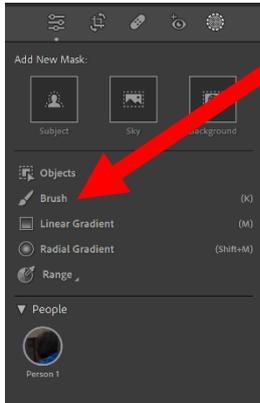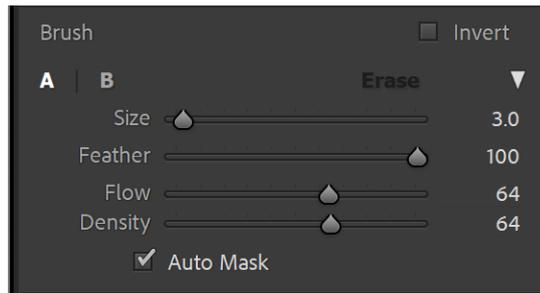# LIGHTROOM TRAINING

Lesson 7 Tips for Lightroom

Brushes

Brushes for making local adjustments are now found under the masking icon in Lightroom.

Once brush is selected, then the options for the brush in general are revealed.

Feather, flow and density are important. Adjusting these determines how visible the brush adjustment you made is to the viewer.

Here the brush has no feather and flow and density are at 100. It is obvious to everyone that an adjustment has been made and it does not enhance the image.

Here feathering at 100 has been used. The edges blend better in the image.

This time, feathering has been used and flow and density have been lowed to about 70 each.

Flow controls how much of the brush effect you see with every stroke of your mouse. The more you brush over an area, the more of the effect that you will see. Flow has a cumulative effect; keep brushing and more is applied. When flow is set to 100, the full effect will be applied in a single brush stroke. When the flow is set at a lower level, it will take multiple brush strokes to apply a similar level of effect. This comes in quite handy when you're trying to control the level of effect on your image.

Density controls how much of the brush effect that is allowed through at all. When you move the density slider to a certain point (for example 50), then only 50% of the brush effect will show through, no matter how many times brush over the same area of your image.

Using both flow and density together will give you optimal control over the edit, letting you set the rate at which the effect is applied, while at the same time setting a limit on how much the effect can change your image in total.

There are three brushes in the settings area that may be used. **A** and **B** allow for different brush settings and then the third brush is an **eraser** brush.
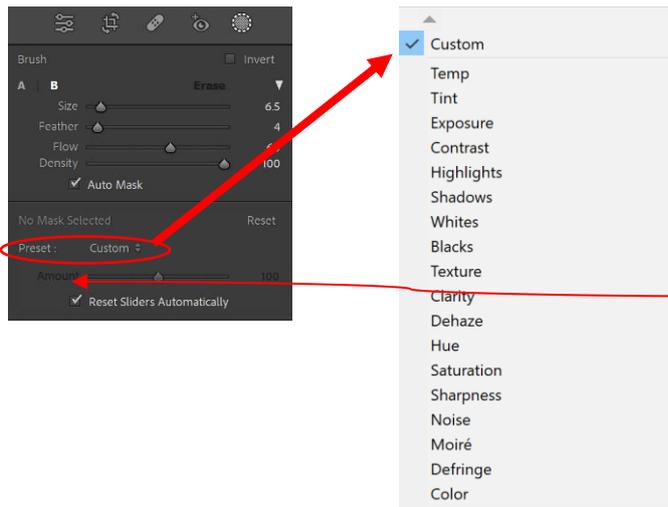
Lightroom comes with a set of **custom brushes**. To access these, click on the double chevrons beside the word custom. A set of brushes to choose from appears. Each of these brushes have preselected slider settings. Note that you can adjust these settings of increase the amount of the brush effect.

Installing adjustment brushes into Lightroom.

For a Windows PC – From the **Edit** menu, select **Preferences**. Select the **Presets tab** and click **show all other lightroom presets**, then this brings you to **C:\Users\{your user name}\AppData\Roaming\Adobe**. From here select **Lightroom** (which may already be selected for you). **Double click Local adjustment presets** and **copy the brushes you purchased (or acquired as free brushes) to this folder**. Lightroom must then be **re-started** to complete the installation.

For Mac users – use the Library to find the "show all other lightroom presets" and then follow the same process as above.

Creating your own adjustment brush

Use the brush tool and make the selections you need for this. Then in the brush effects settings, select custom and scroll to the end of this list. Select "**Save current settings as new preset**…" and give your brush a **name**. **Select OK**. Your brush will now be saved and is available under the "custom" section.

Creating an Ethereal Look to an image

Usually, clarity and dehaze sliders are used to give an image a bit more punch. Clarity gives more edge contrast. But reducing clarity and dehaze can give a nice painterly ethereal effect to an image. Just decrease both sliders to your liking.

Figure 1 Normal image   *Reduced clarity and dehaze*

Crop to the Centre

Using the crop tool, hold down the ALT key (Option key for Mac) and drag to crop the image to the centre.

Softening skin in portraits.

Select brush in the masking tools. Then in the effects choose the custom brush soften skin. There are actually two custom brushes for this and either may be chosen. Make sure auto mask is turn on. Then reduce the image size quite a lot and using a large brush make a large circle encompassing the image. Place the pin on the nose of the person and click once. Only the skin will be selected and softened but be sure to have auto mask on for this to work.

AI Noise Reduction

With the latest release of Lightroom Classic, (12.3) Adobe has added AI Denoise. This is found in the Detail panel. Manual noise reduction may still be done. The use of AI Denoise results in a new **.dng** file.

Clicking on Denoise brings you to the same dialogue box that has the enhanced option.
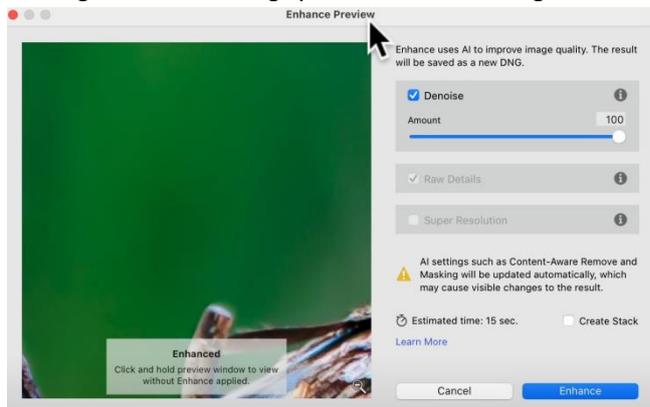
A preview appears. The before image may be seen by clicking and holding on the preview pane. There is only one slider and by default it is set to 100. If this setting softens the image too much just back it off a bit. Click enhance. A progress bar appears in the top left-hand corner. When it is finished the .dng file will be produced and this image will appear.

Existing keywords can be added to this dng image if you turn on "Automatically add keywords to enhanced images" – found under settings, file handling tab.

Limitations of AI Denoise in Lightroom. – It only works on RAW files and only those which are produced by a bayer sensors or x-trans sensor. Adobe plans to update this in the future to work on any file and any sensor.

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