

Lightroom Classic October 2020 Update

Lightroom Classic v. 10.0 (now 10.1.1)

- Color Grading (replaces Split-Toning)
- Enhanced Zoom (scrubby zoom and box zoom)
- Performance Improvements (local adjustments, and folders/collections scrolling)
- Tethered live-view for Canon
- Support for new cameras and lenses
- Improvement in version upgrade process

Color Grading (Replaces Split-Toning)

- Applies to LrC, ACR, Lr, Lr Mobile
- Replaces the Split-Toning Panel
- Previous images and presets with split-toning retain their adjustments in Highlights, Shadows and Balance
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Color Grading

- The basic interface consists of color wheels for shadows, mid-tones and highlights, with symbols at the top of the panel and blending and balance sliders at the bottom.
- Alternately, you can display and control each tonality range separately by clicking on the appropriate symbol at the top of the Color Grading panel.
- Additionally, you can separately apply a global adjustment by clicking on the far right symbol at the top of the Color Grading panel.
- Return to the 3-wheel display by clicking on the far left symbol at the top of the Color Grading panel.

Color Grading Controls - Wheels, Circles, Dots and Sliders

- For each wheel, click and drag the small circle inside the wheel to adjust hue and saturation.
- Limit the adjustment to hue by clicking and dragging the hue dot outside the color wheel or hold down the command/control key while moving the circle (circumferentially).
- Limit the adjustment to saturation by holding down the shift key while dragging the circle (radially).
- Refine adjustments by holding the option/alt key while dragging the circle.
- Adjust the luminance with the slider below each wheel.
- Adjust the blending and balance among the tonal ranges using the sliders at the bottom of the panel.
- Experiment with each control to get the feel for their effects.

Enhanced Zoom

- Zoom slider available on the Toolbar (**T**)
- “Box” zoom available in Library Loup**E** and **D**evelop views (command/control + marquis)
- “Scrubby” zoom available in **D**evelop (shift + horizontal drag)

Metadata Display in Photoshop

Metadata PRO Add-on (\$29.90+tax)

- Reads metadata from image and creates a Type layer
- User specifies up to 28 metadata fields, font details, size, position
- Save presets
- Single image or many (batch processing)
- <https://exchange.adobe.com/creativecloud.details.14701.metadata-pro-for-adobe-photoshop-cc.html>



How to Add Metadata to Images

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_GHS9322 NIKON Z 6 70.0-300.0 mm f/4.5-5.6 Focal Length: 300 mm 1/1250 sec at f / 5.6 ISO 140 Exp. Program: Manual Center-weighted average Crop Size: 2306 x 1812



Metadata from camera.

Adding Metadata Information to Photos in Lightroom:

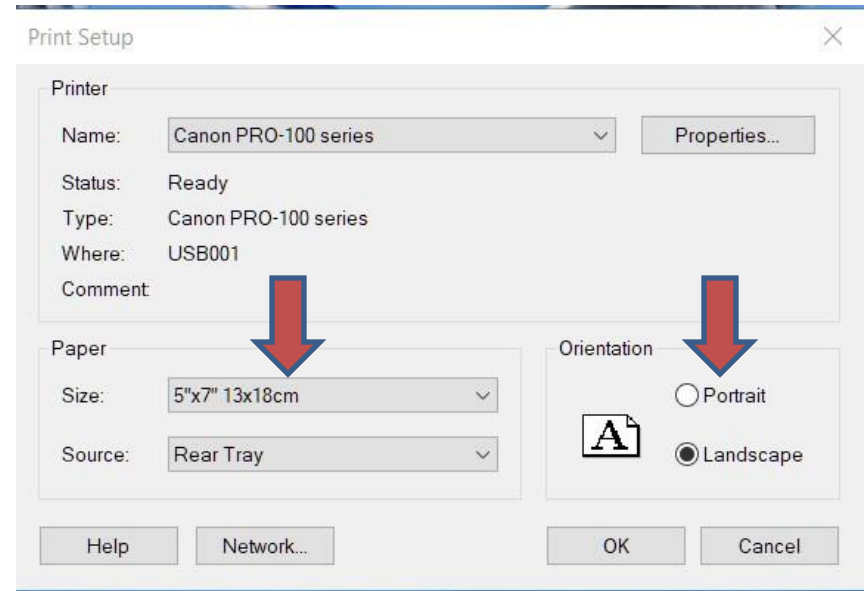
Many times people ask, “What settings did you use to capture that photograph”. One fairly easy method for producing this information is available in Lightroom Classic in the Print Module. Here are just a few of the metadata items that can be added to the border of a photograph:

- Camera & lens brand & models
- Exposure information (aperture & shutter speed)
- ISO setting
- Focal Length
- Exposure Program (M, Aperture Priority, Shutter Priority, etc.)
- Metering Mode

There are numerous other metadata items that can be selected.

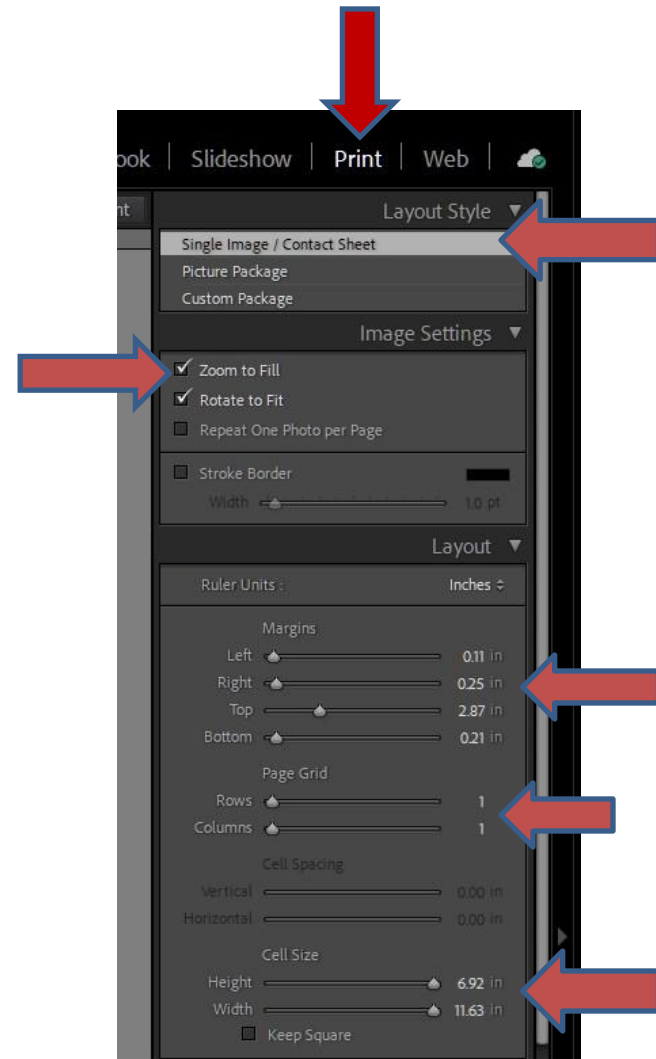
Adding Metadata Information to Photos in Lightroom:

1. In the “Library Module”, choose the image for displaying the metadata.
2. Now select the “Print Module” in the upper top right edge of the Lightroom screen.
3. Selecting the “Print Module” brings up the “Page Setup” Panel located in the lower left corner of the Lightroom screen. In “Page Setup”, select the printer and the photo size, choose something simple like 5 x 7 or 8 x 10. Size does not matter here since the photo will be resized in actual use. Note that the picture sizes available are based on the sizes that the printer can actually print. Now, adjust the border selection and set the orientation of the photo (portrait or landscape).



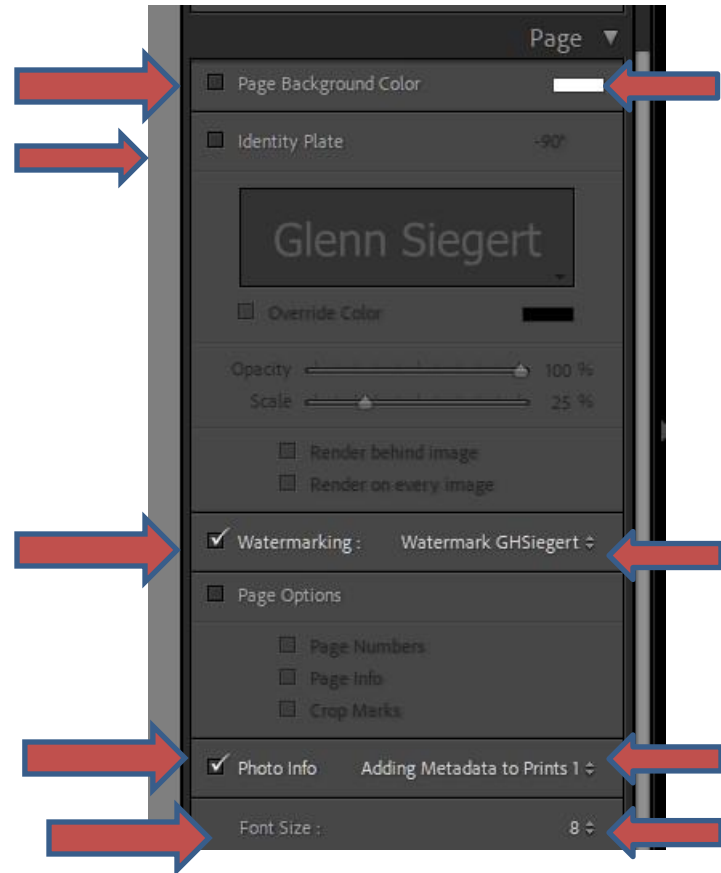
Adding Metadata Information to Photos in Lightroom:

4. Under “Layout Style”, select “Single Image/Contact Sheet”.
5. In the “Image Settings” Panel, select “Zoom to Fill” and “Rotate to Fit”.
6. In the “Layout” Panel, set the margins to zero or to the minimum values allowed. Set “Rows” to 1” and “Columns” to 1. Also, check that the “Cell Size” matches the photo size selected in the “Page Setup” Panel. When selecting a photo size other than 5x7 or 8x10, the “Cell Size” may only approximate the selected photo size.



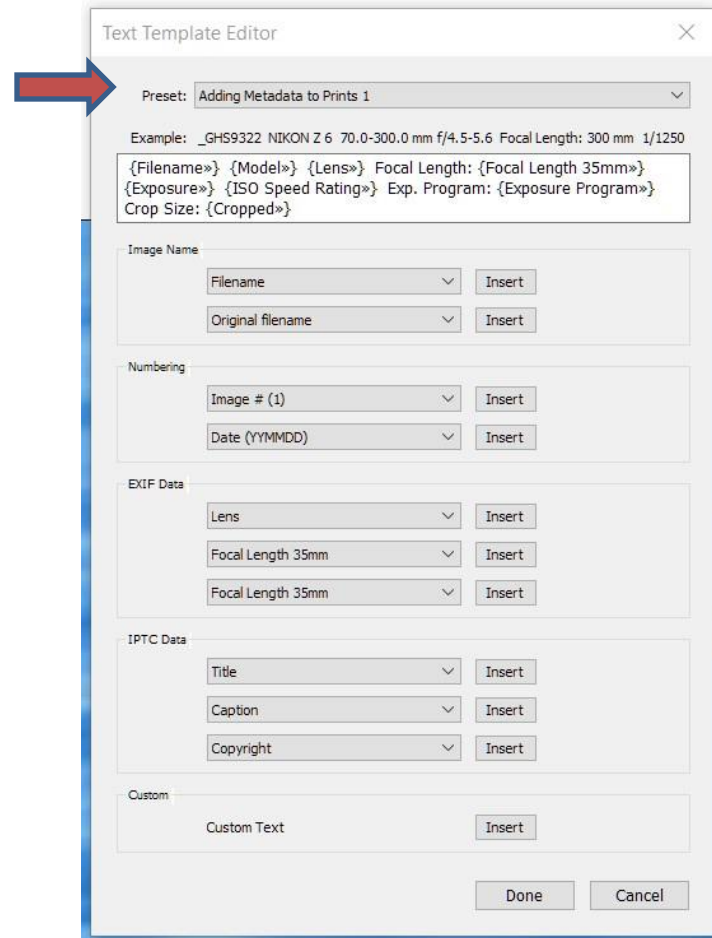
Adding Metadata Information to Photos in Lightroom:

7. In the “Page” Panel, select the “Page Background Color” and choose a shade of gray for the metadata background. Next, unselect the “Identity Plate” and select “Watermarking” to add a personal watermark (if desired).
8. Next, in the “Page” Panel, check the “Photo Info” tab and in the dropdown box select “Edit”. This brings up the “Text Template Editor”. This is where selections for the metadata to be included with the photo are made.



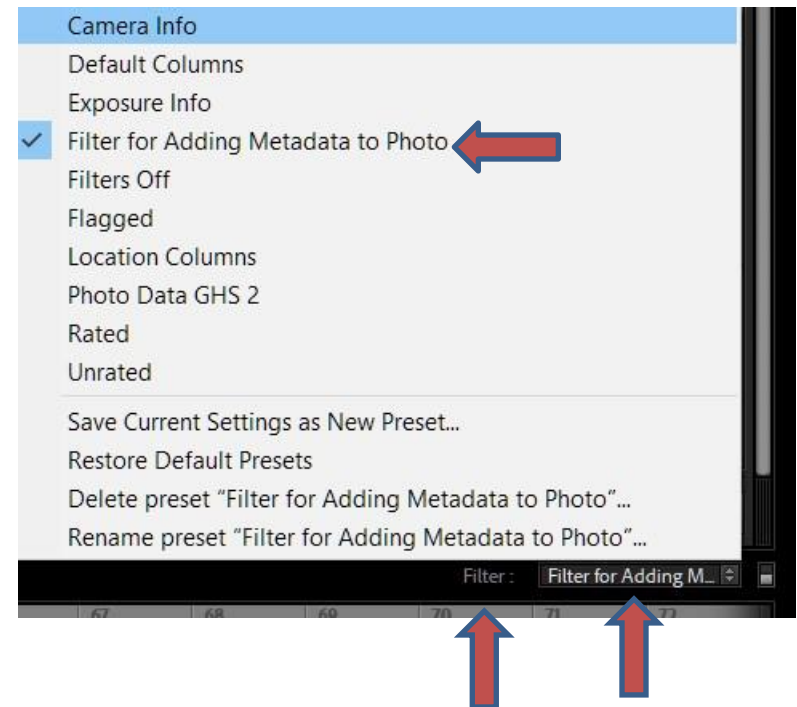
Adding Metadata Information to Photos in Lightroom:

- In the “Text Template Editor” there are a multitude of choices to add. Returning to the same metadata boxes several times may be required. It is best to plan ahead and determine the order of the different metadata. Also, a couple of spaces between each entry makes the data more readable. Adding text to clarify the metadata meaning will help clarify the metadata settings shown on the photo.
- Before closing the “Text Template Editor” it is a good idea to save this data as a preset. Simply select a name and add to the “Preset” at the very top of the “Text Template Editor”. Also, the “Font Size” for the metadata can be selected in the bottom of the “Page” Panel.



Adding Metadata Information to Photos in Lightroom:

11. In the “Print Job” Panel, there is a selection for printing to a “JPEG file” on a computer or printing to a “Printer”.
12. Before actually printing the photo or saving to a JPEG file, it is a good idea to save all of the “Print” module settings done in this exercise. This can be done using the drop down box that appears beside “Filter” at the right side bottom of the Lightroom screen.
13. Saving multiple “Photo Info” presets and the associated “Filters” could be useful.



THE WOODLANDS CAMERA CLUB
PROCESSING YOUR PHOTOS SIG
JANUARY 18, 2021

PHOTOSHOP 2021 WHAT'S NEW DEMOS

KEY NEW FEATURES

- Sky Replacement - They made it easy!
- Neural Filters - Uses Adobe Sensei technology to make adjustments - Only 2 available for download and they only work on portraits - We will cover this when more content is available
- Performance improvements; Support for new cameras and lenses

SKY REPLACEMENT - QUICK & SIMPLE

- Open a photo in PS from LR or ACR - Photo MUST contain a Sky that PS can recognize
- Select Edit > Sky Replacement
- Choose Sky from Adobe library or build your own library
- If you're happy with result, just Click OK, Flatten image, and Save
- But, there are a lot of adjustments available to achieve a better result

SKY REPLACEMENT - DEEPER DIVE

- Tools - Upper left corner of Sky Replacement Dialog Box
 - Move - moves the new sky layer around - watch the edges of the image
 - Sky Brush - Add to or Subtract from the automatic Sky Selection
 - Hand - Pan around the image
 - Zoom - Look closer at the selection edges

SKY BLENDING ADJUSTMENTS

- Shift Edge - Adjusts blend point between Sky and Foreground - Slide Left shifts blend point away from foreground; Slide Right shifts blend point into foreground - Usually a little to the right is helpful
- Fade Edge - Like Opacity and Feather - Determines how much of the old sky shows through around the edges - Usually a low number is used

SKY ADJUSTMENTS

- Brightness - Simply brightens or darkens the sky
- Temperature - Change the tint of the sky
- Scale - Change the size of the sky - can fix issues if you moved the sky too much with the Move tool
- Flip - Look where the light is coming from in the foreground - If the replacement sky doesn't match you can flip it

FOREGROUND ADJUSTMENTS

- Lighting Mode - 2 choices - Multiply (darkens) or Screen (lightens) - Default is Multiply which is likely the one you will use most
- Lighting Adjustment - Like Opacity - Darkens Foreground in Multiply mode, Lightens in Screen mode
- Color Adjustment - Brings the color tone of the Sky into the Foreground

OTHER SKY REPLACEMENT OPTIONS

- Output
 - New Layers - Creates a new Group of Layers showing all the details of the Sky Replacement
 - Duplicate Layer - Creates a new flattened Layer of the image
- Preview - Leave it on unless you want to see the original for comparison

ADDING TO YOUR SKY LIBRARY

- You can find Sky images on the internet, sometimes free, most times for purchase.
- MattK offers a Sky Replacement pack with 40 skies and 45 minutes of training videos for \$30 here: <https://mattk.com/product/sky-replacement/>
- Shoot your own skies; keep your edits neutral since you can edit to match the photo during sky replacement; Export as high resolution JPG; Add to PS in the Sky Replacement dialog box

IMPORTING TO YOUR SKY LIBRARY

- Open a photo in PS (Note - it must contain a sky!);
Select Edit > Sky Replacement; Click on the Sky choices
- At the bottom of the box, Click on the folder to create a new folder
- With the folder you want to use selected, Click on the + sign to open Finder or File Explorer; Navigate to your saved Sky JPGs; Double Click on the file to be added; Name it if needed; Click OK (Note - Only 1 Sky can be added at a time); Repeat to add more Skies