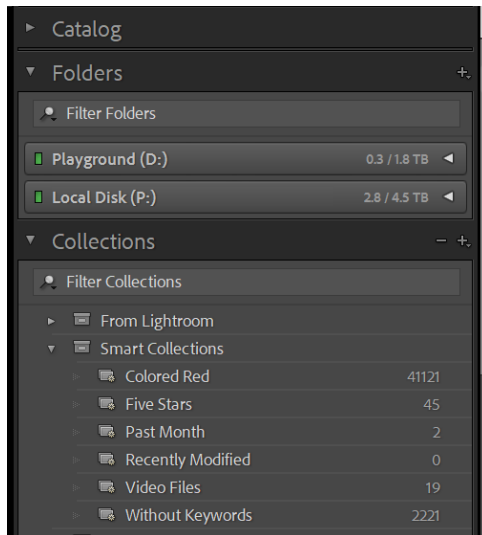
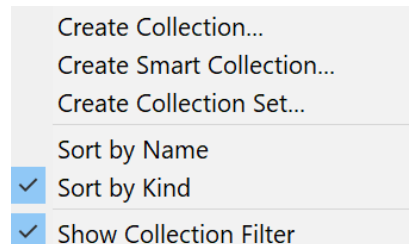


# THE DIGITAL DARKROOM - 02

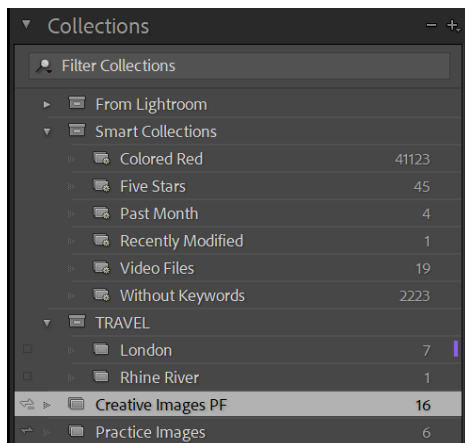
## HOW TO MAKE A COLLECTION IN LIGHTROOM CLASSIC



there is a + and – sign next to the heading of the Collections panel in Lightroom. Clicking on the plus sign brings up a dialogue box:-

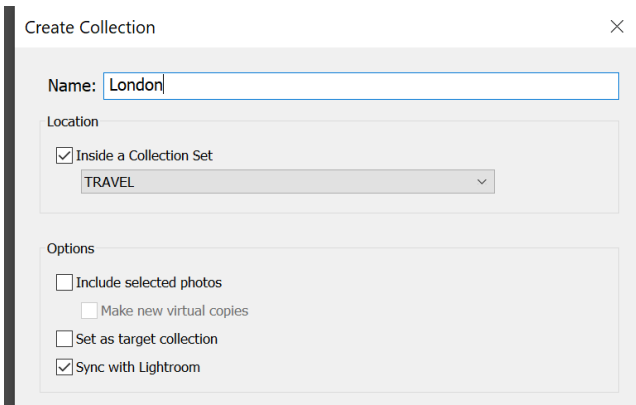


Usually, you will want to create a collection or a collection set. If you have a lot of travel photos you may want to have a **collection set** named travel. Then you could make collections within that travel collection set for each country or places you visit.



In this illustration you will see that I have a **collection set** named Travel and inside that collection set I have **2 collections** of photos, one named London and one Named Rhine River. Note that the collection set does not contain photos but that the collection London has 7 photos and the collection Rhine River has only 1 image.

To achieve this, I first created a **collection set** and named it Travel by clicking on the option Create Collection Set. Then I selected my London images and again clicked on the + sign next to the panel headed Collections. This time I selected the option **create a collection** and named the collection London. However, I also ticked the box for Inside a Collection set and choose the collection set named Travel. Notice that there is an option to include selected photos. That is why I selected my images first. If this box is ticked, then the selected images will appear immediately inside the collection. If this is left unticked then images will need to be dragged to this location.

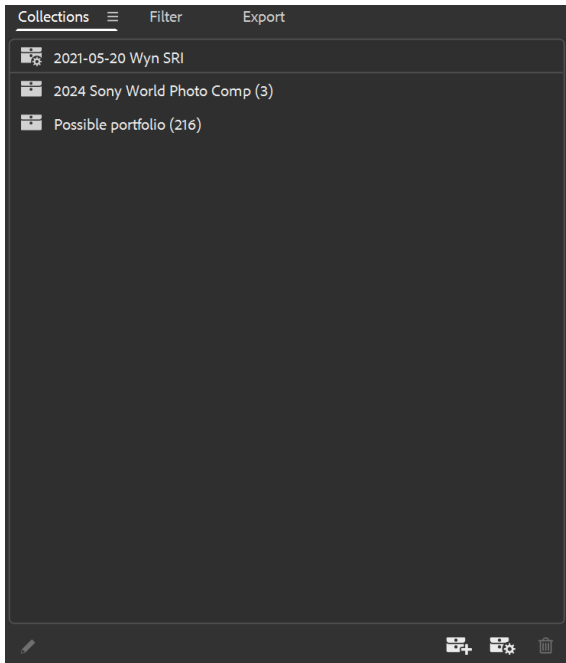


There is an option also to sync this collection with lightroom. I will only select this option if I know that I want to use Lightroom or Lightroom Mobile. (Note that Lightroom is different to Lightroom Classic.)

An alternative way of making a collection is direct from the folder panel in Lightroom Classic. Right click on one of your folders in the folders panel and there will be an option “Create Collection + the same name as that of the folder”. Again, if you pre-select your images then they will appear in the collection of that name.

To get images into a collection later, simply drag the image to the collection.

## CREATING COLLECTIONS IN ADOBE BRIDGE

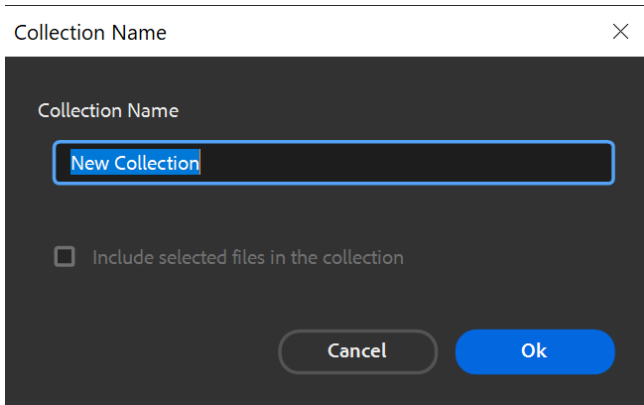


On the right-hand side of Adobe Bridge there is a panel named Collections. At the bottom of this panel are three symbols. The first one allows you to make a collection; the second one allows a smart collection to be made and the third symbol is the rubbish tin for deleting a collection.

The procedure for creating the collection is the same as for Lightroom. Clicking on the + symbol brings up the dialogue box for naming and creating the collection.

Note that you cannot create a collection set in Adobe Bridge. Smart collections may be created in both Adobe Bridge and Lightroom. These will

be covered in a later lesson.



Adobe Bridge's dialogue box for Collections.

*For a You Tube video on Adobe Bridge and collections:*  
<https://www.youtube.com/watch?v=LoR0blLoPwo>  
Collections in Adobe Bridge  
Miguel Campos

## IMAGE POST PROCESSING

### LIGHTROOM

#### SORTING IMAGES TO PROCESS

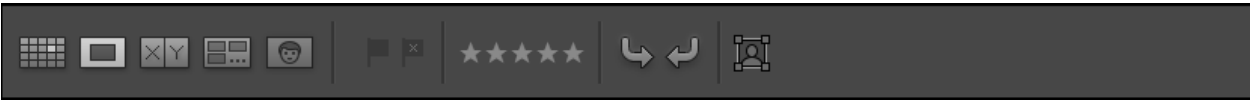
Two lightroom modules are used for post-processing. The Library and the Develop Module. The Library Module is useful for sorting our images and deciding which ones to process. It also lets us know where an image may be located.



The Library Module shows thumbnails of the images in a particular folder or a collection. This illustration shows the gridview of the Library Module. A keyboard shortcut for this view is "G". An alternative view shows just one large image – known as the loupe view. The keyboard shortcut for that is "E".



The toolbar at the bottom of the Library Panel has the following symbols:

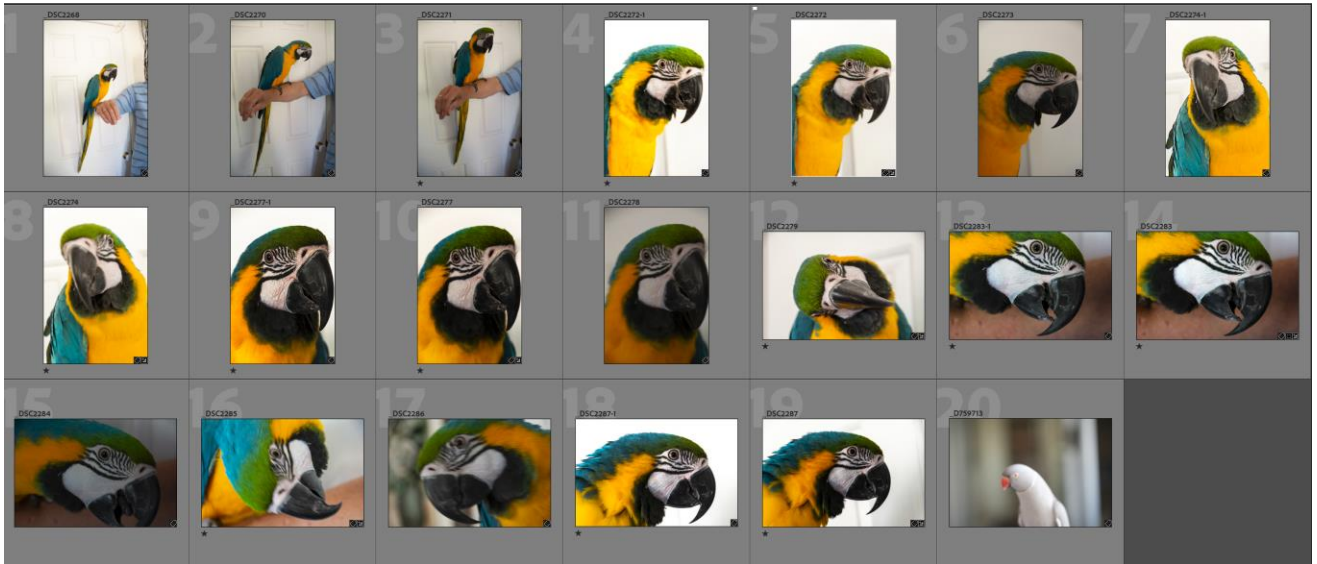


In order left to right the symbols and keyboard shortcut keys for viewing images are -

- Grid view                    G
- Loupe view                    E
- Compare view                C
- Survey view                  N
- People                         O

To begin processing an image shoot, after it is imported into lightroom. We begin with the library module and sort out which images should be processed. Lightroom enables us to give images a rating and/or a flag. The following is a suggested workflow.

Using the library module in grid view, quickly move from image to image using your keyboard left and right arrow keys. Any image that might be a possible image for post-processing, give a one star to by using the number “1” on the keyboard. Sometimes there will be two or more images that look identical, so give them a 1 for the present time.



A first pass through the photoshoot giving 1 star to likely processing images.

At the bottom right of this panel there is a sorting option based on the star rating.

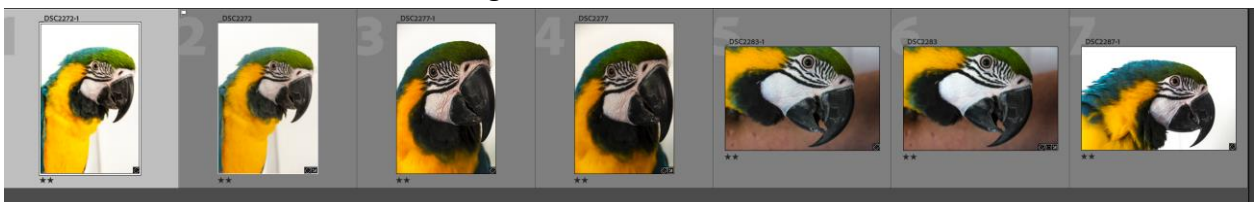


Click on the first star to filter the images.



Here the images have been filtered in this first pass.

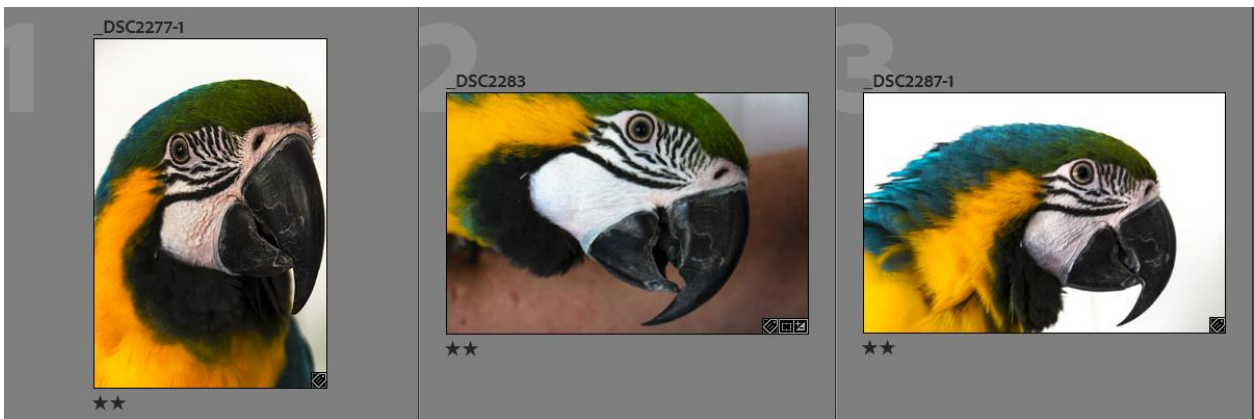
This time go through these filtered images giving a "2" star to those that are the best. Filter these on the basis of 2 stars. The 2 star images are shown below.



Looking at the images now, there are some that are very similar. Here is where we use the compare mode – the keyboard short cut is “C”.

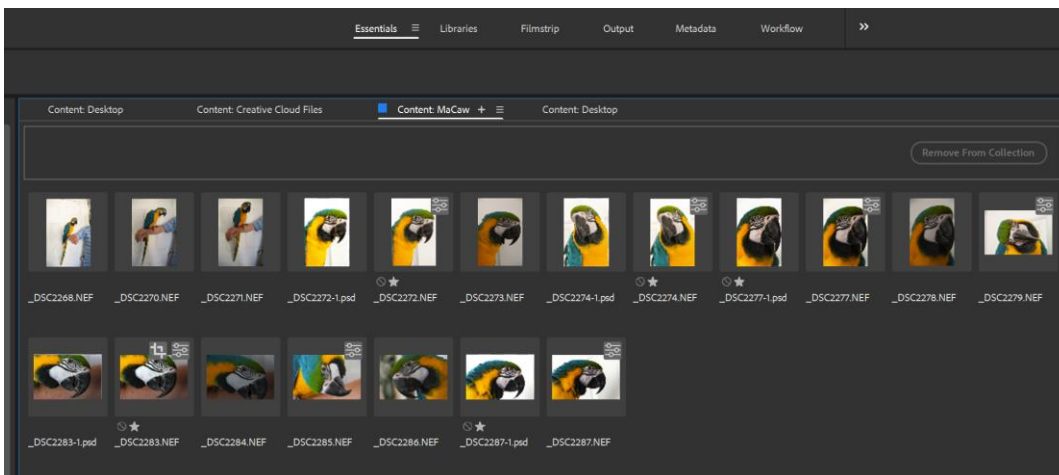
Select both images that are similar and use the C key to compare them. This brings the images up side by side for comparison. Alternatively, the survey mode “N” may be used.

By doing this I have narrowed down my images for editing to just three for this folder/collection of images.



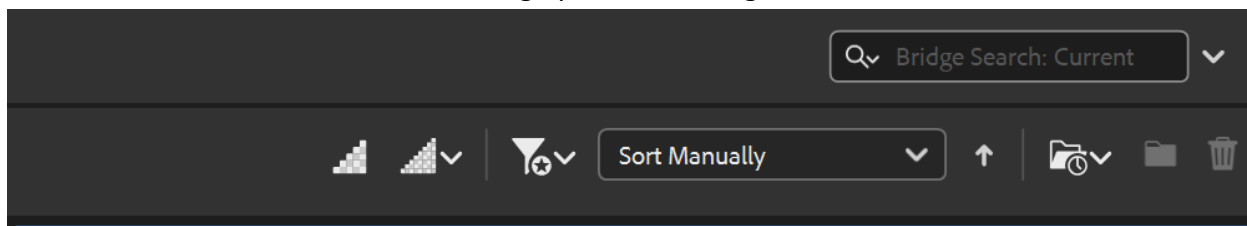
## **SORTING IMAGES IN ADOBE BRIDGE FOR POST-PROCESSING**

Adobe Bridge has a similar rating for images. However, it is not just simply pressing 1 on the keyboard. For Bridge, you must use the control key plus the number. – CTRL + 1 etc. For Mac users this would be the command key plus the number. Selected images are shown below.

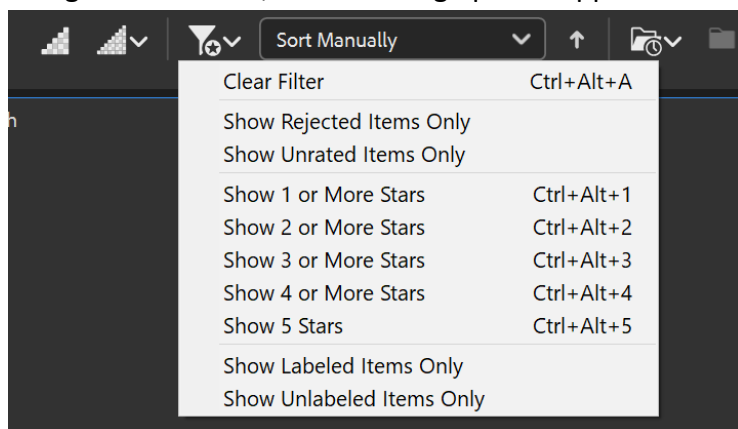




To sort the 1 star items there is a sorting option on the right-hand side of the screen.

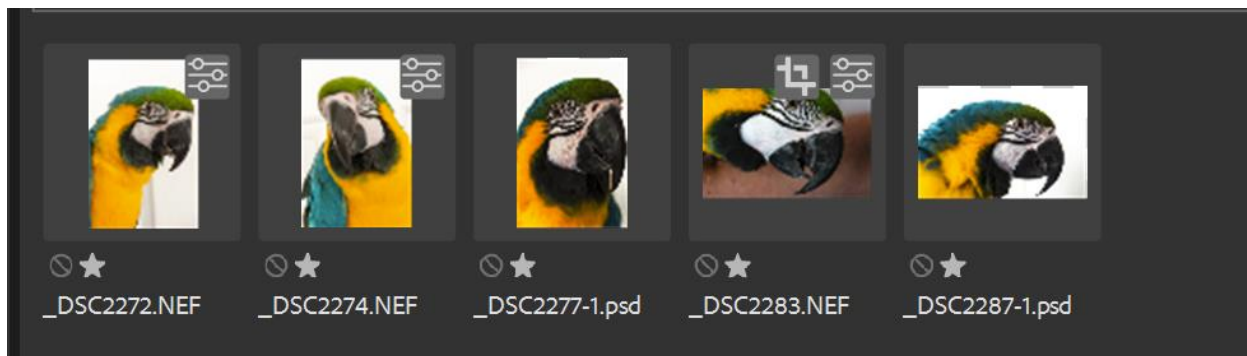


Using the filter icon, the following options appear:



The required selection may be made by clicking on the appropriate statement.

One starred images are shown below.



Sorting then enables concentration on the best images to be edited.

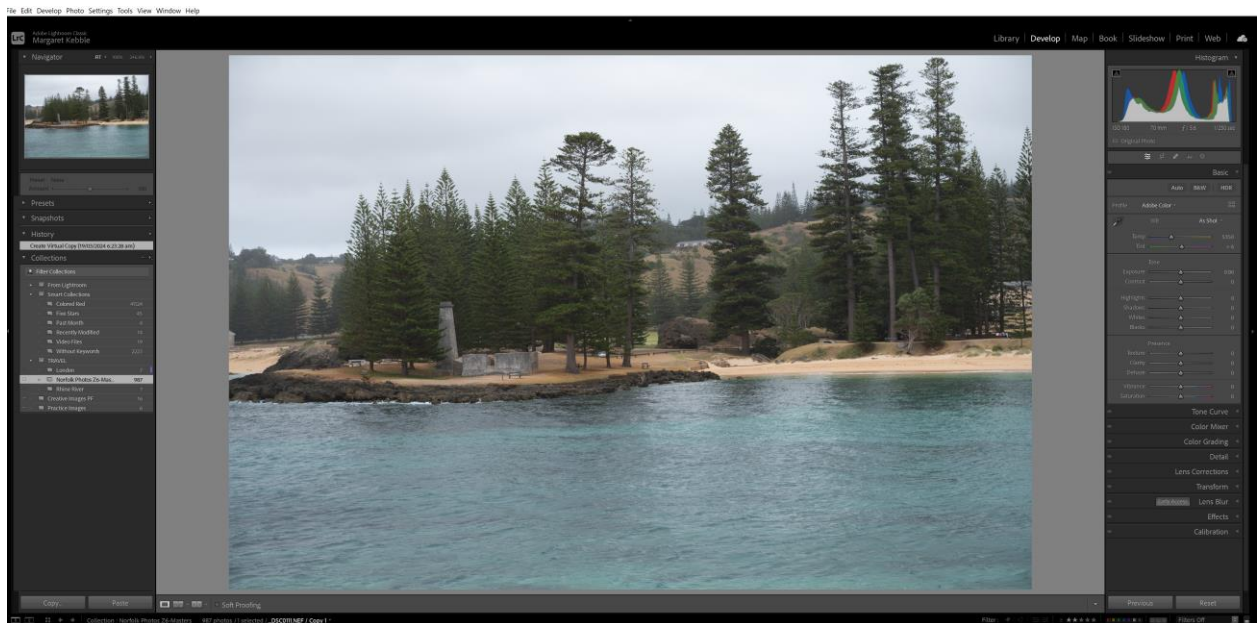
Note that these images should be opened in Camera Raw to access the same editing function that are found in the Develop Module of Lightroom. Only RAW files will open directly into Adobe Camera Raw.



However .jpg files may be opened from Bridge into Camera Raw through using the icon shown at the left. Highlight the desired file and then select this icon which is located at the top left of the screen. Alternatively, the following menu items may be used: File menu -> open in Camera Raw. A keyboard shortcut for this is CTRL + R.

## BASIC EDITING IN THE DEVELOP MODULE OF LIGHTROOM

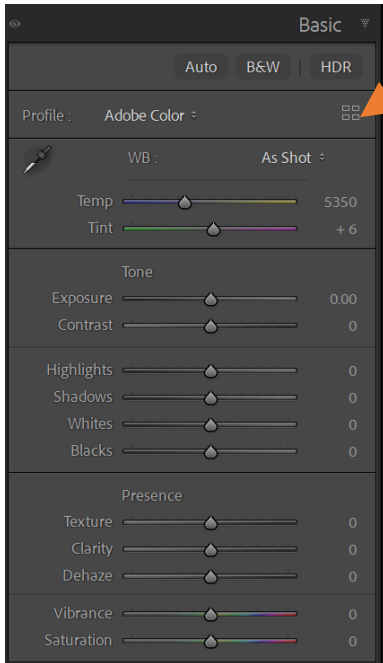
Open the image into the develop module by pressing the shortcut key “D” or by the View menu and selecting “Go to Develop”.



The Develop Mode is where the processing of images is done.

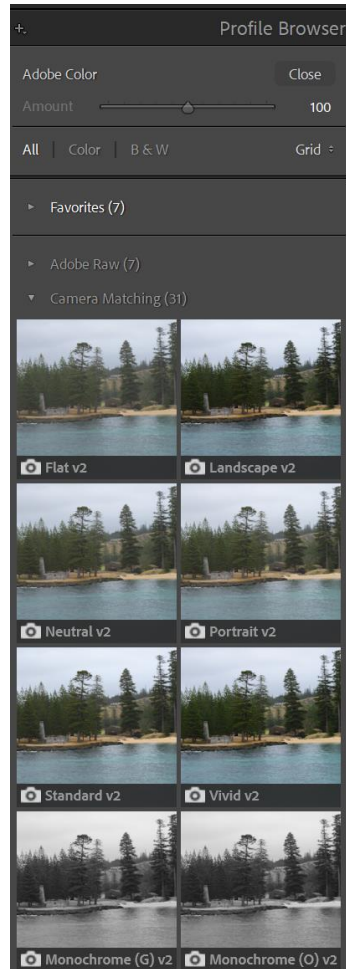
By default, the basic panel opens in the profile “Adobe Colour”. To change this profile, click on the four little rectangles on the right of the words profile and Adobe colour. This will open a selection of Adobe profiles, your camera profiles and any other profiles you have installed. By placing your cursor over each profile, you will see the effect on your image. We will go into more detail on profiles later.





The basic panel.

To open the profile browser, click here.



The profile browser opened.

Selecting a profile gives you a head start on editing our image.

To get a more neutral look to your image you may use a *linear profile specially for your camera*. This does make the image look very flat and lack lustre but is a neutral starting point for further editing.

Linear profiles may be obtained free from Tony Kuyper. You will find these at <https://goodlight.us/linear-profiles.html>

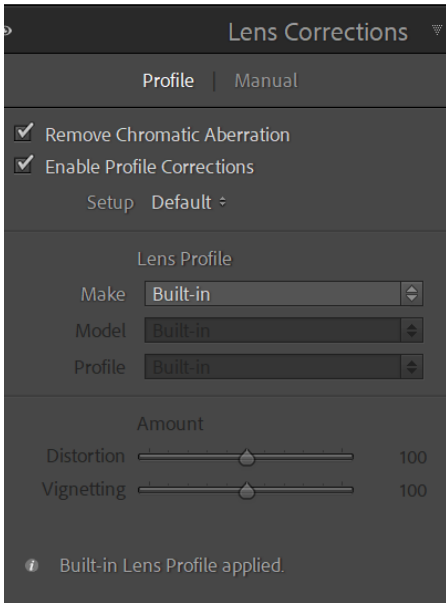
Selecting the linear profile for my Nikon Z6 camera gives the following for this image:



It is obviously flatter and more lack lustre than the original image but it does give a more neutral starting place. Close the profile browser and the basic panel is again available.

Before editing anymore in the basic panel first open the Lens Correction panel. Make sure that you select "Remove Chromatic aberration and Enable Profile Corrections.

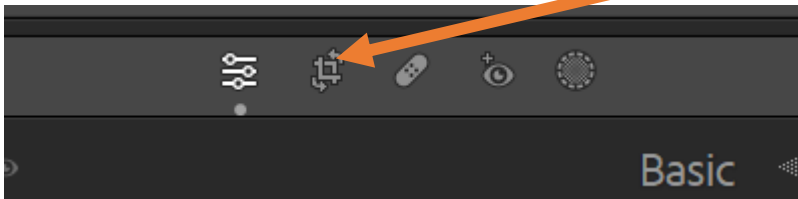
Under the Profile tab, select Remove Chromatic Aberration. This will remove the purple/red and green/blue fringing around parts of the images e.g. the outer leaves of trees or the perimeter of buildings.



If you see the message “Built-in Lens Profile applied” it means that Lightroom Classic has applied a built-in profile supplied by the software in your camera. There’s no need to check Enable Profile Corrections when this message is displayed – you won’t find a profile for your lens in Lightroom’s database anyway. This is common with mirrorless cameras.

Now go back to the basic panel.

Looking at this particular image, there is a lot of sea which could be cropped to enhance the image. The crop tool is found just above the basic panel.

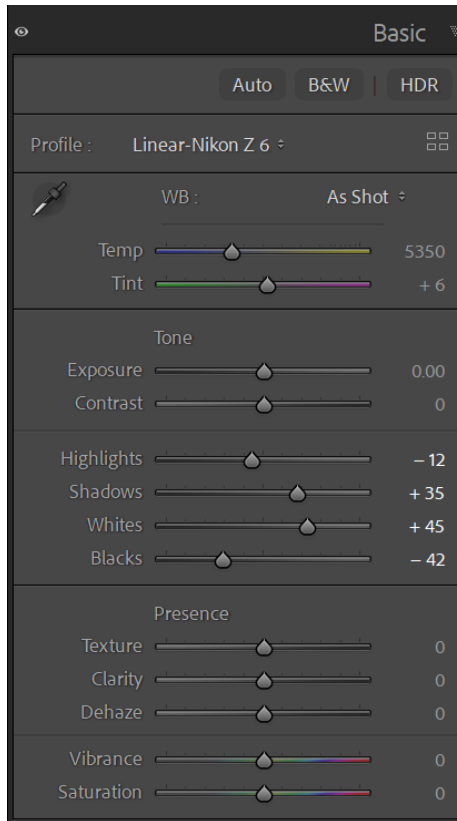
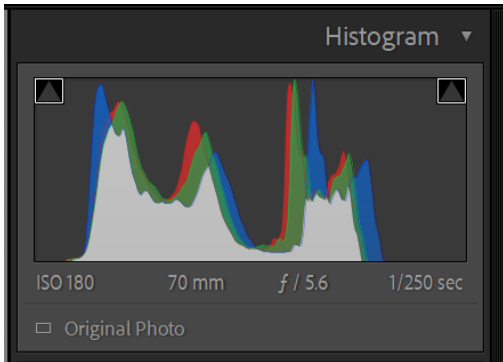


Select this tool and draw a rectangle to crop the image and press enter or use the check mark.



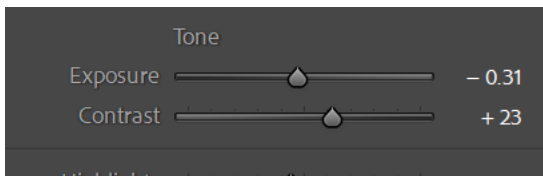
The cropped image is shown. In this case I tried to get the chimney on the intersection of one of the lines of thirds.

Next it is time to address the exposure and contrast issues. This is done in the basic panel. The histogram shows spaces on the left and the right and indicates that no clipping of shadows or highlights has occurred.



Initial adjustments of the white and blacks sliders till spread this histogram. The illustration shows what settings I have initially made for this image. I have also adjusted the shadows and the highlights.

Next the exposure and contrast settings are adjusted as follows for this image.



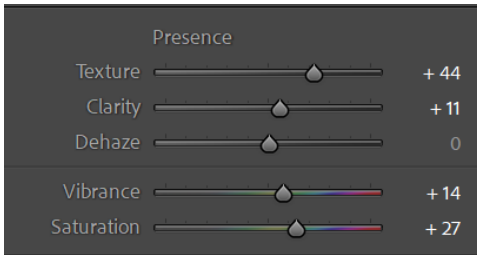
White balance is adjusted next. It is a good idea to try the suggested white balances by clicking on the dots beside the words *as shot*. In this case *auto* gave a nice balance for the image and I di make a slight

adjustment to the temperature towards the warmer side.



The image now looks like this.

Because this image has trees it would benefit from the texture slider and also the vibrance and saturation will further enhance the image.



## EXTRA NOTES ON THE BASIC SLIDERS

### Exposure

This slider adjusts the lightness/darkness of your image as a whole. Use this slider if the entire image is too bright or too dark. I generally adjust the highlights and shadows, blacks and whites before using the exposure slider.

**Highlights** – this slider works on the bright areas of the image. Moving it to the right will only brighten the bright areas of the image, and when moved to the left it darkens only the bright areas of the image.

**Shadows** – this slider acts on the dark areas of the image; dragging to the right lightens the dark areas of the image, whilst dragging it to the left will make the dark areas darker.

**Whites and blacks** – these work with the absolute brightest and darkest parts of your image. It is an advantage to hold the ALT key down whilst moving these sliders as areas of clipping will show up in colour. Keep an eye on the histogram whilst making adjustments.

**Contrast** – if you increase contrast, it will make the bright areas brighter and dark areas darker. Moving the slider to the left lowers contrast, making the difference between bright and dark areas less. The darks will get brighter and the lights will get darker. The contrast is increased if the slider is moved to the right.

**Texture:** This slider is good for bringing out the texture of leaves, wood etc.

**Clarity:** acts like a sharpening effect but if slid to the right too much, halos may be caused as the contrast between light and dark becomes too much at the edges of objects. It is also unflattering

to use this slider on women's faces but can be good for giving a grunge appearance on the faces of men.

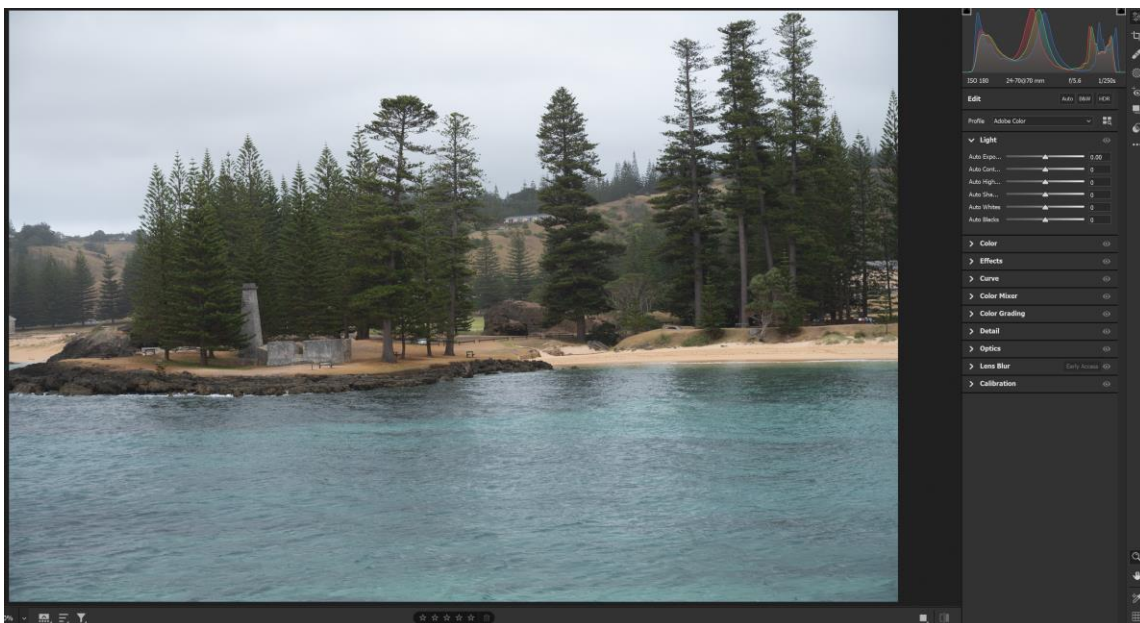
**Dehaze:** This is useful for dehazing an image. It may be used for creating the look of mist or fog in a landscape photo or softening a portrait (Best done in Photoshop). Tip: If applying Dehaze makes colours look too intense, drag the Saturation or Vibrance slider in the Basic panel to the left to reduce colour

**Clarity, Texture, and Dehaze** are contrast adjustments that selectively affect areas of your photo. Clarity affects mid-tones. Texture affects only the details. Dehaze targets low-contrast areas. With these tools, a little goes a long way.

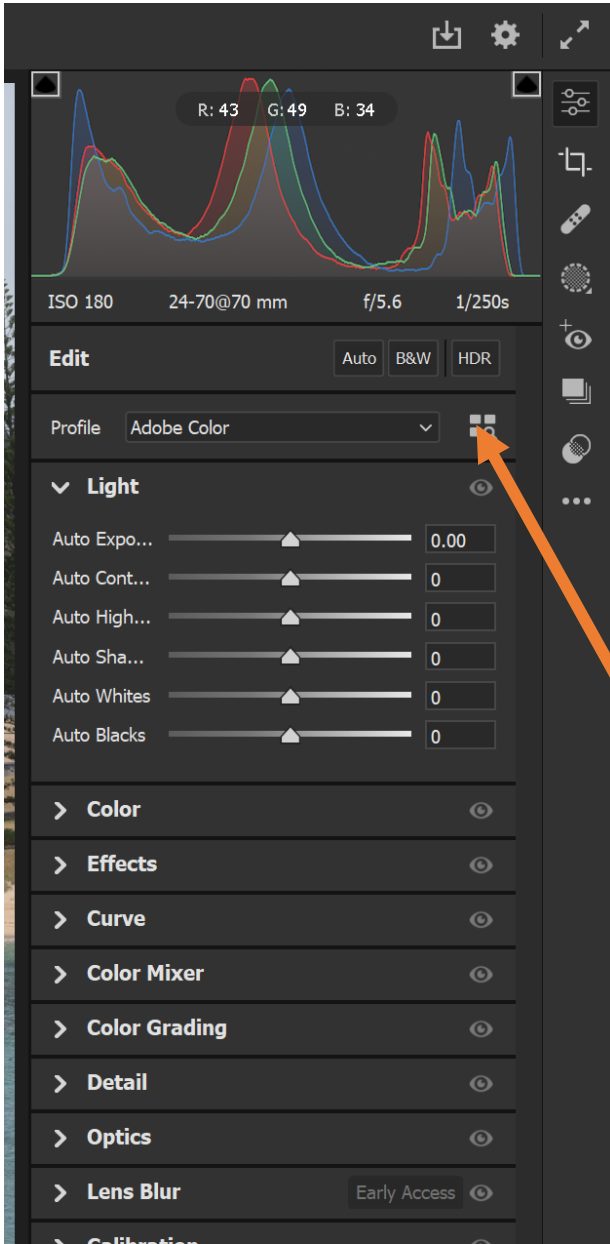
**Vibrance and Saturation** both increase the intensity of colours. However, vibrance affects the weaker colours more strongly whereas saturation increases the intensity of all colours equally.

## BASIC EDITING IN ADOBE CAMERA RAW

Adobe Camera Raw is associated with Photoshop and handles the raw processing for Photoshop. It is essentially the same as the Develop Module of Lightroom and in fact Adobe took this to create the Lightroom Develop Module. Hence all that has been already covered may be directly applied to Adobe Came Raw.

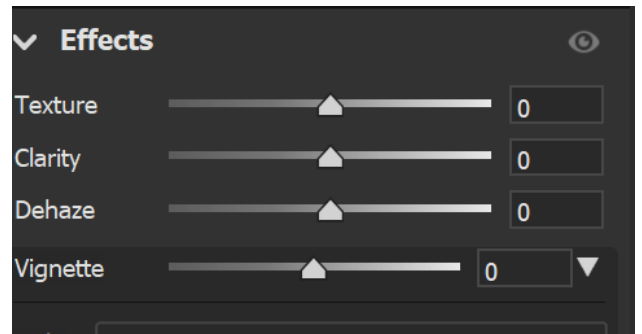






The panels and layouts are a little different. The name of the Basic Panel is called LIGHT in Adobe Camera Raw. It contains exposure, contrast, highlights, shadows, whites and blacks sliders.

The Effects Panel contains sliders for Texture, Clarity, Dehaze and Vignette.



A downward strip of icons at the right has the crop tool and the presets.

Profiles in Adobe Camera Raw are found just above the Light panel.