

New Texture Control in Lightroom

Post-Processing SIG
June 2019

1

Background

Historically many requests for a tool to smooth skin in Lightroom to avoid the more laborious process in Photoshop

Smoothing tool project was initiated

Developers experimented with “negative smoothing” with favorable results

Renamed Texture with a range from -100 to +100

Now seen as complimentary to Clarity and Sharpening

2

Background

Update as of May 2019 to Lightroom Classic CC,
Lightroom CC (including mobile devices) and Adobe
Camera Raw (ACR)

Location:

LR Classic: in Develop-Basic-Presence just above
Clarity

LR CC Mobile: in Edit-Effects just above Clarity

ACR: in Basic tab just above Clarity

Also available as a control in local adjustments
(brush, radial and graduated)

3

Test Pattern

Noise Bar

Gradient
Bar

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1 pixel

3 pixels

10 pixels

50 pixels

Bar Bar

4

Texture vs. Sharpening

Sharpening

- Increases edge contrast at scale of 1 - 2 px
- Artifacts may appear beyond 2 px at high settings
- No effect on average luminance
- Significant increase in apparent noise

Texture

- Enhances details by increasing contrast over a length scale up to 10 pixels
- Stronger effect for smaller details
- No effect on average luminance
- Minimal edge or noise artifacts

5

Texture vs. Clarity

Clarity

- Enhances regional contrast (so called midrange) and sharpens edges
- Artifacts > 10 px (halos)
- Slightly darkens on average
- Minor increase in apparent noise

Texture

- Enhances details by increasing contrast over a length scale up to 10 pixels
- Stronger effect for smaller details
- No effect on average luminance
- Minimal edge or noise artifacts

6

Examples and Demos

Greg Benz Test Pattern

High and low “frequency” regions

Enhance Details in Landscapes

Complements clarity to add impact

Smoothing Skin in Portraits

Applying negative texture with the brush tool

7

Wrapping Up

Texture provides a new tool in Lightroom to add local contrast in small-to-medium features

Texture complements sharpening and clarity to enhance image areas, from edges to small features to regions

Use +texture to enhance small/medium details with little to no effect on noise or edge artifacts; combine with +clarity to “awaken” areas of interest

Use -texture to smooth skin imperfections without losing natural appearance

8

Resources

From the ACR Team: Introducing the Texture Control

- ✦ <https://theblog.adobe.com/from-the-acr-team-introducing-the-texture-control/>

Lightroom's New Texture Feature Deep Dive (Matt K)

- ✦ https://www.youtube.com/watch?v=Hlsy2VsCWRE&feature=push_sd&attr_tag=1TsfrC13ZACS3TV6%3A6

Texture versus Clarity versus Dehaze in Lightroom and Camera Raw (Tim Grey)

- ✦ <https://www.youtube.com/watch?v=H6TMLwYTzd8>

Texture vs Clarity in Lightroom / ACR (Greg Benz)

- ✦ https://gregbenzphotography.com/photography-tips/when-and-how-to-use-texture-vs-clarity-in-lightroom-acr?utm_source=drip&utm_medium=email&utm_campaign=How+to+use+the+mazing+new+%22texture%22+slider+in+Lightroom+%2F+ACR