

LIGHTROOM DEVELOP MODULE ADJUSTMENT TOOLS

BASIC TAB-

1. Above the histogram there are arrows to Preview, Shadows, and Highlights Clipping
 - Note that there may be RED BLOTCHES in the image. These are a visual warning of HIGHLIGHT CLIPPING. Adjust the WHITES SLIDER until most of the red warning stuff is gone. Note that if there is a very intense bright thing in the scene this area may stay red no matter how far you push the Exposure slider.
 - Note also that there may be BLUE BLOTCHES. These are a visual warning of SHADOW CLIPPING. If the image contains anything in the original scene that should be set to absolute black (without detail) use the BLACKS slider to set this.
2. Another great tip is Setting the BLACKS and WHITES points on the histogram.
 - To do this hold the SHIFT KEY on the keyboard and double click the word BLACKS and then the same for WHITES.
 - This technique should fix clipping
 - Note this is just a suggestion on where the histogram should fall- move the sliders independently to get the look you want.
3. Take a look at the overall COLOR TEMPERATURE. If that seems off (too warm, cool, green, yellow, etc,) you can adjust this using the TEMPERATURE and TINT sliders.
 - TEMPERATURE slider adjusts BLUE/YELLOW
 - TINT slider adjusts GREEN/MAGENTA.
 - In extreme cases where the color balance is way off, you may want to adjust this first, before working on steps above.
 - Note also that the White Balance: menu list has "As Shot" (what the camera did) as well as some generic color balance adjustments for you to try (sometimes they work OK).
 - QUICKIE WHITE BALANCE -The EYEDROPPER under Treatment Color at the top right of the Lightroom Develop window is for quick color balancing. Clicking on something in the image that is neutral (or that should be) will perform an automatic white balance. Sometimes this works great! It supposedly works better on neutral "white" subjects. I find it does a reasonable job on other tones too. Try it if you think there is an appropriate subject in the area that fits the description of "neutral". Command Z if it doesn't look so hot and try manual adjustments with the Color Balance and Tint sliders.
4. EXPOSURE- move this slider to lighten or darken the overall image
5. HIGHLIGHT- move this slider to recover some detail in highlights
6. SHADOW- this will recover detail in the shadows
7. CONTRAST slider will lower or raise the image contrast. Here again, be careful that you don't cause highlight or shadow clipping. It is often necessary to work back and forth with the both the BRIGHTNESS and CONTRAST sliders to achieve a good overall adjustment.
8. PRESENCE- there are four sliders here that control the intensity of color and effects contrast
 - CLARITY- effects the midtones to increase contrast and intensity of color. Moving to the left will soften the photo (sometimes a little bit -15 is good for softening skin)
 - DEHAZE- reduces or adds haze (great for landscapes and skies)
 - VIBRANCE- increases or decreases the color saturation- this will not cause oversaturation (better to use than saturation)
 - SATURATION- increases or decrease the color saturation- very strong results

tone curve

- Another section for working with contrast in a photo- Highlights, Lights, Darks and Shadows

HSL/COLOR/BW

- More refined use of color sliders- HUE / SATURATION / LUMINANCE- Able to control 8 color sliders independently
- HUE- changes color within one specific color value
- SATURATION- increase or decrease color intensity
- LUMINANCE- add white or black to a color

LENS CORRECTIONS

- Remove Chromatic Aberration- removes color fringe from high contrast areas in a digital image.
- Enable Profile Corrections- corrects for lens issues in distortion or vignetting

TRANSFORM

- Corrects for lens distortion or angle distortion of architecture.
- AUTO- allows LR to see the lines in the photo and adjust accordingly to straighten out.

EFFECTS

- VIGNETTING- removes or adds a vignette around the edges of the photo
- GRAIN- you can add grain to your image

A Few Basic User Tips

ZOOMING

Command + zooms in

Command – zooms out

UNDO/REDO

Command Z = undo the last move

BEFORE/AFTER VIEW

Y/Y below the image in the Develop mode

HISTORY

See steps in the editing process- a way to go back if you click on that step or state in the history

VIRTUAL COPY

Command ' or Photo>Create Virtual Copy – let's you have a copy of the image if you wanted to continue editing and compare