

An Introduction to Masking in Adobe Photoshop Lightroom Classic Version 11

The Fundamentals That You Need to Know Before You Can Get Productive and Creative with Masks

Written and Presented by Barry Headrick

December 11, 2021

For Today's Virtual Workshop

1. Welcome!
2. Who wants to monitor the chat and let me know when a message is posted?
3. Can you hear and see me? If your camera is on, wave at me. If your camera is off, post your name in the chat.
4. Who is using a Mac?
5. Who has used local adjustments in earlier LR releases?
6. Who watched the [two recommended YouTube videos](#)?
7. Important: this document is designed to include everything that I plan to say and demonstrate. If I misspeak or omit something, the correct information will be in this document for your future reference. You have already received this document before the workshop as both a Word document and as a PDF file. If we discover any errors or typos during the workshop, feel free to update your Word document as needed.
8. It is on you to post questions about anything that is not clear to you as I go through the presentation.
9. I don't have a way to organize the presentation material in a logical sequence that will make sense to everyone. You will be presented with a rapid-fire series of information packets that you will have to organize for yourself in your own brains. If you wish, you can change the order of material in your Word file for this document.

The Agenda

1. Do you want to watch together a Julieanne Kost YouTube video (8:29)?
2. Presentation and Live Demonstrations
3. Questions
4. Break
5. More Presentations and Live Demonstrations
6. Questions
7. Thank you! And please send an evaluation report, including how close I came to meeting the workshop description (see [Appendix C](#)) to Clayton at workshops@imagesalberta.ca

The Preamble

This document contains links to other places in this document. Control-click on the link, which is underlined and shown in blue text, to go to the indicated place (bookmark). Use Alt-left arrow to return to the link that you just came from. If you are jumping around to different places in the Word file for this document, press Shift-F5 to go back to where you were.

This workshop is based on the Windows version of Lightroom. The Mac version will use some different keys and some of the user interface is different.

If you are going to create complex masks that contain multiple tools, [back up your Lightroom catalogue](#) before you begin. You never know when you might crash Lightroom and corrupt your catalogue. If you have a slow computer processor and/or limited RAM (computer memory) and/or slow drives (such as a slow external or network drive), you have to work slowly to allow Lightroom to keep up with you. This is particularly important when you use the new AI masking tools. Tip: if you have a corrupted LR catalog and no recent backup to recover from, look for the question "[Lightroom says that my catalog is corrupted—can I fix it?](#)" on Page 485 of the [Lightroom Queen's FAQ book for Lightroom Classic](#).

The Recommended Reference Book

The recommended reference book for this workshop is the Lightroom Queen's Lightroom Classic FAQ ebook. See [Appendix B](#) for more information about this book. In this book, Appendix H, 32 pages, is entirely about the new Mask tool. The last three pages of Appendix H show a detailed list of keyboard shortcuts. You might want to print the 3 pages of keyboard shortcuts and tape them up somewhere close for quick reference.

New and Important

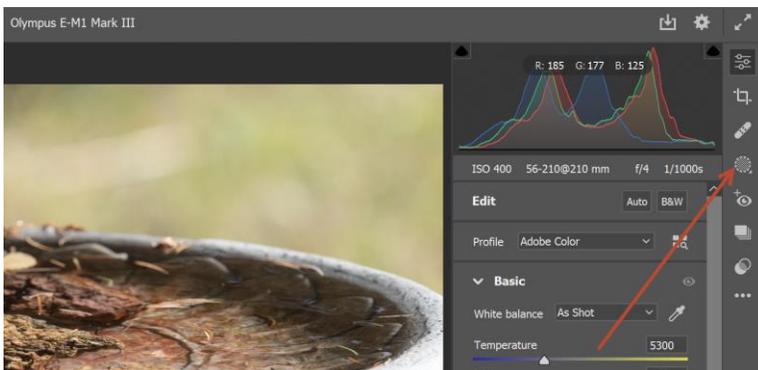
Adobe Photoshop Lightroom Classic Version 11, <https://www.adobe.com/ca/products/photoshop-lightroom-classic.html>, referred to as LR in the remainder of this document, was released in October 2021. In version 11, the local adjustments facility changed entirely. The brand new Mask facility was described by some prominent software reviewers as the biggest change ever in LR <https://mattk.com/the-biggest-change-to-lightroom-ever/>.

Adobe's Help web page is: <https://helpx.adobe.com/lightroom-classic/help/masking.html>

The new online keyboard shortcut window in LR is [described here](#).

The [Tool Strip](#) that appears under the histogram panel in the Develop module has completely changed. Three local adjustment icons are no longer there. A new Masks icon is there instead of the three local adjustments. The other toolstrip icons: crop, healing brush, and red eye, are still there with different icons. This is described in detail in the [User Interface Section](#) below.

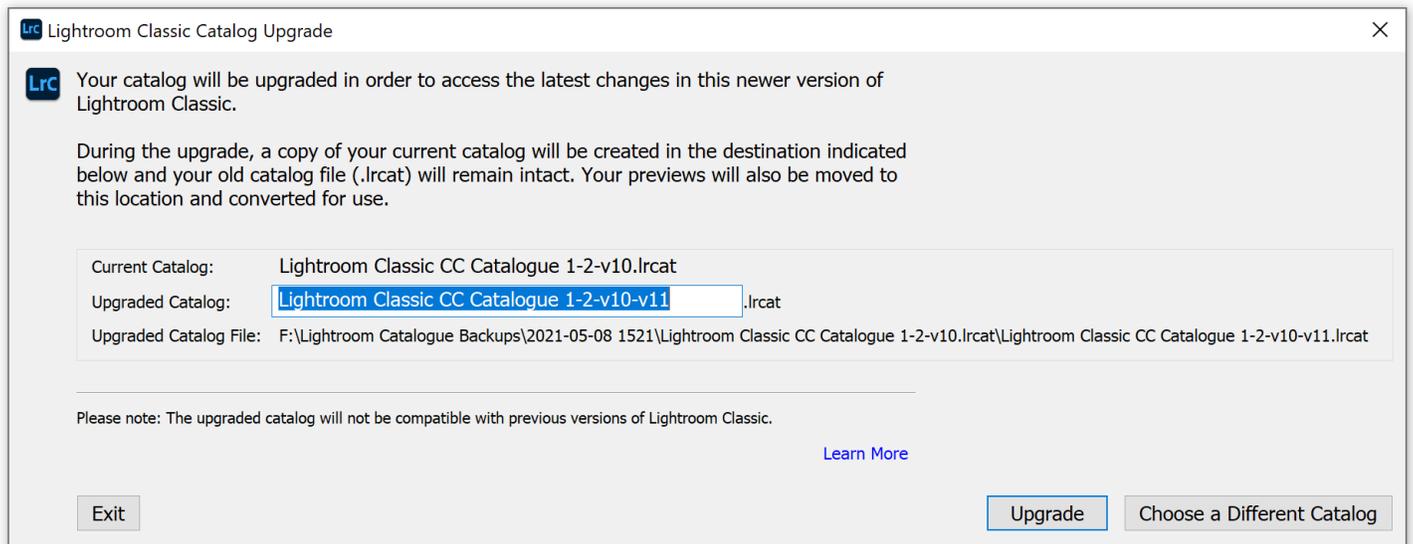
This new Mask facility is also available in Adobe Camera Raw for Photoshop and Bridge users. See below for a screen shot of the Mask button in Adobe Camera Raw. The Mask icon is also available in the Camera Raw Filter in Photoshop. This is shown in the second screen shot below. The new Mask facility is also available in the Cloud and Mobile versions of Lightroom.



Convert the Catalog and Convert Your Local Adjustments

The first time that you open a catalogue in LR for an older version of Lightroom, two things will happen:

1. LR will make a copy of the existing catalog file. The existing catalog file will not be changed in any way. The copy will have the same name except v11 will be included in the catalog name. You can change the new catalog name if you wish. The new catalog file will be in the same folder as the existing catalog file.
2. The new V11 catalog file will be converted to a new format. All of the local adjustments in all of the images in the catalog will be converted to masks. No user input is needed for this automatic conversion of local adjustments.



The new catalog is not backwards compatible, that is, you cannot use a catalog for version 11 in version 10 of Lightroom.

A New Folder to Back Up

A new catalog information folder is used in LR. This folder must be backed up along with the catalog file (xxxxx.lrcat) itself. This is done automatically if you use the catalog backup facility in LR. However, if you back up your catalog manually or use some third-party app to back up your files, you must ensure that this new folder is also backed up with the catalog. Please see [Appendix A – A New Catalog Folder to Back Up](#) for more information.

The Workflow

Masking Workflow Basic Concepts

Masks are a brand new thing in LR. They allow you to apply adjustments to only certain areas of your image. Masks are designed to be a quick correction/optimization/artistic enhancement to your image. In certain cases, masks can avoid a round trip to Photoshop or some other image editing app. Older versions of LR had three local adjustment tools but Masks are a quantum leap in capabilities for local adjustments.

Masks are used in LR after you use the global adjustments (exposure, temp, tint, shadows, highlights, tone curve, HSL, noise, etc.) and you cannot achieve the look that you want. You can see that there are area(s) in your image that don't look right no matter how much you adjust your global settings.

Before you add mask(s) to an image, you should (must?) apply all the global adjustment settings that you want. If you change a global setting after masks are applied, the resulting image can be bad.

Then you have to decide which specific area(s) in your image need changes to their settings like exposure, temp, tint, shadows, noise reduction, etc.

Then you need to create mask(s) to select these area(s). There is no limit on the number of masks that you can add to an image.

For each mask, you [add/subtract/intersect](#) the [masking tools](#) to create the selection for the mask. You can invert the selection for each tool in a mask as needed.

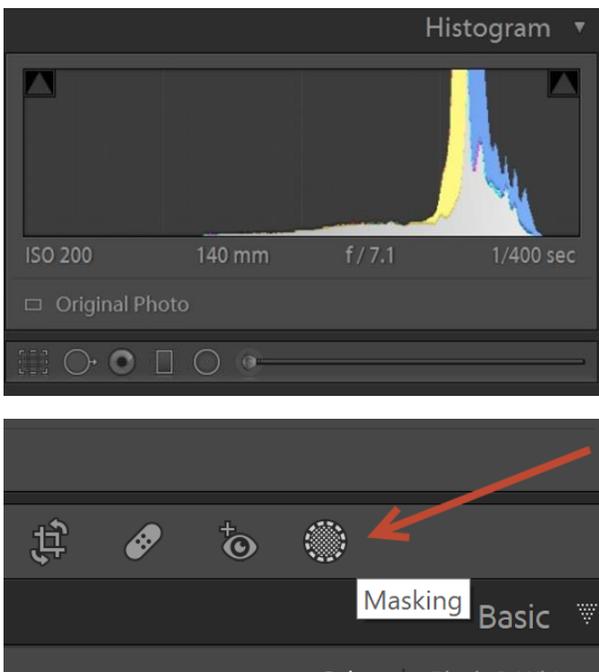
Then you set the adjustments (mostly sliders) that are available in the [UMP](#) to achieve the desired look for the area selected by each mask. There is no point in creating a mask only to discover that none of the available adjustments in the [UMP](#) can give you the look that you want. Some global adjustments like tone curve, HSL, color grading, grain, and calibration cannot be applied to masks because they are not available in the [UMP](#).

If LR masks, and their respective adjustments in the [UMP](#), cannot make the image look the way you want, then you have to use another photo editing app like Photoshop.

The User Interface

New and Important – the Tool Strip Has Changed

Anyone who used local adjustments in earlier versions of LR may freak out when they see that the familiar local adjustment tools in the Tool Strip in the Develop module are missing. Don't worry they are still here in LR, but they are activated by a new Masking icon that you have not seen before. The old and new Tool Strips are shown below. Many thanks to club member Bruce Smith for sending me a screenshot of his Develop module screen for Lightroom version 5.



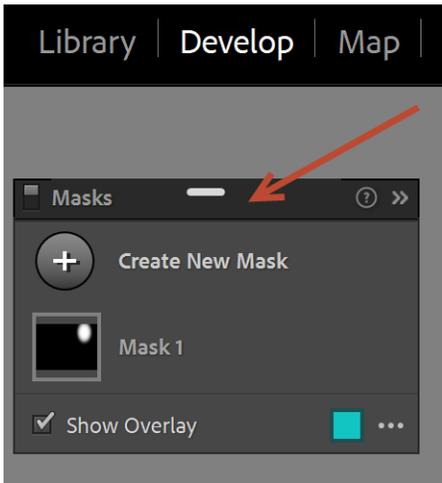
The other tools on the new Tool Strip remain basically the same but their icons have changed.

1. Crop Overlay (shortcut key R)
2. Spot Removal Tool (formerly know as the Healing Brush tool) (shortcut key Q)
3. Red Eye Correction Tool (no shortcut key but it really needs one)

The names of the local adjustment tools in LR have changed.

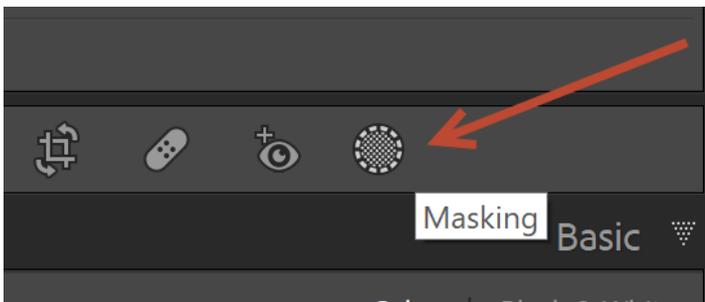
Local Adjustment Tool Description	Old Name	Lightroom Version 11 Name
Create a mask with brush strokes	Adjustment Brush	Brush
Create a mask with an ellipse/circle	Radial Filter	Radial Gradient
Create a mask with parallel lines	Graduated Filter	Linear Gradient

The brand-new Masks panel is the first floating panel ever for Lightroom. When this panel is open, you can drag it anywhere on your screen. There's a compact view that no one likes available for this panel. You can dock and undock this panel in the panels section on the right side of the Develop module screen. Shortcut keys: double-click on the Mask panel's title bar to dock/undock the panel.

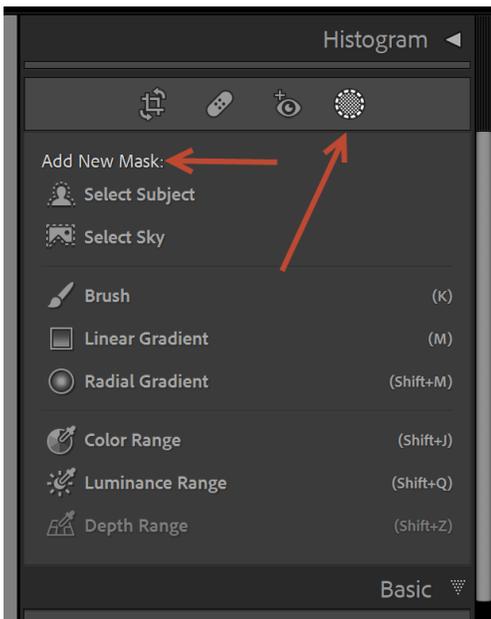


To Create a New Mask

The screenshot below shows the Tool Strip in the Develop module in LR. To open/close the Masks panel, click on the Masking icon.

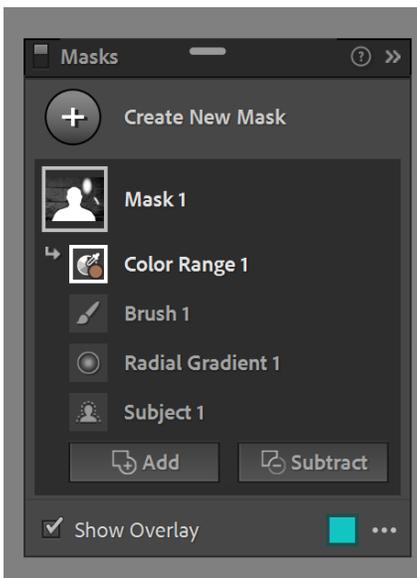


The screen shot below shows the Add New Mask panel that appears when you click on the Mask icon for an image that has no masks. You can also use a shortcut key to create a new mask: K – create a new mask with the brush tool, M – create a new mask with the linear gradient tool, shift-M create a new mask with the radial gradient tool. All of the other shortcut keys to add a new mask are shown in the screenshot below.



The screen shot below shows the Masks panel that opens for an image that already has one or more masks. Click on the Masking icon on the tool strip to open this panel. In the screen shot below, this image has one mask (Mask 1) that contains one color range tool (Color Range 1), one brush tool (Brush 1), one radial gradient tool (Radial Gradient 1), and one Select Subject tool (Subject 1).

Tip: you can change the names of the masks and the tools to more meaningful names for future reference. Double-click on the mask or tool name to change it.



Tip: if you want to quickly see which images have masks and which images do not have masks, click on the Masks icon to open the Masks panel. As you move from image to image in the toolbar in the Develop module, either the Add New Mask panel (shown 2 images above) will appear or the Masks panel (shown above) will appear for each image.

The eight tools that you can use in a mask are:

1. Select Sky (a new AI tool)
2. Select Subject (a new AI tool)
3. Brush (formerly known as the Adjustment Brush)
4. Linear Gradient (formerly known as the Gradient Filter)

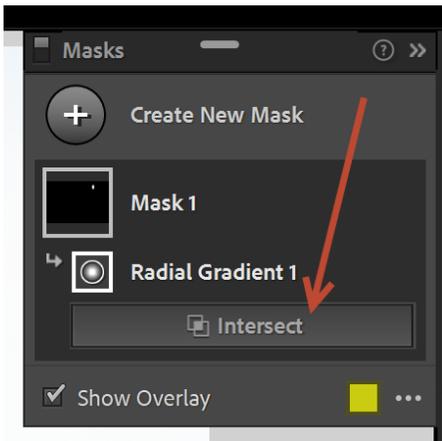
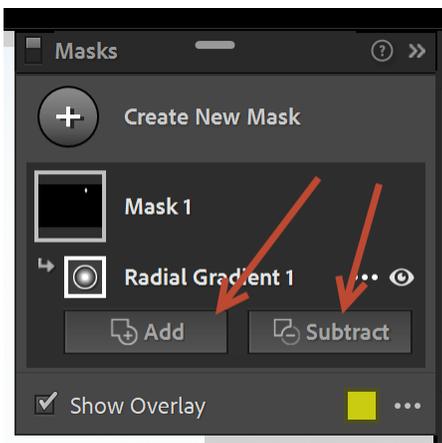
5. Radial Gradient (formerly known as the Radial Filter)
6. Color Range (this was available as a setting inside your local adjustment tools in earlier versions of LR)
7. Luminance Range (this was available as a setting inside your local adjustment tools in earlier versions of LR)
8. Depth Range (applies only to images with depth information such as newer iPhones).

All existing Masks for an image are listed on the Masks panel. Shortcut keys: Alt plus arrow keys to navigate up/down the list of masks for this image.

You can expand or collapse each mask by clicking on it in the Masks panel.

You can select each tool in a mask by clicking on it. When you select a tool, its [Selected Tool Options Panel](#) will automatically appear under the tool strip.

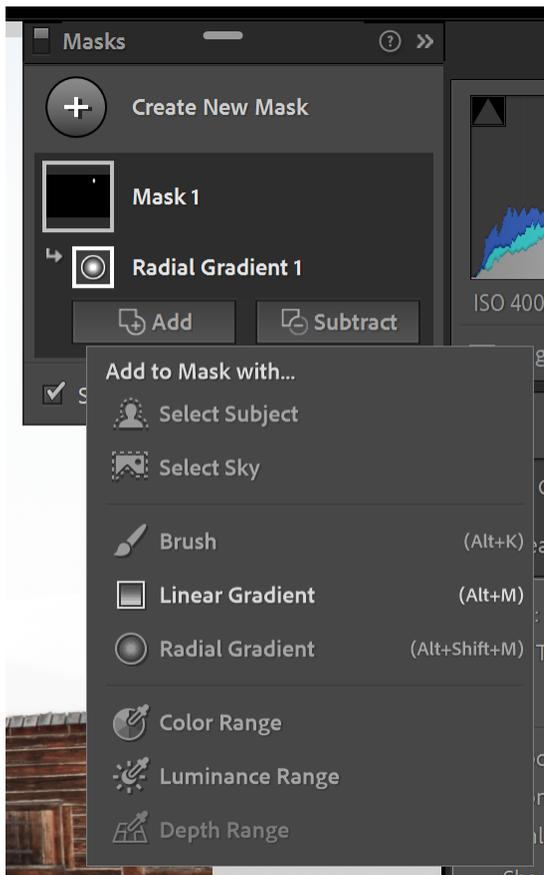
At the bottom of the expanded mask panel there are buttons to add a tool to the mask or subtract a tool from the mask. If you hold down the Alt key, there is a button to add an intersection to the mask. Refer to the two screen shots below. Note that these buttons (Add, Subtract, and Intersect) will appear in the Masks panel only if there is already at least one tool in the mask and the tool has a selection.



When you click on the Add, Subtract, or Intersect button, a list of tools that you can add, subtract, or intersect with the mask will appear, as shown in the screen shot below. The tool that you added, subtracted, or intersected will appear at the top of the tools list. There is no limit on the number of tools in a mask.

When you add, subtract, or intersect tools in a mask, you work from the bottom up. The bottom tool in a mask cannot be a subtract or intersect because there is nothing below it to subtract from or intersect with.

Very important: when you subtract or intersect with a tool, it only affects the tools below that tool in the mask.



The Hierarchical Structure of Masks

Understanding the hierarchical structure of masks is very important.

Images can have zero, one, or multiple masks. All local adjustments for an image consist of one or more masks. There is no real limit on the number of masks you can have for an image.

Each mask has one UMP. The adjustment settings for all the tools in a mask have the same settings for their UMP. Each mask has an overlay that you can display on the image to see what area(s) on the image are affected by the mask.

Masks consist of one or more tools that are contained in the mask. There are eight tools to choose from. Each tool can be used multiple times in a mask. There is no real limit on the number of tools that you can use in a mask. Each tool has an area of the image that it selects. The overlays for individual tools can be turned on and off as desired. Each tool has its own Selected Tool Options Panel to enter the settings for that tool.

You can use multiple instances of each tool in a mask. There is no specific limit on the number of instances of the same types of tools in a mask.

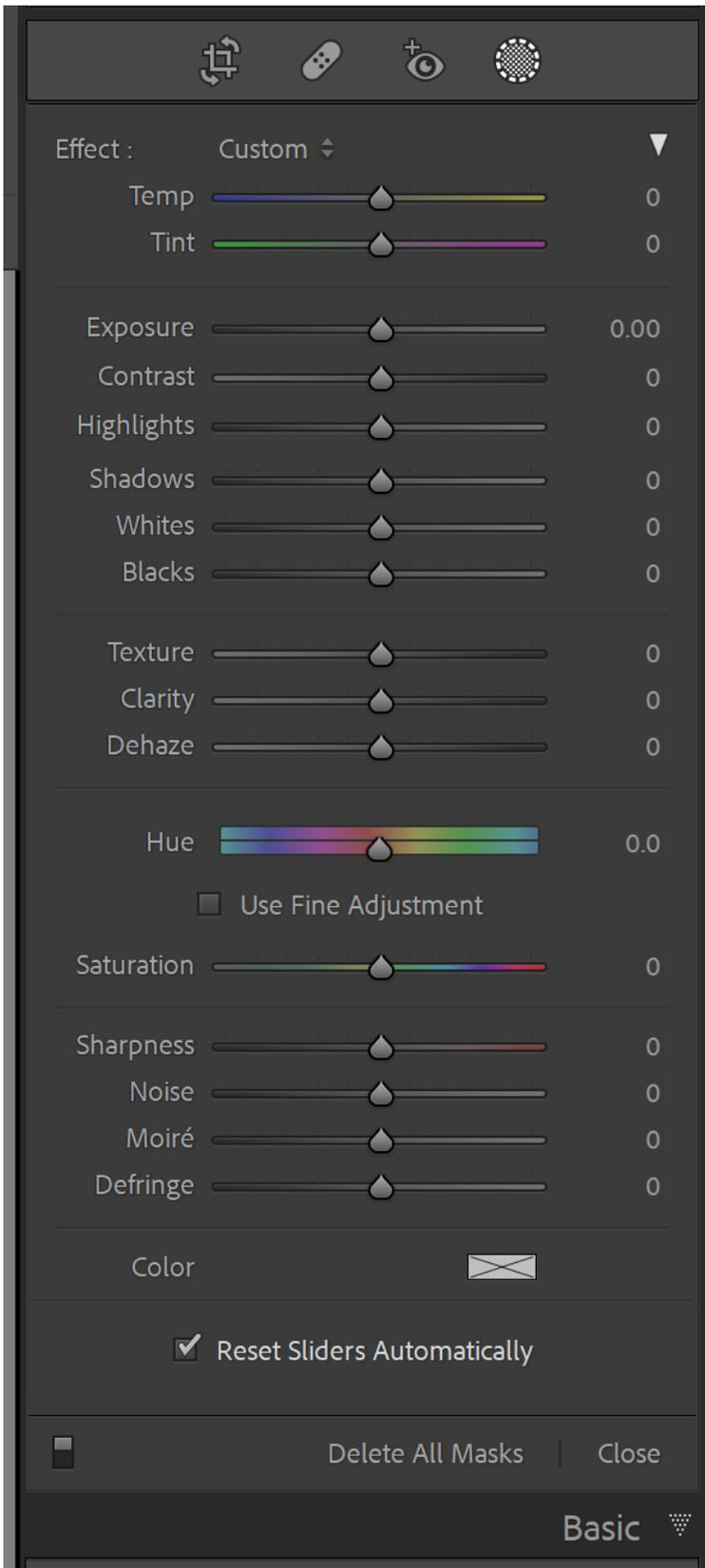
To summarize, an image has masks. masks have tools. tools have a selection and a tool options panel. Each mask has an UMP. The same UMP settings apply to all the tools in the mask.

Tools like the brush or the radial gradient cannot be added directly to an image like in the old days. All tools have to be contained in a mask.

The Unnamed Masking Panel (UMP)

A panel called the UMP (see the screenshot below) lets you set all the image adjustments that can be applied to a mask. The UMP appears under the Tool Strip whenever the Masks panel is open. The settings in the UMP apply to all of the tools in the mask. You cannot have different UMP settings for different tools that are in the same mask.

Caution: the UMP and the Basic panel have a similar appearance. Make sure you are in the correct panel (UMP or Basic) when moving the sliders around. Many commonly used sliders (temp, tint, exposure, contrast, etc.) appear in both the UMP and the Basic panel so the two panels are easy to mistake for each other.



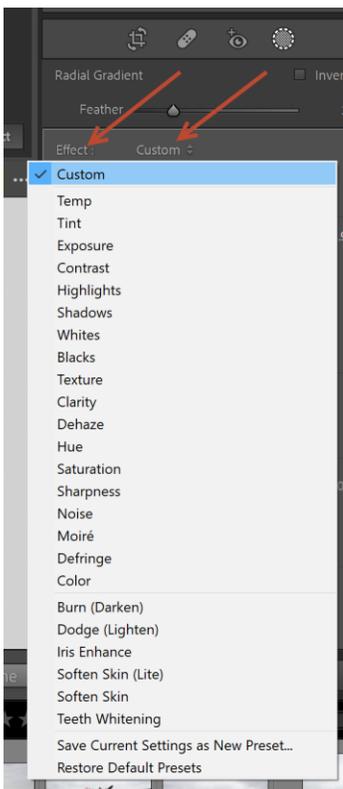
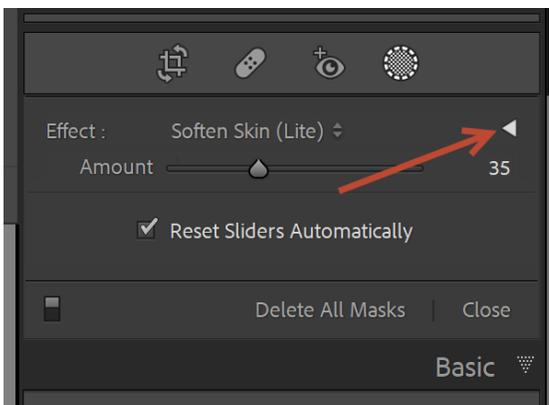
I cannot find an official name for this panel in any Adobe website or video. Some people call it the Mask Sliders panel. Other people call it the Mask Adjustments panel. I call it the Unnamed Masking Panel ([UMP](#)) because I refuse to use my own pet name for objects in an app. I always use the software vendor's own names for anything in the app. Tip: if you give some element in an app your own name instead of using the vendor's name, try Googling your own name for help for this app and see what you get.

The [UMP](#) can be collapsed using the disclosure triangle on the title bar of the panel. See the screen shot below.

Important: the [Amount](#) slider in this collapsed panel is very important to scale up or down the overall visual impact of the mask. If you decide that the effect of a mask is too heavy or too light, you can adjust the Amount slider instead of adjusting each individual slider in the [UMP](#).

The [UMP](#) has an Effect drop-down list. This gives you some presets for the values in this panel. See the second screen shot below.

The [UMP](#) settings are copied along with the tools and their selections when you [copy/synch/preset](#) a mask to another image.



More About Masks

Adobe calls the tools within a mask as “components”. The following paragraph was copied from an Adobe page, see the link for this page that is shown after the copied text shown below in italics.

Intersect Mask with *Select this option to create a new component in the existing mask that intersects with the other components of the same mask. You can also access this option from the Masks Panel by pressing Alt (Windows)/Option (macOS) <https://helpx.adobe.com/lightroom-classic/help/masking.html>*

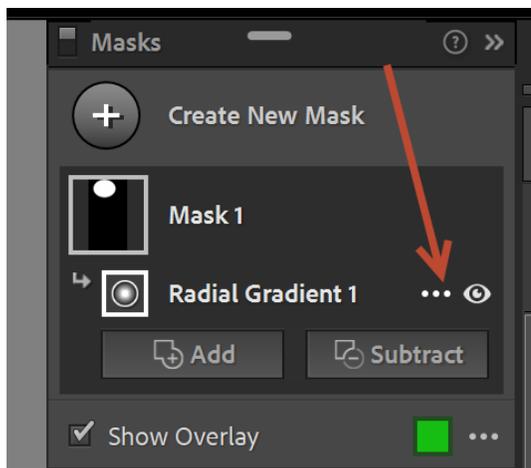
The Lightroom Queen calls the tools within a mask as “selections”.

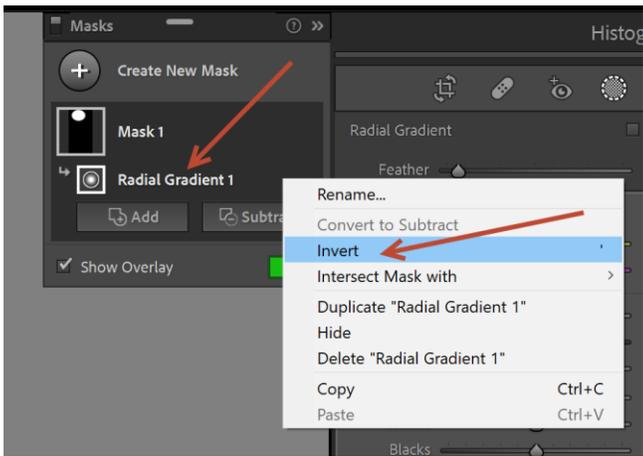
Each mask can have only one set of adjustments (slider settings), as selected in the UMP for the mask. You cannot set different adjustments (slider settings) for the individual tools in a mask. For example, if you have a mask consisting of two radial gradient tools, you cannot set one radial gradient to +0.5 stops exposure and set the other radial gradient in the same mask to -0.5 stops exposure.

Very important: the adjustments made in an UMP are **combined with** the corresponding global adjustment. They do NOT replace the corresponding global adjustment. For example, if your global exposure adjustment is set to +1.5 stops and the mask is set to +0.5 stops then the net result is +2.0 stops for the area covered by the mask. This allows you to overlap masks to cause an effect greater than the maximum slider setting. For example, if you want to increase the clarity in some part of an image to more than the clarity slider will allow, just stack two masks over this area and set the clarity slider to maximum for both masks (or set one mask to maximum and set the second slider to whatever additional effect that you want). Any slider in the UMP that is set to zero has no effect on the image.

The AI masks (Select Sky and Select Subject) are sometimes not exactly perfect. They can be corrected (cleaned up) with the Brush tool. The recommended [YouTube video from the Photoshop Café](#) features a Select Subject mask for a rusty truck, and how to clean up the mask. Given this club’s unnatural great interest in photographing rusty cars, this video is well worth watching for most members.

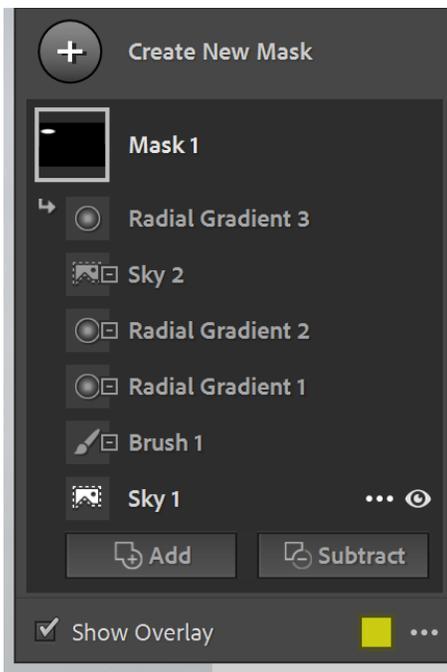
You can invert any of the tools in a mask. A tool in its normal state selects certain pixels in the image. When the tool is inverted, the pixels that were selected are not selected and the pixels that were not selected are now selected. If a tool has a feather applied, the inversion maintains the feathering of the inverted selection. Inverting a tool is sometimes used when you want to select all of an image except not a specific part(s) of the image. So, you select the specific parts(s) with the appropriate tool(s) and invert each tool(s)’ selection. Typically, this is used when you want to adjust all of an image except for a small specific part of the image. To invert a mask, use the checkbox in the [Selected Tool Options panel](#). or use the ellipses (see the screen shot below) to open the context menu (see the second screen shot below) and select Invert.





The selections made by tools within a mask can interact with each other in three different ways: add, subtract, and intersect.

1. Add - the area selected by the tool is added to the area(s) selected by other tool(s).
2. Subtract - the area selected by the tool is subtracted from the area(s) selected by the other tool(s).
3. Intersection remember set theory and Venn diagrams in elementary school? The area selected by the first tool overlaps the area selected by the second tool and the resulting selection is only the overlapping area. Any area that is selected by the first tool and is not selected by the second tool, and vice versa, is not part of the intersection. Refer to the question “[What does intersect mean?](#)” on page H20 of the Lightroom Queen’s book (see [Appendix B](#)).
4. The tool icons in a mask show whether the tool’s selection is added to the total selection for the mask or subtracted from the total selection for the mask. The tools shown below have a minus sign if they are subtracted and no icon if they are added. For example, Sky 1 is added, Brush 1 and Radial Gradient 1 are subtracted. There is no icon to show that a tool is an intersection, for the reason shown in the Lightroom Queen’s book. Refer to the question “[What does intersect mean?](#)” on page H20 of the Lightroom Queen’s book (see [Appendix B](#)).



To understand how the tools in a mask interact with each other, you start at the bottom of the tools list for a mask and work your way up. You will be adding, subtracting, and intersecting the selections for the tools as you go up the list. When you move a subtraction tool or an intersection tool up or down in the tools list, it will change the resulting selection for the mask.

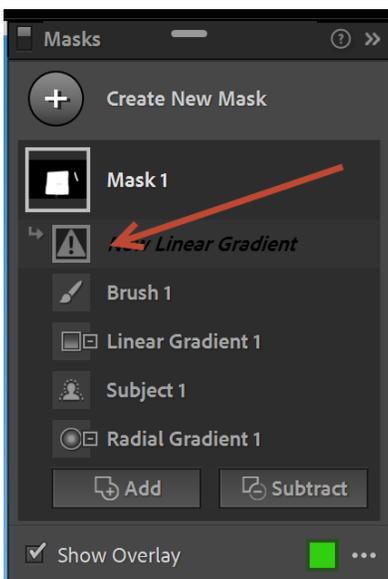
Unfortunately, the mask itself cannot be inverted. There is a manual workaround for inverting a mask. Refer to page H20 of the Lightroom Queen’s book (see [Appendix B](#)). Look for the question “[I have a mask that’s made up of multiple selections. How do I invert the whole mask?](#)”

You can change the order (sequence) of tools in a mask by clicking and dragging the tools. The sequence of the tools will impact the image if you have any subtract or intersect tools in the mask.

There are some limitations on the masking tool. There is no facility to refine the edge of a selection. You can’t modify the automatic AI selection for a Select Sky or Select Subject tool, although you can use the brush tool to update the selection if needed.

A mask must have at least one tool in it to select something. A mask with no tools in it is like a wine glass with no wine in it – it is an empty container that does no good for anyone.

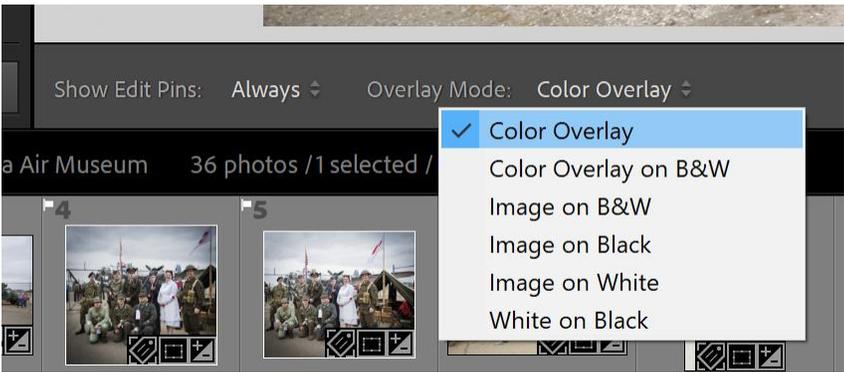
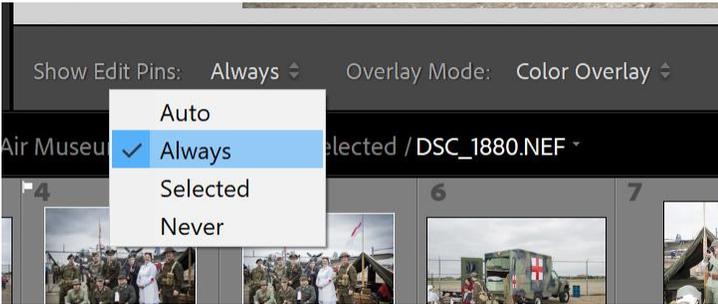
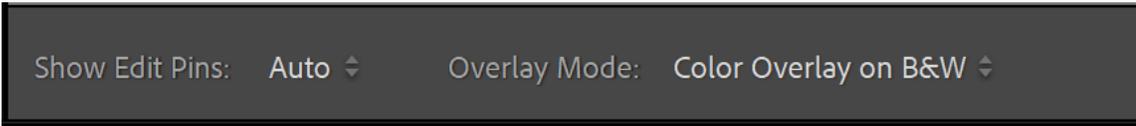
Each tool must have a selection that is created by the tool. For example, every brush tool must have a selection made by brush strokes on the image, and every radial gradient must have a selection made by drawing circles or ellipses on the image using the radial tool. Each AI tool will automatically create its own selection and you have no control over selection. If you add/subtract/intersect a brush, gradient, radial, luminance, or color range tool to a mask, you have to make a selection with that tool before you can proceed. If you add/subtract/intersect one of these tools by mistake, press ESC to remove it from the mask. The screenshot below shows the icon for a tool with no selection. This probably also applied to the depth tool.



A mask must have adjustments to one or more sliders in its [UMP](#) such as exposure, highlights, saturation, etc. A mask with no adjustments is like a car with no motor – it won’t get you anywhere. All sliders in an [UMP](#) that are set to zero have no effect on the image.

A toolbar appears under the image window whenever the masks panel is open. For a description of the options shown below, refer to the Lightroom Queen’s book (see [Appendix B](#)).

1. Page H8. look for the question “[How do I show or hide the pins?](#)”.
2. Page H6, look for the question “[When are the different mask overlays useful?](#)”.



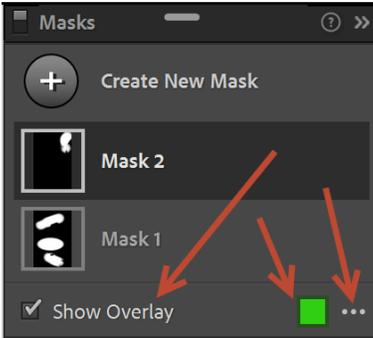
Frequent Gotchas

If you want to display the overlays and pins for a mask, you have to select the mask in the Masks panel. Otherwise overlays and pins will not appear on the image.

The [UMP](#) and the Basics panel have a similar appearance. Make sure you are in the correct panel when adjusting sliders.

Overlays

Overlays can be turned on and turned off as needed. Hovering on a pin on the image will turn overlays on. You can also hover on the icon for a mask or a tool in the Masks panel. You can choose the colour for an overlay, toggle overlays on and off, and set the display mode for overlays using the toolbar at the bottom of the Masks panel.



Shortcut keys: O (letter O) – toggle overlays on/off, Alt O – mode, Shift O – color.

Pins

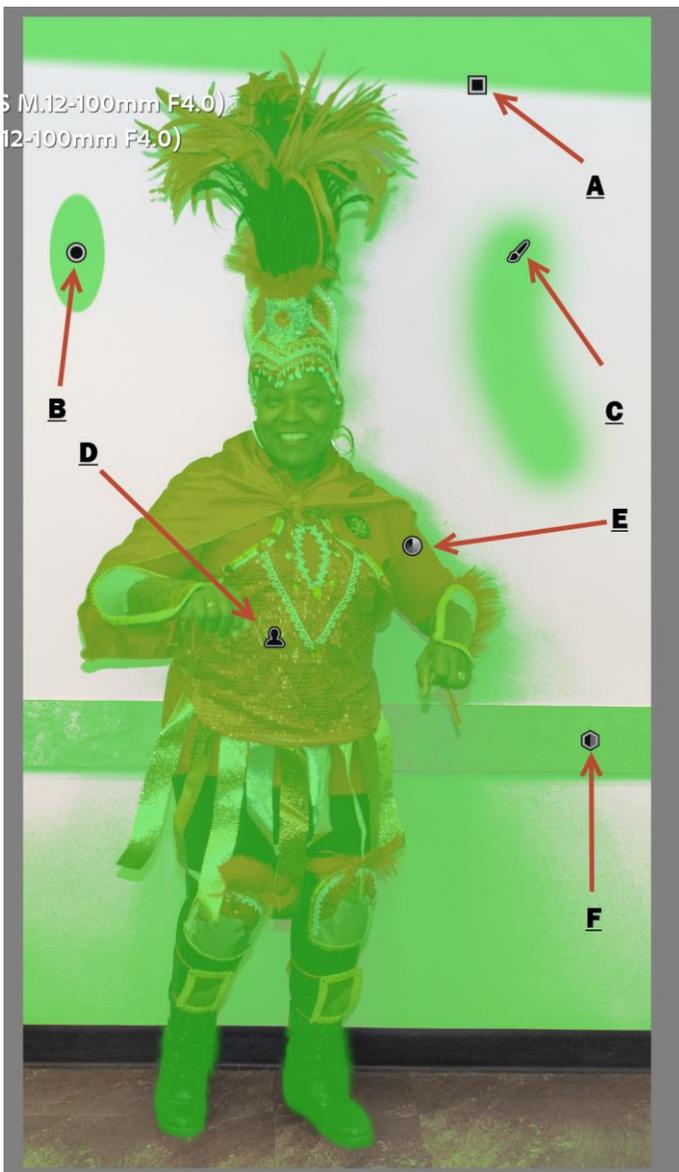
Each tool now has its own pin design. Each pin design is shown on page H7 of the Lightroom Queen's book. In earlier versions of LR, each tool (brush, linear, radial) used a round circle and only the pins for a particular type of tool (radial, linear, or brush) could be seen at one time.

Shortcut keys: H – cycle through the four “display pins” settings, hold S – show the group pins for all masks in the image.

In the image shown below, the pins are:

- A. Linear Gradient
- B. Radial Gradient
- C. Brush
- D. Select Subject
- E. Color Range
- F. Luminance Range

There is no pin shown for select sky since there is no sky in this image. There is no pin for Depth Range since this image does not have depth information.



The image shown below has a Select Sky pin with a red overlay on the sky.



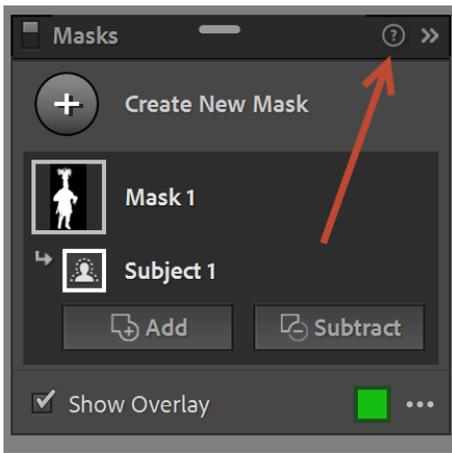
The image below displays three Group icons that correspond to the three masks on this image. The Group icons appear when you press the S key when the Masks panel is open. Hover on a group icon to display the overlays for the mask.



Shortcut Keys

The shortcut keys for masking are described in the last three pages of Appendix H in the Lightroom Queens's book. See [Appendix B](#) for more information about this book.

How do I display the list (pop-up window) of shortcut keys? Click the question mark in the Masks panel



Need help with Masking?

[Watch a Masking Overview Tutorial](#) 
[Learn More About Masking on HelpX](#) 

[Watch an Advanced Masking Tutorial](#) 

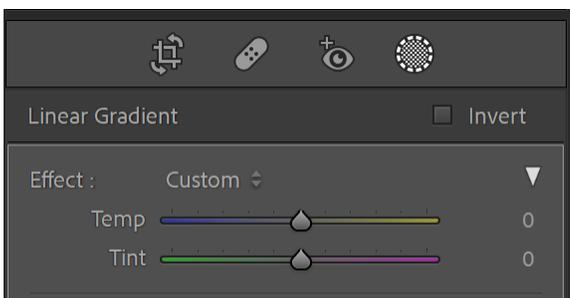
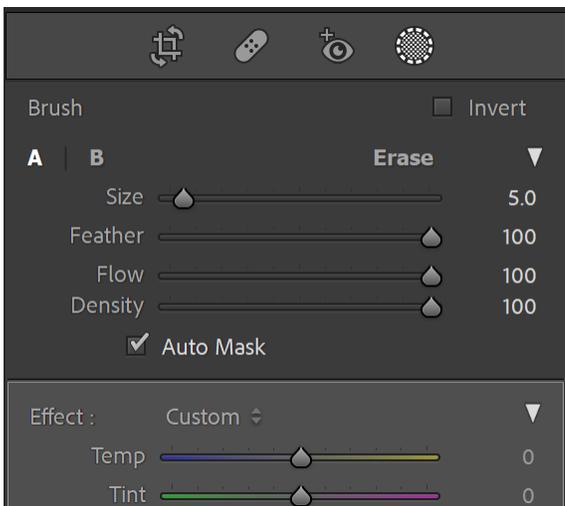
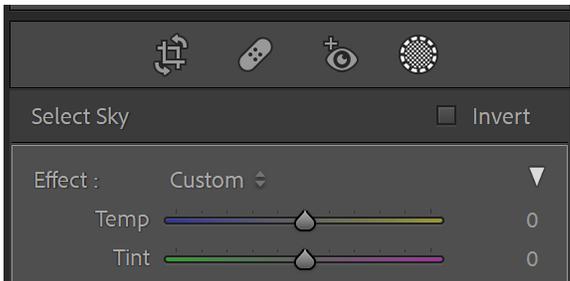
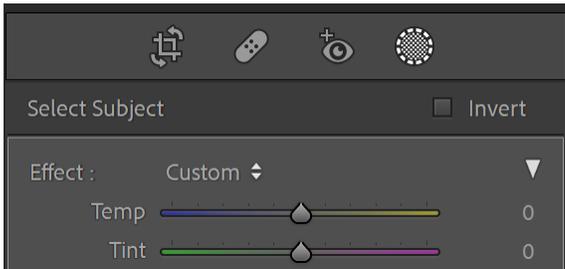
Keyboard Shortcuts for Masking

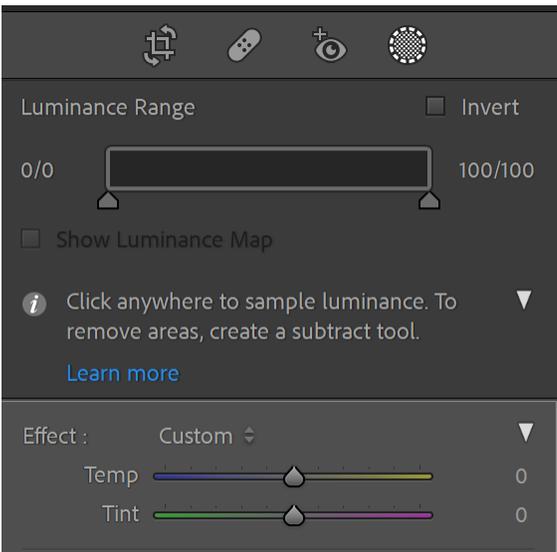
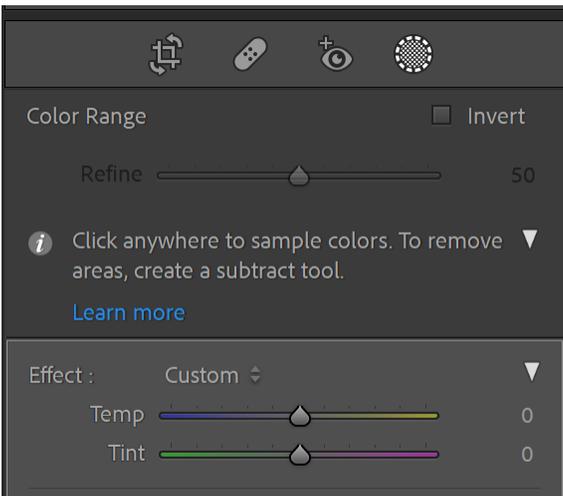
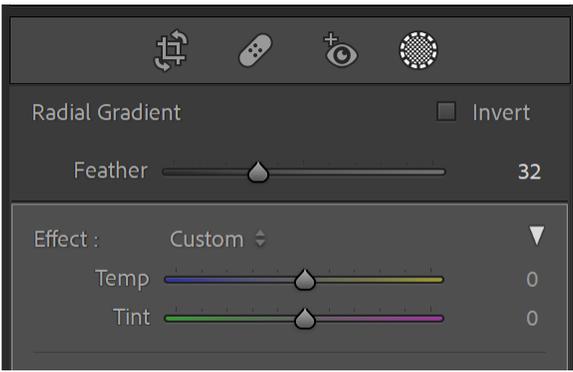
Basic Tools			
Create a Brush		K	Add Tools inside a mask
Create a Linear Gradient		M	Add Brush in mask Alt+K
Create a Radial Gradient		Shift+M	Add Linear Gradient in mask Alt+M
Create a Color Range		Shift+J	Add Radial Gradient in mask Alt+Shift+M
Create a Luminance Range		Shift+Q	Add a tool of the selected type Shift+N
Create a Depth Range		Shift+Z	Subtract a tool of the selected type Alt+N
Create a new mask with the selected tool		N	
Tool Settings			
Toggle eraser mode (Brush tool only)	hold	Alt	Mask Overlay
Toggle invert for selected tool		'	Toggle Mask Overlay O
Intersect with...	hold	Alt and use 	Cycle Overlay Mode Alt+O
			Cycle Overlay Color Shift+O
Mask list navigation			
Navigate Mask list with keyboard	Alt	   	On-image Tool / Pin visibility
			Toggle Show Pins and Tools H
			Toggle Show Unselected Mask Pins hold S

The Selected Tool Options Panel

Each type of tool has a Selected Tool Options panel that appears under the Tool Strip whenever that type of tool is selected in a mask. Seven different Selected Tool Options panels are shown below. I can't show the Depth Range tool panel because I don't have a camera that supports depth information in the image.

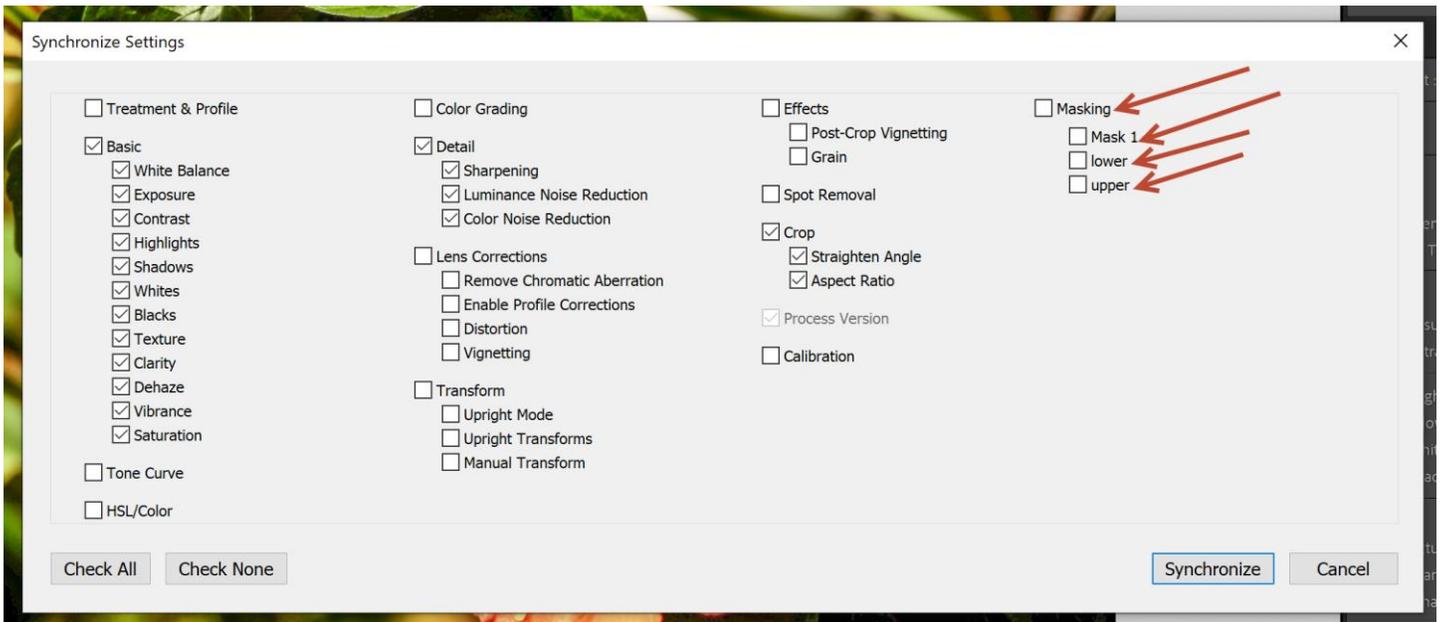
For detailed information on each tool and its options in its Selected Tool Options Panel, refer to pages H8 to H18 of the Lightroom Queens book (see [Appendix B](#) for more information about this book).



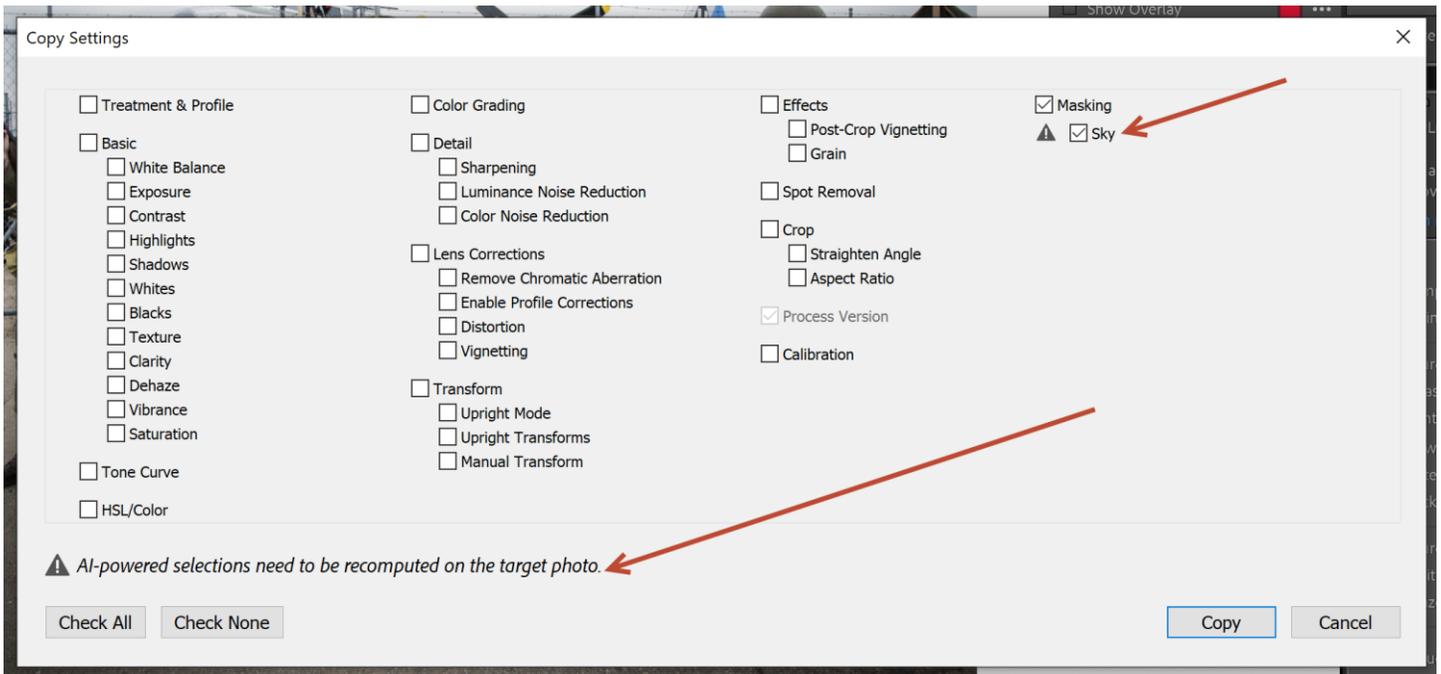


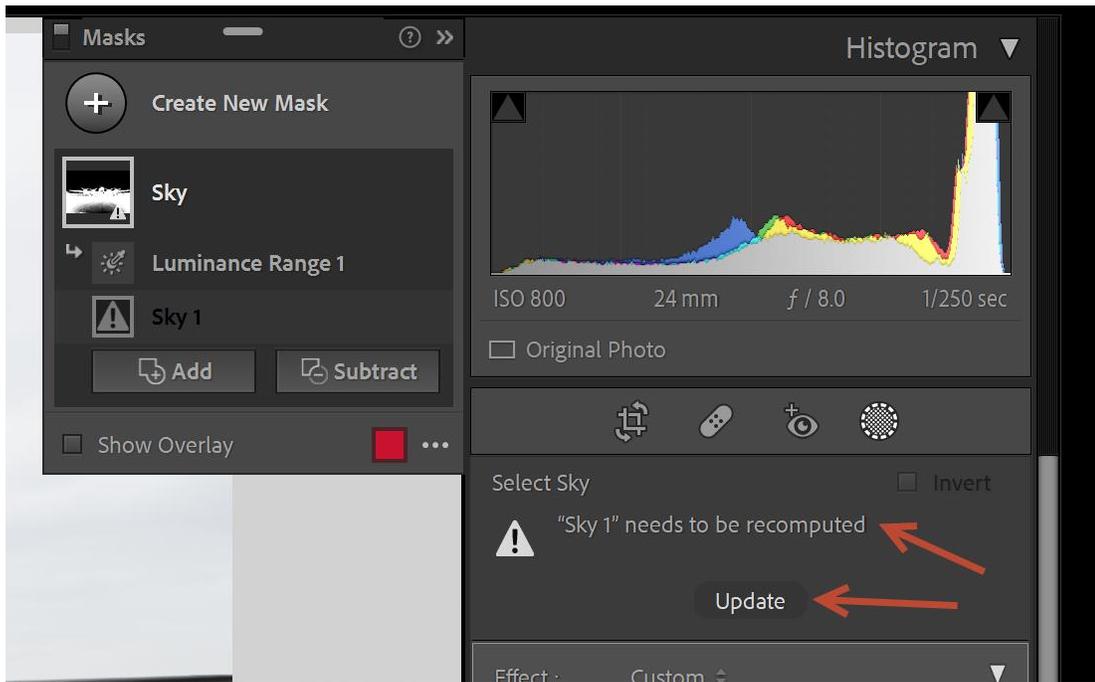
Synchronize and Presets

You can synchronize (see the screen shot below) masks over multiple images. You can copy and paste settings including masks. You can create edit presets that include masks.



If you add a mask to an image by synchronize/copy&paste/preset you have to re-execute all of the AI tools.





The Recommended Videos

Julianne Kost YouTube video (8:29) <https://www.youtube.com/watch?v=cRGdi85tikU> the companion web page (text) including many keyboard shortcuts is <https://jkost.com/blog/2021/10/lightroom-classic-v11-masking-premium-presets-metadata-updates-and-more.html>

The Photoshop Café YouTube video (7:29) https://www.youtube.com/watch?v=UFmZ_Mj5dGg

The Piet Van den Eynde Masking Masterclass (approx. 5.5 hours, \$49 USD):
https://www.digitalphotomentor.com/product/lightroom-masterclass-new-masking-tools-made-easy/?fbclid=IwAR3sq-GRMJBSzxIzsZQhobA-zK3HLY_AIH_yxJf0NOdowKmh7Qw68nQ5K4c#description.

Here is a YouTube video that describes this class: <https://youtu.be/2bmDFY4fuag>

Quick Quiz Questions

Can I show more than one mask at a time on the image? Yes, use the eyeball beside the mask name. You can show any number of masks at one time, based on whether the eyeball is on or off.

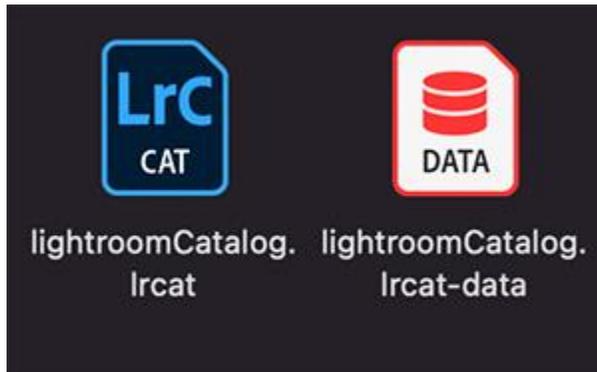
Can I show the overlays for more than one mask at a time on the image? No. However, if you hover on the mask thumbnail., you can see the overlay for the mask. If you press the S key you can see the Group icons for all of the masks.

Appendix A – A New Catalog Folder to Back Up

<https://helpx.adobe.com/lightroom-classic/kb/catalog-faq-lightroom.html>

What is .lrcat-data folder?

Starting with Lightroom Classic 11, Lightroom Classic stores some additional information in a new folder, with an extension of **.lrcat-data**, along with the catalog file. This folder is located in the same folder as your catalog file. This folder contains important information about your photos and edits and should be included in any backup regimes you may have.



The diagram above shows the new lrcat-data folder, introduced in Lightroom Classic 11, along with the catalog file.

On pages 438 and F10 of the Lightroom Queen's Lightroom Classic FAQ book (see [Appendix B](#)), it says this folder contains LUT profile data and data from your Select Subject and Select Sky masks.

Appendix B – The Recommended Reference Book

The recommended companion reference book for this workshop is the [Lightroom Queen's](#) recently updated [Lightroom Classic FAQ book](#). The cost is \$27.95 USD on December 5, 2021 for the ebook (PDF file). There are some free reference books on her website that you can download if you create a free membership.

Appendix C – The Workshop Description that I Sent to Clayton

An Introduction to the New Masks Tool in Adobe Photoshop Lightroom Classic Version 11

The Fundamentals That You Need to Know Before You Can Get Productive and Creative with Masks

Written and Presented by Barry Headrick

December 11, 2021 from 10:00 a.m. to Noon

This workshop will cover the new Masks tool in [Adobe Photoshop Lightroom Classic Version 11](#). This workshop is recommended for Lightroom users of all levels who want a quick start to this new and extremely powerful tool. The recommended companion reference book for this workshop is the [Lightroom Queen's](#) recently updated [Lightroom Classic FAQ book](#), which cost \$28.84 CDN as of October 28, 2021 for the ebook (PDF file). The Adobe Photography Plan which includes Lightroom and Photoshop costs CAD \$163.67/year (includes tax) as of December 2021.

To allow for questions, this workshop is limited to 6 attendees. Registration is first come, first served.

To register, go to <https://www.imagesalberta.ca/registrations--entries.html>

For more information, email [Clayton Reitzel](#) (Workshops Chair)