

## Introduction To Lightroom Classic

**Availability** – The current version of Lightroom is Lightroom Classic and is available with Adobe Photoshop as a download costing £9.98 per month or £119.21 per annum pre-paid. The programmes can be operated from several computers but only two computers concurrently and they do not have to be always connected to the internet to be able to function correctly.

The programmes can be used in offline mode with a valid software license for a limited period. The programmes attempt to validate the software license every 30 days. A reminder will be received to reconnect to the Internet to validate the license if this period is exceeded.

### What is this programme?

Adobe Lightroom Classic is an essential tool for organising, editing, and sharing photographs. All of the editing features are completely non-destructive.

The programme does not store the photographs within itself, it merely catalogues them where they exist within the host computer and/or catalogues them if they exist on an external storage device.

### What is a catalog?

A catalog is a database that tracks the location of your photos and information about them. When you edit photos, rate them, add keywords to them, or do anything to photos in Lightroom Classic - all those changes are stored in the catalog. The original files themselves are not touched, i.e. non-destructive file editing.

When you start Lightroom Classic for the first time, Default catalog file is automatically created. To start working with this default and empty catalog, click the Import button, to start importing images.

It is possible to purchase the “Adobe Lightroom Classic Missing FAQ” as a book or in various formats to suit pads and mobile phones from Victoria Bampton the Lightroom Queen, (see Lightroom References at the end of this article).

N.B. Once the images have been imported into Lightroom **DO NOT** delete the images from the storage media, as they may be lost forever.

Lightroom consists of several interlinked modules:

1. Library
2. Develop
3. Map
4. Book
5. Slideshow
6. Print
7. Web

These modules carry out different tasks, such as organizing and editing photos. To switch between modules, click the name of a module at the top right of the screen.

Library module is used to view and organise the photographs, simple edits can be carried out here.

Develop module is used to edit the photographs. This module contains nine panels, see page 7 of this worksheet, for screenshots of these modules.

Map module. If the photographs have location data embedded in the image, most smart phone photographs do, then it is possible to see the exact location where the picture was taken.

The other panels are self-explanatory.

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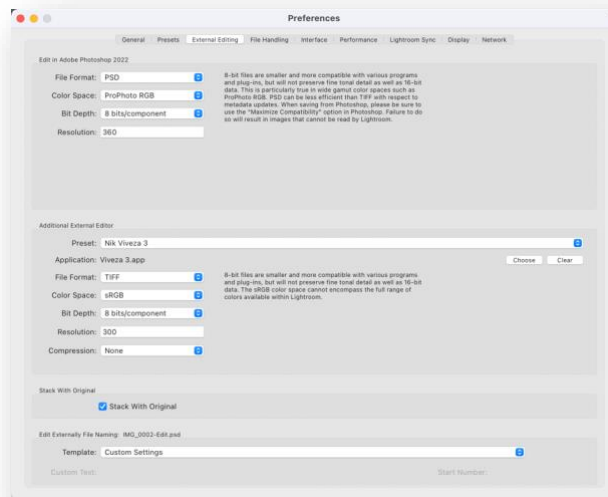
Panels are arranged in groups at the right hand edge of the Lightroom window. Click the small triangle outside a panel group to hide or show the group. Click the title bar of a panel to hide or show the panel.

When it's time to share a photo, such as for club competitions and/or external exhibitions choose File → Export to make a copy of that photograph of a particular size, file type, colour space and resolution.

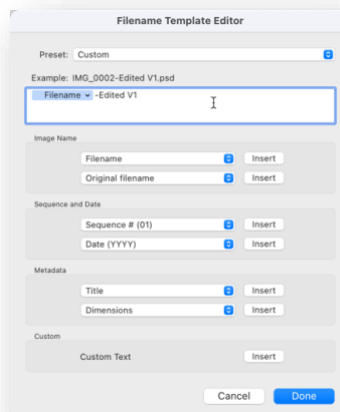
## Some Configuration Settings – Before Using The Programme

There are a number of items that users of Lightroom may wish to configure.

1. At top right by default are the module names, Library, Develop, Map, Book, Slideshow, Print and Web, right mouse clicking on any of the modules allows the user to select to display or not display any of the modules, they are not removed from the programme. The programme will load marginally quicker the fewer modules that are selected.
2. Some preference settings can be made, go to Edit → Preferences, in the External Editing tab consider the File Format, Colour Space, Bit Depth and Resolution settings for when the image is edited in Photoshop. See below:

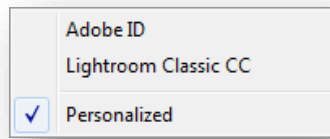


3. In the Additional External Editor section, this is where the plug-ins appear and like the settings for Photoshop, File Format, Colour Space, Bit Depth and Resolution can be set for each of the plug-ins.
4. Also customise the Template for 'Edit Externally File Naming' as shown below, this name will be applied to the image after it has been edited in Photoshop and saved back into Lightroom. Click the Template/Custom Settings tab to make these changes.

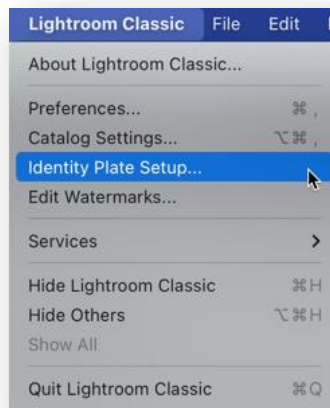


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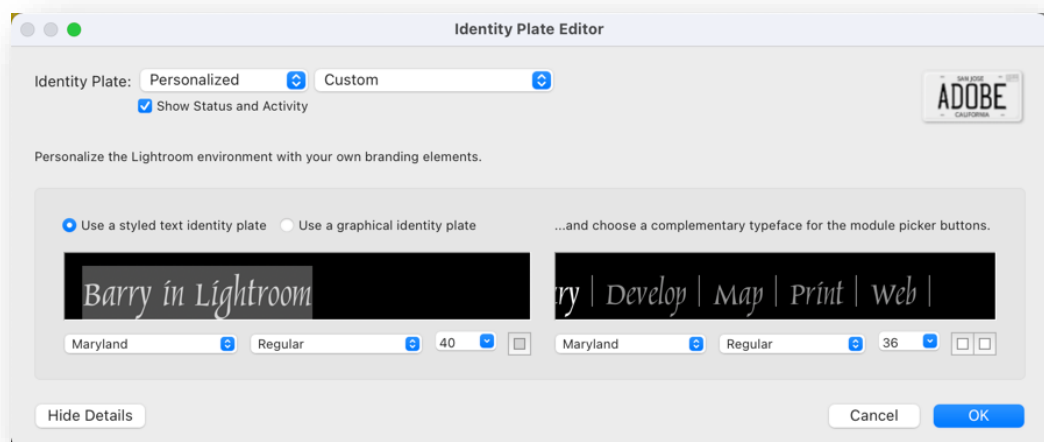
5. Identity Plate – A common change in Lightroom is the Identity Plate, to personalise the programme. The Identity Plate is located in the top-left corner where the Lightroom logo is located.
6. On a PC go to Edit → Identity Plate Setup...



7. In the selected text field type in a new identity appropriate to the user or import a custom logo as a PNG file, the font and colour of the text along the top panel identifying the Modules can be changed too.
8. On a Mac, choose the Lightroom Menu and click Identity Plate Setup.

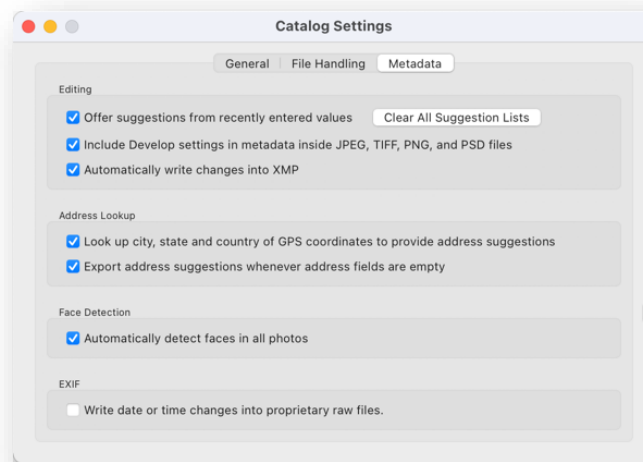


9. Click on the Identity Plate Type drop-down menu and can choose between Adobe ID, Lightroom Classic or Personalized. Choose Personalized. On the left side of the window, then it is possible to choose to use a stylised text Identity Plate or a Graphical Identity Plate. If stylised text is chosen, click in the black area to start typing. Choose the font, boldness, size, and colour. On the bottom, click Show Details, enabling the same options for font, boldness, size, and colour for the Lightroom's module names. Click OK to apply the changes.



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10. Important setting for the Catalog. When edits are carried out on images these editing steps are saved in the Catalog. However if the catalog becomes corrupt or lost then these edits will be lost. To prevent this loss there is a setting that can be made in Catalog Settings, go to Edit → Catalog Settings, click the Metadata tab:

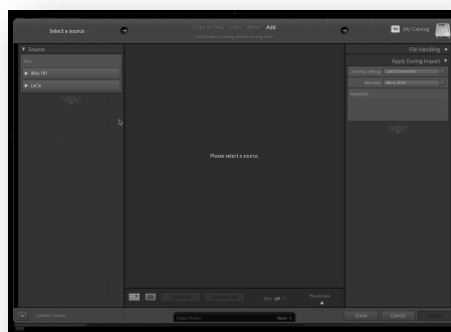


11. Make sure that both these settings are ticked “Include Develop settings in metadata inside JPEG, TIFF, PNG and PSD files”, although it does not say, these changes will be saved to DNG files too and “Automatically write changes into XMP”. This will ensure all of the edits are written back to the original file in the case of JPEG images or the XMP file. Therefore if the Catalog becomes corrupt or lost then it will be possible to import the images back into a new Catalog and all of the previous edits will appear. Any edits that are made using these settings will also be visible in Adobe Bridge.
12. Some other small configuration settings are carried out in the Develop Module. Right-click on the panel header, there it is possible to show/hide specific panels. In that right-click menu also find Solo Mode, which automatically closes a panel when another panel is opened in the same panel group. It’s particularly useful when working on a small screen.

## Importing Images

As with many programmes there are a number of ways to import images into Lightroom

1. File → Import Photos and Video... (PC: Ctrl+Sh+I; Mac Command+Shift+I), the following dialogue box appears:
2. Or click the Import button at the bottom left of the window
3. Or use the ‘Send To’ command that can be configured for Finder on a Mac and PC too.

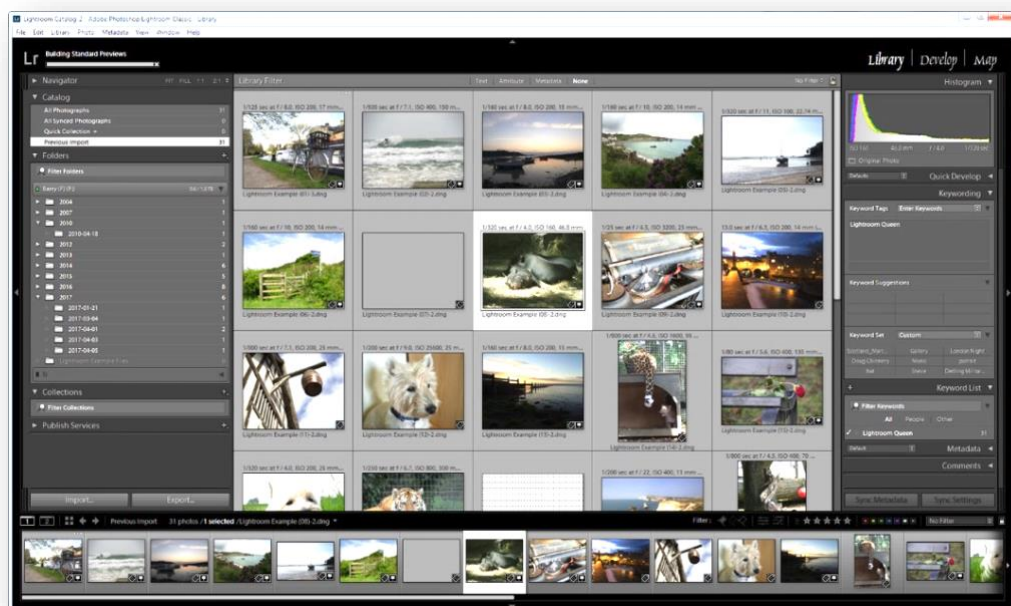


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4. Navigate to the source of the files, it may be the camera's memory card in a card reader, a memory stick, or an internal or external disc drive. In this case it is a folder on this computer containing sample files.



5. From this dialogue box all of the images are selected by default, however it is possible to deselect images that are not wanted in the Catalog. Click Import and the images will appear in the catalog, notice how the thumbnails change in appearance after they first appear on screen. LR is showing the JPG preview file, which is embedded in the RAW file. Then after a moment, LR renders the RAW file itself to show its own interpretation. Previews rendered by Lightroom take longer to generate, however they are colour managed.
6. One other configuration setting in the Library module, go to View → Sort → Filename to have the files in Filename order, there are other choices there too.



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- Another setting which is there by default is the “Info Overlay” which can partially obscure the top left hand corner of the displayed image in the Library and Develop Module View. Go to View → View Options → Loupe View tab, Untick Show Info Overlay.

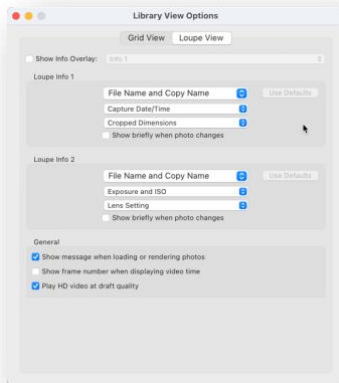
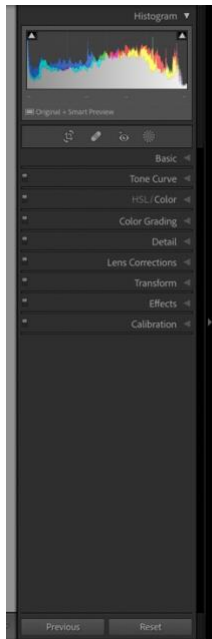


Image on the right showing the “Info Overlay” displayed over the image.

## Develop Module

This contains a number of panels which are used to edit the imported images, the panels are illustrated below:



Panels collapsed



Basic Panel



Tone Curve Panel



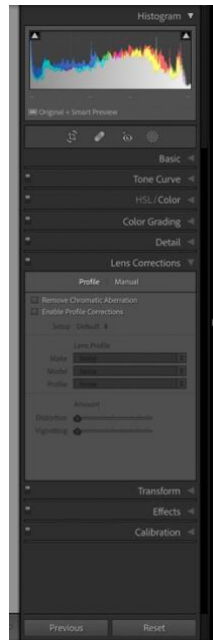
HSL/Color Panel



Color Grading Panel



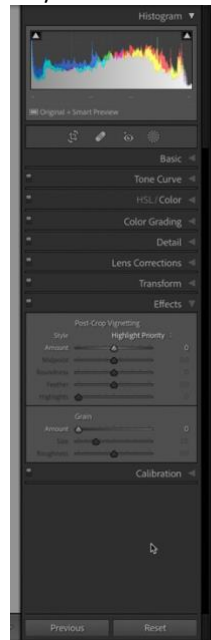
Detail Panel



Lens Correction Panel



Transform Panel



Effects Panel



Calibration Panel

## DNG and What It Means

DNG is Adobe's proprietary file format and is an abbreviation for "Digital Negative Graphic".

DNG is a lossless format similar to RAW. However, unlike RAW that uses specific formats based on camera types or manufacturers, DNG stores image data in a compatible, generic format.

A DNG file always contains data for one main image, plus metadata, and optionally contains at least one JPEG preview. It normally has the extension "dng" or "DNG".

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Converting Raw files to DNG changes the raw data so that the file no longer is camera specific. Download the Adobe Digital Negative Converter Application from Adobe's website:

<https://helpx.adobe.com/camera-raw/using/adobe-dng-converter.html>

Whenever you open a raw image in Camera Raw/Lightroom the raw data is internally converted to the DNG format regardless of whether the file being read is a DNG file or not. In other words, DNG is the internal format for Camera Raw/Lightroom.

DNG files are typically 15 to 20 percent smaller in size than RAW files, without any loss of quality.

### Developing Imported Pictures

The Basic panel's Tone sliders (Exposure, Highlights, Shadows, Whites and Blacks) have been designed to be used from the top down, because the first few Tone sliders affect the range of the lower Tone sliders. For example, if changes to Highlights and Shadows are made before Exposure, the sliders will sometimes not move far enough. It will be OK for small tweaks, however getting those in the right approximate edit first, is important.

### Lightroom References:

**Adobe Photoshop Lightroom Classic and Photoshop CC subscription website:**

<https://is.gd/qGXfV3>

#### Victoria Bampton



The Lightroom Queen – Online tutorials, Books and eBooks and a free subscription newsletter.

<https://www.lightroomqueen.com>

#### Matt Kloskowski



Lightroom and Photoshop Tutorials, Courses

<https://mattk.com/>

#### Laura Shoe



Online tips and tutorials and a free subscription newsletter.

<https://laurashoe.com/>

#### Helen Bradley



Projectwoman

Lightroom and Photoshop and other programme tutorials.

<http://projectwoman.com/>

**Photography Life**, Lightroom Tutorials: <https://is.gd/SwGe8C>