BASIC ADJUSTMENTS IN LIGHTROOM

In the Develop panel: LOOK AT YOUR HISTOGRAM

Exposure, Highlights, Shadows, Whites and Blacks can be adjusted with the slider OR hovering over each section of the histogram.
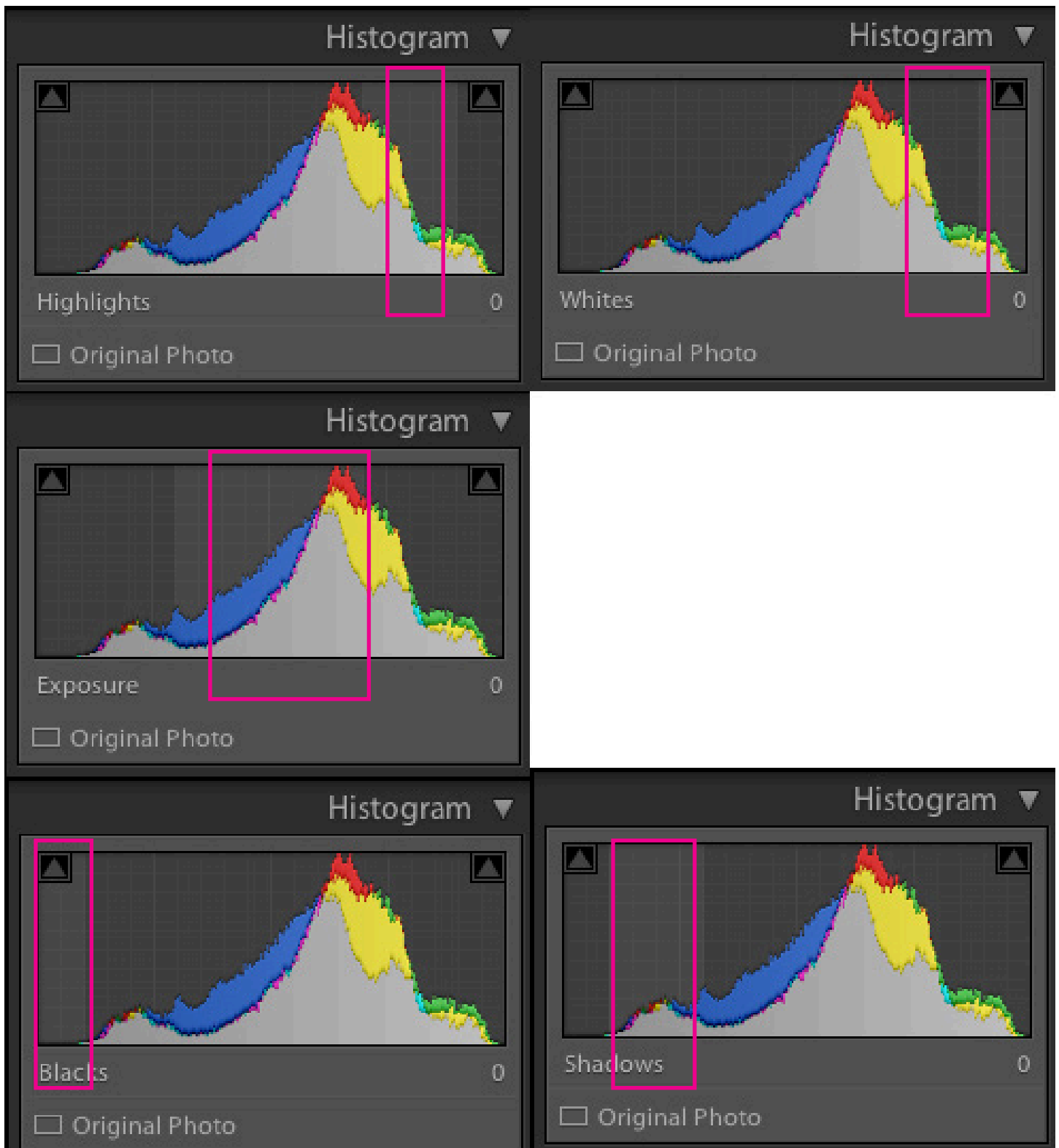
BASIC PANEL

The white balance is the thing I fix first in my photographs. It can eliminate many color problems and shifts right off.
White Balance

White balance: there are 3 ways to set your image's white balance.

1.   Use a preset under the white balance tool, at the top of the basic dialog window.

A full list of white balance presets is available only with RAW.

2.   Use the Tint and Temperature sliders under the white balance.

3.   White Balance tool (I) you take a white balance reading from the photo itself, click in an area you know should be white / neutral gray.

To quickly reset your WB to the As Shot setting, just double click on the WB tool in the toolbar. White balance can be a creative decision. What is accurate may not be what you want.
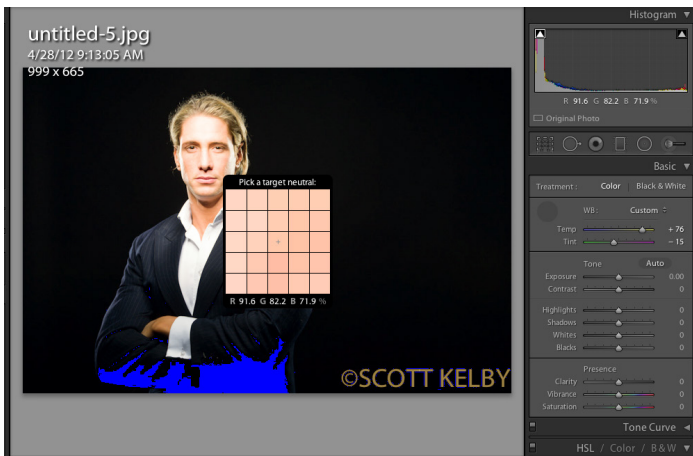
PRESENCE

1.   Clarity: adds midtone punch to the photo. Brings out details and texture. Drag the slider to the right to enhance the detail. Drag it to the left to reduce the punch, such as in portraits.

2.   Vibrance: drag the slider to the right to saturate the dull colors, this tool also does its best to avoid skin tones.

3.   Saturation: increases every value at the same intensity. (I try to avoid this slider.)
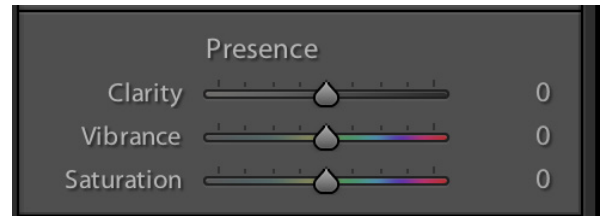
TONE CURVE

Used to adjust overall contrast in the photo. This tool gives you more control than the contrast slider.

Experiment with choosing a preset.
You can also edit the curve itself: a S-shaped curve increases the contrast and an inversed S-shaped curve decreases the contrast.

The other way to adjust the tone curve is to Select the Target Adjustment Tool and your cursor will become a two headed arrow. You can move over the image and drag upward to increase the contrast or downward to decrease the contrast. You will see the points on the curve move and the values of the Highlights, Lights, Darks and Shadows.

The third way to adjust the photo's contrast it to drag each region's slider. To move the point up / down use the arrow keys on the keyboard. Double click on the word Region to reset all four sliders to).
Shortcut for TAT: MD OPT SHIFT T
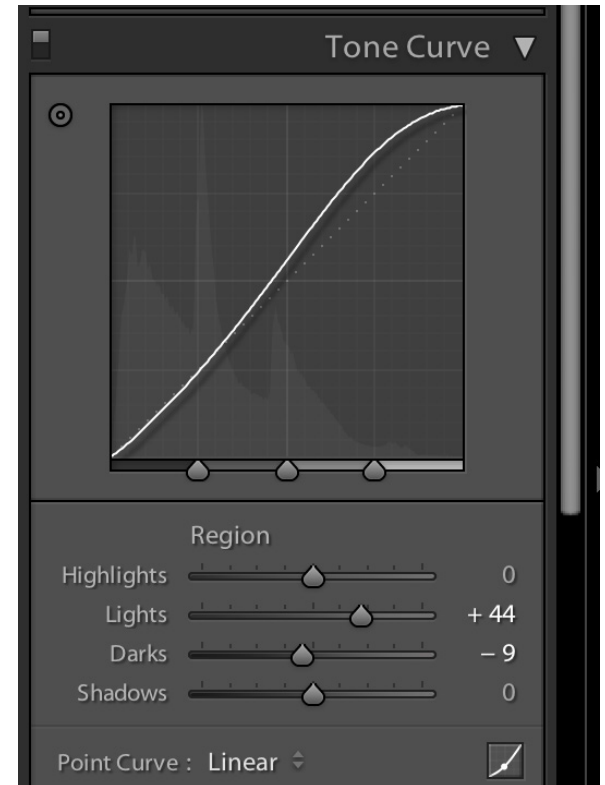
HSL

Use to adjust the individual colors.
Hue: this slider lets you change the existing color to a different color by using the sliders.
These 8 sliders control the Saturation of colors in your image. Drag the slider to the right to make the color more vibrant.
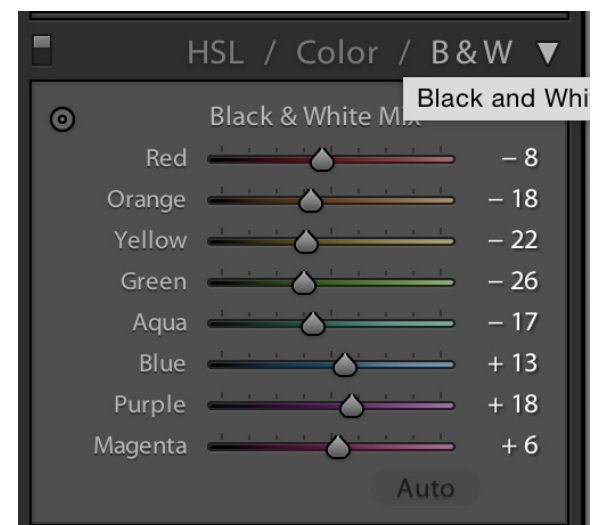Use the TAT to work directly on the image.
To change the Luminance, or brightness, drag the slider left or right.
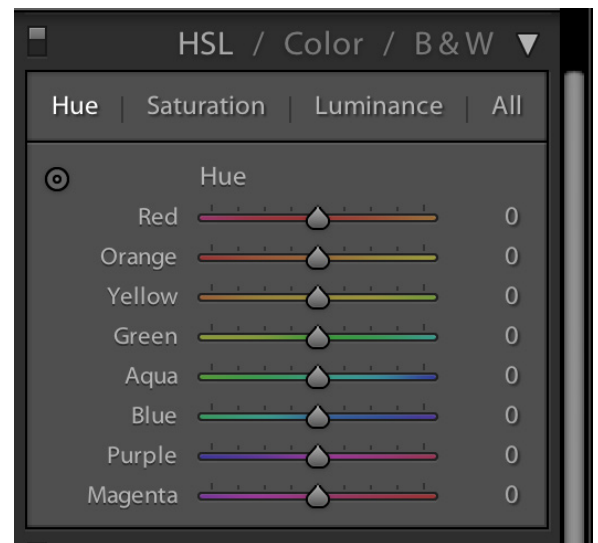
BLACK AND WHITE

To work in Black and White, select the B&W menu.

In the Basic panel > treatment options are color and black and white.

SPLIT TONING

You can use this panel to increase the visual depth of a black and white image.
Create a black and white image.
In the Split Toning panel, you choose one due of the highlights and a different hue for the shadows.'You can adjust the saturation and balance of the hues.
You can also choose the color using the Color Picker.
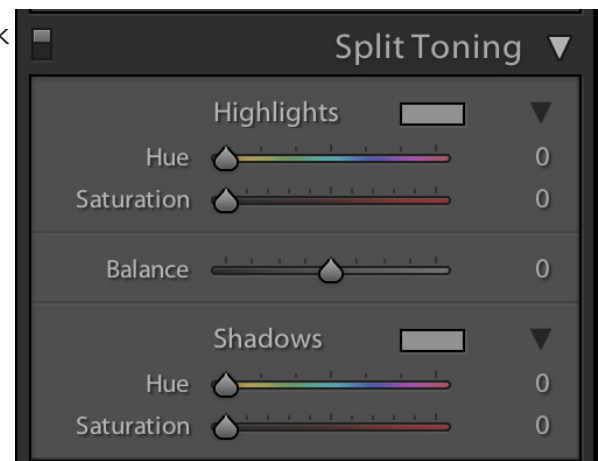
DUOTONE

In the Split Toning panel, you can create a duotone by adding a color tint to the shadows, leaving the highlights alone.

SHARPENING

If you shoot in JPEG, your digital camera applies sharpening to your photo right in the camera itself, so Camera Raw automatically applies no sharpening. But if you shoot in RAW, your camera will not apply sharpening, and when you bring that file into Camera Raw it applies "capture sharpening."

You can adjust this amount or turn it all off together by clicking on the DETAIL icon.

The preview window in this panel lets you zoom in tight on one area of the image, while you see the normal size image in the main Preview window. Use the default 1:1 or click on the icon to the top left to move the cursor over your main image in the center Preview area, and that area will appear zoomed in the preview window.

1.   Set your zoom to 100%
2.   Drag the Amount slider to the right to increase the amount of sharpening.
3.   The Radius slider: this determines how far out the sharpening is applied from the edges being sharpened in your photo. (I usually keep this below 1.)
5.   The Detail slider determines how much of the edges areas are affected by sharpening. Use lower amounts of your photo is slighting blurred or higher amounts if you really want to bring out detail.
6.   When you apply sharpening, it gets applied to the image evenly.
7.   If you move the Masking slider, as you drag it to the right, it reduces the amount of sharpening on non-edge areas. (Good for skin!)
To preview what the sharpening is affecting, hold down the OPT key and drag the slider. Your screen will turn green and the areas you are affecting will appear as edge areas in the Preview area.
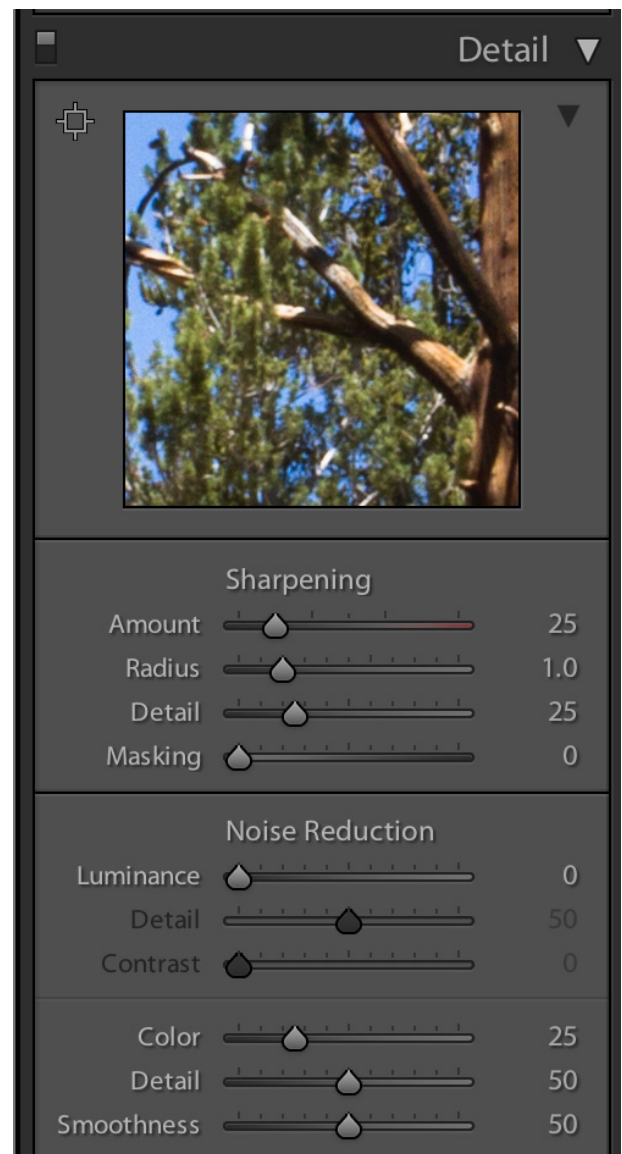
NOISE REDUCTION
•   If you used a high ISO and it didn't do the job you wanted in the low light situation, you can expect a lot of color noise (red, green and blue spots.)
•   Zoom in tight to 100% and click on the Detail icon. To access Noise reduction controls.
•   Drag the color slider to the right until you see the RBG noise improve.
•   Detail slider: controls how the edges in you image are effected.
•   If the image looks "grainy" or has B&W noise use the luminance slider. Drag it to the right to reduce it.
•   The Detail slider in the Luminance section may help blurry images. But it may also add to the grainy look, experiment with the settings until you find the look you want.
•   The contrast slider under Luminance protects the photos contrast but may create blotchy areas. Experiment with this slider to have both the detail and the smoothness you want.

FIXING LENS PROBLEMS

- Camera raw can now automatically apply corrections for common lens problems such barrel or/and pin cushion distortion, or edge vignetting. It does this by reading the embedded camera data and applies a fix to the problem. What if you do not like the correction or want to apply it manually?
- Lens Corrections has expanded into the Transform Tool, now located in the top option panel. This is a great place to fix these issues because it is non-destructive, doesn't- the pixels are not effected.
- Click on the Lens Correction icon and in the Profile tab, turn on the Enable Lens Correction checkbox. This should fix it!
- If not use the MANUAL tab, you will be directed to the Transform tool.
- Cycle through the Upright modes until you find the settings you like.
- Navigate to the Transform panel. In this panel, five Upright modes are available. Click a mode to apply the correction to the photo.
- Auto Applies a balanced set of perspective corrections.
- Level Applies perspective correction to ensure that the image is level.
- Vertical Applies level and vertical perspective corrections.
- Full Applies level, vertical, and horizontal perspective corrections.
- Guided Allows you to draw two or more guides on your photo to customize perspective correction. To do so:
- 1. Draw the guides directly on your photo to indicate the image features to be aligned with horizontal or vertical axis.
- 2. Once you have drawn at least two guides, the photo transforms interactively.
- In addition to the auto correction options, you can also manually adjust the perspective of a photo. Use the sliders to fine-tune the perspective corrections -Vertical, Horizontal, Rotate, Aspect, Scale, X Offset, Y Offset.

Camera lenses can exhibit different types of defects at certain focal lengths, f-stops, and focus distances. You can correct for these apparent distortions and aberrations using the Lens Corrections tab of the Camera Raw dialog box.

- **VIGNETTING** causes the edges, especially the corners, of an image to be darker than the center. Use controls in the Lens Vignetting section of the Lens Corrections tab to compensate for vignetting.

AMOUNT: Move the Amount slider to the right (positive values) to lighten the corners of the photo. Move the slider to the left (negative values) to darken the corners of the photo.
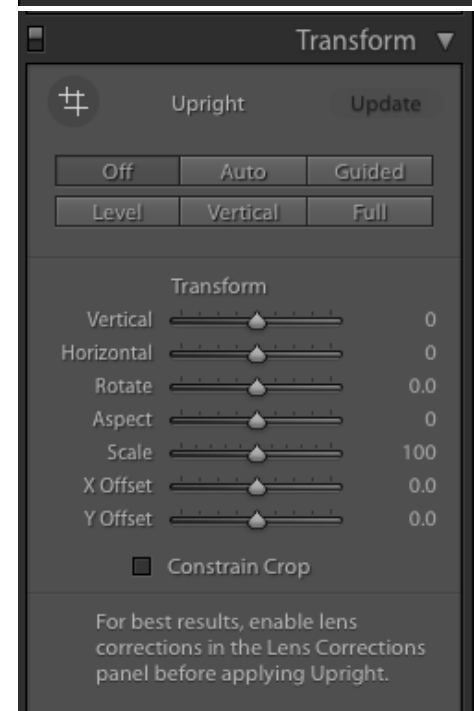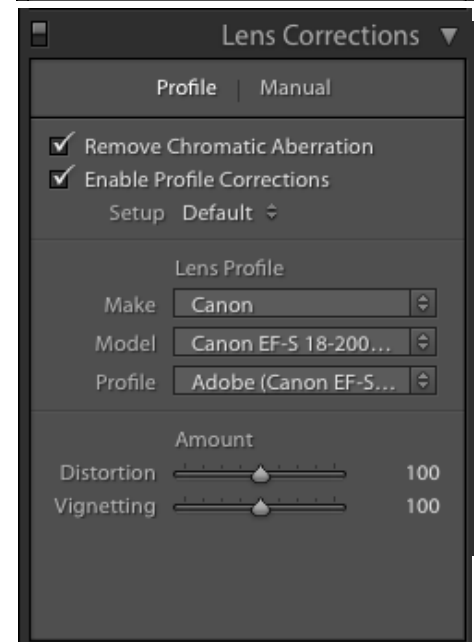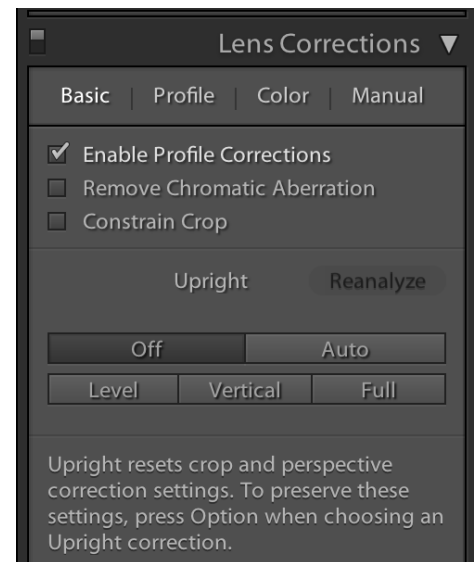
MIDPOINT - Drag the Midpoint slider to the left (lower value) to apply the Amount adjustment to a larger area away from the corners. Drag the slider to the right (higher value) to restrict the adjustment to an area closer to the corner

- **MANUAL > AMOUNT**

BARREL DISTORTION causes straight lines to appear to bow outward.
PINCUSHION DISTORTION causes straight lines to appear to bend inward.

Chromatic aberration is caused by the failure of the lens to focus different colors to the same spot. In one type of chromatic aberration, the image from each color of light is in focus, but each image is a slightly different size. This may appear as a purple or green line around an area of high contrast.

EDGE VIGNETTE
To add a vignette effect navigate to the LENS CORRECTIONS PANEL.

You can use the Vignetting slider in the Profile section if there are dark edges from the lens. This slider controls how dark the edges of your photos are going to get. The further to the left you drag, the darker they get. Use gently to create a soft spotlight effect.

For more control select the Manual section.
The Midpoint slider controls how far in the dark edges get to the center of your photo.
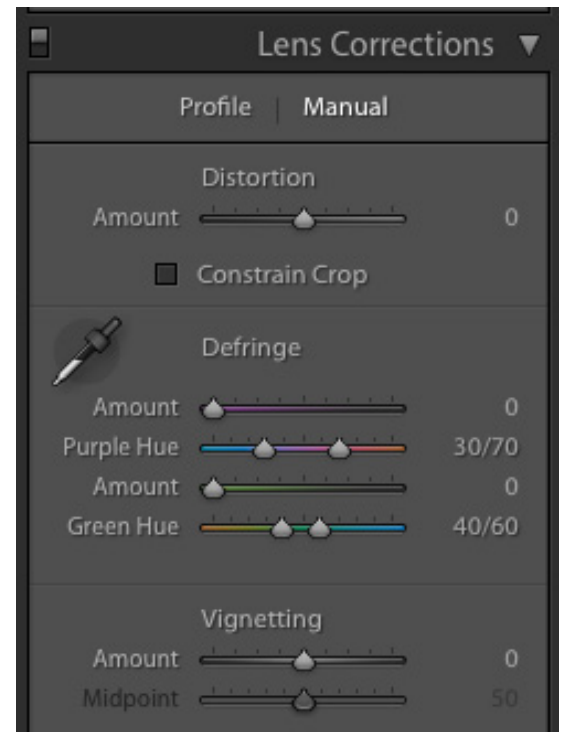
If you choose to crop the photo, use the control Post Crop Vignetting, this will let you add vignetting effects after you have cropped.

EFFECTS PANEL
You have 3 slider options in the Style section:
1.   Highlight priority: the edges get darker and more saturated.

2.   Color priority: more concerned with keeping your color accurate, so the edges will get darker but the colors do not get more saturated.

3.   Paint overlay: paints the edges dark gray, avoid.

- Roundness setting to control how round the vignette is.
- Feather slider: controls the amount of softness of the oval's edge, so dragging this slider to the right make the vignette softer and more natural looking.
- Highlight slider: helps you maintain highlights in the
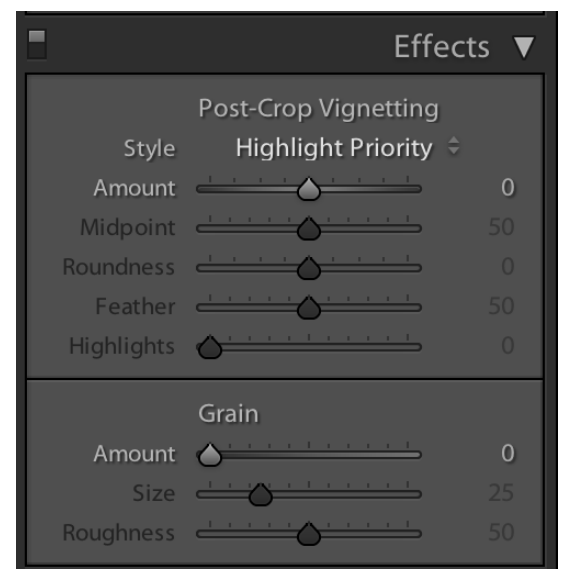
ADJUSTING INDIVIDUAL AREAS OF YOUR PHOTO

The sliders in the Develop module are global adjust-ments that affect the entire image.
You can use the Adjustment Brush, shortcut K, to ad-just a particular area / make a localized adjustment.

1.   Press K to select the tool.
2.   You can choose which Effect you want to paint with by dragging a slider or choosing an effect from the Effect pop up menu.
3.   When you use the pop up menu, it increases the amount of that particular effect and then resets all the other sliders to zero.
4.   To use the Adjustment Brush, pick a starting point and start to paint over the area you want to ad-just. Then go back to the slider to tweak the amount for the area you just painted over.

That little black dot on the image is a Edit Pin, and it represents the changes you just made. You can also click on that pin to activate it and make changes.

•   To delete and Edit Pin, click on it and press the delete key.
•   An Edit Pin that is filled with black is active, one that is gray is inactive. Any sliders you move will only affect the active Edit Pin.
•   Check the Auto Mask feature. This will 'sense' where the edges of things are and it keeps you from accidentally painting where you don't want to paint. Turn the Auto Mask on / off with shortcut A.
•   The Plus sign in the brush signals what is getting painted.
•   You can choose how the Edit Pins are displayed from the pop up menu at the lower corner of the Pre-view area.
•   Toggle the switch up and down to show / hide edits.
•   The Density slider simulates Photoshop's airbrush feature, best to leave this at 100.
•   The check box for Show Selected Mask Overlay shows a red mask over the area you painted. You can toggle this on/off with the shortcut O.
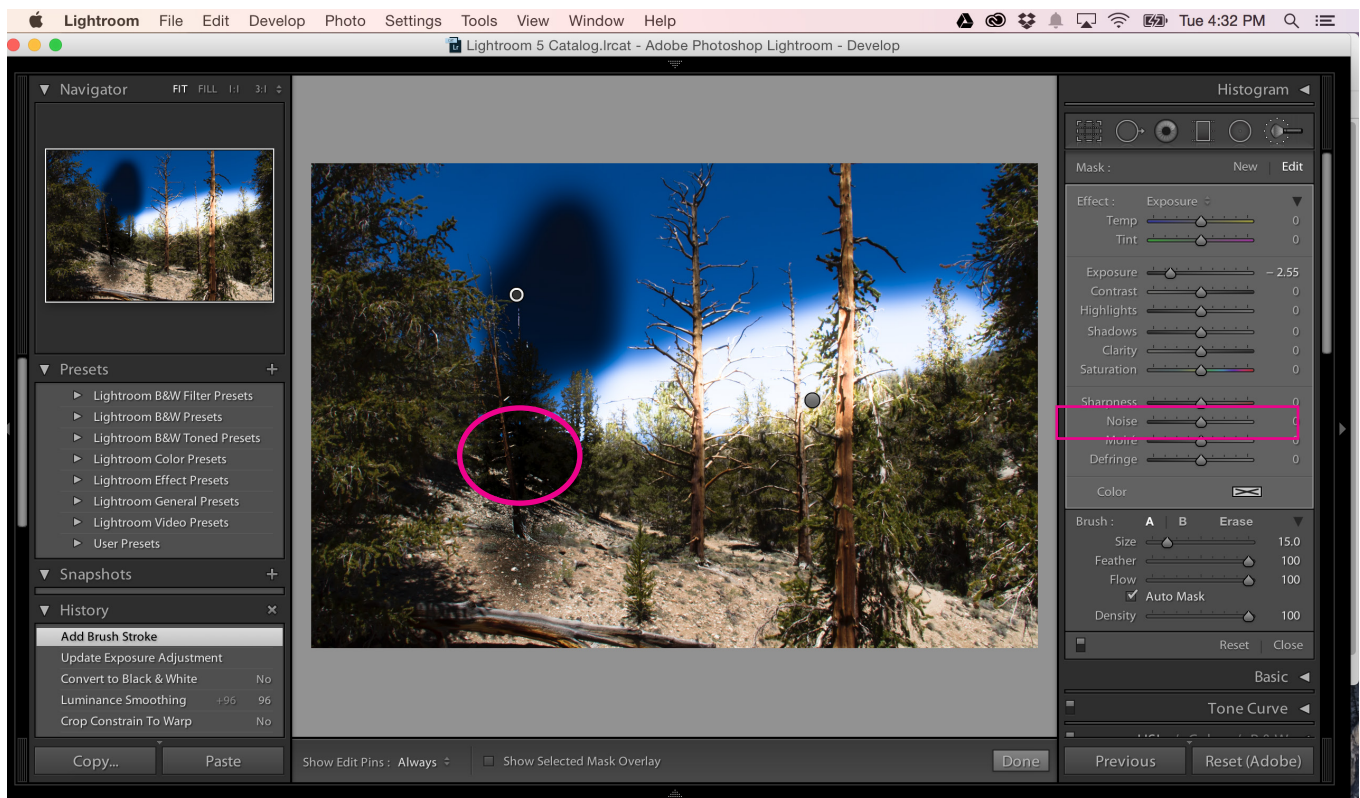
BRUSH OPTIONS
5.   Size: changes the brush size.
6.   Feather: controls how soft the brush edges are.
7.   Flow: controls the amount of paint that comes out of the brush.
8.   You also get 2 custom brush settings - A and B.
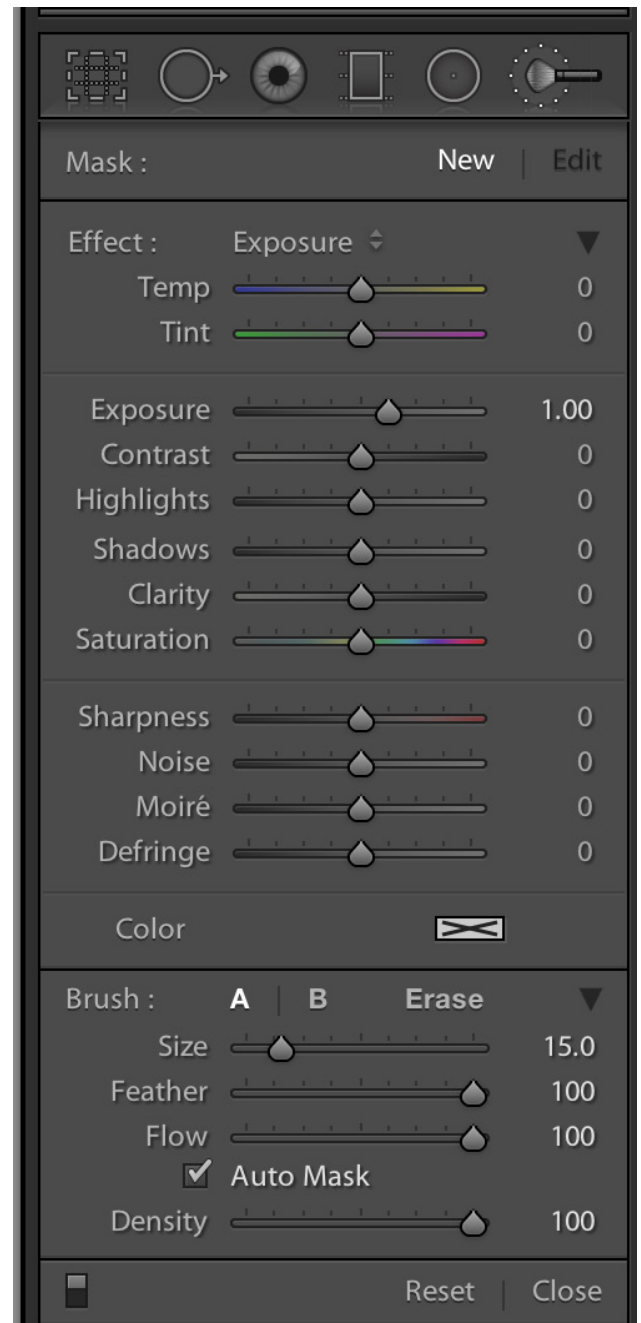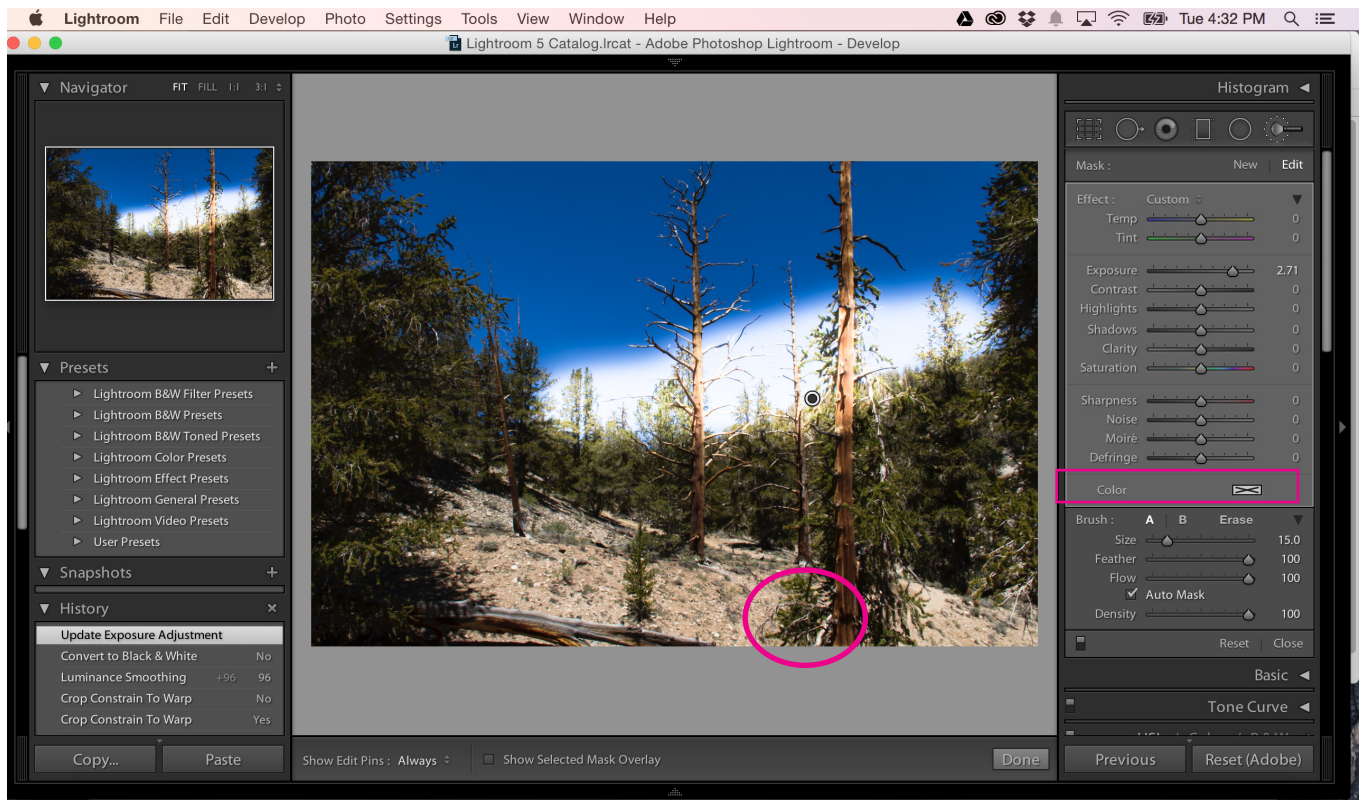
Using the adjustment brush to dodge, or withhold exposure from a part of the image.

Using the adjustment brush to burn, or add exposure to a part of the image.