

A WAY OF EDITING USING LIGHTROOM AND PHOTOSHOP

SUITABLE FOR LANDSCAPE IMAGES

START BY KEEPING TRACK OF YOUR FILES IN A SINGLE LIGHTROOM CATALOGUE. THERE IS NO LIMIT ON CATALOGUE SIZE.

YOU CAN UPLOAD YOUR RAW FILES TO FOLDERS YOU HAVE CREATED, EITHER USING ONE OF LIGHTROOM'S NAMING CONVENTIONS OR ONE OF YOUR OWN.

A WAY TO DO THIS IS TO SET UP A "PHOTOS" FOLDER ON YOUR HARD DISK, WITH SUB-FOLDERS FOR EACH CALENDAR YEAR. WITHIN EACH CALENDAR YEAR YOU CAN THEN CREATE INDIVIDUAL FOLDERS WITH A DATE AND LOCATION FOR EACH SHOOT. YOUR FOLDER STRUCTURE WOULD THEN BE:-

HARD DISK

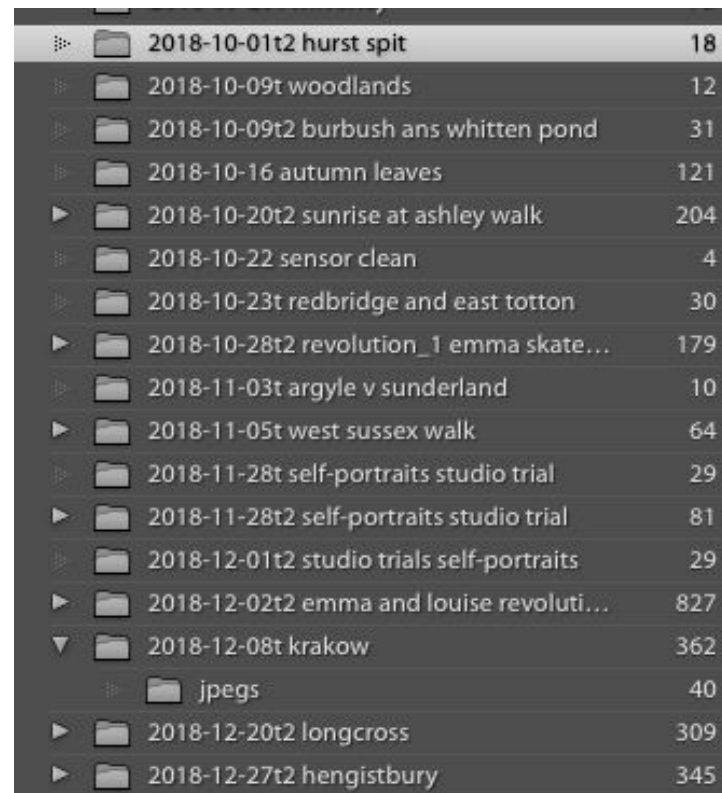
PHOTOS

2019

2019-02-15 FORDINGBRIDGE

2019-02-16 BOURNEMOUTH WITH AUNTIE FLO

YOU MIGHT WANT TO IDENTIFY THE CAMERA YOU USED: 2019-02-15XT2 FORDINGBRIDGE. THIS CAN BE USEFUL IF YOU USE MORE THAN ONE CAMERA ON THE SAME SHOOT.



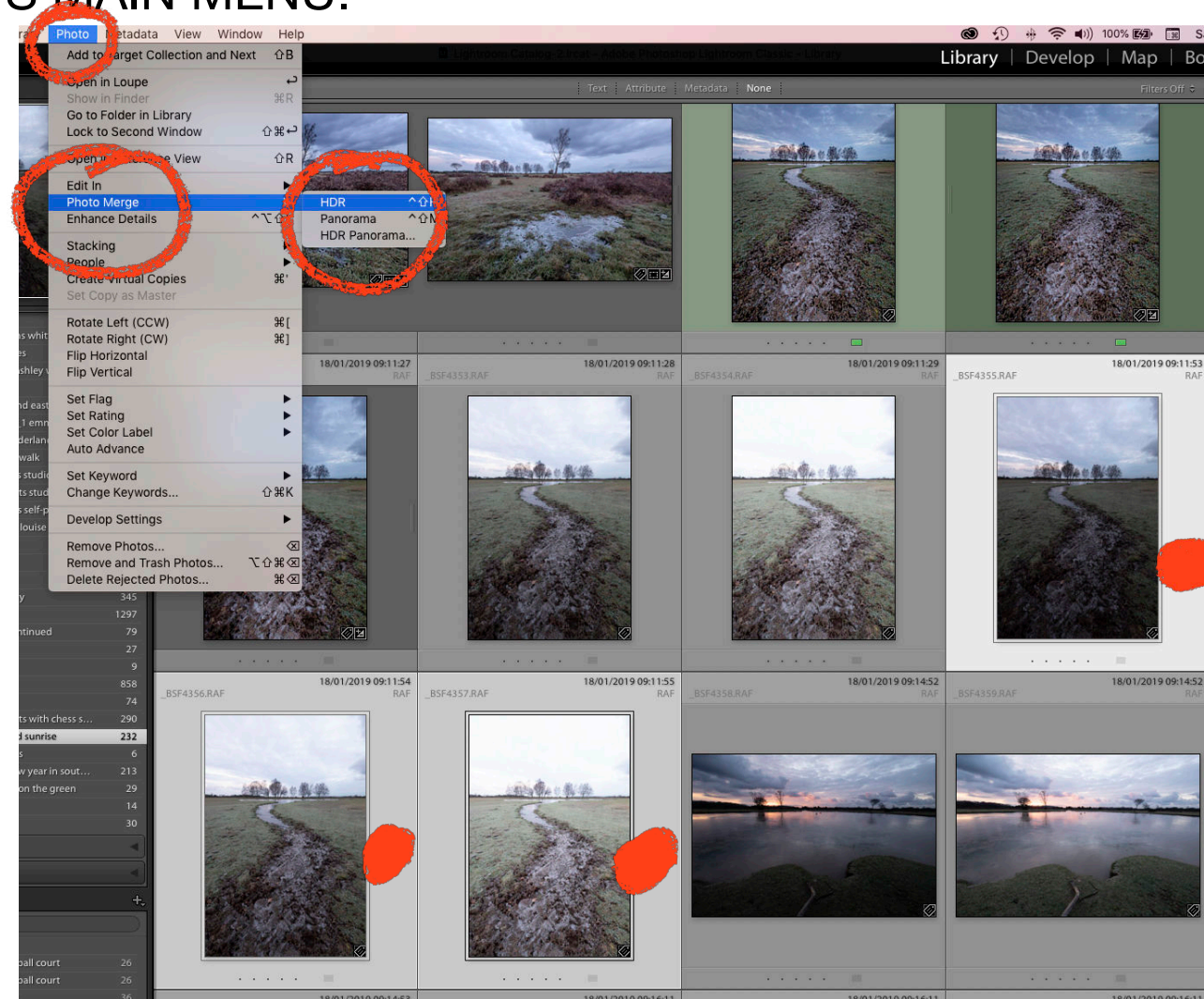
2018-10-01t2 hurst spit	18
2018-10-09t woodlands	12
2018-10-09t2 burbush ans whitten pond	31
2018-10-16 autumn leaves	121
2018-10-20t2 sunrise at ashley walk	204
2018-10-22 sensor clean	4
2018-10-23t redbridge and east totton	30
2018-10-28t2 revolution_1 emma skate...	179
2018-11-03t argyle v sunderland	10
2018-11-05t west sussex walk	64
2018-11-28t self-portraits studio trial	29
2018-11-28t2 self-portraits studio trial	81
2018-12-01t2 studio trials self-portraits	29
2018-12-02t2 emma and louise revoluti...	827
2018-12-08t krakow	362
jpeg	40
2018-12-20t2 longcross	309
2018-12-27t2 hengistbury	345

MERGING FILES TO HDR

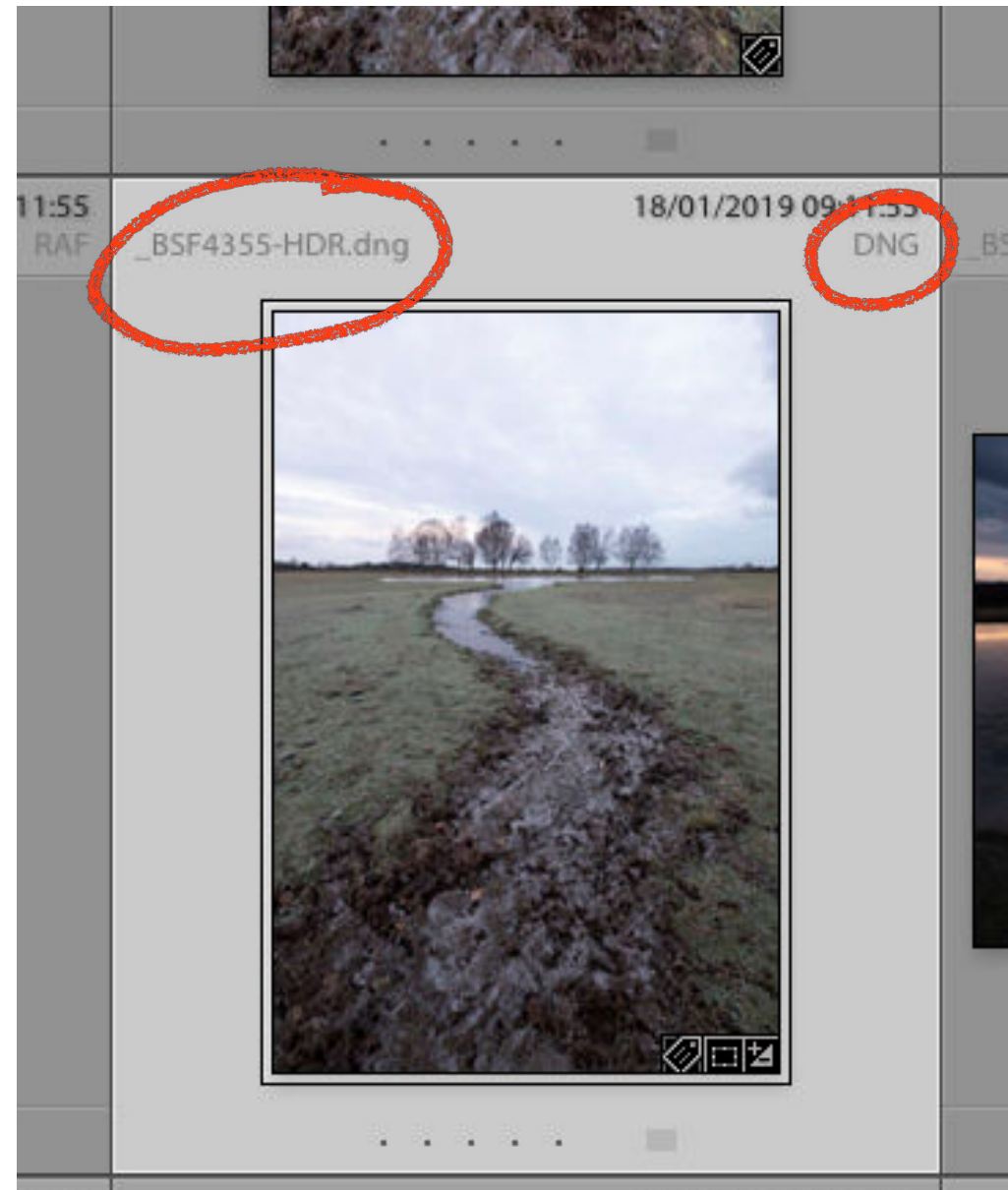
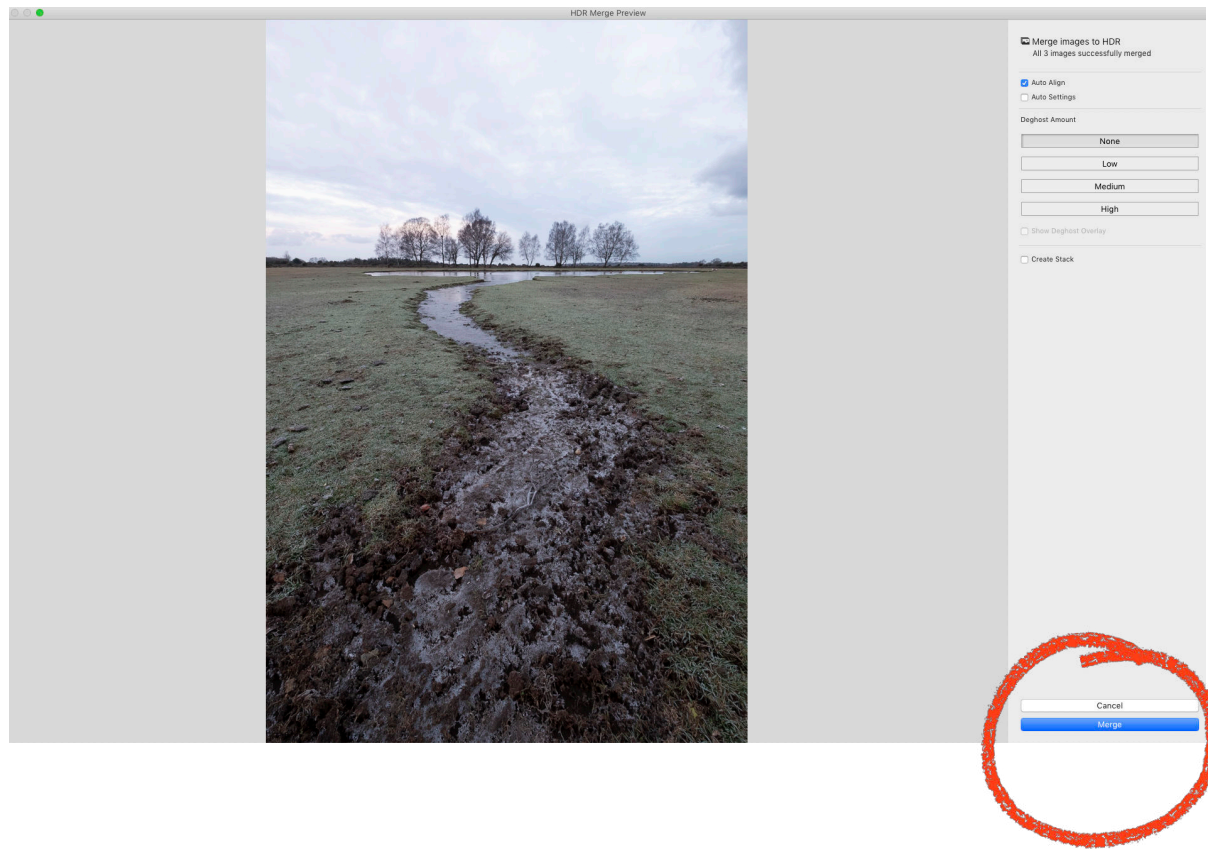
CONSULT YOUR CAMERA MANUAL FOR INSTRUCTIONS ON CREATING BRACKETED SETS OF RAW FILES.

3 EXPOSURES ONE STOP APART OFTEN WORKS WELL. YOUR CAMERA WILL PROBABLY ACHIEVE THIS BY TAKING THREE EXPOSURES, EACH AT A DIFFERENT SHUTTER SPEED. THE FILES WILL BE SEQUENTIALLY NUMBERED AND APPEAR NEXT TO EACH OTHER IN YOUR LIGHTROOM GRID (SORTED BY CAPTURE TIME OR FILE NAME). USE A TRIPOD.

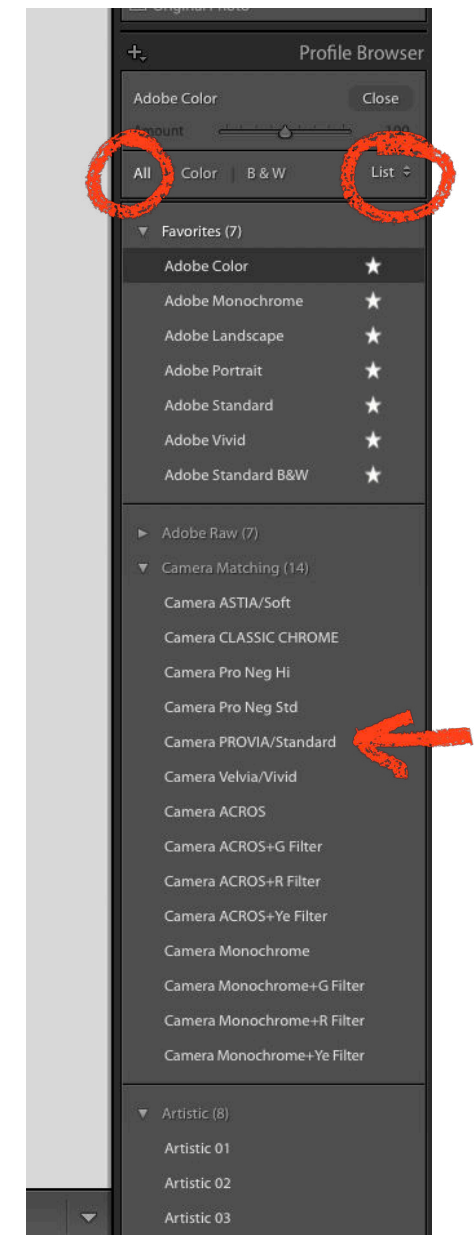
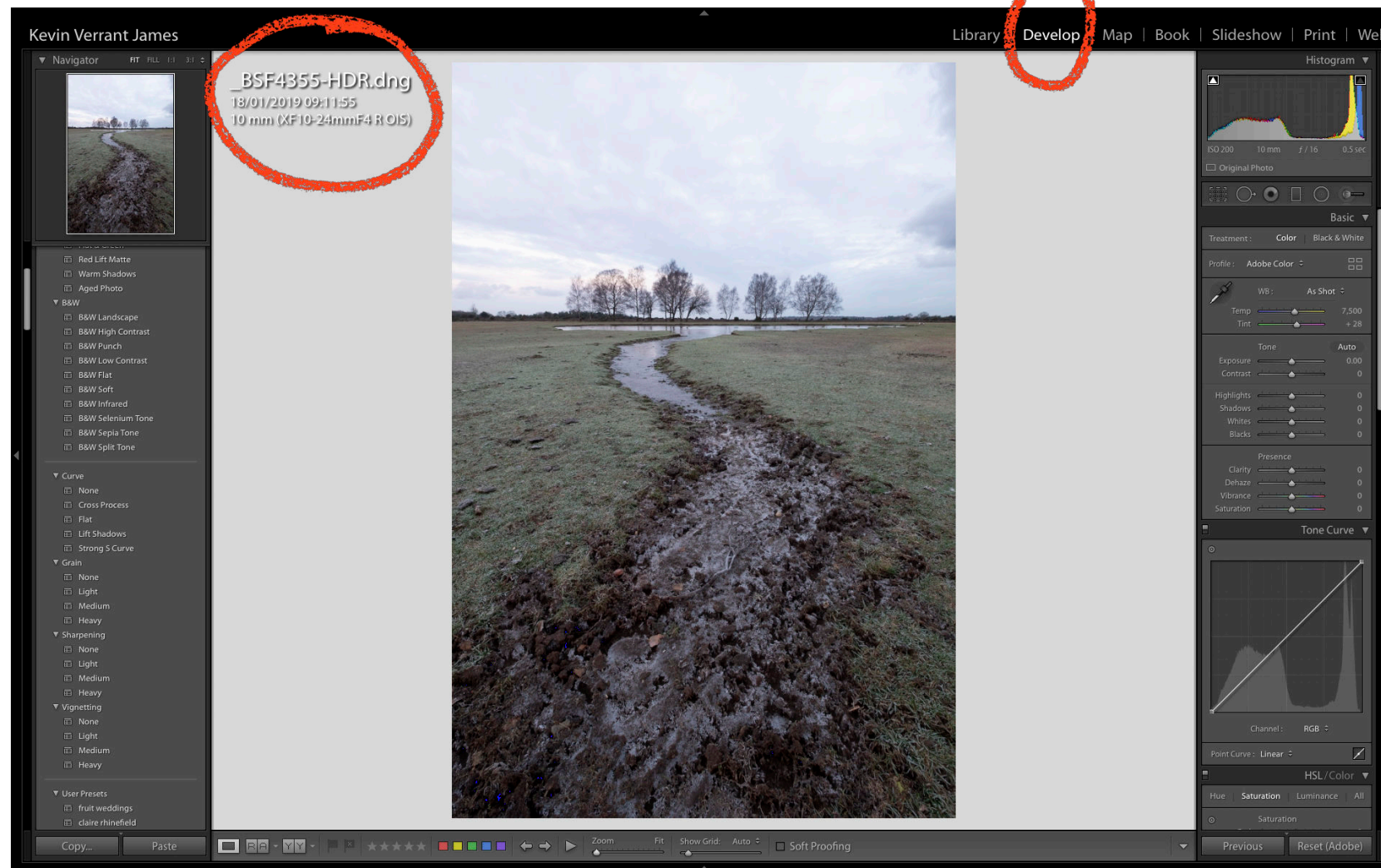
SELECT THE THREE ADJACENT FILES, THEN CHOOSE “PHOTO”, “PHOTOMERGE”, “HDR” FROM LIGHTROOM’S MAIN MENU.



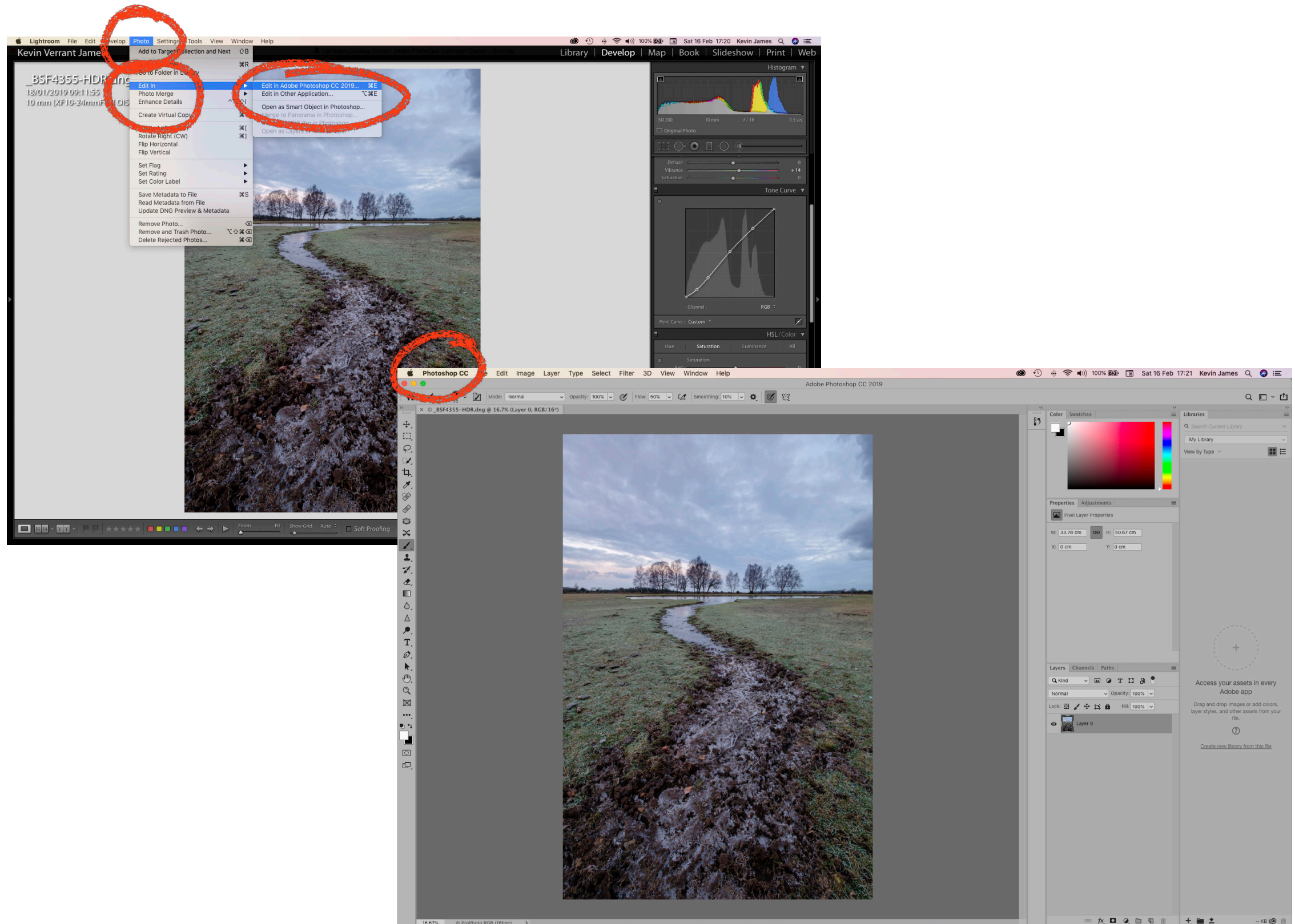
LIGHTROOM WILL MERGE THE THREE FILES FOR YOU AND PRODUCE A SINGLE MERGED FILE IN .DNG FORMAT.



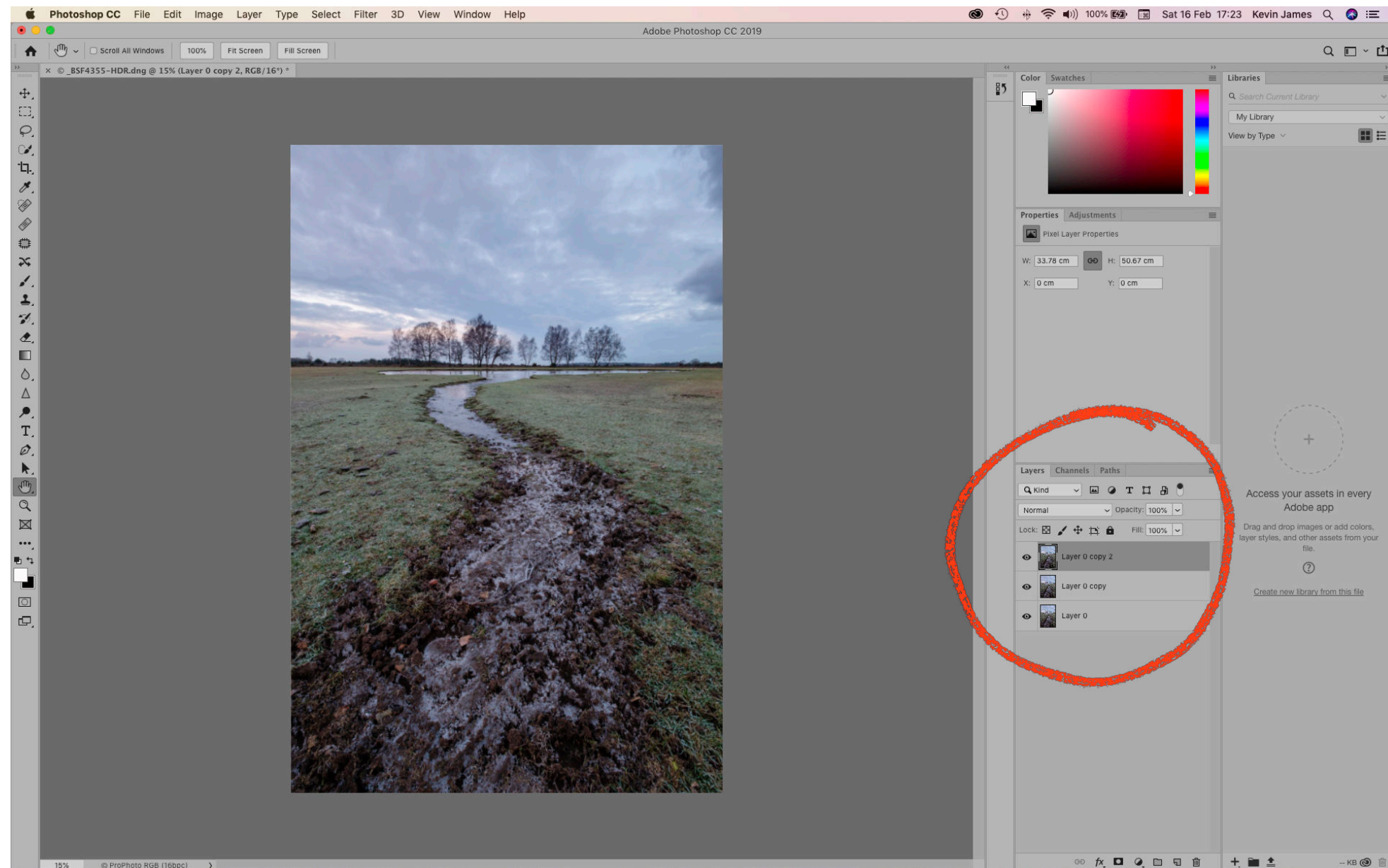
OPEN THE “DEVELOP” MODULE AND YOU CAN DO SOME INITIAL EDITING IN LIGHTROOM. YOU MIGHT WANT TO ADJUST THE WHITE BALANCE, SELECT A FILM SIMULATION (“CAMERA CALIBRATION”), ETC. THE CAMERA CALIBRATIONS AVAILABLE IN LIGHTROOM DEPEND ON THE MAKE AND MODEL OF YOUR CAMERA.



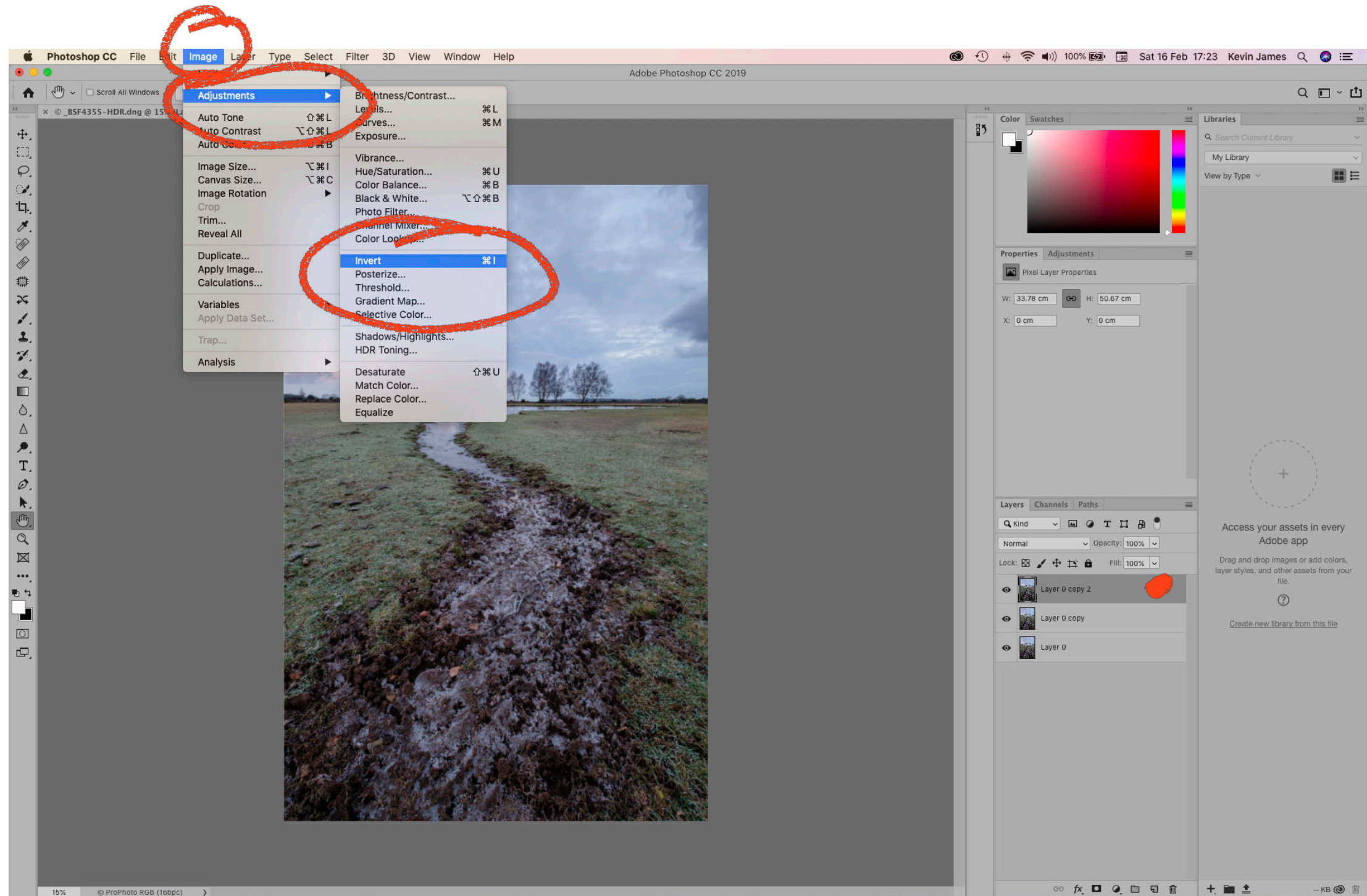
WHEN YOU ARE HAPPY WITH YOUR INITIAL EDIT, OPEN THE FILE IN PHOTOSHOP. TRY NOT TO MAKE IT TOO “CONTRASTY” AT THIS STAGE BECAUSE THE SUGGESTED EDITING IN PHOTOSHOP TENDS TO INCREASE CONTRAST. YOU MIGHT WANT TO AVOID TOO MUCH SHARPENING AT THIS STAGE (BUT EXPERIMENT TO SEE WHAT WORKS BEST FOR YOU).



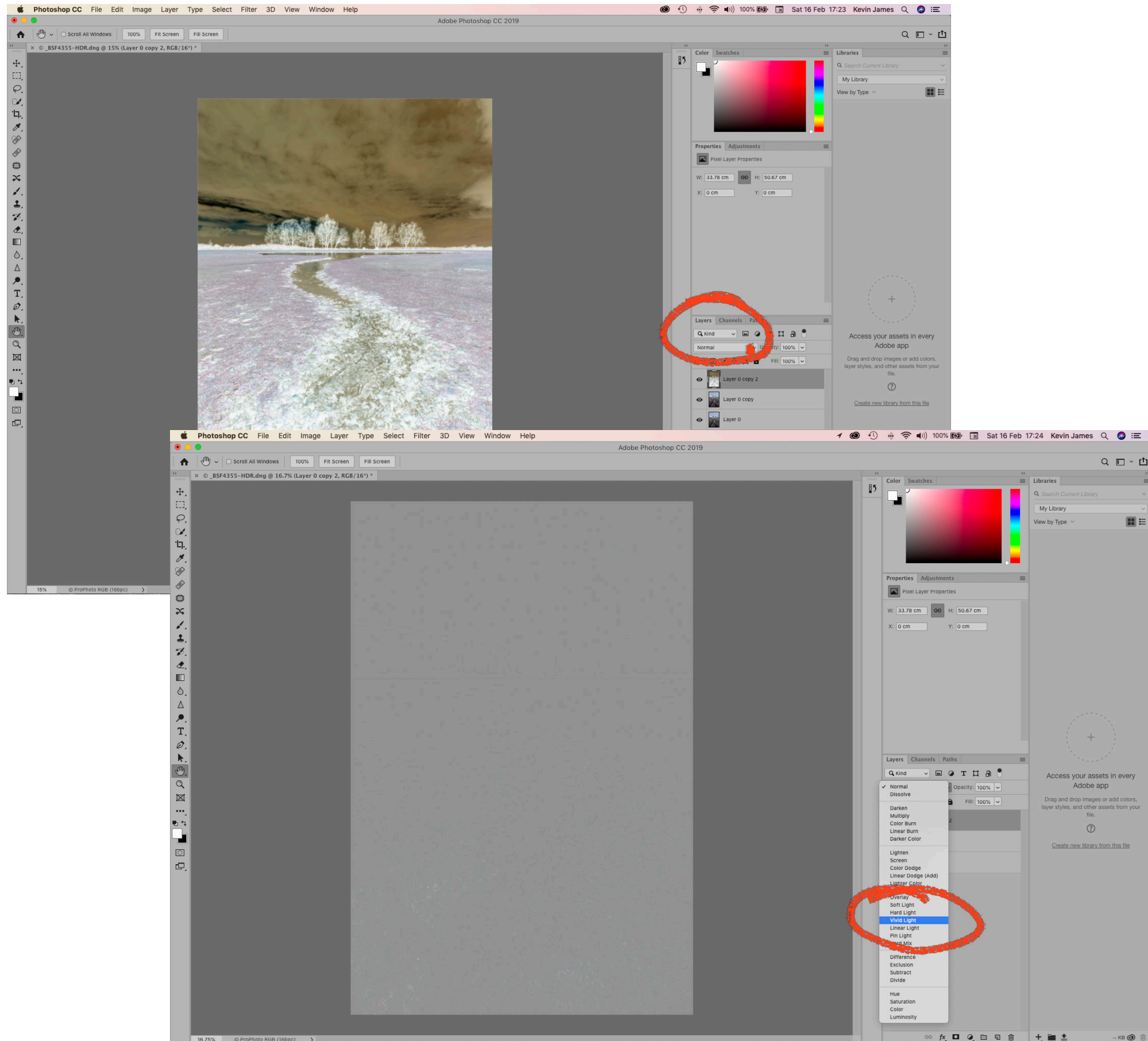
WHEN YOUR FILE HAS OPENED IN PHOTOSHOP, PRESS COMMAND J (CTRL J PC) TWICE TO CREATE TWO DUPLICATES OF THE ORIGINAL BACKGROUND LAYER.



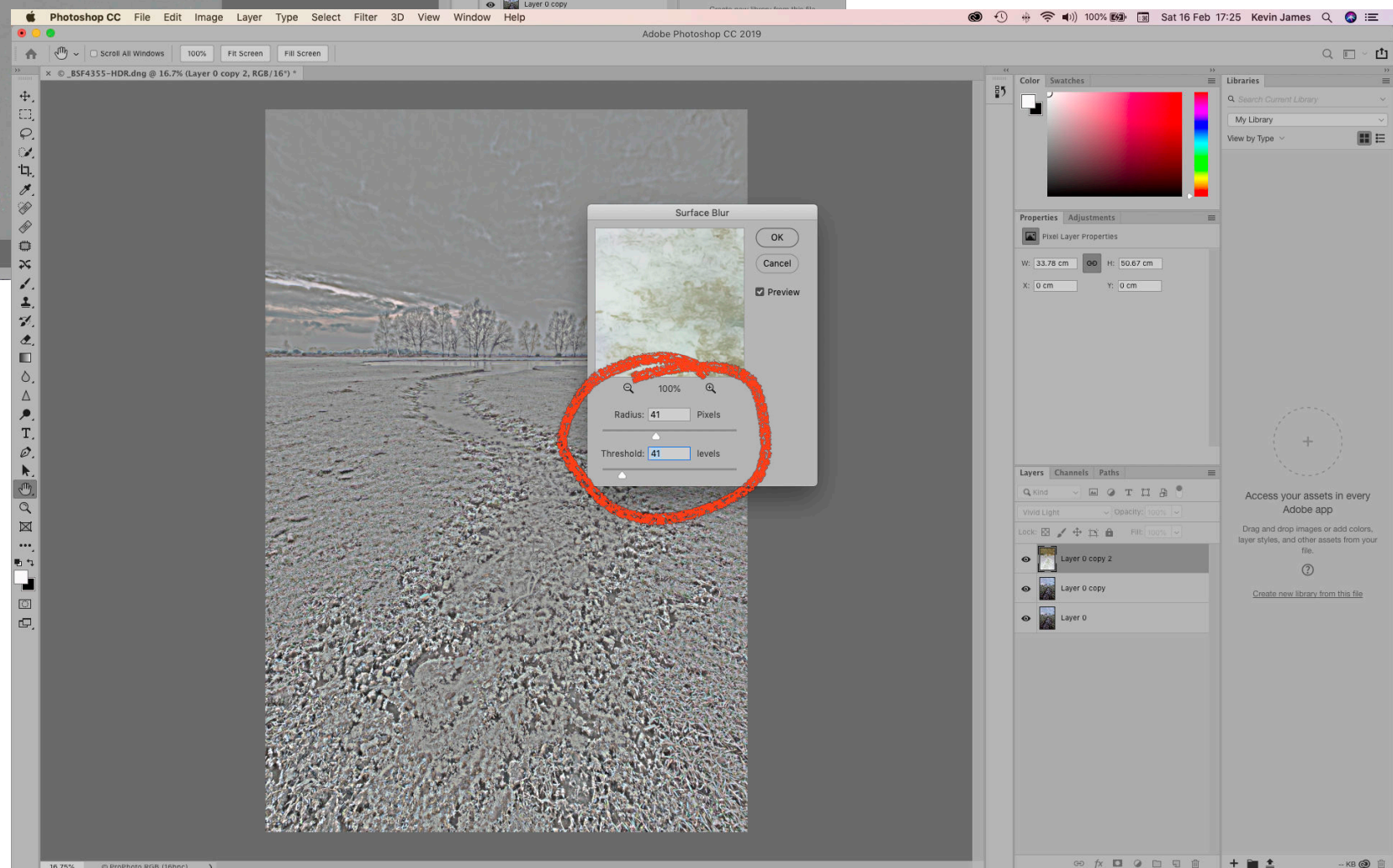
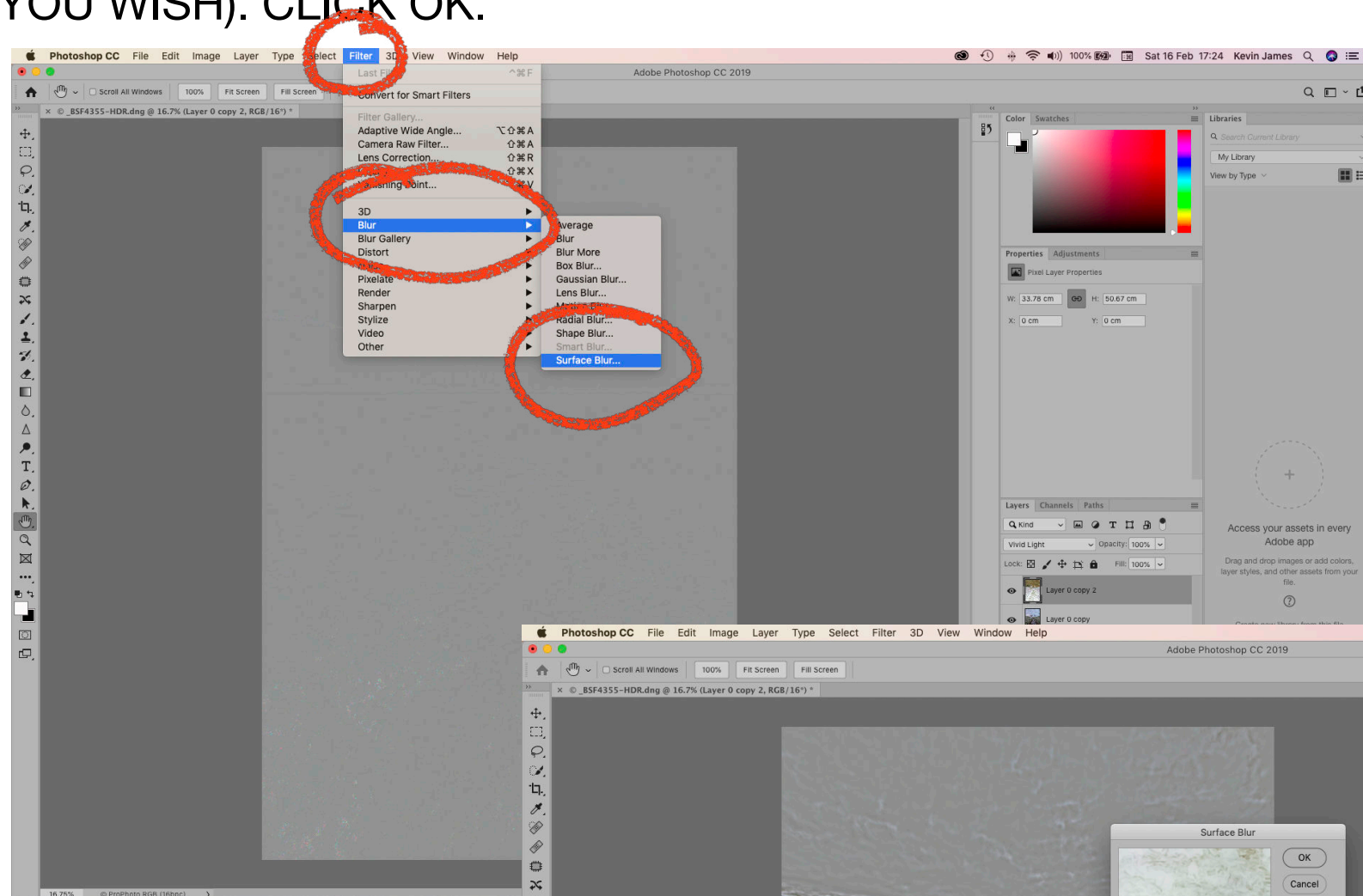
SELECT THE TOP LAYER AND CHOOSE “IMAGE”, “ADJUSTMENTS”, “INVERT” FROM THE MAIN MENU.



IN THE LAYERS PANEL, CHANGE THE BLENDING MODE FROM “NORMAL” TO “VIVID LIGHT”.

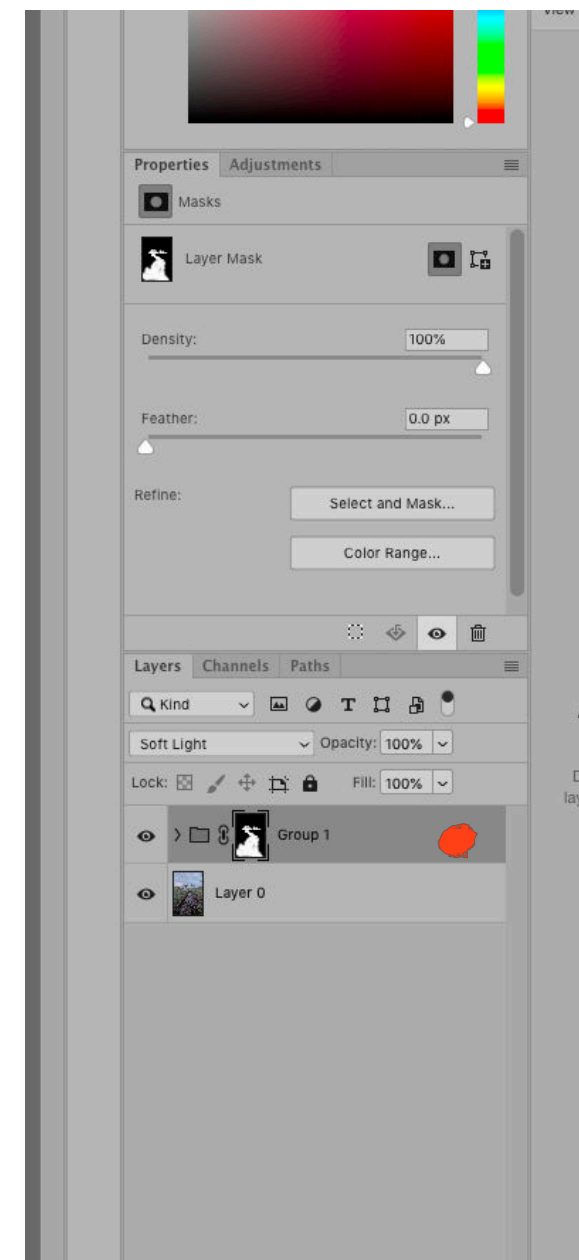
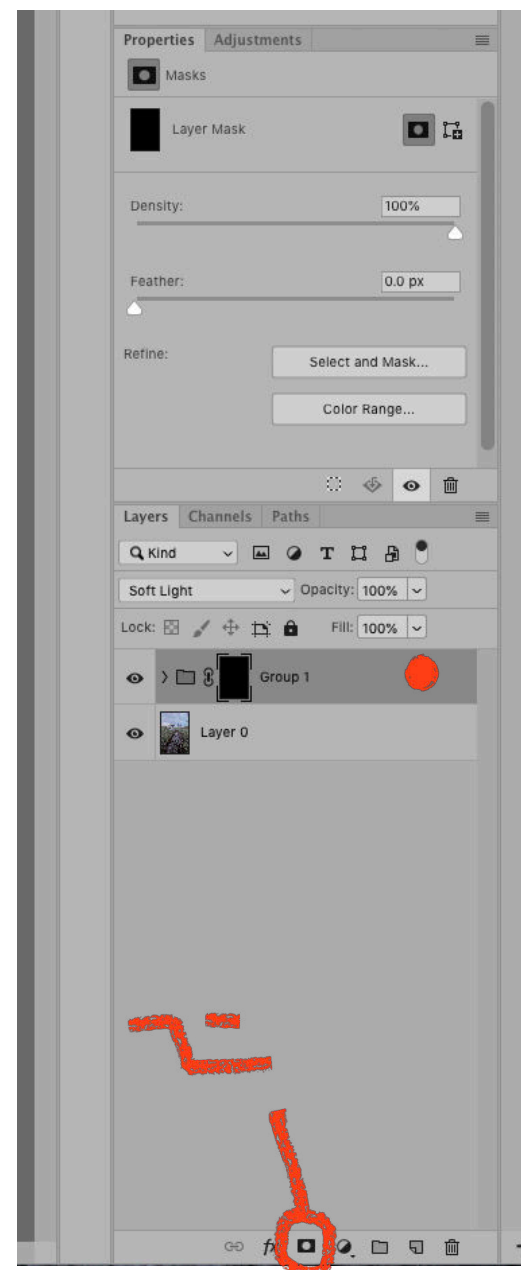
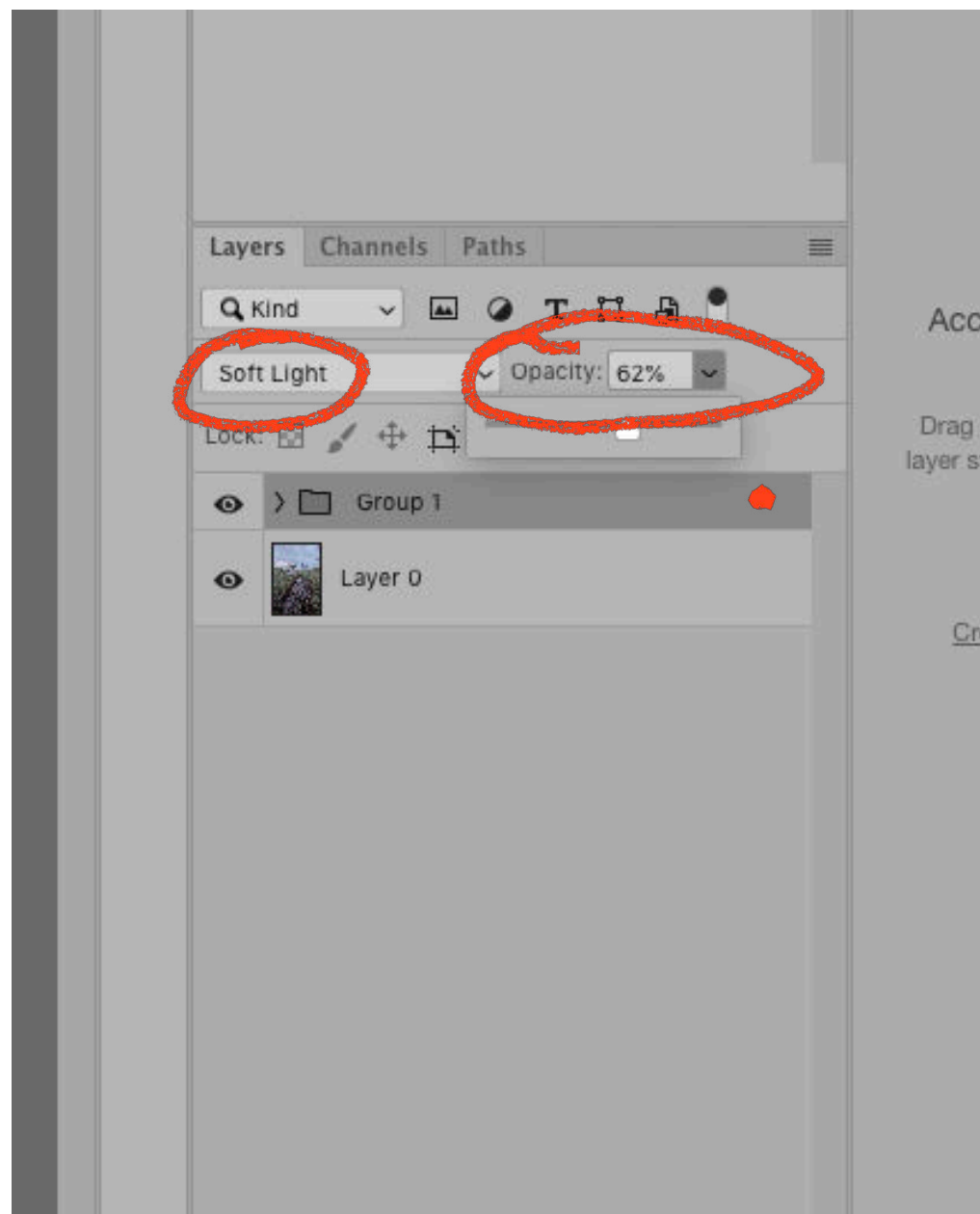


FROM THE MAIN MENU, SELECT “FILTER”, “BLUR”, “SURFACE BLUR”. IN THE SURFACE BLUR DIALOGUE BOX SET “RADIUS” AND “THRESHOLD” TO ABOUT 40 (EXPERIMENT IF YOU WISH). CLICK OK.

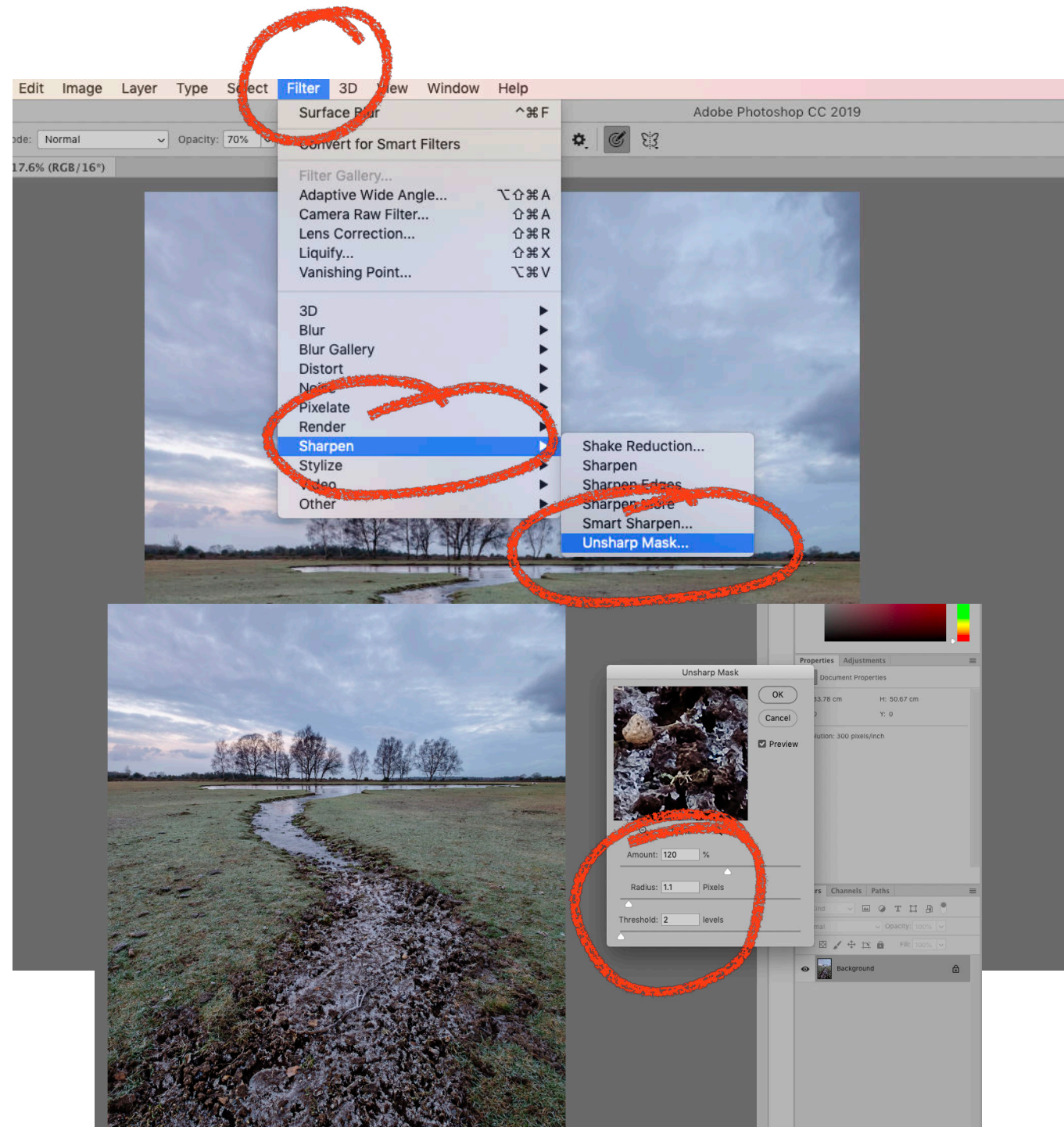
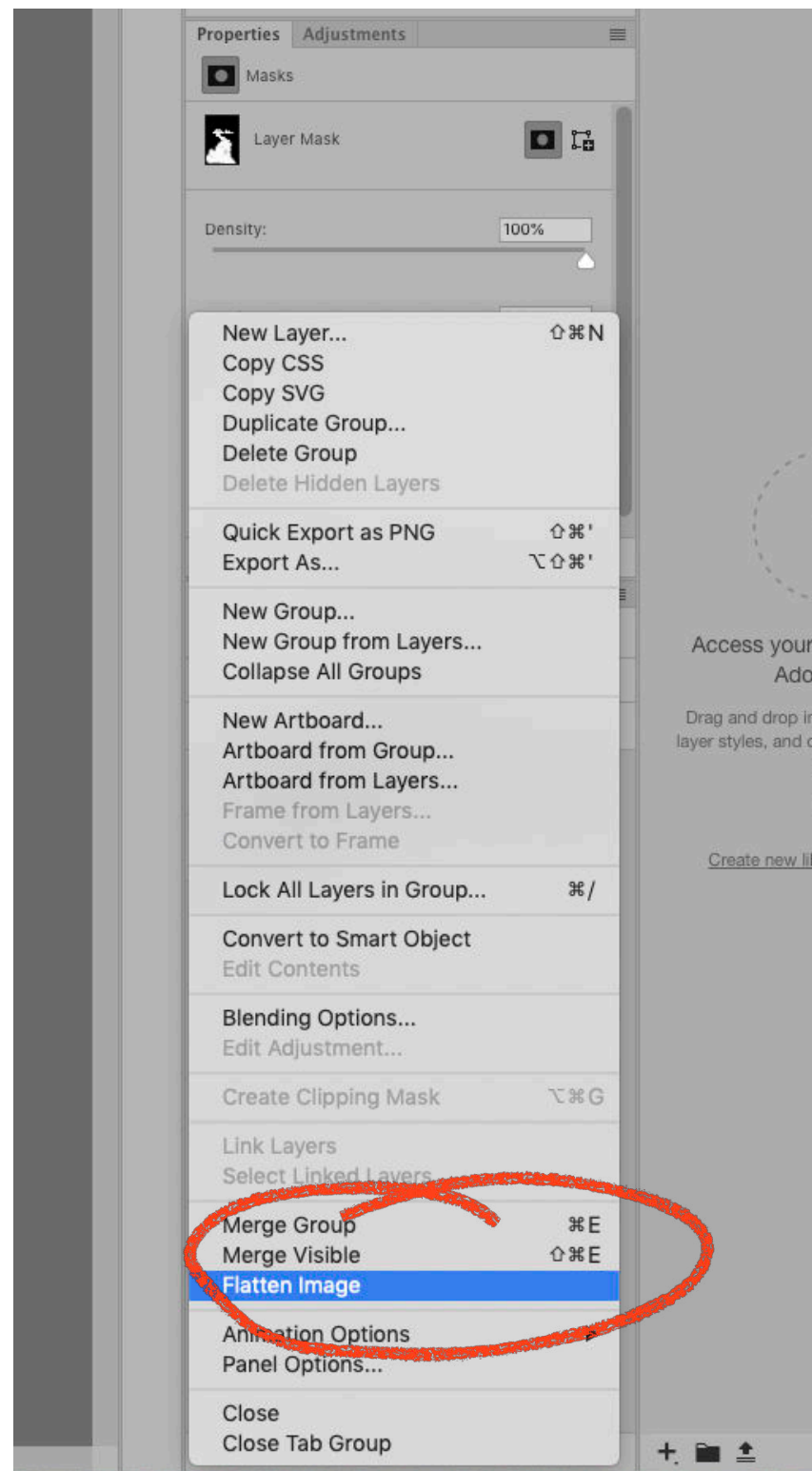


WHEN THE SURFACE BLUR HAS FINISHED, HIGHLIGHT THE TOP TWO LAYERS AND USE COMMAND G (CTRL G PC) TO CREATE A GROUP. CHANGE THE GROUP'S BLEND MODE TO "SOFT LIGHT". YOU WILL SEE THE EFFECT OF THE PRECEDING OPERATIONS ON THE IMAGE AND YOU CAN VARY THIS WITH THE "OPACITY" SLIDER.

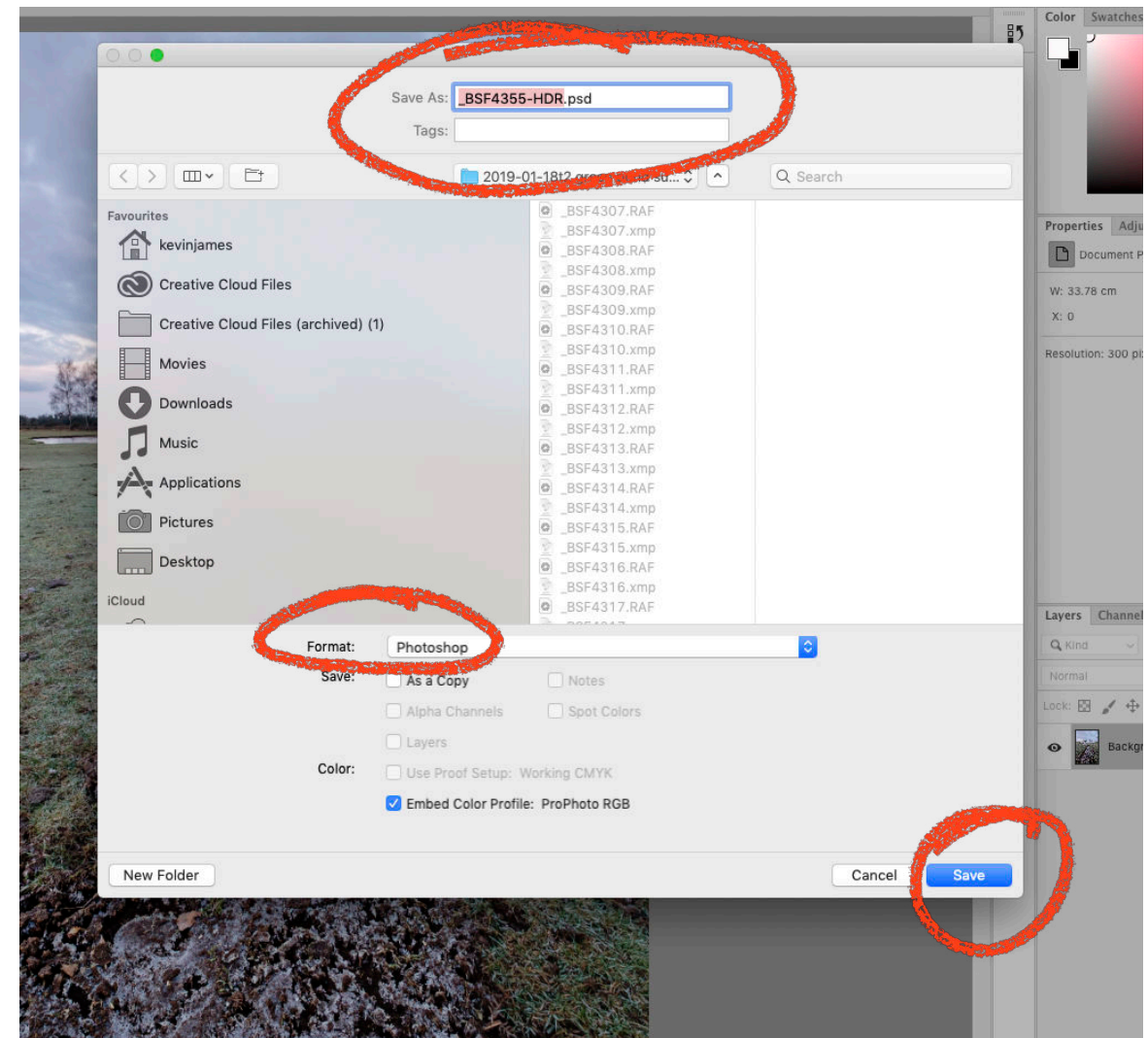
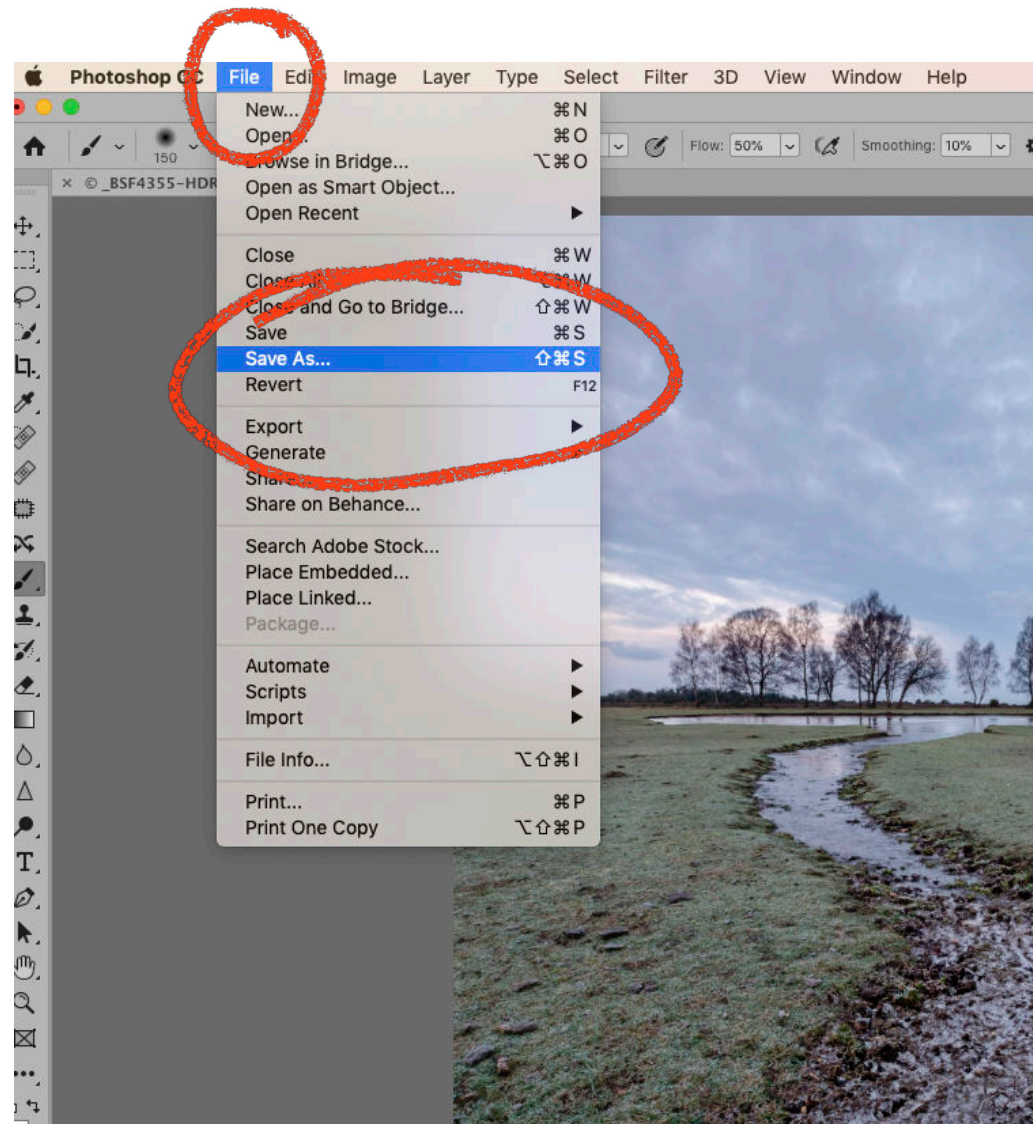
IF YOU DON'T WANT TO APPLY THE EFFECT TO THE WHOLE IMAGE YOU CAN CREATE A MASK ("OPTION"- CLICK ON MASK ICON AT BOTTOM OF LAYERS PANEL), THEN USE A SOFT BRUSH TO PAINT THE EFFECT INTO THE AREAS WHERE YOU WANT IT.



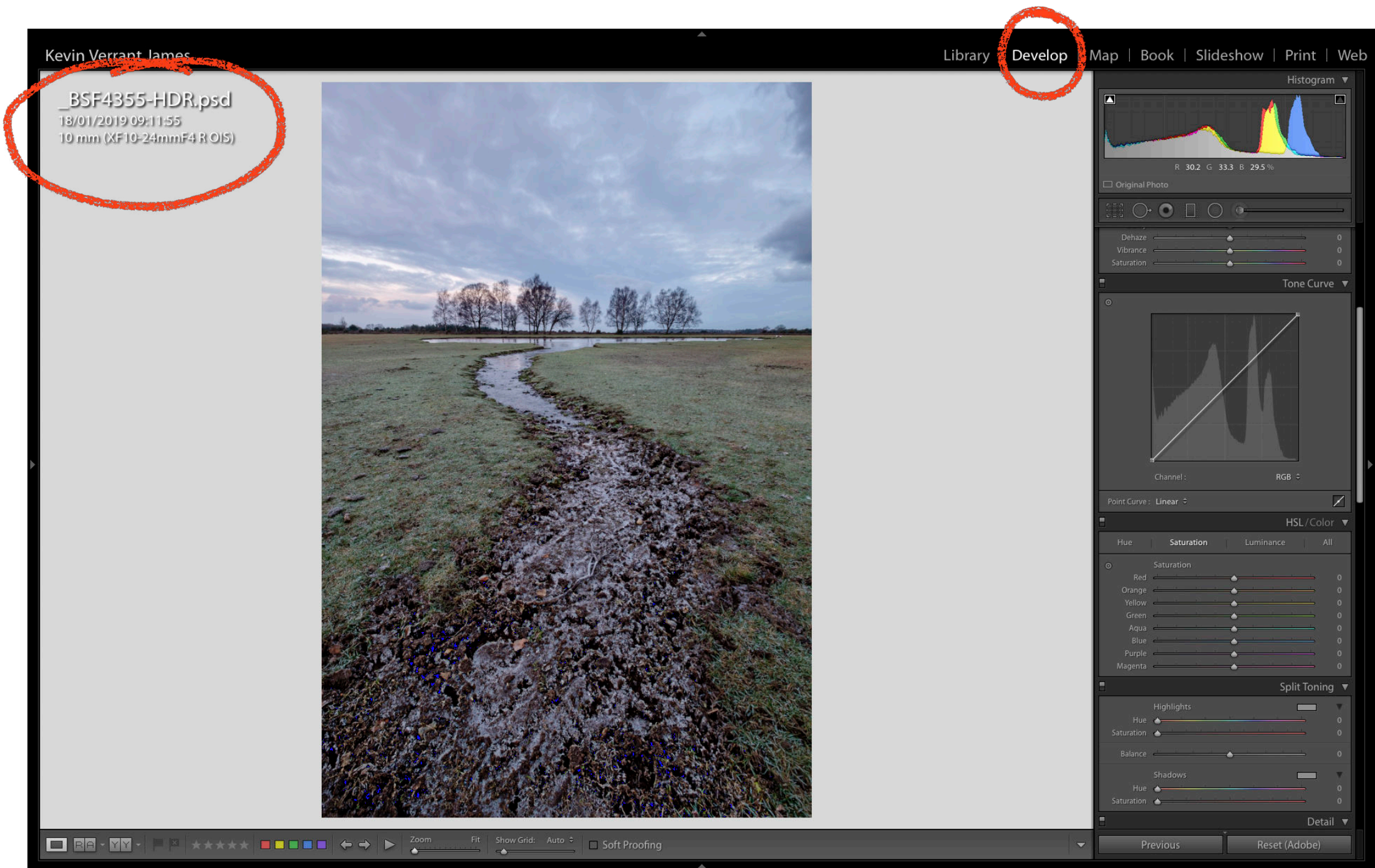
FLATTEN THE IMAGE USING THE FLY OUT MENU IN THE LAYERS PANEL, THEN SHARPEN USING THE UNSHARP MASK (OR YOUR PREFERRED SHARPENING METHOD).



USE “FILE”, “SAVE AS” TO SAVE THE SHARPENED IMAGE IN YOUR PREFERRED FORMAT. .PSD OR .TIF WILL ALLOW FURTHER EDITING IN LIGHTROOM OR PHOTOSHOP (ALSO DEPENDING ON WHAT YOU HAVE DONE IN THE EARLIER STAGES).



IF YOU CHOOSE TO SAVE YOUR EDITED FILE IN THE SAME FOLDER AS THE ORIGINAL DNG FILE, YOU CAN RETURN TO LIGHTROOM AND THE EDITED FILE WILL IMMEDIATELY APPEAR IN THE DEVELOP MODULE. THERE YOU CAN MAKE FINAL ADJUSTMENTS TO THE IMAGE, INCLUDING, FOR EXAMPLE, SPOT REMOVAL.



RECOMMENDED BOOK

“THE ADOBE PHOTOSHOP CC BOOK FOR DIGITAL PHOTOGRAPHERS”

BY

SCOTT KELBY