

Neath & District Photographic Society

Introduction to Adobe Lightroom

5. The Develop Module

Now you can import images and folders, add keywords and filter the images using various methods we can start to process our images to enhance them using the Develop Module.

Let's look at the Develop Module.

Download and Import the image Landscape 1 from the Clubs Website

<http://www.neathphotographicsociety.org/docs/tutorials/Lightroom/Images/Landscape.NEF>

This is a large file so depending on your internet connection may take some time, it is also a Raw File so will not open in Windows Viewer.

Once imported the image should be available in the Library Module.

Click on Develop to open the Develop Module (fig 1)

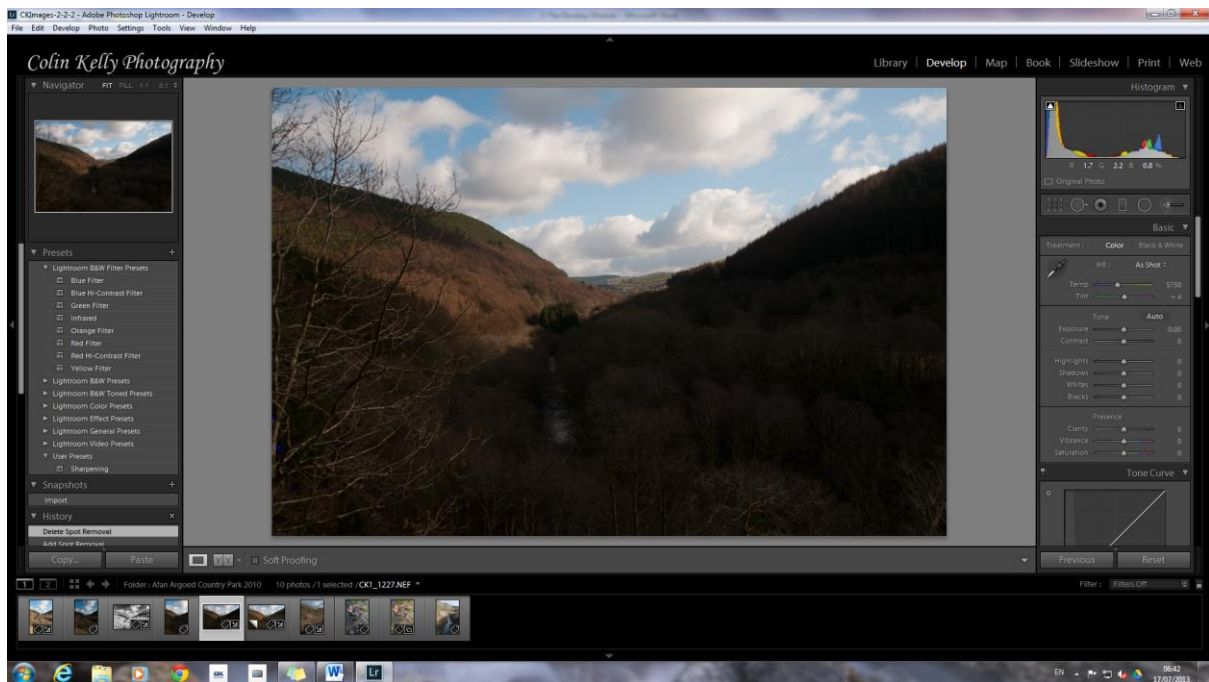


fig 1

We can now look through the Sections of the Develop Module starting on the left hand side

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1. The Navigation Panel – shows the image currently being worked on, if you enlarge a section then a red box will show that section in the navigation image
2. Presets – these are loaded when you install Lightroom, you can also get presets from magazines and even create your own, try some of them out just by clicking on the preset.
3. Snapshots – when processing your image you can take a snapshot at a processing stage and return to it if you are unhappy with the result.
4. History – all your processing is recorded in the history panel, you can go back one or more steps, unlike Photoshop, the history status is shown when you close and then re-open the image or even shut down and re-open lightroom.
5. Collections – you can add or remove images from a collection very easily, right click the image and add to Quick Collection. This is useful if you want to make accessible collections of certain images. No images are moved physically.

Now we can get down to the nitty gritty and start working on our image.

On the right hand panel –

1. Histogram – this is exactly the same as the histogram on your camera, a visual representation of all the pixels in the image. Below the histogram is shown the settings used to take the image.
2. Processing Tools – we will come back to these later
3. Basic Panel – these are your basic adjustments, used in conjunction with the histogram.

With the Landscape 1 image loaded go to the Basic Panel, and find the White Balance (fig 2)

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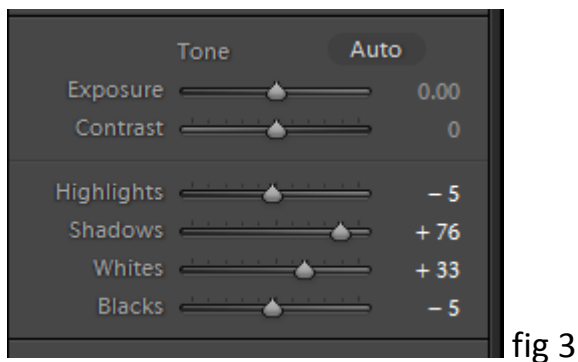
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The default is As Shot, but you can adjust this by either moving the Temp slider or clicking on the double arrows to reveal a set of preset values. There is also a colour dropper you can use to remove any colour casts.

The next slider is the Exposure, the histogram for this image shows a full distribution of pixels so there is no need to move this, if the histogram didn't show an even distribution then the exposure can be adjusted to suit (fig 3).



Now go to the Blacks Slider, hold down the Alt Key and move the slider. The screen should go white when you press the Alt Key and moving the slider around you will see dark area starting to appear or disappear, move the slider until the blacks just start to appear (fig 4).

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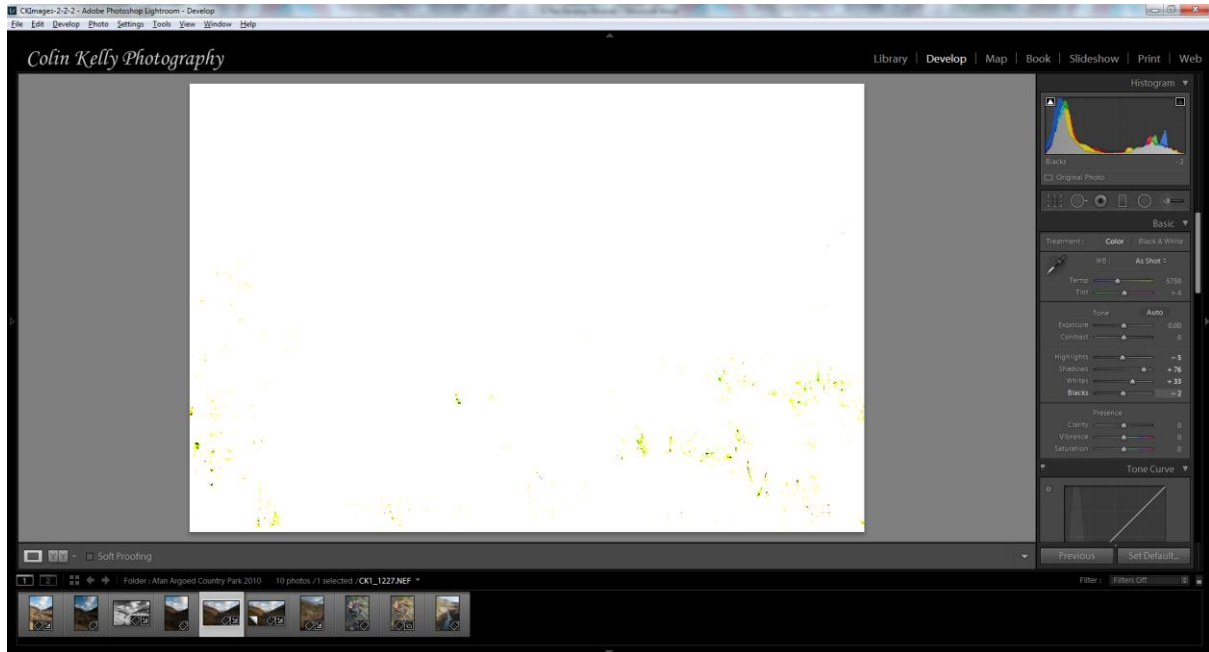


fig 4

Now repeat the process for the White Slider.

We can now start to reveal detail in the Shadows by moving the Shadows slider and tone down any highlights with the Highlights slider.

Now for the Presence Sliders

Clarity - creates contrast in the mid-tones

Vibrance and Saturation - Vibrance is the close cousin of Saturation, and at first, they may seem to be almost the same. But Vibrance is different in two important ways. First, the Saturation control moves all the colours in the spectrum up or down in saturation, more or less together. Vibrance, on the other hand, is a lot more selective about the way it saturates colours. Vibrance only saturates colours that need it, which means it doesn't oversaturate colours that are already very saturated or colours of very low saturation.

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Vibrance also doesn't oversaturate reds and oranges, and there's a very good reason for this. Most skin tones fall into this range, and skin tones are generally the one thing that you never want to increase in saturation.

The other way that Vibrance is different is that it darkens blue and purple colours. This means most skies get darker, as they saturate, which only makes sense.

For landscapes, Vibrance gives a nice boost to cyans, greens and yellows, without touching orange and red colours very much. This is what lets you enhance outdoor family pictures or environmental portraits, when you want to avoid oversaturating the skin tones. And, of course, Vibrance gives you those incredibly saturated blue skies, with the slightly lower luminance. All of which makes landscapes simply appear all that much more natural.

Try setting the sliders to the values shown below (fig 5)

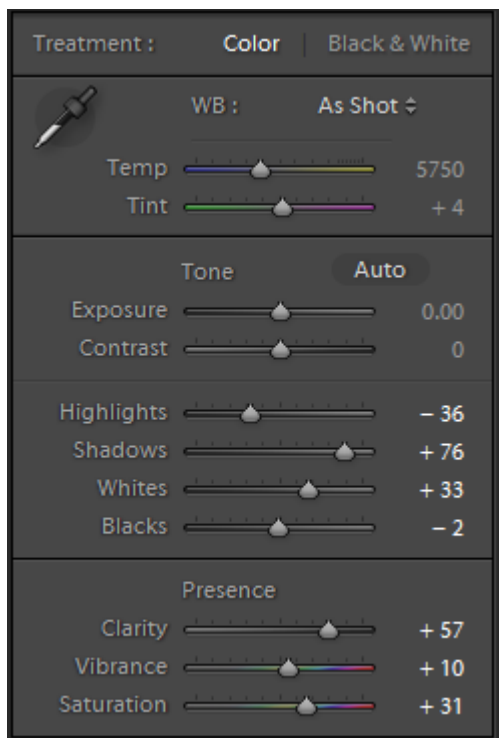


fig 5