

Excerpted from

Photoshop Lightroom Adventure

Mastering Adobe's next-generation tool for digital photographers

Copyright © 2007 by Mikkel Aaland

O'REILLY®

<http://digitalmedia.oreilly.com/lightroom>

Lightroom Modules

Lightroom is based on a modular system. The Lightroom 1.0 modules are Library, Develop, Slideshow, Print, and Web. Let's start by taking a general look at each of these modules. In later installments, I'll explain in detail how to use them in a coordinated way.

The modules are listed in the upper right corner of the workspace in the Module Picker. *Figure 1-1* They should appear as shown here when you open the application, but depending on the size of your screen and how you've customized the work area they may be hidden. Clicking on the name in the Module Picker takes you to that particular module.

The Module Picker will remain visible if you select **Window > Panels > Show Module Picker** from the menu bar.

Figure 1-2

If the modules are hidden, they can be revealed at any time by clicking on the triangle icon at the top middle of the screen. *Figure 1-3*



Figure 1-1

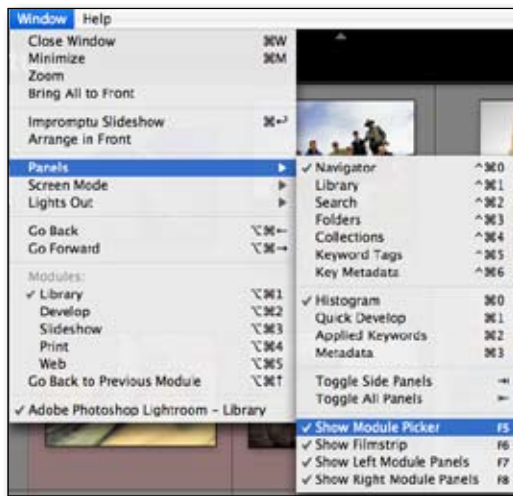


Figure 1-2

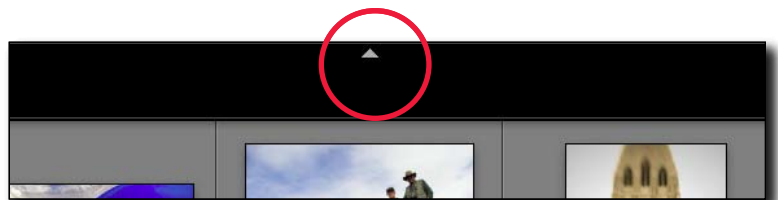


Figure 1-3

NOTE: There is some functionality crossover between modules. For example, you can edit in the Library module, and you can import from the Develop module, (although you'll end up back in the Library module). In general, however, each module provides a workspace for a specific set of tasks.

TIP: I often simply use the key "G" (the shortcut for Library Grid) to take me to the Library mode and "D" (the shortcut for the Loupe) to take me to the Develop module.



Figure 1-4



Figure 1-5

You can enter a module by clicking on the name of the module in the Module Picker, or by using one of the following keyboard commands:

- **Library:** Cmd + Opt +1 (Ctrl +Alt +1)
- **Develop:** Cmd + Opt +2 (Ctrl +Alt +2)
- **Slideshow:** Cmd + Opt +3 (Ctrl +Alt +3)
- **Print:** Cmd + Opt +4 (Ctrl +Alt +4)
- **Web:** Cmd + Opt +5 (Ctrl +Alt +5)

Library Module

In the Library module you can import, export, organize, sort, rate and tag your images with keywords. *Figure 1-4* You can also apply some simple image processing to any number of selected images, or if you prefer, you can also apply a custom preset created in the Develop module to an entire batch of selected images

Develop Module

The Develop module is where you'll find some of the most powerful features of Lightroom. *Figure 1-5* Not only does the Develop module provide a powerful RAW converter, but all the controls work equally well on JPEG or TIFF images. (Of course, RAW files provide the most flexibility and often the best quality.) Everything you do here to your image is nondestructive. With Lightroom, you are creating a sequence of instructions that are applied to the image on export. No pixels are changed in the original image, even when you use the Clone, Heal, or red-eye removal tools.

Slideshow Module

After you organize, edit, and sort your images in the Library and process the files in the Develop module, logically you'll want to share the results. The Slideshow module allows you to make a simple, yet effective, slideshow. *Figure 1-6* You can personalize each slide with a custom Identity Plate (which we'll cover in a future installment), add text-based or EXIF data, or add custom text to your liking. You can also add sound and convert your slideshow into the PDF format for offline viewing. (An entire of *Photoshop Lightroom Adventure* is devoted entirely to working with the Slideshow module.)

Print Module

The Print module, like the rest of Lightroom, is equally suited for processing single or multiple images. It's also set up to print some of the more popular sizes and print configurations (such as contact sheets), or you can create your own custom presets. *Figure 1-7*

Web Module

The Web module creates both HTML and vFlash-based web galleries quickly and easily. Several presets are available, but you can also easily create your own. You can add text based on image metadata or simply type in your own. *Figure 1-8*



Figure 1-6



Figure 1-7



Figure 1-8

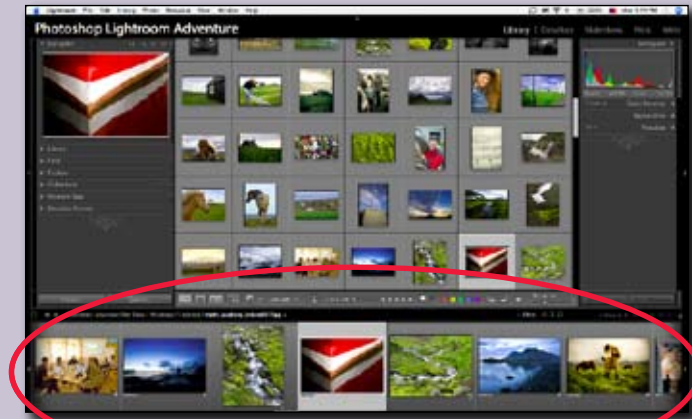


Figure 1-9

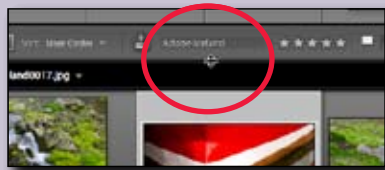


Figure 1-10



Figure 1-11

The Filmstrip

The Filmstrip, located at the bottom of the Lightroom workspace, is the common denominator between the modules. The Filmstrip contains thumbnail versions of all the images displayed in the main window of the Library module, and these images can be rearranged directly from the Filmstrip, affecting the Slideshow, Print, and Web sequencing. The Filmstrip can vary in size. Here for example, the Filmstrip is as large as it can get. *Figure 1-9*

To change the size of the Filmstrip, place your cursor on the line between the Filmstrip and the main work area; it will turn into the shape shown in *Figure 1-10*. Click and then drag and you will change the size of the Filmstrip.

You can not make the filmstrip larger or smaller than the examples shown here, and you cannot position the Filmstrip anywhere but on the bottom of the window.

Figure 1-11

The menu command *Window > Panels > Show Filmstrip* can be used to turn the Filmstrip off. *Figure 1-12* It can also be turned off by clicking on the small triangle at the bottom of the window. Another click on the same triangle will make it reappear.

If you're in the Library's Grid view, with thumbs visible in the main window for easy selection, the Filmstrip may seem redundant. However, in just about any other Library viewing mode, or in any another module, the Filmstrip is quite handy. You can quickly find individual images or select multiple images without going back into the Library Grid view.

To scroll through the Filmstrip simply click on the arrows at either end. *Figure 1-13* You can also use the scrollbar at the bottom of the Filmstrip to move from left to right and review hidden thumbs. The arrow keys on your keyboard can also be used to scroll from image to image in the Filmstrip.

To select an image from the Filmstrip simply click on the desired thumb. A selected thumb will be outlined like the one shown in *Figure 1-14*. To select multiple images sequentially in the Filmstrip, hold the Shift key and then click on the final image in the sequence; the images between the selected thumbs will also be selected.

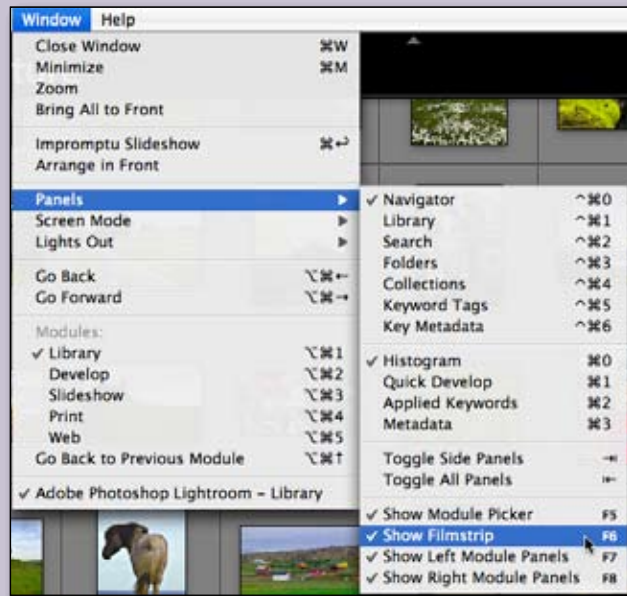


Figure 1-12



Figure 1-13



Figure 1-14



Figure 1-15

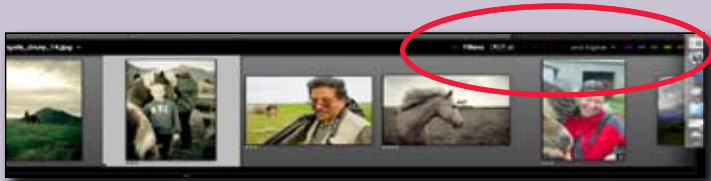


Figure 1-16



Figure 1-17

You can use the navigator arrows to toggle back and forth between current and formerly used modules. I've circled these controls in [Figure 1-15](#). You can even switch between collections without going back to the Library module by using the pop-up menu.

Viewing filters can also be applied directly from the Filmstrip. (Viewing filters will be covered in [Chapter 3](#) of *Photoshop Lightroom Adventure*.) [Figure 1-16](#)

If you right-click (or Ctrl-click on a Mac) on any thumb in the Filmstrip, you get the contextual menu shown in [Figure 1-17](#). This menu contains many commonly used commands such as Rotate, Stacking, and Create Virtual Copy.

In the appropriate chapters of the book, I will go into more detail on using the Filmstrip while working in different modules.

O'REILLY®

<http://digitalmedia.oreilly.com/lightroom>