MAKING LOCALIZED ADJUSTMENTS

DODGING, BURNING AND ADJUSTONG INDIVUAL AREAS OF YOUR PHOTOS
ADJUSTMENT TOOLS

1. Dodging is withholding exposure to certain parts of the image and burning is adding additional exposure to parts of the image.
2. After you perform regular adjustments, you can make non-destructive adjustments to individual areas of your photos, localized corrections.
3. Open in Lightroom, and check out the bar above the Basic Panel. The last tool is the ADJUSTMENT BRUSH, shortcut is K.
4. To add or subtract exposure select EXPOSURE, brush and start to paint what you want to be darker or lighter. You will finesse the adjustment using all the sliders.
5. The pin appears at the place where you started "painting." this is the marker for particular adjustments.
6. After you have have painted over the area, you can adjust the exposure if you think you need more or less by dragging the slider.
7. If you want to work on a new section, choose a NEW brush. This will place a new pin in a different part of the iamge.
8. Want to delete part of an adjustment, select the ERASE. To delete a pin, select it and press delete.
9. When you see a pin appear in green, that is the active pin. Any changes that you make in the panel will affect the area represented by that pin. You can change to a different pin, just click directly on it.

- Auto mask: if you turn on this checkbox near the bottom of the panel, and move your cursor over a pin, it can show you in a white mask overlay exactly where you painted, so you can see if you missed any areas.
- Show mask: shows the area you have burned or dodged, stays visible while you are painting.
- You can change the color of the mask, just click on the color swatch next to show mask.

BRUSH SETTINGS
- The size of the Brush can be adjusted using the left (smaller) and right (bigger) brackets.
- Feather: controls how hard the brush edges are, the higher the number the softer the brush. This is the dotted line around the solid line when you have the TAT selected.
- Flow: controls the amount of paint that comes out of the brush (I usually stay between 50-75)
- Density: simulates the way PS's airbrush capabilities work the brush (I usually leave this at 100)

TO CONTINUE EDITING IN PHOTOSHOP
1. To open in Photoshop, with these adjustments >
2. In the In Lightroom's preferences, make sure the Stack with Original option is checked.
3. Photo menu > choose Edit in PS (CMD E)
OPTIONS:
1. Edit photo with Lightroom adjustments
2. Edit a copy (no Lightroom adjustments)
3. Edit Original (no Lightroom adjustments)
- If you open a JPG into PS, and add an adjustment layer, when you save the file will be saved as a TIFF with layers.
- If you want to reopen this layered file in PS, select in LR, and choose edit a copy.
- If you close the file, it will save with the layers and be visible in the LR stack.
- If you choose to rename the file, you will have to go back to the Library module, select the folder in the Folder panel and right click > synchronize folder.
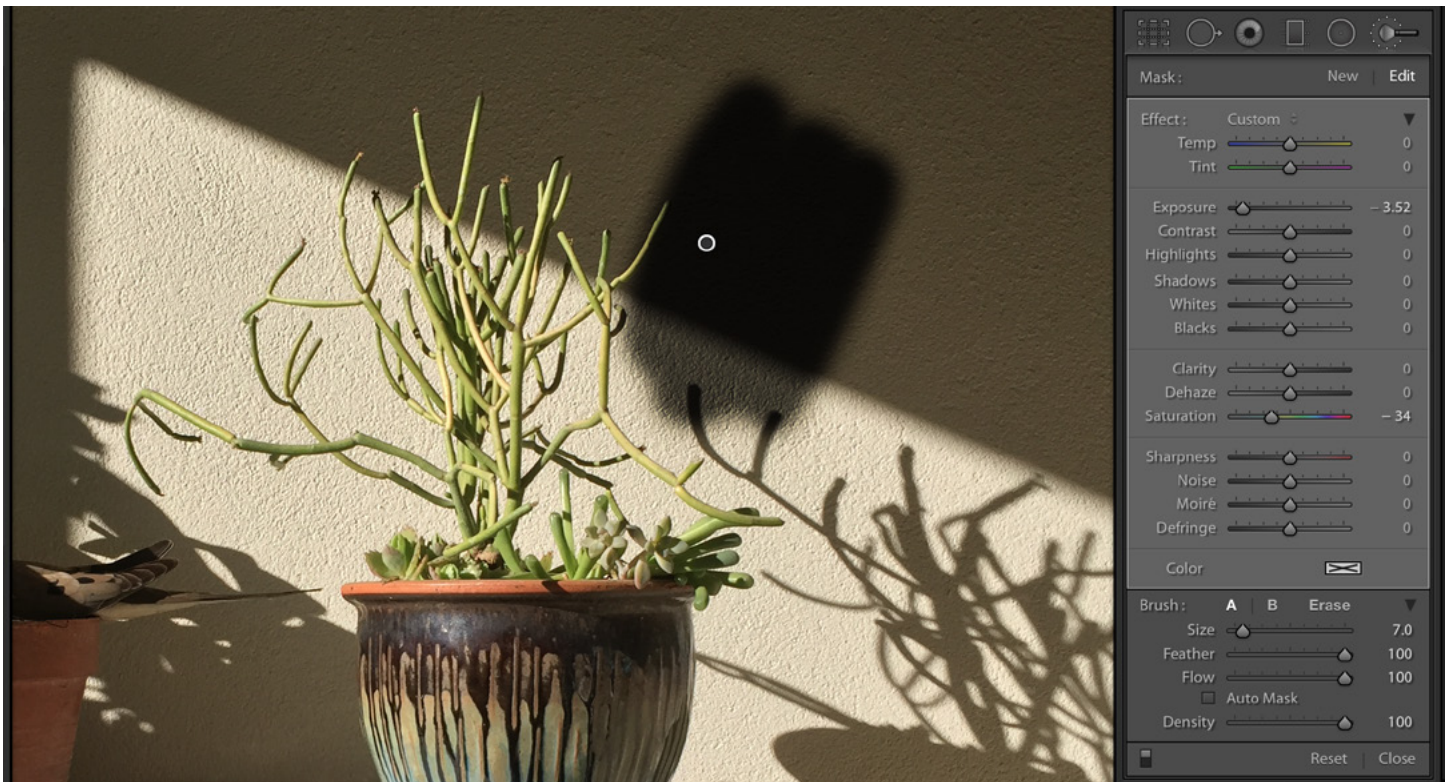
FIXING SKIES WITH THE GRADUATED FILTER

This filter lets you recreate the look of a traditional neutral density gradient filter.

- Open in Lightroom
- M for graduated filter, this will open a dialog box with option panels has a set of effects you can apply that are similar to the ones you can apply using the Adjustment Brush.
- We are going to replicate the look of a traditional neutral density filter and darken the sky.
- Press and hold the Shift key (to keep your gradient straight), click at the top of your image and drag straight down until you reach the land or horizon.
- Let go of the Shift to drag in any direction.
- The green pin shows the top of the gradient and the red pin shows the bottom.
- Make any adjustments you need using the Exposure slider.
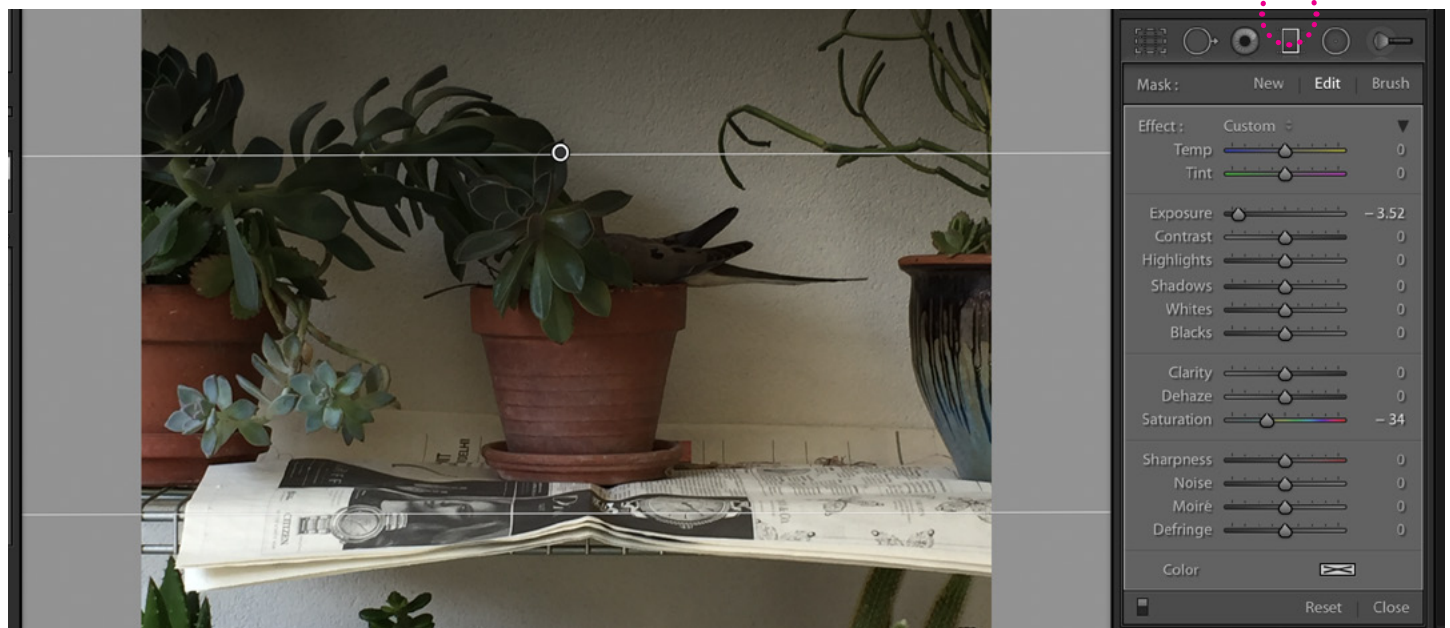
LIGHTROOM'S RADIAL FILTER, CUSTOM VIGNETTES AND SPOTLIGHTS

1. Used to focus the viewer's attention on a specific part of the image.
2. SHIFT M, will select the Radial Filter tool
3. To darken the edges, move the Exposure slider to the left. (You can experiment with the other sliders as well.)
4. At the bottom of the panel, you have Effect option which lets you choose whether its the area inside the circle that gets affected or the area outside.
5. Once selected, you can click and drag the tool in the basic direction you want your pool of light to appear,
6. You can rotate your oval by moving your cursor outside the green overlay and clicking and dragging in the direction you want to go. To resize the oval, click on any of the little handles on the edges and drag in or out.
7. You can re-light an image using this tool and switching the Outside and Inside radial options.
8. Select an oval and press delete to remove it.
9. Click New radio button at the top of the layer panel to add a new pool of light.
10. Use the feather slider to control the edge blending. A setting of 100% gets you the softest, smoothest blending between the two