

Excerpted from

# Photoshop Lightroom Adventure

Mastering Adobe's next-generation tool for digital photographers

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## The Develop Module Revealed

The view control panel is on the left, the adjustment control panel is on the right, and the main display window is in the middle. *Figure 4-1* The panels are divided into panes with specific functions. Near the bottom of the window are the toolbar and filmstrip.

As we learned in Chapter 1, the left and right panels, toolbar, and filmstrip can easily be hidden by clicking on the triangle icon, maximizing the viewing area. Let's take an expanded look at the basic components of the Develop module and see what they do.

**TIP** Regardless of which Lightroom module you are in, press the D key and you will be taken to the Develop module. Pressing the G key will always take you back to the Library's Grid view.

### The Navigator Pane

This should look familiar by now. The Navigator displays the current active selection. *Figure 4-2* Not only is it useful for at-a-glance reference, but it is where you set the magnification level for the zoom controls (circled, left). (For more on the magnification controls, see Chapter 3.)

A white frame (circled, right) shows the area of magnification; by clicking on and moving the frame, you reposition the image in the main viewing area as well.

Let's start with an overview of the Develop module tools. Then, later in the chapter, I'll get more specific on how you can use the tools to get the most out of your digital images. Like the Library module, the Develop module is divided into five main parts.



Figure 4-1



Figure 4-2

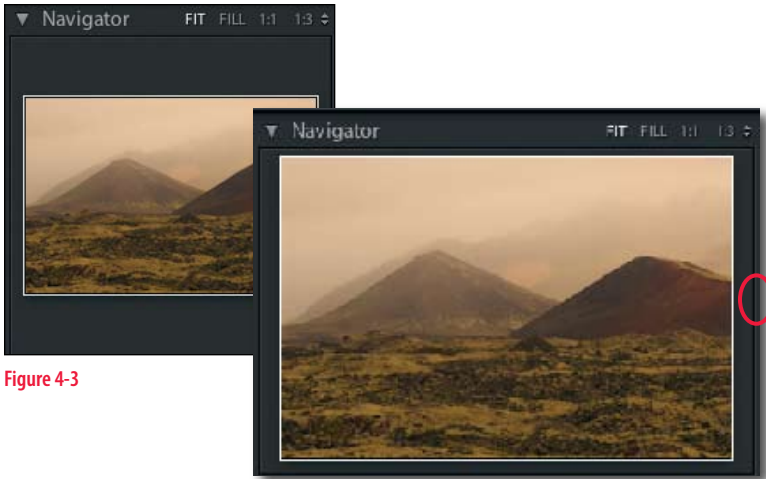


Figure 4-3

### Changing Navigator window size

You can make the Navigator window (and entire left panel) larger by placing your cursor (circled) over the right edge and dragging. This won't affect the size of vertical images, but you'll get a lot more real estate to display horizontal images when you enlarge the panel. The figure on the left is collapsed, and the figure on the right is expanded as far as the panel will go. *Figure 4-3*

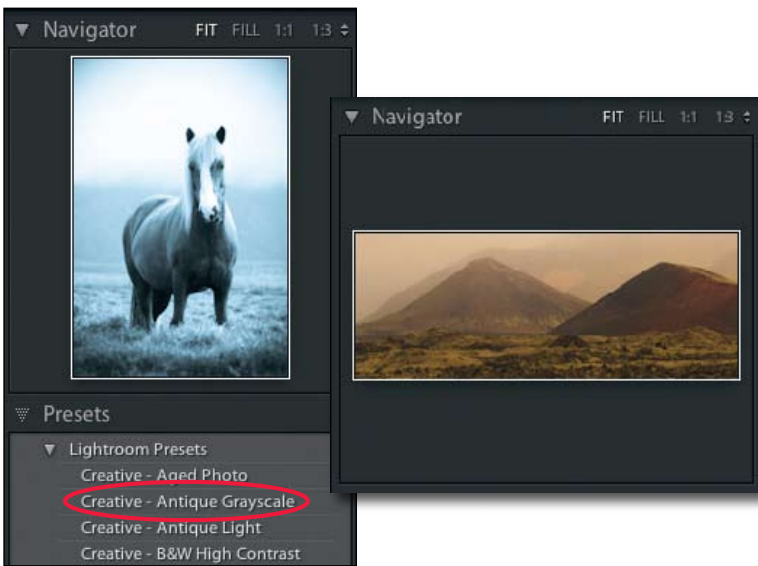


Figure 4-4

### Previewing in the Navigator pane

Wanna see something really cool? Open the Presets pane and wave your cursor over the presets (circled, left). The image in the Navigator window immediately changes to reflect the settings. *Figure 4-4*

The Navigator will also show you in real time your cropped photo (right), before you even apply the crop! (I'll describe how to apply a crop overlay later in this chapter.)

### Presets Pane

Lightroom ships with several presets listed in the Presets pane. *Figure 4-5* As I just noted, if you pass your cursor over your Preset of choice, you can observe the effect in the Navigator window. If you like what you see, just click on the Preset name and it will be applied to the image in the main display window. The Presets shown here are organized in folders, for example, Lightroom Presets and User Presets. You can create more folders by selecting Develop→New Preset Folder from the menu bar. You can also create custom Presets, and later in the chapter I'll show you how.



Figure 4-5

## Snapshots Pane

The Snapshots pane is analogous to Photoshop's History palette snapshot. You can “freeze” a moment in your work and save all your settings in a Snapshot, which can be retrieved at a later date. *Figure 4-6* You can save as many Snapshots as you like. Click on the snapshot name and the saved settings will apply. The keyboard shortcut ⌘+Z (Ctrl+Z) will undo the effect of the snapshot. (Future versions of Adobe Camera Raw, I'm told, will actually read Lightroom Snapshots. (This will be a great way to bring multiple versions of the same image into ACR.) Snapshots apply only to the image you are working on. Even if you clear the History, your snapshots will remain. To create a snapshot, click on the [+] sign. To remove, select and then click on the [-] sign. Naming is done by clicking on the text and typing.

*TIP* Make the side panels go away or reappear at any time by hitting the Tab key. Hit the L key repeatedly to cycle between lights on, dim, and off.

## History Pane

Every adjustment you make in the Develop module is recorded in the History pane. *Figure 4-7* You can step backward either sequentially or in jumps by placing your cursor over the state and clicking. You can view various states in the Navigator window by just passing your cursor over them. History states are saved automatically and are available when you re-launch the application or reselect an image. There is no limit to the number of history states recorded. To clear the History tab, select Clear.



Figure 4-6



Figure 4-7



Figure 4-8

### Copy and Paste

Copy and Paste buttons are another way to transfer adjustments from one image to another. When you click Copy, you get the Copy Settings box, where you can select which settings you wish to transfer. *Figure 4-8* Then, with one, or multiple images selected in the Filmstrip, select Paste and your selected settings will apply to the selected images.



Figure 4-9

### Image Adjustment Panel

Anyone familiar with the controls found in Adobe Camera Raw (ACR) should feel right at home here with Lightroom's Develop module adjustment panel. *Figure 4-9* And anyone using ACR in CS3 should feel even more at home: the ideas behind the controls are just about exactly the same.

The Histogram pane at the top of the panel gives you a real-time readout of the tone and color distribution of the active image. (This histogram is interactive, meaning you can actually make tonal adjustments directly from it.) Basic camera data is placed conveniently under the histogram and over- and underexposure warning controls are found at the top left and right of the Histogram as well. (Right-click on the histogram to customize the display.)

The image adjustment panel is roughly divided into four color and tone controls followed by Detail (sharpening and noise reduction), Lens Corrections, and Camera Calibration. With the exception of the

Basic pane, adjustments made in the pane can be turned on and off with the switch icon on the left (circled) *Figure 4-10* I'll provide much more detail on using these controls later in the chapter.

### Previous/Sync and Reset Buttons

At the bottom of the image-adjustment panel are the Previous and Reset buttons. *Figure 4-11* When you have more than one thumbnail selected in the filmstrip, the word Sync appears instead of Previous. *Figure 4-12* Choose Previous when you want to apply the settings of the previous image to the current image and bypass the Synchronize Settings dialog box. Choose Sync when you have a lot of images you want to apply specific settings to. After you click Sync, the Synchronize Settings dialog box appears, where you can choose which settings you want to apply from the primary selected image. Use the Reset button to return your image to the default settings. Holding the Option (Alt) key changes Reset to Set Default which, if clicked, makes the current settings the new default.

### The Develop Toolbar

The Develop toolbar contains the Loupe and Before/After view icons. It also includes a crop overlay tool, a red eye removal tool and a Clone/Heal tool for getting rid of unwanted dust or other artifacts. *Figure 4-13* You can set the toolbar with the pop-up menu (circled) to display tools for rating, pick, color label, navigate, slideshow, zoom, and info. The toolbar will look different depending on how you set your options.



Figure 4-10



Figure 4-11

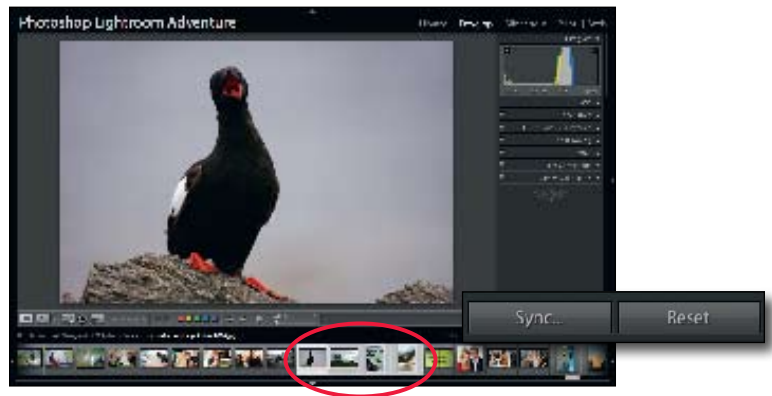


Figure 4-12



Figure 4-13

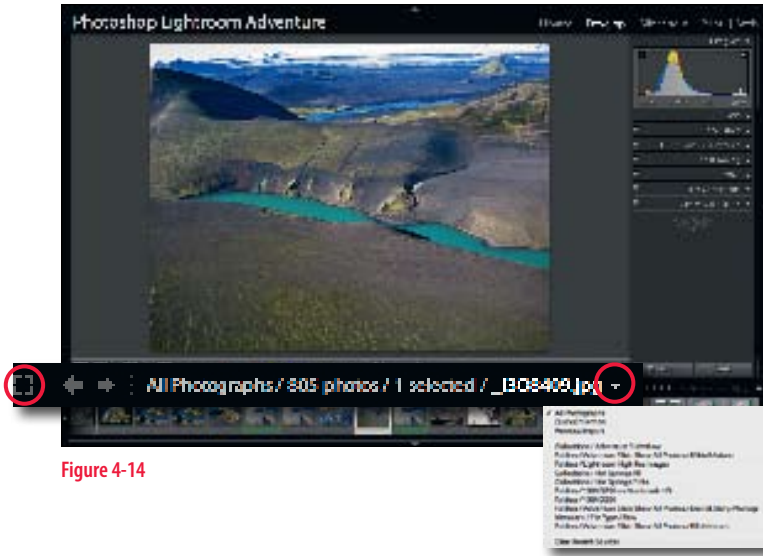


Figure 4-14



Figure 4-15

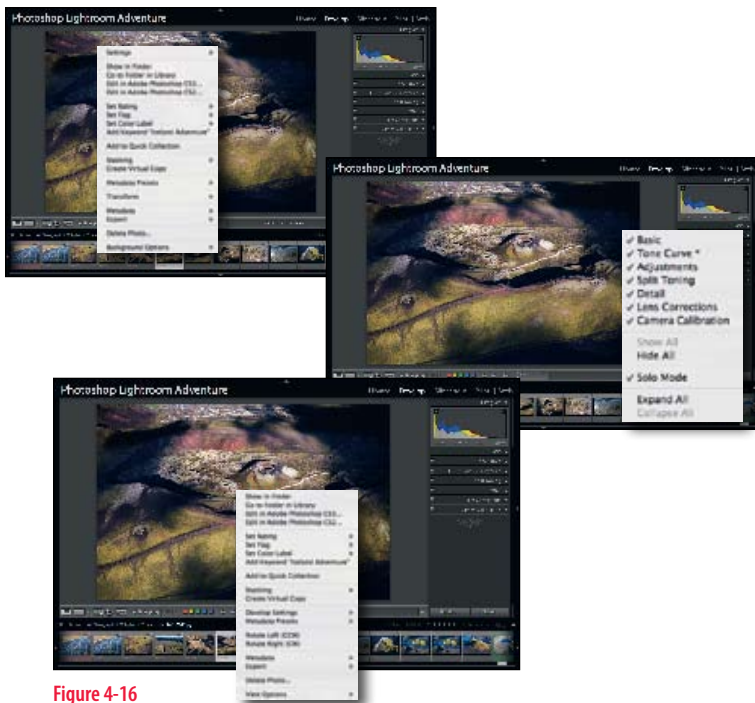


Figure 4-16

### Filmstrip in the Develop Module

Images selected in the Library module show up in the Develop module filmstrip. **Figure 4-14** Clicking on the icon to the far left (circled) will take you back to the Library module grid view. The left and right arrow icons will take you back and forth between previously visited modules. You can navigate to other image collections directly from within the Develop module by clicking on the arrow to the right of the Folders path (circled) and navigating from the pop-up menu that appears.

To the far right of the filmstrip are the filter controls (which we explored in detail in Chapter 3). Here you can set filter criteria and turn filtering on or off with the switch icon (circled). **Figure 4-15**

The toolbar, as noted in Chapter 1, can be customized or made to disappear altogether.

### Contextual Menu Commands

Right-click on an image in the main viewing window to access a range of useful commands (top). **Figure 4-16** Right-click on a pane header in one of the side panels to get viewing options which vary from panel to panel (middle). I find the “Solo” mode particularly useful. Right-click in the filmstrip on a thumbnail to access another set of commands (bottom).

**NOTE** Many of the commands discussed here are duplicated in the menu bar under Develop, Photo, and View.

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