

# LIGHTROOM & ME

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Part 4: Image Processing

# Image Processing

- Global Adjustments
- Local Adjustments
  - Drawing the eye
  - Adding dimension
- Use of Presets
  - Global Adjustments
  - Creating a “Look”
- Photoshop Integration

Understand Why rather than *How*

# Workflow

Workflow is a flexible series of steps that one follows to efficiently and accurately realize your vision.

- Mac Holbert

# YOUR VISION

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Good photography all about intent

# Realizing Your Vision

- Starts at capture
- Your vision of the photo drives your editing choices
- Lead the viewer through your photograph
- Share your perspective

**“What do I want to do”** precedes **“How do I ...”**

# An Image One Can't Take Their Eyes Off

- Draw viewer's eye to the subject
- Remove everything that does not matter or support your intent
- Reduce the impact of things you could not remove
- Recreate 3-D world on 2-D medium

# Biomechanics of the Eye

- Eye moves from
  - Areas of Light to areas of Dark
  - High contrast to low contrast
    - Contrast is the ratio of light to dark
  - High sharpness to low sharpness
    - Edge illusion or contrast at edges
  - In focus areas to blur
  - High saturation of color to low saturation of color
- Warm objects move forward cool recede
- Bring viewer's eye to the intent of your photo

# DEMO

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Before and After in Lightroom



# Lightroom Global Adjustments

- Overall Adjustment to
  - Tonal Range
  - Temperature
  - Contrast
- Start at Top Panel Work Down
  - Expect to go back and Tweak
- *Global adjust as far as necessary, just so no area is damaged/hurt by processing*
  - Over do it and then back off
- Snapshot in Develop module
  - Fork in processing road to contrast choices
- Virtual Copy
  - Alternative processing
  - Alternative crop

# Local Adjustments

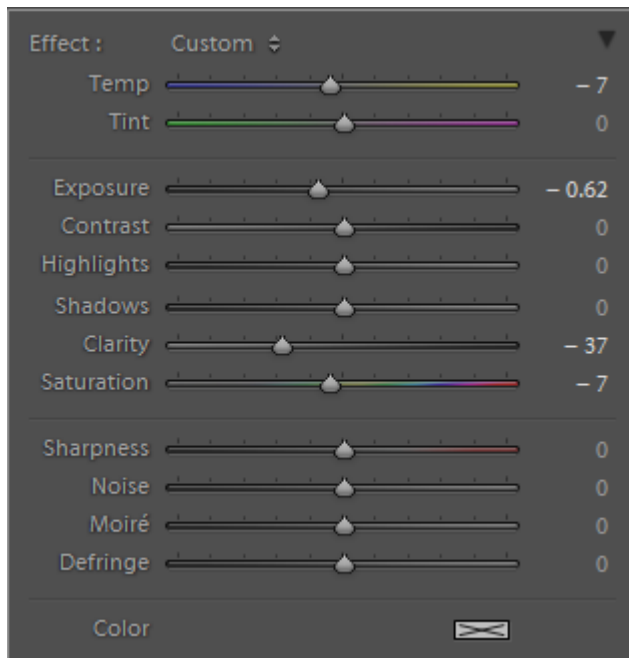
- Refine image to support original intent and vision
- Keep the viewer engaged
- Use principals of painting

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# Local Adjustment Brush

- Make background recede
  - Cooler, Darker, Blurred, Desaturated.



# Lightroom Local Adjustment

- Brush in each effect as a separate Adjustment brush
- Use slider to control the effect
- Create brush preset as starting point

# DEMO

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Integration with Photoshop

# Edit In ...

Preferences

General Presets **External Editing** File Handling Interface Performance Lightroom mobile Network

Edit in Adobe Photoshop CC 2015.5

File Format: TIFF 16-bit ProPhoto RGB is the recommended choice for best preserving color details from Lightroom.

Color Space: ProPhoto RGB

Bit Depth: 16 bits/component

Resolution: 300

Compression: None

Additional External Editor

Preset: Color Efex Pro 4

Application: Color Efex Pro 4.exe Choose Clear

File Format: TIFF 16-bit ProPhoto RGB is the recommended choice for best preserving color details from Lightroom.

Color Space: ProPhoto RGB

Bit Depth: 16 bits/component

Resolution: 300

Compression: None

Stack With Original

Stack With Original

Edit Externally File Naming: IMG\_0002\_Edit\_4520.psd

Template: Custom Settings

Custom Text: Start Number: 4520

Restart Lightroom OK Cancel

Open in Loupe

Open in Survey

Lock to Second Monitor

Show in Explorer

Go to Folder in Library

Go to Collection >

**Edit In** >

Photo Merge >

Set Flag >

Set Rating >

Set Color Label >

Add Shortcut Keyword

Add to Quick Collection

Stacking >

Create Virtual Copy

Develop Settings >

Metadata Presets >

Rotate Left (CCW)

Rotate Right (CW)

Metadata >

Export >

Email Photo...

Remove Photo...

View Options...

Edit in Adobe Photoshop CC 2015.5...

Edit in Color Efex Pro 4.exe...

Analog Efex Pro 2

Color Efex Pro 4

Dfine 2

DxO FilmPack 5

DxO ViewPoint 2

ON1 Effects 10

ON1 Enhance 10

ON1 Portrait 10

ON1 Resize 10

Sharpener Pro 3: (1) RAW Presharpener

Sharpener Pro 3: (2) Output Sharpener

Silver Efex Pro 2

Viveza 2

**Open as Smart Object in Photoshop...**

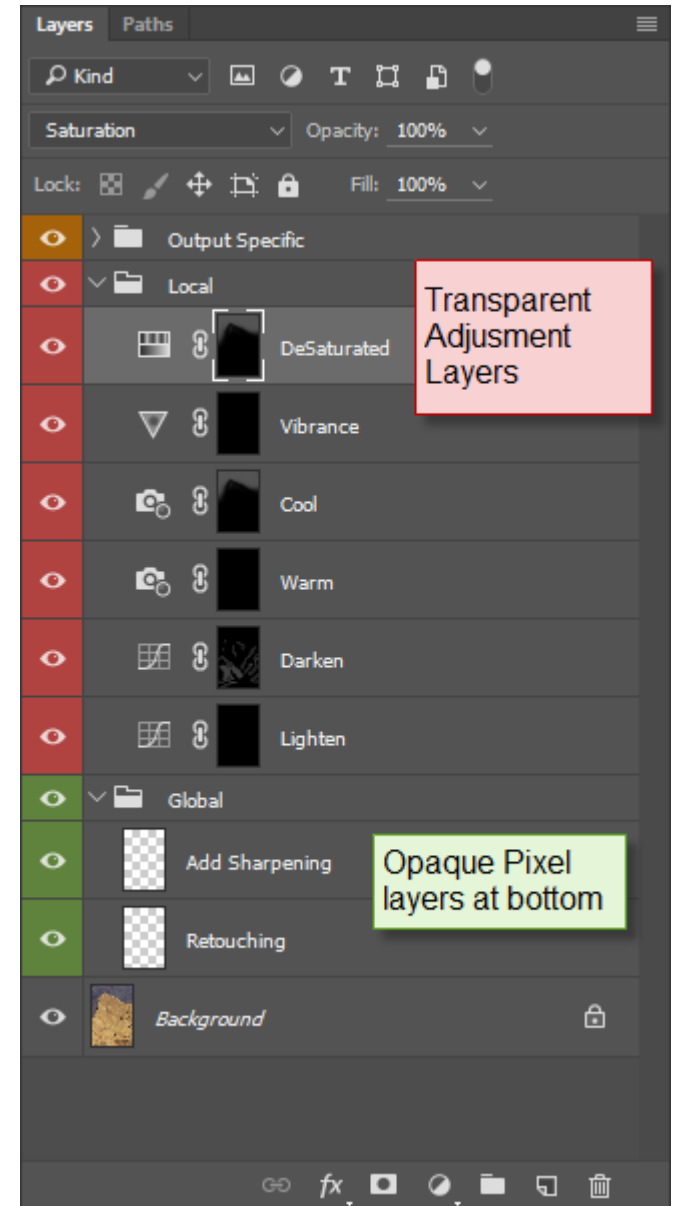
Merge to Panorama in Photoshop...

Merge to HDR Pro in Photoshop...

Open as Layers in Photoshop...

# Local Adjustments Photoshop

- Create a separate Adjustment Layer for each effect
  - Use appropriate Blending option
- Paint in effect using a Layer Mask
- Use Fade control for each stroke
  - Over do it and then bring it back.
- Setup using an Action





# Nik Tools

- U-point Technology
  - Creates complex mask to show/hide edits
  - Very powerful & easy to use
- Use directly in Lightroom
- Use as layer(s) in Photoshop
  - Pixel layer => lower in layer stack
- Smart Objects
  - Remember settings & allow changes
  - Non-destructive

