



## LIGHTROOM DEVELOP MODULE FEATURES

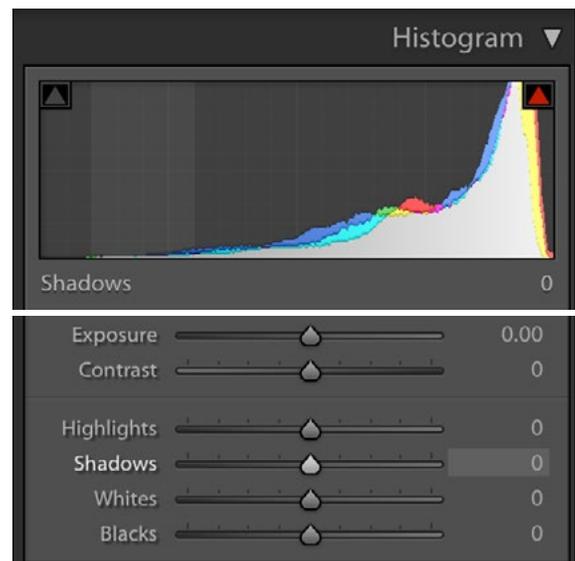
# LIGHTROOM DEVELOP MODULE FEATURES

In this lesson, we're going to explore many of the features in Lightroom's Develop Module that will make adjustment tasks more convenient and help you work more efficiently.

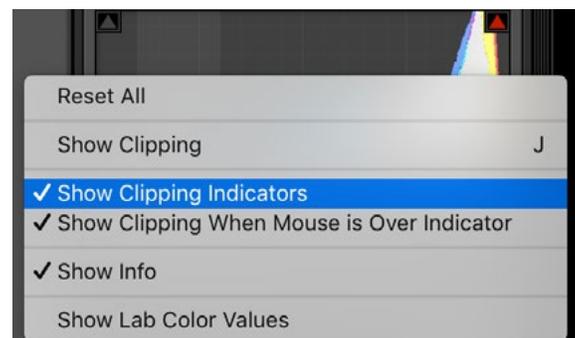
## The Histogram

The histogram can be found on the right side of the Develop Module, above the panels containing the adjustment sliders. If you move your mouse over the histogram, you will notice that different zones representing the tonal ranges become highlighted. The associated slider will become highlighted within the Basic panel as well. You can click and drag directly on the histogram to affect specific tonal ranges. For example, if you want to brighten the shadows, click near the left side of the histogram and drag right. The Shadows slider will move to the right in proportion to how much you dragged and you will see the results in your image.

You can also right-click on the histogram to get a menu containing some settings. (Note that if you're on a Mac with a single-button mouse, you can do the equivalent to right-clicking by holding down the Control key and clicking your mouse button.) The Show Clipping option will turn on a setting that shows you where you have solid black or solid white within your im-



**The cursor is hovering over the histogram and you can see the Shadows zone becomes highlighted and the Shadows slider becomes active.**



**Right-click on the histogram to get this settings menu.**

age. This indicates areas where you are “clipping” the data and therefore losing information. You can also turn on this setting by tapping the J key on your keyboard or by clicking the little arrows in the top corners of the histogram. Clicking the arrow on the left will show you what areas of your image are solid black and clicking the arrow on the right will show you what areas of your image are solid white.

The menu that pops up when you right-click on the histogram also gives you some settings for when the clipping indicators should appear. If you don't like the clipping overlay to appear when you hover your cursor over the triangles at the top of the histogram, you can turn that setting off here. If you would like the triangles to disappear completely, click the “Show Clipping Indicators” option to make them go away.



**The blue overlay shows where the image has shadow clipping.**



**Hover over the triangles to see the shadow clipping (left) and highlight clipping (right).**

## By the numbers: Color & brightness values

When you hover your cursor somewhere over your image in Lightroom's Develop Module, some numbers will appear directly below the histogram. These numbers tell you how much red, green and blue light are being used in that area. If all three of the numbers are 0, it means you have no light whatsoever and the area is solid black. By default, these numbers are displayed as percentages, but that is not the way Photoshop represents the red, green and blue values. In Photoshop, the numbers range between 0 and 255. If you would like to see these as actual number values instead of percentages in Lightroom, turn on the Soft Proofing check box



**Turning on the Soft Proofing check box will cause Lightroom to display the color values as numbers instead of percentages.**

in the Toolbar at the bottom of the screen. (If the Toolbar is not there, hit the T key to toggle its visibility.) Soft proofing will allow you to simulate what the image would look like if it was printed on a particular printer or saved out using a specific profile. Use the Profile menu beneath the histogram to specify what color profile you plan to use when you export the image. Now, when you hover your cursor over your image, you will see the numbers instead of percentages.

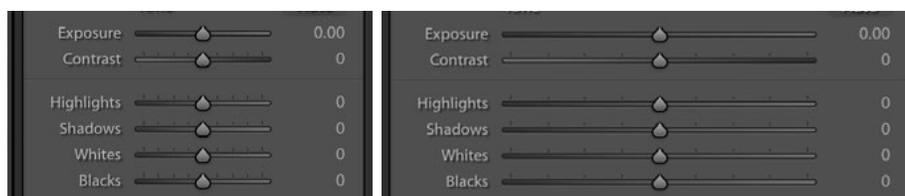


**With the Soft Proofing setting turned on, the color values are displayed as numbers instead of percentages.**

While the color readouts are useful, it can sometimes also be helpful to have a brightness readout. This could allow you to compare the brightness between different images without having to think about the color. To see these numbers, right-click on the histogram and choose “Show Lab Color Values” from the menu that pops up. Now, when you hover your cursor over the image, there will be an “L” value beneath the histogram and that represents how bright the area is. It will be 0 if the area is black and it will be 100 if it’s white. The “A” and “B” values will describe the color.

## More precise adjustments

Here is a trick to getting more precise adjustments using the adjustment sliders on the right side of the Develop Module. The entire panel on the right has a default width, but you can change it by dragging the left side of the panel left or right. Dragging it left will make the adjustment sliders wider and therefore give you more precise control when you drag them back and forth.



**Less control**

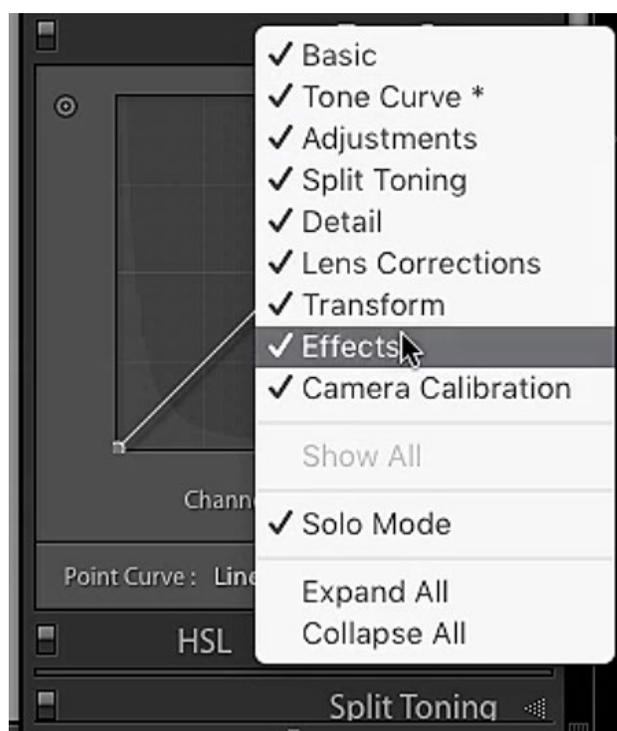
**More control**

**You can expand the adjustment panels so the sliders become longer and therefore give you more precise control.**

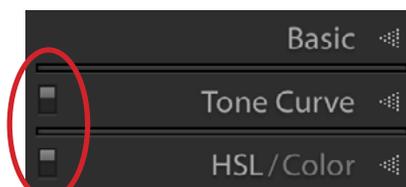
You don't have to use the mouse to move the adjustment sliders back and forth. You can move a slider with your keyboard by first clicking on the name of the adjustment to make it highlighted and then using the plus and minus keys to move the slider right and left. If you hold down the Shift key as well, you will move the slider in larger increments. If you hold down the Option key (Alt on Win), you will move the slider in smaller increments.

## Panel options

Right-click next to the name of one of the adjustment panel tabs and a menu will appear, giving you different options relating to how the tabs behave. You can make it so a tab does not appear at all by clicking the name to turn off the check box for that tab. You can also make it so that only one panel can be expanded at a time by turning on Solo Mode. This allows you to keep the adjustment panel very clean-looking. If you have the tabs set to Solo Mode and you want to open more than one panel at once, hold down the Shift key while clicking on the name of the panel to expand it. The next time you click on another panel, you will return to having just one panel open at a time.



**Right-click next to the name of an adjustment tab to get the panel options menu.**

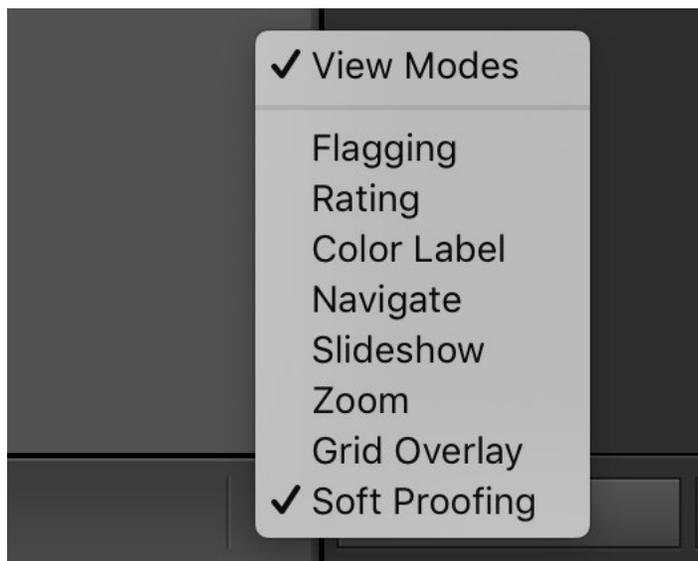


**The “switch” to disable/enable settings in the tab.**

To the left of each tab name is a little “light switch.” If you click on the switch to put it in the off position, it will disable all of the settings that are located within that tab. The exception here is the Basic tab, as those settings are permanent and can't be disabled.

## Toolbar tips

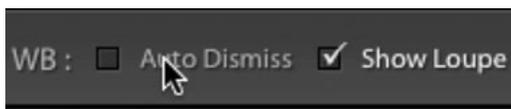
The Toolbar runs along the bottom of the interface, directly beneath the image window. You can toggle the visibility of the Toolbar by tapping the T key, so if you don't see it there, just tap the T key to make it visible. You can control what settings appear within the Toolbar by clicking on the little triangle on the far right side of the Toolbar and turning on/off the check boxes within the menu that pops up. The options include Flagging, Rating, Color Label, etc. When you turn one of the check boxes on, that setting will appear in the Toolbar.



**Clicking the triangle icon on the right side of the Toolbar will present a menu that allows you to specify what settings should appear in the Toolbar.**

## The White Balance Eyedropper

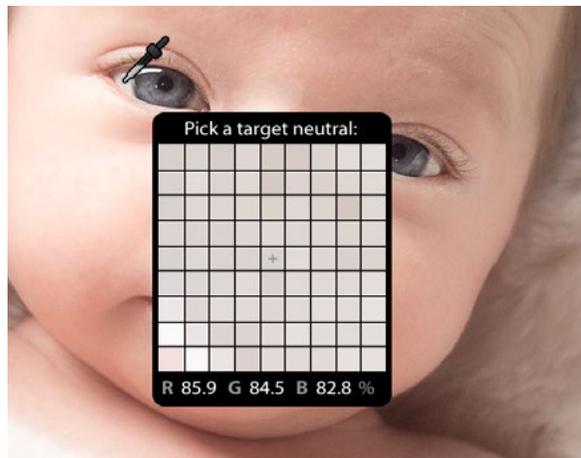
The White Balance Eyedropper can be found at the top of the Basic tab and, when active, it can be used to click on an area in your image that is supposed to be a shade of gray. Lightroom will then color-correct the image based on that shade. By default, the Eyedropper “gets put away” immediately after you use it to click on the image. If you want to use it again to click on another area, you’d have to click on the icon to re-activate it. This happens because the “Auto Dismiss” setting



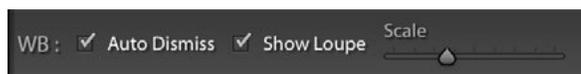
**Turning off the Auto Dismiss check box will cause the Eyedropper to stay active after you've used it to click on your image.**

is turned on by default. When the Eyedropper Tool is active, the Auto-Dismiss check box can be found in the Toolbar at the bottom of the image window. Turn this check box off and the Eyedropper will remain active until you manually put it back by clicking on its “home” in the Basic tab.

When you hover the cursor over your image using the White Balance Eyedropper, a zoomed-up “loupe” view will appear next to your cursor. It basically shows you the area you’re hovering over at a pixel level. If you would not like to see this preview, you can turn off the “Show Loupe” check box in the Toolbar at the bottom of the image window. You can also use the Scale slider (to the right of the “Show Loupe” check box), to determine how zoomed-in of a view the Loupe will show you. Note that the numbers at the bottom of the Loupe view can be useful because they give you an idea of how neutral a color is. If the Red, Green and Blue values are very close to each other, you know that the area is close to having no color.



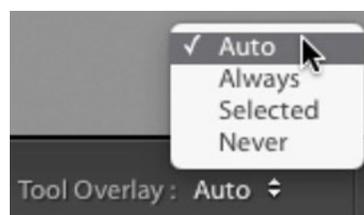
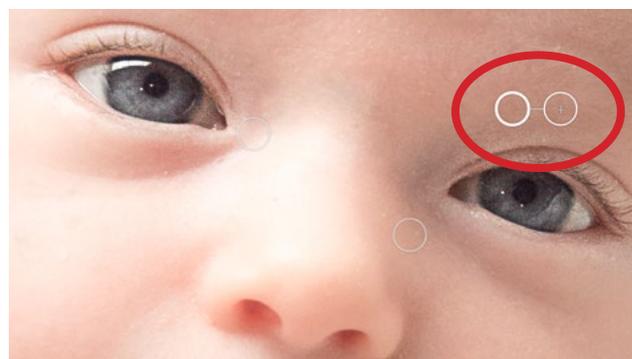
**The white balance Loupe shows a zoomed-up view of the area the Eyedropper is hovering over.**



**The Toolbar settings allow you to turn off the Loupe view or control the level of zoom (by using the Scale slider).**

## Auto-hiding options

There are some tools that will leave an overlay on your image. For example, the Spot Removal Tool will overlay little circles that represent the area where the spot was as well as the sample area that was used to hide the spot. This can be annoying once a lot of these little circles accumulate on your image, so there is a setting to control when these overlays show up. When the Spot Removal Tool is active, there is a Tool Overlay menu located in the Toolbar below the image

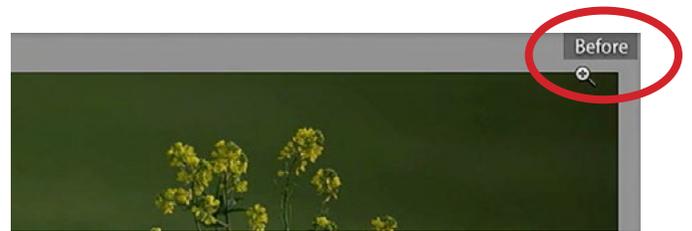


**Use the Toolbar menu to control when the tool overlays appear.**

window. If you set this menu to “Auto,” then the overlays will only appear when your cursor is hovering somewhere over your image. When you move your cursor away from the image, the overlays will disappear. If the menu is set to “Always,” then the overlays will appear all the time. Note that this menu will appear for other tools as well, including the Adjustment Brush. Any time a tool gives you some kind of overlay, look for the Tool Overlay menu in the Toolbar below the image window.

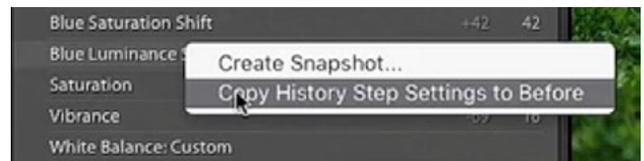
## Before & after views

You can quickly use your keyboard to see what your picture looked like before adjustments were made. Simply tap the Backslash key ( \ ) and you will see the “before” version. The word “Before” will appear in the upper right, letting you know that you’re viewing a different version of the image. Tap the Backslash key again to return to your current image state.



**Tap the backslash key ( \ ) to see the before view of your image. The word “Before” will appear in the top corner, indicating you’re in a different view.**

**Changing the “before view”** The History panel is located on the left side of the interface and it lists all of the steps that were taken to modify your image. If you hover your cursor over the different steps, the Navigator window (in the upper left) will show you a preview of what the image looked like at that stage. If you right-click on one of the steps in the History panel, a little menu will pop up, and one of the choices is to “Copy History Step to Before.” If you choose this option, then every time you hit the Backslash key to see a Before view of your image, it will show you the state of your image as it was in this particular step. This step will be considered your “before” version.



**If you right-click on a step in the History panel and choose this option, that step will become your “before” version.**

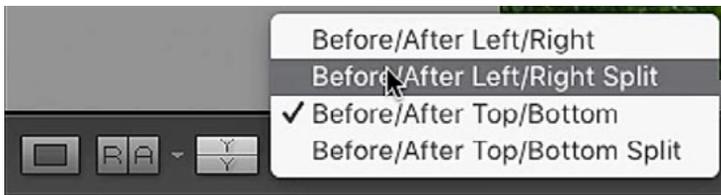
## Compare before and after views

Lightroom allows you to view your image (in its current state) side-by-side with your image at its original state (the before view) and you can get this view by tapping the Y key. Tap the Y key again to exit this comparison mode.

While in this comparison mode, you can change the view orientation by using the keyboard shortcut Option+Y (Alt+Y on Win). This will show you the two versions stacked vertically instead of side-by-side. You can also get a split-screen view by using the shortcut Shift+Y. The split-screen view shows you the same picture, just cut in half showing the before and after versions. Note that you can also use the icons on the left side of the Toolbar below your image to get these same comparison modes. A third method for getting these comparison modes is by going to the View menu at the top of the screen and choosing from the Before/After options.



Here, we are viewing two versions of the same image: before and after adjustments.



You can see before/after views side-by-side (shown on previous page), stacked vertically (above left) or in a split screen view (above right). Change between views by using the settings in the Toolbar (left).

While viewing the before and after versions in one of the comparison modes, you can make adjustments to the image and you will see those adjustments reflected in the after version. Now, let's say you want to continue making changes to the image, comparing the image before and after the changes. You can do this by clicking the "Copy After Settings to Before" icon in the Toolbar below your image. It's the middle icon within the "Before & After:" settings. (Hovering your cursor over the different icons will give you a tool tip that tells you what each icon does.) Now you can continue to make changes and those changes will be reflected in the after version. This allows you to compare the two versions of the image, with and without the changes. You can continue to do this, clicking the "Copy Af-



Clicking this icon in the Toolbar will take the "after" version of your image and move it to the left so that it becomes the "before" version.

ter Settings to Before" icon to set the current state of your image to the before version so that you can make additional changes and compare the results with the version without the changes. If you don't



Here, we took the “after” version and moved it to the left (into the “before” slot) so that we could create a split-tone effect and then compare it to the version without the effect.

like the changes you made, you can click the “Copy Before’s Settings to After” icon (the icon on the left, within the “Before & After:” settings) and the version without the changes will be moved back to the right and will be considered the current version. The icon on the right, the “Swap Before & After Settings” icon, will do just that. It will take your current, “after” version and place on the left and take the “before” version and place it on the right, indicating that it’s your current, “after” version. When you’re completely finished with the comparison modes, you can either click the icon on the far left side of the Toolbar or you can tap the D key to return to your normal view. If you ever find that you don’t like the changes that have been made to your image, you can always go back to the History panel and click on one of the steps to revert the image back to the state where you liked the adjustments.

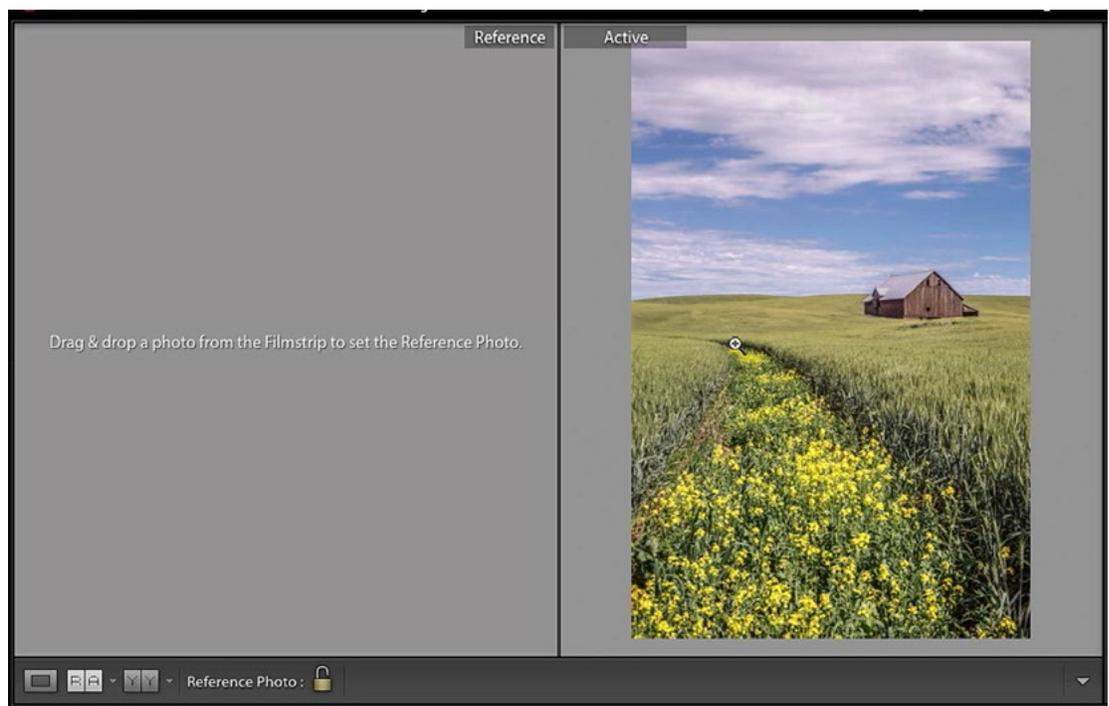
## Compare two different images

In the last technique, we compared different versions of the same image. Lightroom also allows you to compare two different images, side by side, and you can do this in Reference view. When you click the Reference View icon in the Toolbar ( [R|A] ), your active image will move to the right and you'll be prompted to drag a second photo into the space on the left. When you make adjustments, you'll only be affecting the image on the right. This can be convenient when you want to try and replicate the look or style of one image (the one on the left) by using it as a reference as you adjust your active image (the one on the right). Note that one tool that can mess you up in this mode is the Crop Tool. Activating the Crop Tool will take you out of the Reference View mode and you will have to re-enter it after you're finished cropping. You can use the keyboard shortcut Shift+R to quickly bring you back to Reference View. Alternatively, you can go to the View menu at the top of your screen and choose Open in Reference View.



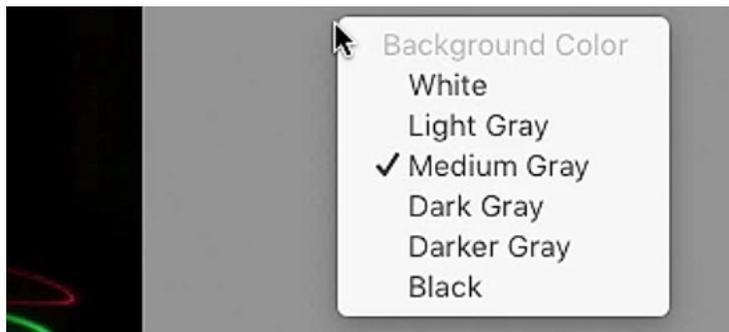
**Click on the circled icon within the Toolbar to enter Reference view.**

**After entering Reference View, the active image will move to the right and you'll be prompted to drag a second image into the space on the left.**



## Change Lightroom's background shade

The background of Lightroom's main image window is a medium gray shade by default. If you would like to change the shade of gray that appears behind your images, right-click within that empty area and a menu will pop up, giving you several different options.



**Right-click in the background area surrounding the image to change the background shade.**

## Snapshots

A snapshot stores the settings that you currently have applied to your picture. It's similar to a virtual copy in that it gives you more than one interpretation of the exact same picture, but it displays them in a list. The Snapshots panel can be found on the left side of Lightroom's Develop Module and it lists all of the snapshots you've created for the active image. To create a snapshot of the current state of your image, click on the little plus sign to the right of the Snapshots panel header. You'll be prompted to give the new snapshot a name and then click Create.



**The Snapshots panel can be found on the left side of Lightroom's Develop Module. Here, we created different snapshots that show the progression of the image as it was adjusted.**

I use snapshots a lot for saving different crops of the same image. I also sometimes use snapshots to show how an image was built up. In other words, I create a different snapshot for each stage in the editing process. To do this, I would go to the History panel (after I'm done with the image) and use the different steps to create snapshots by right-clicking on a history step and choosing Create Snapshot from the menu that appears.