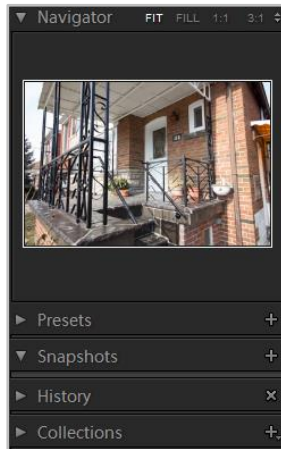


Develop Module

Quick Reference Guide



Navigator – shows a thumbnail version of the active, or “most selected,” image.



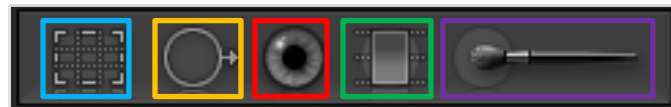
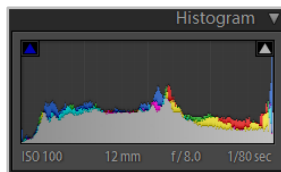
Presets – Presets provide a way to save a group of settings and apply them to other photos.

Snapshots – During the developing process, you can name and save any state of a photo as a snapshot.

History – Shows the develop history for a photo.

Collections – A tool to organize photos.

Histogram – Representation of the number of pixels in a photo at each luminance percentage. Exif info displays below histogram.



- ❖ **Crop Tool**
- ❖ **Spot Removal Tool**
- ❖ **Red Eye Correction Tool**
- ❖ **Graduated Filter Tool**
- ❖ **Adjustment Brush Tool**

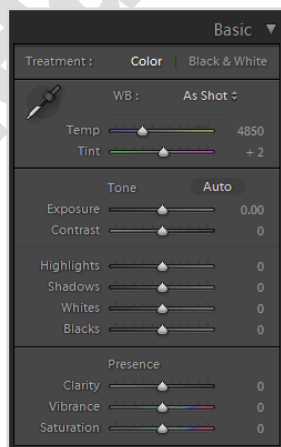
Basic

Treatment: Change photo between Colour and Black & White

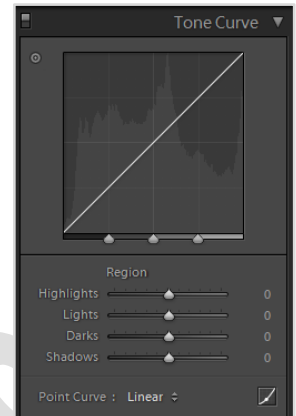
White Balance: Change white balance using presets, eye dropper tool or manual controls.

Tone: Tone image using exposure, contrast, highlights, shadows, whites and blacks.

Presence: Add or remove clarity, vibrance and saturation.



Tone Curve – Represents changes made to the tonal scale of a photo. The horizontal axis represents the original tone values, with black on the left and progressively lighter values toward the right. The vertical axis represents the changed tone values, with black on the bottom and lighter values progressing to white at the top. Use the tone curve to tweak the adjustments you make to a photo in the Basic panel.

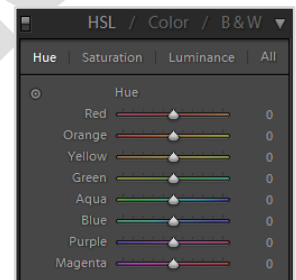


HSL/Color/B&W – Use the HSL and Colour panels to adjust individual color ranges in your photo.

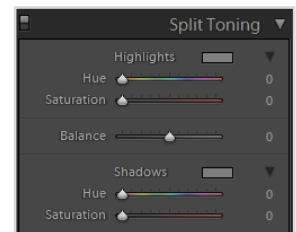
Hue: Changes the colour.

Saturation: Changes the colour vividness or purity of the colour.

Luminance: Changes the brightness of the colour range.



Split Toning – Effect that you can add to your photographs to achieve different looks that range from subtle to over-the-top.



Detail – Sharpening

Amount: Adjusts edge definition.

Radius: Adjusts the size of the details that sharpening is applied to.

Detail: Adjusts how much high-frequency information is sharpened.

Masking: Controls an edge mask.

Detail – Noise Reduction

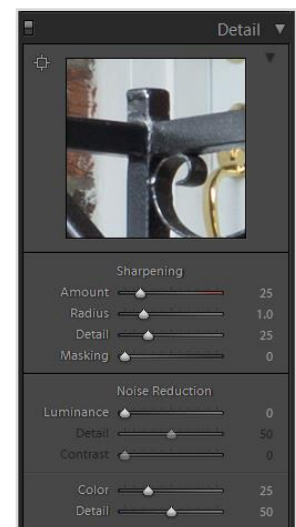
Luminance: Reduces luminance noise.

Detail: Controls the luminance noise threshold.

Contrast: Controls luminance contrast.

Color: Reduces color noise.

Detail: Controls the color noise threshold.



Develop Module

Quick Reference Guide

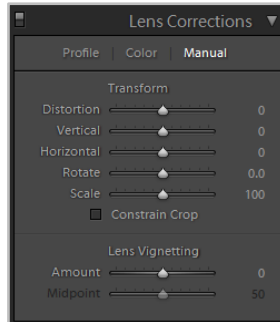


Lens Corrections – Perfect your images by reducing lens defects like geometric distortion, chromatic aberration, and vignetting.

Profile: Uses preset lens profiles to automatically adjust lens defects.

Colour: Removes Chromatic Aberration and Defringe

Manual: Adjusts lens defects manually.



Resources:

Product Page

Lightroom 4 product information including pricing:
<http://www.adobe.com/products/photoshop-lightroom.html>

Trial version

Download a 30 day trial version of Lightroom 4 (Adobe ID required):
https://www.adobe.com/cfusion/tc/index.cfm?product=photoshop_lightroom

On-line Help

Lightroom 4 official Adobe help site:
<http://helpx.adobe.com/lightroom.html>

On-line Manual

Lightroom 4 on-line user manual:
http://help.adobe.com/en_US/lightroom/using/index.html

On-line Tutorials

Video tutorials for Lightroom 4:
<http://tv.adobe.com/product/lightroom/>

Ice Flow Studios

Video tutorials for Photoshop, Illustrator, Lightroom and After-effects. Free files included.
<http://www.iceflowstudios.com/>

Effects – Post-Crop Vignetting

Style: Highlight Priority, Color Priority or Paint Overlay

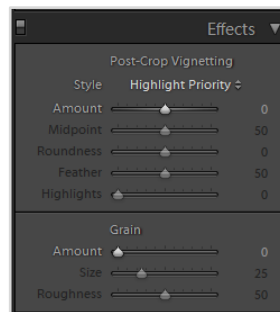
Amount: Darken or lighten corners of photo.

Midpoint: Apply Amount adjustment to larger area away or closer from the corners.

Roundness: Vignette effect more oval or more circular.

Feather: Reduce or increase softening between the vignette and the vignette's surrounding pixels.

Highlights: (Highlight Priority and Color Priority only) Controls the degree of highlight contrast preserved when Amount is negative.



Effects – Grain

Amount: Controls the amount of grain applied to the image.

Size: Controls grain particle size.

Roughness: Controls the regularity of the grain.

Camera Calibration –

Lightroom uses two camera profiles for every camera model it supports to process raw images. The profiles are produced by photographing a color target under different white-balanced lighting conditions. When you set a white balance, Lightroom uses the profiles for your camera to extrapolate color information. These camera profiles are the same ones developed for Adobe Camera Raw.

