

# IACC Lightroom Workshop

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## Live Demonstration Outline

### Introduction

It is **not possible** to show all of the features in Lightroom In a three hour demo.

Some key features will be demonstrated, some other features will be described, some features are not covered at all: tethered shooting, applying copyright notices and watermarks, most of the local adjustment tools, advanced editing.

### Reasons to Shoot Raw instead of JPEG

1. Can apply a profile to the image (can't do this with jpeg, profile already there – Picture Controls such as Portrait, Landscape, Vivid, etc. for Nikon)
2. Can set white balance more accurately – you can select the same presets (sun, cloud, shade, incandescent, fluorescent, etc.) as the camera settings
3. Can recover blown-out highlights in many cases that would be lost in a jpeg
4. Can correct for some degree under- and overexposure
5. More headroom for editing: 12 and 14 bit images can be manipulated more than 8 bit images without posterization
6. Can control sharpening: capture sharpening and output sharpening

### Reasons not to shoot Raw

1. The Raw files themselves are somewhat useless – web browsers, print labs, slide show programs don't understand them

2. Must use a computer to convert from raw to jpeg
3. Much larger file sizes than jpegs: fill up cards and hard drives faster, fill camera buffers in burst mode, longer to transfer to computer

### **A challenge for yourself**

Set your camera to capture both raw and jpeg, then compare your Lightroom-created jpegs to the camera's jpegs. If the camera's jpeg is always better than your Lightroom-edited one then don't use Lightroom unless you plan to improve your Lightroom editing skills. The 30-day free trial is great for this challenge.

### **Lightroom Overview**

Lightroom is a raw converter and an image management system rolled into one program. This is very handy because you get out your credit card once, install software once, type in a huge serial number once, learn one common user interface design, and you have two complete functions for your time and money.

### **Demonstration Steps**

Open Lightroom

Explain why there is no file open, no file close in File menu

Explain all folders to be imported should be under the **Lightroom folder**

Explain the 5 modules (will be 7 modules in Lightroom 4)

Explain common user interface layout: preset/selection panels on left, action panels on right, filmstrip on bottom, toolbar on top, F5, F6, F7, F8

Select solo mode for panels

Control-z will undo most things except delete

Control-d to deselect all selected images

Control-a to select all images (prior to export, creating a collection, etc.)

## **Library Module**

1. Explain folder list: only imported folders, total count of images at top, collections list
2. Explain other parts of the user interface
3. Select the McBain Camera Railway Museum Workshop folder
4. Shift-tab, F full-screen mode, L lights out to enlarge image
5. Control-arrows to pick, reject, next, previous
6. Menu option to delete rejects
7. Create collection set and collections
8. Show filter / explain filters and options, EXIF data, etc.
9. Demo grid view G loupe view E compare view C survey view N

## **Import**

1. Control-Shift I
2. Explain all elements on the import window
3. Import the ??? folder
4. Explain Add function, Copy, and Move
5. Copy function is set by default when memory card is detected
6. Enter keywords
7. Can use presets – create your own

## **Develop Module**

1. Explain the user interface in general
2. Explain histogram
3. Lightroom is a non-destructive editor – your imported image files (raw, jpeg, tiff, PSD) are not changed in any way by Lightroom
4. All Lightroom edits are saved automatically in the Lightroom catalogue, there is no save command, all edits are saved forever and can be reviewed and undone later.
5. Double-click on a nub to reset to default value
6. Hold down alt key while sliding a nub for alternate view of image – exposure, recovery, blacks, sharpening

7. Help → Develop Module Shortcuts explain important shortcuts
8. Toolbar T explain options
9. Create virtual copy
10. Stacking images
11. Backslash \ toggle before/after in loupe view
12. Y to display before/after on same screen
13. Explain Kelby's seven steps page 423:
  - a. Select Profile – explain profiles, can be done for raw only, not for jpegs
  - b. White balance
  - c. Basic exposure (tone curve) – basics panel
  - d. Contrast – tone curve panel (three presets)
  - e. Local adjustments if needed
  - f. Punch and enhance colour – clarity and vibrance
  - g. Finishing effects - vignette
14. Sync adjustments – best feature in Lightroom
15. Create a profile using X-Rite Colour Checker Passport
16. Apply profile to all images in folder
17. Select one image to edit
18. Crop tool R
19. White balance W
20. Basic adjustments – explain recovery slider
21. Contrast curve in Levels
22. Local adjustments
23. Vibrance and Clarity
24. Work on one of the photos from train museum – global and local adjustments
25. External editors
  - a. Open image in photoshop, photoshop elements
  - b. Explain interface screen: file type, bit depth, colour space

## **Export**

1. Control-Shift-E

2. Explain all options on the Export window
3. Export some jpegs

### **Catalogue Management**

1. Explain multiple catalogues – one per year, one per project, about 30,000 images max per catalogue – your mileage may vary, Darlene has way more per catalogue but her Mac hard drive recently fried (facebook posts were unhappy)
2. Explain catalogue backup strategies: use a different drive, frequency, catalogue preferences

### **Slideshow Module, Print Module, Web Module**

1. Explain each module
2. Refer to Kelby book for more info
  - a. Chapter 10 – slideshow module
  - b. Chapter 11 – print module
  - c. Chapter 12 – web module