Lightroom Notes

The last Lightroom evening was an introduction to the Library Module and we discussed what a Catagory was and the various methods of organising, rating, saving of our images. I also introduced concepts of Collections and of using Metadata to search for specific images in our Catagory. The second half of the evening was devoted to an introduction to the Develop Module and the various tools and presets we could use to enhance our images.

I also briefly covered the other modules in Lightroom but constraints on time meant we were unable to cover them in depth.

The other modules in Lightroom.

There are overall seven Modules in Lightroom. The ones that are used most of the time are the Library, Develop and Print modules. However here I will give an overview of the others and point to other sources which cover the subject in more detail.

The Map Module. To put it in a nutshell this module allows you to show where the image was taken on Google maps. If your camera records GPS (most Apple or android devices have this) information it can show it directly. Even if your camera does not have this facility you can drag and drop selected images onto a location on the map where the image was taken. If you are unsure if your camera has this function then in the Library module click on the arrow icon of the Metadata tag if its not already open and scroll down until you come to GPS, no info there means your camera doesn't have it. If coordinates there clicking on the arrow key to the right takes you straight to the module and shows you on the map the exact location where that image was taken.

Be aware you have to be connected to the internet and have Google maps available to be able to use this module.

I must confess to have never used this module however it could come in handy if you want to show family and friends the exact location where your pic's were taken. If you find it interesting, rather than laboriously describing every function go to this webpage which does it better than I can.

https://helpx.adobe.com/lightroom/help/maps-module.html

or here which is a video *https://www.youtube.com/watch?v=trYE1a64bLA*

or if you have a spare hour and a half try this one *https://www.youtube.com/watch?v=iDWC7eEUDIw*

The Book Module. If you have ever picked up a book on photography and thought I could do that, then now is your chance. Using templates in the module or making your own, you can do all your own layouts, text and of course images exactly as you want them. Once satisfied that the next best seller is in your hands you can press the magic button which takes you straight to a publisher, a choice of one, "Blurb" who will for a price send you the resultant masterpiece in book form. That is option 1. Myself being stingy I did use option 2 once, using PDF as the output, whence I emailed unsuspecting victims my masterpieces of holiday snaps and literary wit.

Before even clicking on the module button you should give some thought to your project. Put the images you want to publish together into a Collection and in the order you want them shown. Make sure they are visible in the Filmstrip. It's also a good idea to have written all the text you want to use before starting. *Though an option in Metadata is to write a small amount of text in either the Title box or Caption box, which can be shown under the image in the book module.* Think your project through, it will make it much easier.

When you click the Book symbol you are taken into the module. If this is the first time you may find that every image on the filmstrip automatically "autofills" into the default book. On the right hand side in the Auto Layout tab is the Clear Layout button, press to clear the book. You will have noticed that

next to it is a Auto Layout button this of course fills your book for you, **according to the preset which is just above it.** I suggest you use one photo per page, you can change each page's layout any time you choose. When you auto fill it puts the very first image on the filmstrip as the book cover. Then chooses the very last one as the back cover. One thing to do on your first trip into the module is to set the preferences as you want them. In the Module go to **Book > Book Preferences** and a drop down dialog box appears, with drop down choices. In the default zoom options I always use *Zoom to fill* so there are no white spaces in the image area. (you can zoom and pan any image individually) and tick to *autofill.* Remember I wrote you could put text into metadata either the title or caption. This can be selected from the drop down menu in *text options.* Tick on *Constrain text to text safe area* which constrains the text to the books printable area.

To write down everything the Book Module is capable of means I would probably run out of paper and the demo I will do is only scratching the surface. First check out the adobe help page and these videos' for a lot more insight.

https://helpx.adobe.com/lightroom/help/create-photo-book.html This includes a video to get you started.

http://blogs.adobe.com/jkost/tag/the-book-module There are several video's on this page the most recent is at the top. As you scroll down you will see the same video from the help page. I suggest you start there and work your way to the top, which will explain all the basic's.

A very comprehensive but therefore very long video is here. *https://www.youtube.com/watch? v=6ho4aZbdu3I* It also includes several hints and tips about Lightroom. Its worth watching, but maybe not all at one sitting.

There are of course many more. just search for lightroom book module in your browser. The usual caveats about quality apply.

The Slideshow Module. I have never used this module, mainly because I already own a powerful Slideshow prog. which this ain't. However as a way to show pic's to friends and family it can suffice. Once again it's best to have your images in a collection and in the sequence you want them shown. On the left hand side click on the template browser to choose which one you want to show your images. Either Simple or Widescreen should suffice unless you want some info in the show. Then on the right hand side are the tool tabs to refine your slideshow.

 In The options tab are Zoom to Fill Frame, Stroke Border and Cast Shadow. Since full-screen slideshows are ideal for viewing photos, you might be tempted to check the **"Zoom to Fill Frame"** box. However, be wary of this option as it may cut off significant portions of your images. This is usually acceptable on horizontal images but is severe enough on vertical images that it typically ruins the photo.

The **Stroke Border** and **Cast Shadow** options do exactly what they do in Photoshop. Move the sliders to increase either setting and remember that some color schemes may prevent you from seeing the results. You may think the **Layout Tab** controls how the image is shown. *What you're really setting with the sliders is the size of the gap between the image and the outer edge.* I think this is misnamed. Also in this tab you can set **the Aspect Preview.** Between Screen, 16:9 (full HD) or 4:3 this will depend on the crop of the images and the device you want to show them on. **The Overlay Tab.** Under the layout settings, you have two very similar settings: Identity Plate and Watermarking. The difference between the two is mostly that the identity plate can go anywhere while the watermark is restricted to the image. They are both editable. If you just want to put some one-time text on the slideshow without setting up watermarks or identity plates, click the "ABC" button at the bottom of the screen to add a text overlay. The options for the overlay appear under the watermark settings. You can adjust the font, opacity, shadow, etc. so the overlay looks just how you want. **Backdrop and Title Tabs**

The backdrop settings allow you to change the appearance of the margin around the photo. The

background color is obvious and Color Wash means that Lightroom is going to add a gradient to the background. You can add a background image as a backdrop to your main images, but it shouldn't be obvious and not really necessary. The Title tab allows you to add a custom identity plate or a blank slide to the front and back of your show. Clicking in the **Intro** windows is for the blank slide and if you want a title click on **indentity** tab. At the end clicking on **ending** screen will end with a blank slide and clicking on **Identity Plate** gives you the opportunity for a bit of self promotion "Images by ..." or something. ***Never ever put "The End".*** **The Music Tab.** What would a slideshow be without music. Pressing the "+" button takes you to File Explorer and you can navigate to where your music is stored on your computer. The Codecs are limited but you are definately ok with MP3. You are allowed up to ten tracks. Once you have your music installed you can drag and drop to change order and click and delete if necessary. To work out how long you need a piece or pieces of music. Rule of thumb says a slide duration should be transition/slide/audience reaction/start of next transition, about 6-7 seconds. You are looking at about 10 slides per minute. **The Playback Tab.** Here you can set slide duration and transisition (crossfade) length. Don't forget what I have just said above. Clicking on Pan/Zoom means you can have a randomized Pan and Zoom effect, setting the slider below to Low means its gentle, setting the slider to high means you are going to get dizzy. Low all the time. Repeat Slide Show and Randomize, Why? Clicking on the Automatic button at the top means the show will run without stopping. Clicking the Manual Button means the show will advance one frame at a time. So you can waffle (sorry, talk about) each slide in turn. Just as the lecturers do at the club. If you have chosen music for the show you can click on the Sync Slides to Music tab. I thought this auto selected slides duration to the length of the music. However it appears that it automaticall moves slides , based on the beats in the music. Which could have interesting results depending on how a computer translates beats. At the bottom of the tabs are the **Preview and Play** buttons, where Preview plays the show in the centre window, Play uses the whole screen. When you are satisfied with your slideshow you now want to export it to some other device. Which brings us to the last option in the Playback tab **Quality.** This means the image quality. During testing of your show it is best put to draft or standard to speed up the process, but when you want to export you should set it to high. Then click on the **Export Video** button. Which brings up a dialog box, where to export to, filename and **Video Preset.** The first two are obvious. The output file is rendered into MP4, which can be read by many devices and social media apps. The Video preset is the kind of MP4. and you are given some choices, the default is 720p which is HD. Unless you definately need something else then this is the one to go for.

Sources for further information.

https://helpx.adobe.com/lightroom/help/creating-slide-shows-basic-workflow.html

https://www.youtube.com/watch?v=5iZwWBZL0tk This tutorial is for LR5. LR6 has slightly different layouts on the right hand side.

https://www.youtube.com/watch?v=LoMPDc_11cQ This video shows the new layouts in LR6.

The Web Module. Instead of publishing a book or making a slideshow you may wish to send your images to the outside world via a web site (if you have one) or via email, etc. A web gallery allows the viewer to cycle through all the images or just choose individual images. As there is not set duration the viewer can take as long as they want. Again the best way to do this is to select all the images you want in the gallery and put them into a Collection. Then inside the module choose the template you want from the left hand pane or from **Layout Style** the top tab on the right. There is an option here to go online and browse further gallery styles. The next tab is **Site Info** where you can input Gallery Title, Gallery Author and Authors web site url. The options may vary slightly depending on the gallery style selected. Below that is the **Colour Palette Tab.** Where you can change background page colour, text

and icon colours. Next is the **Appearance Tab** where you can change Row Height, Spacing and whether you want to show the Header (Your titles) or not. The **Image Info Tab** allows you to show Titles or Captions and it has some edit options. The **Output Setting Tab** allows you to set the Jpeg quality of the images (if they aren't already the images will be converted to Jpeg) What Metadata to show, if ticked on it will show a watermark logo if you have one and also if required sharpening is applied. If you have a web site then the **Upload Tab** allows you to input options to upload the gallery to your site. Before doing that you may wish to preview your creation in your default browser to see how it will appear on the web. The button is at the bottom of the right hand pane. Then use the Upload button at the bottom of the left hand pane. You can export the gallery by using the Export Button next to the Upload Button. This opens a dialog box where you can navigate to the storage location, its saved as a folder with associate sub folders. Click on Index to Run. The usual sources below.

https://helpx.adobe.com/lightroom/help/creating-web-galleries-basic-workflow.html

http://blogs.adobe.com/jkost/2015/07/lightroom-cc-using-the-web-module-to-create-galleries.html

The Print Module. This is not an article on printing. However there are some basics than should be understood. The first being is that what you see on the screen is **not what is going to be printed on a paper.** They are two different mediums. The colour gamut (shades and hues) that you see on the screen may be impossible to replicate on YOUR printer, which will most probably have a smaller gamut. (rule of thumb says the more colours your printer has the wider the gamut). Its further complicated by the fact different papers have different gamuts based on the way they are manufactured. A premium Glossy will have a wider gamut (it will show more colours) than a rag or cotton based paper. Therefore it's all about compromise. If you can you should calibrate your printer to your screen. You should definately get the correct ICC profile for the paper you use and install it on your computer. You should get to know your printer/paper characteristics by doing some test prints, so you can set brightness, contrast and saturation when you print. To help you in Lightroom is a concept called *soft proofing.* This enables you to see on screen the output as it will appear on your paper. It is certainly not infallible but will point you in the right direction and thats where we will start.

Soft Proofing. Your image is on the screen ready for printing and you have decided on the paper. On the **Tool Bar** under the main image window you can click on soft proofing. This converts the **Histogram tab** on the top right hand side into a Soft Proofing Tab. Note how the background colour changes to White, to show how your image will look on the paper. The options also change in the tab. The **Create proof copy** Button allows you to make a vitual copy of your image so any changes you make can be compared to the original. It's a good idea to do this. Then print the copy.

The real heart is the **Profile.** The default is the one that was set the last time it was used. I wrote about the paper ICC profiles and this is where you choose the one you are going to use with the drop down menu. You may only see a few at first, but if you click on **Other** it will show you all the ICC profiles installed on your computer. Click on the one you want and it will be displayed in the window. At this time the histogram will probably change to reflect the profile. At the top left hand side of the histogram is a little box, hovering the cursor over it or clicking on it will show you the out of gamut colours for the Monitor. (Uses Blue Overlay). *However the one of importance is the top RIGHT one.* Click or hover. This will show you the out of gamut colours for the paper. (Uses a Pink Overlay) Which means these colours will not print as you see them on the screen. You have two choices, leave as is and hope the Printer and profile and rendering intent will sort it out so it is not obvious. Or Tweek the colours yourself to bring them into the paper gamut. This is usually done in the HSL tab using the Target Adjustment tool. Or by using the Adjustment Brush and tweeking Saturation. It's actually easier to do than write. **Rendering Intent. Perceptual or Relative.** Most paper manufacturers say leave on Perceptual, which gives a good rendition on saturated images. Probably best for glossy papers . Even if you click between them you won't notice much difference if any. It will depend on the image. Once you

are happy with the colours you can add any extra brightness or contrast to the image if required and send the image to the Print Module.
This video will be of help.
https://www.youtube.com/watch?v=ZHgdLYr87l4

Once in the **Print Module**, you will see the familiar Lightroom layout. With **Presets**, **Collections** on the left, the main image area in the centre and various adjustment tabs on the right hand side. The first thing you should do on entering the module is to set up your printer. Clicking on the **Page Setup** Button at the bottom of the left hand pane takes you to your printer Settings. You will want to set for instance, page size, orientation, sort of paper, (matte or gloss, etc) and turn off Printing job managed by printer (you are using an ICC profile so you want that managed by Lightroom). You can then set the appropriate **Template** for the task, using the list on the left hand side. You can make your own custom Templates and I will show this in the demo. Once you have selected a template it will appear in the main image area with the selected image inside it. You can then make any adjustments you want using the tools located in the tabs on the right hand side.
Layout Style Tab. You can choose a template for your images or you can choose a layout here. Lightroom has three different print layout styles, each designed for a different use. When you choose a particular style the tools in the adjustments tabs may change.
Single Image /Contact Sheet. It does what it says on the tin, or in this case in the **Layout tab.** You use the Margins, Page Grid, and Cell Size (image area) sections to create your layout based on a grid model where all of the photo cells you create are always the same exact size. For example, if you wanted to print a single 8 * 12in image you would leave all the margins set to an equal value (this centers the print), leave Rows and Columns set to 1 each (to create a single cell), and set the Height to 8 and Width to 12. Or, if you wanted to create a ***contact*** sheet you'd set the Rows and Columns sliders to create the desired number of cells per page. (notice the Cell Size automatically adjusts to fit the available space.) You won't be able to make the cells larger without decreasing the number of cells on the page (or using a larger paper size), but you can make them smaller by increasing the Cell Spacing or decreasing the Cell Size. Each slider affects the entire grid. In both cases you are creating a grid of cells (from one to however many will fit on a page).
Picture Package. This layout style allows you to print the same image at various different sizes, To make adjustments go the **Cells Tab** where you can add and adjust individual cells in the layout. Click on a button for the cell size you want to add and it will appear in the layout (you can reposition the cell by dragging to a new location in the layout). You can adjust the size of individual cells by clicking the cursor on the little adjustment boxes on the outside of the cell and dragging. Or by using the sliders in the **Adjust Selected Cell** box in the Cell Tab. Also in the Cell Tab, you can select a **New Page**, do an **Auto Layout** or **Clear Layout.**
Custom Package. This layout style allows you to print multiple different photos at different sizes in a single layout. It works like the Picture Package layout style by doing most of the work in the **Cells** tab. Whilst the Picture Package only uses the selected image, in the Custom Package you add photos to the cells by dragging and dropping them from the Filmstrip. You can even just drag a photo from the Filmstrip to an empty area to add it to the layout in a new cell. This is a very hands-on layout style and its flexibility can lead to some very creative layouts. Use the Cells Tab as described above.
The other tabs in the Module are **Image Settings Tab.** In this tab you can click on ***Zoom to Fit***, ***Rotate to fit, repeat one photo per page*** or put a ***stroke border*** round the image. **Rulers, Grids and Guides Tab** gives you a visual indication of where images cells are and the borders around them. ***Ruler units*** mine are set to inches. ***Grid snap*** mine is set to cell. ***Show Guides*** mine are always clicked on. ***Page Bleed*** by the way is where the printer inks go over the edge of the page. The very maximum area you should set for margins. **Page Tab.** In this tab you have the opportunity to change the page background colour. Great if you want to waste ink. ***Identity Plate*** allows you to put text on your photo, name and

contact details, etc. To do so select edit from the dropdown menu. You can also put a watermark on the image. Cut guides is used when you may have for instance more than one image on a sheet and you want to cut it. Or if you use Roll Paper and want to cut it. You have a visual mark.

Print Job Tab. The nitty gritty. This is where you pass all image info to the printer. ***Print to:*** normally set to printer, but you can output to a Jpeg file. ***Draft Mode printing.*** If you are doing a test print you may click this on otherwise keep it off. ***Print Resolution.*** You do have a small box on the right hand side to set a PPI, say 300. However if unticked Lightroom and the printer will figure out a PPI based on size and resolution of the image. A lot of people just leave it unticked. ***Print Sharpening.*** Most people apply sharpening as the last stage of the image processing. However you have the facility to apply extra sharpening now. It doesn't show but is applied during printing. The reasons for extra sharpening may be because of more absorbant paper, larger size, etc. You have the choice of low, standard, and high. *This of course will be subjective.* In the ***Colour Management Box*** you can set a ***Profile*** or allow the printer to manage the process. 99% of the time you will want to select a ***Profile.*** Clicking on the drop down menu brings up a dialog box, choose the profile you want. If you can't see it click on ***other*** to see all the profiles installed on your computer. If you think you will use this profile often, then tick the box on the left hand side of the profile name, for it to show in the main window. After you have chosen a profile, you can choose how the colours are rendered from the monitor colour space to the chosen paper colour space. Perceptual or Relative. Hover the cursor over each one for a description of how it does it.

Ticking the ***Print Adjustment Box*** allows you to set a brightness or contrast level to compensate for the chosen paper. If you have done test prints then you will know the levels required. Again you can't see it as it is applied during printing.

The Printing Module is very flexible and gives you more options than in Photoshop, so why not try using it. Below are some sources which may be of help.

https://helpx.adobe.com/lightroom/help/print-module-basics.html
https://helpx.adobe.com/lightroom/help/printing-photos-basic-workflow.html
https://helpx.adobe.com/lightroom/help/print-module-layouts-templates.html

https://www.youtube.com/watch?v=1svDvqBwpPI