the **Color** switch icon in the Tools panel.
- 4 Select a color by clicking inside the color spectrum, or by clicking one of the color preset swatches located at the top of the Color Picker window.
- 5 If necessary, adjust the **Hue** value using the "scrubbie" slider.
- 6 If necessary, adjust the **Saturation** level by dragging the slider provided.
- 7 Click the **Close** button in the upper-left corner of the Color Picker window.

Another creative way to work with the Adjustment Brush is to paint with the Color effect. By doing so, you can hand tint a black and white photo. Note that the photo does not have to be shot in black-and-white. In Lightroom, you can remove color from an image non-destructively, as described in Chapter 10, "Working in Black and White." As you paint with the Adjustment Brush, you can create a new stroke set for every color you apply. Doing so allows for greater editing control.



8 Enable the **Auto Mask** mode option in the Tools panel.

9 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.

TIMESAVER Press the left bracket key ([) to decrease the cursor size; press the right bracket key (]) to increase it.

10 Indicate the hardness or softness of the brush by adjusting the **Feather** slider in the Tools panel.

TIMESAVER Press Shift+left bracket key ([) to decrease the Feather amount; press Shift+right bracket key (]) to increase it.

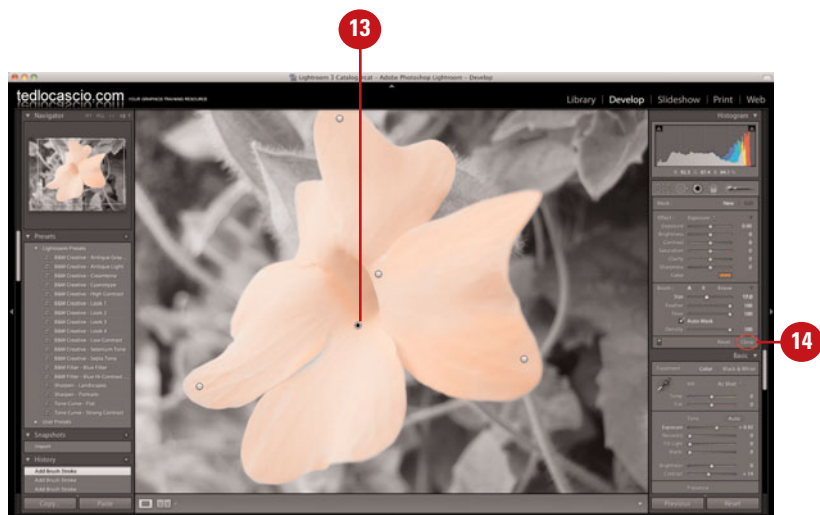
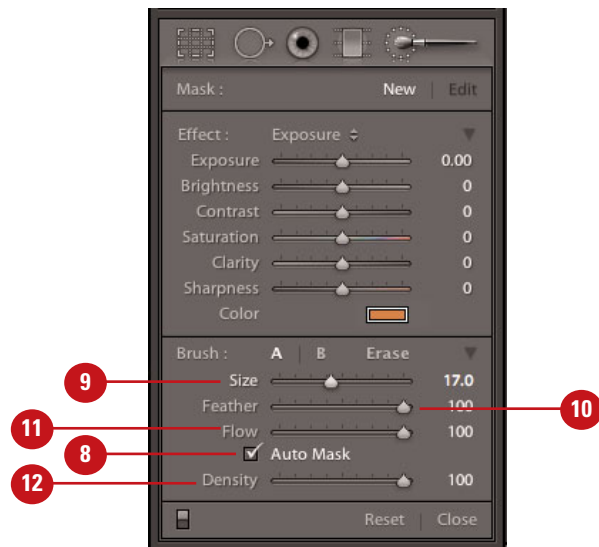
11 Indicate the airbrush flow of the brush by adjusting the **Flow** slider in the Tools panel.

12 Indicate the maximum brush opacity by adjusting the **Density** slider in the Tools panel.

13 Click and drag over the image areas where you'd like to apply the color.

Lightroom adds a reference pin marker and applies the Color effect.

14 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.



See Also

See Chapter 10 to learn more about converting images to grayscale in Lightroom.

Applying Localized Sharpening

Sharpen localized image areas with the Clarity effect

1 From the Library module Grid or the Filmstrip, select the photo that you'd like to work with.

2 Choose **View > Adjustment Brush**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.

TIMESAVER Press **K** to apply the Adjustment Brush command.

Lightroom automatically selects the Adjustment Brush in the Tools panel.

3 In the Tools panel, increase the amount of clarity by dragging the **Clarity** slider to the right.

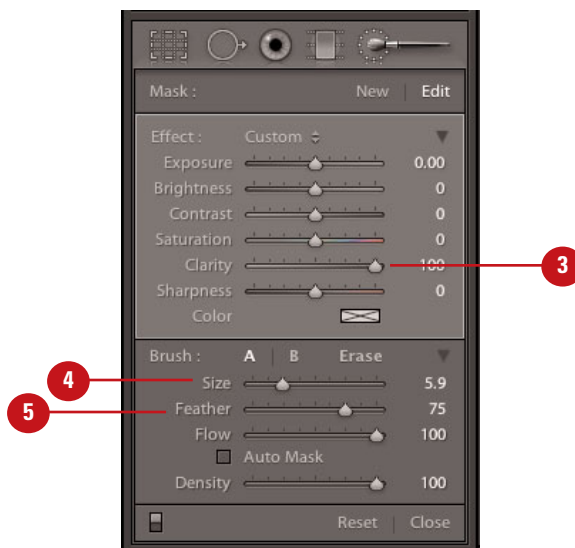
4 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.

TIMESAVER Press the left bracket key (**[**) to decrease the cursor size; press the right bracket key (**]**) to increase it.

5 Indicate the hardness or softness of the brush by adjusting the **Feather** slider in the Tools panel.

TIMESAVER Press **Shift+left** bracket key (**[**) to decrease the Feather amount; press **Shift+right** bracket key (**]**) to increase it.

The Sharpening sliders in the Detail panel enable you to apply sharpening to an entire image. However, in some cases, such as when working with a fashion photo or portrait image, you may want to apply extra sharpening to specific areas, such as the eyes, mouth, and hair. With the Adjustment Brush, you can boost midtone contrast by painting with increased clarity settings. For stronger results, you can paint with the Sharpness effect.



6 Indicate the airbrush flow of the brush by adjusting the **Flow** slider in the Tools panel.

7 Indicate the maximum brush opacity by adjusting the **Density** slider in the Tools panel.

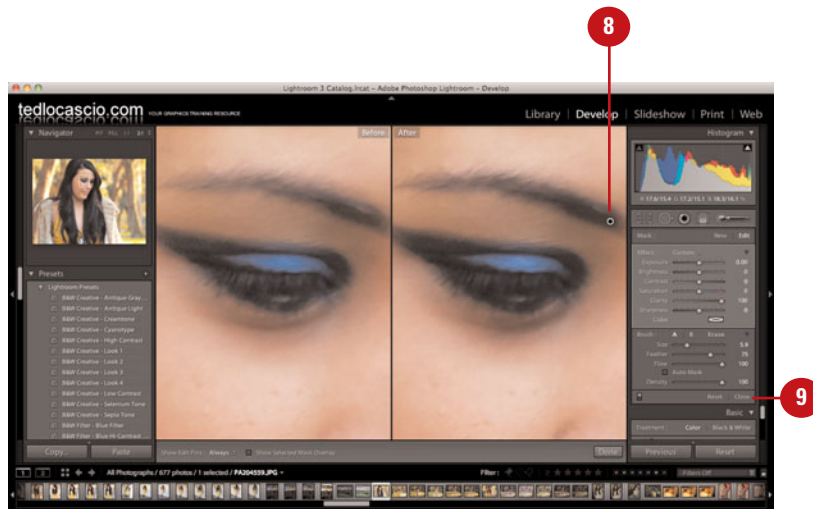
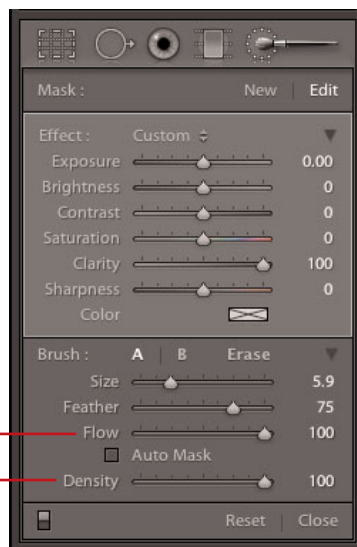
8 Click and drag over the image areas that you'd like to apply midtone contrast to, such as the mouth, eyebrows, and hair in this example photo.

Lightroom adds a reference pin marker and applies the sharpening effect.

9 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.

See Also

See Chapter 7 to learn more about Clarity adjustments.



Sharpen localized image areas with the Sharpen effect

1 From the Library module Grid or the Filmstrip, select the photo that you'd like to work with.

2 Choose **View > Adjustment Brush**.

IMPORTANT If you already have an image open in the Develop module, choose **Tools > Adjustment Brush**.

TIMESAVER Press **K** to apply the Adjustment Brush command.

Lightroom automatically selects the Adjustment Brush in the Tools panel.

3 Increase the amount of sharpness to apply by dragging the **Sharpness** slider to the right.

4 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.

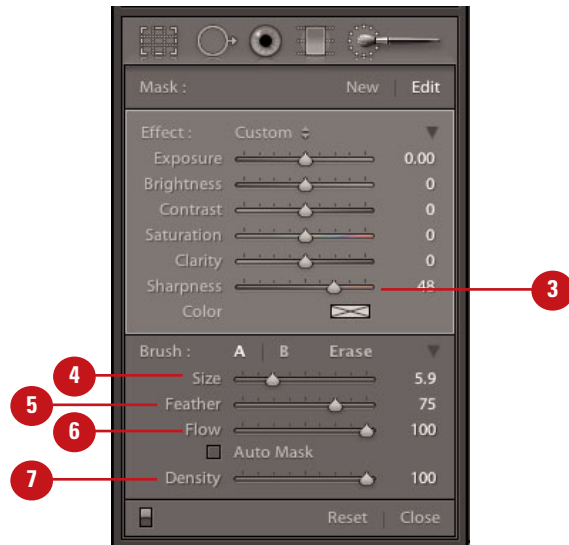
TIMESAVER Press the left bracket key (**[**) to decrease the cursor size; press the right bracket key (**]**) to increase it.

5 Indicate the hardness or softness of the brush by adjusting the **Feather** slider in the Tools panel.

TIMESAVER Press **Shift+left** bracket key (**[**) to decrease the Feather amount; press **Shift+right** bracket key (**]**) to increase it.

6 Indicate the airbrush flow of the brush by adjusting the **Flow** slider in the Tools panel.

7 Indicate the maximum brush opacity by adjusting the **Density** slider in the Tools panel.



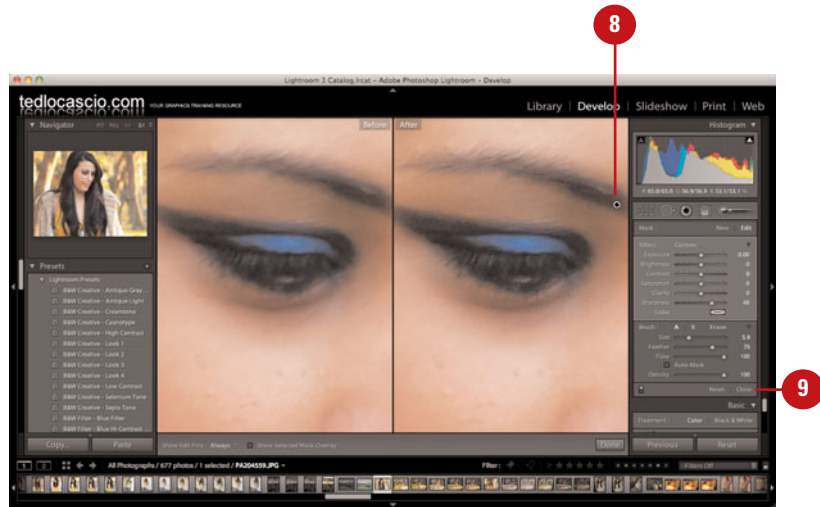
- 8 Click and drag over the image areas that you'd like to apply sharpness to, such as the eyes and hair in this example photo

Lightroom adds a reference pin marker and applies the sharpening effect to the localized areas.

- 9 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.

See Also

See Chapter 11 to learn more about sharpening images in Lightroom.



Using the Graduated Filter Tool

Apply linear Graduated Filter fade adjustments

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to work with.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press *D* to apply the *Go to Develop* command.

Lightroom displays the photo in the Content area of the Develop module.

- 3 To access the Graduated Filter tool, choose **Tools > Graduated Filter**, or click the **Graduated Filter** icon in the Tools panel.

TIMESAVER Press *M* to access the *Graduated Filter* tool quickly.

- 4 Using the controls available in the Tools panel, choose the adjustment settings that you would like to apply. In this example, it's a negative **Exposure** effect.

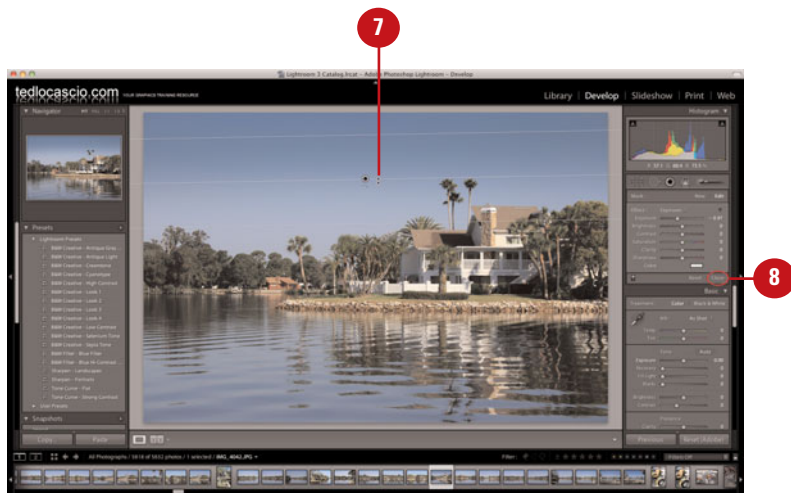
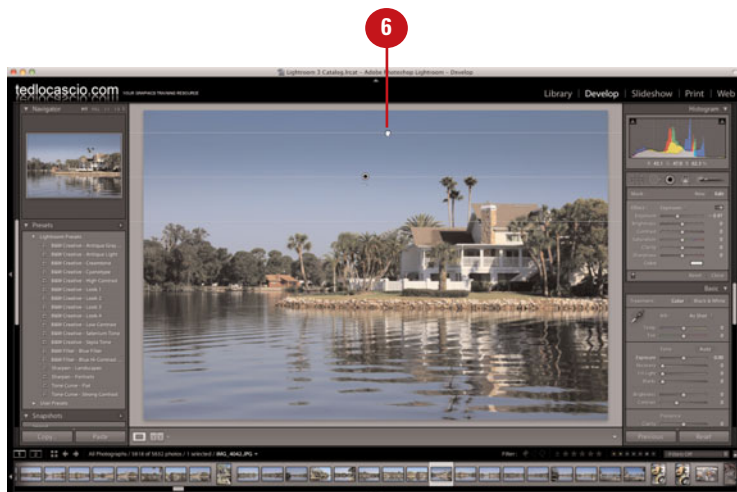
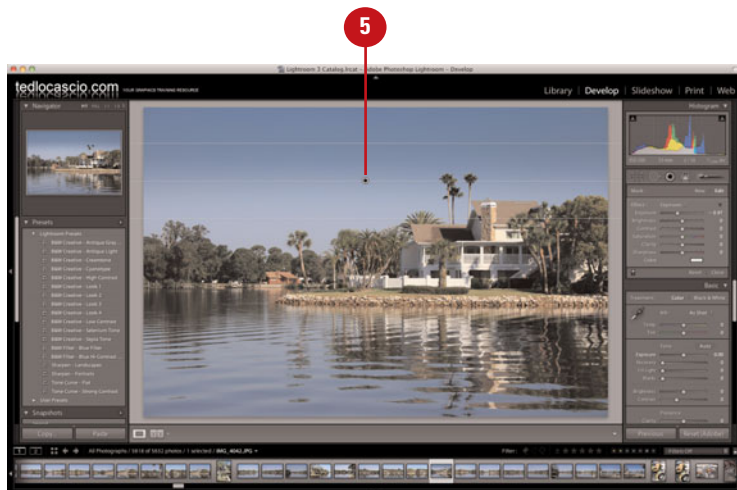
With the Graduated Filter tool, you can apply adjustments that gradually fade along a linear path, from maximum strength to minimum strength. Graduated Filter effects can be used to add drama to an image, such as the landscape shown in this example.



- 5 Click in the photo to determine the starting point for the Graduated Filter. Hold down the mouse button and drag in the picture to define the area that will be affected. Release the mouse button at the point where you'd like the filter to stop.

Lightroom adds a reference pin marker and displays three parallel lines, which indicate the spread of the Graduated Filter.

- 6 If necessary, you can change the width of the spread by clicking and dragging any of the three parallel lines.
- 7 If necessary, you can rotate the graduated filter by hovering the cursor next to the pin marker and dragging up or down.
- 8 Click the **Close** button in the Tools panel to turn off the Adjustment Brush.



Develop Module Workflow

Introduction

All the adjustments that you apply to your images in Lightroom are nondestructive. This means that you can edit or remove the applied settings at anytime. In this chapter, you learn how to access the various history states of an image via the History panel and store them as image variations in the Snapshots panel. You also learn how to create editable proxies of an image by utilizing Lightroom's virtual copy feature.

This chapter also teaches you how to share develop settings across two or more images. You learn how to synchronize specific settings, copy/paste them, and save your favorite setting combinations as presets that you can later apply to multiple images at once with a simple click of a button.

The final sections of the chapter explain how to use Lightroom with Photoshop, Camera Raw, and Photoshop Elements. It is here that you learn the various ways that you can edit Lightroom catalog images using the other members of the Photoshop family of applications.

9

What You'll Do

Access History States

Save Snapshots

Sync Snapshots

Create Virtual Copies

Synchronize Develop Settings

Use Auto Sync Mode

Copy and Paste Develop Settings

Apply Previous Develop Settings

Save Develop Setting Presets

Reset Images to Their Default Settings

View Lightroom Edits in Camera Raw

View Camera Raw Edits in Lightroom

Choose External Editing Preferences

Open Images in Photoshop

Open Images as Smart Objects in Photoshop

Open Images in Photoshop Elements

Accessing History States

Revert to any previous Develop module setting

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to work with.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > History** to display the History panel.

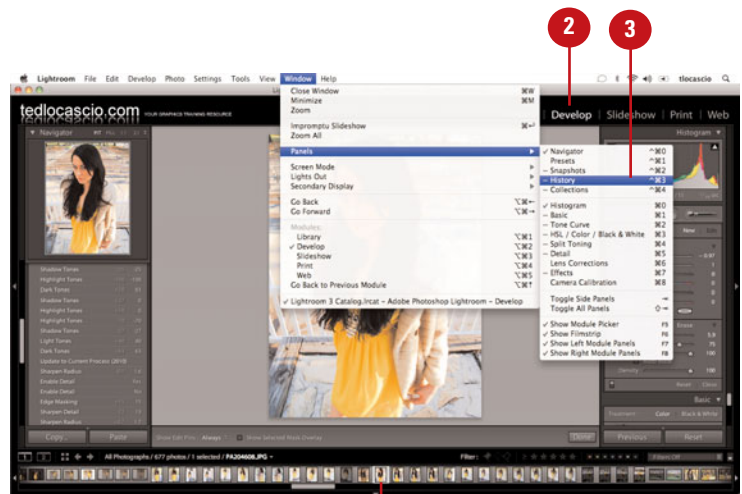
TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the History panel quickly.

- 4 To revert to a previous history state, click the saved develop setting in the History panel.

IMPORTANT You can preview a history state in the Navigator panel by hovering the cursor over the setting in the History panel.

IMPORTANT If you apply new develop settings after selecting a previous history state in the History panel, all the settings that were recorded after the selected state are erased and replaced with the new settings.

Editing images in Lightroom is entirely nondestructive. This is because Lightroom remembers every develop setting that you apply to your images, even after you quit the application. Every adjustment that you apply to an image is stored in ascending order in the Develop module History panel. You can recall a previous history state at any time by clicking an adjustment from the History panel list. The numbers displayed in the middle column of the History panel indicate the number of units up or down that the settings were shifted. The numbers on the far right of the panel indicate the new setting values. Note that when you undo an adjustment by pressing **Cmd+Z (Mac)** or **Ctrl+Z (Win)**, it is not stored as a history state in the panel.



Saving Snapshots

Store saved history states as snapshot variations

- 1 From the Library module Grid or the Filmstrip, select the photo containing the history states you would like to capture.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > History** to display the History panel.

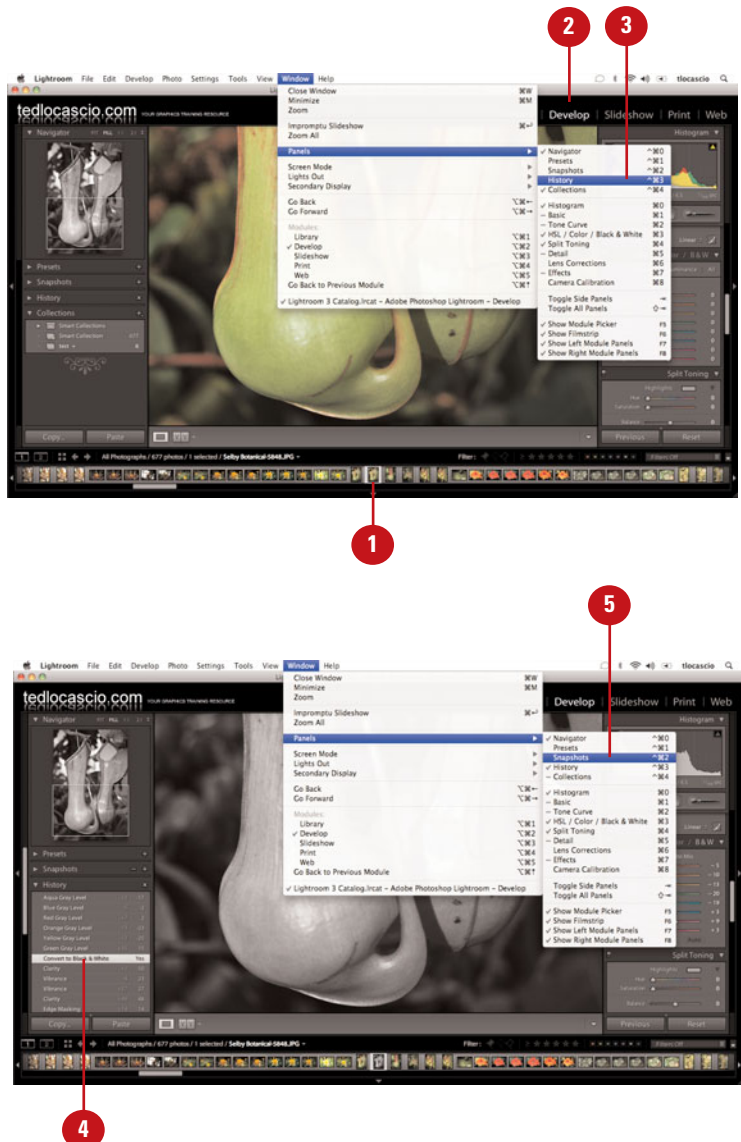
TIMESAVER Press **Control+Cmd+3 (Mac)** or **Ctrl+Shift+3 (Win)** to show or hide the History panel quickly.

- 4 Select the history state that you would like to capture from the History panel.

- 5 Choose **Window > Panels > Snapshots** to display the Snapshots panel.

TIMESAVER Press **Control+Cmd+2 (Mac)** or **Ctrl+Shift+2 (Win)** to show or hide the Snapshots panel quickly.

Another way that you can manage history states in Lightroom is to use the Snapshots feature. With Snapshots, you can store history states as image variations. Doing so allows you to compare different versions of an image, such as black and white versus color, or cropped versus uncropped. You can recall these history states quickly and easily by saving them as snapshots, and selecting them from the Snapshots panel.



- 6 Choose **Develop > New Snapshot**, or click the **Create Snapshot** button (the + symbol) in the upper-right corner of the Snapshots panel.

TIMESAVER Press *Cmd+N* (Mac) or *Ctrl+N* (Win) to apply the New Snapshot command quickly.

- 7 In the New Snapshot dialog box that appears, enter a name in the **Snapshot Name** field.

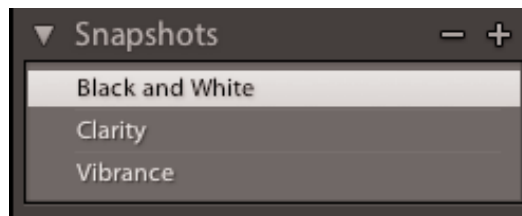
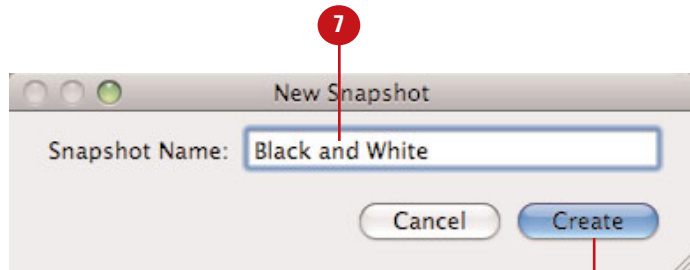
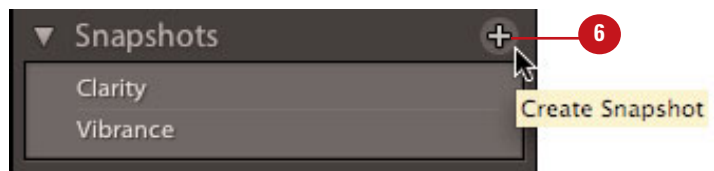
- 8 Click the **Create** button.

Lightroom stores the new snapshot in the Snapshots panel.

IMPORTANT You can preview a snapshot in the Navigator panel by hovering the cursor over the snapshot name in the Snapshots panel.

Did You Know?

You can update any snapshot with the current history state. To do so, Control+click (Mac) or right+click (Win) the snapshot in the Snapshots panel and choose Update with Current Settings from the contextual menu.



Lightroom adds the snapshot to the panel.

Syncing Snapshots

Update snapshots to include recently applied settings

- 1 From the Library module Grid or the Filmstrip, select the photo whose snapshots you would like to sync.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

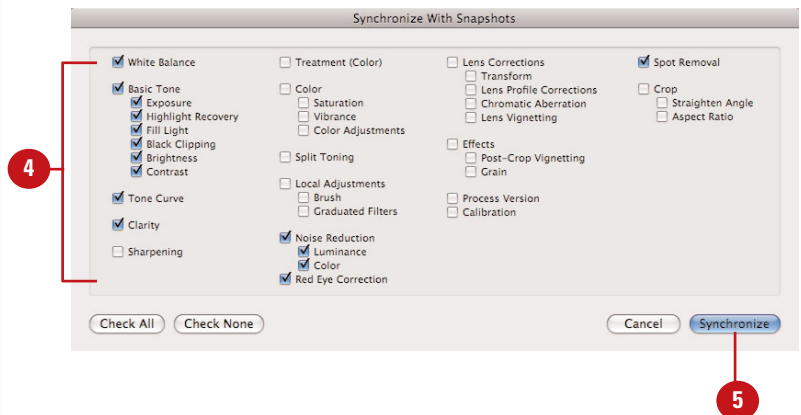
- 3 Choose **Settings > Sync Snapshots**.
- 4 In the Synchronize with Snapshots dialog box that appears, select the settings that you would like to sync.

IMPORTANT When synchronizing snapshots, every snapshot saved in the Snapshots panel acquires the settings applied to the most recent one.

- 5 Click **Synchronize**.

Lightroom updates the snapshots with the specified settings. Select any snapshot from the Snapshots panel to view the updates.

If you've already saved several snapshots of an image, and then decide to apply critical adjustments to them, such as spot removal, red eye correction, or localized adjustments made with the adjustment brush, you can update the snapshots by syncing the edits. The Sync Snapshots feature enables you to apply specific adjustments to all the snapshots at once. The Synchronize with Snapshots dialog box lets you choose which settings you would like to apply.



Creating Virtual Copies

Create a proxy version of the master image

1 From the Library module Grid or the Filmstrip, select the photo that you would like to create a virtual copy of.

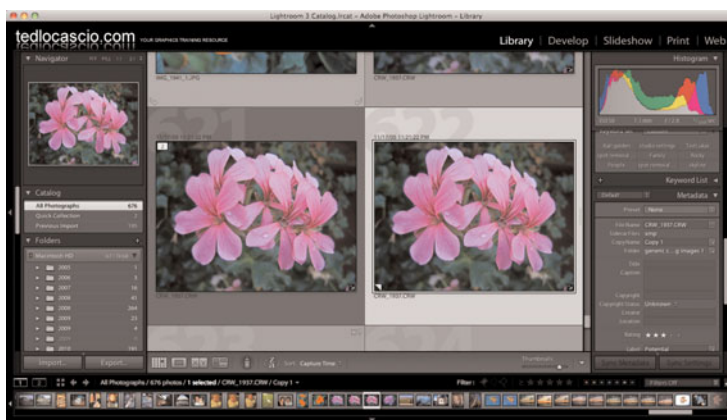
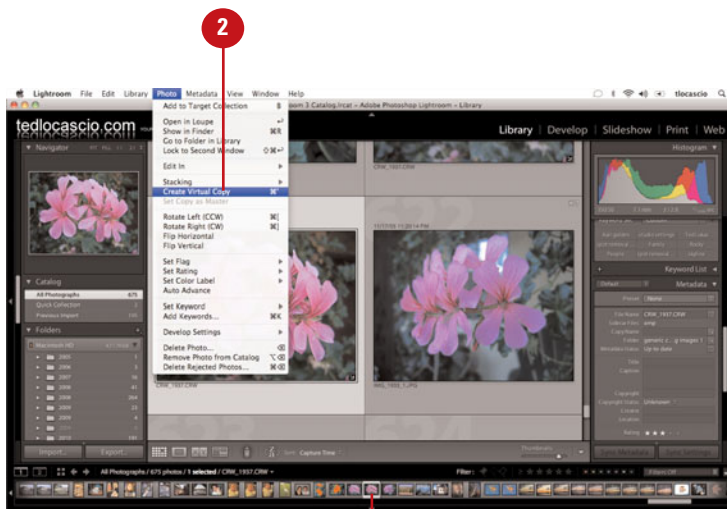
2 Choose **Photo > Create Virtual Copy**.

TIMESAVER Press **Cmd+'** (Mac) or **Ctrl+'** (Win) to apply the *Create Virtual Copy* command.

Lightroom automatically groups the virtual copy with the original master file in the Library module Grid and the Filmstrip.

IMPORTANT When creating a virtual copy of an image while working in the Develop module, Lightroom automatically displays the virtual copy in the Content area.

In addition to saving snapshots, you can also create virtual copies of an image in Lightroom. A virtual copy is a proxy version of the original master image. It appears like a duplicate photo in the Library Grid and Filmstrip but is actually a visual representation of the master image that you can edit separately. Unlike snapshots, virtual copies offer you more freedom to apply different types of edits and preview them as separate images in Compare or Survey view. You can also save virtual copies into collections, which you cannot do with snapshots.



Lightroom groups the virtual copy with the original master image.

Synchronizing Develop Settings

Synchronize develop settings across two or more photos

- 1 From the Library module Grid or the Filmstrip, select the photos you would like to sync.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple nonadjacent photos.

- 2 Click the **Sync** button (Develop module) or the **Sync Settings** button (Library module) located in the lower-right corner of the interface.

TIMESAVER Press Cmd+Shift+S (Mac) or Ctrl+Shift+S (Win) to access the Synchronize Settings dialog box quickly.

- 3 In the Synchronize Settings dialog box that appears, select the develop settings that you would like to sync.

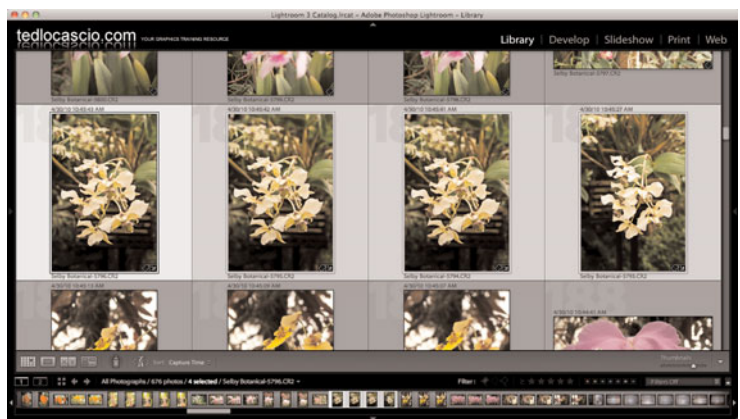
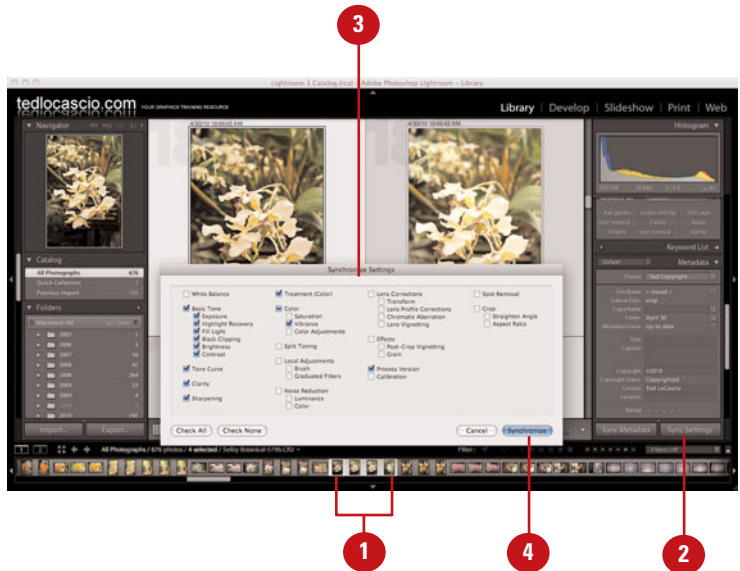
IMPORTANT When synchronizing develop settings, the selected photos acquire the settings applied to the primary (or target) selection.

- 4 Click **Synchronize**.
Lightroom applies the develop settings to the selected photos and updates the thumbnails in the Library module Grid and Filmstrip.

Did You Know?

You can bypass the Synchronize Settings dialog box and apply the last used settings. To do so, press Option (Mac) or Alt (Win) as you click the Sync button in the Develop module.

With Lightroom's Sync Settings feature, you can apply specific develop settings to multiple photos at once. When you import a series of photos that contain the same subject matter and lighting conditions, you can apply settings to one of the photos and then sync the settings for the rest of the photos in the series to those applied to the corrected image. The Synchronize Settings dialog box lets you choose which settings you would like to apply to the other photos.



Lightroom applies the develop settings to the selected photos.

Using Auto Sync Mode

Sync settings across multiple photos as you apply them

- 1 From the Develop module, select the photos that you would like to sync from the Filmstrip.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple nonadjacent photos.

- 2 To enable Auto Sync mode, click the toggle switch located next to the **Sync** button in the lower-right corner of the interface. Lightroom displays the words **Auto Sync** inside the button.

IMPORTANT When synchronizing develop settings, the selected photos acquire the settings applied to the primary (or target) selection.

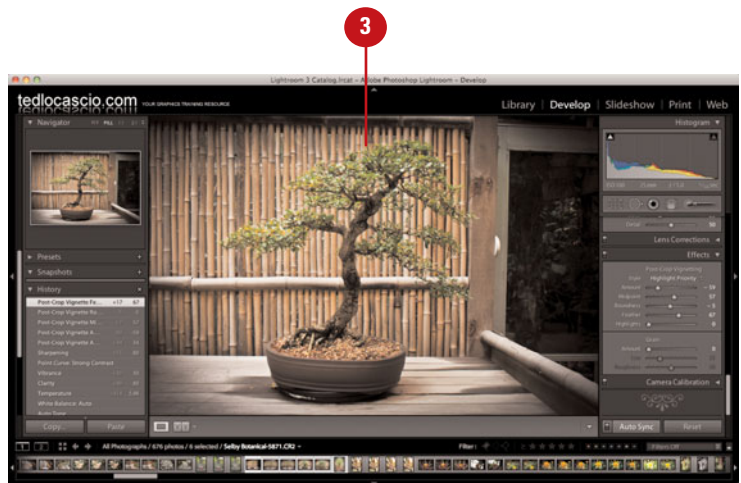
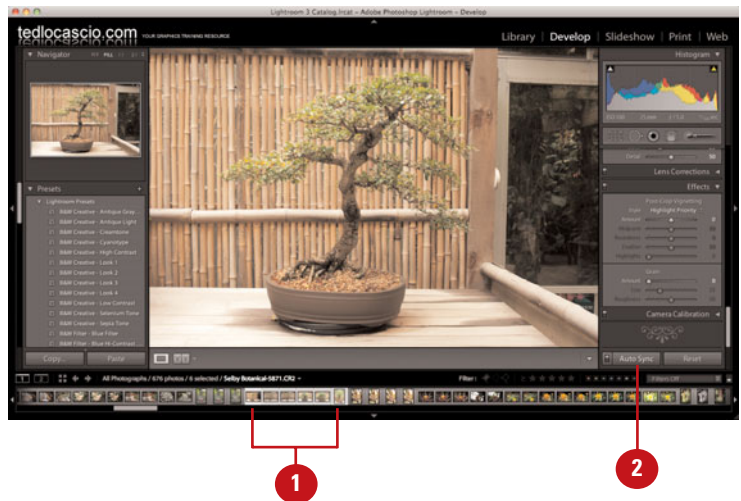
- 3 Apply develop settings to the primary (or target) photo in the selection.

Lightroom automatically applies the chosen develop settings to the selected photos and updates the thumbnails in the Library module Grid and Filmstrip.

Did You Know?

Lightroom remains in Auto Sync mode until you disable it. To exit Auto Sync mode, choose Settings > Disable Auto Sync, or click the Auto Sync toggle switch next to the Auto Sync button.

When you apply develop settings to the target photo in Auto Sync mode, Lightroom automatically applies the same settings to the other images in the selection. In this regard, Auto Sync mode is similar to working with Quick Develop in the Library module. Note that the Auto Sync feature does not offer you the option to choose which settings to apply from the Synchronize Settings dialog box. To enter Auto Sync mode, you must click the toggle switch located next to the Develop module Sync button, or choose Settings > Enable Auto Sync.



Lightroom automatically applies the settings to the selected photos.

Copying and Pasting Develop Settings

Copy and paste develop settings in the Develop module

- 1 In the Filmstrip, select the photo that you would like to copy develop settings from.
- 2 Choose **Edit > Copy** or click the **Copy** button located in the lower-left corner of the Develop module interface. You can also Control-click (Mac) or right-click the image in the Content area (or the Filmstrip thumbnail) and choose **Settings > Copy Settings**.

TIMESAVER Press **Cmd+C** (Mac) or **Ctrl+C** (Win) to apply the **Copy** command quickly.

- 3 In the Copy Settings dialog box that appears, select the develop settings that you would like to copy.

- 4 Click **Copy**.

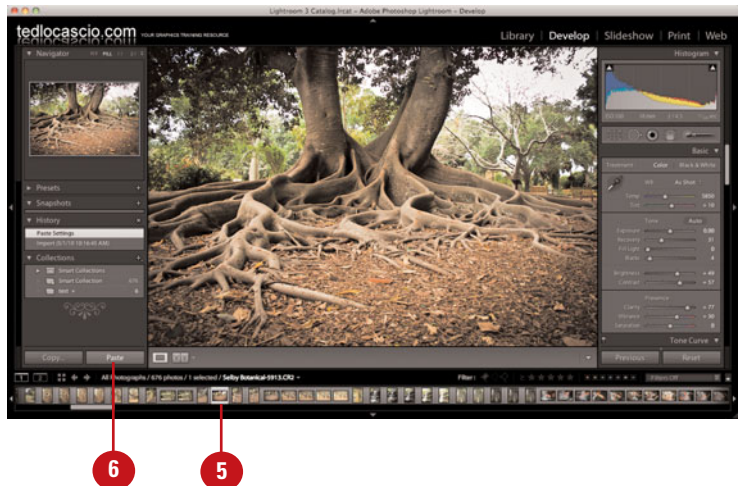
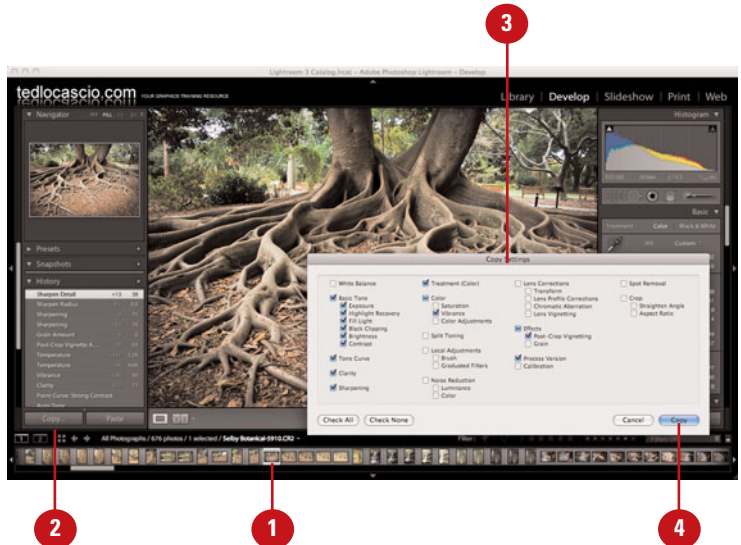
- 5 From the Filmstrip, select the photo(s) that you would like to paste the develop settings to.

- 6 Choose **Edit > Paste** or click the **Paste** button located in the lower-left corner of the Develop module interface. You can also Control-click (Mac) or right-click the image in the Content area (or the Filmstrip thumbnail) and choose **Settings > Paste Settings**.

TIMESAVER Press **Cmd+V** (Mac) or **Ctrl+V** (Win) to apply the **Paste** command quickly.

Lightroom applies the develop settings to the selected photo(s).

In addition to Syncing settings across two or more selected photos, you can also copy and paste them. This can be done in both the Library and Develop modules. Note that in the Develop module, you can apply only the copied settings to all the photos in a selection by Control-clicking (Mac) or right-clicking (win) the Filmstrip selection (not the image in the Content area) and choosing **Develop Settings > Paste Settings** from the contextual menu. If you click the **Paste** button or choose **Edit > Paste** in the Develop module, Lightroom applies only the copied settings to the primary photo in the selection.



Copy and paste develop settings in the Library module

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to copy develop settings from.
- 2 Choose **Photo > Develop Settings > Copy Settings** or Control-click (Mac) or right-click the thumbnail image in the Grid or Filmstrip and choose the command from the contextual menu.

TIMESAVER Press **Cmd+Shift+C** (Mac) or **Ctrl+Shift+C** (Win) to apply the **Copy Settings** command quickly.

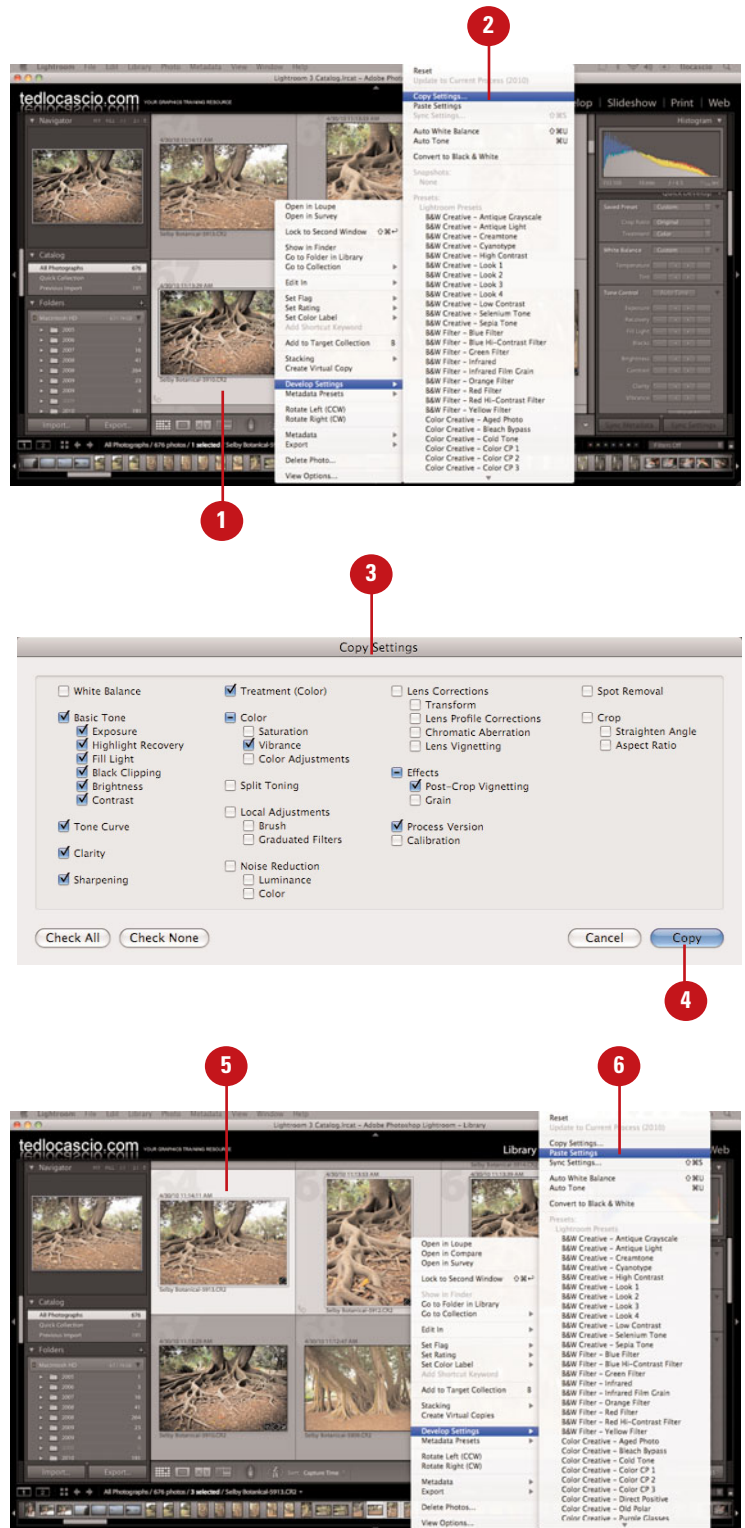
- 3 In the Copy Settings dialog box that appears, select the develop settings that you would like to copy.
- 4 Click **Copy**.
- 5 From the Library module Grid or the Filmstrip, select the photo(s) that you would like to paste the develop settings to.
- 6 Choose **Photo > Develop Settings > Paste Settings** or Control-click (Mac) or right-click the thumbnail image in the Grid or Filmstrip and choose the command from the contextual menu.

TIMESAVER Press **Cmd+Shift+V** (Mac) or **Ctrl+Shift+V** (Win) to apply the **Paste Settings** command quickly.

Lightroom applies the develop settings to the selected photo(s).

Did You Know?

You can bypass the Copy Settings dialog box and apply the last-used settings. To do so, press **Cmd+Option+C** (Mac) or **Ctrl+Alt+C** (Win) or hold down **Option** (Mac) or **Alt** (Win) as you click the **Copy** button in the Develop module.



Applying Previous Develop Settings

Copy and paste develop settings from the previous selection

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to copy develop settings from.
- 2 If you are not already in the Develop module, choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

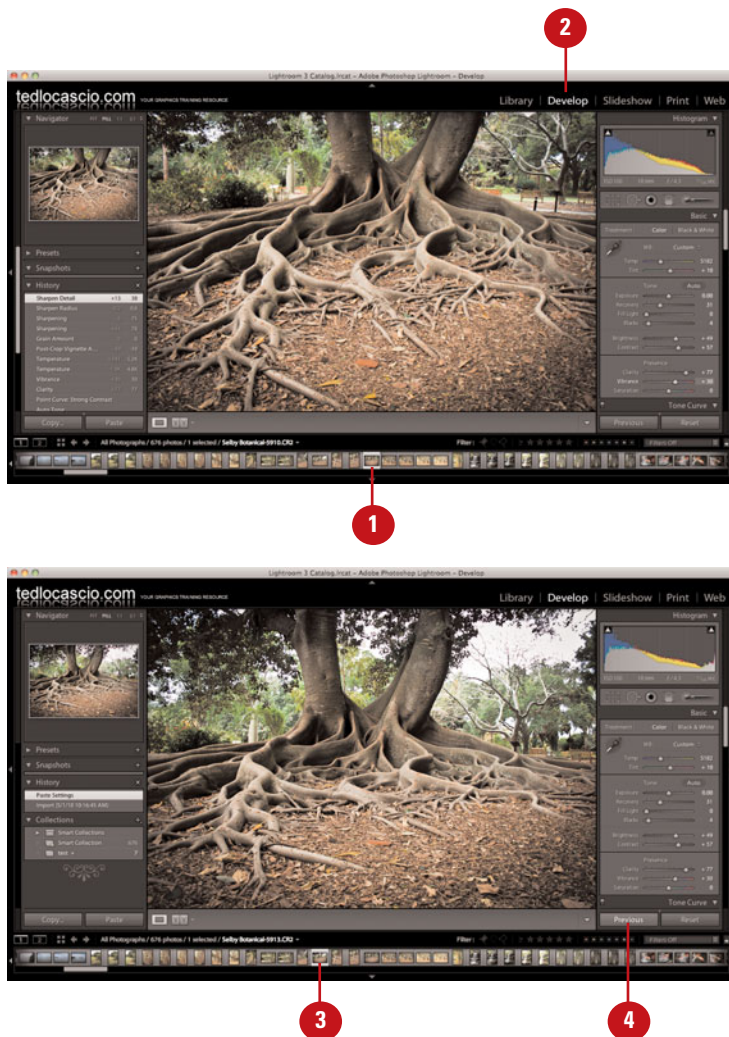
Lightroom displays the photo in the Content area of the Develop module, and automatically copies all the settings currently applied to the image.

- 3 From the Filmstrip, select the photo(s) that you would like to paste the develop settings to.
- 4 Choose **Settings > Paste Settings from Previous** (Develop module) or **Photo > Develop Settings > Paste Settings from Previous** (Library module). You can also click the **Previous** button located in the lower-right corner of the Develop module interface.

TIMESAVER Press **Cmd+Option+V** (Mac) or **Ctrl+Alt+V** (Win) to apply the **Paste Settings from Previous** command quickly.

Lightroom applies the develop settings to the selected photo(s).

Lightroom temporarily stores the develop settings for every photo you select. You can apply all these settings to the next image you select by applying the **Paste Settings from Previous** command, or by clicking the **Previous** button in the lower-right corner of the Develop module interface. Note that when you apply this command, Lightroom automatically bypasses the **Copy Settings** dialog box and applies all the develop settings from the previously selected photo. If more than one photo is selected, the **Previous** button in the Develop module changes into a **Sync** button; however, if you hold down **Shift**, the button reverts back to **Previous** and enables you to apply all the develop settings from the previously selected photo to every image in your current selection.



Saving Develop Setting Presets

Save commonly used combinations of develop settings as presets

- 1 From the Library module Grid or the Filmstrip, select a photo that contains develop settings you would like to save.

- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Presets** to display the Presets panel.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Presets panel quickly.

- 4 Choose **Develop > New Preset**, or click the **Create New Preset** button (the + symbol) in the upper-right corner of the Presets panel.

TIMESAVER Press **Cmd+Shift+N (Mac)** or **Ctrl+Shift+N (Win)** to apply the **New Preset** command.

- 5 In the New Develop Preset dialog box that appears, select the develop settings that you would like to save.

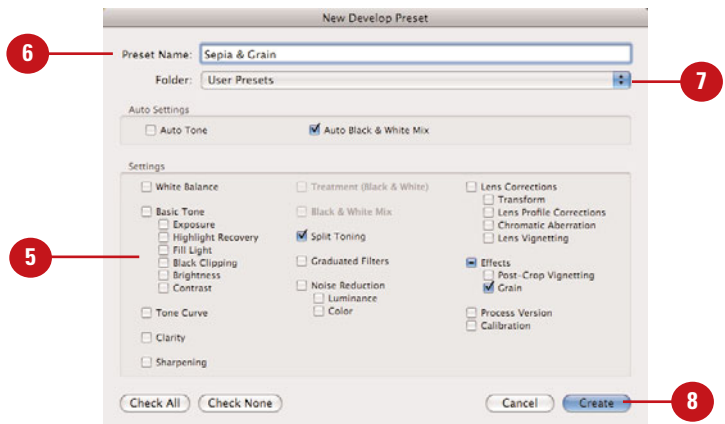
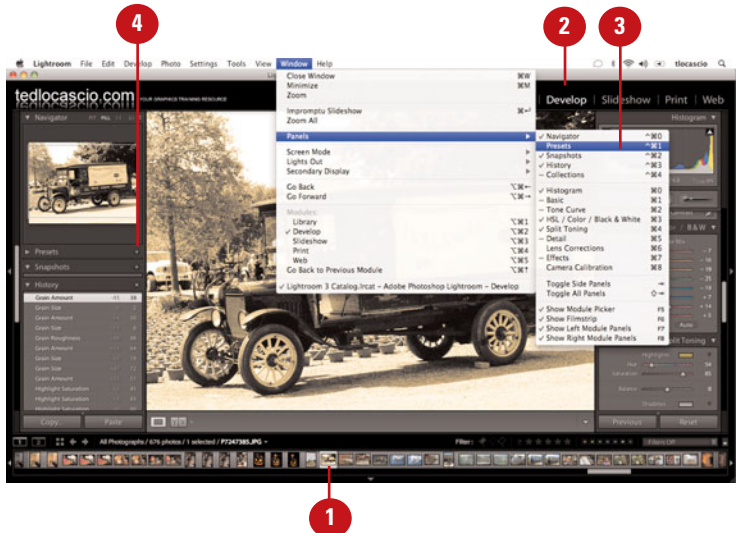
- 6 Enter a name for the preset in the **Preset Name** field of the New Develop Preset dialog box.

- 7 Choose a folder to save the preset in from the **Folder** drop-down list. The default is User Presets.

- 8 Click **Create**.

Lightroom adds the new preset to the Presets panel list.

Lightroom enables you to save your favorite develop setting combinations as presets. Doing so enables you to apply commonly used adjustments to multiple selected images with a simple click of a button. You can save presets in the User presets folder or create new folders within the Presets panel. In addition, the Presets panel also contains a Lightroom presets folder that contains all the presets that ship with Lightroom.



Lightroom adds the new preset.

Resetting Images to Their Default Settings

Remove all develop settings at once from selected photos

- 1 From the Library module Grid or the Filmstrip, select the photo(s) that you would like to reset.

TIMESAVER Shift+click to select multiple adjacent photos; Cmd+click (Mac) or Ctrl+click (Win) to select multiple non-adjacent photos.

- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press D to apply the Go to Develop command quickly.

Lightroom displays the primary selected photo in the Content area of the Develop module.

- 3 Choose **Settings > Reset All Settings**. You can also click the **Reset** button located in the lower-right corner of the Develop module interface.

TIMESAVER Press Cmd+Shift+R (Mac) or Ctrl+Shift+R (Win) to apply the Reset All Settings command quickly.

Lightroom removes the develop settings from the selected photo(s) and updates the thumbnail(s) in the Library module Grid and Filmstrip.

Did You Know?

You can also reset develop settings from the Library module. To do so, select the photo(s) from the Library module Grid or the Filmstrip and choose Photo > Develop Settings > Reset.

All the adjustments that you apply to your images in Lightroom are nondestructive. This means that you can edit or remove the applied settings at any time. To remove all the settings at once, you can apply the Reset All Settings command (Develop module), or the Reset command (Library module), or click the Reset button located in the lower-right corner of the Develop module.



Lightroom removes the develop settings from the selected photo(s).

Viewing Lightroom Edits in Camera Raw

Enable the auto write to XMP catalog setting

- 1 Under the **Lightroom** menu (Mac) or the **Edit** menu (Win), choose **Catalog Settings**.

TIMESAVER Press *Cmd+Option+comma* (Mac) or *Ctrl+Alt+comma* (Win) to display the *Catalog Settings* dialog box quickly.

- 2 In the *Catalog Settings* dialog box that appears, click the **Metadata** tab.

TIMESAVER You can also use the left and right arrow keys to quickly toggle between tabs in any dialog box.

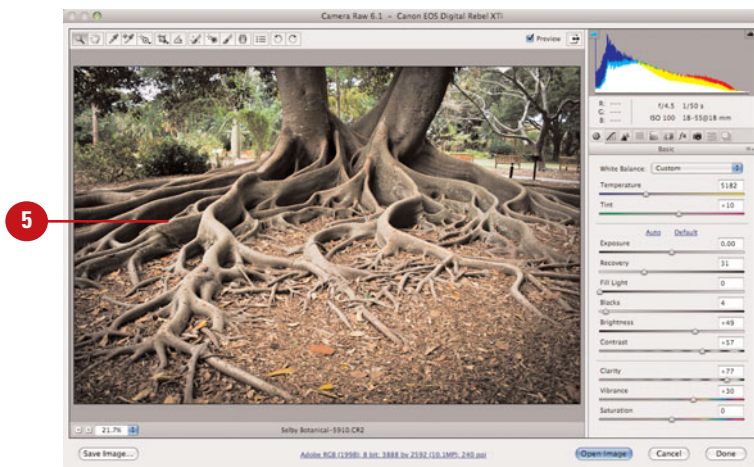
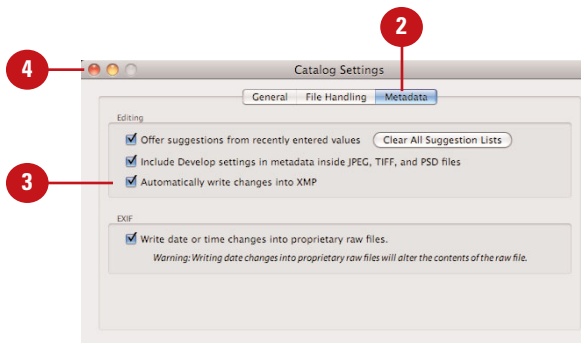
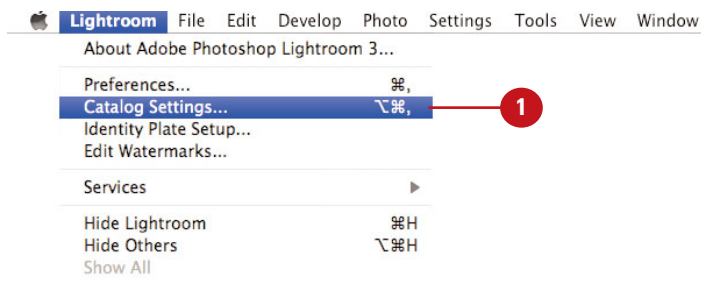
- 3 Enable the **Automatically Write Changes into XMP** option.
- 4 Close the *Catalog Settings* dialog box.
- 5 Open the image in Camera Raw via Adobe Bridge or Adobe Photoshop.

Camera Raw 6.1 recognizes all the develop settings applied to the image in Lightroom 3.

See Also

See Chapter 4 to learn more about saving metadata to XMP.

All the develop settings applied to your images in Lightroom are automatically stored in the master catalog (*lrcat*) file. However, in addition to what is stored in the catalog file, Lightroom also gives you the option to write this info to the internal XMP space for JPEG, TIFF, PSD, and DNG files, and to XMP sidecar files for proprietary raw images. Doing so ensures that all the develop settings will be recognized when opening your images in Camera Raw.



Viewing Camera Raw Edits in Lightroom

Save settings to sidecar XMP files in Camera Raw

- 1 In Photoshop CS5, choose **Preferences > Camera Raw** from the **Photoshop** menu (Mac) or the **Edit** menu (Win).
- 2 In the Camera Raw Preferences dialog box that appears, choose **Sidecar ".xmp" files** from the **Save image settings in:** list.
- 3 Click **OK** to close the Camera Raw Preferences dialog box.
- 4 In Lightroom 3, select the edited image from the Library module Grid or the Filmstrip.

Lightroom should display a metadata status conflict warning icon (an up arrow) in the grid cell.

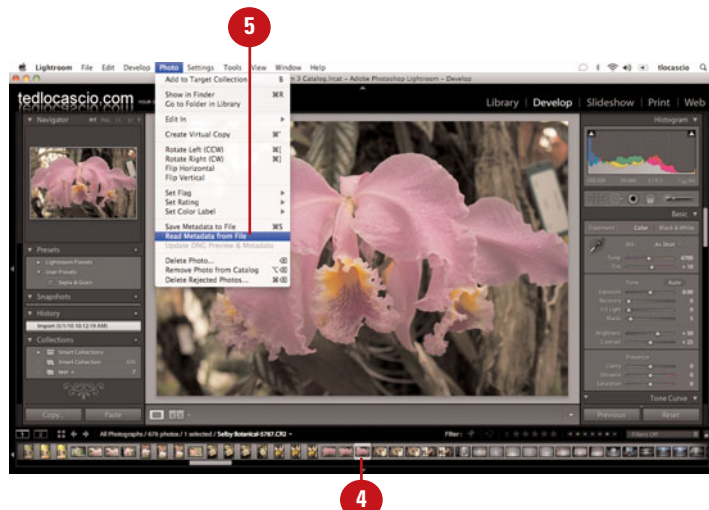
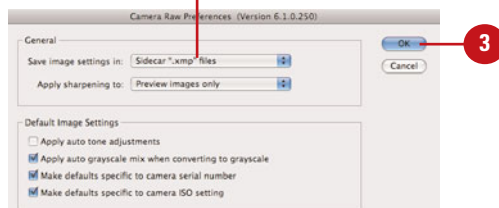
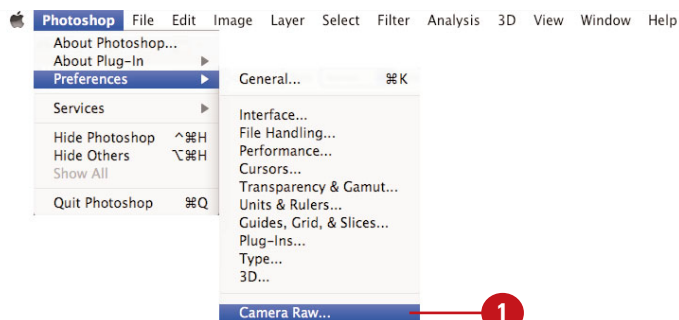
- 5 Update the image's develop settings by clicking the metadata status conflict warning icon in the grid cell.

IMPORTANT If you do not see the metadata status conflict warning icon in the grid cell, choose **Metadata > Read Metadata from files** (Library module) or **Photo > Read Metadata from files** (Develop module).

- 6 In the warning dialog box that appears, click **Read**.

Lightroom 3 recognizes all the develop settings applied to the image in Camera Raw 6.1.

To edit a catalog image in Camera Raw and then view those edits later inside Lightroom, you must enable the Camera Raw preference for saving the settings in sidecar XMP files. After you apply the edits to the image in Camera Raw, you must update its metadata status in Lightroom. Doing so overwrites the previous settings and is not undoable.



Choosing External Editing Preferences

Select options for editing catalog images in other applications

- 1 Under the **Lightroom** menu (Mac) or the **Edit** menu (Win), choose **Preferences**.

TIMESAVER Press *Cmd+comma* (Mac) or *Ctrl+comma* (Win) to display the Preferences dialog box quickly.

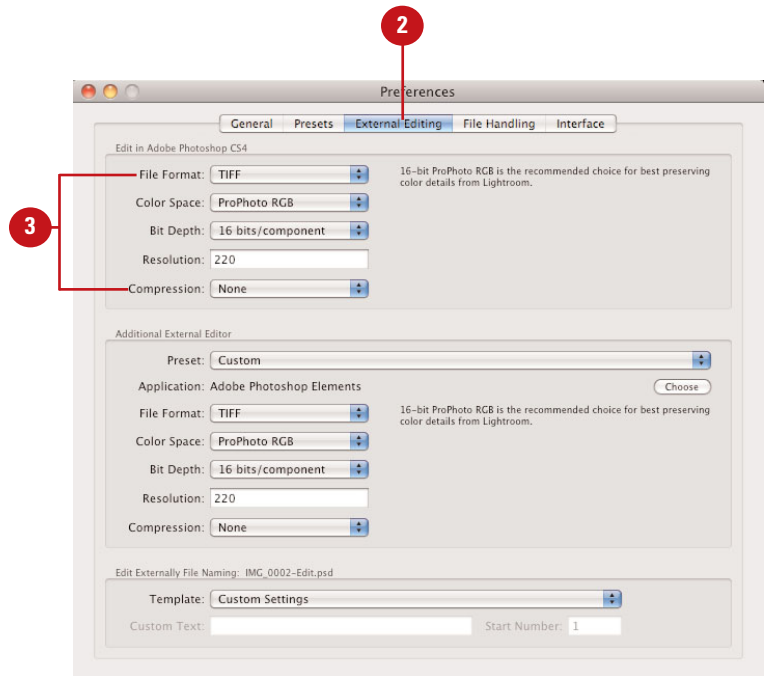
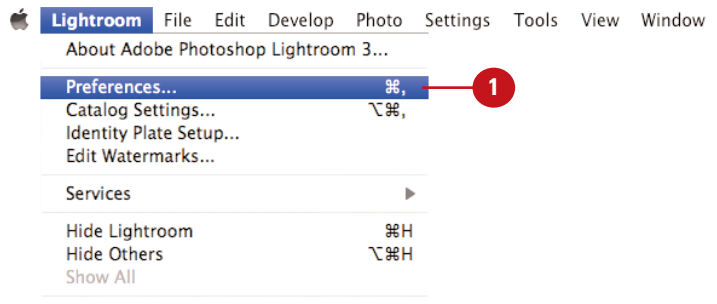
- 2 In the Preferences dialog box that appears, click the **External Editing** tab.
- 3 The top section of the External Editing tab displays options for editing images in the most recent version of Photoshop that you have installed:

◆ **File Format**—Determines what file format (TIFF or PSD) that the images are rendered as in Photoshop. The PSD format is more efficient when it comes to file saves, opening times, and compression. TIFF is more efficient in respect to metadata updates.

IMPORTANT The *Maximize PSD Compatibility File Handling* preference must be enabled in Photoshop for Lightroom to recognize layers saved in PSD files.

◆ **Color Space**—Determines the RGB color space that the images are rendered in. ProPhotoRGB contains the widest gamut and is therefore the best choice for preserving color detail from Lightroom.

The Lightroom Preferences dialog box includes options for opening raw images in Adobe Photoshop. It also includes options for opening unprocessed images in a secondary image-editing application of your choice, such as Photoshop Elements. To edit unprocessed images outside of Lightroom, they must be rendered as pixels. The External Editing panel of the Preferences dialog box allows you to choose the file format, color space, bit depth, resolution, and compression settings for rendered images.



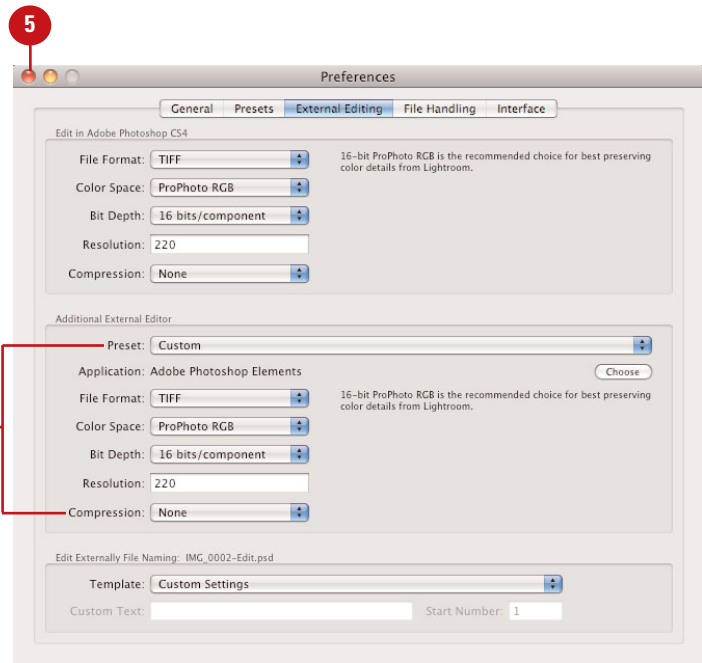
◆ **Bit Depth**—Determines whether images are rendered as 8-bit or 16-bit in an external editing application. 16-bit images preserve the most tonal information out of Lightroom. 8-bit images limit the number of levels to 256 per color channel but are compatible with more external editors.

◆ **Resolution**—Determines the number of pixels per inch (ppi) that the images are rendered at. For high-resolution print images, the recommended value is 220 ppi.

◆ **Compression**—Enables you to apply lossless ZIP compression to images rendered in TIFF format. ZIP compression can reduce file size without harming any pixel data, unlike the lossy compression that is applied to JPEG images.

4 The bottom section of the External Editing tab allows you to choose an additional external editor. Click the **Choose** button to select an application other than Photoshop; or as an alternative, choose Photoshop and select different File Format, Color Space, Bit Depth, Resolution, and Compression settings.

5 Click the **Close** button.



Opening Images in Photoshop

Opening raw images in Photoshop

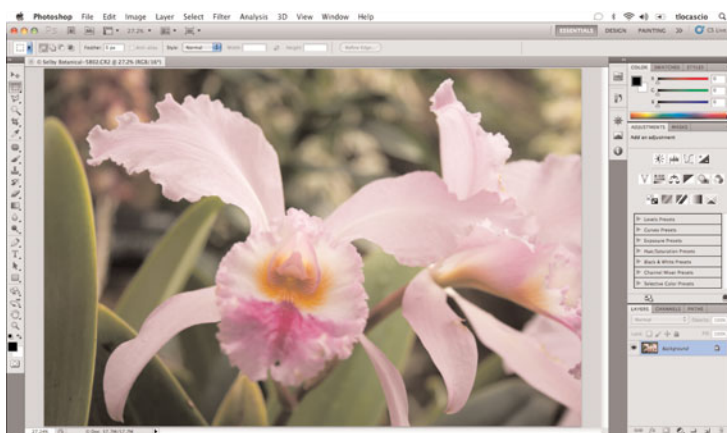
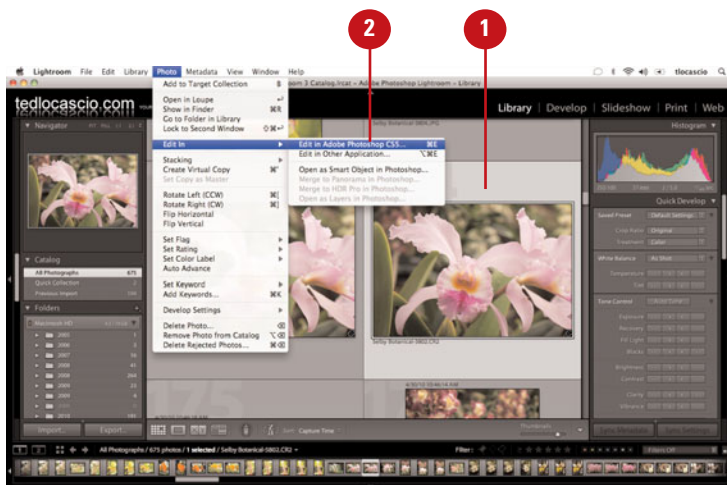
- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to open in Photoshop.
- 2 Choose **Photo > Edit In > Edit in Adobe Photoshop** or Control-click (Mac) or right-click the thumbnail and choose the command from the contextual menu.

TIMESAVER Press **Cmd+E** (Mac) or **Ctrl+E** (Win) to apply the **Edit in Adobe Photoshop** command quickly.

Lightroom opens the raw image in Adobe Photoshop.

IMPORTANT After editing the image in Photoshop, choose **File > Save** to create either a **PSD** or **TIFF**, depending on which **File Format** preference you selected in the **External Editing** tab of the **Lightroom Preferences** dialog box. The edited **PSD** or **TIFF** is then added to the **Lightroom** catalog automatically and is grouped with the original master image. Lightroom adds the word **"Edit"** to the end of the filename.

When you choose to edit a raw catalog image in Photoshop, Lightroom renders the image using the settings chosen in the **External Editing** preference pane. When you choose to edit a non-raw image in Photoshop, you have the option to create a copy of the image, with or without Lightroom adjustments applied, or else edit the original image. Note that when you open an original jpeg catalog image in Photoshop and add layers to it, the file is not automatically added to the catalog when you save it as a layered psd or tiff. Lightroom only adds edited copies of nonraw images to the catalog automatically. You have the option to save edited copies in a stack with the original.



Lightroom opens the raw image in Adobe Photoshop.

Opening nonraw images in Photoshop

1 From the Library module Grid or the Filmstrip, select the photo that you would like to open in Photoshop.

2 Choose **Photo > Edit In > Edit in Adobe Photoshop** or Control-click (Mac) or right-click the thumbnail and choose the command from the contextual menu.

TIMESAVER Press **Cmd+E** (Mac) or **Ctrl+E** (Win) to apply the **Edit in Adobe Photoshop** command quickly.

3 In the Edit Photo with Adobe Photoshop dialog box that appears, choose one of the following three options:

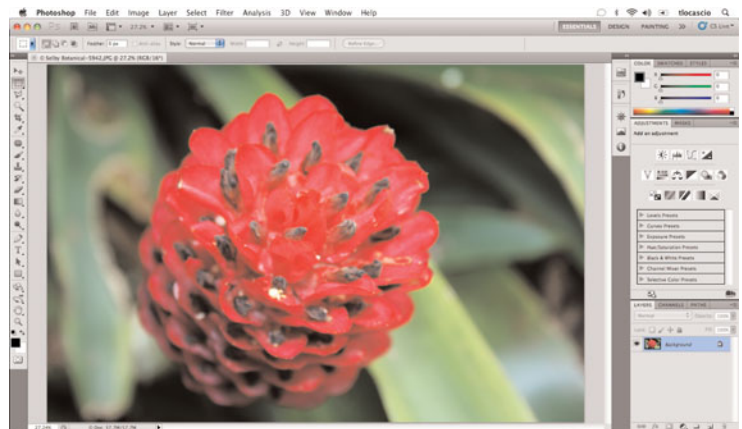
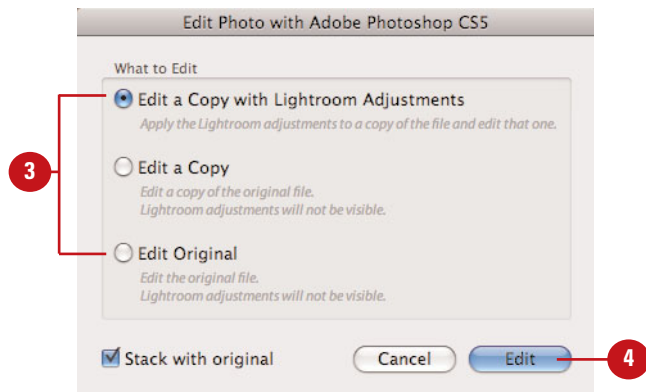
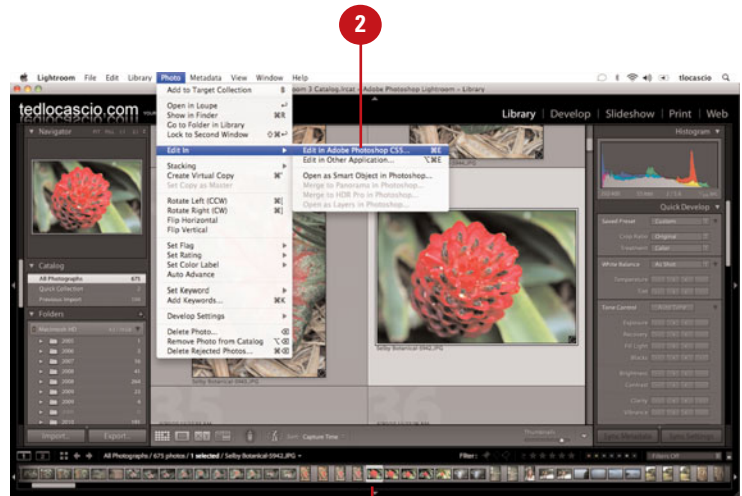
- ◆ **Edit a Copy with Lightroom Adjustments**—Choose this option to edit a copy of the image in Photoshop with Lightroom adjustments applied. Enable the **Stack with Original** option at the bottom of the dialog box to group the copy with the original master file.

- ◆ **Edit a Copy**—Choose this option to edit a copy of the image in Photoshop without Lightroom adjustments applied. Enable the **Stack with Original** option at the bottom of the dialog box to group the copy with the original master file.

- ◆ **Edit Original**—Choose this option to edit the original image in Photoshop.

4 Click the **Edit** button.

Lightroom opens the nonraw image in Adobe Photoshop.



Lightroom opens the nonraw image in Adobe Photoshop.

Opening Images as Smart Objects in Photoshop

Choose the Open as Smart Object in Photoshop command

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to open as a smart object in Photoshop.
- 2 Choose **Photo > Edit In > Open as Smart Object in Photoshop** or Control-click (Mac) or right-click the thumbnail and choose the command from the contextual menu.

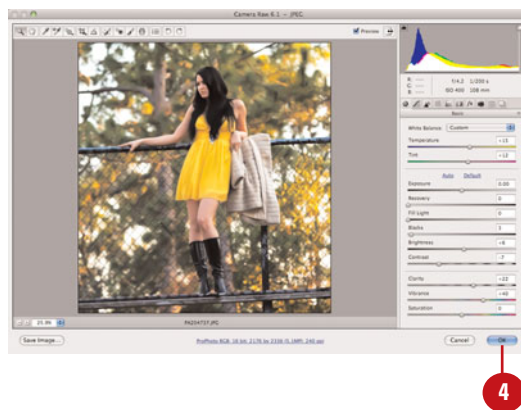
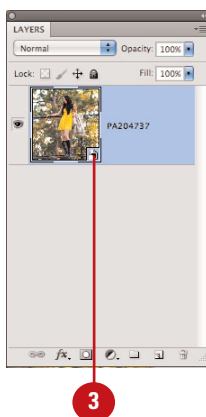
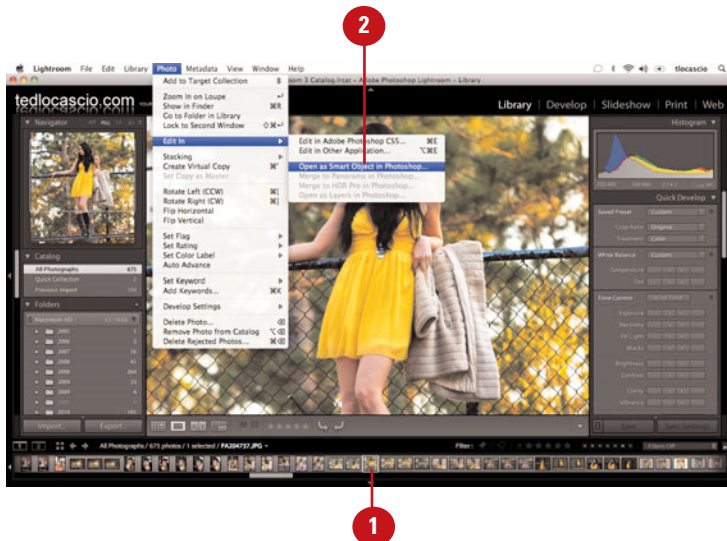
Lightroom opens the image as a smart object in Adobe Photoshop.

- 3 To edit any Lightroom adjustments applied to the image prior to opening it in Photoshop, double-click the **smart object icon** in the Layers panel. Doing so opens the image in Camera Raw, where you can edit any Lightroom adjustments that were previously applied.

- 4 Click **OK** to apply the Camera Raw edits.

Photoshop updates the smart object layer.

Lightroom now enables you to open raw and nonraw images as smart objects in Photoshop. This is especially useful for preserving the ability to edit Lightroom adjustments (via Camera Raw) when compositing catalog images in Photoshop. By double-clicking the smart object layer thumbnail in Photoshop, you can open the image in Camera Raw and adjust the settings that were originally made in Lightroom. Smart object functionality is not only nondestructive, but it also prevents you from having to bounce back and forth between applications.



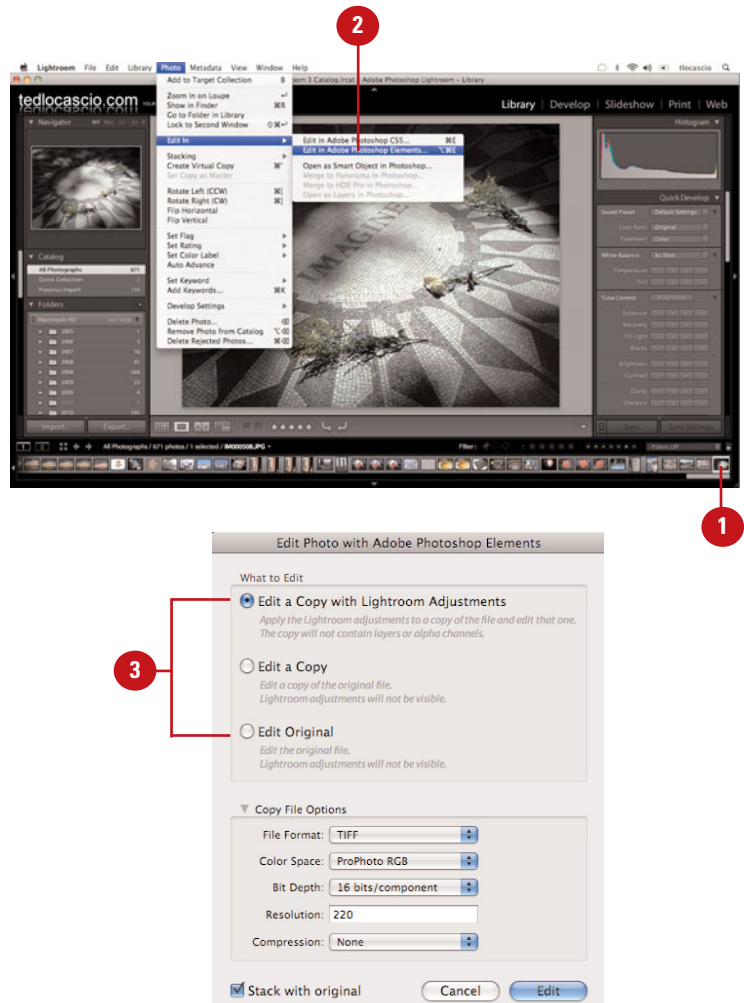
Opening Images in Photoshop Elements

Apply the Edit in External Editor command

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to open in Photoshop Elements.
- 2 Choose **Photo > Edit In > Edit in Adobe Photoshop Elements** or Control-click (Mac) or right-click the thumbnail and choose the command from the contextual menu.
- 3 In the Edit Photo with Adobe Photoshop Elements dialog box that appears, choose one of the following three options:

◆ **Edit a Copy with Lightroom Adjustments**—Choose this option to edit a copy of the image in Photoshop Elements with Lightroom adjustments applied. Enable the **Stack with Original** option at the bottom of the dialog box to group the copy with the original master file.

If you like working with the automated features available in Adobe Photoshop Elements, such as the ability to create multipage scrapbooks or collages, then you can choose Elements as a secondary external editor in Lightroom's preferences. The dialog box that appears when you choose to edit any catalog image in Photoshop Elements is a lot like the dialog box that appears when you choose to edit a nonraw image in Photoshop. You can edit a copy of the catalog image, with or without Lightroom adjustments applied, or else edit the original. Just as it is when editing raw images in Photoshop, Lightroom renders all raw images as pixels using the Copy File Options chosen in the External Editing preferences. However, you can override these preference settings by choosing different Copy File Options at the bottom of the Edit Photo with Adobe Photoshop Elements dialog box.



- ◆ **Edit a Copy**—Choose this option to edit a copy of the image in Photoshop Elements without Lightroom adjustments applied. Enable the **Stack with Original** option at the bottom of the dialog box to group the copy with the original master file.
- ◆ **Edit Original**—Choose this option to edit the original image in Photoshop Elements.

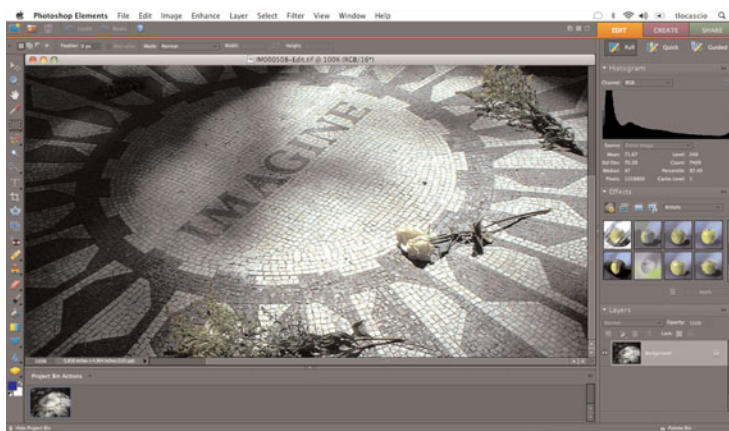
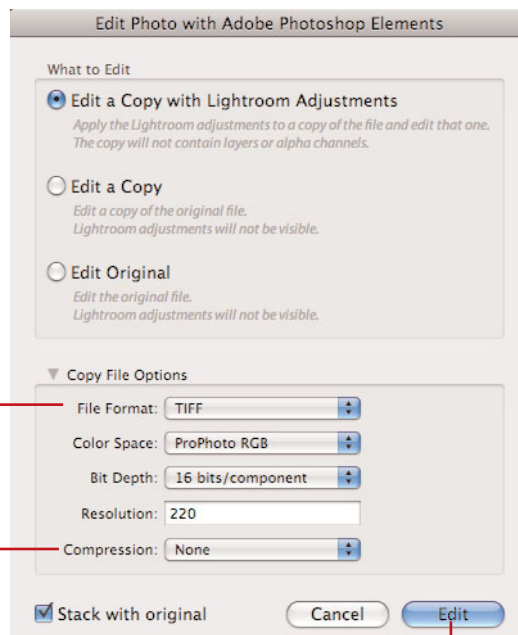
4 The Edit Photo with Adobe Photoshop Elements dialog box enables you to override the Copy File Options chosen in the External Editing Preferences tab. To do so, choose different settings for the following options: **File Format, Color Space, Bit Depth, Resolution, and Compression.**

See Also

See “Choosing External Editor Preferences,” earlier in this chapter to learn more about these Copy File Options.

5 Click the **Edit** button.

Lightroom opens the image in Adobe Photoshop Elements.



Lightroom opens the image in Adobe Photoshop Elements.

Working in Black and White

Introduction

Black-and-white photography is an art form unto itself. Thankfully, the Lightroom developers at Adobe have recognized this and have provided you with a “digital darkroom” environment that offers an incredible amount of creative control over your black-and-white conversions.

When you apply the Convert to Black & White command, Lightroom does not convert the color image to Grayscale mode. Instead, it creates a desaturated version of the original color image, which remains in RGB mode. Lightroom blends the grayscale information that is contained in the individual red, green, and blue channels that make up the composite RGB image.

In this chapter, you learn how to convert your color images to black and white using the various controls available in the Develop module. You also learn how to apply white balance adjustments to black-and-white images, as well as how to utilize the Auto black-and-white mix feature.

This chapter also teaches you how to apply custom black-and-white adjustments using the sliders available in the Black & White panel. The final section explains how to apply color tints to the highlight and shadow areas of an image using the controls available in the Split Toning panel.

10

What You'll Do

Convert Images to Black and White

Apply White Balance Adjustments to Black & White Images

Apply Auto Black & White Adjustments

Apply Custom Black & White Adjustments

Create a Split Tone Image

10

Converting Images to Black and White

Apply the Convert to Black & White command

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to convert to black-and-white.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press *D* to apply the *Go to Develop* command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Basic** to display the Basic panel.

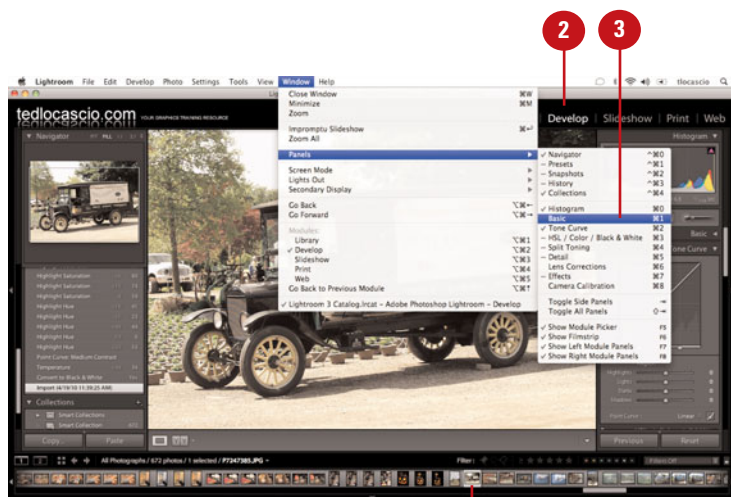
TIMESAVER Press *Cmd+1* (Mac) or *Ctrl+1* (Win) to show or hide the Basic panel quickly.

- 4** Choose **Settings > Convert to Black & White**, or click the **Black & White** button in the upper-right corner of the Basic panel. You can also click the **B&W** button located at the top of the HSL/Color/B&W panel.

TIMESAVER Press V to apply the Convert to Black & White command quickly.

Lightroom converts the photograph to black and white.

There are two ways to convert a color image to black and white in the Develop module. The first is to apply the Convert to Black & White command or click the Black & White button located in either the Basic panel or the HSL/Color/B&W panel. The second is to manually desaturate the image by dragging the Saturation sliders in the HSL panel all the way to the left. This method differs from the standard B&W conversion in that it gives you access to the Vibrance and Saturation sliders in the Basic panel. As described later in this chapter (in the “Applying Custom Black & White Adjustments” section), you can use these sliders to further enhance your adjustments.



Desaturate the image using the HSL panel Saturation sliders

- 1 From the Library module Grid or the Filmstrip, select the photo that you would like to convert to black-and-white.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

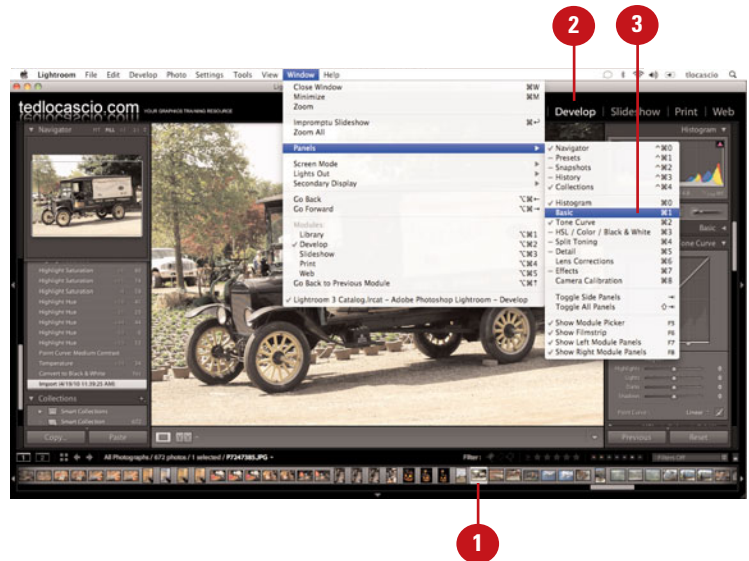
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > HSL/Color/B&W** to display the HSL/Color/B&W panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the HSL/Color/B&W panel quickly.

- 4 The HSL/Color/B&W panel displays the last set of controls used. If the HSL controls are not visible, click the **HSL** button at the top of the HSL/Color/B&W panel.
- 5 Click the **Saturation** button in the upper portion of the HSL panel.
- 6 Drag all of the **Saturation** sliders in the HSL panel to **-100**, or enter **-100** in the value field to the right of the sliders.

Lightroom applies the Saturation adjustment to the image.



Applying White Balance Adjustments to Black-and-White Images

Adjust the temperature of a black-and-white image

1 From the Library module Grid or the Filmstrip, select the black-and-white photo that you would like to apply a white balance adjustment to.

2 Choose **View > Go To Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the *Go to Develop* command quickly.

Lightroom displays the photo in the Content area of the Develop module.

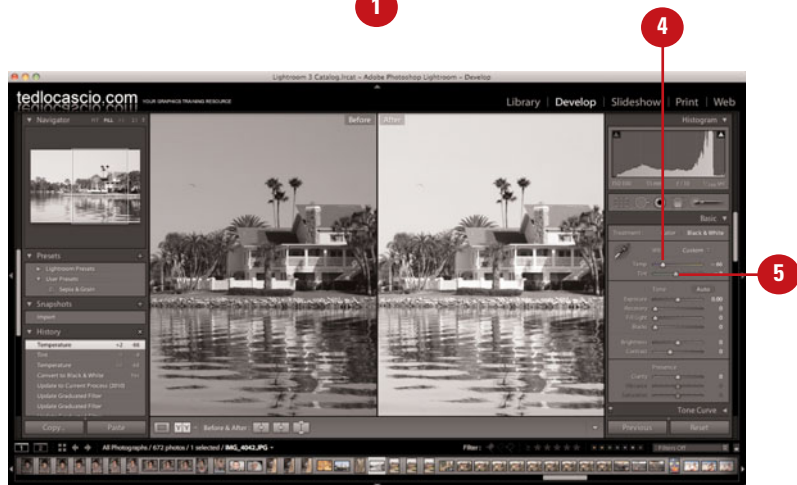
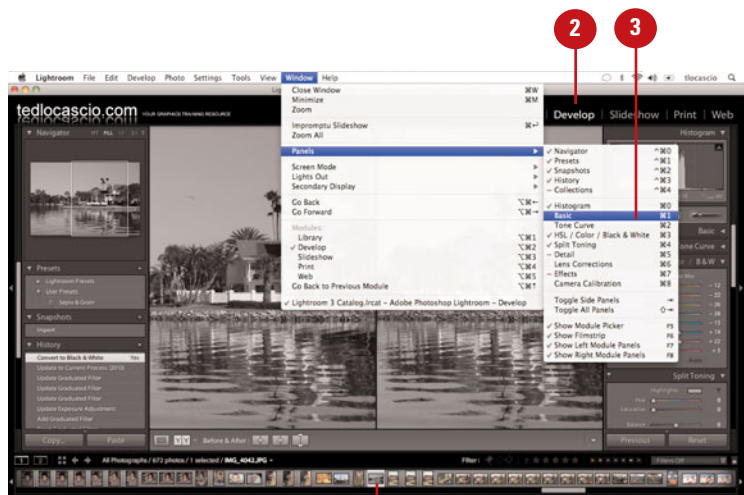
3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

4 Drag the Basic panel **Temp** slider to the right to make the image appear warmer, or drag it to the left to make it appear cooler.

5 You can enhance the green or magenta tones in the converted image by dragging the Basic panel **Tint** slider.

By dragging the Basic panel Temperature slider to the right, you can apply a warm white balance to the black-and-white image and produce much richer tones. By dragging the Temperature slider to the left, you can apply a cool white balance and produce much lighter tones. You can drag the Tint slider to enhance either the green or magenta tones in the image. By following up these white balance adjustments with an Auto black & white adjustment (see the following page), you can produce a well-balanced black-and-white image.



Applying Auto Black & white Adjustments

Apply an Auto black & white mix based on the current white balance settings

- 1 From the Library module Grid or the Filmstrip, select the black-and-white photo that you would like to apply an Auto adjustment to.

- 2 Choose **View > Go To Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

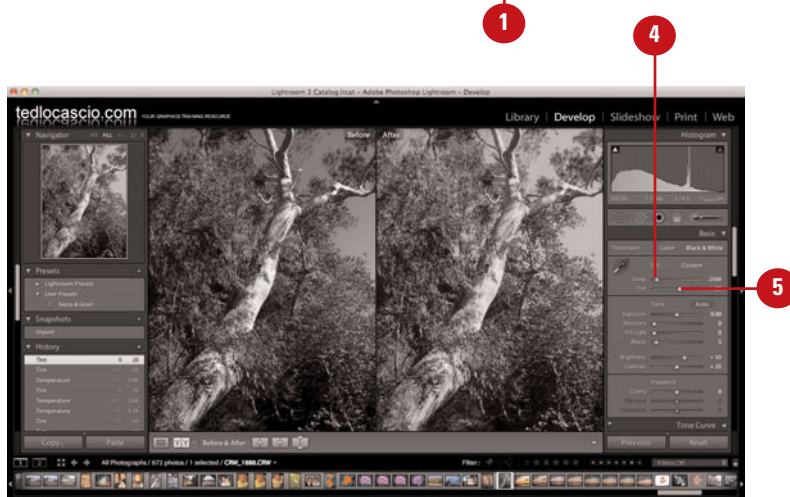
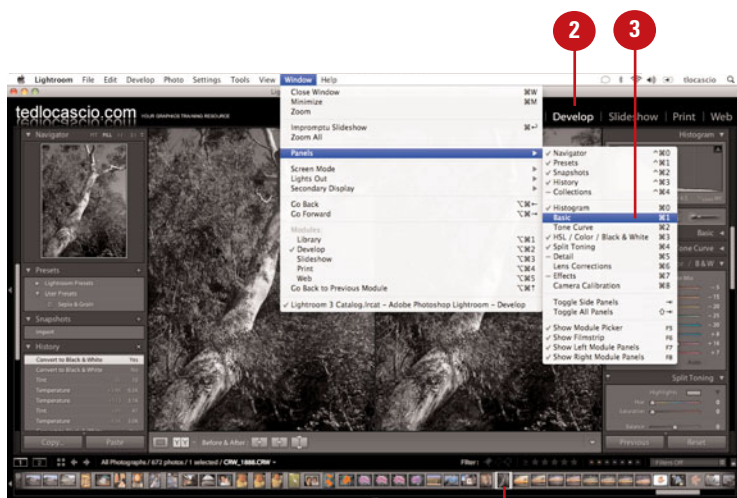
- 3 Choose **Window > Panels > Basic** to display the Basic panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Basic panel quickly.

- 4 Drag the Basic panel **Temp** slider to the right to make the image appear warmer, or drag it to the left to make it appear cooler.

- 5 You can enhance the green or magenta tones in the converted image by dragging the Basic panel **Tint** slider.

The Black & White panel contains an Auto button, which enables you to auto generate a black-and-white mix for the RGB image that you've converted to black and white. By clicking the Auto button, you are allowing Lightroom to auto adjust the color sliders in the Black & White panel. The Auto button generates a black-and-white mix based on the current white balance settings; therefore, it works hand-in-hand with the white balancing technique described on the previous page.



- 6 Choose **Window > Panels > HSL/Color/B&W** to display the HSL/Color/B&W panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the HSL/Color/B&W panel quickly.

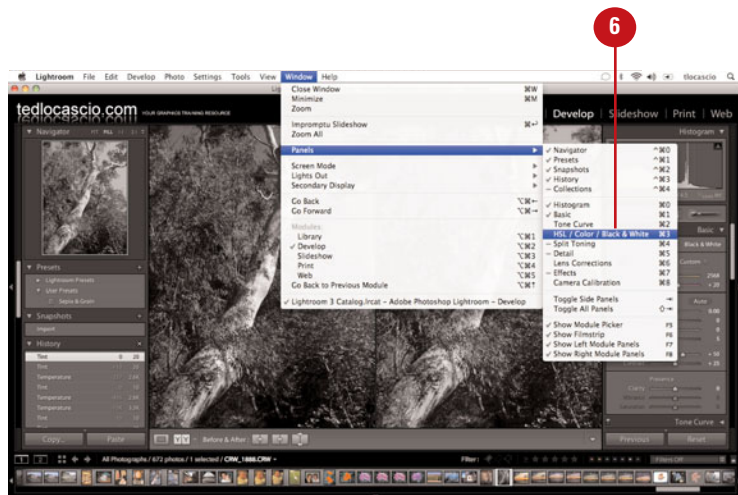
- 7 The HSL/Color/B&W panel displays the last set of controls used. If the black-and-white controls are not visible, click the **B&W** button at the top of the HSL/Color/B&W panel.

- 8 Click the **Auto** button in the Black & White panel.

Lightroom applies the Auto adjustment based on the current White Balance Temperature and Tint settings.

See Also

See Chapter 7 to learn more about applying White Balance Temperature and Tint adjustments in Lightroom.



Applying Custom Black & White Adjustments

Create a custom B&W mix

1 From the Library module Grid or the Filmstrip, select the black-and-white photo that you would like to work with.

2 Choose **View > Go To Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the *Go To Develop* command quickly.

Lightroom displays the photo in the Content area of the Develop module.

3 Choose **Window > Panels > HSL/Color/B&W** to display the HSL/Color/B&W panel.

TIMESAVER Press **Cmd+3 (Mac)** or **Ctrl+3 (Win)** to show or hide the HSL/Color/B&W panel quickly.

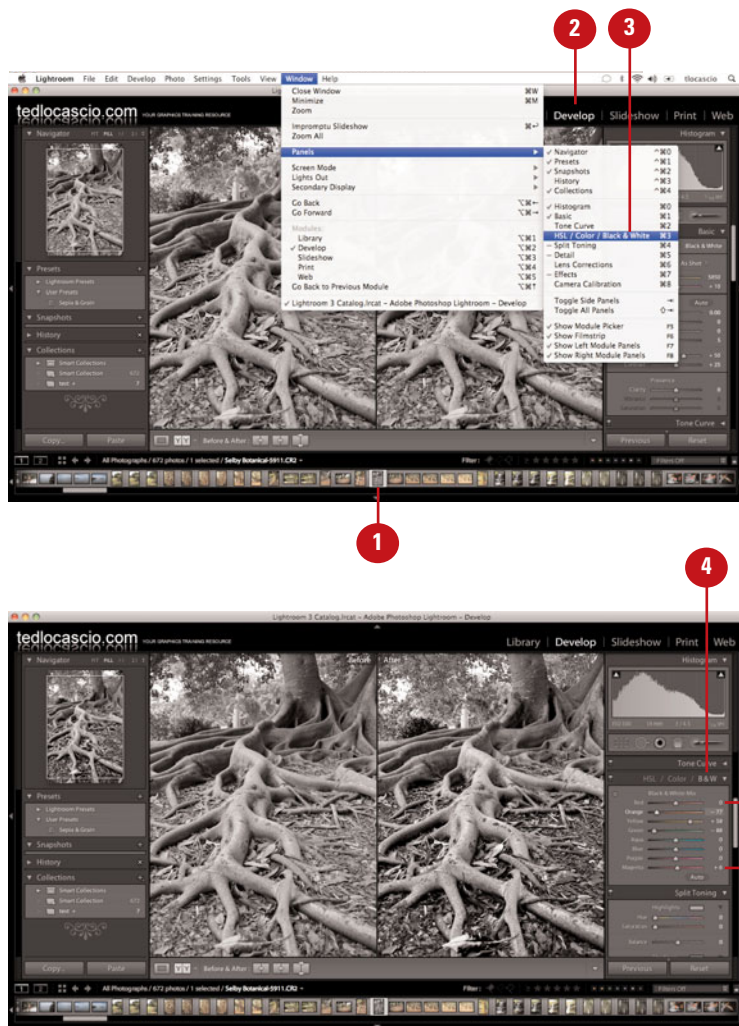
4 The HSL/Color/B&W panel displays the last set of controls used. If the Grayscale controls are not visible, click the **B&W** button at the top of the HSL/Color/B&W panel.

5 In the Black & White panel, drag the sliders for the colors you'd like to brighten or darken in the image. Lightroom applies the adjustment to the respective colors.

Did You Know?

You can also use the Black & White Target Adjustment tool to create a custom black-and-white mix. To access the tool, click the Target Adjustment icon in the Black & White panel or choose **Tools > Target Adjustment > Black & White Mix**. Click in an area of the image that you'd like to lighten and drag up with the tool; drag down to darken.

The Black & White panel enables you to control how light or dark certain colors appear in the converted black-and-white image. By dragging the eight color sliders in the Black & White panel, you can customize the black-and-white blend used in the conversion. Images that have been manually desaturated (see “Converting Images to Black and White” earlier in this chapter) can be customized by dragging the Luminance sliders in the HSL panel. The Luminance settings can be further enhanced by dragging the Saturation and Vibrance sliders in the Basic panel.



Fine-tune a desaturated image

1 From the Library module Grid or the Filmstrip, select the desaturated image that you would like to work with.

2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

3 Choose **Window > Panels > HSL/Color/B&W** to display the HSL/Color/B&W panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the HSL/Color/B&W panel quickly.

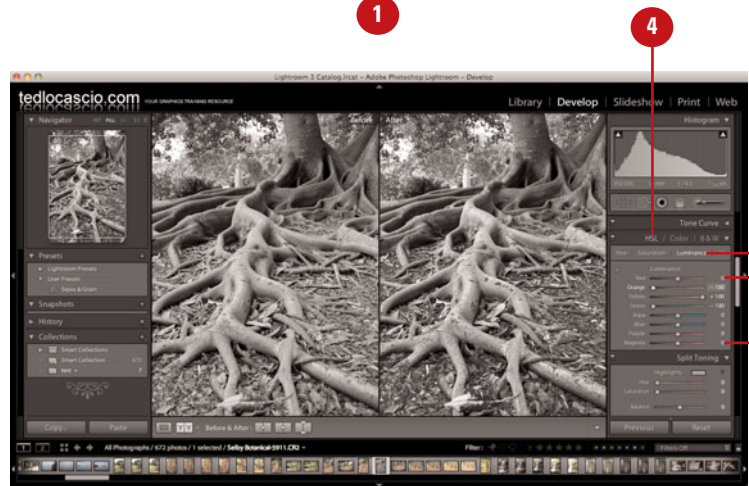
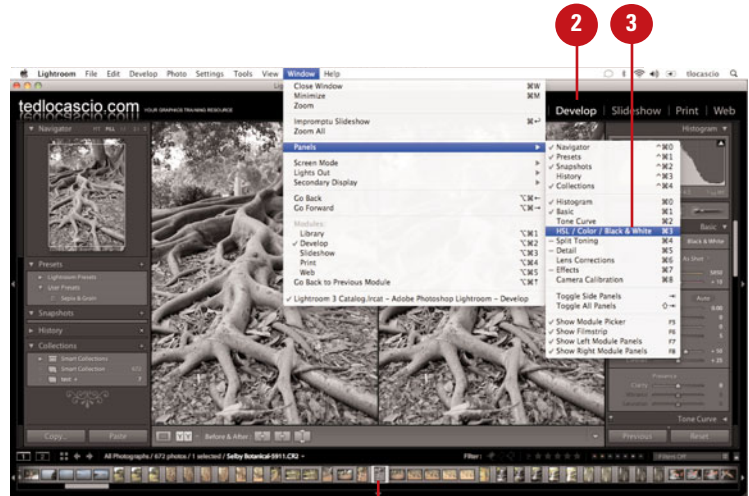
4 The HSL/Color/B&W panel displays the last set of controls used. If the HSL controls are not visible, click the **HSL** button at the top of the HSL/Color/B&W panel.

5 Click the **Luminance** button in the upper portion of the HSL panel.

6 In the HSL panel, drag the **Luminance** sliders for the colors you'd like to brighten or darken in the black and white image.

Lightroom applies the Luminance adjustment to the respective colors in the desaturated image.

7 Amplify the Luminance settings by increasing the **Saturation** level in the Basic panel.



Creating a Split Tone Image

Apply a color tint to the highlight and shadow areas of the image

- 1 From the Library module Grid or the Filmstrip, select the black-and-white photo that you would like to work with.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

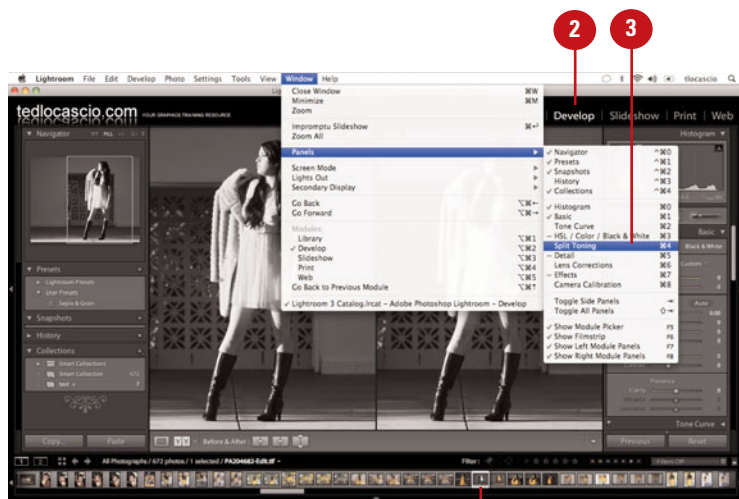
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Split Toning** to display the Split Toning panel.

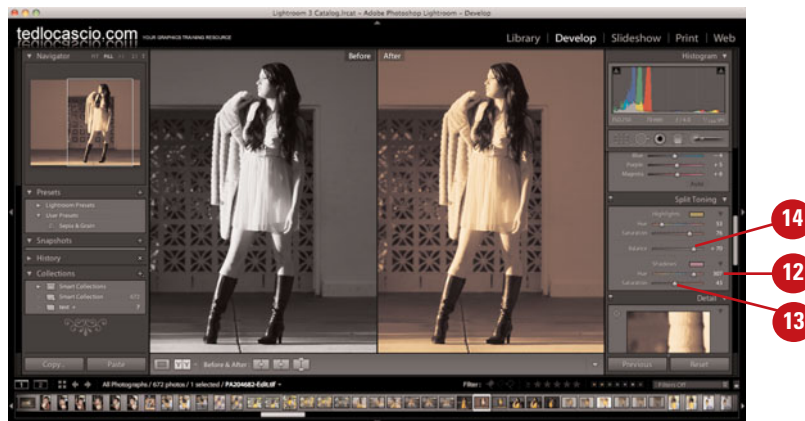
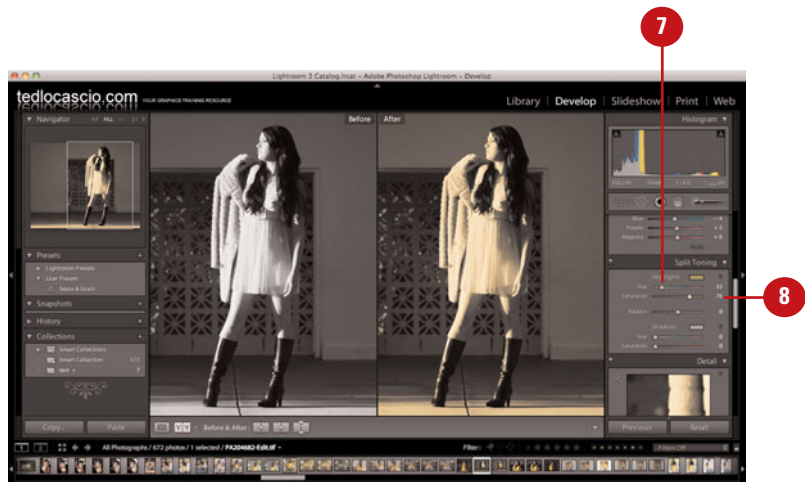
TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the **Split Toning** panel quickly.

- 4 To access the Color Picker, click the **Highlights** color swatch in the Split Toning panel.
- 5 Select a color by clicking inside the color ramp, or by clicking one of the color preset swatches located at the top of the Color Picker window.
- 6 Click the **Close** button in the upper-left corner of the Color Picker window.

The Split Toning panel enables you to apply a color tint to the high-light and shadow areas of a monochrome image. You can select which colors to apply using the Color Picker. The Hue and Saturation sliders in the Split Toning panel enable you to adjust the tint and vividness of each color. The Balance slider can help you fine-tune the blend between shadow and highlight colors.



- 7 If necessary, adjust the hue for the chosen highlights color by dragging the **Hue** slider in the Highlights portion of the Split Toning panel.
- 8 Adjust the vividness of the chosen highlights color by dragging the **Saturation** slider in the Highlights portion of the Split Toning panel.
- 9 To access the Color Picker, click the **Shadows** color swatch in the Split Toning panel.
- 10 Select a color by clicking inside the color ramp, or by clicking one of the color preset swatches located at the top of the Color Picker window.
- 11 Click the **Close** button in the upper-left corner of the Color Picker window.
- 12 If necessary, adjust the hue for the chosen shadows color by dragging the **Hue** slider in the Highlights portion of the Split Toning panel.
- 13 Adjust the vividness of the chosen shadows color by dragging the **Saturation** slider in the Highlights portion of the Split Toning panel.
- 14 Fine-tune the balance between the highlight and shadow color toning by dragging the **Balance** slider in the Split Toning panel.



Reducing Noise and Sharpening

Introduction

Sharpening enables you to enhance edge contrast in your images, whereas noise reduction enables you to remove unwanted dot patterns that are apparent in your photographs. The Detail panel in the Develop module contains sliders that can help you perform both of these tasks.

It's important to note that images shot in raw file format are untreated and can always use some sharpening and noise reduction. However, jpeg images already have some sharpening and noise processing applied by the camera. The Detail panel controls are intended for use with raw originals.

In this chapter, you learn how to use the sharpening sliders to enhance fine-edge contrast while suppressing edge halos in smooth tone areas. You also learn how to utilize the Sharpen Wide Edges and Sharpen Narrow Edges presets, as well as how to work with the sharpening sliders in Luminance mode. The last section teaches you how to use the noise reduction sliders to remove luminance noise and color noise from your images.

11

What You'll Do

Update Legacy Images

Apply the Sharpen Wide Edges Preset

Apply the Sharpen Narrow Edges Preset

Sharpen an Image in Luminance Mode

Reduce Noise

11

Updating Legacy Images

Update to the current process

- 1 From the Library module Grid or the Filmstrip, select the legacy photo that you would like to update.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press D to apply the Go to Develop command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Click the Update to Current Process (2010) icon in the bottom-right corner of the image.

Lightroom displays the Update Process Version warning dialog box.

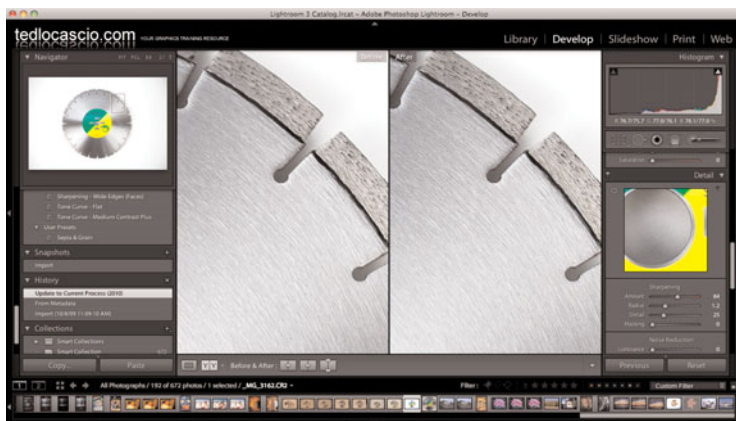
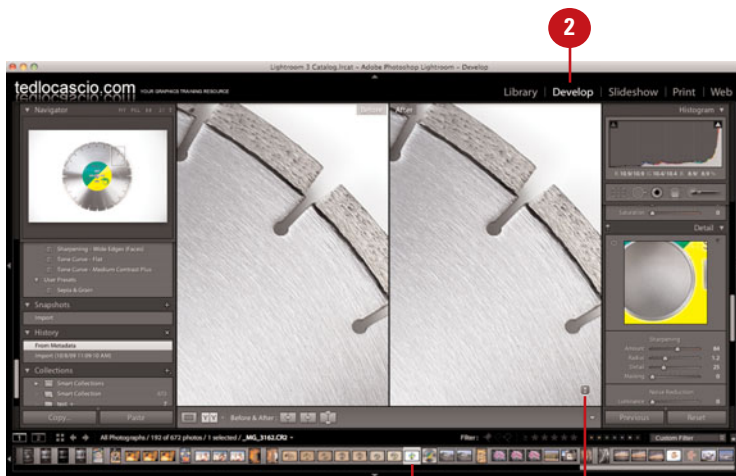
- 4 Click the **Update** button.

Lightroom updates the photo by applying the 2010 sharpening and noise reduction process.

Did You Know?

You can update all legacy photos in the Filmstrip at once. To do so, click the Update All Filmstrip Photos button in the Update Process Version dialog box.

With Lightroom 3, the process of sharpening images and reducing noise has been updated. Lightroom 3 includes a much improved algorithm for sharpening unprocessed (raw) images. This new algorithm enables you to create extra definition without producing unwanted artifacts. The improved noise reduction tools enable you to reduce noise and maintain textured detail without creating “splotchy” areas where the noise was heaviest.



Lightroom updates the photo.

Applying the Sharpen Wide Edges Preset

Utilize the built-in Sharpen Wide Edges preset

- 1 From the Library module Grid or the Filmstrip, select the portrait image that you would like to sharpen.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

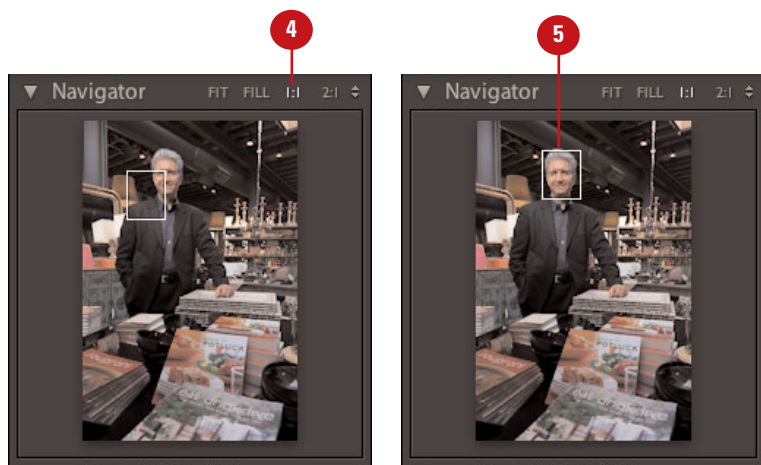
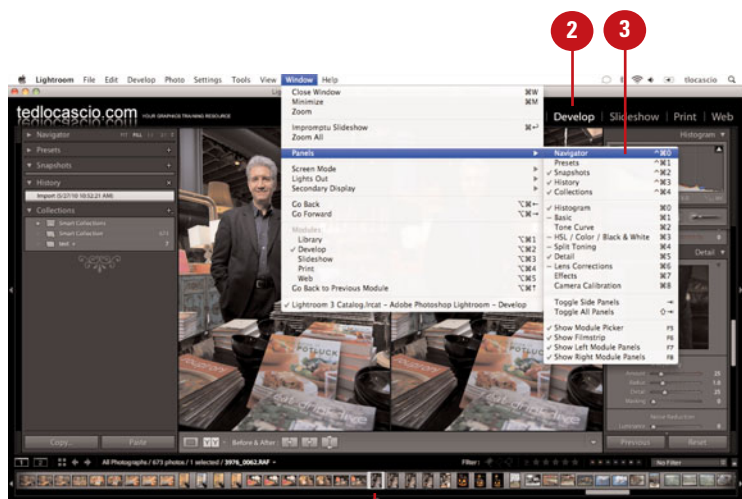
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Navigator** to display the Navigator panel.

TIMESAVER Press **Control+Cmd+0 (Mac)** or **Ctrl+Shift+0 (Win)** to show or hide the Navigator panel quickly.

- 4 Click the **1:1** button in the Navigator panel to view the image at 100% of its size in the Content area.
- 5 To change the image area displayed in the Content area, click and drag the Navigator target icon, or click and drag in the image itself.

Lightroom comes equipped with a Sharpen Wide Edges preset, which you can use to sharpen portraits with a single click of a button. This combination of settings works best for sharpening areas of soft-edge detail, such as eyes and lips, and protecting smooth tone areas, such as skin, from being oversharpened. In some cases, you may find this preset to be a bit too subtle. If so, you can increase the sharpening effect by dragging the Amount slider to the right, and soften the effect in the smooth tone areas by increasing the Masking value.



- 6 Choose **Window > Panels > Presets** to display the Presets panel.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Presets panel quickly.

- 7 In the Presets panel, click the **Sharpening - Wide Edges (Faces)** preset to apply the sharpen settings.

- 8 Choose **Window > Panels > Detail** to display the Detail panel.

TIMESAVER Press **Cmd+5 (Mac)** or **Ctrl+5 (Win)** to show or hide the Detail panel quickly.

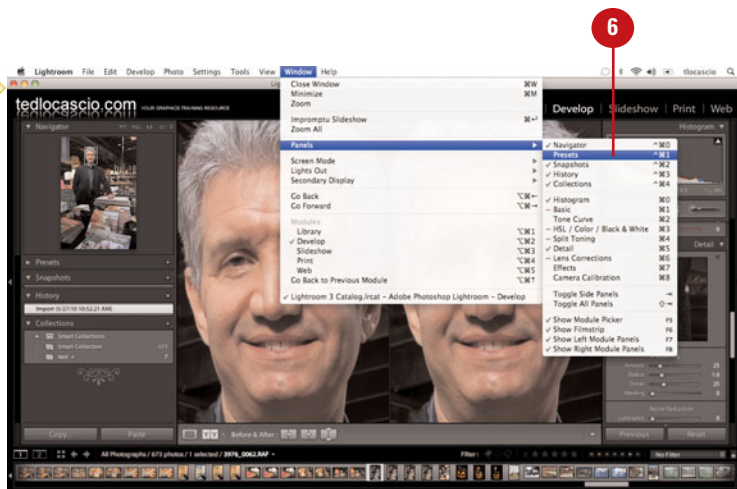
- 9 If necessary, increase the sharpening effect by dragging the Detail panel **Amount** slider to the right.

- 10 If necessary, you can preserve smooth tone areas (such as skin) by dragging the **Masking** slider to the right.

Did You Know?

The default settings in the Detail panel are different for raw and jpeg images.

Jpeg images already have some level of sharpening and noise reduction applied by the camera, whereas raw images do not. To prevent oversharpening, the default Detail panel settings are set to zero for jpeg images. Raw images, however, are unprocessed and always require a certain amount of sharpening. Therefore, the default Detail panel settings for raw images are not set to zero.



Applying the Sharpen Narrow Edges Preset

Utilize the built-in Sharpen Narrow Edges preset

- 1 From the Library module Grid or the Filmstrip, select the landscape image that you would like to sharpen.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press *D* to apply the *Go to Develop* command quickly.

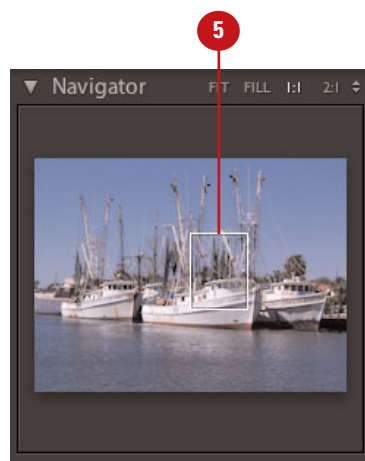
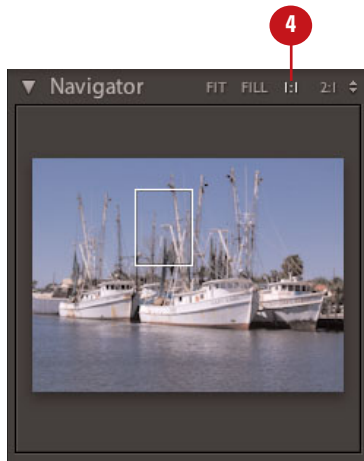
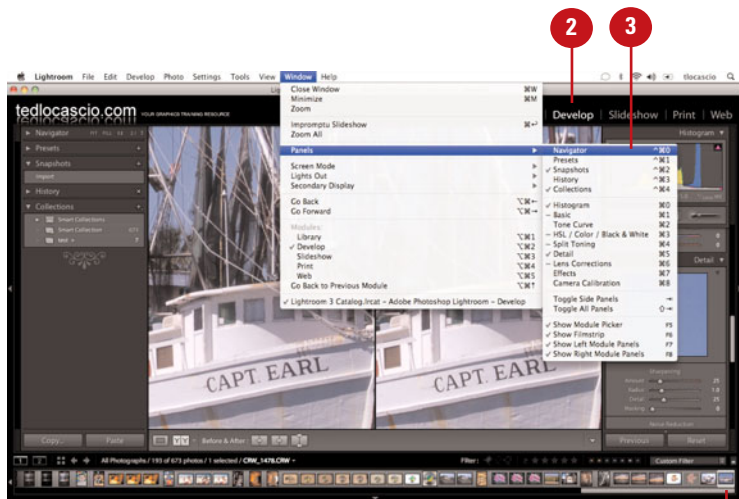
Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Navigator** to display the Navigator panel.

TIMESAVER Press *Control+Cmd+0 (Mac)* or *Ctrl+Shift+0 (Win)* to show or hide the Navigator panel quickly.

- 4 Click the **1:1** button in the Navigator panel to view the image at 100% of its size in the Content area.
- 5 To change the image area displayed in the Content area, click and drag the Navigator target icon, or click and drag in the image itself.

Lightroom also comes equipped with a Sharpen Narrow Edges preset, which you can use to sharpen landscapes with a single click of a button. This combination of settings works best for sharpening areas of fine-edge detail, such as the boats in this example photo. This preset applies considerably less edge halo suppression than the Sharpen Wide Edges preset and applies no masking.



- 6 Choose **Window > Panels > Presets** to display the Presets panel.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Presets panel quickly.

- 7 In the Presets panel, click the **Sharpen - Landscapes** preset to apply the sharpen settings.

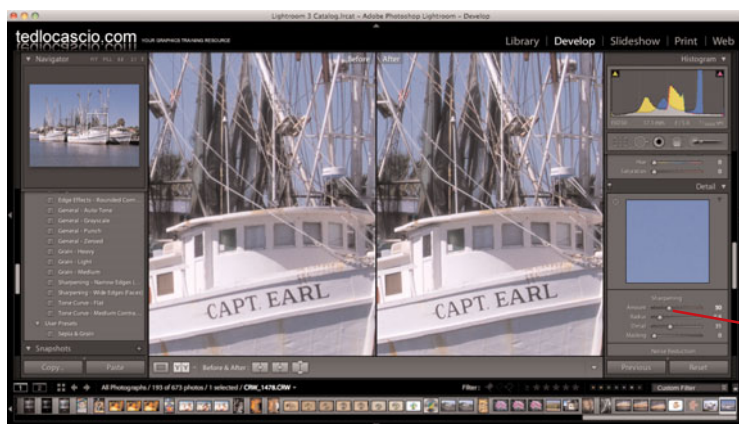
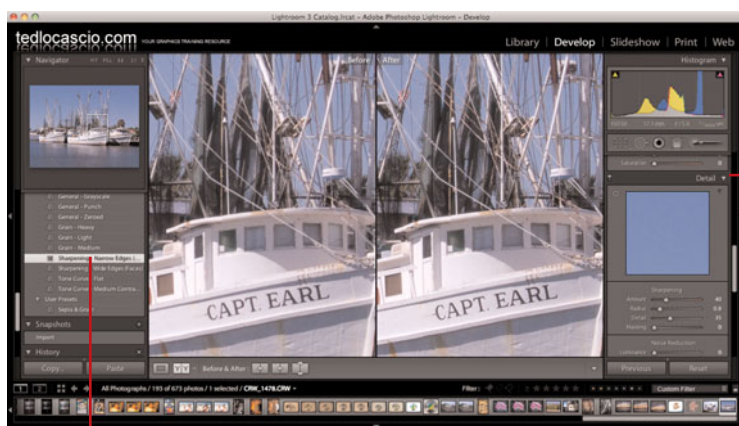
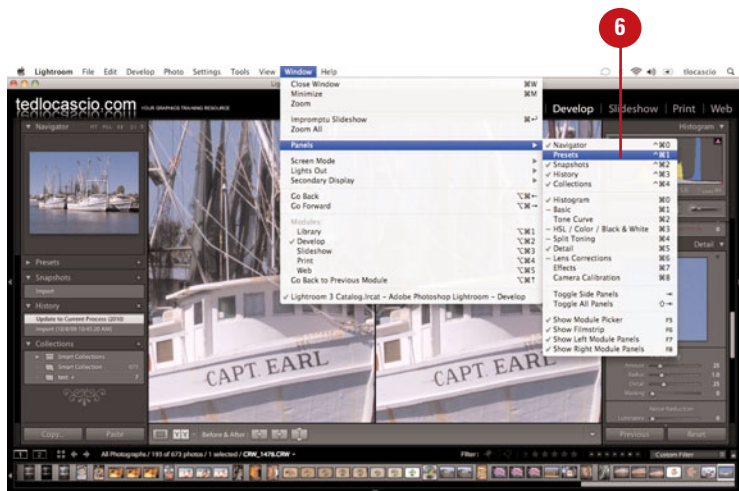
- 8 Choose **Window > Panels > Detail** to display the Detail panel.

TIMESAVER Press **Cmd+5 (Mac)** or **Ctrl+5 (Win)** to show or hide the Detail panel quickly.

- 9 If necessary, increase the sharpening effect by dragging the Detail panel **Amount** slider to the right.

Did You Know?

You can change the aspect ratio for the preview window in the Detail panel. To do so, Control+click (Mac) or right+click in the preview window and choose either 1:1 or 2:1 from the contextual menu.



Sharpening an Image in Luminance Mode

Inspect the image in Luminance mode as you sharpen

- 1 From the Library module Grid or the Filmstrip, select the image that you would like to sharpen.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Navigator** to display the Navigator panel.

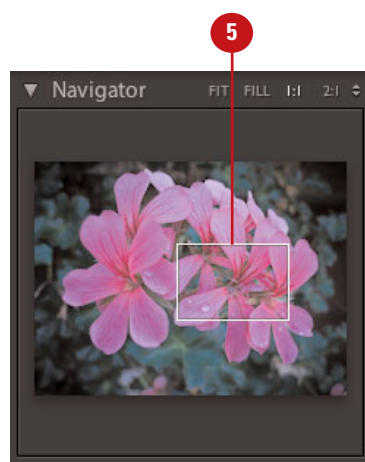
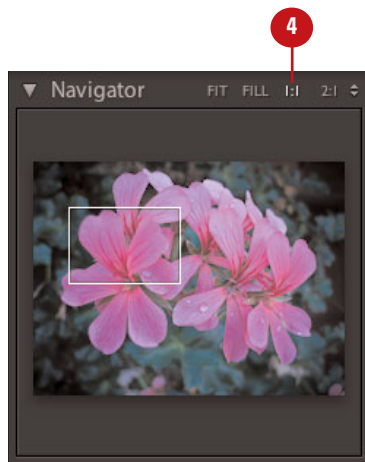
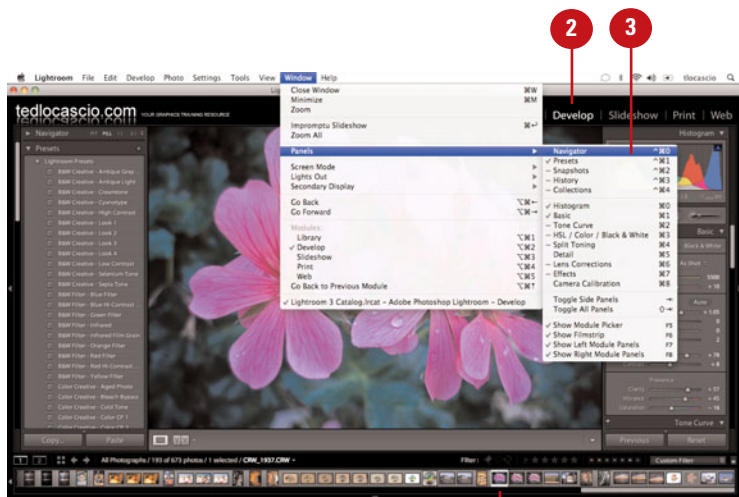
TIMESAVER Press **Control+Cmd+0 (Mac)** or **Ctrl+Shift+0 (Win)** to show or hide the Navigator panel quickly.

- 4 Click the **1:1** button in the Navigator panel to view the image at 100% of its size in the Content area.

IMPORTANT To sharpen in Luminance mode, you must be viewing the image at 1:1 or higher.

- 5 To change the image area displayed in the Content area, click and drag the Navigator target icon, or click and drag in image itself.

Lightroom applies sharpening only to the luminance information in a photograph, and not to any of the color information. This is beneficial because it prevents you from enhancing any color artifacts in the image. By holding down Option (Mac) or Alt (Win) as you drag the Detail panel sliders, you can view an isolated preview of the sharpening effect in grayscale Luminance mode. Doing so gives you a clearer preview of what is happening to the image edges as you adjust the Detail panel sliders.



- 6 Choose **Window > Panels > Detail** to display the Detail panel.

TIMESAVER Press **Cmd+5 (Mac)** or **Ctrl+5 (Win)** to show or hide the Detail panel quickly.

- 7 Hold down **Option (Mac)** or **Alt (Win)** and click and drag the **Amount** slider in the Sharpening portion of the Detail panel.

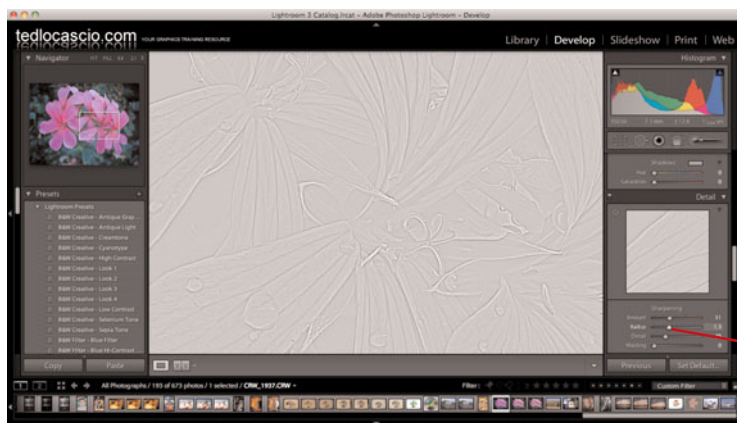
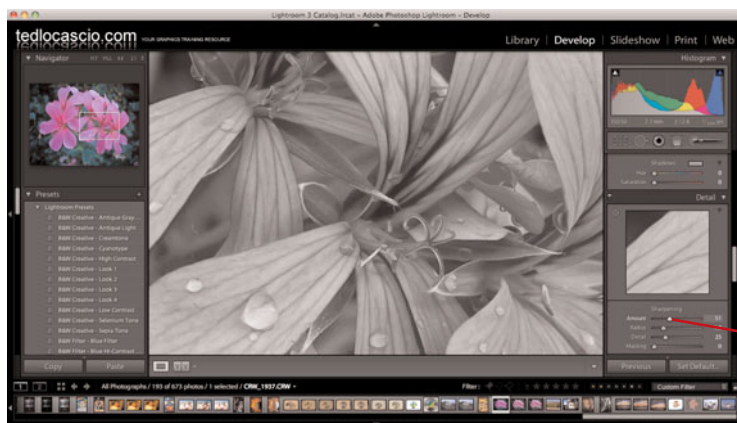
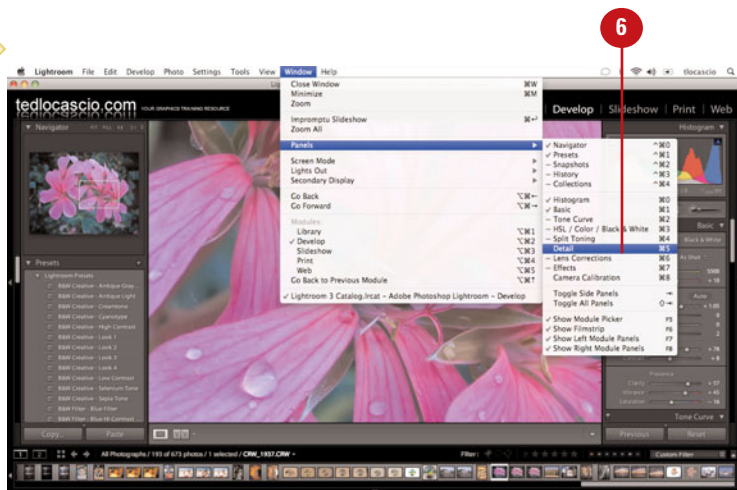
Lightroom displays a grayscale preview of the image in the Content area and in the Detail panel preview window.

IMPORTANT If edge halos begin to appear in the image as you increase the sharpening amount, then you are oversharpening the image.

- 8 Hold down **Option (Mac)** or **Alt (Win)** and click and drag the **Radius** slider in the Sharpening portion of the Detail panel.

Lightroom displays an isolated preview of the effect in the Content area and in the Detail panel preview window.

IMPORTANT Images containing a lot of soft-edged detail, such as portrait photos, can benefit from a Radius setting that is above 1.0 and below 2.0.



- 9 Hold down Option (Mac) or Alt (Win) and click and drag the **Detail** slider in the Sharpening portion of the Detail panel.

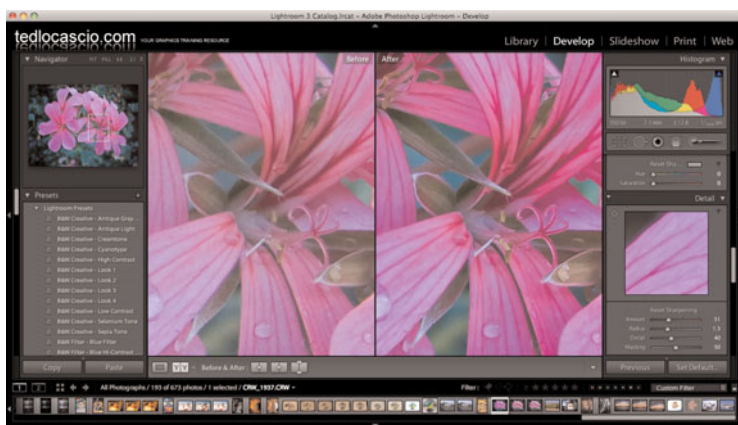
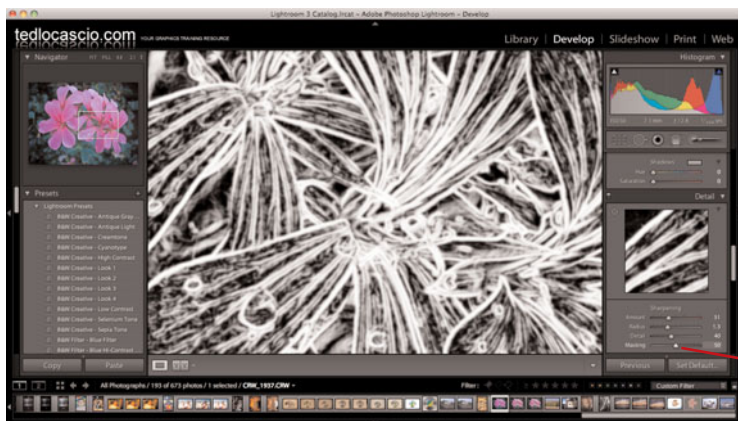
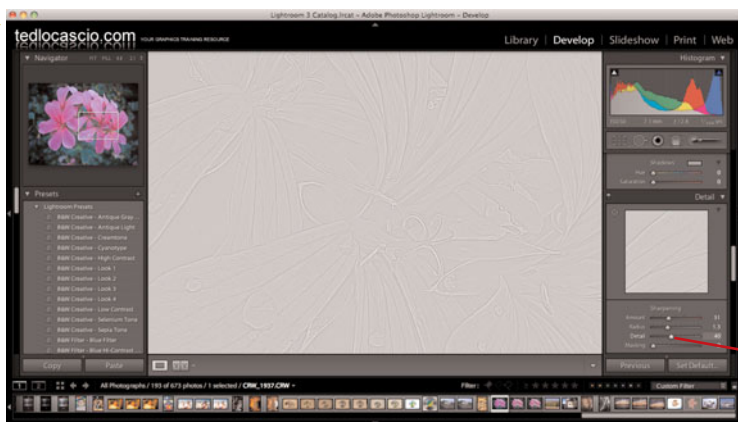
Lightroom displays an isolated preview of the effect in the Content area and in the Detail panel preview window.

IMPORTANT A *Detail* setting of zero applies the most edge halo suppression; a *Detail* setting of 100 applies no halo suppression at all.

- 10 Hold down Option (Mac) or Alt (Win) and click and drag the **Masking** slider in the Sharpening portion of the Detail panel.

Lightroom displays an isolated preview of the effect in the Content area and in the Detail panel preview window.

IMPORTANT A *Masking* setting of zero applies no mask at all. As you increase the setting, more smooth tone areas are protected from the sharpening effect.



The before and after versions of the sharpened image.

Reducing Noise

Reduce luminance noise

- 1 From the Library module Grid or the Filmstrip, select the image that you would like to sharpen.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press *D* to apply the *Go to Develop* command quickly.

Lightroom displays the photo in the Content area of the Develop module.

- 3 Choose **Window > Panels > Navigator** to display the Navigator panel.

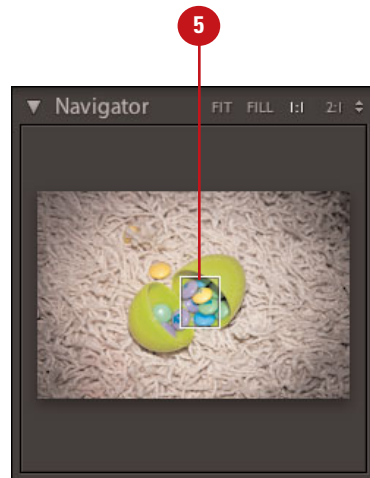
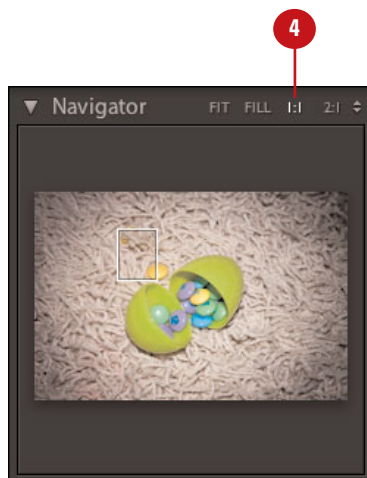
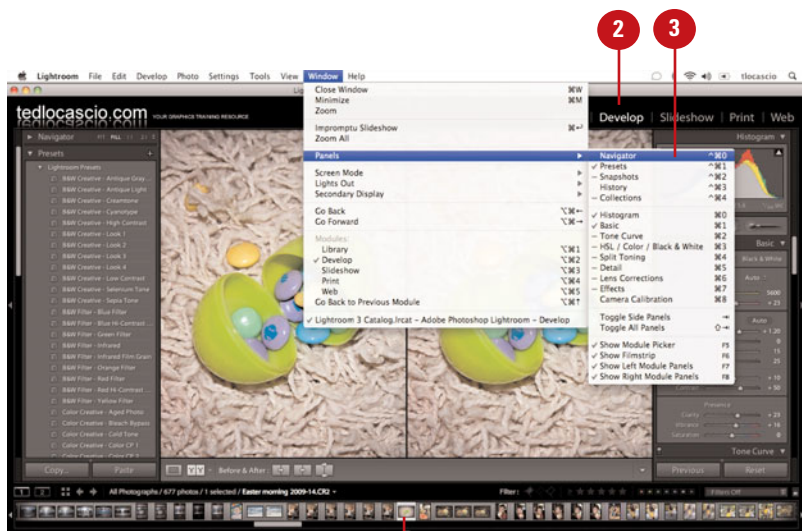
TIMESAVER Press *Control+Cmd+0* (Mac) or *Ctrl+Shift+0* (Win) to show or hide the Navigator panel quickly.

- 4 Choose **1:1** from the Navigator panel Custom View flyout menu.

IMPORTANT To accurately preview the noise reduction effect, you must view the image at 1:1 or higher.

- 5 To change the image area displayed in the Content area, click and drag the Navigator target icon, or click and drag in the image itself.

In general, when you shoot digital photos at higher ISO settings, the resulting images contain noise. Luminance noise is a visible grain in the image that looks like a white, fine-speckled pattern. By increasing the Luminance slider value, you can remove luminance noise, especially in the shadow areas where it is most apparent. Images containing color noise include a visible colored dot pattern, which is even more apparent (and ugly) than luminance noise. By increasing the color slider value, you can blur the color channels in the image to remove the noise. Note that by doing so, you are also softening the image and may lose some color detail.



- 6 Choose **Window > Panels > Detail** to display the Detail panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Detail panel quickly.

- 7 In the Noise Reduction section of the Detail panel, drag the **Luminance** slider to the right.

Lightroom removes the luminance noise from the image.

- 8 Drag the **Detail** slider to determine the amount of detail to preserve in the hard contrast edges and textured areas of the image.

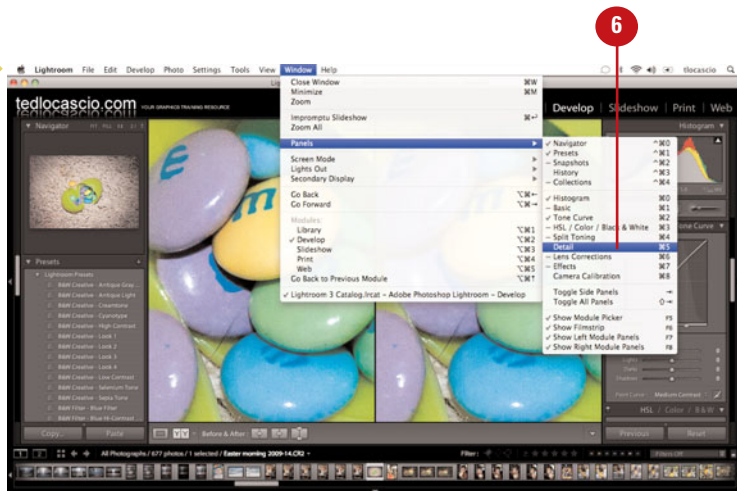
IMPORTANT A **Detail** setting of zero suppresses hard edge contrast; a **Detail** setting of 100 retains the most hard edge contrast.

- 9 Drag the **Contrast** slider to determine the amount of detail to preserve in the smooth areas of the image.

IMPORTANT A **Contrast** setting of zero applies no contrast at all. As you increase the setting, more smooth tone areas are protected from the blur effect.

Did You Know?

You can change the image area displayed in the Detail panel preview window. To do so, click the Target icon in the upper-left corner of the Detail panel, and then click the image area that you would like to display in the preview window. You can also click and drag the preview window to scroll through the image with the Hand tool.



Reduce color noise

- 1 From the Library module Grid or the Filmstrip, select the image that you would like to sharpen.
- 2 Choose **View > Go to Develop** or click the **Develop** button in the upper-right corner of the interface.

TIMESAVER Press **D** to apply the **Go to Develop** command quickly.

Lightroom displays the photo in the Content area of the Develop module.

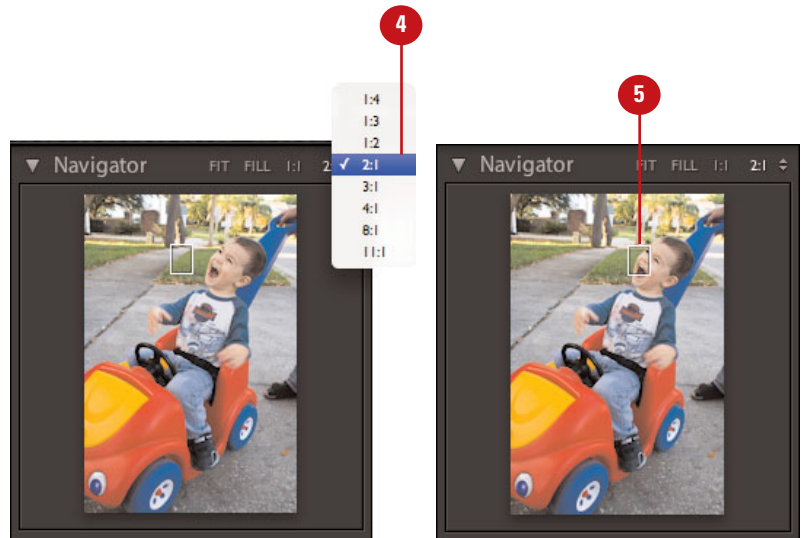
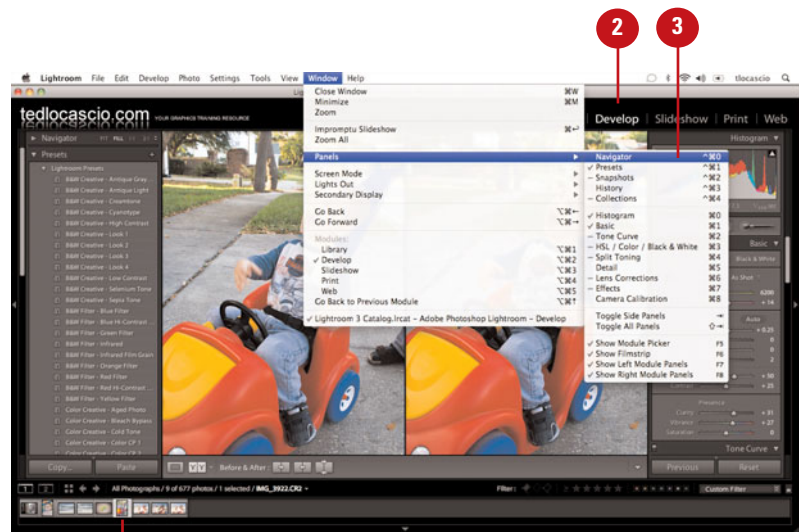
- 3 Choose **Window > Panels > Navigator** to display the Navigator panel.

TIMESAVER Press **Control+Cmd+0 (Mac)** or **Ctrl+Shift+0 (Win)** to show or hide the Navigator panel quickly.

- 4 Choose **2:1** from the Navigator panel Custom View flyout menu.

IMPORTANT To accurately preview the noise reduction effect, you must view the image at 1:1 or higher.

- 5 To change the image area displayed in the Content area, click and drag the Navigator target icon, or click and drag in the image itself.



- 6 Choose **Window > Panels > Detail** to display the Detail panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Detail panel quickly.

- 7 In the Noise Reduction section of the Detail panel, drag the **Color** slider to the right.

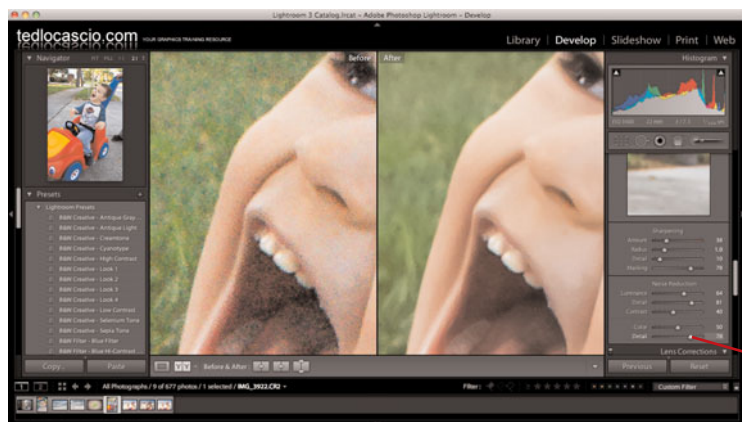
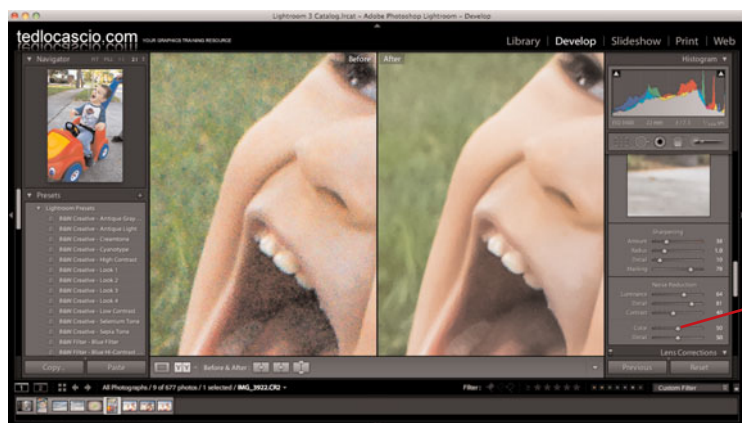
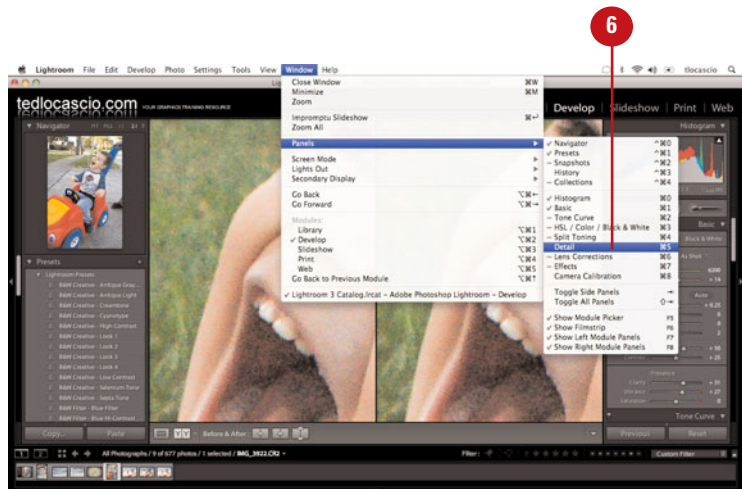
Lightroom removes the color noise from the image.

- 8 Drag the **Detail** slider to determine the amount of detail to preserve in the hard contrast edges and textured areas of the image.

IMPORTANT A **Detail** setting of zero suppresses hard edge contrast; a **Detail** setting of 100 retains the most hard edge contrast.

Did You Know?

You can save noise reduction settings as part of a camera and ISO-specific default develop preset. To do so, you must first enable the Make Defaults Specific to Camera Serial Number and Make Defaults Specific to ISO Settings preferences in the Presets panel of the Preferences dialog box. Select an image that contains the noise reduction setting that you would like to save as a preset; then click the Create New Preset button in the upper-right corner of the Presets panel. In the New Develop Preset dialog box that appears, select Noise Reduction. Name the preset and click Create. Choose Develop > Set Default Settings to apply the settings as the default. Any newly imported images that match the camera serial and ISO setting will apply these settings as the default.



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Printing

Introduction

One of the most common ways to share your favorite photos is to create prints of them. In recent years, it has become increasingly popular to print your own photos using a home-based inkjet printer rather than sending them off to a professional printing service. This is partly because it is now affordable to purchase inkjet printers capable of producing high-quality photographic prints. The downside to taking on this task yourself is that you may find it overwhelming to try and demystify the complexities of the operating system print dialog boxes. You may also find it difficult to make the colors in your photographic prints match what you see onscreen.

Thankfully, Lightroom makes the home-based inkjet printing process much easier. In this chapter, you learn how to set up a print layout using Single Image/Contact Sheet mode or the Picture Package style. You also learn how to print additional photo info, such as filename, shot date, or exposure setting; page options, such as crop marks; and an Identity Plate overlay, such as a custom watermark or a graphic border.

This chapter also teaches you how to manage color successfully using either your printer's driver or using Lightroom. In addition, you learn how to save printing time by enabling Draft Mode Printing, and save set-up time by storing your favorite layouts and print settings as custom templates.

12

What You'll Do

Choose Image Settings

Create a Single Image/Contact Sheet Layout

Create a Picture Package Layout

Create a Custom Package Layout

Display Rulers, Grids, and Guides

Insert an Identity Plate Overlay

Create a Watermarking Preset

Insert Page Options

Add Photo Info

Configure the Page Setup Dialog Box

Print in Draft Mode

Enable Print Sharpening

Choose Color Management Options

Print 16-Bit Images

Print to JPEG File

Save a Custom Template

Choosing Image Settings

Select print display options

1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.

2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo(s) in the Content area of the Print module.

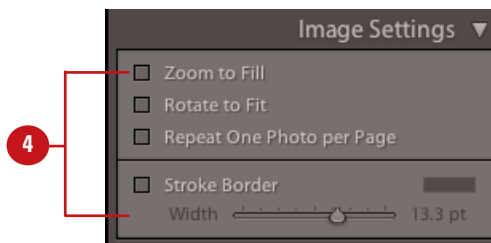
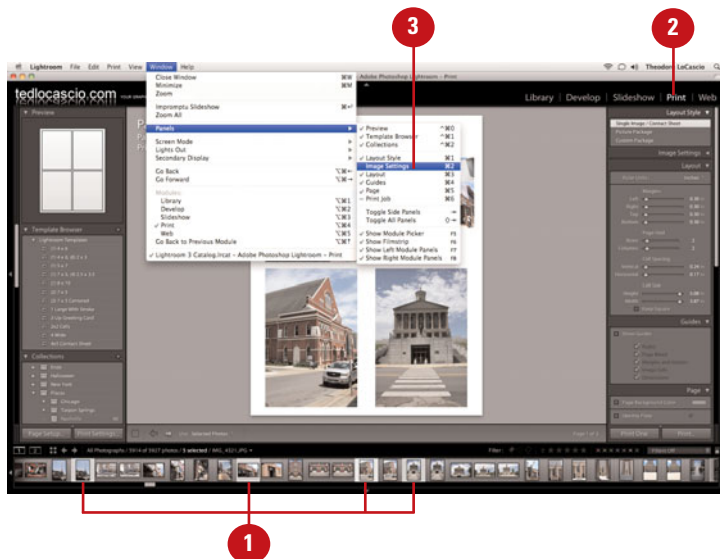
3 Choose **Window > Panels > Image Settings** to display the Image Settings panel.

TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to show or hide the Image Settings panel quickly.

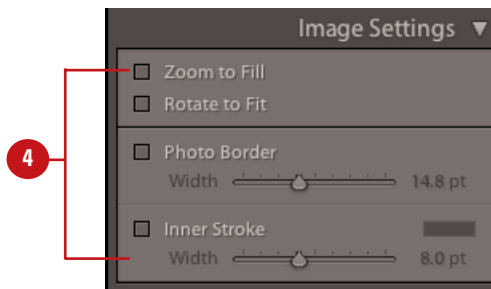
4 Enable any of the following image settings:

- ◆ **Zoom to Fill**—Fills the entire cell area with the image.
- ◆ **Rotate to Fit**—Auto rotates the image to fill the cell area.
- ◆ **Repeat One Photo per Page**—Assigns a single page to every photo in the selection. Lightroom places as many copies of the photo as it can fit on the page.

The options in the Image Settings panel enable you to control how the selected images fill the cell areas in a print layout. You can choose to zoom in on the images to fill the entire cell areas. You can also allow Lightroom to auto rotate the images so that they fit best in each cell. Note that the border options in the Image Settings panel differ depending on which layout style you use (Single Image/Contact Sheet mode or Picture Package).



The Image Settings dialog box in Single Image/Contact Sheet mode.



The Image Settings dialog box in Picture Package mode.

- ◆ **Stroke Border** (Single Image/Contact Sheet mode)—Places an outer border around the image. To determine the stroke width, adjust the **Width** slider. To determine the stroke color, click the neighboring color swatch icon and choose one from the **Color Picker**.

IMPORTANT As you increase the width of the stroke border, Lightroom automatically resizes the image inside the cell.

- ◆ **Photo Border** (Picture Package)—Places a white border around the image. To determine the border width, adjust the **Width** slider.

IMPORTANT As you increase the width of the photo border, Lightroom automatically resizes the image inside the cell, with or without an inner stroke applied.

- ◆ **Inner Stroke** (Picture Package)—Places an inner stroke around the image. To determine the stroke width, adjust the **Width** slider. To determine the stroke color, click the neighboring color swatch icon and choose one from the **Color Picker**.

IMPORTANT As you increase the width of the inner stroke, Lightroom automatically resizes the image inside the cell.



The print layout with the Zoom to Fill option enabled.



The print layout with the Zoom to Fill and Rotate to Fit options enabled.



The print layout with the Repeat One Photo per page and Stroke Border options enabled.

Creating a Single Image/Contact Sheet Layout

Select the Single Image/Contact Sheet Layout Style

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.
- 3 Choose **Window > Panels > Layout Style** to display the Layout Style panel.
- 4 Select **Single Image/Contact Sheet** from the Layout Style panel.
- 5 Choose **Window > Panels > Layout** to display the Layout panel.

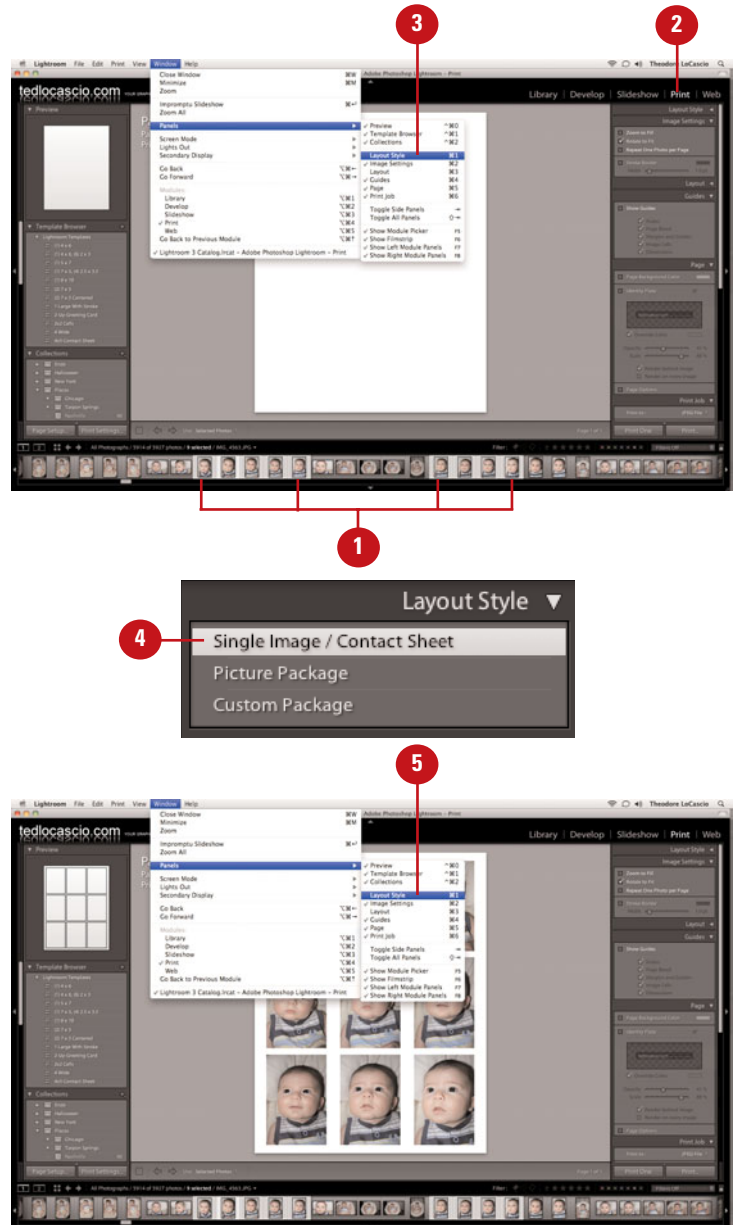
TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the Print command quickly.

Lightroom displays the photo in the Content area of the Print module.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Layout Style panel quickly.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the Layout panel quickly.

The Single Image/Contact Sheet style enables you to choose how an image (or multiple selected images) are positioned in a print layout. This is accomplished by entering specific settings in the Layout panel. Note that Margins settings take precedence over the Cell Spacing and Cell Size settings. After the margins have been set, the Cell Spacing and Cell Size settings automatically adapt to fit.



Creating a Picture Package Layout

Select the Picture Package Layout Style

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

- 3 Choose **Window > Panels > Layout Style** to display the Layout Style panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Layout Style panel quickly.

- 4 Select **Picture Package** from the Layout Style panel.

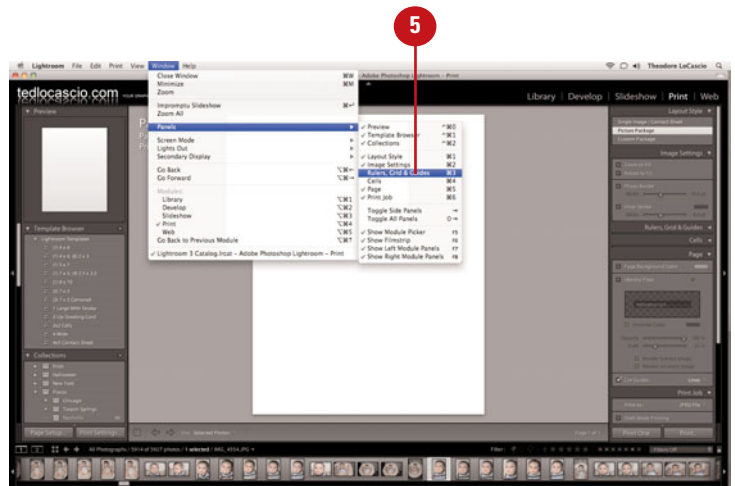
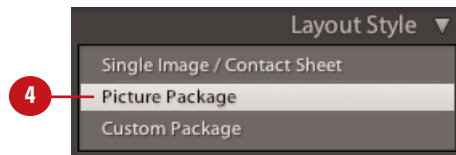
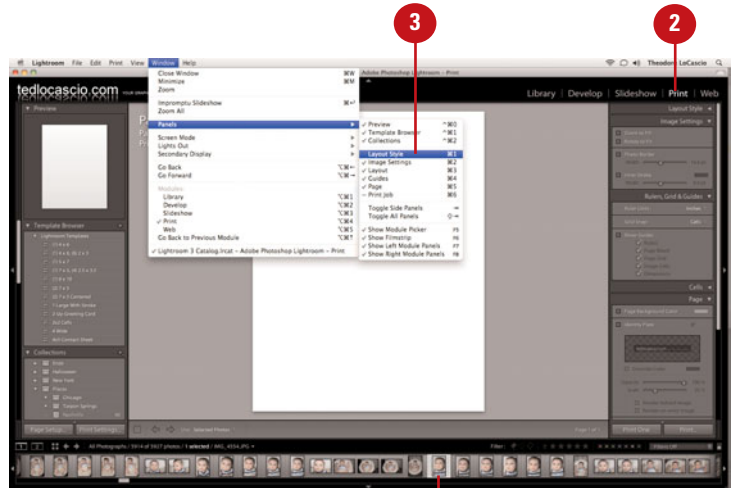
- 5 Choose **Window > Panels > Rulers, Grids & Guides** to display the Rulers, Grids & Guides panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the Cells panel quickly.

Did You Know?

You can also resize and reposition Picture Package cells manually. To reposition a cell, click and drag it in the Content area; to resize it, click and drag any side or corner bounding box node.

Picture Package is similar to Single Image/Contact Sheet mode in that it also enables you to control how the photos are positioned in the print layout. However, unlike Single Image/Contact Sheet mode, Picture Package enables you to include photos of all different sizes on a single page. You can use this style to print multiple variations of a portrait image on a single sheet of paper and then trim them to size.



6 In the **Rulers** section of the Rulers, Grids & Guides panel, choose a measurement option from the **Units** drop-down list. The default Units option is inches.

7 Choose **Window > Panels > Cells** to display the Cells panel.

TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the Cells panel quickly.

8 Click the **Clear Layout** button in the Cells panel.

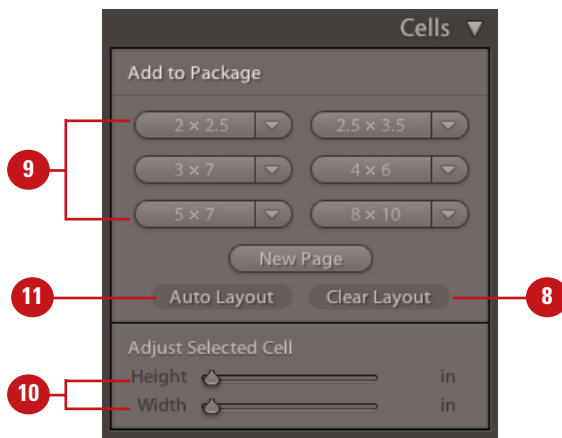
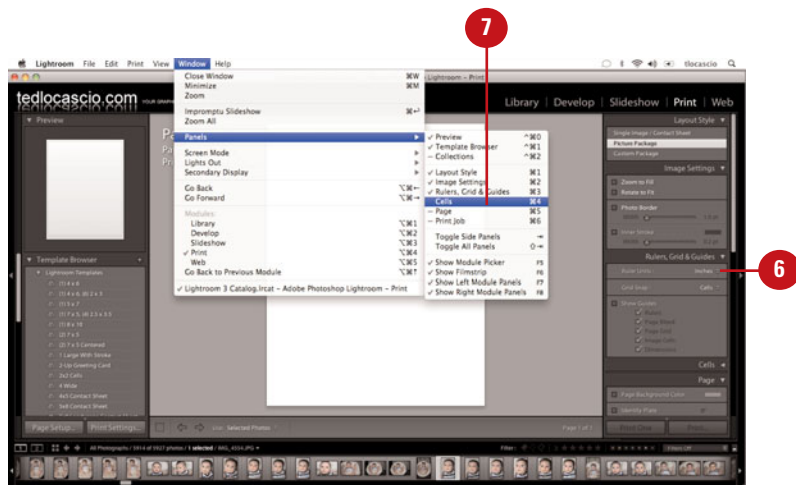
9 Add cells to the blank Picture Package layout by clicking the **Cell Size** buttons in the Cells panel. The cell sizes range from **2 x 2.5** inches to **8 x 10** inches.

To assign a new cell size to a button, click the down-facing arrow and choose one from the drop-down list. To assign a custom size, choose **Edit** from the drop-down list; then enter the dimensions in the New Custom Size dialog box and click Add.

IMPORTANT If the cells that you add do not fit on a single page, Lightroom automatically adds a page to the layout.

10 If necessary, adjust the size of a cell by selecting it in the Content area and dragging the **Height** and **Width** sliders in the **Adjust Selected Cell** section of the Cells panel.

11 If necessary, click the **Auto Layout** button to automatically rearrange the cells to fit best on the page.



A completed Picture Package print layout.

Creating a Custom Package Layout

Select the Custom Package Layout Style

1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.

2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

3 Choose **Window > Panels > Layout Style** to display the Layout Style panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Layout Style panel quickly.

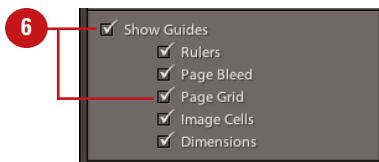
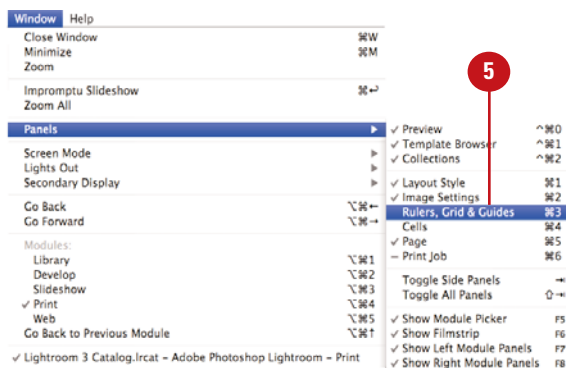
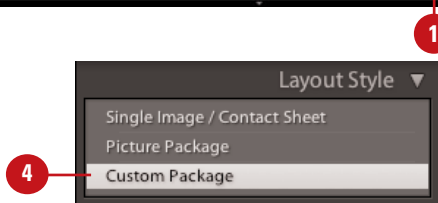
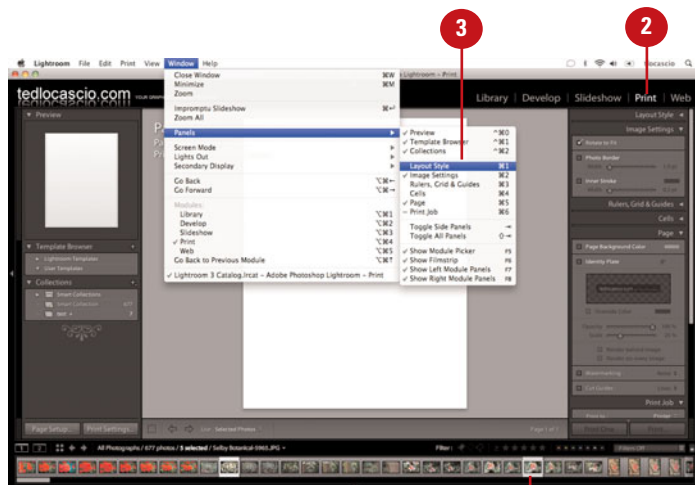
4 Select **Custom Package** from the Layout Style panel.

5 Choose **Window > Panels > Rulers, Grids & Guides** to display the Rulers, Grids & Guides panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the Cells panel quickly.

6 In the Rulers, Grids & Guides panel, enable the **Show Guides** and **Page Grid** options.

Custom Package is similar to Picture Package in that it also enables you to include photos of all different sizes on a single page. The difference is that with Custom Package you can drag and drop thumbnails directly from the Filmstrip and position them in the Content area however you like.



- 7 Add cells to the blank Custom Package by dragging thumbnails from the Filmstrip. Note that you can drag multiple selected thumbnails at once.

Reposition the cells on the page by clicking and dragging each one in the Content area. Use the Page Grid to help align the cells on the page.

- 8 Choose **Window > Panels > Cells** to display the Cells panel.

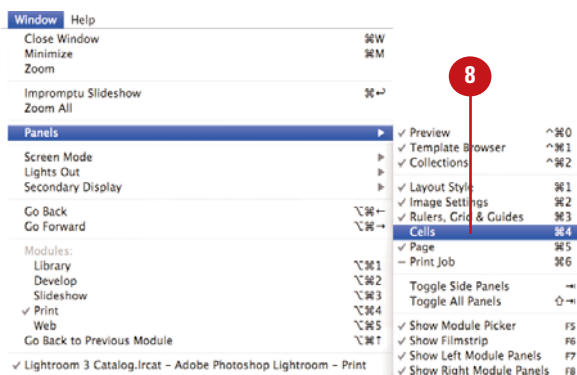
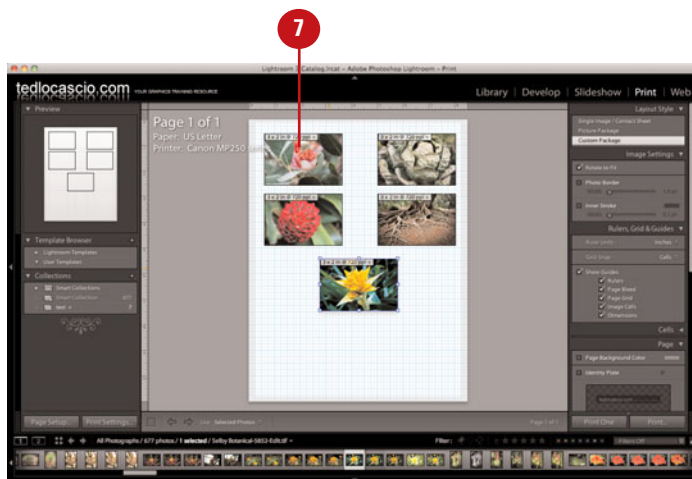
TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the Cells panel quickly.

- 9 If necessary, adjust the size of a cell by selecting it in the Content area and dragging the **Height** and **Width** sliders in the **Adjust Selected Cell** section of the Cells panel.

- 10 To maintain the photo aspect ratio as you resize the cells, enable the **Lock to Photo Aspect Ratio** option in the Cells panel.

Did You Know?

You can also resize Custom Package cells manually. To resize a cell, select it in the Content area and click and drag any side or corner bounding box node.



A completed Custom Package print layout.

Displaying Rulers, Grids, and Guides

Display rulers, grids, and guides in Single Image/Contact Sheet mode

- 1 With a Single Image/Contact Sheet layout already set up in the Print module, choose **Window > Panels > Guides** to display the Guides panel.

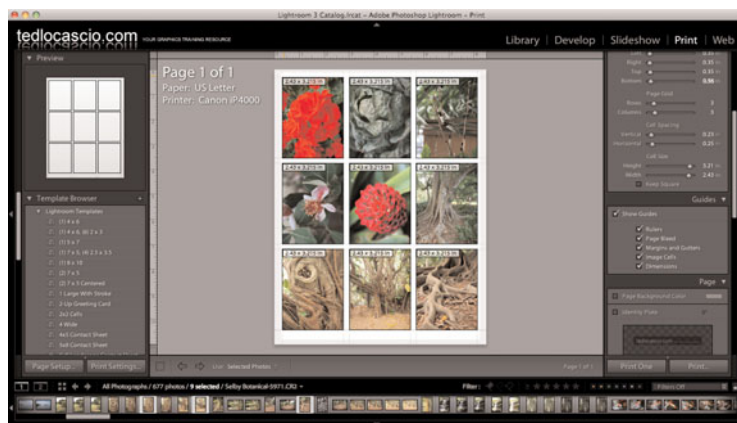
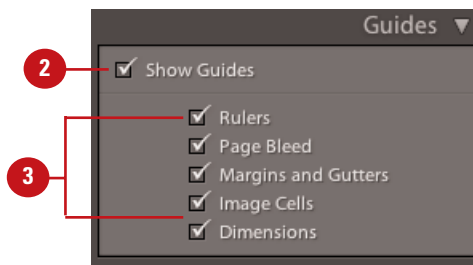
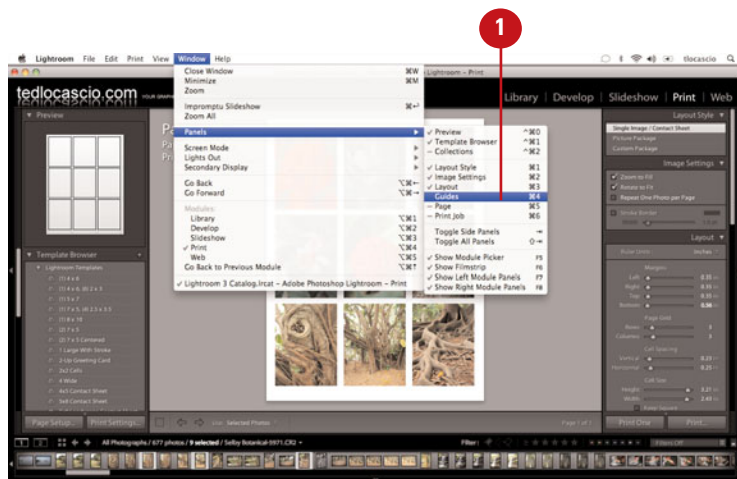
TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the Guides panel quickly.

- 2 Enable the **Show Guides** option at the top of the Guides panel.
- 3 Enable the items in the Guides panel that you would like to display in the layout. Options include: **Rulers**, **Page Bleed**, **Margins and Gutters**, **Image Cells**, and **Dimensions**.

Did You Know?

You can choose a ruler units option from the **Layout** panel. You can choose a measurement option from the Ruler Units drop-down list, which is located at the top of the Layout panel. The default Ruler Units option is inches.

When creating a print layout in Single Image/Contact Sheet mode, you can display rulers, grids, and guides by enabling the options available in the Guides panel. To do so in Picture Package mode, you must enable the options in the Rulers, Grid & Guides panel. Displaying rulers, grids, and guides in the print layout can help you select, reposition, and align the photos on the page.



A Single Image/Contact Sheet print layout with all guides made visible.

Display rulers, grids, and guides in Picture Package mode

- 1 With a Picture Package layout already set up in the Print module, choose **Window > Panels > Rulers, Grids & Guides** to display the Rulers, Grids & Guides panel.

TIMESAVER Press **Cmd+3 (Mac)** or **Ctrl+3 (Win)** to show or hide the Guides panel quickly.

- 2 Choose **View > Show Guides**.

TIMESAVER Press **Cmd+Shift+H (Mac)** or **Ctrl+Shift+H (Win)** to show or hide Guides quickly.

- 3 To display guides in the layout, enable the **Show Guides** option in the Rulers, Grids & Guides panel.

- 4 To display rulers in the layout, enable the **Ruler** option in the Rulers, Grids & Guides panel.

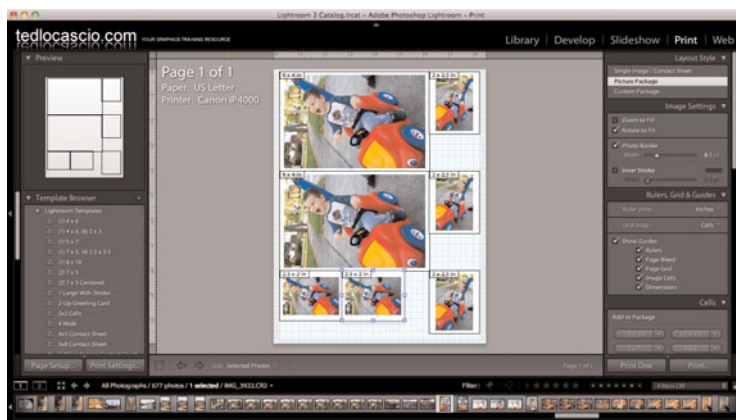
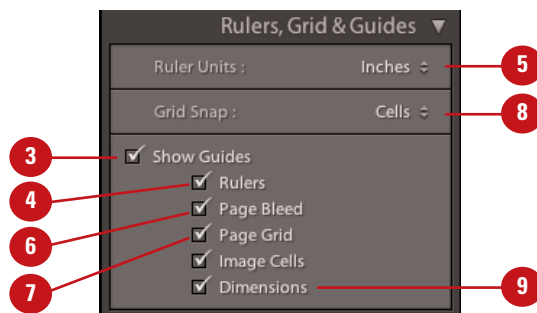
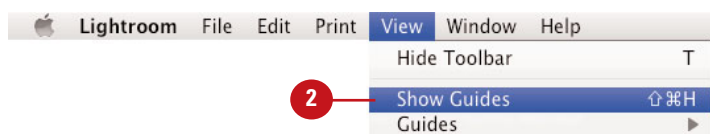
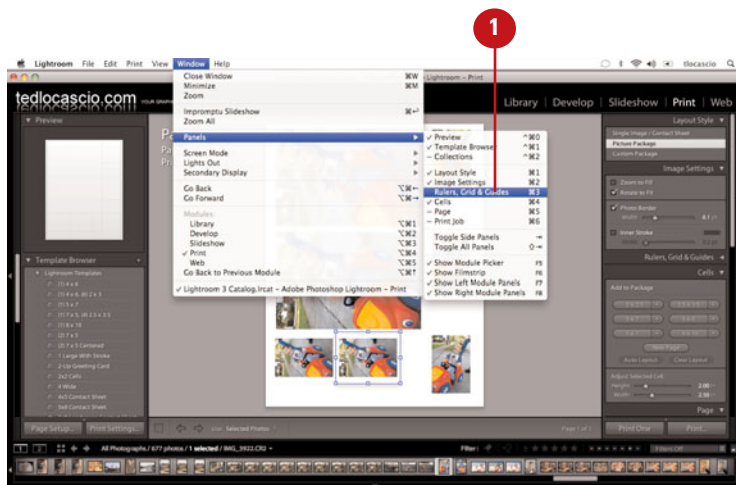
- 5 Choose a measurement option from the **Ruler Units** drop-down list in the Rulers, Grids & Guides panel. The default Ruler Units option is inches.

- 6 To display bleed guides in the layout, enable the **Page Bleed** option.

- 7 To display grids in the layout, enable the **Page Grid** option.

- 8 Choose a snapping option from the **Grid Snap** drop-down list in the Rulers, Grids & Guides panel. You can choose to snap images to the cells or the grid, or turn snapping off entirely.

- 9 To display image dimensions in the upper-left corner of each cell, enable the **Dimensions** option.



A Picture Package print layout with all guides made visible.

Inserting an Identity Plate Overlay

Insert a styled text Identity Plate

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

- 3 Choose **Window > Panels > Page** to display the Page panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Page panel quickly.

- 4 Enable the **Identity Plate** option in the Page panel.

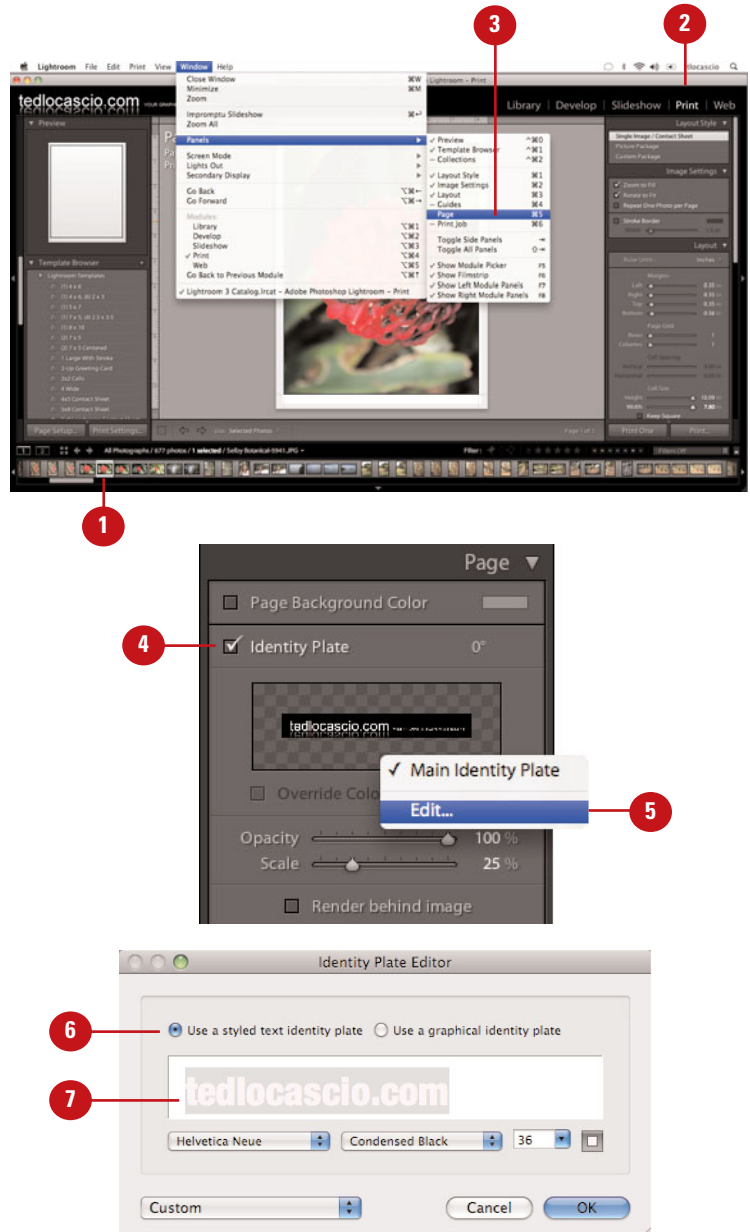
Lightroom applies the Identity Plate currently displayed in the Module Picker.

- 5 To edit the Identity Plate settings, click the Identity Plate preview in the Page panel and choose **Edit** from the drop-down list.

- 6 In the Identity Plate Editor dialog box that appears, enable the **Use a Styled Text Identity Plate** option and enter some text in the field below.

- 7 Highlight the preview text with the cursor. From the drop-down lists positioned below the text preview, choose a font, style, and point size.

Just as you can choose to display an Identity Plate in the Lightroom Module Picker, you can also choose to display one in your photo prints. By enabling this feature, you can add contact info or captions by inserting a styled text Identity Plate. By inserting a graphical Identity Plate, you can apply a graphic border to your print images.



8 Click the **color swatch icon** to launch the system Color Picker and choose a different color for the Identity Plate.

9 Click **OK** to apply the Identity Plate as an image overlay.

10 To apply a background color to the page, enable **Page Background Color** in the Page panel. Click the neighboring **swatch icon** to access the Lightroom Color Picker and choose a different color

11 Choose a rotation option from the **Rotate Identity Plate** drop-down list, located in the upper-right corner of the Page panel.

12 If necessary, enable the **Override Color** option and click the neighboring **swatch icon** to access the Lightroom Color Picker and choose a different color for the Identity Plate text.

13 To adjust the opacity level of the Identity Plate, drag the **Opacity** slider.

14 To adjust the size of the Identity Plate, drag the **Scale** slider.

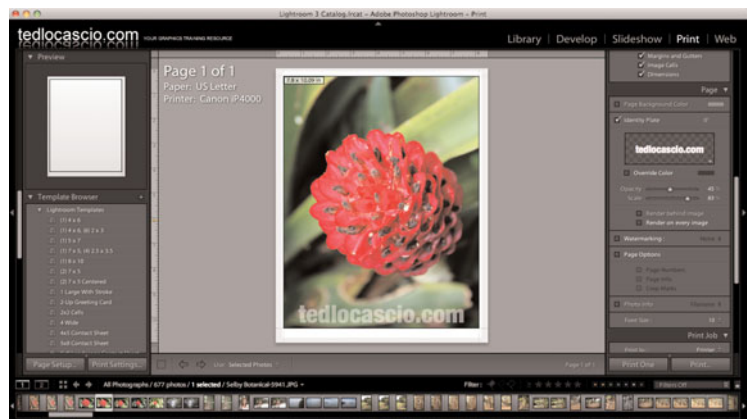
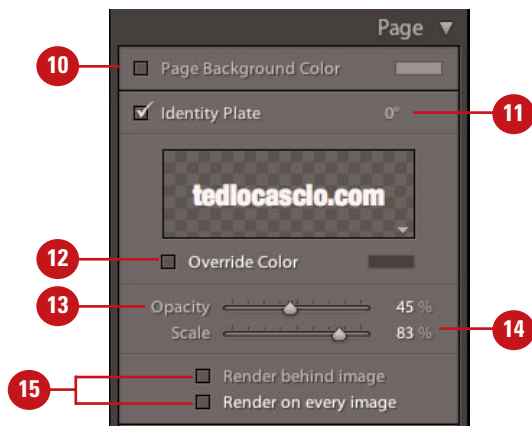
15 Choose one of the following Rendering options:

◆ **Render Behind Image**—Positions the Identity Plate behind the image in the layout

◆ **Render on Every Image**—Repeats the Identity Plate in a multiple grid cell layout

Did You Know?

You can also manually resize and reposition a styled text Identity Plate overlay. To reposition the Identity Plate, simply click and drag it in the Content area; to resize it, click and drag any side or corner bounding box node.



A custom watermark created using a styled text Identity Plate.

Insert a graphical Identity Plate

1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.

2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the Print command quickly.

Lightroom displays the photo in the Content area of the Print module.

3 Choose **Window > Panels > Page**.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Page panel quickly.

4 Enable the **Identity Plate** option in the Page panel.

Lightroom applies the Identity Plate currently displayed in the Module Picker, or the last created Identity Plate.

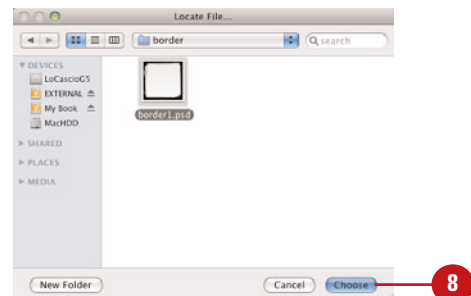
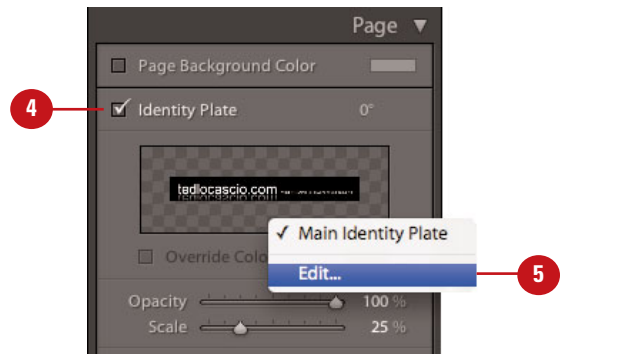
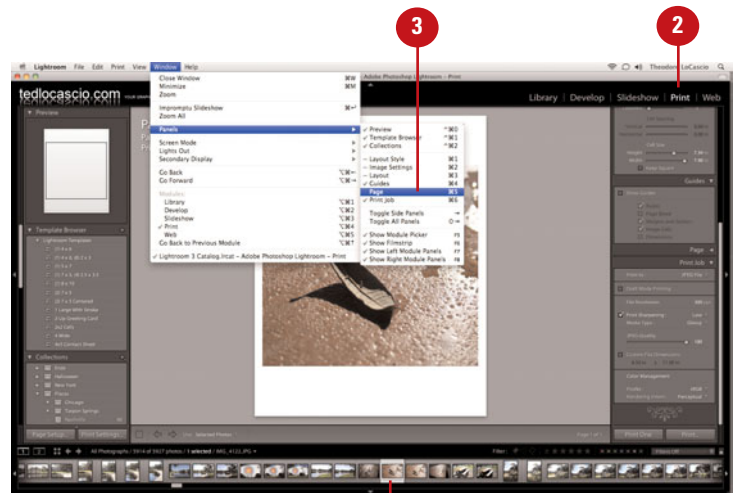
5 To edit the Identity Plate settings, click the Identity Plate preview in the Page panel, and choose **Edit** from the drop-down list.

6 In the Identity Plate Editor dialog box that appears, enable the **Use a Graphical Identity Plate** option.

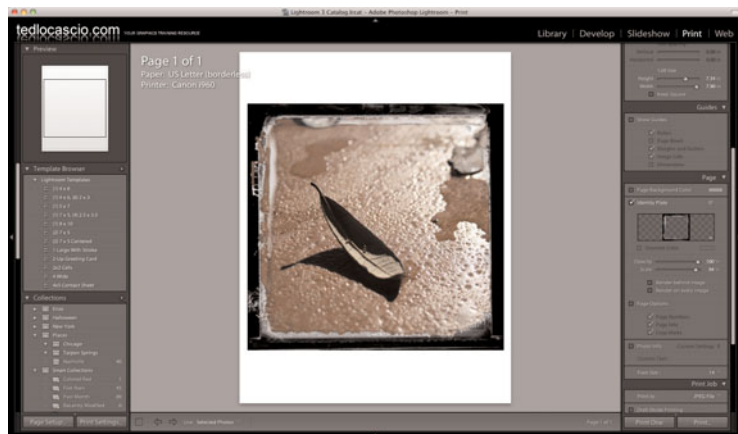
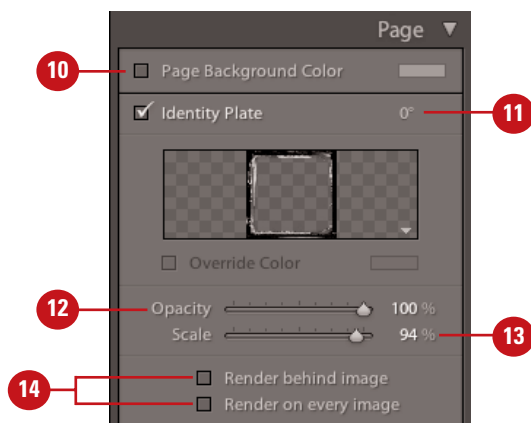
7 Click the **Locate File** button located under the preview area.

8 In the Locate File dialog box that appears, browse to the file on your system and click **Choose**. You can also drag and drop, or copy and paste the image into the preview area.

9 Click **OK** to apply the Identity Plate.



- 10 To apply a background color to the page, enable **Page Background Color** in the Page panel. Click the neighboring **swatch icon** to access the Lightroom Color Picker and choose a different color.
- 11 Choose a rotation option from the **Rotate Identity Plate** drop-down list, located in the upper-right corner of the Page panel.
- 12 To adjust the opacity level of the Identity Plate, drag the **Opacity** slider in the Page panel.
- 13 To adjust the size of the Identity Plate, drag the **Scale** slider in the Page panel.
- 14 Choose one of the following Rendering options:
 - ◆ **Render Behind Image**—Positions the Identity Plate behind the image in the layout
 - ◆ **Render on Every Image**—Repeats the Identity Plate in a multiple grid cell layout



A custom border inserted as a graphical Identity Plate overlay.

Did You Know?

You can also manually resize and reposition a graphical Identity Plate overlay. To reposition the Identity Plate, simply click and drag it in the Content area; to resize it, click and drag any side or corner bounding box node.

Creating a Watermarking Preset

Save a text watermarking preset

1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.

2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

Lightroom displays the photo in the Content area of the Print module.

3 Choose **Window > Panels > Page** to display the Page panel.

4 Enable the **Watermarking** option in the Page panel.

5 To edit the watermark settings, choose **Edit Watermarks** from the neighboring drop-down list.

6 In the Watermark Editor dialog box that appears, choose **Text** as the Watermark Style.

7 Enter the custom watermark text in the field below the preview image.

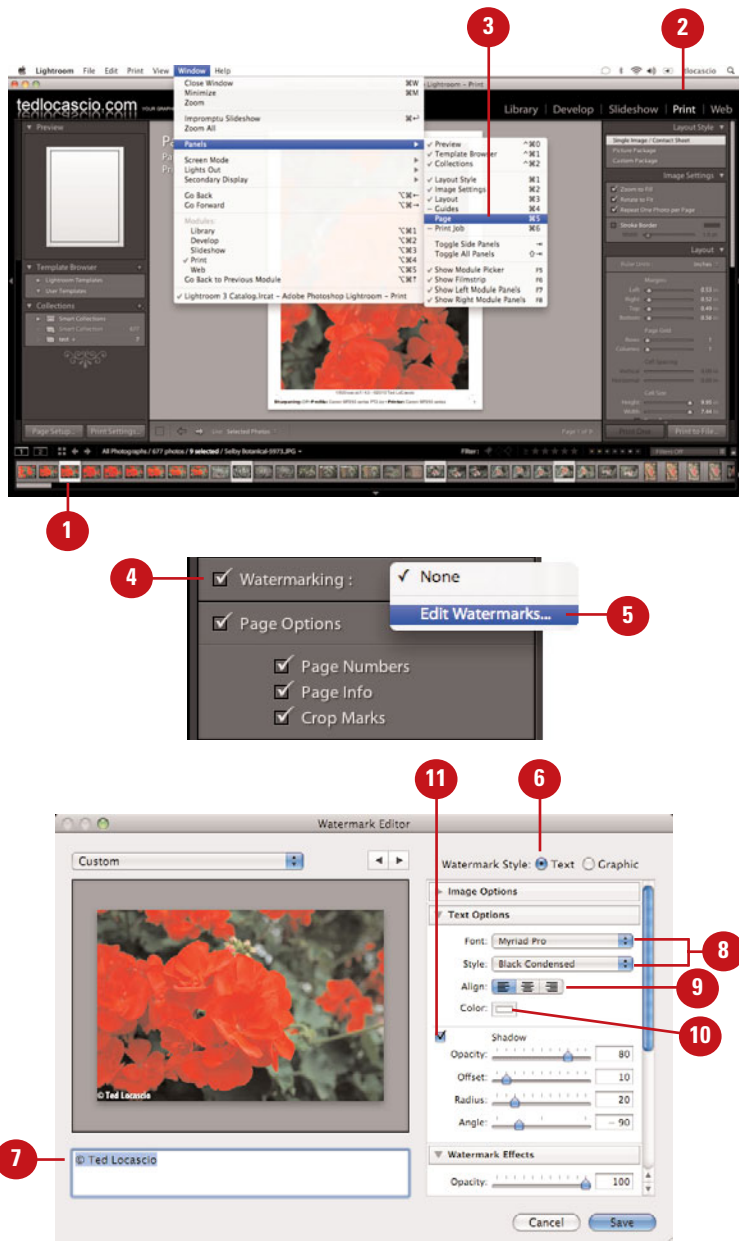
8 Highlight the preview text with the cursor. Choose a font and style from the Text Options **Font** and **Style** drop-down lists.

9 Click one of the **Align** buttons to specify a text alignment option (left, center, or right).

10 Click the **color swatch icon** to launch the system Color Picker and choose a different color for the watermark text.

11 To apply a shadow to the watermark, enable the **Shadow** option and specify the following settings using the respective sliders:

Lightroom enables you to save your favorite settings for applying custom text and graphic style watermarkings. By saving a watermarking preset, you can apply these settings to all images in your print layout by simply choosing the preset from the Watermarking list in the Pages panel.



- ◆ **Opacity**—Specify an opacity value for the drop shadow.
- ◆ **Offset**—Specify an offset distance for the drop shadow.
- ◆ **Radius**—Specify a softness value for the drop shadow.
- ◆ **Angle**—Specify where to position the drop shadow in relation to the text.

12 In the Watermark Effects section of the dialog box, Use the **Opacity** slider to specify an opacity value for the watermark. You can also enter a value in the **Opacity** field.

13 Choose an anchor option by clicking one of the **Anchor** radio buttons.

14 Specify a size for the watermark by selecting one of the following **Size** options:

- ◆ **Proportional**—Click to size the watermark proportionally. Drag the slider or enter a size value in the neighboring field.
- ◆ **Fit**—Click to fit the entire watermark in the image area.
- ◆ **Fill**—Click to fill the image area with the watermark.

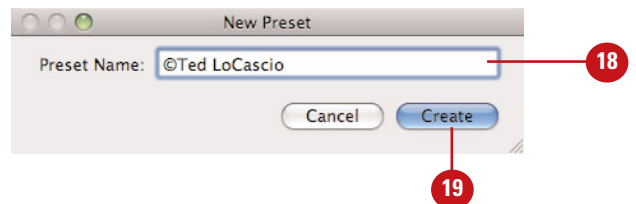
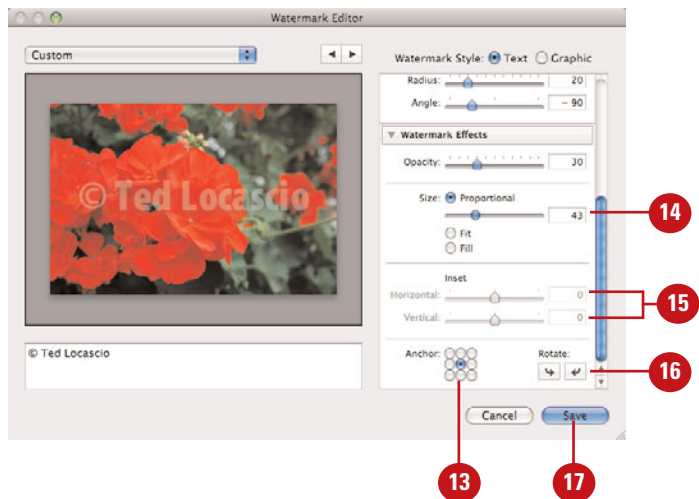
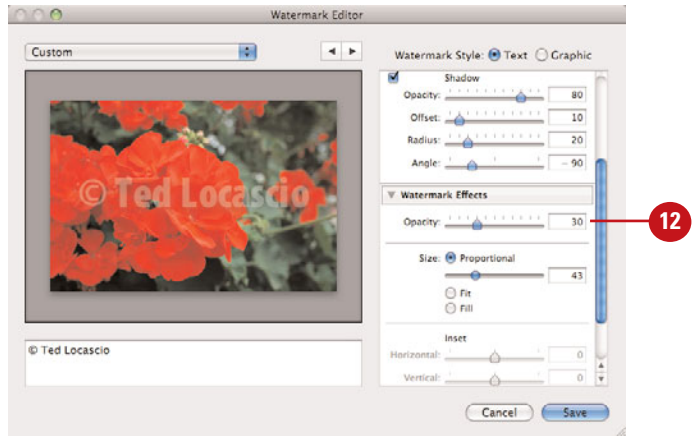
15 If necessary, specify an inset value by dragging the **Horizontal** and **Vertical** Inset sliders. You can also enter inset values in the respective fields.

16 If necessary, rotate the watermark by clicking the **Rotate Clockwise** or **Rotate Counterclockwise** buttons.

17 Click **Save**.

18 In the New Preset dialog box that appears, enter a name in the **Preset Name** field.

19 Click **Create**.



Save a graphic watermarking preset

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

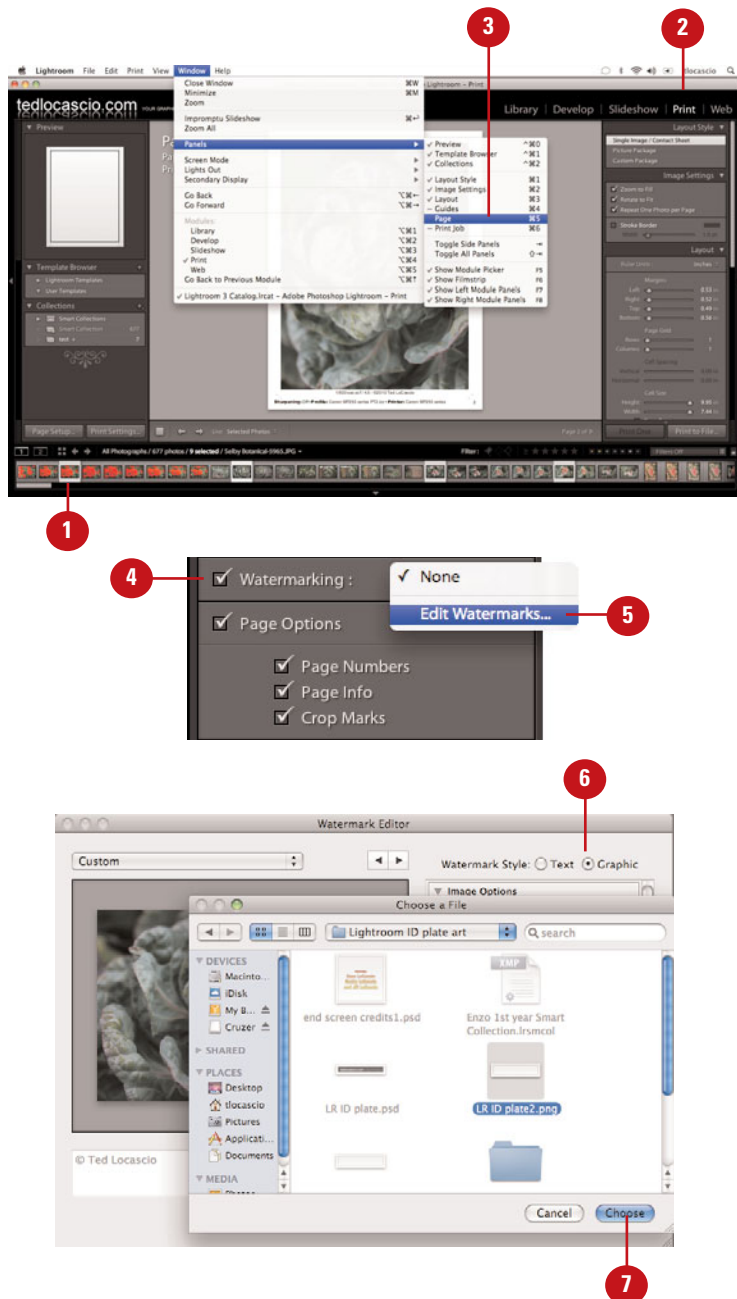
- 3 Choose **Window > Panels > Page** to display the Page panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the **Page** panel quickly.

- 4 Enable the **Watermarking** option in the Page panel.
- 5 To edit the watermark settings, choose **Edit Watermarks** from the neighboring drop-down list.
- 6 In the Watermark Editor dialog box that appears, choose **Graphic** as the Watermark Style.
- 7 In the Choose a File dialog box that appears, browse to the file on your system and click **Choose**.

Did You Know?

*You can also create and apply watermarking presets in the **Slideshow** module. You can access the watermarking preset options from the Watermarking list in the Slideshow module Overlays panel.*



8 In the Watermark Effects section of the dialog box, Use the **Opacity** slider to specify an opacity value for the watermark. You can also enter a value in the **Opacity** field.

9 Choose an anchor option by clicking one of the **Anchor** radio buttons.

10 Specify a size for the watermark by selecting one of the following **Size** options:

- ◆ **Proportional**—Click to size the watermark proportionally. Drag the slider or enter a size value in the neighboring field.
- ◆ **Fit**—Click to fit the entire watermark in the image area.
- ◆ **Fill**—Click to fill the image area with the watermark.

11 If necessary, specify an inset value by dragging the **Horizontal** and **Vertical** Inset sliders. You can also enter inset values in the respective fields.

12 If necessary, rotate the watermark by clicking the **Rotate Clockwise** or **Rotate Counterclockwise** buttons.

13 Click **Save**.

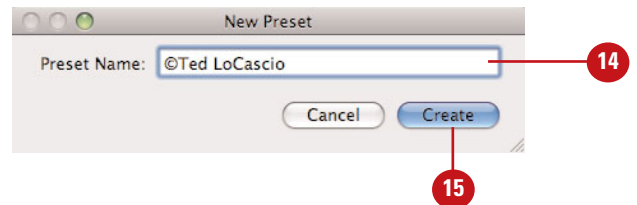
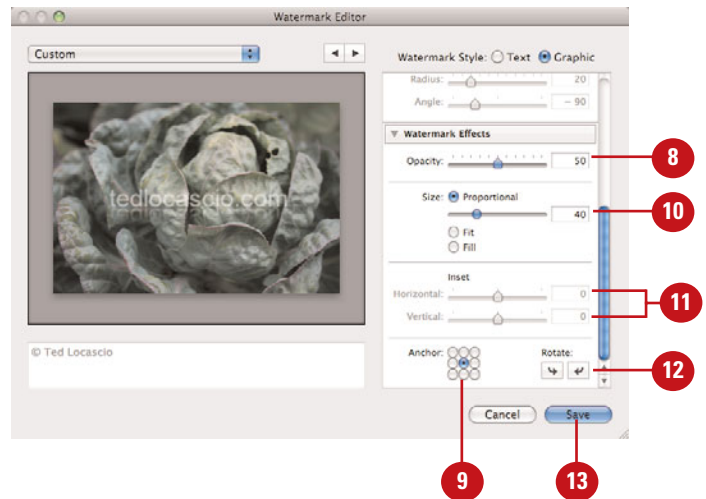
14 In the New Preset dialog box that appears, enter a name in the **Preset Name** field.

15 Click **Create**.

Did You Know?

You can also create and apply watermarking presets in the Web module.

You can access the watermarking preset options from the Watermarking list in the Web module Output Settings panel.



Inserting Page Options

Print crop marks, page info, and page numbers

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

- 3 Choose **Window > Panels > Page** to display the Page panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Page panel quickly.

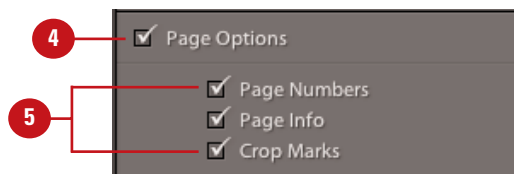
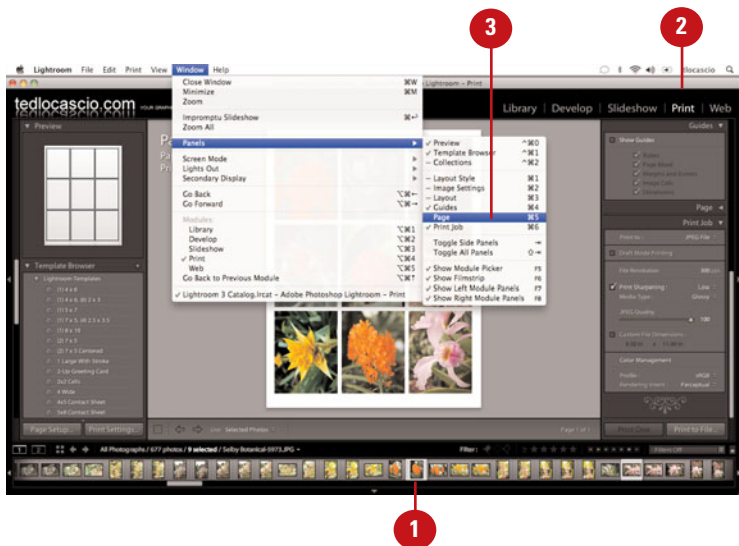
- 4 Enable **Page Options** in the Page panel.

- 5 Enable any of the following page options:

- ◆ **Page Numbers**—Inserts a page number in the bottom-right corner of each page
- ◆ **Page Info**—Inserts the chosen Sharpening and Color Management settings, as well as the name of the chosen printer, in the lower-left corner of each page
- ◆ **Crop Marks**—Inserts crop marks around each image cell

- 6 At the bottom of the Page panel, choose a font size for the page number and page info text from the **Font Size** drop-down list.

When creating a print layout using the Single Image/Contact Sheet style, the Page Options section of the Page panel enables you to include useful extras. The Crop Marks option is especially useful for trimming down photos after they have been printed. The Page Info option inserts information relating to the print output method, such as the chosen Print Sharpening setting and color profile. The Page Numbers option enables you to apply a specific page order to your contact sheets.



A contact sheet print layout with page options displayed.

Adding Photo Info

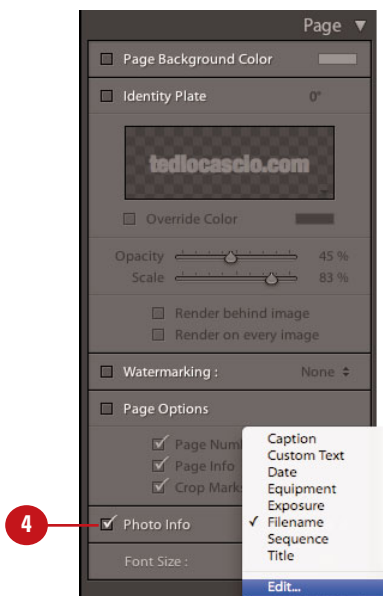
Print additional photo info beneath each grid cell

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
 - 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.
- TIMESAVER** Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.
- Lightroom displays the photo in the Content area of the Print module.
- 3 Choose **Window > Panels > Page** to display the Page panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Page panel quickly.

- 4 Enable **Photo Info** in the Page panel.

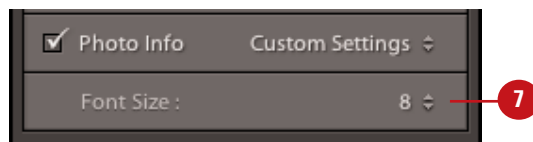
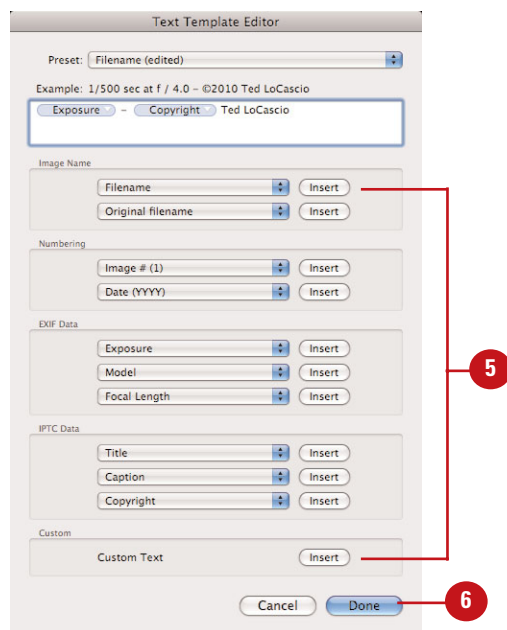
The Photo Info section of the Page panel enables you to display specific information about the photos at the bottom of each image cell. You can choose to display a single info item, such as shot date or exposure setting, by selecting one of the preset options from the Photo Info list in the Page panel. You can display multiple info items by choosing **Edit** from the Photo Info list and selecting the items in the Text Template Editor dialog box. Lightroom also enables you to save custom Photo Info settings as presets.



- 5 Choose a photo info preset option from the **Photo Info** drop-down list, or to create a custom setting, choose **Edit**. In the Text Template Editor dialog box that appears when choosing **Edit**, use the drop-down lists to choose the items that you'd like to include. Click the neighboring **Insert** buttons to add the text items.
- 6 If you've chosen to apply a custom setting, click the **Done** button in the bottom-right corner of the Text Template Editor dialog box.
- 7 At the bottom of the Page panel, choose a font size for the text from the **Font Size** drop-down list.

Did You Know?

You can also manually enter custom text in the Text Template Editor. To add spaces between photo info or to add characters and custom text, simply place the cursor in the text field above and type. Note that you cannot enter paragraph breaks or forced line breaks.



A contact sheet print layout with custom photo info displayed.

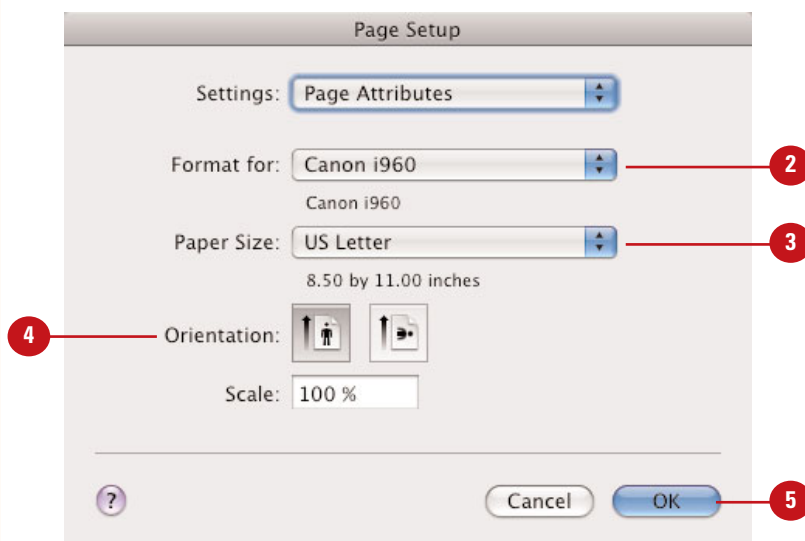
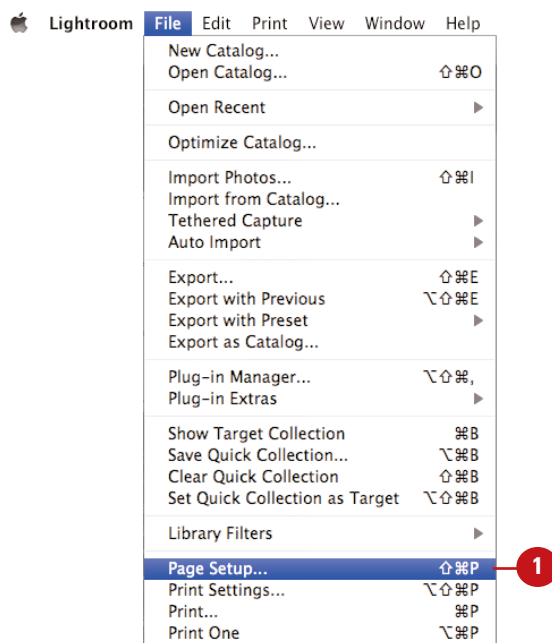
Configuring the Page Setup Dialog Box

Configure the Page Setup dialog box in Mac OS X

- 1 Choose **File > Page Setup** or click the Page Setup button located in the lower-left corner of the Print module interface.
- 2 In the Page Setup dialog box that appears, choose the printer that you'd like to use from the **Format For** drop-down list.
- 3 Choose the paper size that you are using from the **Paper Size** drop-down list.
- 4 Choose the paper orientation by clicking the portrait or landscape **Orientation** button.
- 5 Click **OK** to close the page Setup dialog box.

TIMESAVER Press *Cmd+Shift+P* to open the Page Setup dialog box.

Before you can print a photo from Lightroom, you must first enter the proper settings in the Page Setup dialog box. This dialog box is native to your operating system (Mac OS X or Windows XP/Vista/7) and enables you to specify which printer to send the file to. You must also select a corresponding paper size and orientation (portrait or landscape). Note that paper size options may vary depending on which printer you've chosen.

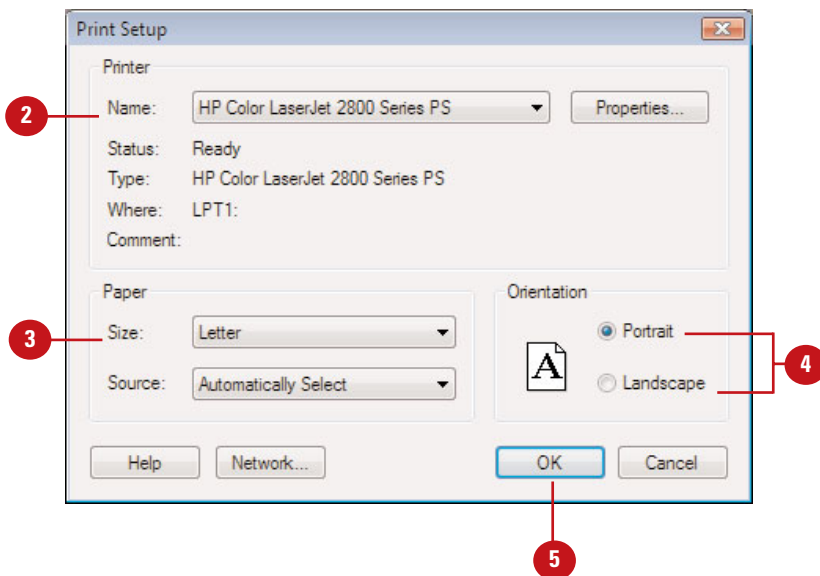
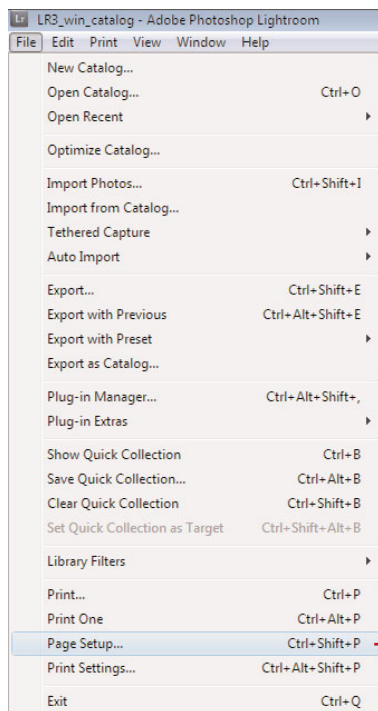


Configure the Page Setup dialog box in Windows XP/Vista/7

- 1 Choose **File > Page Setup** or click the Page Setup button located in the lower-left corner of the Print module interface.

TIMESAVER Press *Ctrl+Shift+P* to open the *Page Setup* dialog box.

- 2 In the Page Setup dialog box that appears, choose the printer that you'd like to use from the **Name** drop-down list.
- 3 Choose the paper size that you are using from the **Size** drop-down list.
- 4 Choose the paper orientation by clicking the portrait or landscape **Orientation** button.
- 5 Click **OK** to close the page Setup dialog box.



Printing in Draft Mode

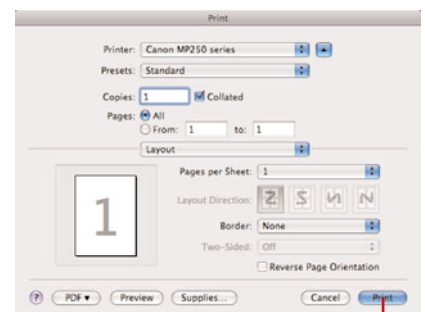
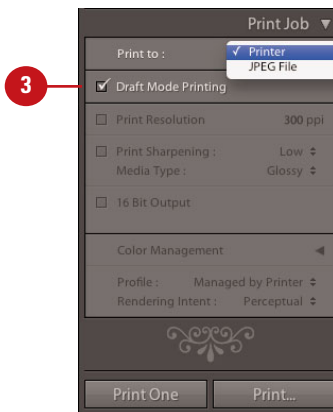
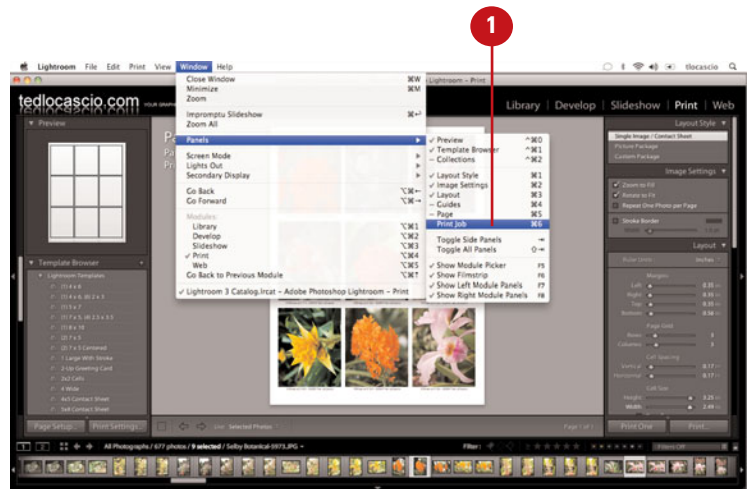
Print low-quality images in a much quicker amount of time

- 1 With a multipage layout already set up in the Print module, choose **Window > Panels > Print Job** to display the Print Job panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Print Job panel quickly.

- 2 At the top of the Print Job panel, choose **Printer** from the **Print To** drop-down list.
- 3 Enable the **Draft Mode Printing** option in the Print Job panel.
- 4 Choose **File > Print** or click the **Print** button located in the lower-right corner of the interface.
- 5 In the Print dialog box that appears, click **Print**.

When outputting normal prints, Lightroom reads the image data from the original master files and resizes them to match the print sizes specified. Although this printing method ensures that you output your images in the highest quality possible, it can also take a long time to process, especially when outputting multiple images. If saving time is more important to you than producing high-quality prints, you can enable Draft Mode Printing. With this printing method, Lightroom reads the image data from the image previews, which doesn't take as long to process. Note that if Standard previews are all that have been generated, that is what will be used. To generate better-quality Draft Mode prints, choose **Library > Previews > Render 1:1 Previews** prior to printing.



Enabling Print Sharpening

Add some extra sharpening to your images prior to printing

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

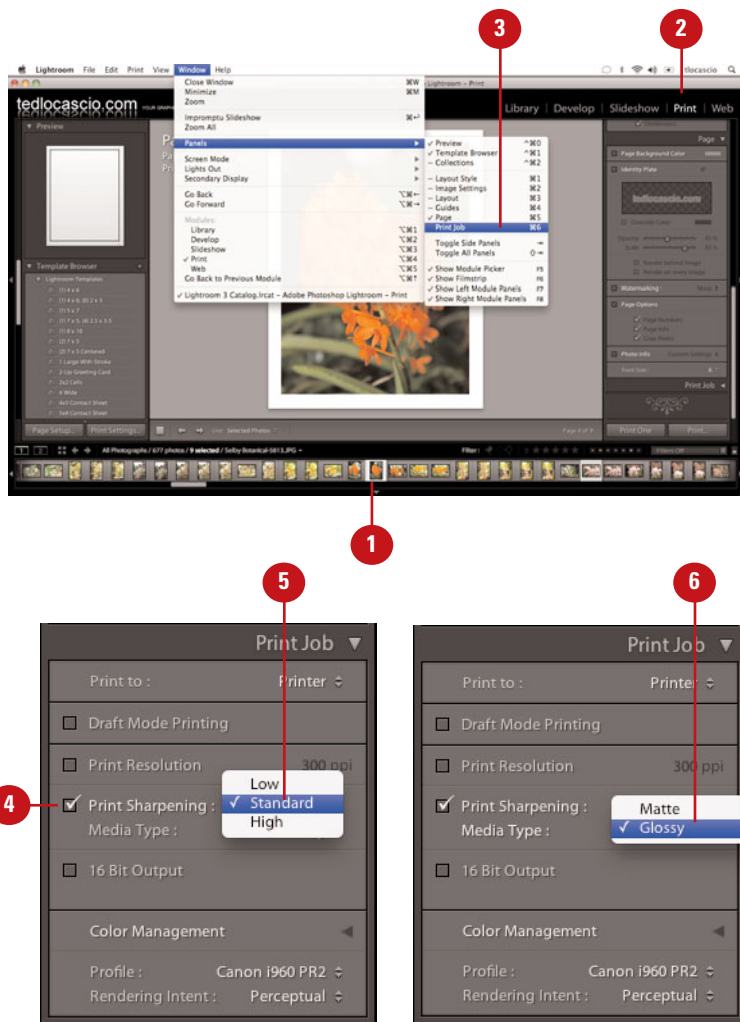
Lightroom displays the photo in the Content area of the Print module.

- 3 Choose **Window > Panels > Print Job** to display the Print Job panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the **Print Job** panel quickly.

- 4 Enable the **Print Sharpening** option in the Print Job panel.
- 5 Choose the sharpening quality from the **Print Sharpening** drop-down list. Options include **Low**, **Standard**, and **High**.
- 6 Select the type of paper you are printing on from the **Media Type** drop-down list. Options include **Matte** and **Glossy**.

Lightroom's Print Sharpening feature enables you to compensate for the natural softening process that occurs whenever you print an image. Unfortunately, you are unable to preview Print Sharpening prior to printing, but you can rest assured that the Standard setting will apply enough extra sharpening to ensure that your printed photo will appear as sharp as it does onscreen. Note that Print Sharpening is not treated like a develop setting and is only applied during the printing process.



Choosing Color Management Options

Use Managed by Printer print settings in Mac OS X

1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.

2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the Print command quickly.

Lightroom displays the photo in the Content area of the Print module.

3 Choose **Window > Panels > Print Job** to display the Print Job panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Print Job panel quickly.

4 In the Color Management section of the Print Job panel, choose **Managed by Printer** from the **Profile** drop-down list.

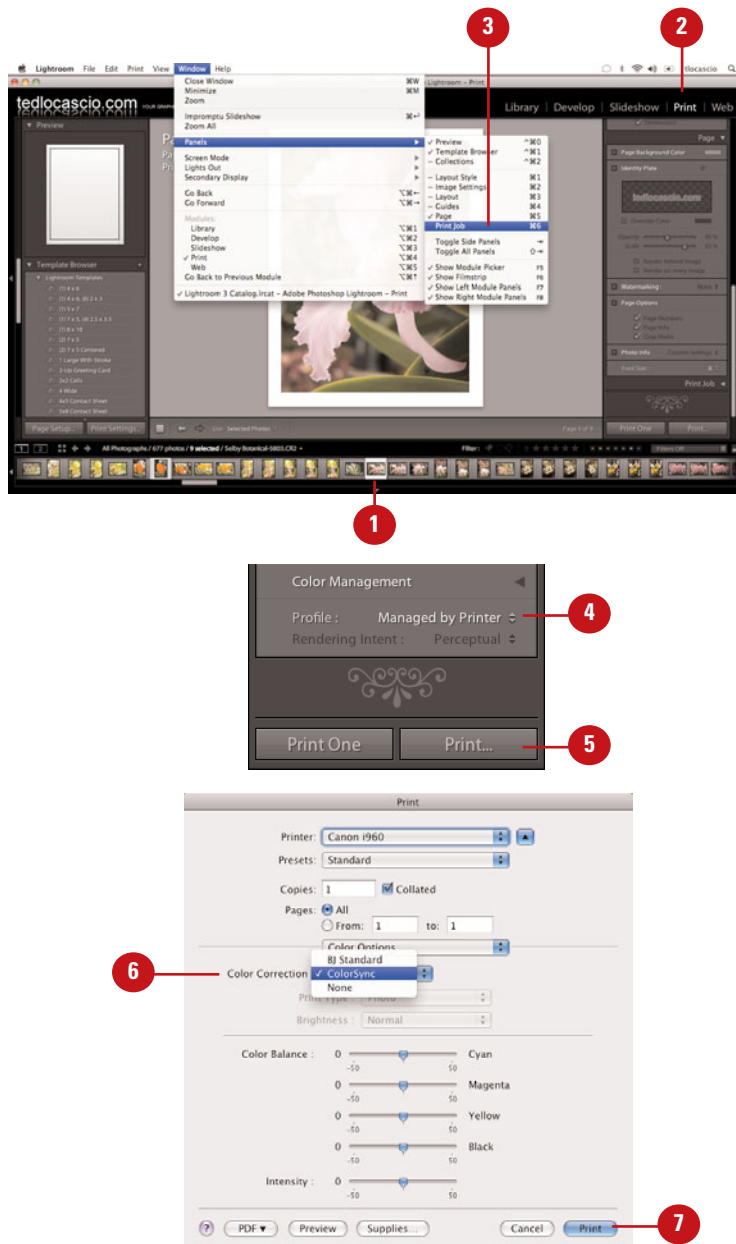
5 Choose **File > Print** or click the **Print** button located in the lower-right corner of the interface.

IMPORTANT To save printer color management settings, choose **File > Print Settings** or click the **Print Settings** button in the lower-left corner of the interface. Doing so enables you to save the settings without actually printing the file.

6 In the Print dialog box that appears, enable the color management option available through your printer driver.

7 Click **Print** (Print Command) or **Save** (Print Settings command).

There are two ways you can manage color during output: via the printer driver or via Lightroom. To achieve the highest-quality prints, you should allow Lightroom to manage your color and choose the printer's custom profile from the Profile drop-down list in the Color Management section of the Print Job panel. Note that the Managed by Printer options will vary depending on what printer you are using and what options are available through the printer driver.



Use Managed by Printer print settings in Windows XP/Vista/7

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.
- 3 Choose **Window > Panels > Print Job** to display the Print Job panel.

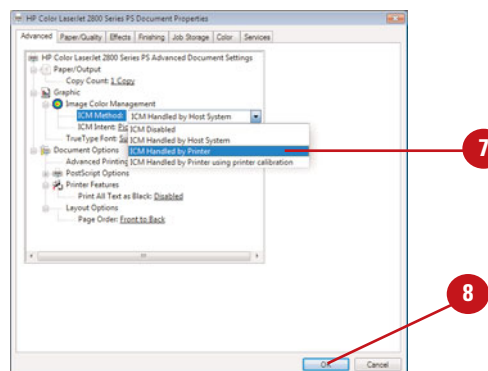
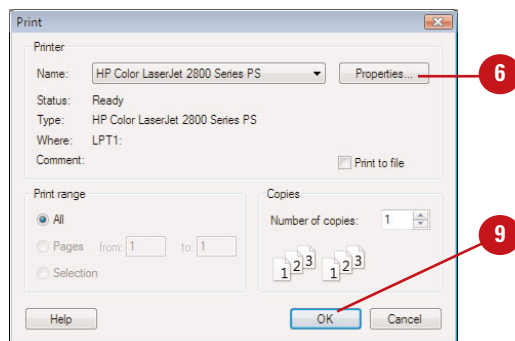
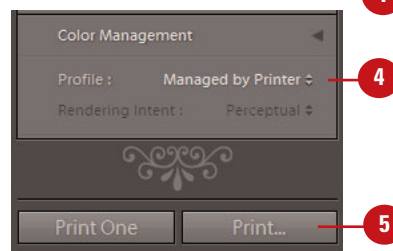
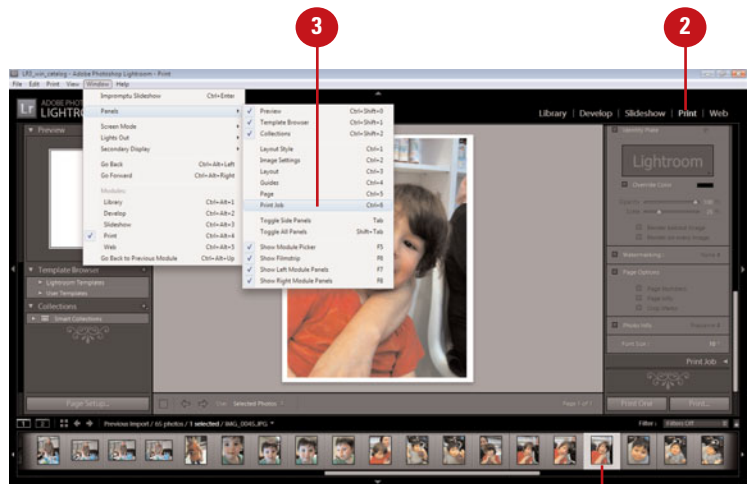
TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the Print command quickly.

Lightroom displays the photo in the Content area of the Print module.

- 4 In the Color Management section of the Print Job panel, choose **Managed by Printer** from the **Profile** drop-down list.
- 5 Choose **File > Print** or click the **Print** button located in the lower-right corner of the interface.

IMPORTANT To save printer color management settings, choose **File > Print Settings**. You can also click the **Page Setup** button in the lower-left corner of the interface, and then click **Properties** in the **Print Setup** dialog box that appears. Doing so enables you to save the print settings without actually printing the file.

- 6 In the Print dialog box that appears, click **Properties**.
- 7 In the Properties dialog box, enable the color management option that is available through your printer driver.
- 8 Click **OK** to close the Properties dialog box.
- 9 Click **OK**.



Use Managed by Lightroom print settings in Mac OS X

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

- 3 Choose **Window > Panels > Print Job** to display the Print Job panel.

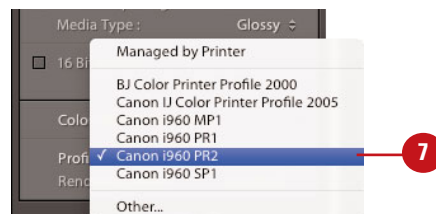
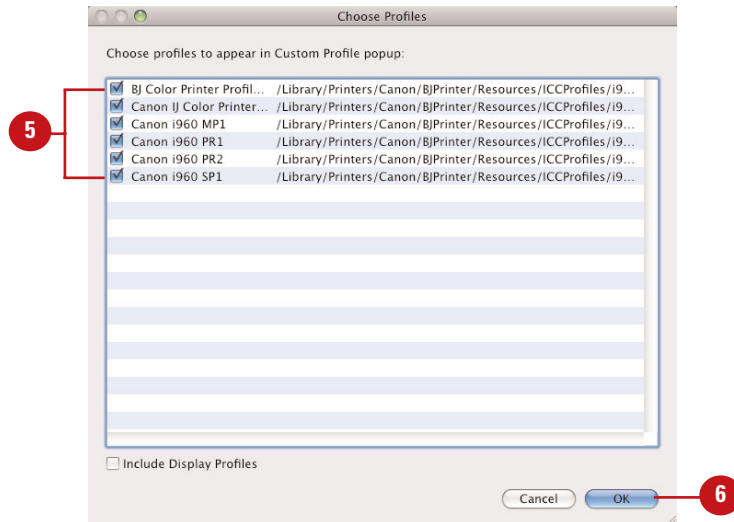
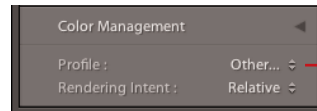
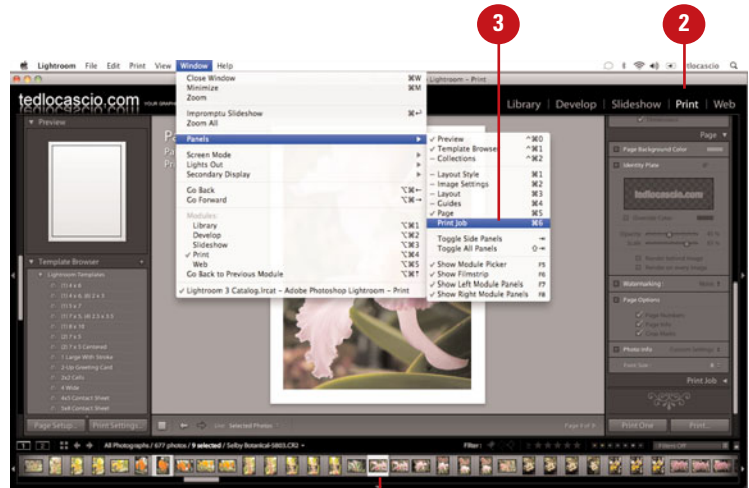
TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the **Print Job** panel quickly.

- 4 In the Color Management section of the Print Job panel, choose **Other** from the **Profile** drop-down list.

- 5 In the Choose Profiles dialog box that appears, select the color profiles that you would like to appear in the Profile drop-down list.

IMPORTANT Enable the **Include Display Profiles** option to choose a custom monitor profile.

- 6 Click **OK** to close the Choose Profiles dialog box.
- 7 Select the custom profile from the **Profile** drop-down list.



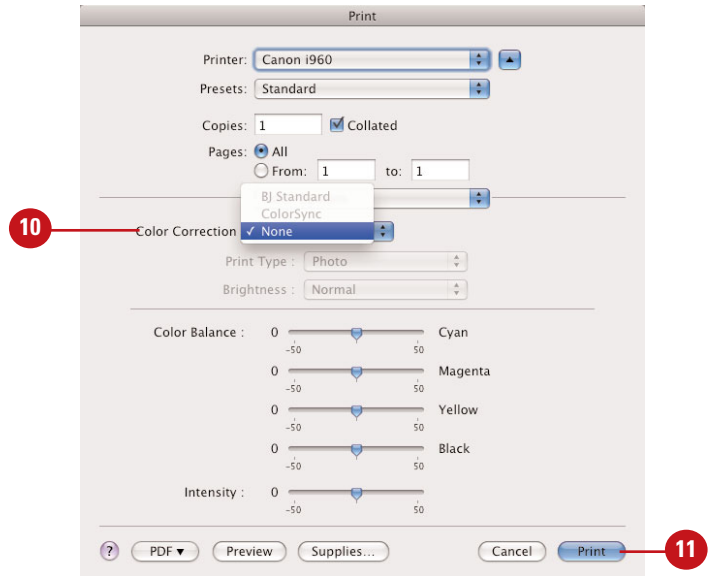
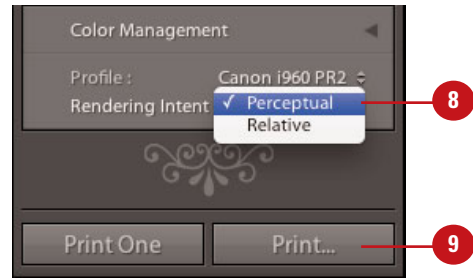
- 8 Choose one of the following options from the Rendering Intent drop-down list:

- ◆ **Perceptual**—Maps all the colors in the image to fit smoothly using the selected print profile. All color differentiations are preserved.
- ◆ **Relative**—Maps all the colors in the image to the nearest equivalent in-gamut color using the selected print profile. Colors that fall outside the print space gamut are clipped.

- 9 Choose **File > Print** or click the **Print** button located in the lower-right corner of the interface.

IMPORTANT To save printer color management settings, choose **File > Print Settings** or click the **Print Settings** button in the lower-left corner of the interface. Doing so enables you to save the settings without actually printing the file.

- 10 In the Print dialog box that appears, disable the color management option available through your printer driver.
- 11 Click **Print** (Print Command) or **Save** (Print Settings command).



Use Managed by Lightroom print settings in Windows XP/Vista/7

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the Print command quickly.

Lightroom displays the photo in the Content area of the Print module.

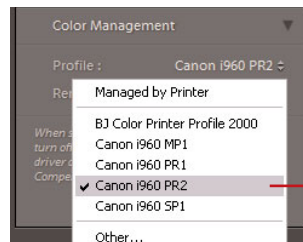
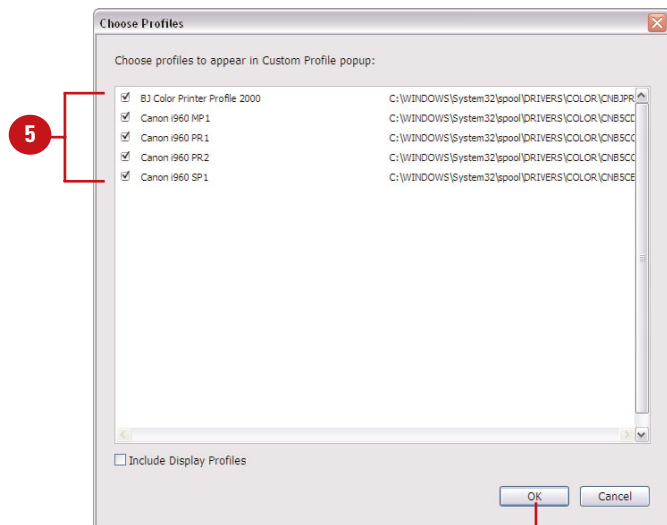
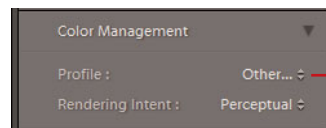
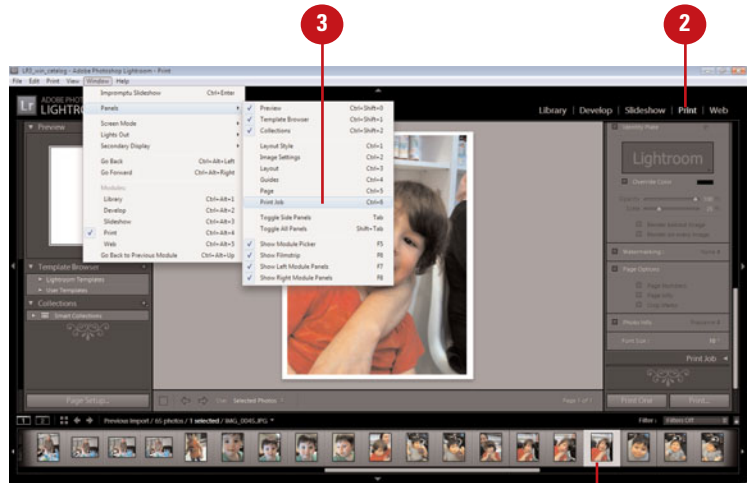
- 3 Choose **Window > Panels > Print Job** to display the Print Job panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Print Job panel quickly.

- 4 In the Color Management section of the Print Job panel, choose **Other** from the **Profile** drop-down list.
- 5 In the Choose Profiles dialog box that appears, select the color profiles that you would like to appear in the Profile drop-down list.

IMPORTANT Enable the **Include Display Profiles** option to choose a custom monitor profile.

- 6 Click **OK** to close the Choose Profiles dialog box.
- 7 Select the custom profile from the **Profile** drop-down list.



- 8 Choose one of the following options from the Rendering Intent drop-down list:

- ◆ **Perceptual**—Maps all the colors in the image to fit smoothly using the selected print profile. All color differentiations are preserved.
- ◆ **Relative**—Maps all the colors in the image to the nearest equivalent in-gamut color using the selected print profile. Colors that fall outside the print space gamut are clipped.

- 9 Choose **File > Print** or click the **Print** button located in the lower-right corner of the interface.

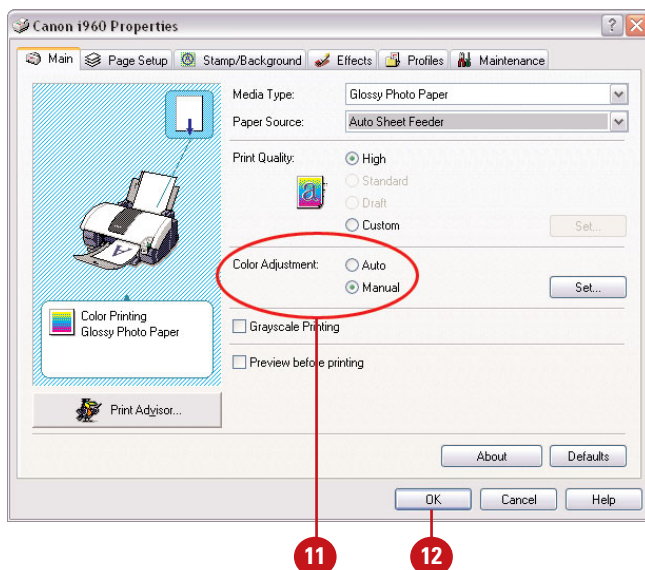
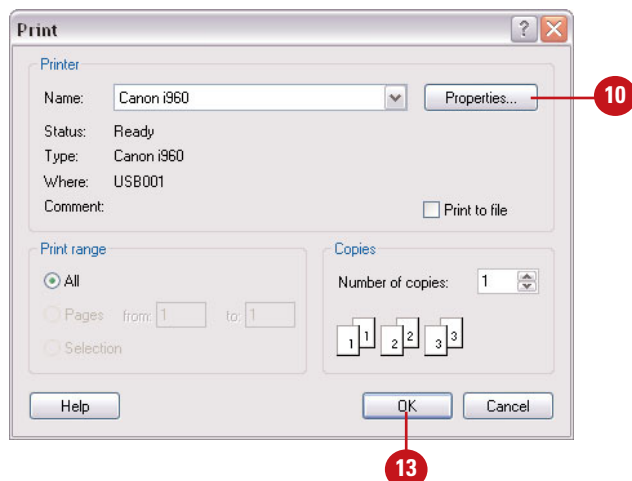
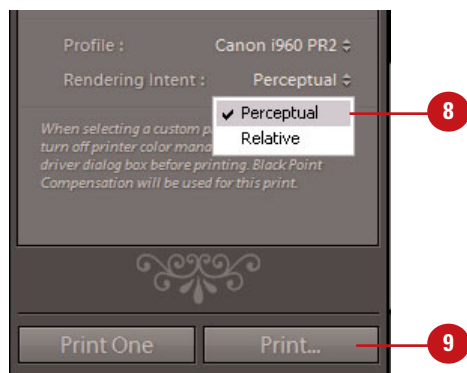
IMPORTANT To save printer color management settings, choose **File > Print Settings**. You can also click the **Page Setup** button in the lower-left corner of the interface, and then click **Properties** in the **Print Setup** dialog box that appears. Doing so enables you to save the print settings without actually printing the file.

- 10 In the **Print** dialog box that appears, click the **Properties** button.

- 11 In the **Properties** dialog box, disable the color management option available through your printer driver.

- 12 Click **OK** to close the **Properties** dialog box.

- 13 Click **OK**.



Printing 16-Bit Images

Print to an inkjet printer enabled for 16-bit printing

1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print.

2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

3 Choose **Window > Panels > Print Job** to display the Print Job panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the **Print Job** panel quickly.

4 Enable the **16-bit Output** option in the Print Job dialog box.

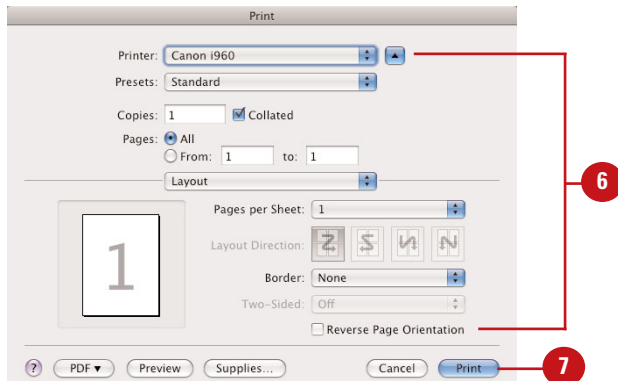
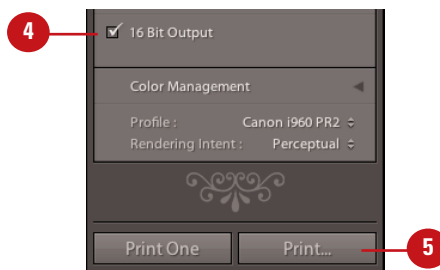
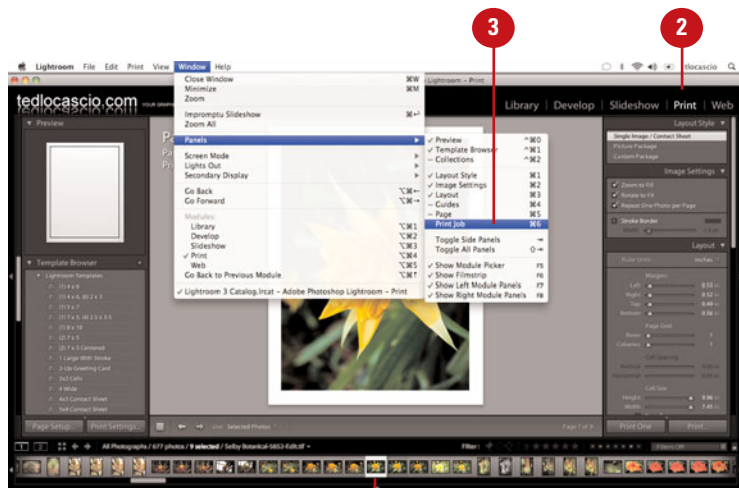
5 Choose **File > Print** or click the **Print** button in the lower-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

6 In the Print dialog box that appears, choose the preferred print settings.

7 Click **Print**.

Most inkjet printers are only capable of reading 8-bit image data, but there are a few models, such as the Canon ipf5000, that are now enabled for 16-bit printing. Recognizing this new and emerging technology, Adobe has included a 16-bit Output feature in Lightroom 3. To take advantage of this feature (provided you already have a 16-bit-enabled printer), you must enable the 16-bit Output option in the Print Job panel.



Printing to JPEG File

Generate a JPEG image

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to print to a JPEG file.

- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

Lightroom displays the photo in the Content area of the Print module.

- 3 Choose **Window > Panels > Print Job** to display the Print Job panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the **Print Job** panel quickly.

- 4 At the top of the Print Job dialog box, choose **JPEG File** from the **Print to** drop-down list.

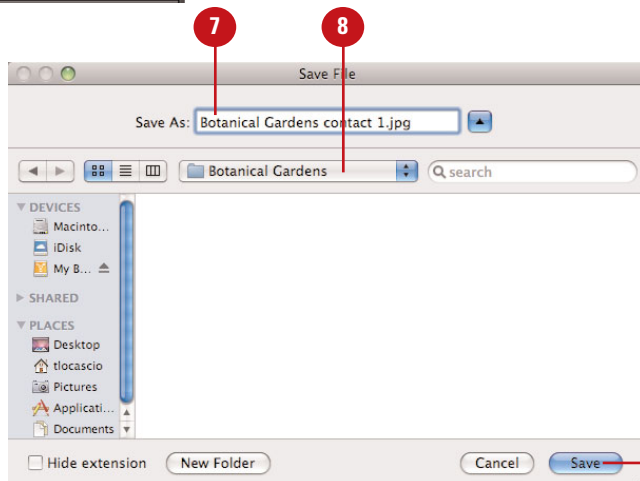
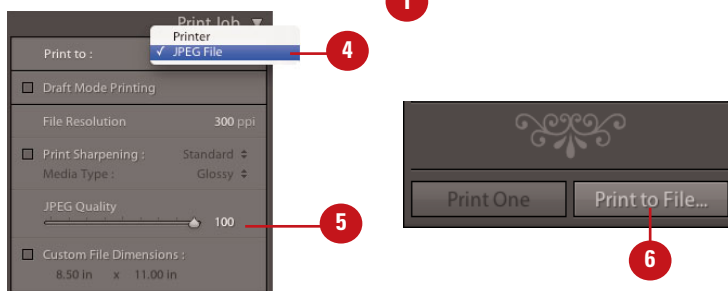
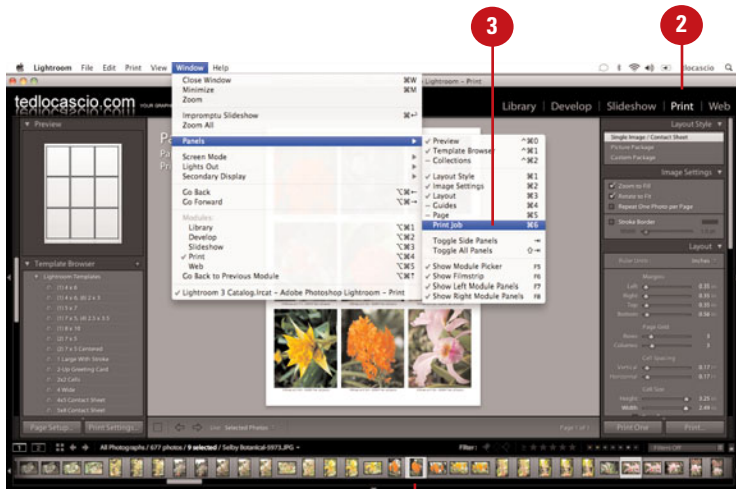
- 5 Adjust the **JPEG Quality** slider in the Print Job dialog box to determine the quality of JPEG compression to apply.

- 6 Choose **File > Print** or click the **Print to File** button in the lower-right corner of the interface.

TIMESAVER Press **Cmd+P** (Mac) or **Ctrl+P** (Win) to apply the **Print** command quickly.

- 7 In the Print dialog box that appears, enter a name for the JPEG file in the **Save As** field.
- 8 Browse to a save location for the JPEG file on your system.
- 9 Click **Save**.

The Print to JPEG feature enables you to generate JPEG images of your contact sheets rather than sending the data to a printer. This feature is especially useful for creating contact sheets that you can email to a client, or for creating JPEG print files of individual photos that others can share and print from.



Saving a Custom Template

Save commonly used layouts and print settings as templates

- 1 With a print layout already set up in the Print module, and the Page Setup and Print Settings dialog box options already configured, choose **Window > Panels > Template Browser** to display the Template Browser panel.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Template Browser panel quickly.

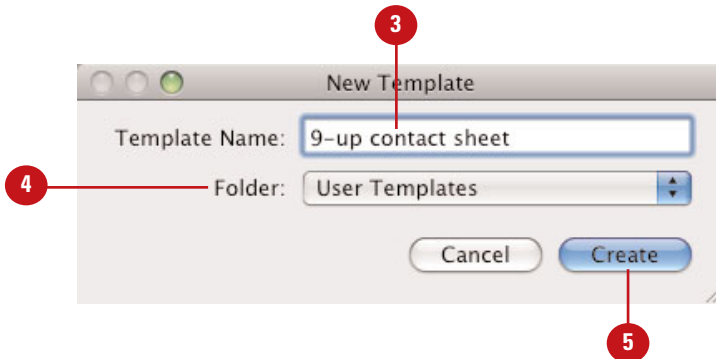
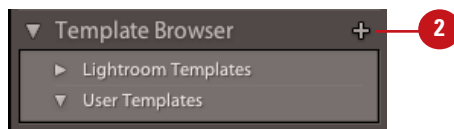
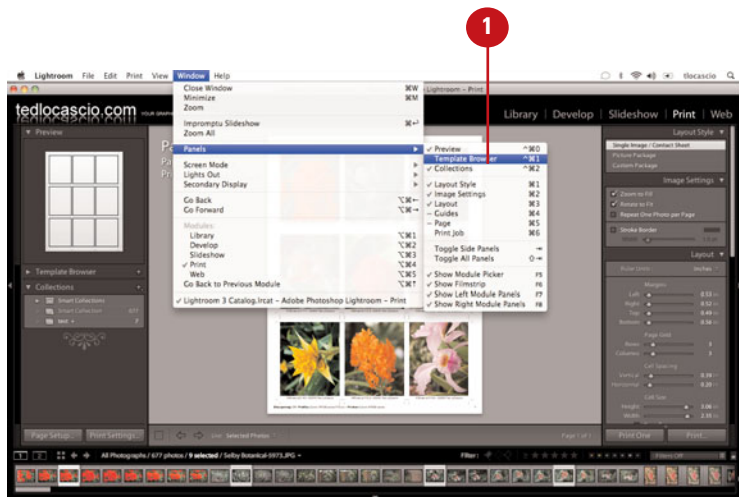
- 2 Choose **Print > New Template**, or click the **Create New Preset** button (the + symbol) in the upper-right corner of the Template Browser panel.

TIMESAVER Press **Cmd+N (Mac)** or **Ctrl+N (Win)** to apply the **New Template** command.

- 3 In the New Template dialog box that appears, enter a name in the **Template Name** field.
- 4 Choose a folder to save the template in from the **Folder** drop-down list. The default is User Templates.
- 5 Click **Create**.

Lightroom adds the new template to the Template Browser list.

Lightroom enables you to save your favorite print layouts as templates. Doing so enables you to reinstate your most commonly used layouts with a simple click of a button. You can save templates in the User Templates folder or create new folders within the Templates Browser panel. In addition, the Templates Browser panel also contains a Lightroom Templates folder that contains all the templates (Single Image/Contact Sheet and Picture Package) that ship with Lightroom.



Creating Slideshows

Introduction

Another great way to share your favorite photos is to present them in a slideshow. You can create a slideshow to be displayed in Lightroom, or export a slideshow in PDF format to be viewed in a separate application, such as Adobe Acrobat Reader or Apple Preview. You can also export your slides as individual JPEG images to be used in other applications, such as Microsoft PowerPoint or Apple Keynote.

In this chapter, you learn how to view the images you have selected from the Filmstrip in the Slide Editor. You also learn how to specify slideshow margin width settings, choose image display options, and insert slide overlays, such as styled text and graphical Identity Plates, star ratings, and custom text.

This chapter also teaches you how to create a custom backdrop appearance for your slides and include slideshow intro and ending screens. In addition, you learn how to specify slide duration and order and include soundtrack music.

The last few sections of this chapter teach you how to preview the slideshow in the Content area, present a full-screen slideshow in Lightroom, and export a slideshow as an interactive PDF or as individual JPEG images. You also learn how to save your favorite slideshow settings as a template.

13

What You'll Do

View Images in the Slide Editor

Specify Margin Widths

Choose Image Display Options

Insert an Identity Plate

Include a Star Rating

Add a Custom Text Overlay

Create a Backdrop

Add Intro and Ending Screens

Specify Slide Duration and Order

Add Soundtrack Music

Preview the Slideshow

Play the Slideshow

Save a Slideshow Template

Export a Slideshow

Viewing Images in the Slide Editor

Preview selected images in the Slideshow module Content area

- 1 From the Library module Grid or the Filmstrip, select the photo(s) you would like to include in the slideshow.
- 2 Click the **Slideshow** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+Option+3 (Mac)** or **Ctrl+Alt+3 (Win)** to enter the Slideshow module quickly.

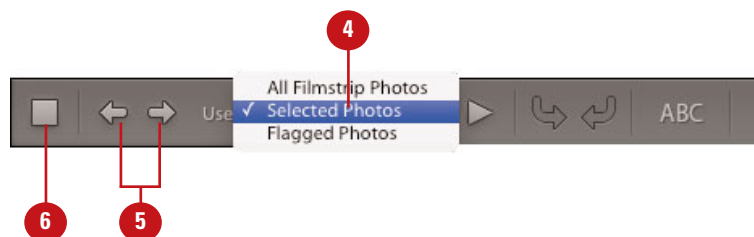
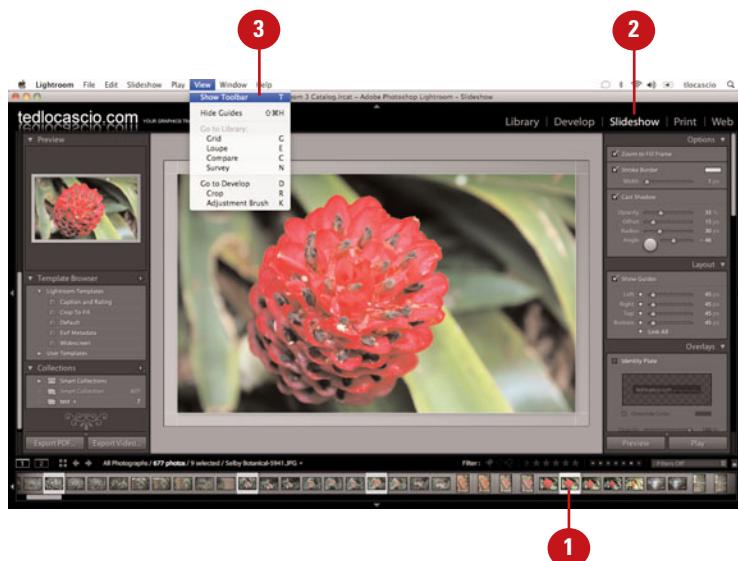
Lightroom displays the primary selected photo in the Content area of the Slideshow module.

- 3 If the Toolbar is not already visible, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Toolbar quickly.

- 4 Choose **Selected Photos** from the **Use** menu in the Toolbar.
- 5 Click the left or right arrow buttons in the Toolbar, or the left or right arrow keys on the keyboard, to display the previous or next selected photo in the Content area.
- 6 To display the first slideshow image in the Content area, click the **Go to first slide** button (the square icon) in the Toolbar.

The Content area in the Slideshow module is referred to as the Slide Editor. You can view the primary selected photo from the Filmstrip in the Slide Editor. To change the image that is currently displayed, click the arrow buttons in the Toolbar or press the left and right arrow keys on the keyboard. The Use menu in the Toolbar also enables you to choose whether to display all photos in the Filmstrip, just the selected photos, or only photos that have been flagged.



Specifying Margin Widths

Specify slideshow margin widths from the Layout panel

- 1 In the Slideshow module (with or without slideshow images selected in the Filmstrip), choose **Window > Panels > Layout** to display the Layout panel.

TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to show or hide the Layout panel quickly.

- 2 At the top of the Layout panel, enable the **Show Guides** option.
- 3 In the Layout panel, adjust the margins by dragging the **Left**, **Right**, **Top**, and **Bottom** sliders, or by entering new pixel values in the respective fields. You can also adjust the margins by hovering the cursor over the pixel values and dragging with the scrubby slider.

IMPORTANT To adjust multiple margins simultaneously, enable the **Link All** option located at the bottom of the Layout panel.

Did You Know?

You can also adjust the slideshow margins manually. To do so, click and drag any of the guidelines in the Content area.

The Layout panel enables you to specify the amount of pixels to apply to the left, right, top, and bottom slideshow margins. You can drag the sliders in the Layout panel to apply different margin widths, or enter a new value in the respective pixel width fields. Note that the margin widths are always relative to and dictated by the proportions of the monitor that you are using to display the slideshow.



Choosing Image Display Options

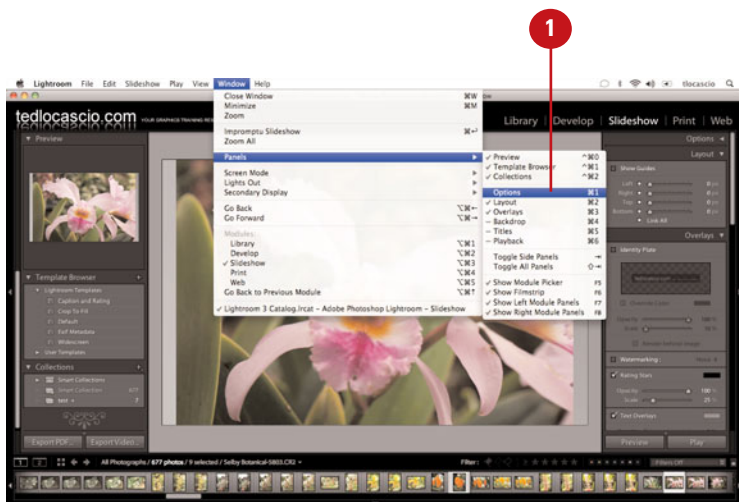
Specify slideshow image display options from the Options panel

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Options** to display the Options panel.

TIMESAVER Press **Cmd+1** (Mac) or **Ctrl+1** (Win) to show or hide the Options panel quickly.

- 2 Enable any of the following image display options:
- ◆ **Zoom to Fill Frame**—Enlarges and crops the image to fill the entire frame.
 - ◆ **Stroke Border**—Places an outer border around the image. To determine the stroke width, adjust the **Width** slider. To determine the stroke color, click the neighboring **color swatch** icon and choose one from the **Color Picker**.
 - ◆ **Cast Shadow**—Places a drop shadow under each image. To control the opacity of the shadow, adjust the **Opacity** slider, or enter a value in the percentage field. Drag the **Offset** slider to control the distance between the image and the shadow. Drag the **Radius** slider to control the hardness or softness of the shadow. To control the position of the shadow underneath the image, drag the **Angle** slider or the **Angle** wheel.

The Options panel enables you to apply a Zoom to Fill option. Note that Lightroom automatically centers the cropped image when applying Zoom to Fill Frame. You can change the crop by clicking and dragging the image in the Slide Editor; however, you should be aware that the custom crop will be lost after you deselect the image. The Options panel also enables you to apply stroke borders and cast shadows. Note that the Cast Shadow option is locked to Multiply blend mode. You cannot change the cast shadow color or blend mode to create an outer glow effect when displaying the photo over a dark background.



Inserting an Identity Plate Overlay

Insert a styled text Identity Plate

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Overlays** to display the Overlays panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Overlays panel quickly.

- 2 Enable the **Identity Plate** option in the Overlays panel.

Lightroom applies the Identity Plate that is currently displayed in the Module Picker.

- 3 To edit the Identity Plate settings, click the Identity Plate preview in the Overlays panel and choose **Edit** from the drop-down list.

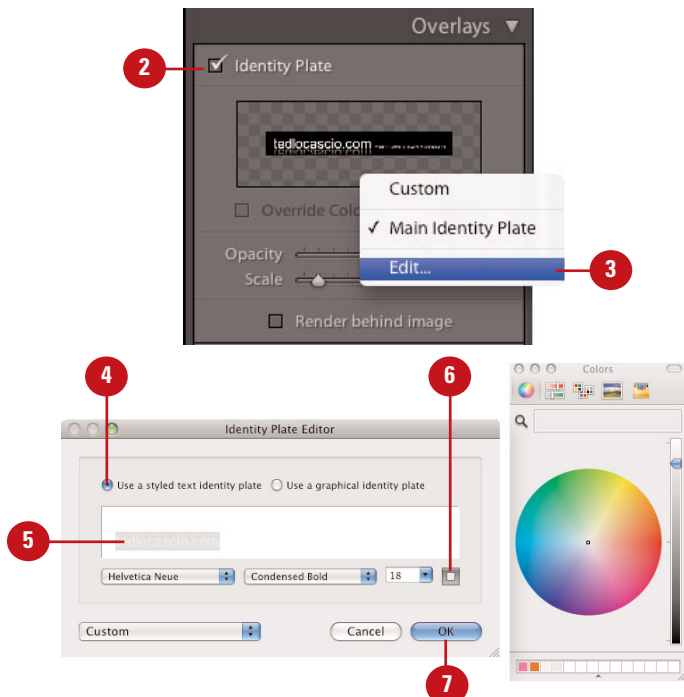
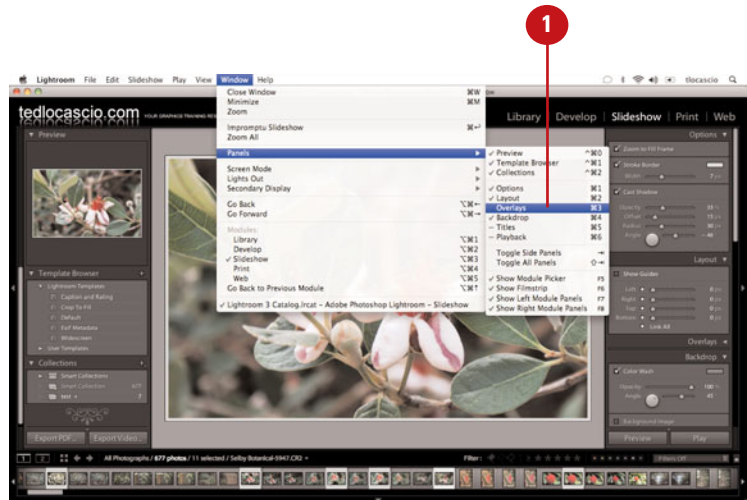
- 4 In the Identity Plate Editor dialog box that appears, enable the **Use a Styled Text Identity Plate** option and enter some text in the field below.

- 5 Highlight the preview text with the cursor. From the drop-down lists positioned below the text preview, choose a font, style, and point size.

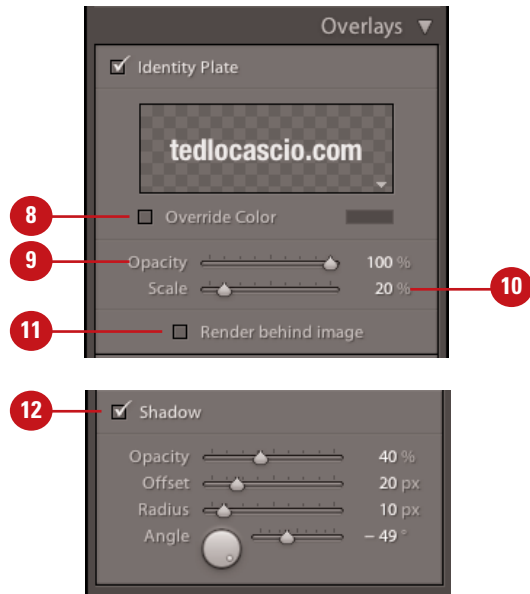
- 6 Click the **color swatch** icon to launch the system Color Picker and choose a different color for the Identity Plate text.

- 7 Click **OK** to apply the Identity Plate as an image overlay.

The Overlays panel enables you to apply a styled text or graphical Identity Plate overlay to your slideshows. You can choose to apply the same Identity Plate that you currently have displayed in the Module Picker (also known as the Main Identity Plate—see chapter 1) or insert a new one. The Overlays panel also enables you to adjust the opacity of the Identity Plate and scale it to fit your slideshow.



- 8 If necessary, enable the **Override Color** option and click the neighboring swatch icon to access the Color Picker, and choose a different color for the Identity Plate text.
- 9 To adjust the opacity level of the Identity Plate, drag the **Opacity** slider in the Overlays panel.
- 10 To adjust the size of the Identity Plate, drag the **Scale** slider in the Overlays panel.
- 11 If you prefer, enable the **Render Behind Image** option in the Overlays panel to position the Identity Plate behind the image in the slideshow.
- 12 If you'd like to apply a drop shadow to the Identity Plate, select it from the Content area and enable the **Shadow** option in the Overlays panel. To control the opacity of the shadow, adjust the **Opacity** slider, or enter a value in the percentage field. Drag the **Offset** slider to control the distance between the image and the shadow. Drag the **Radius** slider to control the hardness or softness of the shadow. To control the position of the shadow underneath the image, drag the **Angle** slider or the **Angle** wheel.



A completed styled text Identity Plate overlay.

Did You Know?

You can also manually resize and reposition a styled text Identity Plate overlay. To reposition the Identity Plate, simply click and drag it in the Content area; to resize it, click and drag any side or corner bounding box node.

Insert a graphical Identity Plate

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Overlays** to display the Overlays panel.

TIMESAVER Press **Cmd+5 (Mac)** or **Ctrl+5 (Win)** to show or hide the Overlays panel quickly.

- 2 Enable the **Identity Plate** option in the Overlays panel.

Lightroom applies the Identity Plate that is currently displayed in the Module Picker.

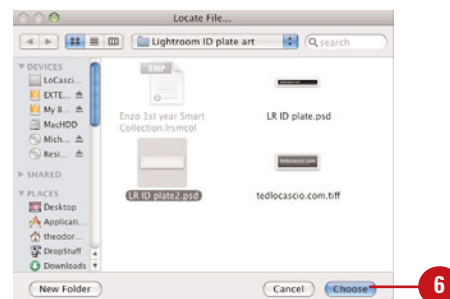
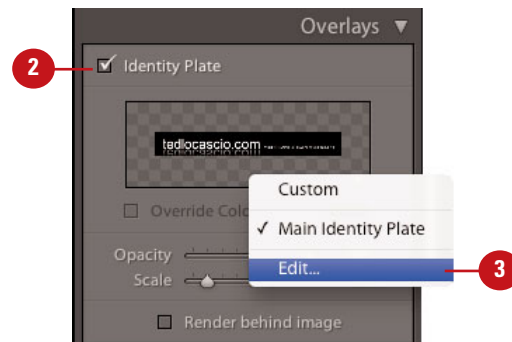
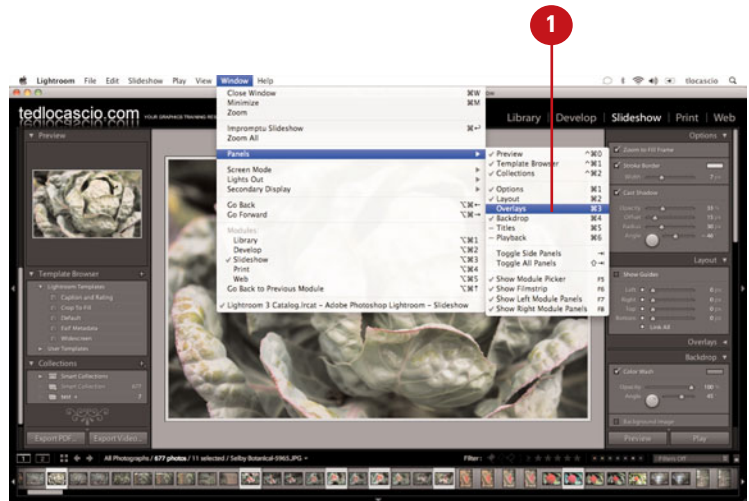
- 3 To edit the Identity Plate settings, click the Identity Plate preview in the Overlays panel and choose **Edit** from the drop-down list.

- 4 In the Identity Plate Editor dialog box that appears, enable the **Use a Graphical Identity Plate** option.

- 5 Click the **Locate File** button located under the preview area.

- 6 In the Locate File dialog box that appears, browse to the file on your system and click **Choose**. You can also drag and drop or copy and paste the image into the preview area.

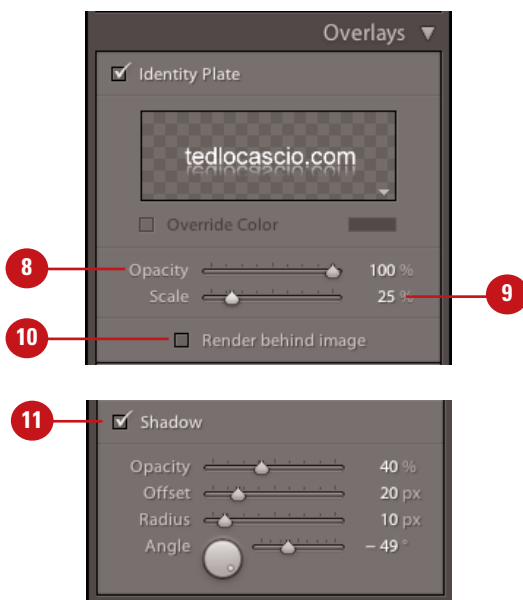
- 7 Click **OK** to apply the Identity Plate.



- 8 To adjust the opacity level of the Identity Plate, drag the **Opacity** slider in the Overlays panel.
- 9 To adjust the size of the Identity Plate, drag the **Scale** slider in the Overlays panel.
- 10 If you prefer, enable the **Render Behind Image** option in the Overlays panel to position the Identity Plate behind the image in the slideshow.
- 11 If you'd like to apply a drop shadow to the Identity Plate, select it from the Content area and enable the **Shadow** option in the Overlays panel. To control the opacity of the shadow, adjust the **Opacity** slider, or enter a value in the percentage field. Drag the **Offset** slider to control the distance between the Identity Plate and the shadow. Drag the **Radius** slider to control the hardness or softness of the shadow. To control the position of the shadow underneath the Identity Plate, drag the **Angle** slider or the **Angle** wheel.

Did You Know?

You can also manually resize and reposition a graphical Identity Plate overlay. To reposition the Identity Plate, simply click and drag it in the Content area; to resize it, click and drag any side or corner bounding box node.



A completed graphical Identity Plate overlay.

Including a Star Rating

Insert star ratings as overlays

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Overlays** to display the Overlays panel.

TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the Overlays panel quickly.

- 2 Enable the **Rating Stars** option in the Overlays panel.

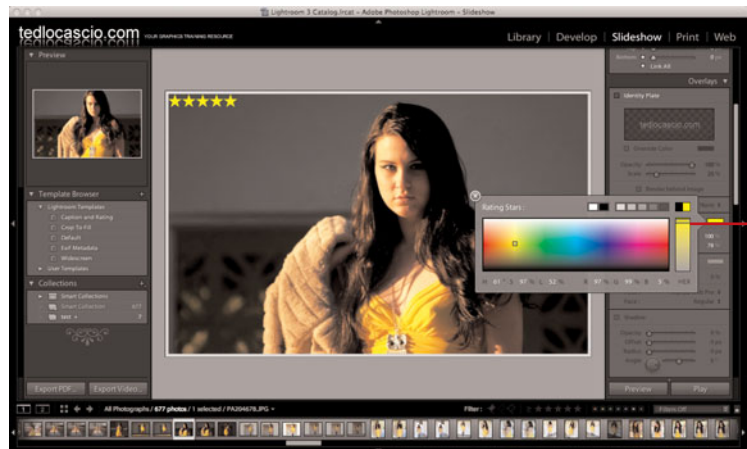
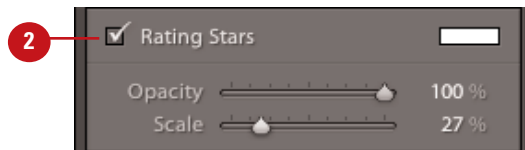
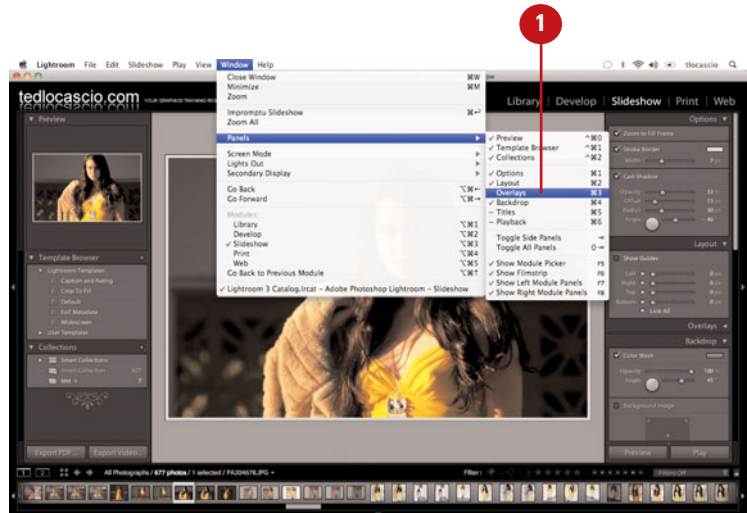
Lightroom displays the current star rating in the upper-left corner of the image.

- 3 To change the color of the star rating, click the neighboring **color swatch** icon in the Rating Stars portion of the Overlays panel and select one using the **Color Picker**.

See Also

See Chapter 3 to learn more about applying star ratings to images in Lightroom.

In addition to Identity Plates, you can also choose to display star ratings as image overlays in a slideshow. Lightroom enables you to choose a specific display color for the star rating using the Color Picker. You can also adjust the opacity and size of the star rating using the sliders available in the Rating Stars portion of the Overlays panel.



4 To adjust the opacity level of the star rating overlay, drag the **Opacity** slider in the Rating Stars portion of the Overlays panel.

5 To adjust the size of the star rating overlay, drag the **Scale** slider in the Rating Stars portion of the Overlays panel.

TIMESAVER To resize the star rating manually, click to select it in the Content area, and then drag any corner or side bounding box node.

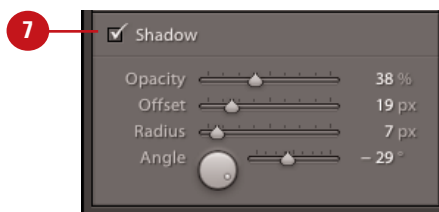
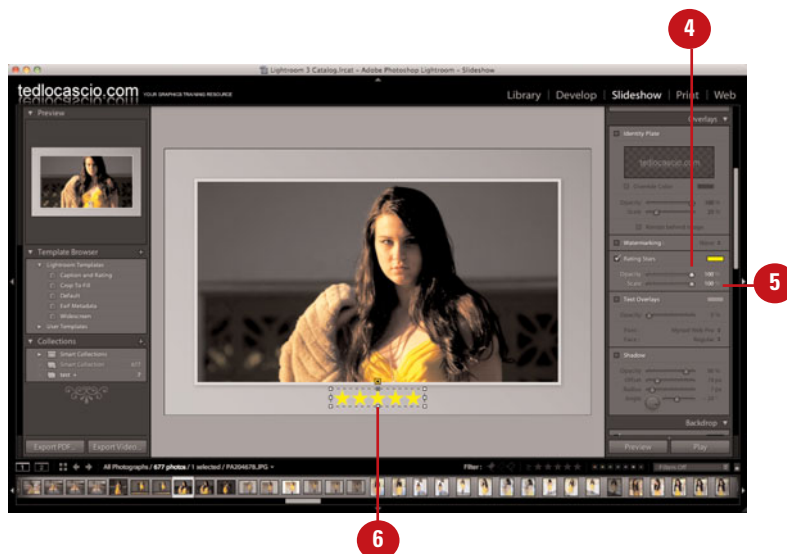
6 To reposition the star rating overlay, click and drag it in the Content area. As you move the star rating around the screen, an anchor point automatically appears and snaps to the nearest Slide Editor side or corner point.

IMPORTANT Click the anchor point to lock it into place. Doing so locks the star rating to the anchor point as you move or rotate the text.

7 If you'd like to apply a drop shadow to the star rating overlay, select it from the Content area and enable the **Shadow** option in the Overlays panel. To control the opacity of the shadow, adjust the **Opacity** slider, or enter a value in the percentage field. Drag the **Offset** slider to control the distance between the rating and the shadow. Drag the **Radius** slider to control the hardness or softness of the shadow. To control the position of the shadow underneath the rating, drag the **Angle** slider or the **Angle** wheel.

Did You Know?

You can also rotate the star rating. To do so, click the Rotate adornment right (clockwise) or Rotate adornment left (counterclockwise) buttons in the Toolbar.



A completed star rating overlay.

Adding a Custom Text Overlay

Insert a custom text overlay

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Overlays** to display the Overlays panel.

TIMESAVER Press **Cmd+5 (Mac)** or **Ctrl+5 (Win)** to show or hide the Overlays panel quickly.

- 2 If the Toolbar is not already visible, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Toolbar quickly.

- 3 Click the **Add text to slide** button in the Toolbar. Lightroom displays the Custom Text field in the Toolbar.

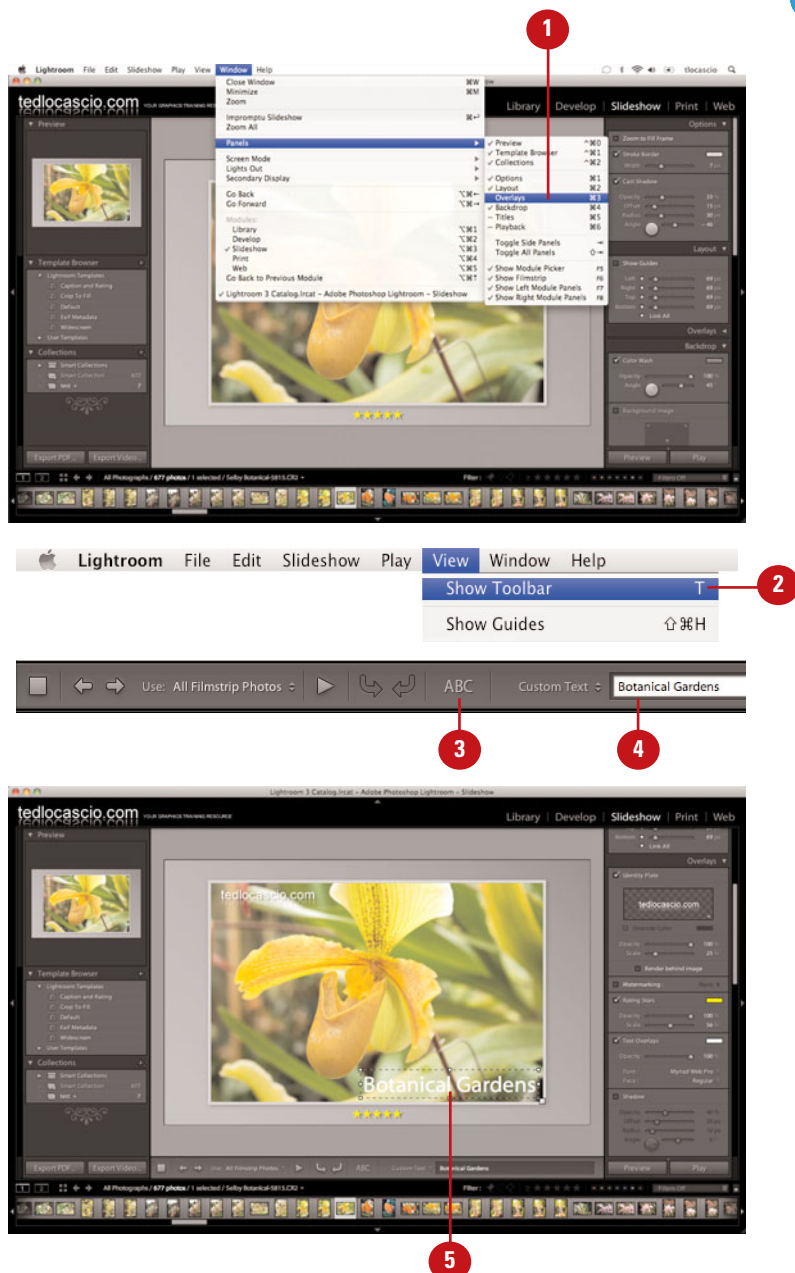
- 4 Insert some text into the Custom Text field. When you finish typing, press **Return (Mac)** or **Enter (Win)**.

Lightroom automatically enables the **Text Overlays** option in the Overlays panel.

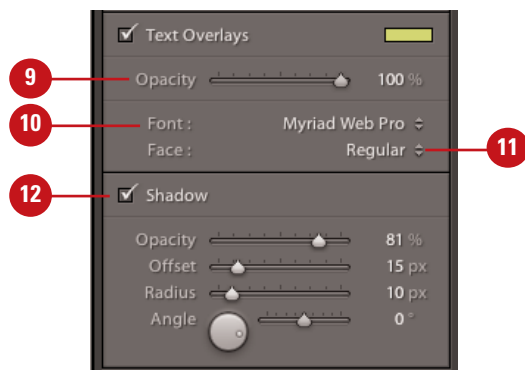
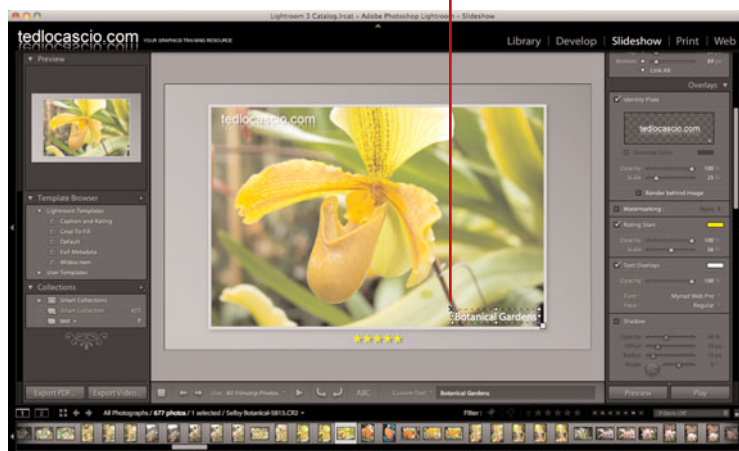
- 5 To reposition the text overlay, click and drag the text in the Content area. As you move the text around the screen, an anchor point automatically appears and snaps to the nearest Slide Editor side or corner point.

IMPORTANT Click the anchor point to lock it into place. Doing so locks the text overlay to the anchor point as you move or rotate the text.

Lightroom also enables you to insert text as a slideshow overlay. You can choose a preset text overlay option, such as Date or Filename, from the drop-down list in the Toolbar, or else choose Custom Text and type in the text in the Toolbar field provided. The Text Overlays portion of the Overlays panel enables you to modify the opacity level and size of the text by adjusting the respective sliders.



- 6 To rotate the text overlay, click the **Rotate adornment right (clockwise)** or **Rotate adornment left (counter-clockwise)** buttons in the Toolbar.
- 7 To resize the text overlay, click and drag any corner or side bounding box node.
- 8 To choose a different color for the text overlay, click the **color swatch** icon in the Text Overlay portion of the Overlays panel and select one using the **Color Picker**.
- 9 To adjust the opacity level of the text overlay, drag the **Opacity** slider in the Text Overlay portion of the Overlays panel.
- 10 To choose a different font for the text overlay, choose one from the **Font** menu, located in the Text Overlay portion of the Overlays panel.
- 11 To choose a different font style for the text overlay, choose one from the **Face** menu, located in the Text Overlay portion of the Overlays panel.
- 12 If you'd like to apply a drop shadow to the custom text overlay, select it from the Content area and enable the **Shadow** option in the Overlays panel. To control the opacity of the shadow, adjust the **Opacity** slider, or enter a value in the percentage field. Drag the **Offset** slider to control the distance between the text and the shadow. Drag the **Radius** slider to control the hardness or softness of the shadow. To control the position of the shadow underneath the text, drag the **Angle** slider or the **Angle** wheel.



Creating a Backdrop

Insert a background color, image, and color wash

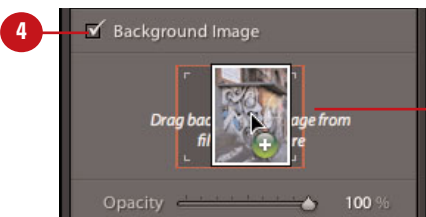
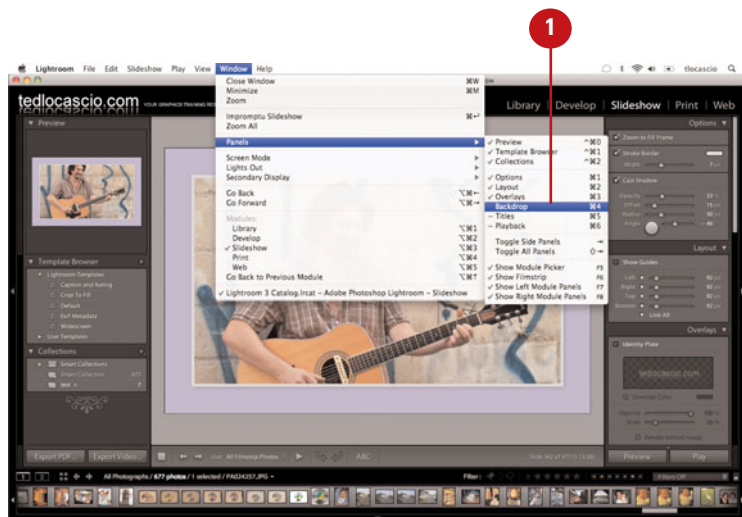
- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Backdrop** to display the Backdrop panel.

TIMESAVER Press **Cmd+4 (Mac)** or **Ctrl+4 (Win)** to show or hide the **Overlays** panel quickly.

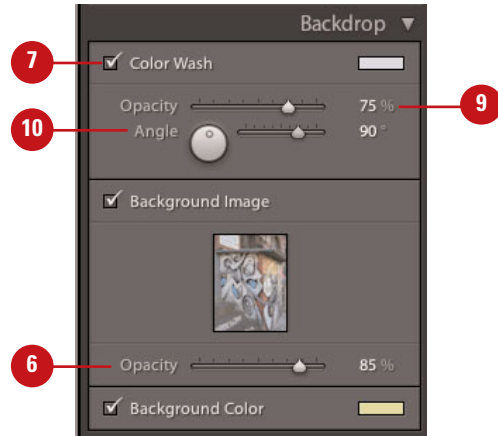
- 2 Enable the **Background Color** option in the Backdrop panel.
- 3 To choose a different color for the background, click the **color swatch** icon in the Background Color portion of the Backdrop panel and select one using the **Color Picker**.
- 4 To add a background image, enable the **Background Image** option in the Backdrop panel.
- 5 Drag a catalog image from the Filmstrip to the **Background Image** preview area in the Backdrop panel.

Lightroom adds the image to the backdrop.

The Backdrop panel enables you to modify the background appearance in your slideshow. The controls in the panel enable you to choose a different background color, as well as insert a gradient color wash. You can also insert a background image and adjust its opacity level. Note that you can combine these backdrop options or apply them independently of each other.



- 6 To adjust the opacity level of the background image, drag the **Opacity** slider in the Background Image portion of the Backdrop panel.
- 7 To add a color wash, enable the **Color Wash** option in the Backdrop panel.
- 8 To choose a different color for the color wash, click the **color swatch** icon in the Color Wash portion of the Backdrop panel and select one using the **Color Picker**.
- 9 To adjust the opacity level of the color wash, drag the **Opacity** slider in the Color Wash portion of the Backdrop panel.
- 10 To control the angle of the color wash gradient, drag the **Angle** slider or click and drag the **Angle** wheel.

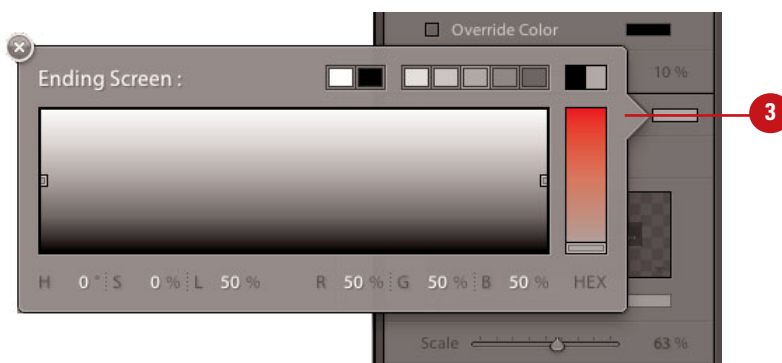
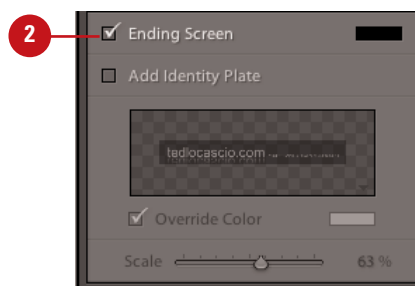
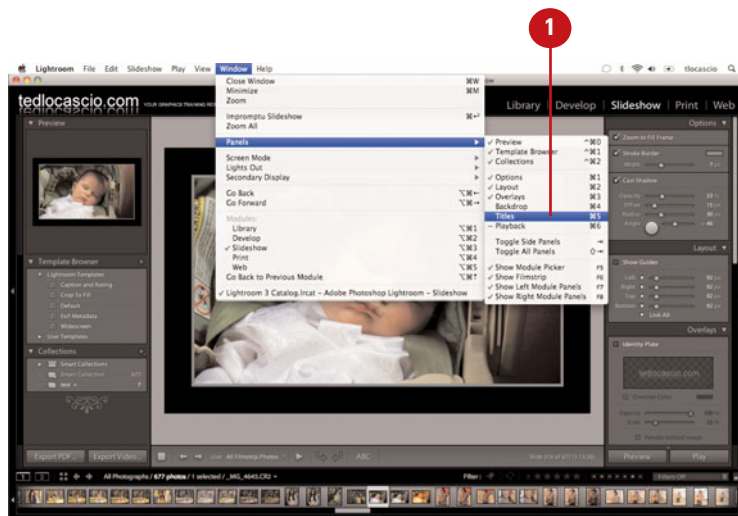


Adding Intro and Ending Screens

Insert a styled text Identity Plate as an intro or end screen

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Titles** to display the Titles panel.
- 2 Enable the **Intro Screen** and **Ending Screen** options in the Titles panel.
- 3 To choose a different color for the intro or ending screen, click the **color swatch** icon in the Intro Screen or Ending Screen portion of the Titles panel and select one using the **Color Picker**.

The Titles panel enables you to apply a styled text or graphical Identity Plate as the intro and ending screens in your slideshow. As it is when inserting Identity Plate overlays, you can choose to apply the Main Identity Plate or create/insert a new one. Note that if you plan to include a lot of text in an intro or ending screen, you should set up the text ahead of time using a basic text editor application, such as TextEdit (Mac) or WordPad (Windows).



- 4 Enable the **Identity Plate** option in the Intro Screen or Ending Screen portion of the Titles panel.

Lightroom applies the Identity Plate that is currently displayed in the Module Picker.

- 5 To edit the Identity Plate settings, click the Identity Plate preview in the Intro Screen or Ending Screen portion of the Titles panel and choose **Edit** from the drop-down list.

- 6 In the Identity Plate Editor dialog box that appears, enable the **Use a Styled Text Identity Plate** option and enter some text in the field below.

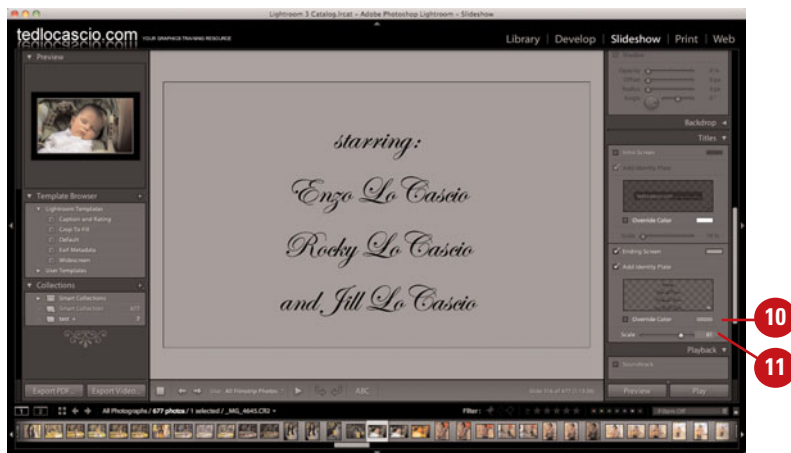
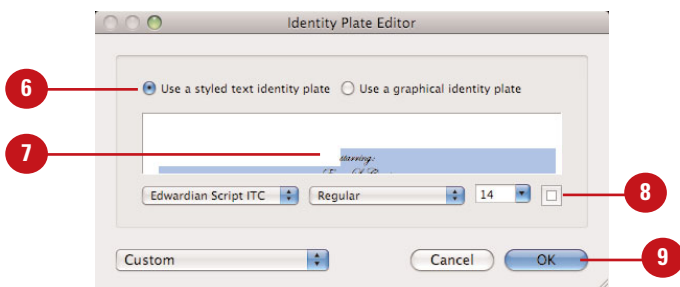
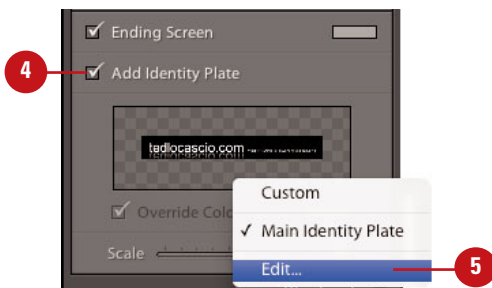
- 7 Highlight the preview text with the cursor. From the drop-down lists positioned below the text preview, choose a font, style, and point size.

- 8 Click the **color swatch** icon to launch the system Color Picker and choose a different color for the Identity Plate text.

- 9 Click **OK** to apply the Identity Plate as an intro or end screen.

- 10 If necessary, enable the **Override Color** option and click the neighboring swatch icon to access the Color Picker and choose a different color for the Identity Plate text.

- 11 To adjust the size of the Identity Plate, drag the **Scale** slider in the Intro Screen or Ending Screen portion of the Titles panel.



Insert a graphical Identity Plate as an intro or end screen

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Titles** to display the Titles panel.

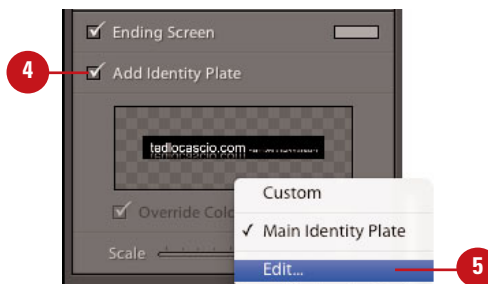
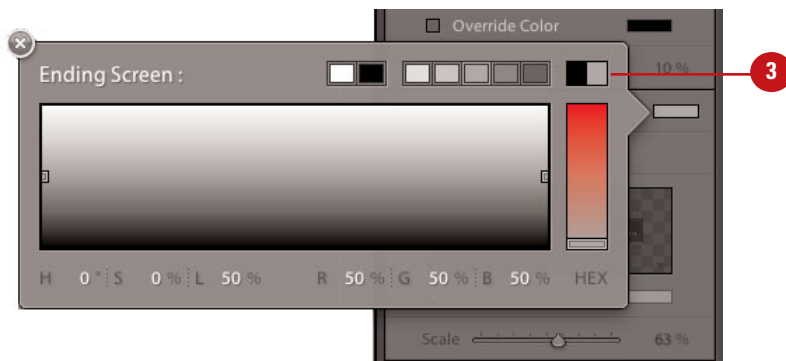
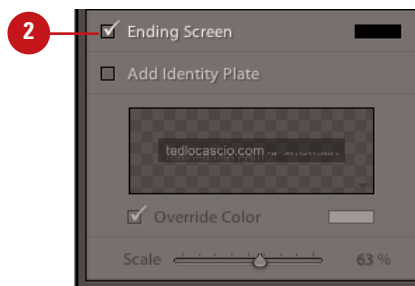
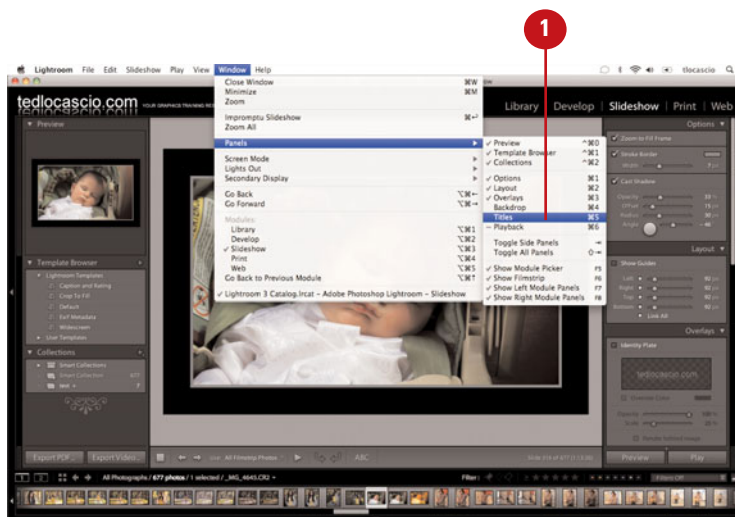
TIMESAVER Press **Cmd+5** (Mac) or **Ctrl+5** (Win) to show or hide the **Overlays** panel quickly.

- 2 Enable the **Intro Screen** and/or **Ending Screen** options in the Titles panel.
- 3 To choose a different color for the intro or ending screen, click the **color swatch** icon in the Intro Screen or Ending Screen portion of the Titles panel and select one using the **Color Picker**.

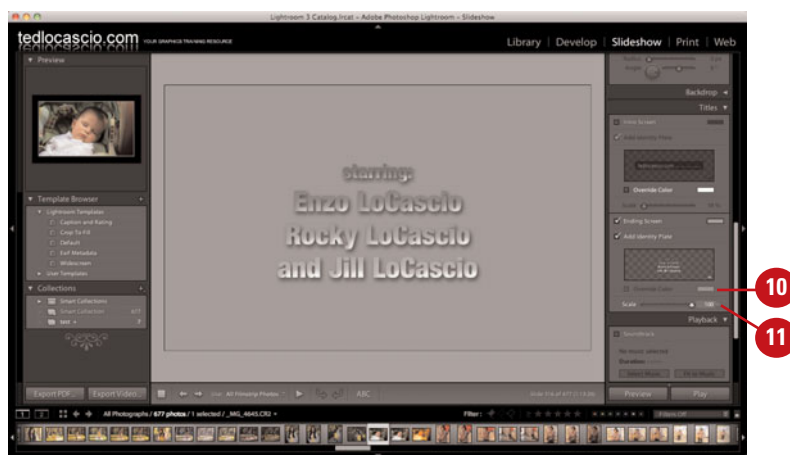
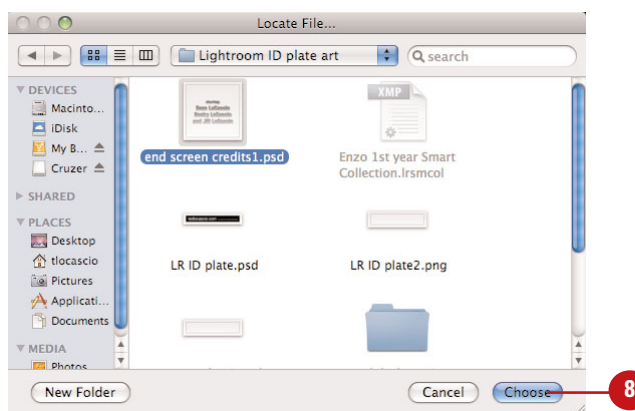
- 4 Enable the **Identity Plate** option in the Intro Screen or Ending Screen portion of the Titles panel.

Lightroom applies the Identity Plate that is currently displayed in the Module Picker.

- 5 To edit the Identity Plate settings, click the Identity Plate preview in the Intro Screen or Ending Screen portion of the Titles panel and choose **Edit** from the drop-down list.



- 6 In the Identity Plate Editor dialog box that appears, enable the **Use a graphical Identity Plate** option.
- 7 Click the **Locate File** button located under the preview area.
- 8 In the Locate File dialog box that appears, browse to the file on your system and click **Choose**. You can also drag and drop, or copy and paste the image into the preview area.
- 9 Click **OK** to apply the Identity Plate as an intro or end screen.
- 10 If necessary, enable the **Override Color** option and click the neighboring swatch icon to access the Color Picker and choose a different color for the Identity Plate text.
- 11 To adjust the size of the Identity Plate, drag the **Scale** slider in the Intro Screen or Ending Screen portion of the Titles panel.



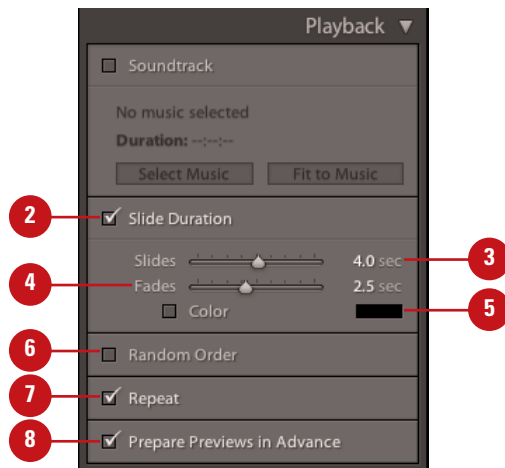
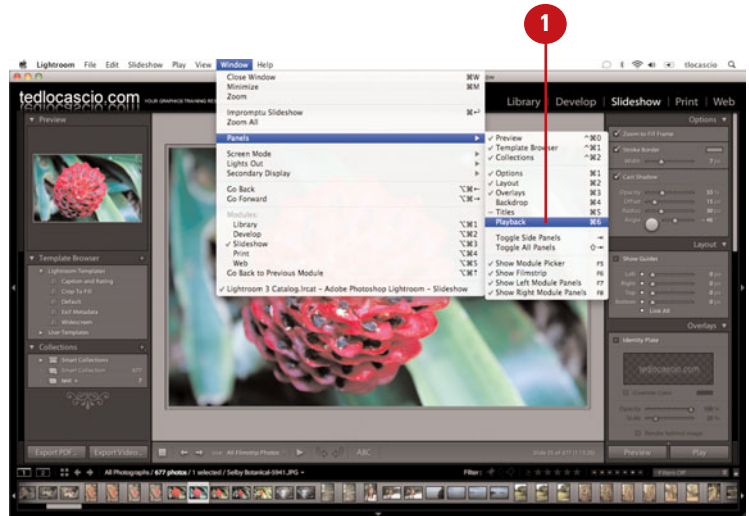
Specifying Slide Duration and Order

Choose preferred slideshow playback options

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Playback** to display the Playback panel.
- 2 Enable the **Slide Duration** option in the Playback panel.
- 3 Determine the amount of time each slide is displayed in the slideshow by adjusting the **Slides** slider in the Slide Duration portion of the Playback panel.
- 4 Determine the amount of time each slide transition is displayed in the slideshow by adjusting the **Fades** slider in the Slide Duration portion of the Playback panel.
- 5 If during each slide transition, you'd like to display a different background color, click the **color swatch** icon in the Slide Duration portion of the Playback panel and select one using the **Color Picker**.
- 6 To shuffle the slideshow images randomly during playback, enable the **Random Order** option in the Playback panel.
- 7 Enable the **Repeat** option to allow the slideshow to play continuously.
- 8 Enable the **Prepare Previews in Advance** option to ensure that the slideshow is not interrupted waiting for image information to render on the display.

TIMESAVER Press **Cmd+6 (Mac)** or **Ctrl+6 (Win)** to show or hide the Playback panel quickly.

The Playback panel enables you to specify the length of time the photos display in the slideshow. It also enables you to specify the length of time to use for fade transitions during playback. You can also choose to display the slides in random order and automatically repeat the slideshow when finished. By enabling the Prepare Previews in Advance option, you can ensure that the slideshow is not interrupted waiting for image information to render on the display.



Adding Soundtrack Music

Add an mp3, m4a, or m4b file as soundtrack music

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Window > Panels > Playback** to display the Playback panel.

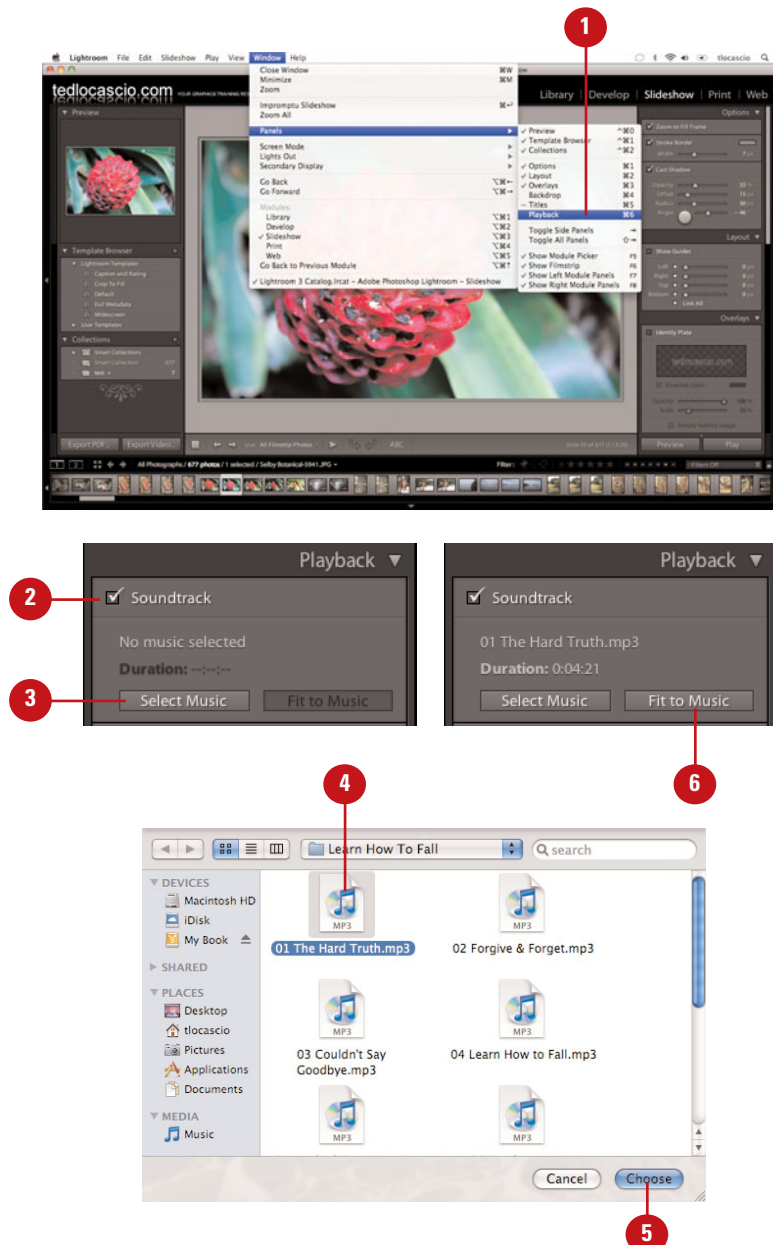
TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Playback panel quickly.

- 2 Enable the **Soundtrack** option in the Playback panel.
- 3 Click the **Select Music** button in the Playback panel.
- 4 Select an existing mp3, m4a, or m4b file from your disk.
- 5 Click **Choose**.

Lightroom adds the music file as the soundtrack to your slideshow.

- 6 Click the **Fit to Music** button in the Playback panel to automatically calculate the slide duration to fit the length of the soundtrack music.

The Playback panel includes a Soundtrack option that allows you to play background music as you view a slideshow in Lightroom or in an exported video file. To use this feature, you must have music files saved in mp3, m4a, or m4b format accessible on your disk. If you do, then you can choose a single music file to apply as the soundtrack for your slideshow. Note that you cannot include soundtrack music when exporting slideshows in PDF format.



Previewing the Slideshow

Display the slideshow in the Content area

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **View > Show Toolbar**.
- 2 Choose **Play > Content > Use Selected Photos**, or choose **Selected Photos** from the **Use** menu in the Toolbar.
- 3 Click the Play button in the toolbar, or click the **Preview** button in the lower-right corner of the interface.

TIMESAVER Press *Option+Return* (Mac) or *Alt+Enter* (Win) to apply the preview slideshow command quickly.

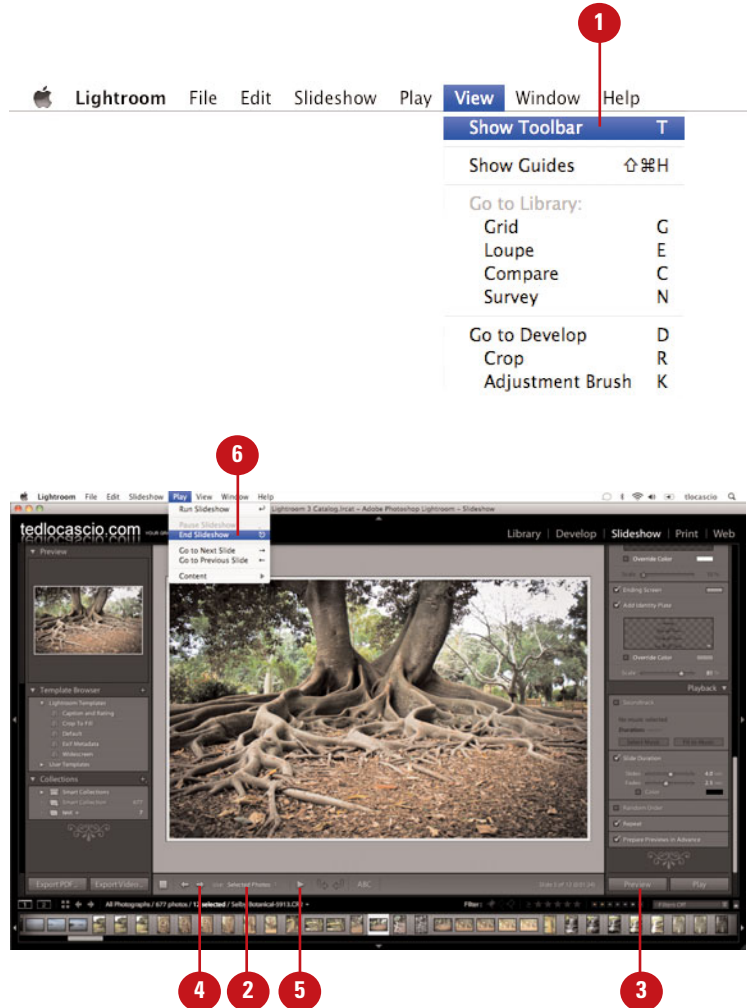
IMPORTANT If the *Prepare Previews in Advance* option is enabled in the Playback panel, Lightroom pauses to prepare each preview before displaying the slideshow.

Lightroom displays the slideshow in the Content area.

- 4 Click the left or right arrow buttons in the Toolbar, or the left and right arrow keys on the keyboard, to go to the previous or next slide.
- 5 To pause the slideshow, choose **Play > Pause Slideshow**, or press the **Spacebar**.
- 6 To stop the slideshow preview, choose **Play > End Slideshow**.

TIMESAVER Press the *Escape* key to end the slideshow preview.

As you choose settings for your slideshow, you can preview them in the Slideshow module Content area. To do so, click the Play button in the Toolbar, or click the Preview button in the lower-right corner of the interface. You can also interact with the slideshow preview by clicking the navigation buttons in the Toolbar.



Playing the Slideshow

Display the slideshow in full-screen mode

- 1 In the Slideshow module (with slideshow images already selected in the Filmstrip), choose **Play > Content > Use Selected Photos**, or choose **Selected Photos** from the **Use** menu in the Toolbar.
- 2 Choose **Play > Run Slideshow**, or click the **Play** button in the lower-right corner of the interface.

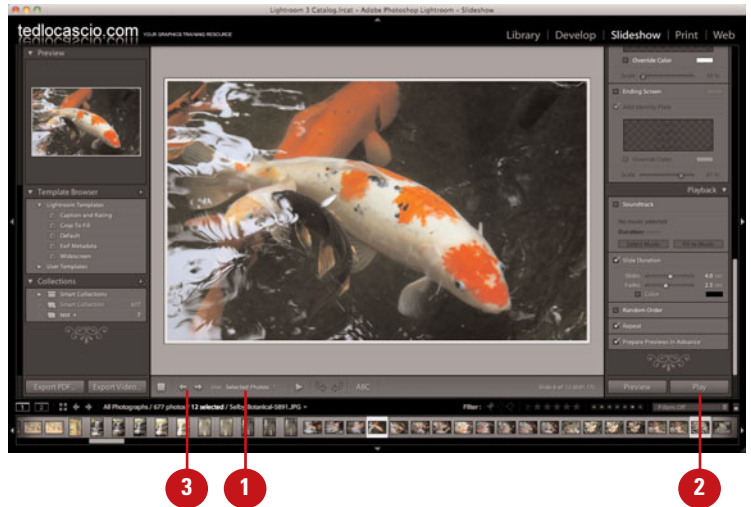
TIMESAVER Press *Return* (Mac) or *Enter* (Win) to apply the *Run Slideshow* command quickly.

Lightroom displays the slideshow in full-screen mode.

- 3 Click the left or right arrow keys to go to the previous or next slide.

IMPORTANT To pause the slideshow, press the *Spacebar*. Press the *Spacebar* again to resume the slideshow. To stop the slideshow, press the *Escape* key or click the mouse.

After all your slideshow settings have been entered, you can present the finished slideshow in full screen mode by choosing **Play > Run Slideshow**, or by clicking the **Play** button in the lower-right corner of the interface. Note that you can also display an impromptu slideshow from any Lightroom module by choosing **Window > Impromptu Slideshow** or by pressing **Cmd+Return** (Mac) or **Ctrl+Enter** (Win).



Lightroom displays the slideshow in full-screen mode.

Saving a Slideshow Template

Save commonly used slideshow settings as templates

- 1 With a slideshow already set up in the Slideshow module, choose **Window > Panels > Template Browser** to display the Template Browser panel.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Template Browser panel quickly.

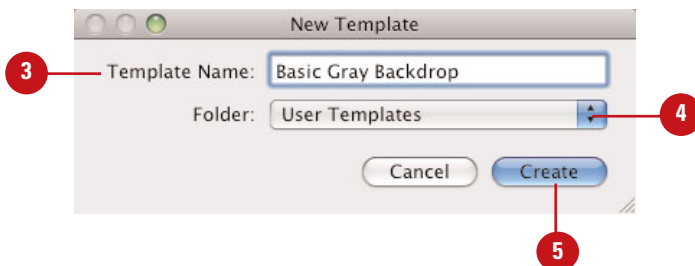
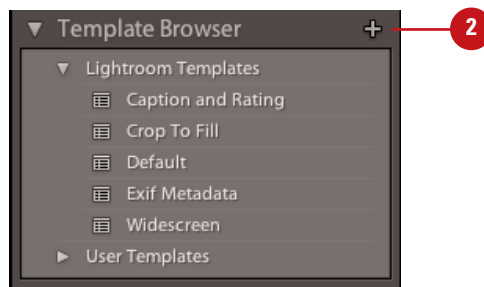
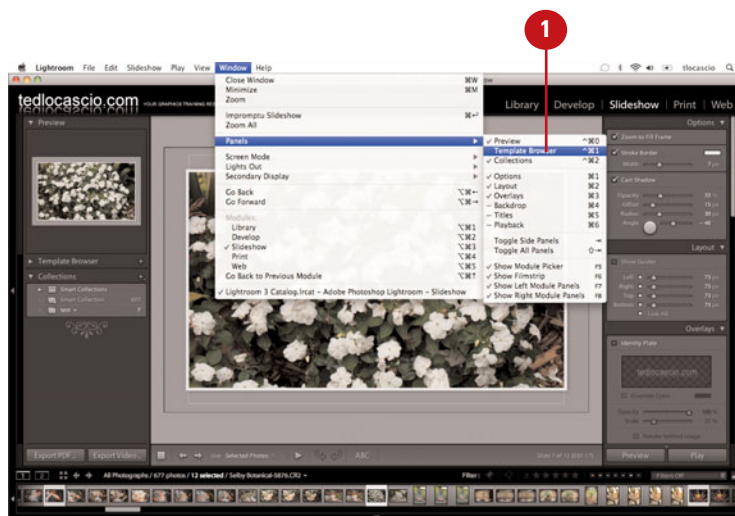
- 2 Choose **Slideshow > New Template**, or click the **Create New Preset** button (the + symbol) in the upper-right corner of the Template Browser panel.

TIMESAVER Press **Cmd+N (Mac)** or **Ctrl+N (Win)** to apply the New Template command.

- 3 In the New Template dialog box that appears, enter a name in the **Template Name** field.
- 4 Choose a folder to save the template in from the **Folder** drop-down list. The default is User Templates.
- 5 Click **Create**.

Lightroom adds the new template to the Template Browser list.

Lightroom enables you to save your favorite slideshow settings as templates. Doing so enables you to reinstate your most commonly used settings with a simple click of a button. You can save templates in the User Templates folder or create new folders within the Template Browser panel. In addition, the Template Browser panel also contains a Lightroom Templates folder that contains all the templates that ship with Lightroom.



Exporting a Slideshow

Export a PDF slideshow

- 1 With a slideshow already set up in the Slideshow module, choose **Slideshow > Export PDF Slideshow**, or click the **Export PDF** button in the lower-left corner of the module.

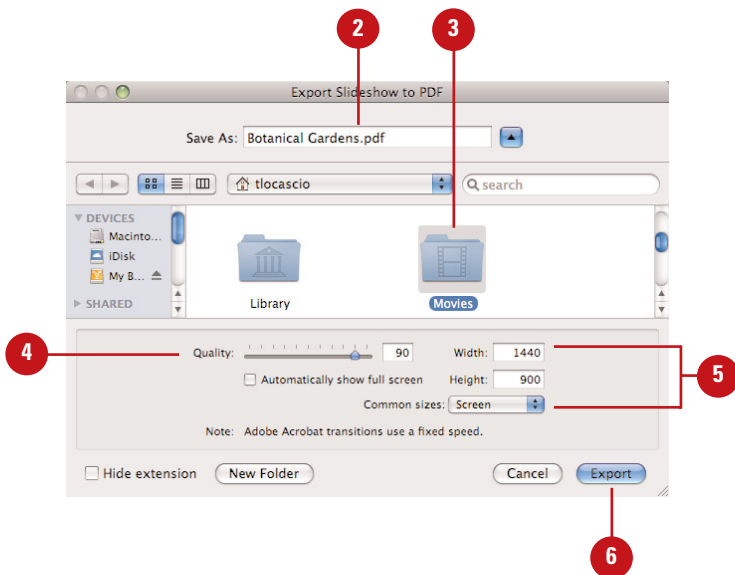
TIMESAVER Press **Cmd+J** (Mac) or **Ctrl+J** (Win) to apply the **Export PDF Slideshow** command quickly.

- 2 In the Export Slideshow to PDF dialog box that appears, enter a name in the **Save As** field.
- 3 Choose a disk location where you'd like to save the PDF slideshow.
- 4 Determine the quality of the PDF slideshow by adjusting the **Quality** slider, or by manually entering the value in the field provided.
- 5 Choose the preferred slideshow dimensions from the **Common Sizes** drop-down list, or enter specific pixel values in the **Width** and **Height** fields provided.

IMPORTANT If you'd like the slideshow to display in full-screen mode as soon as you open it in Acrobat, then enable the **Automatically Show Full Screen** option in the **Export Slideshow to PDF** dialog box.

- 6 Click **Export**.

In addition to presenting slideshows in Lightroom, you can also export slideshows in mp4 video format, PDF format, or as individual JPEG slides to be used in other applications, such as Microsoft PowerPoint or Apple Keynote. Note that Adobe's free Acrobat Reader application uses fixed transition durations when displaying PDF slideshows and also does not playback soundtrack music. Slideshows exported in mp4 video format are compatible with Adobe Media Player, Apple Quicktime, and Windows Media Player 12.

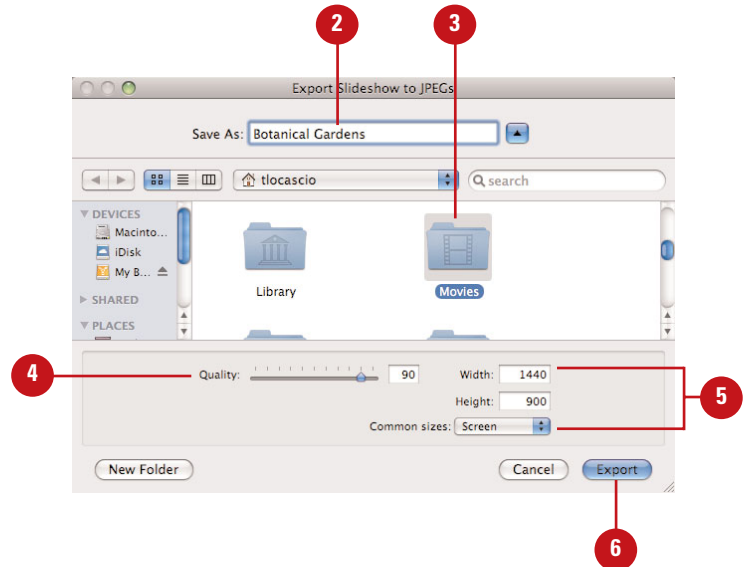
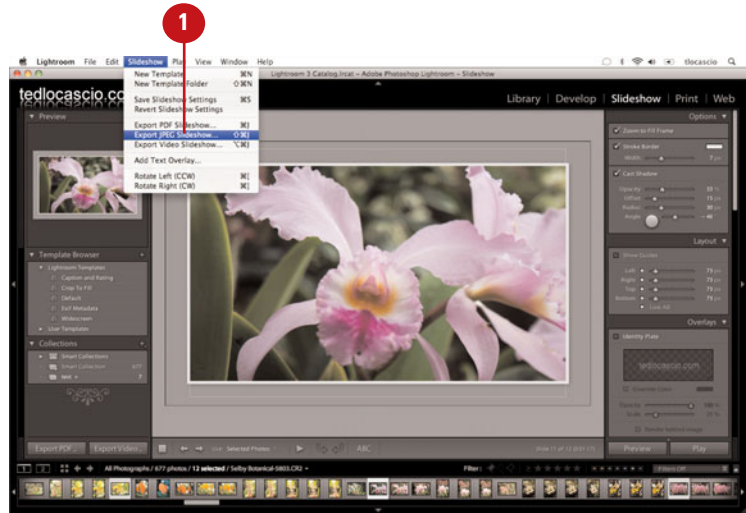


Export a JPEG slideshow

- 1 With a slideshow already set up in the Slideshow module, choose **Slideshow > Export JPEG Slideshow**.

TIMESAVER Press *Cmd+Shift+J (Mac) or Ctrl+Shift+J (Win)* to apply the **Export JPEG Slideshow** command quickly.

- 2 In the Export Slideshow to JPEGs dialog box that appears, enter a name in the **Save As** field.
- 3 Choose a disk location to which you'd like to save the JPEGs.
- 4 Determine the quality of the JPEGs by adjusting the **Quality** slider.
- 5 Choose the preferred JPEG dimensions from the **Common Sizes** drop-down list, or enter specific pixel values in the **Width** and **Height** fields provided.
- 6 Click **Export**.

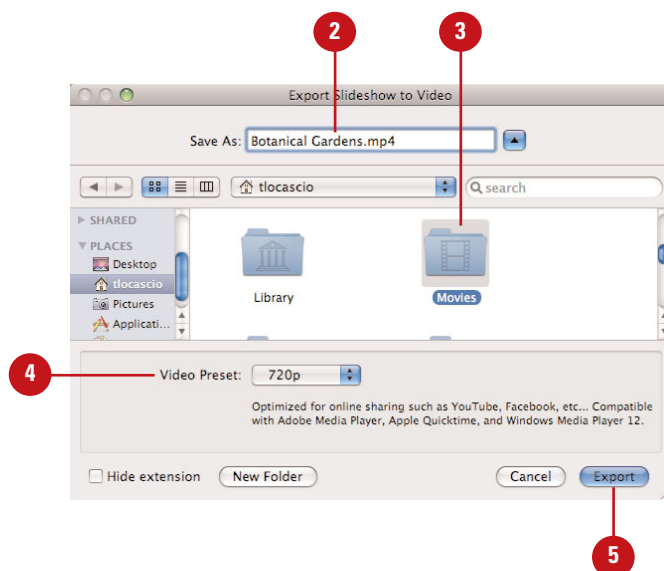
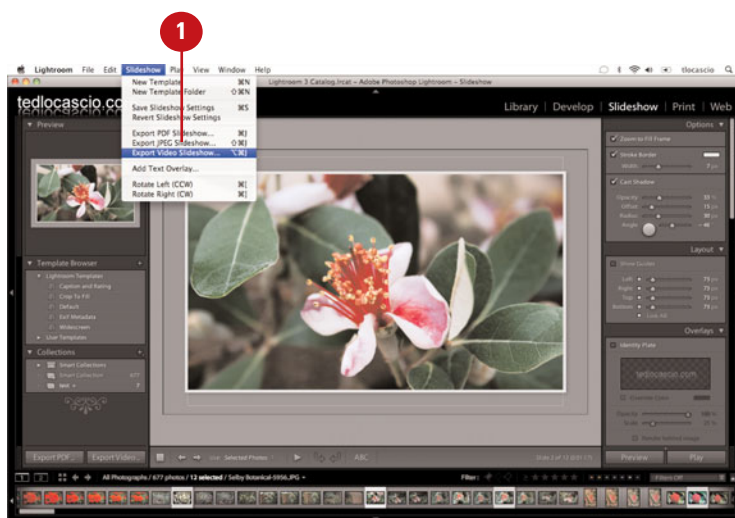


Export a video slideshow

- 1 With a slideshow already set up in the Slideshow module, choose **Slideshow > Export Video Slideshow**.

TIMESAVER Press *Cmd+Option+J (Mac)* or *Ctrl+Alt+J (Win)* to apply the *Export Video Slideshow* command quickly.

- 2 In the Export Slideshow to Video dialog box that appears, enter a name in the **Save As** field.
- 3 Choose a disk location to which you'd like to save the mp4 video.
- 4 Determine the quality of the video by choosing a size option from the **Video Preset** list. Refer to the guidelines displayed below the list for player compatibility.
- 5 Click **Export**.



Web & Device Output

Introduction

By utilizing Lightroom's Web module, you can publish your favorite photo collections as Web galleries, to the Flickr Website, and to an external drive, such as an iPhone. Lightroom comes equipped with several website structures (called styles) that you can use to create an online gallery. Using the settings available in the various Web module panels, you can customize a gallery's appearance.

In this chapter, you learn how to choose an HTML- or Flash-based gallery style, and learn how to modify its appearance. You learn how to include website info, such as collection descriptions and contact info, and also learn how to include info about photos in the gallery's main image view.

This chapter also teaches you how to customize a chosen gallery's appearance by applying a specific color palette to the interface, and by choosing custom Appearance panel attributes. You learn how to choose specific image and metadata output settings for the web gallery, and also learn how to preview the site in your system's default web browser application.

In addition, this chapter teaches you how to export a Lightroom gallery as a complete website, or upload it to a server directly from the Web module. You also learn how to save your favorite Web gallery settings as a template.

14

What You'll Do

Choose a Web Gallery Style

Include Site Info

Apply Color to the Gallery

Choose Gallery Appearance Attributes

Include Image Info

Choose Output Settings

Preview a Web Gallery

Export a Web Gallery

Upload a Web Gallery

Save a Web Gallery Template

Publish Photos to Flickr

View and Add Comments

Publish Photos to an iPhone

Choosing a Web Gallery Layout Style

Choose the Lightroom HTML Gallery

1 From the Library module Grid or the Filmstrip, select the photos you would like to include in the Web gallery.

2 Choose **Window > Web** or click the **Web** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+Option+5 (Mac)** or **Ctrl+Alt+5 (Win)** to enter the Web module quickly.

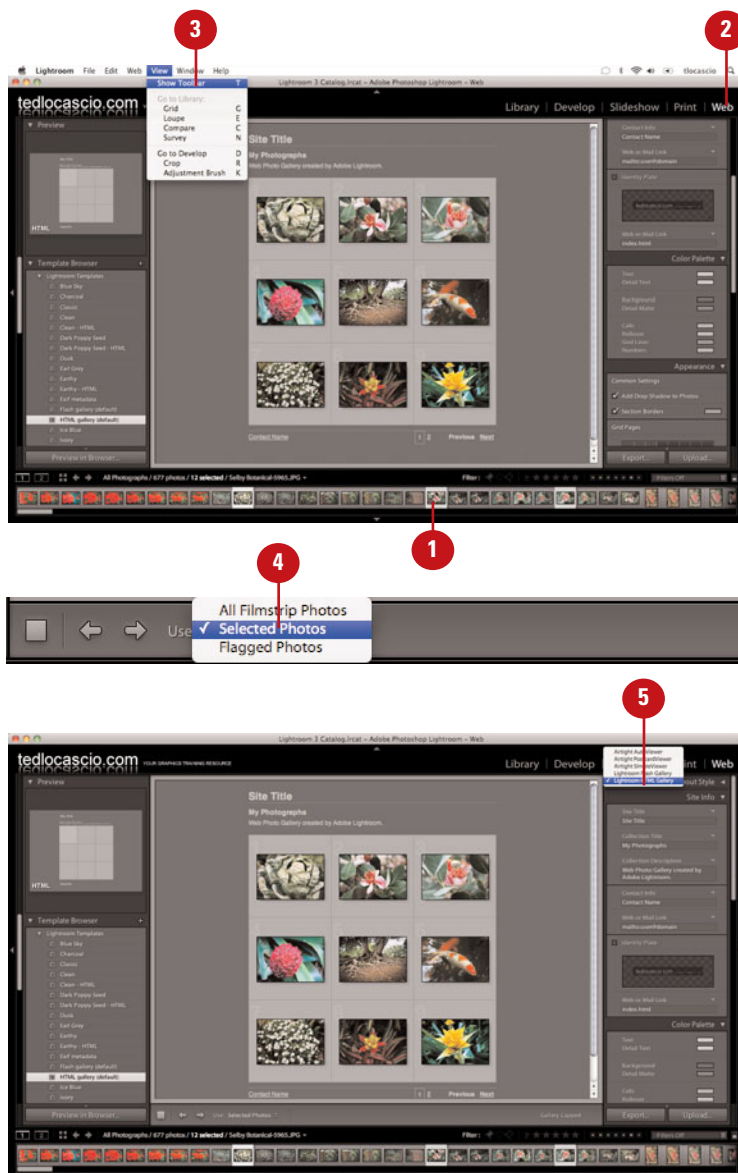
3 If the Toolbar is not already visible, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Toolbar quickly.

4 Choose **Selected Photos** from the **Use** menu in the Toolbar.

5 Choose the **Lightroom HTML Gallery** from the Layout Style panel list.

The Layout Style panel enables you to choose from one of five preset gallery styles that ship with Lightroom. The Lightroom HTML gallery is the most compatible because it uses classic HTML code. The Lightroom Flash and Airtight galleries use Flash code; therefore, the end user must have the latest Flash player installed to view them. You can select the style that you would like to use by clicking its name in the Layout Style panel, or by choosing it from the panel drop-down list when the Layout Style panel is closed.



Choose the Lightroom Flash Gallery

1 From the Library module Grid or the Filmstrip, select the photos you would like to include in the Web gallery.

2 Choose **Window > Web** or click the **Web** button in the upper-right corner of the interface.

TIMESAVER Press **Cmd+Option+5 (Mac)** or **Ctrl+Alt+5 (Win)** to enter the Web module quickly.

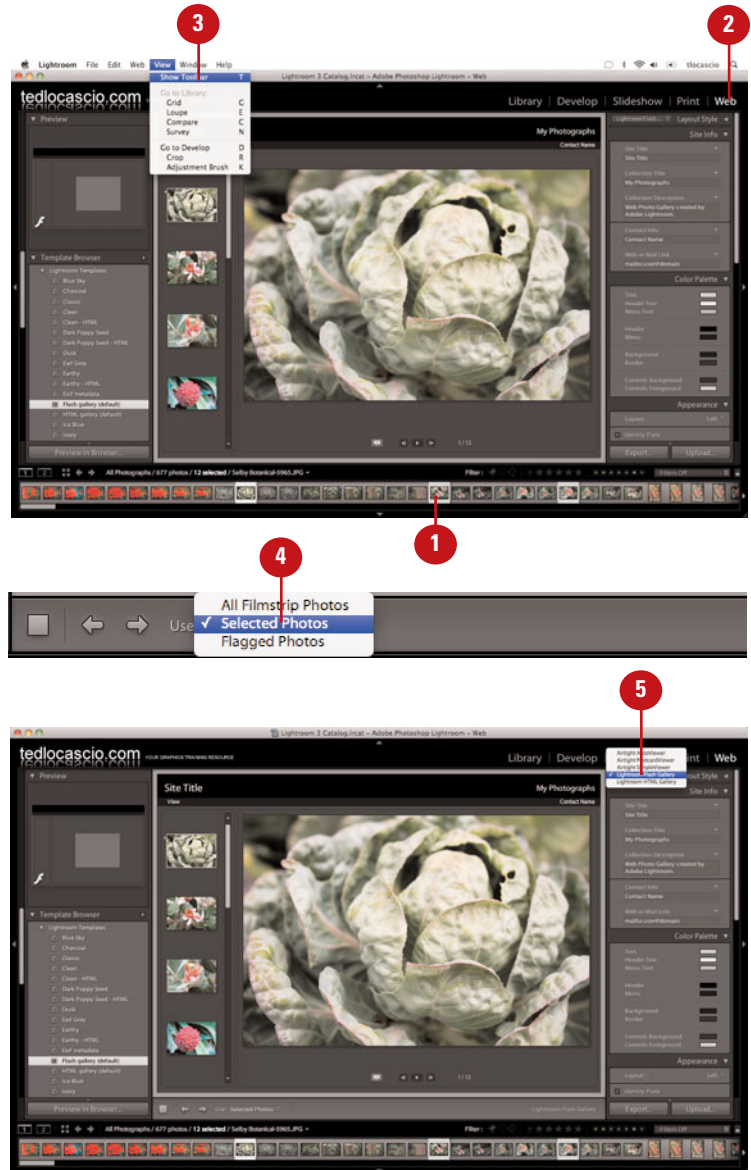
3 If the Toolbar is not already visible, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Toolbar quickly.

4 Choose **Selected Photos** from the **Use** menu in the Toolbar.

5 Choose the **Lightroom Flash Gallery** from the Layout Style panel list.

IMPORTANT The end user must have the latest Flash player installed to view slideshows created using the Lightroom Flash gallery style.



Choose the Airtight AutoViewer Gallery

1 From the Library module Grid or the Filmstrip, select the photos you would like to include in the Web gallery.

2 Click the **Web** button in the upper-right corner of the interface.

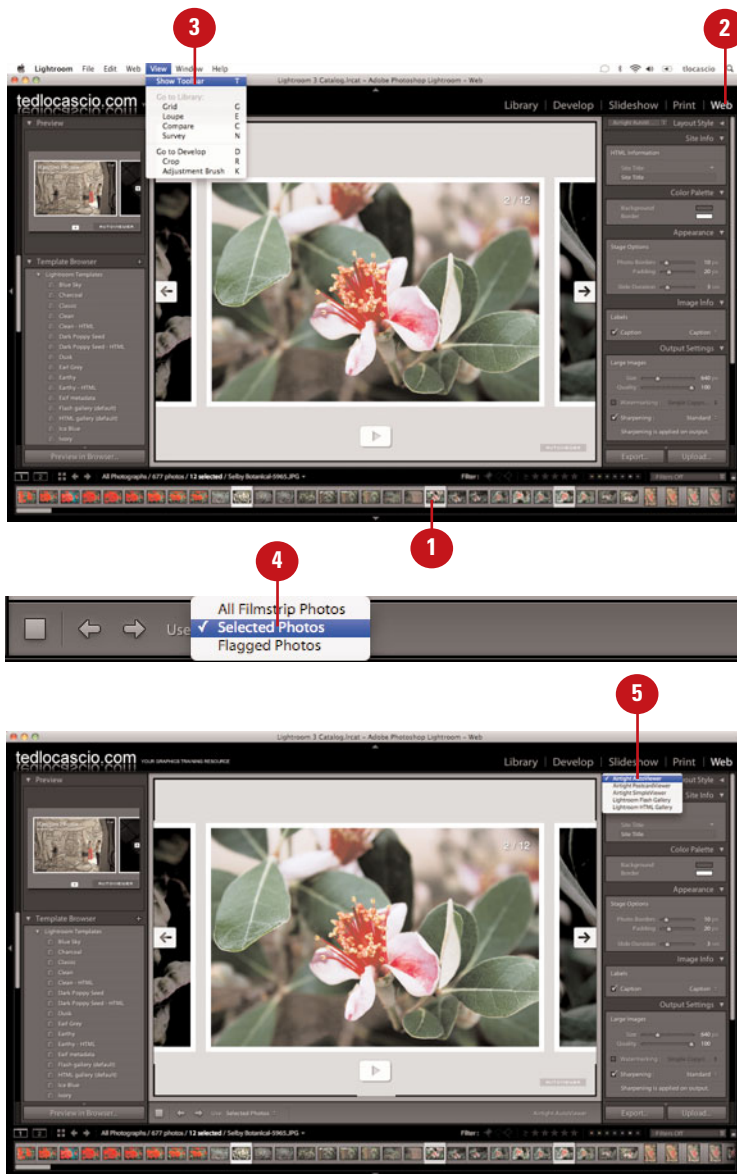
TIMESAVER Press **Cmd+Option+5 (Mac)** or **Ctrl+Alt+5 (Win)** to enter the Web module quickly.

3 If the Toolbar is not already visible, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Toolbar quickly.

4 Choose **Selected Photos** from the **Use** menu in the Toolbar.

5 Choose the **Airtight AutoViewer Gallery** from the Layout Style panel list.



Choose the Airtight PostcardViewer Gallery

1 From the Library module Grid or the Filmstrip, select the photos you would like to include in the Web gallery.

2 Click the **Web** button in the upper-right corner of the interface.

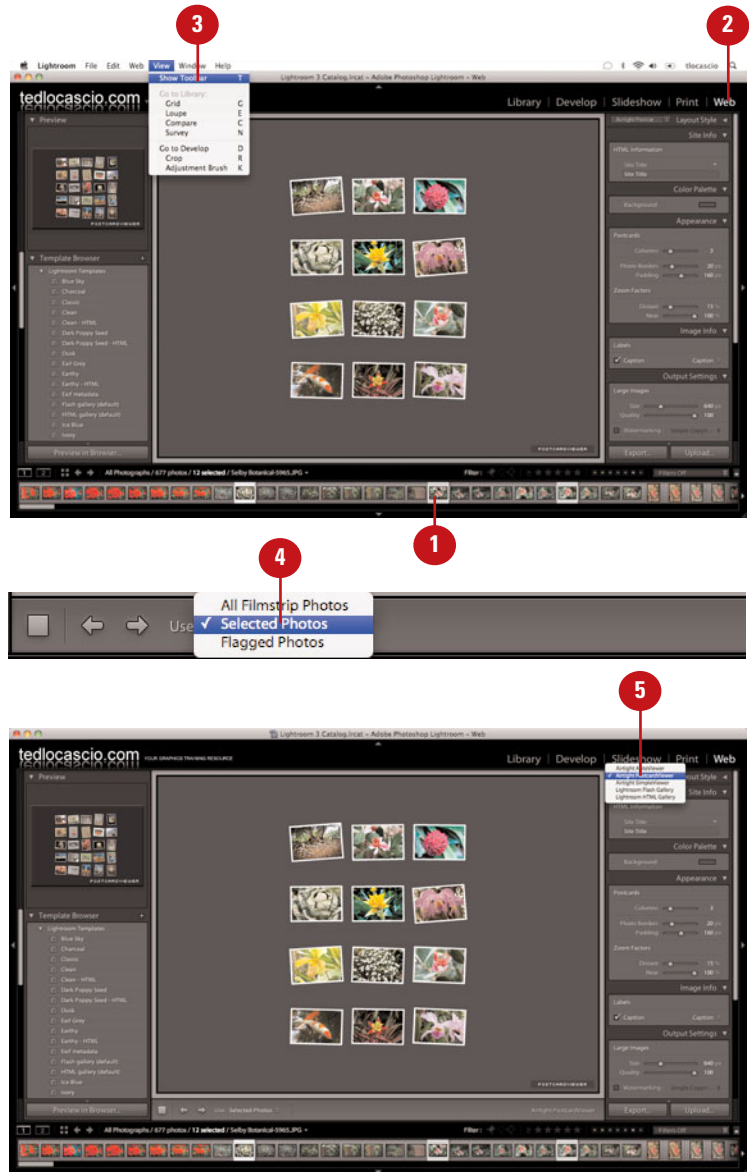
TIMESAVER Press **Cmd+Option+5 (Mac)** or **Ctrl+Alt+5 (Win)** to enter the Web module quickly.

3 If the Toolbar is not already visible, choose **View > Show Toolbar**.

TIMESAVER Press **T** to show or hide the Toolbar quickly.

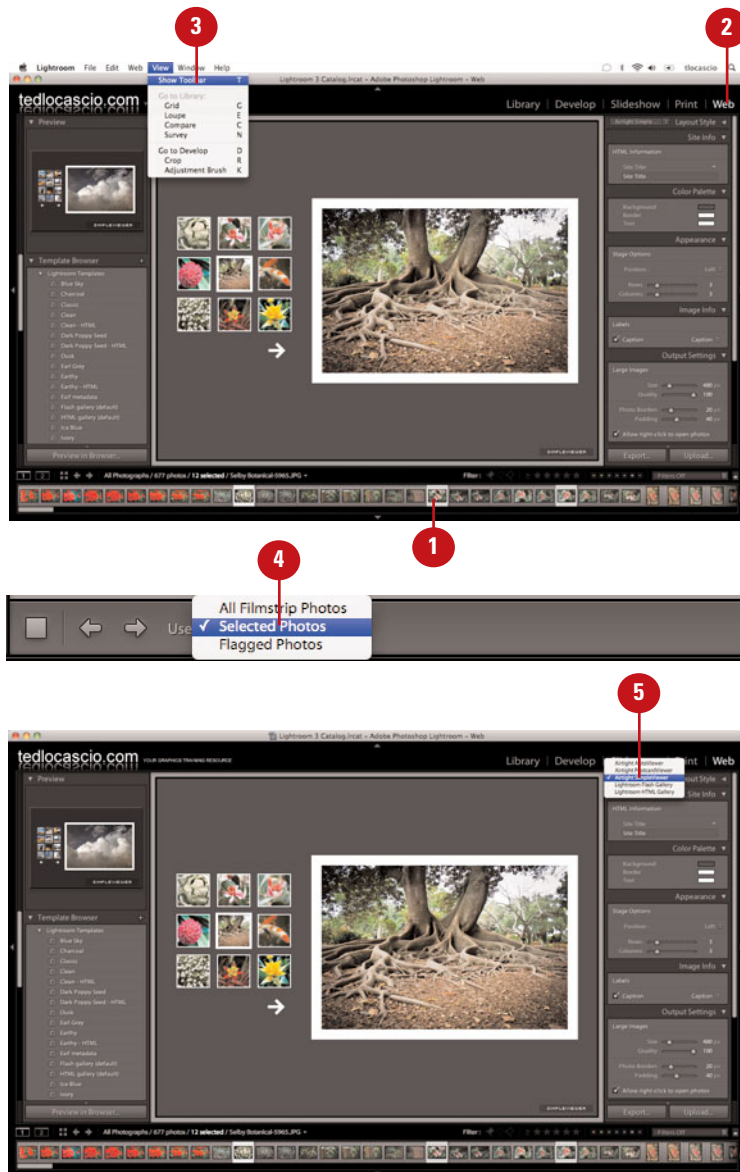
4 Choose **Selected Photos** from the **Use** menu in the Toolbar.

5 Choose the **Airtight Postcard-Viewer Gallery** from the Layout Style panel list.



Choose the Airtight SimpleViewer Gallery

- 1 From the Library module Grid or the Filmstrip, select the photos you would like to include in the Web gallery.
- 2 Click the **Web** button in the upper-right corner of the interface.
TIMESAVER Press *Cmd+Option+5 (Mac)* or *Ctrl+Alt+5 (Win)* to enter the Web module quickly.
- 3 If the Toolbar is not already visible, choose **View > Show Toolbar**.
- 4 Choose **Selected Photos** from the **Use** menu in the Toolbar.
- 5 Choose the **Airtight SimpleViewer Gallery** from the Layout Style panel list.



Including Site Info

Enter Website and contact info

- 1 In the Web module (with or without Web gallery images selected in the Filmstrip), choose **Window > Panels > Site Info** to display the Site Info panel.

TIMESAVER Press **Cmd+2** (Mac) or **Ctrl+2** (Win) to show or hide the Site Info panel quickly.

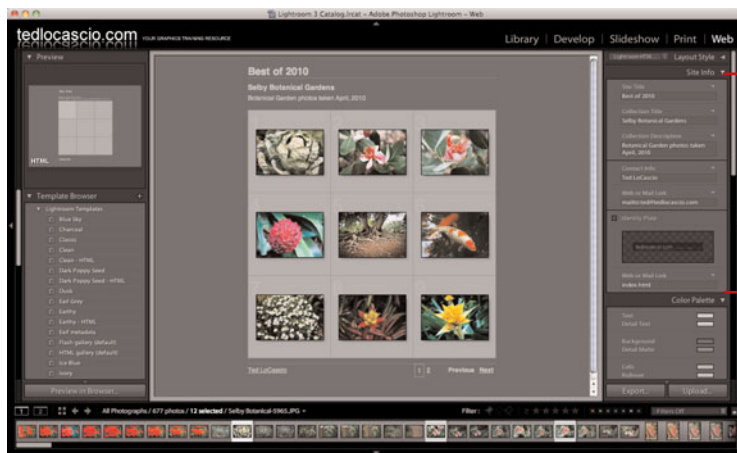
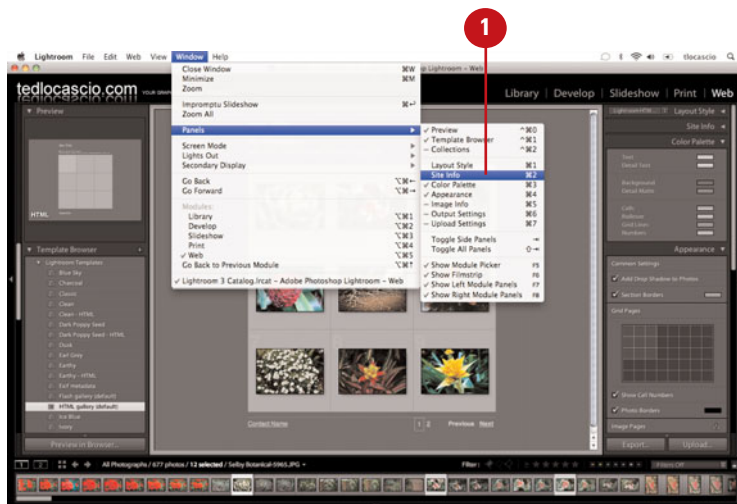
- 2 Enter the preferred website and contact information in the Site Info panel fields. When working in the Lightroom HTML and Flash galleries, the following site info fields are available: **Site Title**, **Collection Title**, **Collection Description**, **Contact Info**, and **Web or Mail Link**. Note that when working in the Lightroom HTML gallery, the Site Info panel also includes an Identity Plate section, plus an additional **Web or Mail Link** field.

See Also

See “Inserting an Identity Plate Overlay,” in Chapter 13 to learn more about working with styled text and graphical Identity Plates.

When working with the Airtight galleries, the only field available in the Site Info panel is **Site Title**.

The Site Info panel enables you to include website and contact info in the gallery, as well as additional information about the gallery images. It's important to note that the Site Info panel contains different options, depending on which Web gallery style you currently have selected in the Layout Style panel. Note also that the text you enter in the Site Title info field is what appears in the browser title bar. Email links must be entered using the standard HTML code, *mailto:*, followed by the email address. Collection Description info is only accessible in Flash galleries by choosing **View > About These Photos**.



Applying Color to the Gallery

Choose custom colors for various Web gallery items

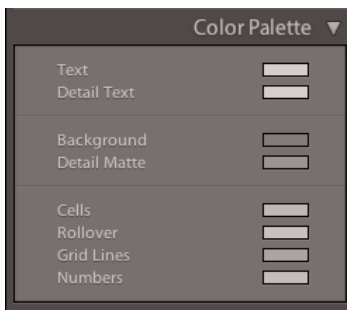
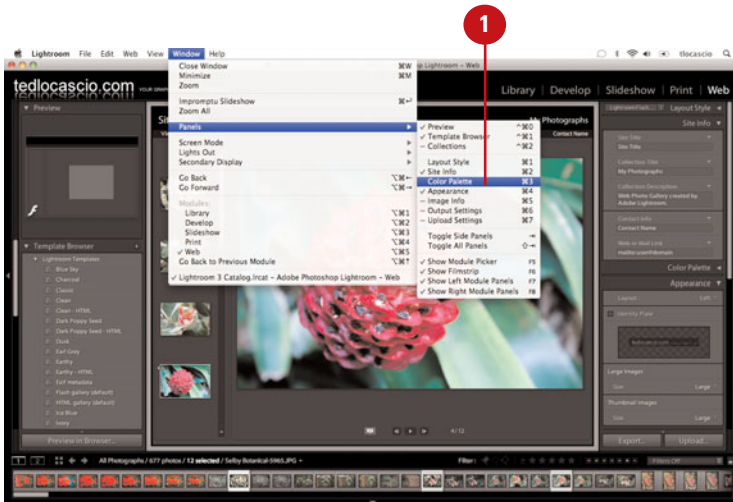
- 1 In the Web module (with or without Web gallery images selected in the Filmstrip), choose **Window > Panels > Color Palette** to display the Color Palette panel.

TIMESAVER Press **Cmd+3** (Mac) or **Ctrl+3** (Win) to show or hide the Color Palette panel quickly.

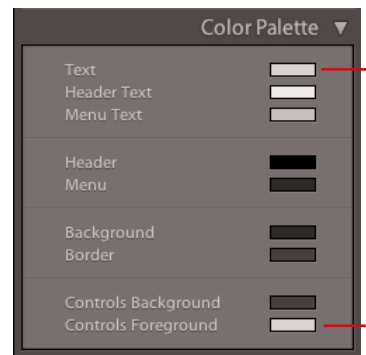
- 2 To choose a different color for any item listed in the Color Palette panel, click the neighboring **color swatch** icon and select the color using the **Color Picker**.

Lightroom displays the colored gallery items in the Content area.

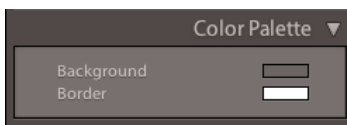
The Color Palette panel enables you to customize the appearance of the gallery interface. As it is with most of the Web module panels, the Color Palette panel options change depending on which Web gallery style you currently have selected. For color palette ideas, check out <http://kuler.adobe.com>, a free web-hosted application that enables you to explore, access, and share color harmonies.



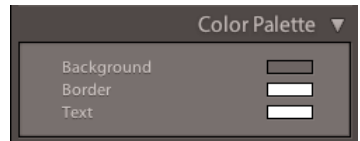
Lightroom HTML Gallery
Color Palette panel



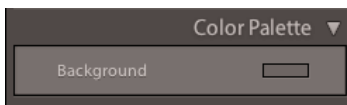
Lightroom Flash Gallery
Color Palette panel



Airtight AutoViewer Color
Palette panel



Airtight SimpleViewer Color
Palette panel



Airtight PostcardViewer Color
Palette panel

Choosing Gallery Appearance Attributes

Choose Lightroom HTML Gallery appearance attributes

- 1 In the Web module, with Web gallery images already selected in the Filmstrip and displayed in the Lightroom HTML gallery style, choose **Window > Panels > Appearance** to display the Appearance panel.

TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the Appearance panel quickly.

- 2 In the Common Settings portion of the Appearance panel, enable the **Add Drop Shadow to Photos** option to apply a drop shadow to every gallery image.

- 3 To include section borders in the grid, enable the **Section Borders** option in the Common Settings portion of the Appearance panel.

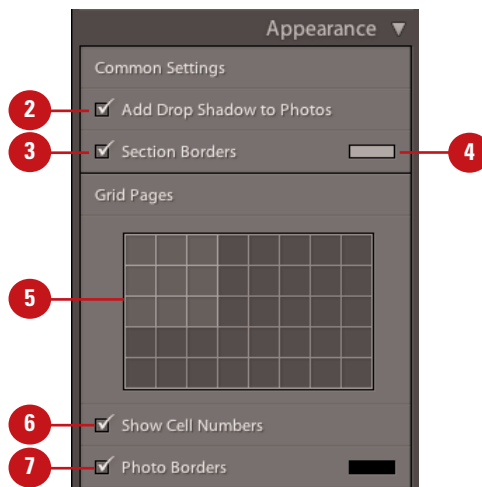
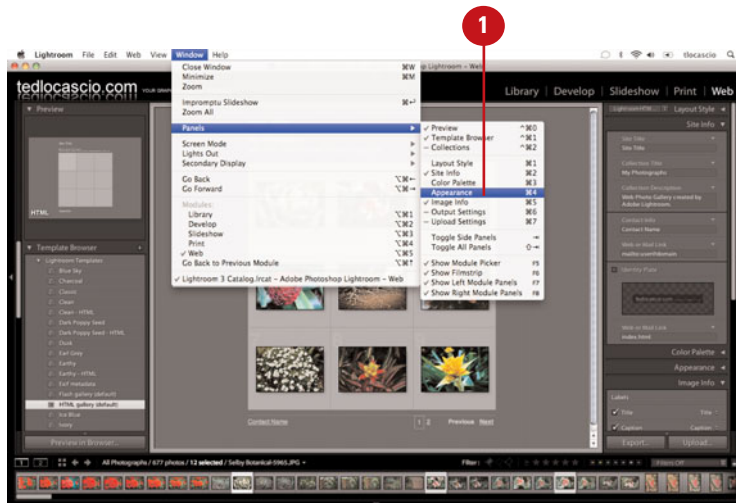
- 4 To choose a different color for the section borders of the grid, click the neighboring **color swatch** icon and select the color using the **Color Picker**.

- 5 To set the grid dimensions for the gallery, click anywhere in the grid that is located in the Grid Pages section of the Appearance panel.

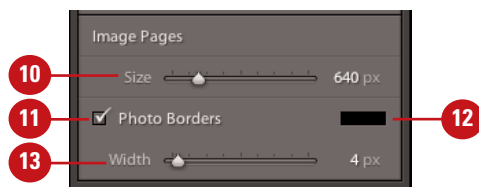
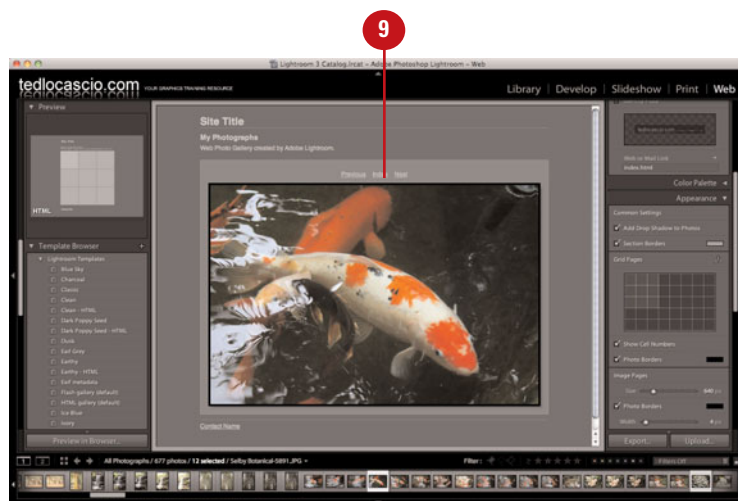
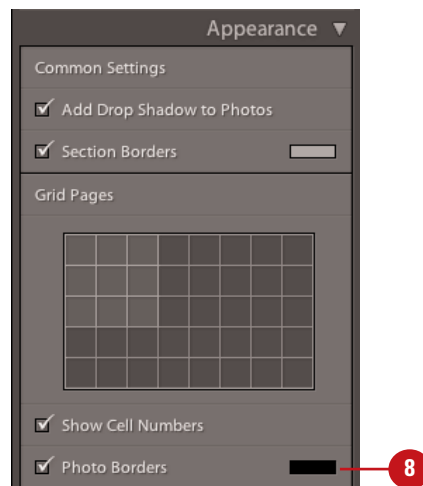
- 6 To display cell numbers in the grid, enable the **Show Cell Numbers** option in the Grid Pages section of the Appearance panel.

- 7 To include photo borders in the grid, enable the **Photo Borders** option in the Grid Pages portion of the Appearance panel.

You can apply additional edits to a chosen gallery interface by enabling the various options available in the Appearance panel. As it is with most of the panels in the Web module, the Appearance panel options change depending on which Web gallery style you currently have selected in the Layout Style panel.



- 8 To choose a different color for the photo borders, click the neighboring **color swatch** icon and select the color using the **Color Picker**.
- 9 In the Content area, click a thumbnail in the image grid. Doing so displays the image by itself on an Image Page.
- 10 In the Image Pages portion of the Appearance panel, adjust the **Size** slider to determine the display size for the Image Pages, or enter the value manually in the field provided.
- 11 To include photo borders in the Image Pages, enable the **Photo Borders** option in the Image Pages portion of the Appearance panel.
- 12 To choose a different color for the Image Page photo borders, click the neighboring **color swatch** icon and select the color using the **Color Picker**.
- 13 In the Image Pages portion of the Appearance panel, adjust the **Width** slider to determine the pixel width for the Image Page photo borders, or enter the value manually in the field provided.



Choose Lightroom Flash Gallery appearance attributes

- 1 In the Web module, with Web gallery images already selected in the Filmstrip and displayed in the Lightroom Flash gallery style, choose **Window > Panels > Appearance** to display the Appearance panel.

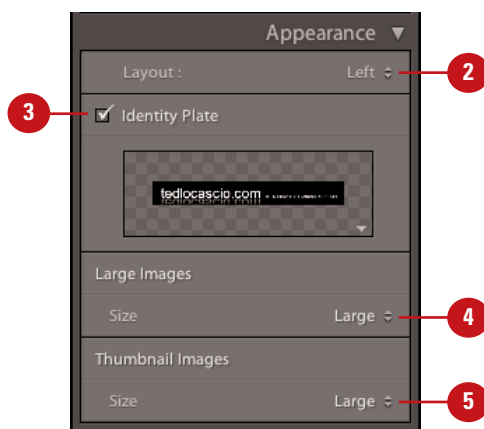
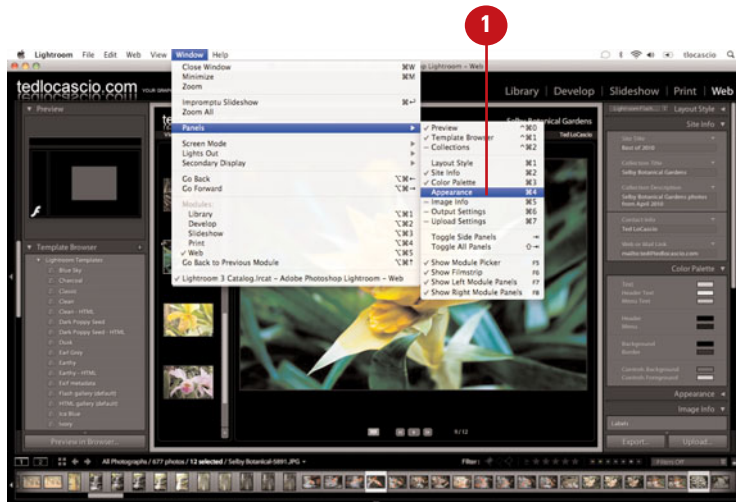
TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the Appearance panel quickly.

- 2 At the top of the Appearance panel, choose a layout option from the **Layout** drop-down list. Options include **Scrolling**, **Paginated**, **Left**, and **Slideshow Only**.
- 3 To include an Identity Plate at the top of the Flash gallery, enable the **Identity Plate** option in the Appearance panel.

See Also

See “Inserting an Identity Plate Overlay,” in Chapter 13 to learn more about working with styled text and graphical Identity Plates.

- 4 In the Large Images portion of the Appearance panel, choose a size option from the **Size** drop-down list.
- 5 In the Thumbnail Images portion of the Appearance panel, choose a size option from the **Size** drop-down list.

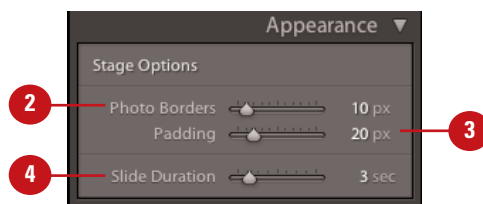
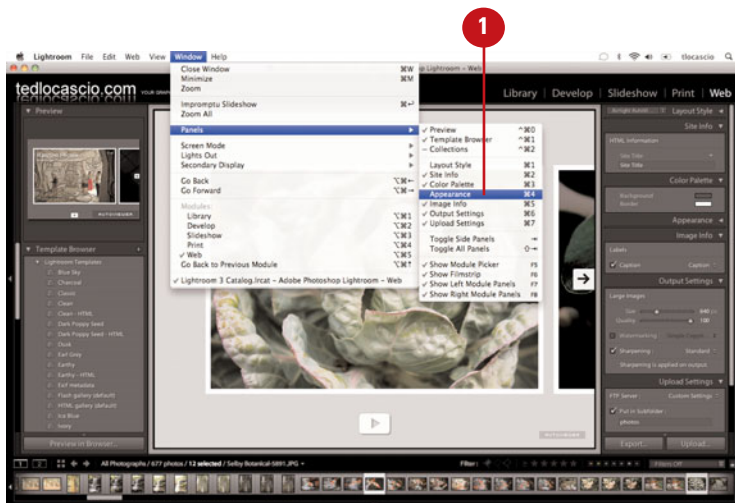


Choose Airtight AutoViewer gallery appearance attributes

- 1 In the Web module, with Web gallery images already selected in the Filmstrip and displayed in the Airtight AutoViewer style, choose **Window > Panels > Appearance** to display the Appearance panel.

TIMESAVER Press **Cmd+4 (Mac)** or **Ctrl+4 (Win)** to show or hide the Appearance panel quickly.

- 2 In the Stage Options portion of the Appearance panel, adjust the **Photo Borders** slider to determine the pixel width for the photo borders, or enter the value manually in the field provided.
- 3 In the Stage Options portion of the Appearance panel, adjust the **Padding** slider to determine the amount of space to place between gallery images, or enter the value manually in the field provided.
- 4 In the Stage Options portion of the Appearance panel, adjust the **Slide Duration** slider to determine the amount of time each image is displayed when playing the gallery slideshow, or enter the value manually in the field provided.

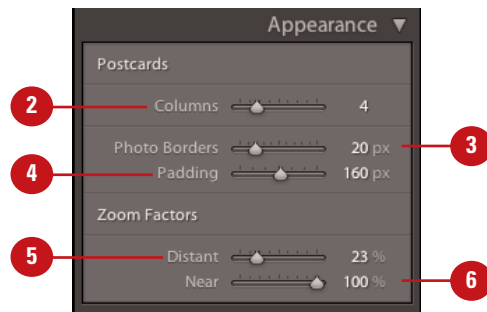
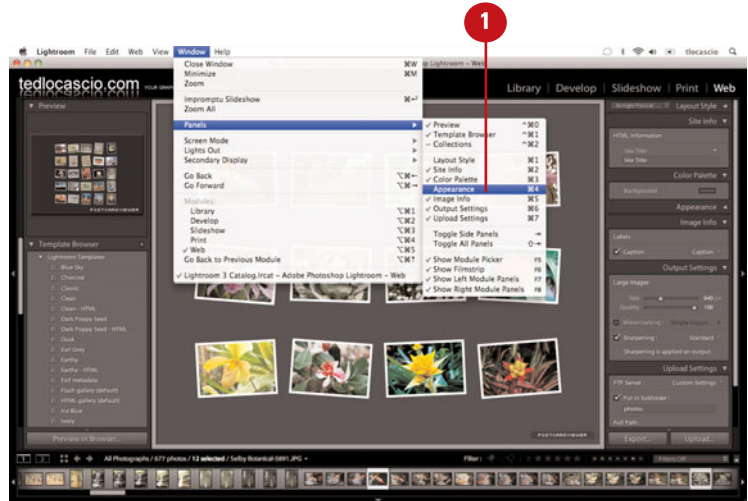


Choose Airtight PostcardViewer gallery appearance attributes

- 1 In the Web module, with Web gallery images already selected in the Filmstrip and displayed in the Airtight PostcardViewer style, choose **Window > Panels > Appearance** to display the Appearance panel.

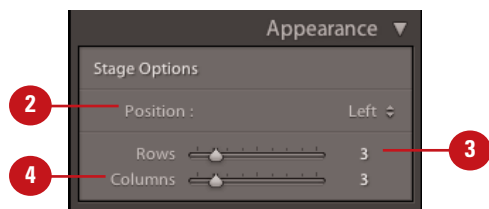
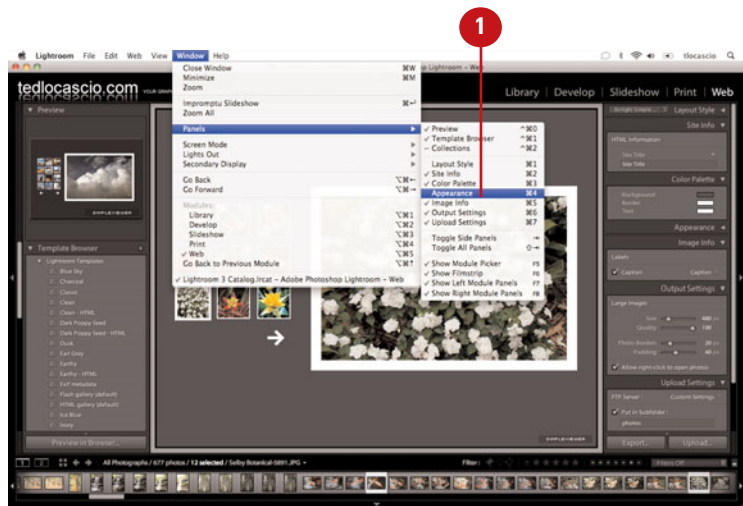
TIMESAVER Press **Cmd+4** (Mac) or **Ctrl+4** (Win) to show or hide the Appearance panel quickly.

- 2 In the Postcards portion of the Appearance panel, adjust the **Columns** slider to determine the number of columns to include in the postcard gallery, or enter the value manually in the field provided.
- 3 In the Postcards portion of the Appearance panel, adjust the **Photo Borders** slider to determine the pixel width for the photo borders, or enter the value manually in the field provided.
- 4 In the Postcards portion of the Appearance panel, adjust the **Padding** slider to determine the amount of space to place between gallery images, or enter the value manually in the field provided.
- 5 In the Zoom Factors portion of the Appearance panel, adjust the **Distant** slider to determine the size of the postcard images in their zoomed-out state, or enter the value manually in the field provided.
- 6 In the Zoom Factors portion of the Appearance panel, adjust the **Near** slider to determine the size of the postcard images in their zoomed-in state, or enter the value manually in the field provided.



Choose Airtight SimpleViewer gallery appearance attributes

- 1 In the Web module, with Web gallery images already selected in the Filmstrip and displayed in the Airtight SimpleViewer style, choose **Window > Panels > Appearance** to display the Appearance panel.
- TIMESAVER** Press *Cmd+4* (Mac) or *Ctrl+4* (Win) to show or hide the Appearance panel quickly.
- 2 In the Stage Options portion of the Appearance panel, choose a layout option from the **Position** drop-down list. Options include **Top**, **Bottom**, **Left**, and **Right**.
- 3 In the Stage Options portion of the Appearance panel, adjust the **Rows** slider to determine the number of rows to include in the gallery, or enter the value manually in the field provided.
- 4 In the Stage Options portion of the Appearance panel, adjust the **Columns** slider to determine the number of columns to include in the gallery, or enter the value manually in the field provided.



Including Image Info

Display image captions and titles

- 1 In the Web module, with Web gallery images already selected in the Filmstrip and displayed in one of the gallery styles, choose **Window > Panels > Image Info** to display the Image Info panel.

TIMESAVER Press **Cmd+5 (Mac)** or **Ctrl+5 (Win)** to show or hide the Image Info panel quickly.

- 2 In the Labels portion of the Image Info panel, enable the **Title** option (Lightroom HTML and Flash galleries only).
- 3 Choose an image info preset option from the **Title** drop-down list, or to create a custom setting, choose **Edit**. In the Text Template Editor dialog box that appears when choosing **Edit**, use the drop-down lists to choose the items that you'd like to include. Click the neighboring **Insert** buttons to add the text items.

- 4 If you've chosen to apply a custom setting, click the **Done** button in the bottom-right corner of the Text Template Editor dialog box.

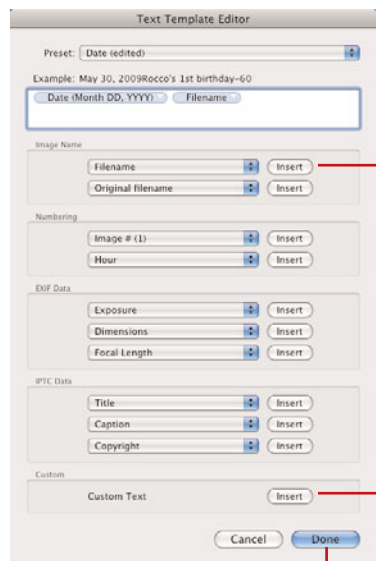
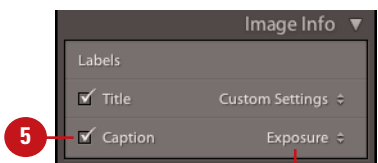
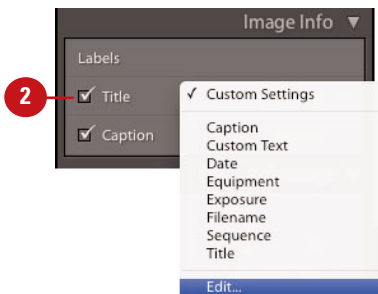
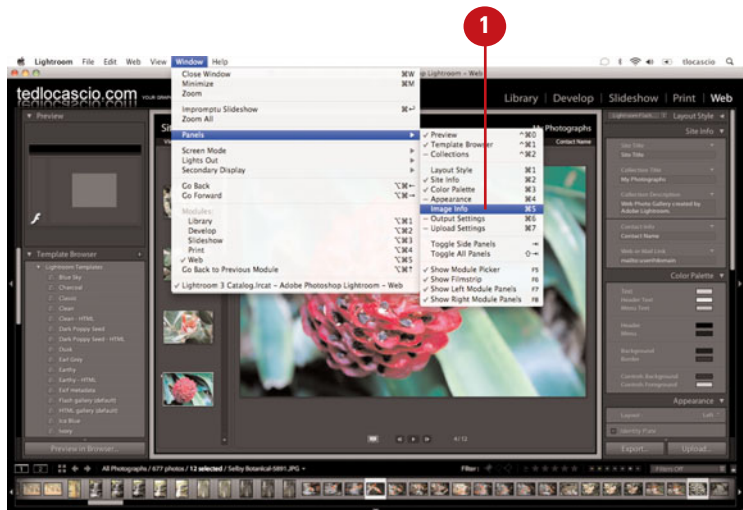
Lightroom displays the title info above the large image in the Content Area.

- 5 In the Labels portion of the Image Info panel, enable the **Caption** option.

- 6 Choose an image info preset option from the **Caption** drop-down list, or to create a custom setting, choose **Edit**.

Lightroom displays the caption info below the large image in the Content Area.

The Image Info panel enables you to include image-related information in the main image views of the gallery. In the HTML gallery, the Title info appears above the main image and the Caption info appears below. In the Flash gallery, both the Title and Caption info appear below the image, with the Title info set in a bold typeface directly above the caption. Note that in the Airtight galleries, you can only include Captions, not Titles.



Choosing Output Settings

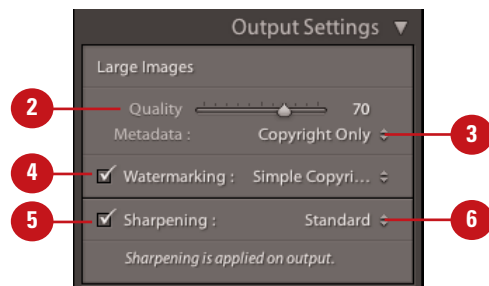
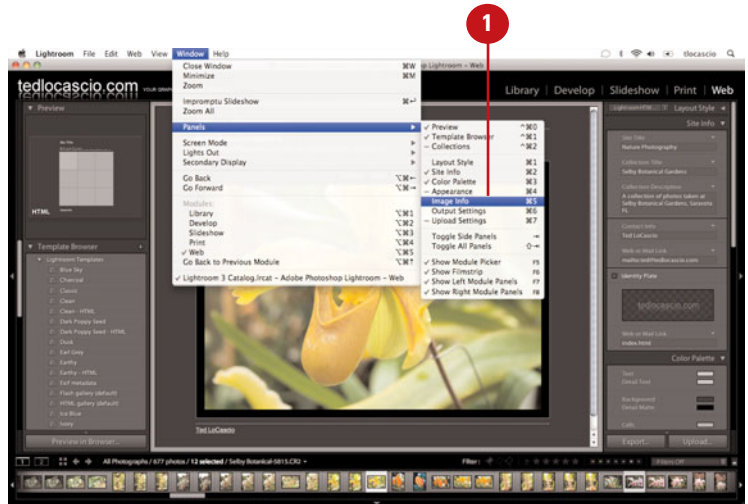
Choose Lightroom HTML and Flash Gallery output settings

- 1 With a Lightroom HTML or Flash gallery already set up in the Web module, choose **Window > Panels > Output Settings** to display the Output Settings panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Output Settings panel quickly.

- 2 In the Large Images portion of the Output Settings panel, adjust the **Quality** slider to determine the display quality of the large gallery images, or enter the value manually in the field provided.
- 3 If you'd like to output specific image metadata, choose a metadata preset from the Metadata drop-down list, or else choose **All**.
- 4 Enable the **Watermarking** option to display a watermarking preset over the image. Choose a watermarking preset from the Watermarking drop-down list.
- 5 Enable the **Sharpening** option in the Output Settings panel.
- 6 Choose the sharpening quality from the **Sharpening** drop-down list. Options include **Low**, **Standard**, and **High**.

The Output Settings panel enables you to specify the image and metadata output settings for your Web gallery. As it is with most of the Web module panels, the options in the Output Settings panel change depending on which Web gallery style you currently have selected in the Layout Style panel. The Quality slider enables you to set the amount of JPEG lossy compression that is applied to the gallery images during output. Note that you can only embed image metadata when working with the Lightroom HTML and Flash galleries.

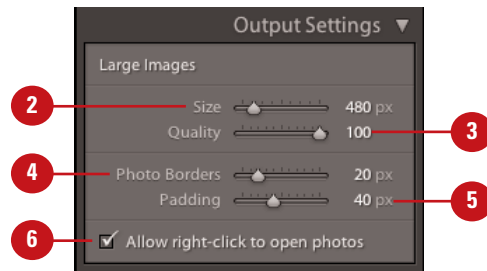
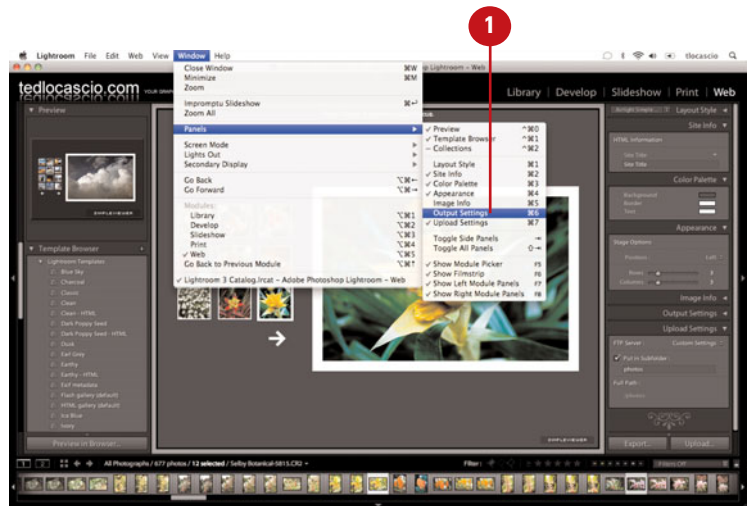


Choose Airtight SimpleViewer output settings

- 1 With an Airtight SimpleViewer gallery already set up in the Web module, choose **Window > Panels > Output Settings** to display the Output Settings panel.

TIMESAVER Press **Cmd+6** (Mac) or **Ctrl+6** (Win) to show or hide the Output Settings panel quickly.

- 2 In the Large Images portion of the Output Settings panel, adjust the **Size** slider to determine the display size for the large gallery images, or enter the value manually in the field provided.
- 3 In the Large Images portion of the Output Settings panel, adjust the **Quality** slider to determine the display quality of the large gallery images, or enter the value manually in the field provided.
- 4 In the Large Images portion of the Output Settings panel, adjust the **Photo Borders** slider to determine the pixel width for the large image photo borders, or enter the value manually in the field provided.
- 5 In the Large Images portion of the Output Settings panel, adjust the **Padding** slider to determine the amount of space to place between the large image and the edges of the screen, or enter the value manually in the field provided.
- 6 Enable the **Allow Right-Click to Open Photos** option to allow the end user to access the Open command from the contextual menu.

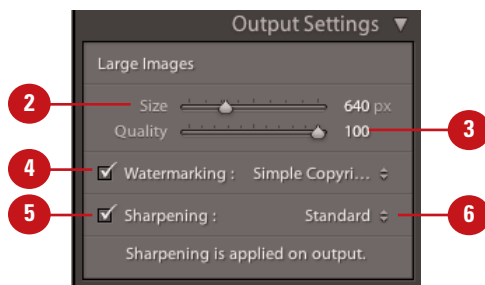
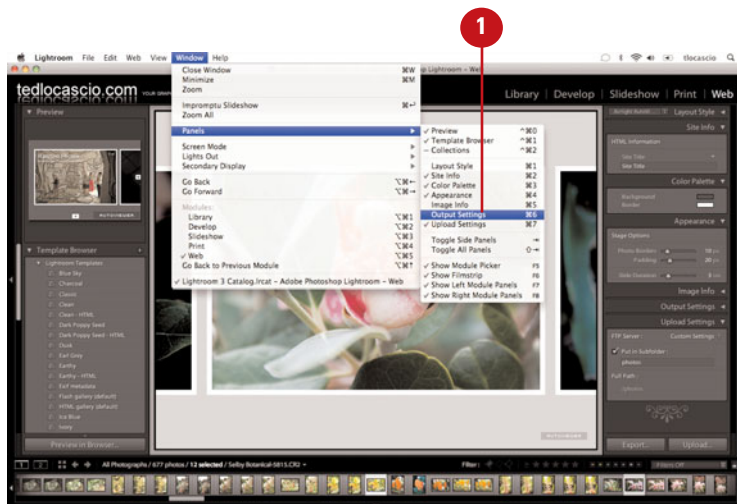


Choose Airtight AutoViewer and PostcardViewer gallery already set up in the Web module, choose **Window > Panels > Output Settings** to display the Output Settings panel.

- 1 With an Airtight AutoViewer or PostcardViewer gallery already set up in the Web module, choose **Window > Panels > Output Settings** to display the Output Settings panel.

TIMESAVER Press *Cmd+6* (Mac) or *Ctrl+6* (Win) to show or hide the Output Settings panel quickly.

- 2 In the Large Images portion of the Output Settings panel, adjust the **Size** slider to determine the display size for the large gallery images, or enter the value manually in the field provided.
- 3 In the Large Images portion of the Output Settings panel, adjust the **Quality** slider to determine the display quality of the large gallery images, or enter the value manually in the field provided.
- 4 Enable the **Watermarking** option to display a watermarking preset over the image. Choose a watermarking preset from the Watermarking drop-down list.
- 5 Enable the **Sharpening** option in the Output Settings panel.
- 6 Choose the sharpening quality from the **Sharpening** drop-down list. Options include: **Low**, **Standard**, and **High**.



Previewing a Web Gallery

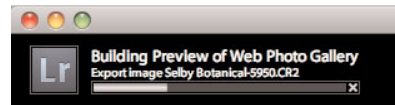
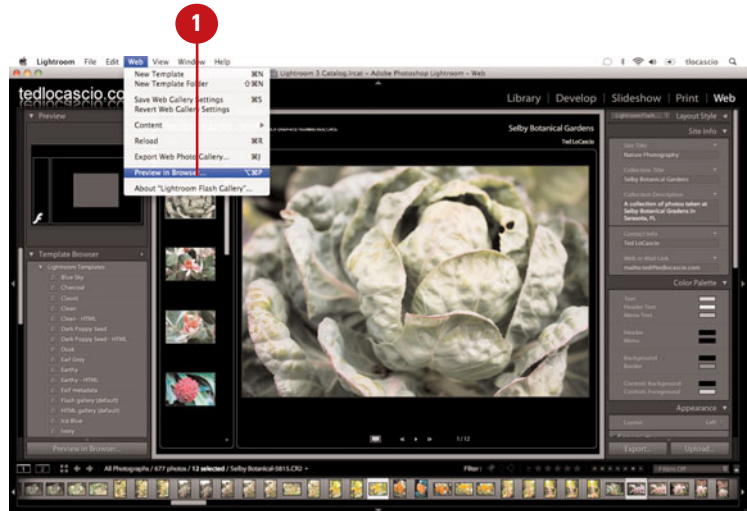
Preview the Web gallery in your system's default browser

- 1 With a Web gallery already set up in the Web module, choose **Web > Preview in Browser** to display the gallery in your operating system's default browser. You can also click the **Preview in Browser** button, located in the lower-left corner of the interface.

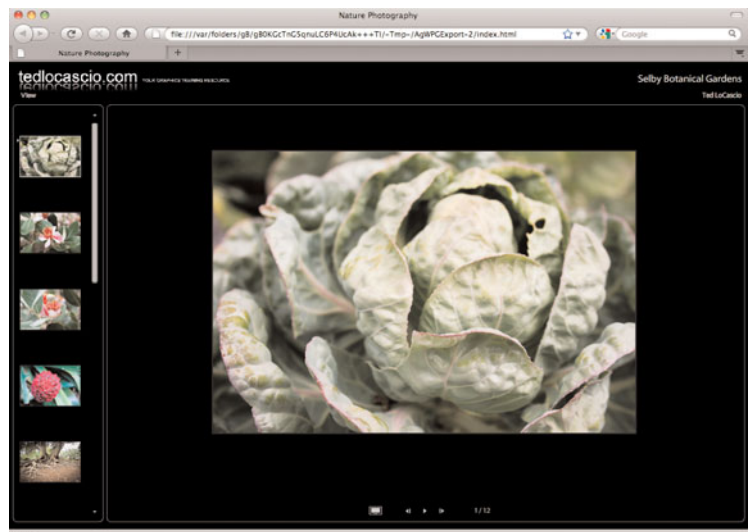
TIMESAVER Press *Cmd+Option+P* (Mac) or *Ctrl+Alt+P* (Win) to apply the *Preview in Browser* command quickly.

Lightroom generates a temporary export of the gallery and previews the result in your default browser application.

As you choose settings for your web gallery, you can preview them in your default system web browser, such as Apple Safari, Mozilla Firefox, Google Chrome, or Microsoft Internet Explorer. To do so, choose **Web > Preview in Browser**, or click the **Preview in Browser** button, located in the lower-left corner of the interface.



Lightroom generates a temporary export of the site.



Preview the gallery in your default web browser application.

Exporting a Web Gallery

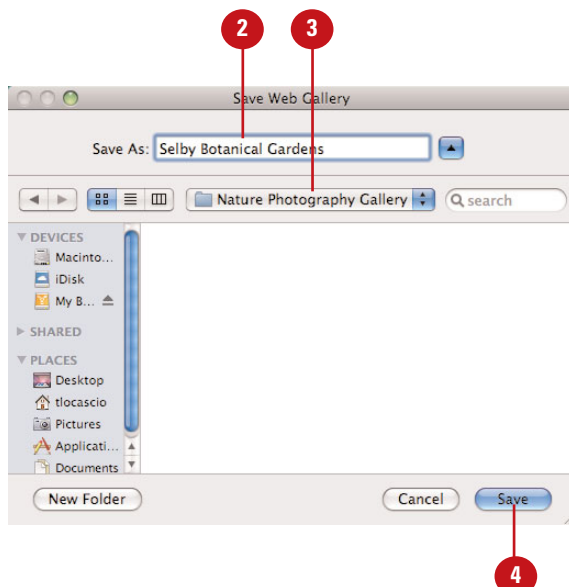
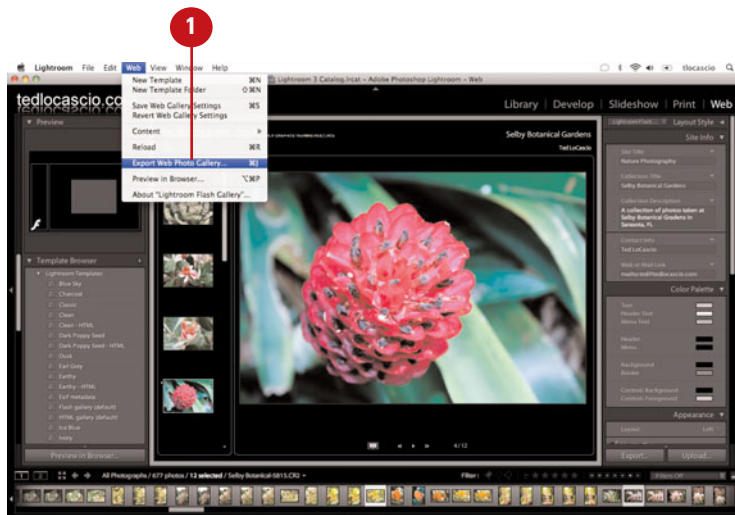
Export a complete version of the gallery website

- 1 With a web gallery already set up in the Web module, choose **Web > Export Web Photo Gallery** to save a complete version of the website to a folder on your computer. You can also click the **Export** button, located in the lower-right corner of the interface.

TIMESAVER Press **Cmd+J** (Mac) or **Ctrl+J** (Win) to apply the **Export Web Photo Gallery** command quickly.

- 2 In the Save Web Gallery dialog box that appears, enter a name in the **Save As** field.
- 3 Choose a system location where you'd like to save the website.
- 4 Click **Save**.

When you finish applying all your web gallery settings, you can export the gallery as a complete website. Doing so allows you to view the website in other browsers besides the system default. You can also manually upload the exported site to a server using a separate FTP program, such as Fetch (Mac OS X) or SmartFTP (Windows XP/Vista/7).



Uploading a Web Gallery

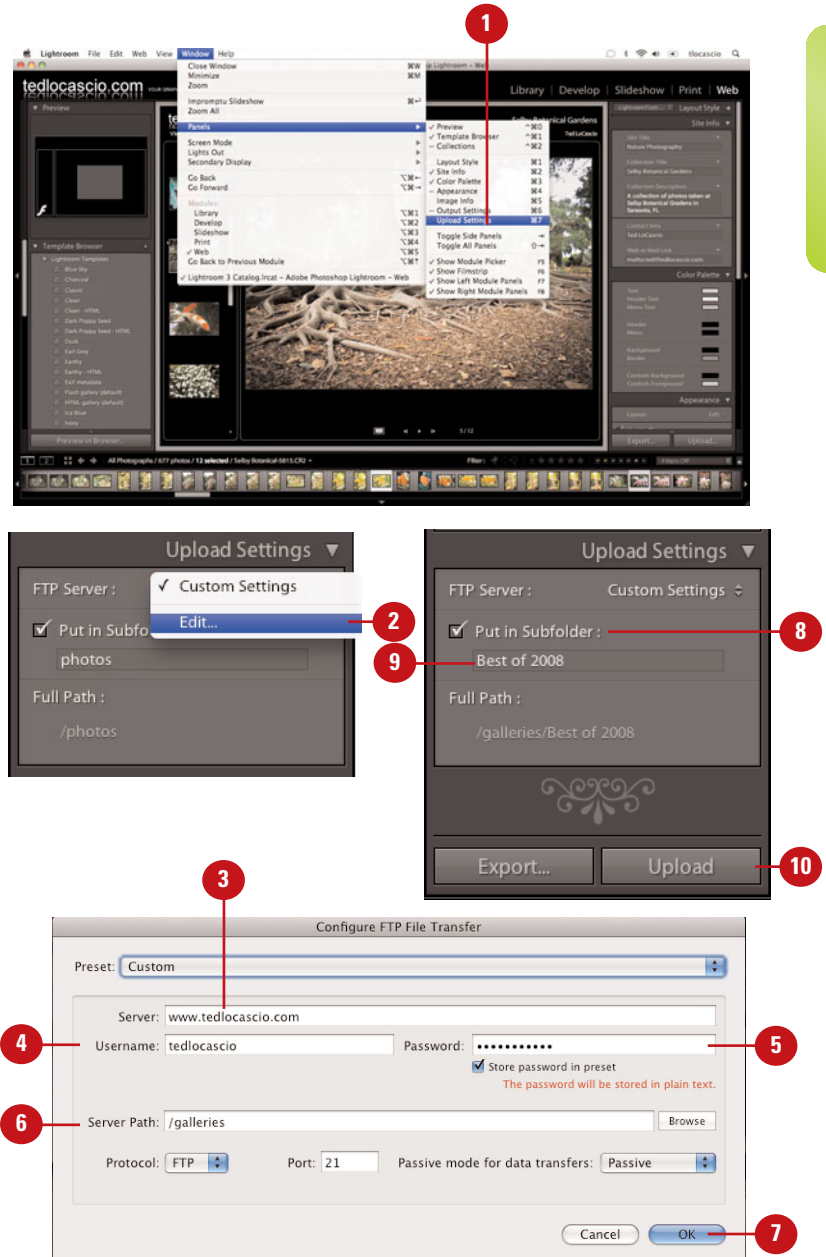
Upload a gallery website directly from Lightroom

- 1 With a web gallery already set up in the Web module, choose **Window > Panels > Upload Settings** to display the Upload Settings panel.

TIMESAVER Press **Cmd+7 (Mac)** or **Ctrl+7 (Win)** to display the Upload Settings panel quickly.

- 2 Choose an FTP server preset option from the **FTP server** drop-down list, or choose **Edit** to create a custom setting.
- 3 In the Configure FTP File Transfer dialog box that appears when choosing **Edit**, enter the server URL in the **Server** field.
- 4 Enter the username in the **Username** field.
- 5 Enter the password in the **Password** field.
- 6 Enter the directory path in the **Server Path** field, or click **Browse** and select a folder from the pop-up dialog box that appears.
- 7 Click **OK**.
- 8 Enable the **Put in Subfolder** option in the Output Settings panel.
- 9 Enter a unique subfolder name in the Output Settings panel.
- 10 Click the **Upload** button located in the lower-right corner of the interface.

Lightroom also enables you to upload a Web gallery directly from the Web module. To do so, you must choose a preexisting FTP preset option from the FTP Server drop-down list, or enter custom settings in the Configure FTP File Transfer dialog box. You can save custom settings as an FTP preset by choosing **Save Current Settings as New Preset** from the Preset drop-down list.



Saving a Web Gallery Template

Save commonly used Web gallery settings as templates

- 1 With a Web gallery already set up in the Web module, choose **Window > Panels > Template Browser** to display the Template Browser panel.

TIMESAVER Press **Control+Cmd+1 (Mac)** or **Ctrl+Shift+1 (Win)** to show or hide the Template Browser panel quickly.

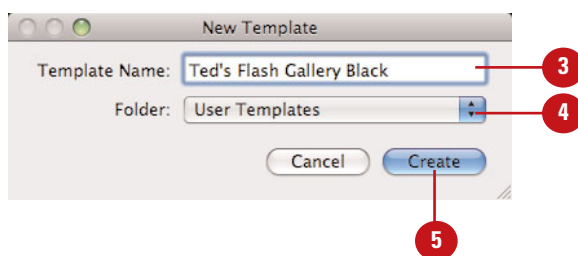
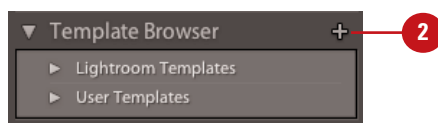
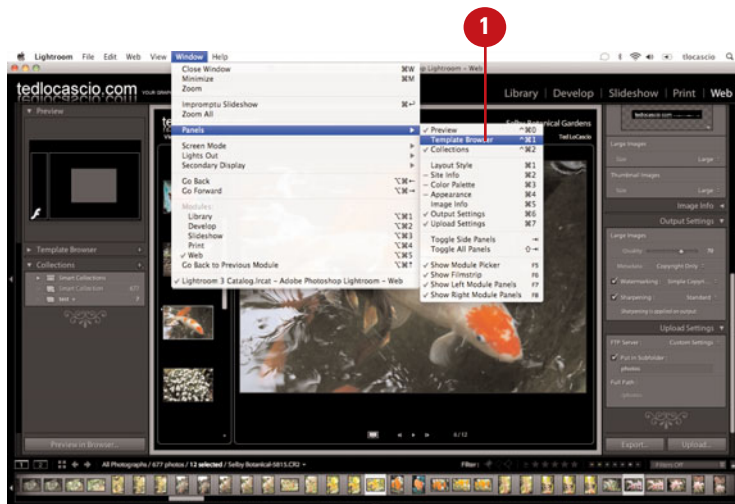
- 2 Choose **Web > New Template**, or click the **Create New Preset** button (the + symbol) in the upper-right corner of the Template Browser panel.

TIMESAVER Press **Cmd+N (Mac)** or **Ctrl+N (Win)** to apply the **New Template** command.

- 3 In the New Template dialog box that appears, enter a name in the **Template Name** field.
- 4 Choose a folder to save the template in from the **Folder** drop-down list (the default is User Templates).
- 5 Click **Create**.

Lightroom adds the new template to the Template Browser list.

Lightroom enables you to save your favorite gallery settings as templates. Doing so enables you to reinstate your most commonly used settings with a simple click of a button. You can save templates in the User Templates folder or create new folders within the Template Browser panel. In addition, the Template Browser panel also contains a Lightroom Templates folder that contains all the templates that ship with Lightroom.



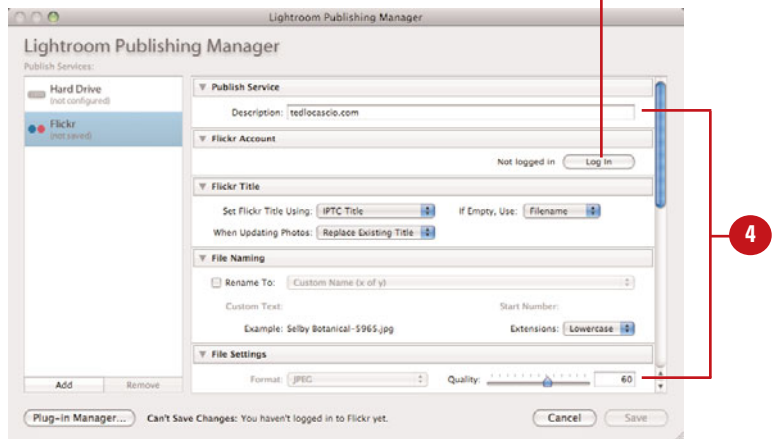
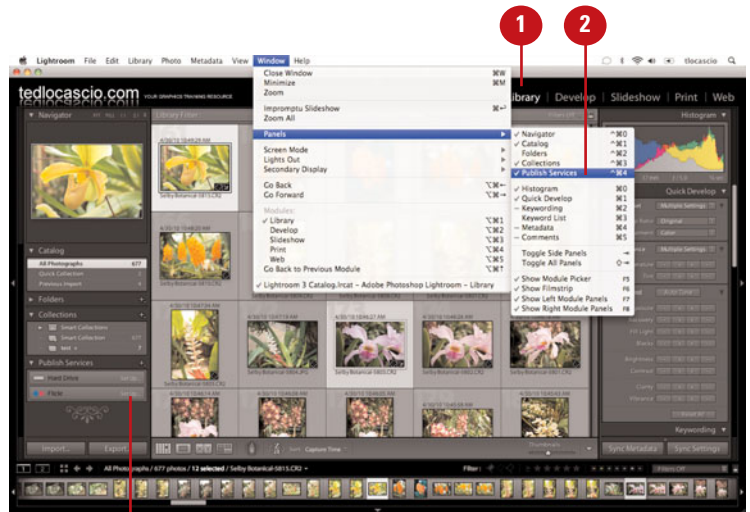
Publishing Photos to Flickr

Upload collections of photos to the Flickr photostream

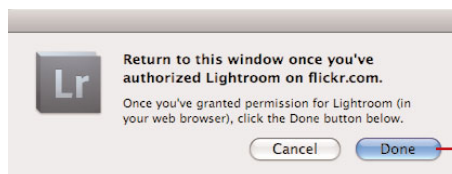
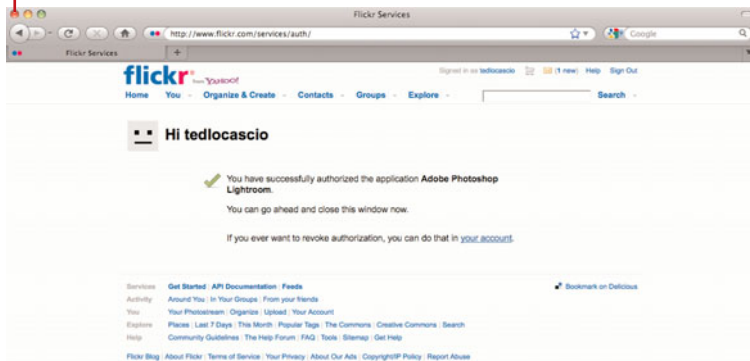
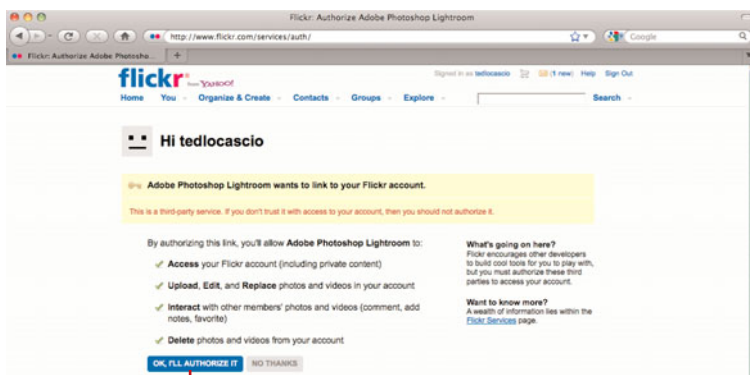
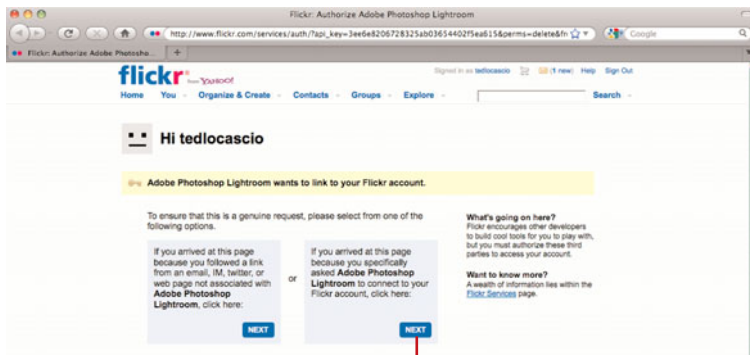
- 1 Choose **Window > Library** or click the **Library** button in the upper-right corner of the interface.
- 2 Choose **Window > Panels > Publish Services** to display the Publish Services panel.
- 3 In the Publish Services panel, click the **Set Up** button on the right side of the Flickr bar.
- 4 In the Lightroom Publishing Manager dialog box, choose the preferred publishing settings.
- 5 In the Flickr Account section of the Lightroom Publishing Manager dialog box, click the **Log in** button.
- 6 In the authorization dialog box that appears, click the **Authorize** button.

If you're not already logged in at Flickr.com, Lightroom launches your system's default Web browser and displays the Flickr log-in page. Proceed to log in to Flickr.

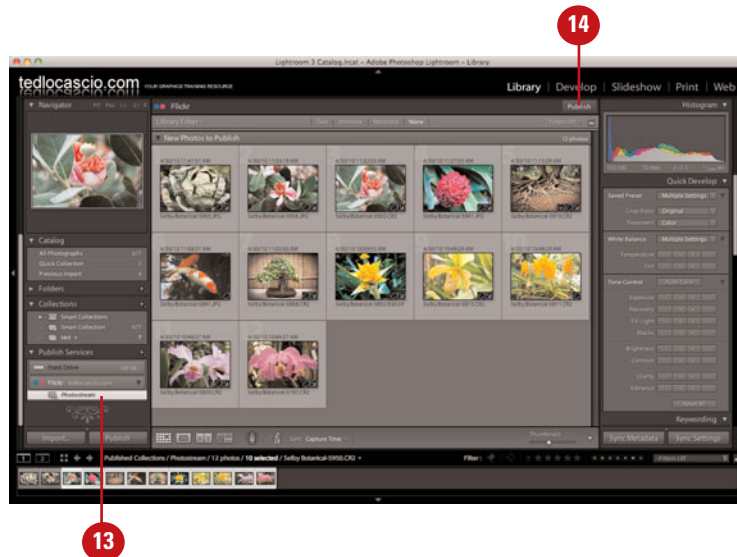
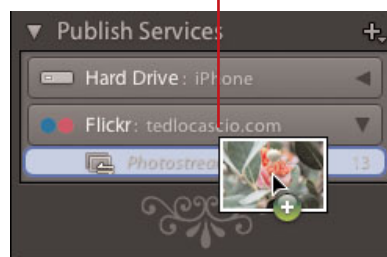
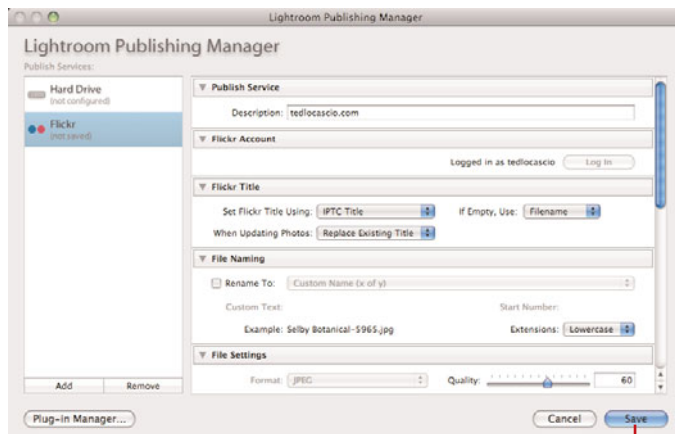
The Publish Services panel enables you to create photo collections and upload them to the Flickr online photo sharing service. You can choose your preferred publish settings in the Lightroom Publishing Manager dialog box and then upload and manage your Flickr photo collections all directly from Lightroom.



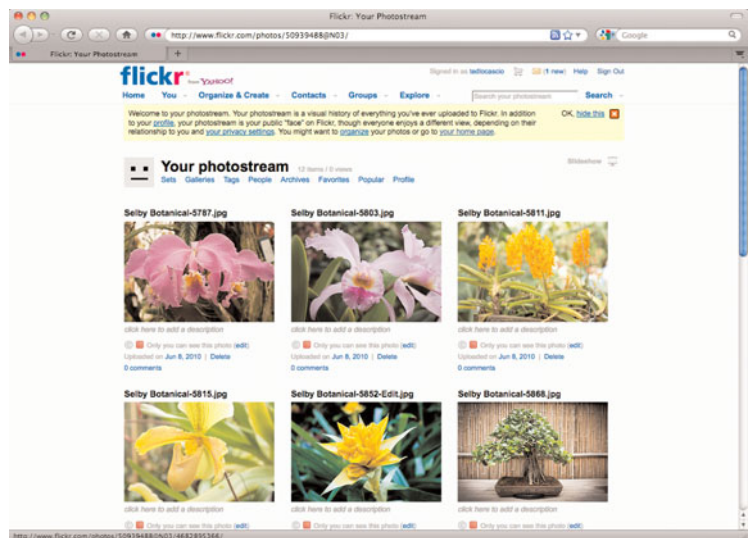
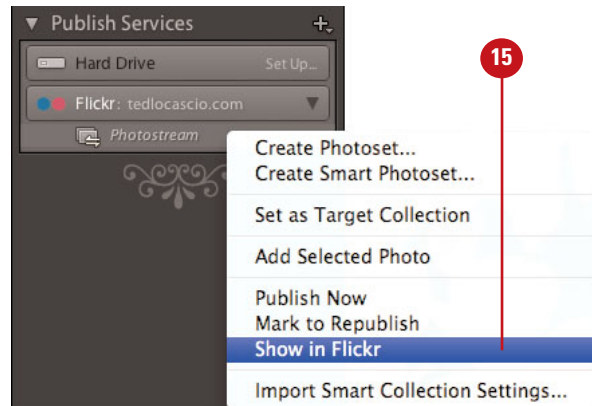
- 7 Flickr displays the Lightroom request page. Click the **Next** button.
- 8 Flickr displays the Lightroom authorization page. Click **OK, I'll Authorize It**.
- 9 Flickr displays the Lightroom authorization confirmation page. Choose **File > Close Window** or click the **Close Window** button.
- 10 Return to Lightroom and click the **Done** button.



- 11 In the Lightroom Publishing Manager dialog box, click **Save**.
- 12 Drag and drop photos from the Library Grid or Filmstrip to the **Flickr Photostream** collection in the Publish Services panel.
- 13 Click the **Flickr Photostream** bar in the Publish Services panel to display the collected photos in the Library Content area.
- 14 Click the **Publish** button to upload the photos to Flickr.



- 15 Right-click or Control-click (Mac) the Photostream in the Publish Services panel and choose **Show in Flickr**. Lightroom opens your default Web browser and displays the published photostream at Flickr.com.



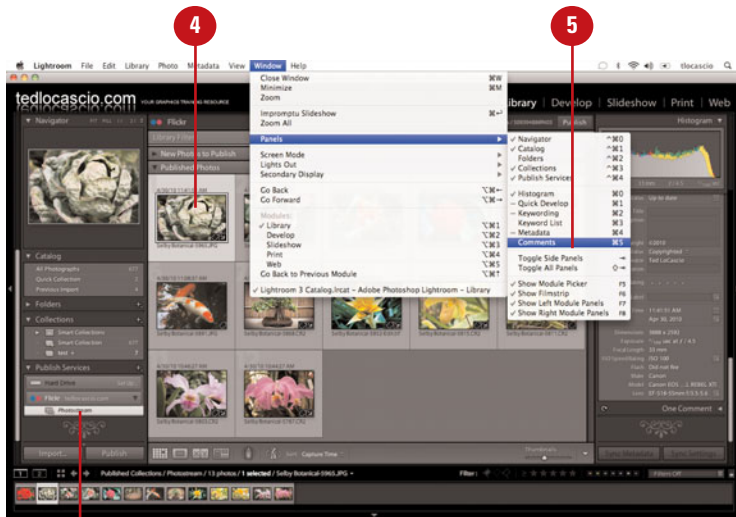
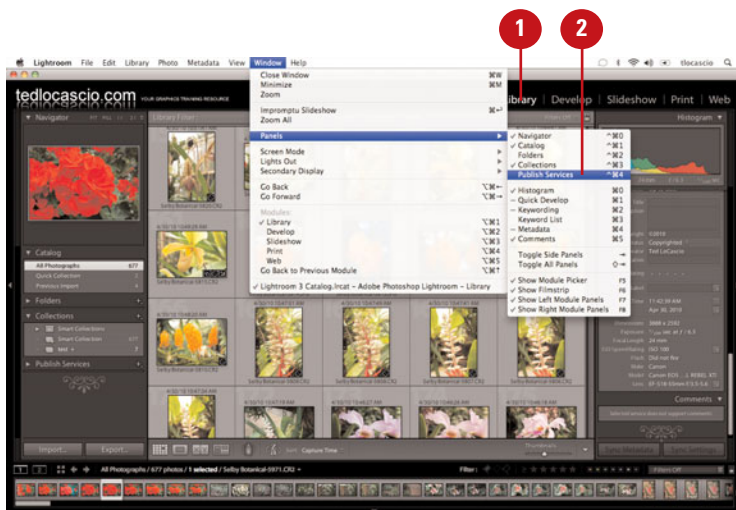
Lightroom displays the published photostream at Flickr.com.

Viewing and Adding Comments

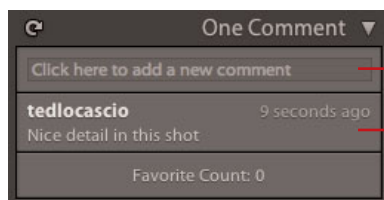
View and add comments to photos published to Flickr

- 1 Choose **Window > Library** or click the **Library** button in the upper-right corner of the interface.
- 2 Choose **Window > Panels > Publish Services** to display the Publish Services panel.
- 3 Click the **Flickr Photostream** bar in the Publish Services panel to display the published photos in the Library Content area.
- 4 Select a thumbnail from the Published Photos section of the Content area.
- 5 Choose **Window > Panels > Comments** to display the Comments panel.
- 6 View comments posted to the photo in the Comments panel. Click the **Comment** field to add or reply to a comment.

Lightroom not only enables you to upload photos to a Flickr photostream, but also enables you to view and add comments to them. Simply select a thumbnail from the Published Photos display in the Library Content area and view or add comments using the controls available in the Comments panel.



3



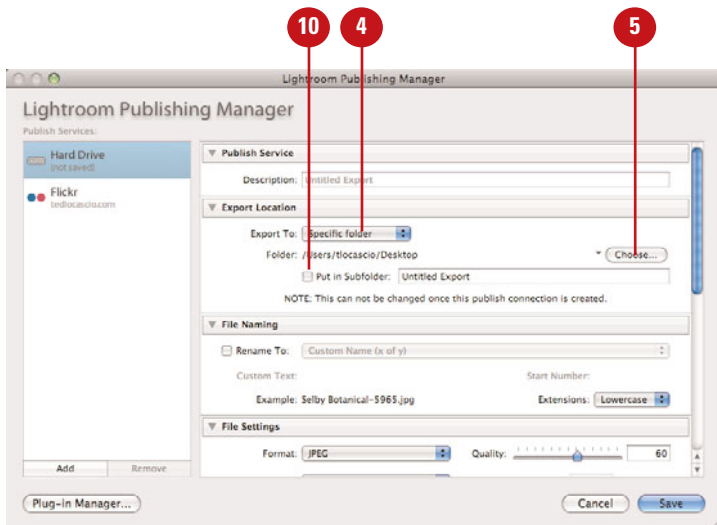
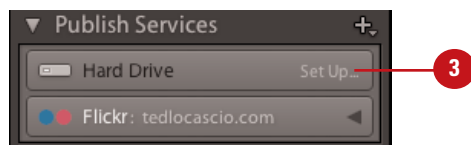
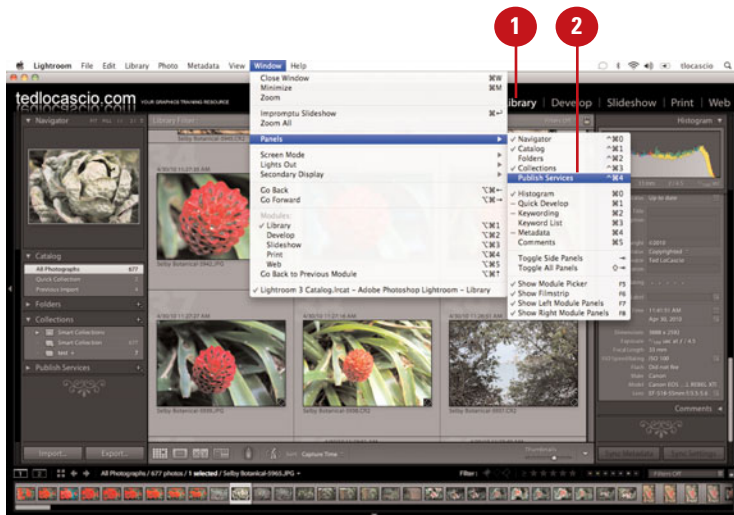
Publishing Photos to an iPhone

Save collections of photos to an iPhone

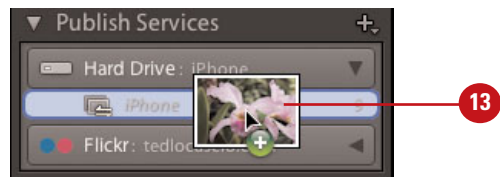
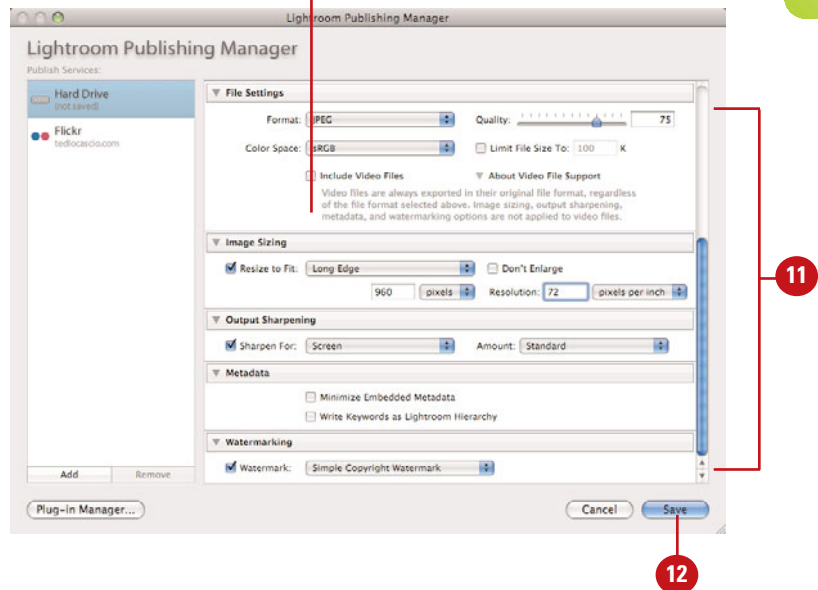
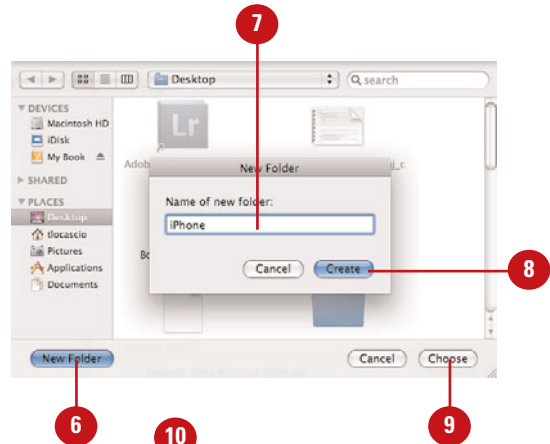
- 1 Choose **Window > Library** or click the **Library** button in the upper-right corner of the interface.
- 2 Choose **Window > Panels > Publish Services** to display the Publish Services panel.
- 3 In the Publish Services panel, click the **Set Up** button on the right side of the Hard Drive bar.
- 4 In the Export Location section of the Lightroom Publishing Manager dialog box, choose **Specific Folder** from the Export To drop-down list.
- 5 Click the **Choose** button in the Export Location section of the Lightroom Publishing Manager dialog box.

TIMESAVER Press **Cmd+Option+1 (Mac)** or **Ctrl+Alt+1 (Win)** to enter the Library module quickly.

The Publish Services panel also enables you to create collections of photos that you can publish (i.e. export) to an external drive, such as an iPhone. To do so, you must set up a folder on your disk that you can sync with the iPhone through the iTunes application.

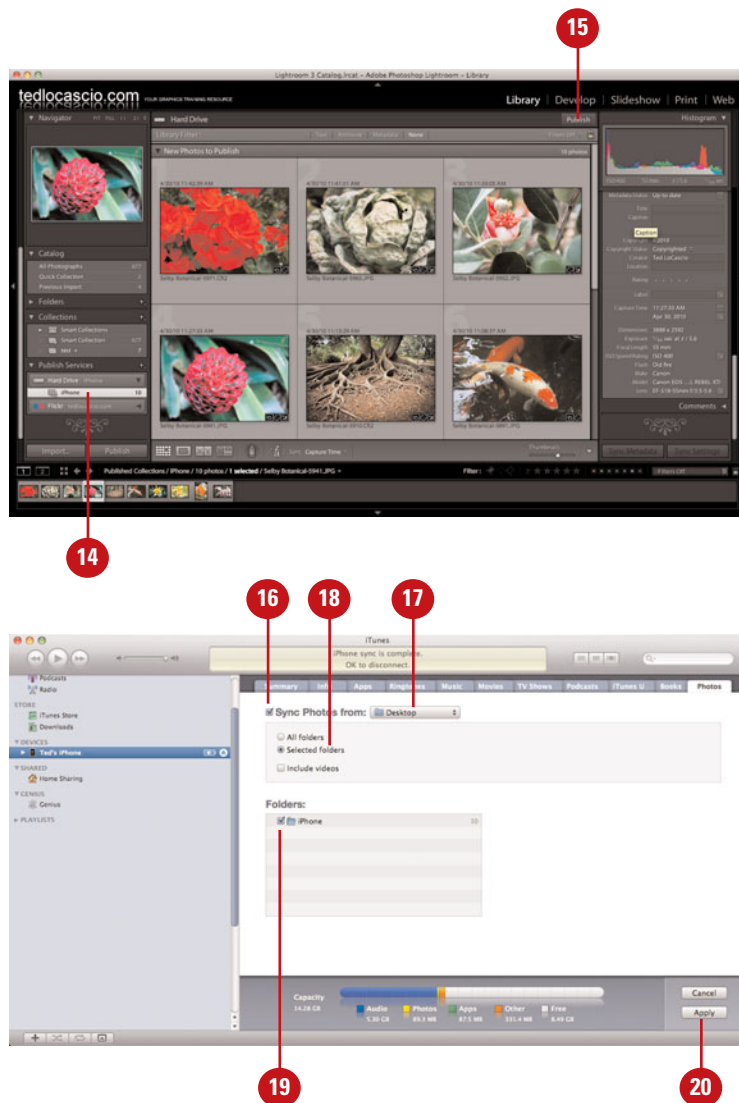


- 6 In the dialog box that appears, browse to the preferred disk location and click the **New Folder** button.
- 7 Enter a name for the folder (such as iPhone) in the New Folder dialog box.
- 8 Click **Create**.
- 9 Click **Choose**.
- 10 Disable the **Put in Subfolder** option in the Export Location section of the Lightroom Publishing Manager dialog box.
- 11 In the Lightroom Publishing Manager dialog box, choose the preferred publishing settings.
- 12 Click **Save**.
- 13 Drag and drop photos from the Library Grid or Filmstrip to the Hard Drive **iPhone collection** in the Publish Services panel.



- 14 Click the **iPhone collection** in the Publish Services panel to display the collected photos in the Library Content area.
- 15 Click the **Publish** button to export the photos to the iPhone folder.
- 16 Connect the iPhone to the computer. The iTunes application should launch automatically. Enable the **Sync Photos From** option.
- 17 Choose the folder location from the **Sync Photos From** drop-down list.
- 18 Enable the **Selected Folders** option.
- 19 Place a check next to the **iPhone** folder.
- 20 Click **Apply**.

Proceed to manage the exported photos directly from your iPhone.



Workshops

Introduction

The Workshop is all about being creative and thinking outside of the box. These workshops will help your right-brain soar, while making your left-brain happy; by explaining why things work the way they do. Exploring Lightroom's possibilities is great fun; however, always stay grounded with knowledge of how things work. Knowledge is power.

Getting and Using the Project Files

For certain projects in the Workshop, photo assets are provided. Before you can use these workshop project files, you need to download them from the Web. You can access the files at www.perspection.com in the software downloads area. After you download the files from the Web, uncompress the files into a folder on your hard drive and import them into your Lightroom catalog.

Project 1: Adding a Photographic Border to a Print

Skills and Tools: Identity Plate Overlays

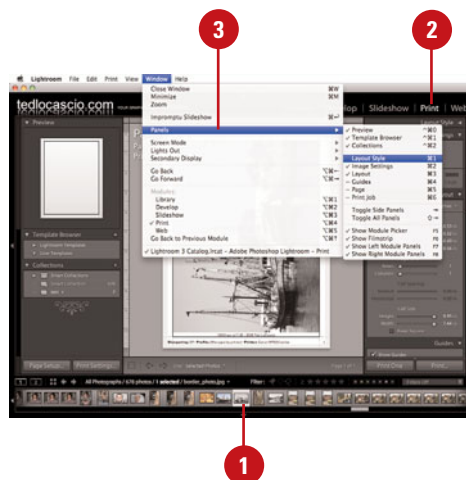
Just as you can choose to display an Identity Plate in the Lightroom Module Picker, you can also display one in your photo prints. By enabling the Identity Plate overlay feature in Lightroom's Print Module, you can insert a graphical Identity Plate overlay as a graphic border around your print images.

The Project

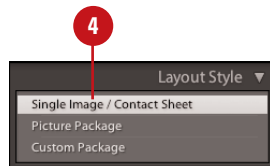
In this project, you learn how to apply a graphic border to a print image using the Identity Plate overlay feature in Lightroom's Print Module.

The Process

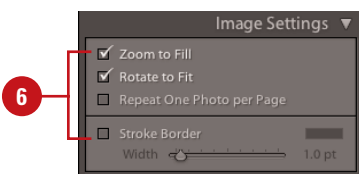
- 1 From the Library module Grid or the Filmstrip, select the **border_photo.jpg** project file.
- 2 Choose **File > Print** or click the **Print** button in the upper-right corner of the interface.
- 3 Choose **Window > Panels > Layout Style** to display the Layout Style panel.



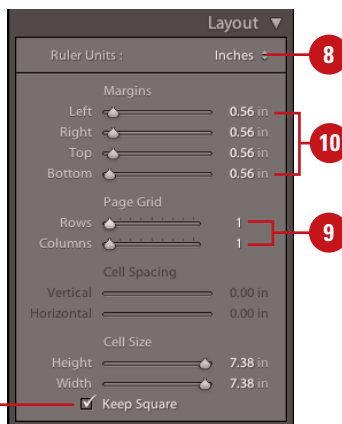
- 4 Select the **Single Image/Contact Sheet** option in the Layout Style panel.



- 5 Choose **Window > Panels > Image Settings** to display the Image Settings panel.



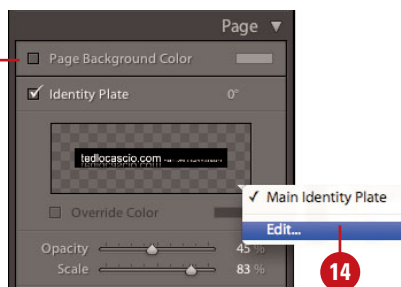
- 6 Enable the **Zoom to Fill** and **Rotate to Fit** options in the Image Settings panel. Disable the **Repeat One Photo per Page** and **Stroke Border** options.



- 7 Choose **Window > Panels > Layout** to display the Layout panel.

- 8 In the Ruler Units portion of the Layout panel, choose **Inches** from the drop-down list.

- 9 In the Page Grid portion of the Layout panel, set the **Rows** and **Columns** settings to 1.



- 10 In the Margins portion of the Layout panel, set the **Left, Right, Top and Bottom** settings to 0.56 in.

- 11 Enable the **Keep Square** option located at the bottom of the Layout panel.

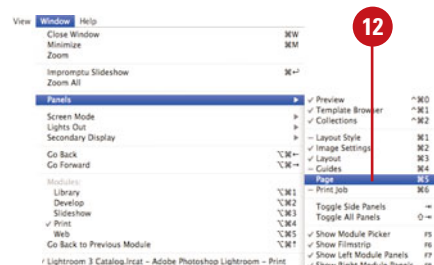
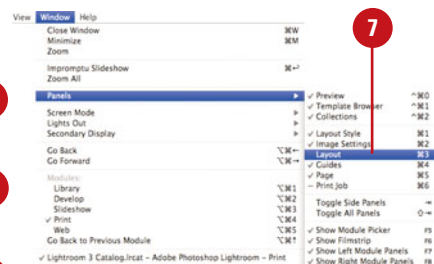
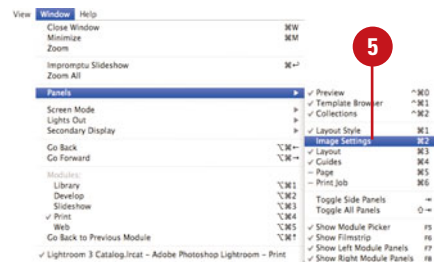
- 12 Choose **Window > Panels > Page** to display the Page panel.

- 13 Enable the **Identity Plate** option in the Page panel.

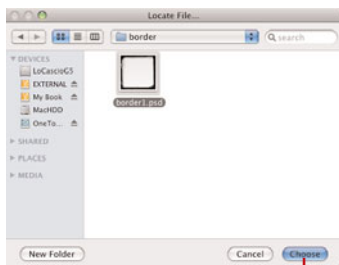
- 14 Click the Identity Plate preview in the Page panel and choose **Edit** from the drop-down list.

- 15 In the Identity Plate Editor dialog box that appears, enable the **Use a graphical Identity Plate** option.

- 16 Click the **Locate File** button located under the preview area.

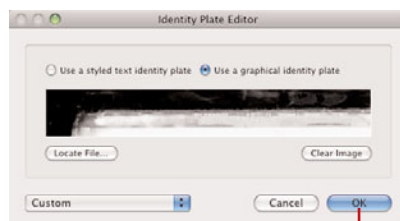


- 17 In the Locate File dialog box that appears, browse to the **border1.psd** project file on your system and click

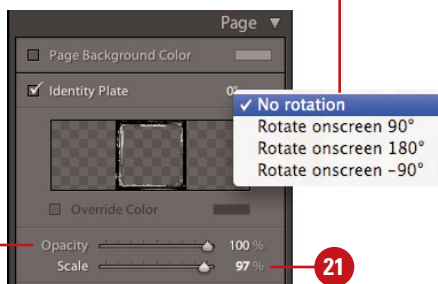


Choose. You can also drag and drop, or copy and paste the project file into the preview area.

- 18 Click **OK** to apply the Identity Plate.



- 19 Choose the **No Rotation** option from the **Rotate Identity Plate** drop-down list, located in the upper-right corner of the Page panel.



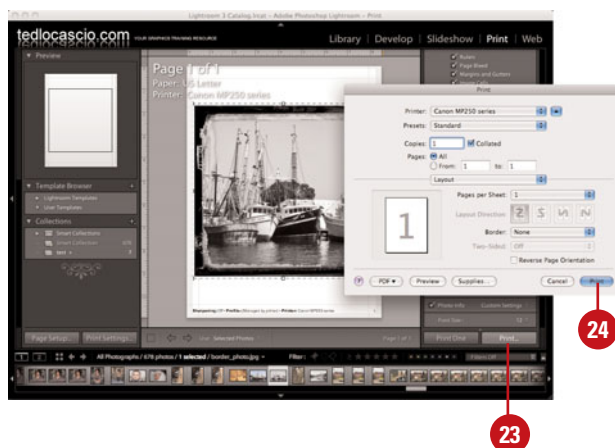
- 20 Drag the **Opacity** slider in the Overlays panel to 100%.

- 21 Click the **Scale** value in the Overlays panel and enter 97% in the highlighted field.

- 22 In the Content area, click and drag to center the Identity Plate border over the image.

- 23 Choose **File > Print** or click the **Print** button located in the lower-right corner of the interface.

- 24 In the Print dialog box that appears, click **Print**.



The Results

Finish: Import the Border Template 1.Irtemplate file into the User Templates folder and compare your completed project file with the template settings. 

Project 2: Whitening Teeth in a Portrait Photo

Skills and Tools: Using the Adjustment Brush in Auto Mask Mode

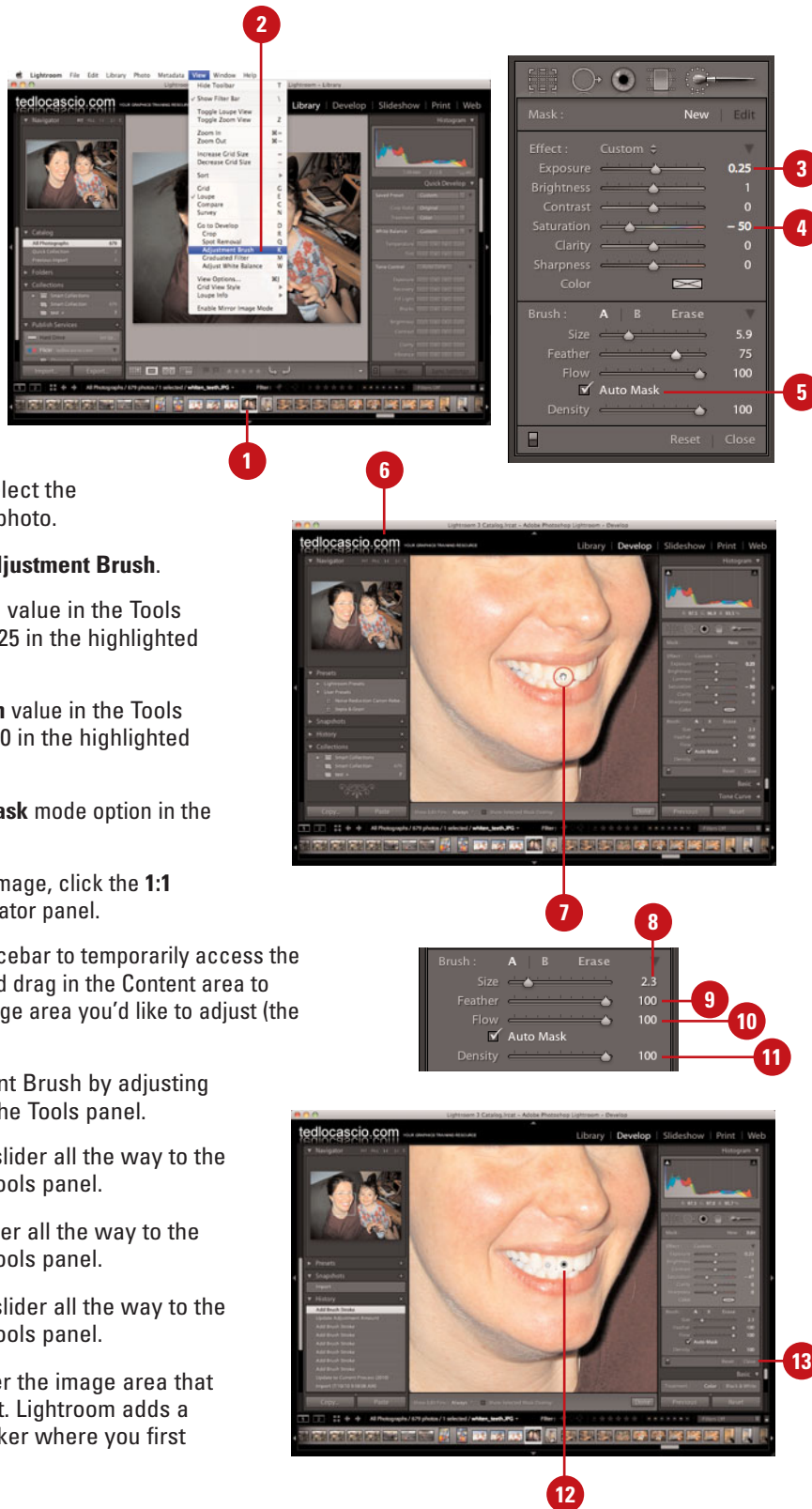
To apply an adjustment to a specific area of an image (such as a portrait subject's teeth), you must do so using the Adjustment Brush. Each brush stroke that you apply is saved in a stroke set. By enabling the Auto Mask option, Lightroom cleverly analyzes the color and tone of the area where you first click with the tool and continuously resamples as you paint. As you add strokes, it applies the effect to matching areas in the image.

The Project

In this project, you learn how to whiten a portrait subject's teeth using the Adjust-ment Brush in Auto Mask mode.

The Process

- 1 From the Library module Grid or the Filmstrip, select the **whiten_teeth.jpg** photo.
- 2 Choose **View > Adjustment Brush**.
- 3 Click the **Exposure** value in the Tools panel and enter 0.25 in the highlighted field.
- 4 Click the **Saturation** value in the Tools panel and enter -50 in the highlighted field.
- 5 Enable the **Auto Mask** mode option in the Tools panel.
- 6 To zoom in on the image, click the **1:1** button in the Navigator panel.
- 7 Hold down the spacebar to temporarily access the Hand tool. Click and drag in the Content area to navigate to the image area you'd like to adjust (the teeth).
- 8 Size the Adjustment Brush by adjusting the **Size** slider in the Tools panel.
- 9 Drag the **Feather** slider all the way to the right (100) in the Tools panel.
- 10 Drag the **Flow** slider all the way to the right (100) in the Tools panel.
- 11 Drag the **Density** slider all the way to the right (100) in the Tools panel.
- 12 Click and drag over the image area that you'd like to adjust. Lightroom adds a reference pin marker where you first clicked.



- 13 When you are finished making your adjustment, click the **Close** button in the Tools panel to turn off the Adjustment Brush.

The Results

Finish: Compare your completed project file with the `whiten_teeth_FINAL.jpg` file provided.



Project 3: Saving Noise Reduction Settings as Part of a Camera and ISO-Specific Default Preset

Skills and Tools: Enabling the ISO Specific Default Preset Preference

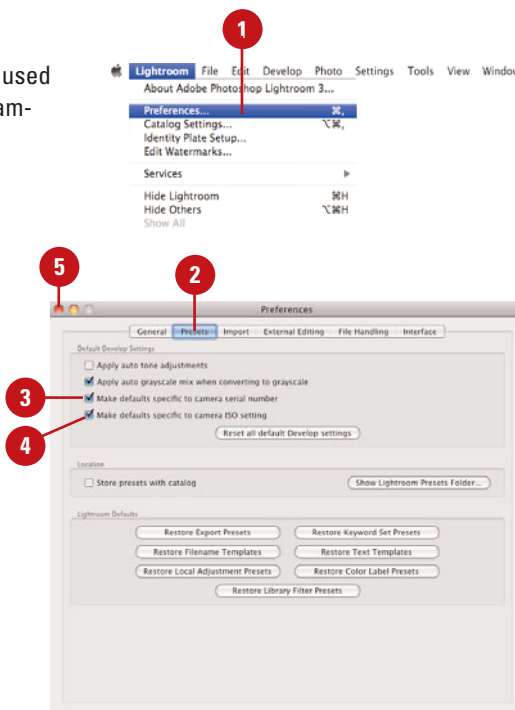
In general, when you shoot digital photos at higher ISO settings, the resulting images contain noise. Luminance noise is a visible grain in the image, that looks like a white, fine-speckled pattern. By increasing the Luminance slider value in the Develop module Detail panel, you can remove luminance noise, especially in the shadow areas where it is most apparent. Images containing color noise include a visible colored dot pattern, which is even more apparent (and ugly) than luminance noise. By increasing the Color slider value in the Detail panel, you can blur the color channels in the image in order to remove the noise. After you get used to working with these noise reduction sliders, you can then save your most commonly used settings as part of a camera- and ISO-specific default develop preset.

The Project

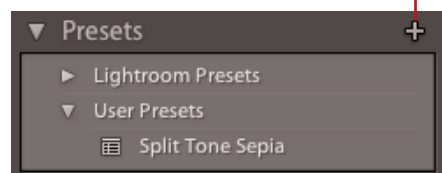
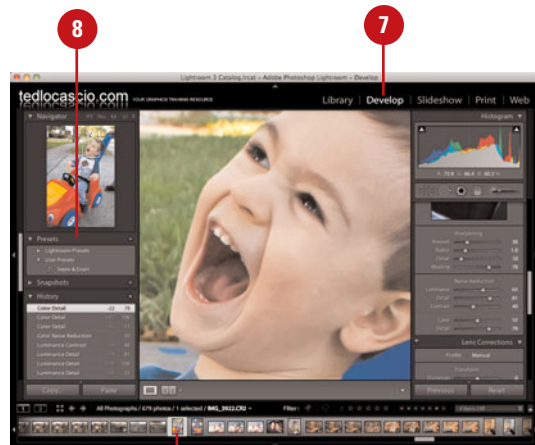
In this project, you learn how to save commonly used noise reduction settings as a default ISO- and camera-specific develop preset.

The Process

- 1 Choose **Lightroom > Preferences** (Mac) or **Edit > Preferences** (Win).
- 2 Click the **Presets** tab at the top of the Preferences dialog box.
- 3 Enable the **Make defaults specific to camera serial number** preference.
- 4 Enable the **Make defaults specific to camera ISO settings** preference.
- 5 Close the Preferences dialog box.
- 6 From the Library module Grid or the Filmstrip, select an image that contains the noise reduction setting that you would like to save as a preset.

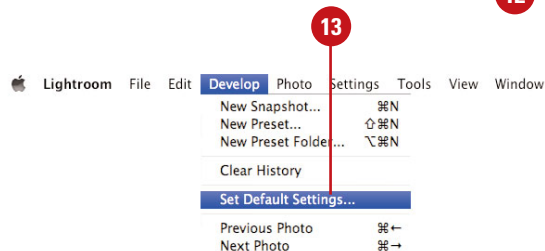
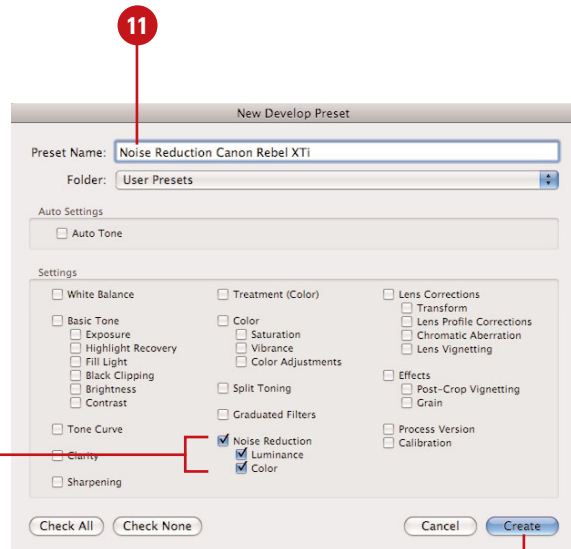


- 7 Choose **View > Go To Develop** or click the **Develop** button in the upper right corner of the interface.
- 8 Choose **Window > Panels > Presets** or click the Presets panel title bar to display the Presets panel.
- 9 Click the **Create New Preset** button in the upper-right corner of the Presets panel.
- 10 In the New Develop Preset dialog box that appears, select **Noise Reduction**.
- 11 Enter a name for the preset in the **Preset Name** field.
- 12 Click the **Create** button.
- 13 Choose **Develop > Set Default Settings** to apply the settings as the default.



The Results

Finish: Any newly imported images that match the camera serial and ISO setting will automatically apply these settings as the default. 



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