THE AUSTIN SHUTTERBUG

Lightroom vs. Photoshop - Strengths and Weaknesses

Which one should you use?

I have been asked this question many times by photographic hobbyist as well as pros. The answer is: It depends. There are really many reasons for this which I will attempt to answer in the pros and cons below. But. The real answer is that if you want to have the ability to manage your digital assets as well as a complete editing suite then you should use both.

Lightroom's strengths

- Built-in RAW editing – no plugin required! Lightroom natively accepts RAW files straight from your camera and allows all the editing you'd expect from within the software.

- Image management and workflow centric – Lightroom was born from the desire to give photographers something better to manage their photo libraries with. The entire program is based on creating a solid, consistent workflow that will help you make the most of the post-processing phase.

- Simple and easy to use – since Lightroom doesn't have the huge toolbox found in Photoshop, there is MUCH less to learn. Everything from the tools available, to the interface itself, is simple and easy to manipulate.

- Presets – a photographer's dream; imagine having the ability to string together exposure levels, contrast, and toning, and then save those to a handy file. Then imagine you can have unlimited variances of these and apply them to any photo with a click of the mouse. Welcome to Lightroom's presets! Photographers around the world share these online as well, giving you limitless potential options for your photo's look and feel.

- Additional power of Mapping images, Creating Slideshows, Books and Albums, and HTML files are all module-driven in Lightroom.

Lightroom's weaknesses

- No advanced editing tools – because Lightroom wasn't intended as a full-on raster editor, most of the editing functions Photoshop users take for granted are not present here. With the exception of a few basic tools, you'll want to use Photoshop in situations where heavy image editing is necessary. Now with CC 2024, Masking is available in Lightroom, just as in ACR.

- No layer management – the powerful layer system in Photoshop is non-existent as well. Effects and modifications can be stacked on an image, but there is no real separation of image segments or any ability to use blending modes.

- Not Typography friendly- Type cannot be added to Lightroom files except for watermarks and a few workaround hacks.

- Photos only – again, Lightroom is intended as a workflow system for photographers, meaning you'll only be able to import existing photos and modify them; there are no raster or vector image creation tools to be found here as there are in Photoshop. Lightroom is assuredly one-track minded.

Photoshop's strengths

● Pixel-level editing – images created or opened in Photoshop are comprised of pixels, which are the small physical points in a raster image, and are the smallest addressable elements in a photo. The software allows for editing even at this tiny level, meaning limitless manipulation is possible. Raster and vector images can be created from scratch.

● Layers – Photoshop allows for multiple layers to be stored within a master file, meaning that you can keep different images or edits on separate layers, and then hide, modify or enhance any of those layers independently.

● Actions – an extremely useful feature, actions allow manipulation steps to be chained together and recorded, letting you recreate an entire editing process with a click of the mouse.

● Compositing and blending – because of the ability to layer components within an image, it is possible to blend those layers together in unique ways. Masking allows you to protect specific parts of the photo from any adjustments being made down to the pixel level, simply by painting out the area you'd like to keep.

● Typography Friendly- Photoshop has an unbelievable library of type faces and styles. And additional ones may be added at any time. The use of type is very robust from character styles, paragraph styles, and to creative effects.

● Huge toolbox – each progressive release of Photoshop seems to bring more and more useful tools into the mix. From content-aware filling, reducing camera shake effects, photo filters, and automatic panoramic image stitching, there is a tool for almost every task a photographer would need.

Photoshop's weaknesses

● Steeper learning curve – with great power comes a steep learning curve. Although you have a massive array of tools at your disposal, mastering them is something that takes time and practice.

● No built-in RAW editing – unlike Lightroom's native ability to manipulate RAW files directly from your camera, Photoshop relies on ACR (Adobe Camera RAW built into the CC suite) or something similar in order to import and modify these files.

● No image management – Photoshop is built from the ground up to be a powerful image creation and editing tool. Although there are batch import and export tools available to make some aspects of the process easier, there isn't a fully-recognized, built-in management or workflow system for photographers.

SUMMARY

As I stated, photographers who wish to get the most from Adobe software should use both. Here's how: Use LR for all your image storage and library requirements through the creation of Folders and Collections. This is the best asset of LR. Do all the basic editing (processing/developing) you can in LR because it is non-destructive.

Then, when you need the heavy lifting, move the image to Photoshop. Do all the pixel-based retouching, layers, blending and color grading in PS smart object layers. (That is non-destructive as well.) Save images as master files with layers intact so you can go back and change things after a change of mind. Then "Save" to Lightroom as a TIFF for later use for all delivery requirements.

I hope you find this helpful.

Brian Loflin, President
Austin Shutterbug Club

Three-Dimensional Art

October Assignment

Bruce Lande

Cathey Roberts

Michael Lewis

Chuck Seidel

Lois Schubert

Mike Stys

George Krezinski

John Davis

Rose Epps

Three-Dimensional Art
October Assignment (cont.)

Kathy McCall

Steve Houston

A good photograph is one that communicates a fact, touches the heart and leaves the viewer a changed person for having seen it. It is, in a word, effective.

- Irving Penn -

Bill Henderson

Volunteers needed for the following three categories:

1. **Newsletter editor**;

2. **Refreshments**. John Davis needs volunteers to help set up the table AND take it down and;

3. **Programs, field trips, and workshops**. Someone to help coordinate these events.

If you feel lead to volunteer in one of these capacities, please email Barbara Hunley at austinshutterbug@gmail.com

---

NEXT MEETING DATE!

Visitors welcome!

We are on Facebook!

Thursday, December 1, 2022

7:00pm

Northwest Recreation Center

2913 Northland Dr, Austin, TX 78757

Austin Shutterbug Meeting – October Minutes

Date: October 6, 2022

Called to Order by: Steve Houston At 7:04 pm

Two guests were introduced, and Steve Huston went into a little history and information about the club, including workshops, field trips and evaluations/critiques.

Photos were shown and critiqued on the assignment submissions (Three-Dimensional Art), and in the general category. The December assignment involves holiday photos of any holiday – one encompassing a broader view of the subject matter and the second a detailed closeup of something regarding that same holiday. The assignment for February 2023 will be photos of water in any form.

Leadership needs were discussed

* Help with meeting programs, field trips and workshops – providing ideas, lining up and coordination, or putting them on for the group
* Meeting Hospitality – need one person
* Refreshments – one person to coordinate with volunteers
* Evaluation and critique – Steve Huston would like others to serve on the committee
* Print exhibition coordinator (not now, but could be needed later)
* Barbara Hunley was thanked for her continued work as Membership Chair and Treasurer and for her outstanding work putting together the newsletter.

Members were encouraged to help Barbara by contributing to the newsletter with information related to photography, workshops, web sites, equipment needed or for sale, etc.

Steve represented his prior slide show regarding the things being looked for in evaluations and critiques. Those who provided refreshments were thanked.

Meeting was adjourned around 8:25 pm.

Jill McLain, Secretary
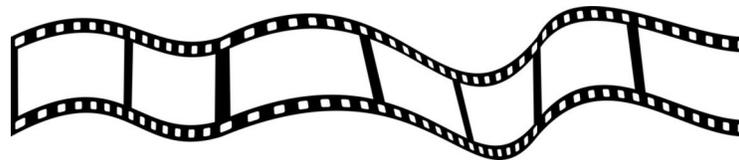
Who is the most famous inventor of early photography?

Answer: **Louis Daguerre**

The first successful picture was developed in 1827 by Niépce but it took 8 hours to expose. Two years later Niépce joined Daguerre in a partnership, but he died four years later. Daguerre is believed to be the "father" of photography, since by accident he exposed a plate in his chemical cupboard.

Image Submission for <u>Evaluation</u> and <u>Critique</u> - December 1, 2022

<u>Assignment</u> - *Holiday Images from **ANY HOLIDAY!!***

Holiday Images – color or monochrome, taken at any time

1st image: – Large scale demonstration or illustration of **ANY holiday**! (be creative)

2nd image: – An intimate detail shot illustrating the same holiday theme. The second image may be taken of a different scene or object, if desired, as long as it depicts the same holiday.

<div align="center">

OR

</div>

<u>General</u>:

Any 1 or 2 images of your choosing that you have taken at any time and any place

Email all submissions to sdhouston360@hotmail.com by Sunday night 9 PM before the Thursday meeting.

(Remember: Do <u>NOT</u>submit images to the "Austin Shutterbug Club" email address)

1. Include <u>in your email</u> the **<u>Title</u>** you gave each image and the **<u>location</u>** where it was taken.

2. Images need to be   **JPG format**
sRGB
1400 pixels on the longest side
300 ppi

3. Rename each image with your name & date of meeting followed by A or B.

<u>Examples</u>:

First image – Stevehouston12_22A   "Big Bend Vista"   Big Bend, Tx

Second (closeup) image – Stevehouston12_22B   "Big Bend Cactus Bud"   Big Bend, Tx

Questions ?? Call, text or email

Steve Houston 512-413-5218

Sdhouston360@hotmail.com

<div align="center">

<u>Remaining Shutterbug Meeting Dates for 2022</u>

December 1 — Assignment — Any Holiday

</div>