

# Lightroom Classic CC Editing Presets & Profiles

The Woodlands Camera Club  
Processing Your Photos SIG  
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# Presets & Profiles

## What's the Difference???

- **Presets** are
  - Optional and used in multiple Modules; Can do a complete workflow without any presets - but why would you?
  - Changes to default settings that are frequently used - Speeds up workflow; Used for many things, not just editing
  - Visible changes to Sliders, Settings, Metadata, etc, and can include a Profile change
  - Created by user or acquired from others - sometimes free, sometimes not; Default set from Adobe included
  - Applied anytime; Can't be layered unless they affect different settings

# Presets & Profiles

## What's the Difference???

- **Profiles** are:
  - EVERY image MUST have a PROFILE!
  - Changes to color LUTs (Look Up Tables) - Affect the overall look and feel of the image; Change the way the software interprets the information captured in each pixel
  - No changes to sliders, metadata, or settings that are visible controls for our use
  - Difficult to create; Usually acquired from others - sometimes free, sometimes not; Default set from Adobe is pretty good
  - Best applied at start or end of workflow (exception - B&W Profile may be applied after color editing if desired)

# Types of Lightroom Presets

- \*\*Develop
  - \*\*Radial/gradient filter/  
adjustment brush
  - Import
  - Export
  - Metadata
  - Watermark
  - Book Layout
  - Printing
  - Identity Plate
- \*\*Today's focus

# LR Presets for Editing Photos

- **Develop presets** — a combination of settings applied globally to your entire photo
  - Changes the position of Develop module sliders and can be used as a starting point for further processing
  - Created by editing one photo and saving the settings to be used for application to other photos (including during the Import process)
- **Filter (gradient & radial) and Brush presets (Tool Presets)** — a combination of settings applied locally for selected area adjustments
  - Created in the filter or brush tool for later selection when any tool is used again on the same or a different photo
- Presets remain available in LR until you delete them

# Develop Preset Examples; When to Use Them

- What do you apply to most of your photos?
  - Clarity, Vibrance, Contrast, Auto Settings, Camera Matching Profile, Lens Corrections, Others??
  - Create one or multiple presets for things you use often that you can apply during import or as an early step in your workflow
- What about Sharpening and Noise Reduction?
  - Since amounts vary with ISO and subject, you may want to create multiple presets at varying ISOs
- What other develop presets can you think of that would be useful?

# Creating Develop Presets

- Develop presets are used to apply the same adjustments to multiple images from different shoots
- Create develop presets for things you do frequently to a lot of images to save steps
- In Develop Module, after you have applied a set of adjustments to an image, in the left panel Preset section, click on the + sign
- Select the adjustments you want to include, give it a meaningful name, and create
- To delete a Preset, Right Click on the Preset, Select Delete & it will be gone (Watch out for the - sign! It also deletes selected Preset!)

# Importing and Exporting Develop Presets

- You can Export your User Presets to share with friends or transfer to another computer
  - In Develop Module, Right Click on the individual or group of Presets, choose Export or Export Group, Select destination in the pop up box and Save; a Zip file is created at the selected destination
- You can Import Presets you've saved or acquired from others so they are available in your catalog
  - In Develop Module, Click on the + in the Presets section; Click on Import Presets, Select the Zip file in the pop up box and Import

# Applying Presets to Multiple Images After Import

- If you have multiple images that you want to apply a Preset to, simplify the process by using the Library Module
- In Grid View, select all the images that need the Preset
- In Quick Develop, Click on the Preset (probably says Custom); Select the Preset to apply in the Dropdown box
- You now have a new starting point for your workflow in the Develop Module

# Creating & Applying Filter & Brush Presets (Tool Presets)

- Presets created in Graduated Filters, Radial Filters or Adjustment Brush will be available across all of those tools. Many default Presets are provided by Adobe that can also be used as starting points, but they tend to be single Slider focused
- In Develop Module apply a Filter or Brush to an image and adjust the Sliders as desired; Click on the Effect (probably Custom); At bottom of Preset list, Click on Save Current Settings As New Preset; Give it a meaningful name; Your Preset will now be available in all tools by Clicking on the Effect and selecting the Preset
- To Delete a Tool Preset, Open one of the Tools and Click on the Effect; Make sure the Preset is Selected and scroll to bottom to Click on Delete Preset “Name”
- Apply Tool Presets at any time the Tool is open, but remember that the preset replaces any changes you’ve already made to the Tool Sliders

# Things to Remember About Presets

- The Sliders move when you apply a Preset! If you've already done some editing, your prior edits will be changed to the Preset values
- If you include Auto Settings in a Preset, remember the differences depending on when it's applied; Okay in Develop Module; But, during Import or in Library Module the Preview will be used for analysis to determine the settings so it may not be as accurate
- You can't "stack" Presets unless they affect different Sliders - the last Preset applied will determine Slider settings; However, you could add a Noise Reduction Preset to a Tone Settings Preset since they affect different Sliders; Tool Presets can't be stacked
- After applying a Preset, check your image to see if something changed that you didn't want

# Getting Creative with Profiles

- Profiles can apply a variety of “looks” to an image by mapping sensor values to different HSL values
- Available Profiles:
  - Adobe RAW (7)
  - Camera Matching (Varies by camera)
  - Artistic (8)
  - B&W (17)
  - Modern (10)
  - Vintage (10)
  - Custom (purchased or created by you)

# Applying Profiles

- Apply a Camera Matching Profile during Import or early in your workflow so your starting point more closely matches the preview you saw in the camera (Note - Nikon Mirrorless Picture Control is automatically embedded as the Profile during Import)
- Apply a Creative Profile to alter the “look” of your final image to reflect your creative vision for the composition
- Apply a Black & White profile early or after color editing to continue editing in B&W mode (Save a Snapshot or create a Virtual Copy if desired before conversion)

# Applying Profiles (cont'd)

- In Develop Module, Basic Panel, Click on the 4 box icon to the right of the current Profile; Click on Profile categories to expand; Scroll over each Profile slowly to see how it will change the image; Click to apply
- Use the amount slider to apply from zero to 200% of the standard profile strength to achieve subtle or dramatic looks (Not available for Camera Matching)
- Frequently used Profiles can be added to the Favorites category by Clicking the + in top right corner of the Profile

# Importing Profiles From Others

- Most well known photographers include instructions when you acquire Profiles from them
- Save the new Profiles Folder to an easy to find location like the desktop
- Open LR Preferences and Click on the Presets tab; Click on Show All Other LR Presets
- In the Finder/File Manager window, scroll up to Camera Raw and Click; Click on Settings (Profiles are stored in this Camera Raw folder, not a LR folder)
- Copy/Paste the new Profiles Folder into the Settings Folder
- Restart LR and the Profiles will be available in the Basic Panel