LIGHTROOM: 1.3 DEVELOP INTERFACE

The Develop module is where all the edits for your images take place. Select an image from your Library or Filmstrip and then click on the Develop module to begin editing that image.

Navigator

The Develop Module navigator is the same as the Library navigator. It shows you the thumbnail of the selected image. You can also zoom into your image in the Preview area by selecting various zoom modes next to “Navigator”. You can also preview presets in the Navigator by hovering over presets.

Presets

Under the Navigator is the Presets panel. Here, you can choose from a variety of presets that come with Lightroom. You can also make your own changes and save that as a preset by clicking on the “+” icon next to “Presets” to save your current settings as a new Preset. A window will pop up allowing you to check what adjustments you would like to save. This can be useful when making edits to a lot of images taken in the same place with the same settings.

Snapshots

When editing an image, you can capture your image at any step in the editing process to go back to later by creating a snapshot. After making edits, click on the “+” icon next to “Snapshots” to save the current state of the selected image.

History

The great thing about Lightroom is that all its edits are non-destructive, meaning you can go back and delete any change you made whether it was in your current edit session, or a previous one. The History panel lists everything you’ve ever done. Click on any step in the process to go back to that, and move forward from that point.

Collections

The Collections panel allows you to quickly navigate through collections to edit a different group of images.
Copy and Paste

At the bottom of the left panel, you can select “Copy” to copy your choice of adjustments made to the image, and paste it on another image.

Film Strip

Across the bottom of Lightroom you will find the film strip that shows thumbnails of the images in the selected Catalog. This allows you to quickly and easily move from one image to another.

Click on the left and right arrows on the top to navigate through Catalog and Folders to view the group of images.

You can also click on the Filters drop-down menu on the upper right corner of the film strip to filter your images.

Preview Area

The center of the interface is where you preview your image and the changes made to it. You can zoom in and out by clicking on it, or by holding “Command + “ and “Command –“ on your keyboard. Click and drag to navigate to different areas of the image.

Navigate between Loupe View and Before and After View by clicking on the two icons in the bottom.
Histogram

The histogram is a graphical representation of the colors and exposure levels of your image. As you hover your cursor over the histogram, different parts light up referring to the levels of different aspects of the image including blacks, shadows, exposure, highlights, and whites. Click and drag the section of the histogram left or right to make adjustments to that aspect of the image. You can make edits directly in the Histogram, or use the corresponding sliders under Basics.

Click on the triangle in the upper-left corner to show all the pixels that are 100% black, and click on the triangle in the upper-right corner to show all the pixels that are 100% white. These areas lose details and you should therefore try to brighten your blacks or shadows or dim your whites or highlights if that's the case.

Toolbar

Under the Histogram are some tools that you may want to use.

Crop Tool: Use this tool to crop or transform your image. Click and drag the edges of the image to cut the image. Click on the lock to keep the aspect ratio. Use the Angle bar to add a tilt to or straighten your image.

Spot Removal Tool: Use this tool to remove blemishes, dust, spots, and scratches in your image. Select between Clone, that copies and pastes from one area of your image to the other, and Heal, which blends the spot so that it is undistinguishable from the surrounding area. Adjust the size, feather, and opacity of the brush.
Red Eye Remover Tool: Use this tool to correct red eyes and pet eyes. Adjust the size by clicking on the center and dragging outwards.

Gradient Filter Tool: Use this tool to apply basic adjustments, but on a gradient so that the adjustment fades away. This can be useful when creating vignettes, or whatever else your imagination can think of to use gradients.

Radial Filter Tool: Use this tool to apply basic adjustments to a radial area in the shape of a circle or oval. Check “Invert Mask” to apply the settings to the interior of the shape rather than the exterior.

Adjustment Brush Tool: The adjustment brush is very useful in applying an adjustment to only a selected area of the image. This can be used to expose someone’s face, to desaturate a flower, and more.

Basics

Making changes to the histogram results in changes in the corresponding sections of the Basics panel. The Basics panel includes sliders to change the exposure and color of your image. This is the most important section of the interface. Drag the pointer left and right across the sliders to add or remove the element

Click on the White Balance eyedropper and click on the whitest area in your image to white balance your image. You can also custom white balance your image by adjusting the Temperature and Tint manually.
**Tone Curve**

The tone curve can be found under the Basic Panel. The tone curve works independently from the Basics panel. Making changes to the tone curve does not affect the corresponding elements in the Basics panel, but it DOES affect your histogram.

The tone curve looks at the luminosity of your images: the highlights, lights, darks, and shadows. As you hover over the tone curve, it highlights and names the element that that section affects. Drag the section up to brighten that element, or drag it down to darken it.

**HSL / Color / B&W**

The HSL / Color / B&W panel is where you can find all your sliders related to HSL (Hue, Saturation, Luminance), Color, and B&W. Hue deals with the actual tone of your image. It allows you to change your colors to a different tone or range of that color. Saturation deals with how much of that color exists in the image, so you can make it gray scale on the low extreme, and neon on the high extreme. Luminance refers to the brightness and darkness of a certain color. Adjust an element by dragging the slider left or right, or by selecting the slider and using your keyboard arrows to move the slider left or right. Double click to reset the slider. You can choose to display one of the three, or to display all.

Hue, Luminance, and Saturation all have an Adjustment Point Tool represented by a small circle in the upper left corner. Click on the circle to activate the Adjustment Point Tool, then click on any color in your image, holding and dragging the cursor up or down to modify it. However, this effects all of the colors in that range in the entire image, not just the area you are selecting.
The Color version is the exact same thing as HSL, but is displayed differently. You view it by color, rather than by Hue, Saturation, and Luminance.

The Black & White mix changes your image to Black and White and allows you to change luminance levels of your colors to create a different look.

**Split Toning**

Split Toning allows you to add different colors to both the highlights and the shadows and then adjust the balance between the colors. Start by selecting a Hue and Saturation for the highlights and the shadows. You can do so by using the sliders, or by clicking on the box next to “Highlights” or “Shadows” to expand the color board to select a more precise color. Move the eyedropper left and right to change the hue, and up and down to change the saturation. Use the color balance slider to blend them smoother.

You can use split toning for black and white images as well.

**Detail**

The next panel is the Detail panel. The Detail panel can highlight any difference in contrast or texture in the image to make the image sharper, or reduce the contrast to remove grain or remove detail.

**Sharpening:**

The **Amount** of sharpening determines how much sharpness is applied to the entire image.

The **Radius** determines if you want to highlight smaller or larger details.

The **Detail** slider determines how much detail you want to add to the image.

The **Masking** slider allows you to choose what areas you want to sharpen. Moving it higher applies the sharpening to only the edges. Hold **Option** on your keyboard to see what exactly you are sharpening using a threshold filter.
Noise is imperfections in the light that the sensor has captured. This can be grain or blotchiness on your image.

The **Noise Reduction** tool looks for noise and gets rid of it by blurring it together. The **Detail** can bring back some details lost from Noise Reduction.

**Lens Correction**

Some lens create distortion to achieve an image, such as wide angle lens that stretch parts of the image, or lenses that create a vignette. Use the Lens Correction panel to correct some of these distortions created by the lens.

**Effects**

Use the Effects panel to add a Post-Crop Vignette to either darken or brighten the edges, to add Grain to give it a vintage look, or to Dehaze to remove haze created by lighting situations.