

Lightroom 4 Getting Started



Tutorial Contents

Video LR01: Introduction - What is Lightroom, where do we start? 5:00

Lightroom is a fairly simple program when you really consider what it does. Broadly speaking we have three core functions. Get images onto the computer and into the Lightroom Catalogue, adjust the images to improve them and export them out the other end. Like any other modern software it's packed with options, but once we get into it, then things appear remarkably easy.

Lightroom isn't a replacement for Photoshop because it lacks many of the options that make Photoshop special. However, we don't need those options all of the time, so we could say it lightens our load to have them removed in Lightroom.

Lightroom is basically Adobe Camera Raw, the same Camera Raw we find in the latest version of Photoshop, but with a few additions. Because it is so packed with options it's hard to know which ones we need.

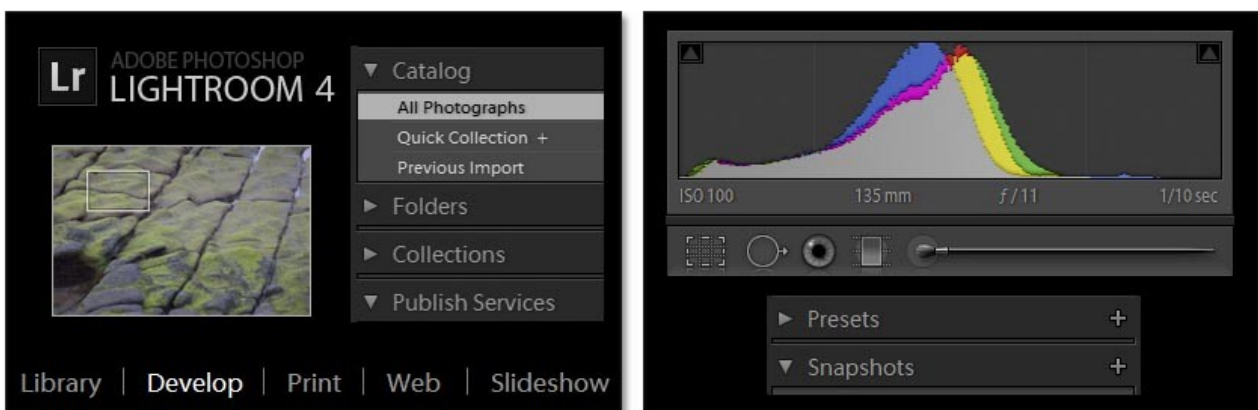
Some options we may not need right away and others that we may never need. We need experience to determine what options will be the most useful and which ones less so. However, we need some experience before we can determine that.

So with this category of videos we have adopted the same approach that has been successful in all our video tutorials both on line and on disk. We take you through how to use Lightroom in a logical and step by step way. Keeping things simple and explaining what we are doing and why we are doing them all the way along. To do that we use large crystal clear videos. With our help, it will not take long until you're well into the program and getting the best from it.

Video LR02: Finding our way around - 28:00

Modern software is now so complex and packed with features and options that learning where things are kept and how to turn them on an off has to be a tutorial in itself. So, that's where we start. An overview of where things are and how to hide and reveal important parts of the software.

As usual when we are new to any new software, how do we know what features and options we can safely tuck away for a while or what we may never need at all. We suggest a few of those too. after all, if we make the software as simple as possible, we tend to learn quicker.



What we need to do first is to focus on the core function of Lightroom 4. Those functions are bringing images onto the computer, working on those images and then exporting them in a variety of ways.

So, in this video we take you around the software to show you where things are and suggest one or two changes that may help you get started.

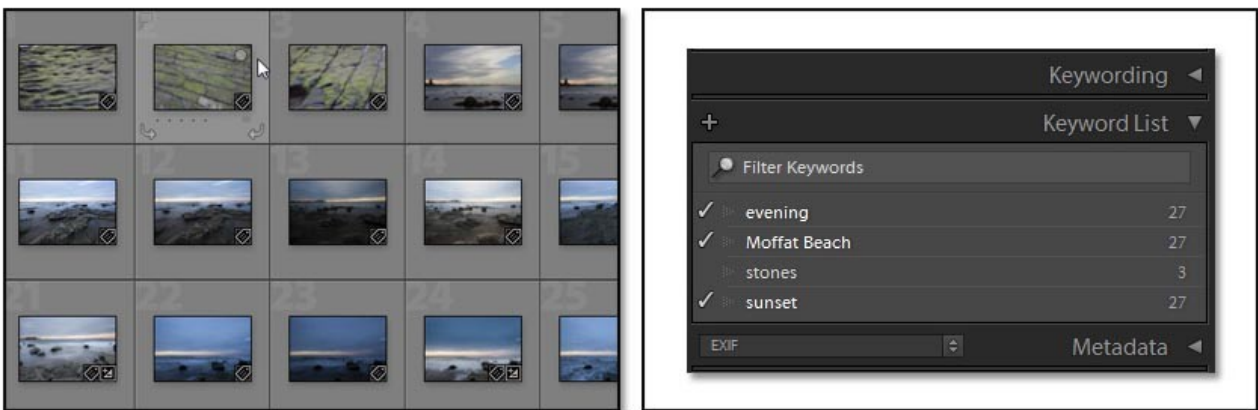
Video LR03: Adding Images from a media card - 34:00

The next stage is getting our images from our media card to our computer and cataloguing them. This is one of the core functions of Lightroom so we demonstrate the process from start to finish.

Keywords allow us to find images easier later and meta data can be set to record who we are and who owns the copyright of the images, namely you! The thumbnails we see in the Library section of Lightroom can be thought of as index cards. They are the link to where the images are on our PC.

The Library and cataloguing of images is something that needs our attention and a consistency in what we do. If not, you will quickly lose track of your images. This is one of those tasks that we really must do little and often. There is no way to side step this if you want to use the Lightroom catalogue system.

If we do the little chores every time we download the images from our card, then we will be on track for an ordered and structured way of working. Too many photographers have their images spread all over their computer, which is as good as useless if you can never find what you want.

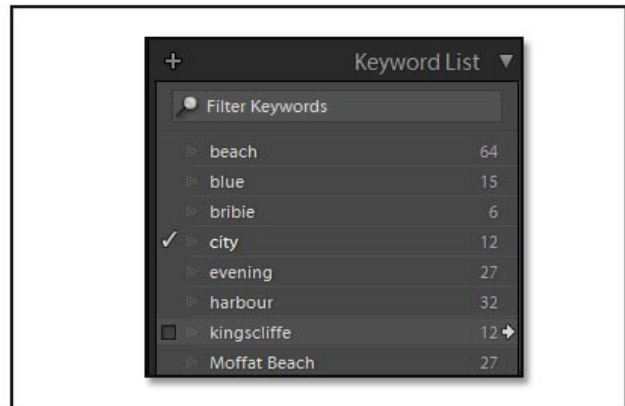
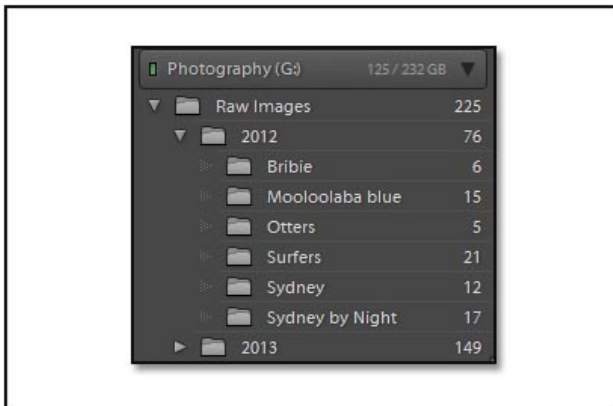


Video LR04: Adding existing images to the Library + Keywords + Searches - 29:00

Apart from downloading images from a media card we are almost certain to have images already stored on our computer. Some or all of those can be brought into Lightroom and therefore become part of your Library. We may also want to apply keywords to these images so that it makes searching for our files quick and easy.

Here we demonstrate how we can bring into our Lightroom Library existing images in batches. We demonstrate how we could add images shot in 2012 and 2013. We cannot add keywords to these images as a large batch as they were shot at different locations

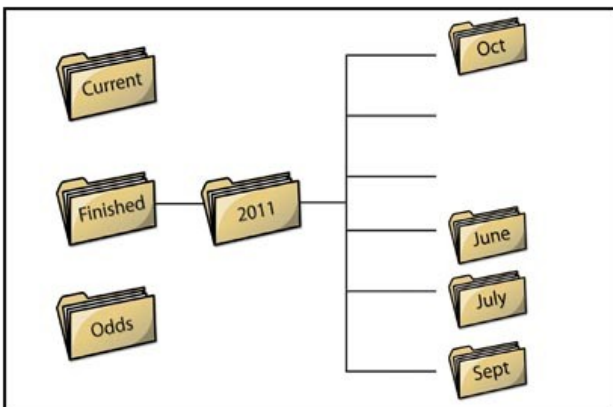
throughout each year. However, once the images are located in Lightroom, the addition of keywords is nothing like the chore you may think it would be. We demonstrate how it is done as quickly as possible.



Video LR05: Keeping track of our Images on the Computer - 9:00 ([Free Download](#))

The key to the success of keeping track of things is order, consistency and just a little effort. But it means a little work every time you bring images onto your PC. It's not just keywords that are important to get right, but where we store images and how we store them. Start off as you mean to go on, but if you're not sure where or how that should be, we offer some guidance here.

We do not claim perfection in our method, but our system has been tried and tested over 10 years + and has never let us down. Add options like Lightroom Keywords and the Library to our manual system and we think you will have things pretty well covered.



Video LR06: The Develop Module Basics and exporting completed images - 35:00

We cover a lot of ground in this section, much more than we can describe in our title. We include a little more on bringing images into Lightroom because we needed some other images to demonstrate with and brought them into Lightroom on a USB stick. We show you how we brought them into Lightroom and how we made them into a Quick Collection.

Quick Collections are a perfect and practical choice for what we needed to do here because the collection is a temporary one while we are recording tutorials. However, we

do need to be able to find these files instantly and things don't come easier than one click. In fact we brought both Raw and Jpeg images into Lightroom as a batch.

We then move into the Develop Module to start doing some basic manipulations to a Raw image. We make suggestions for the Develop Module hiding one or two options we certainly don't need yet and show you how the sliders work including how to reset them easily. We demonstrate the history area and how to make snapshots. These are a valuable part of image editing, especially for newcomers to Lightroom.

The changes we make to the image below left are basic, but it allows us to show the link between the sliders and also the histogram. How the histogram can guide you to what sliders you may need to adjust. Even these basic changes make a remarkable difference to the impact and appeal of the image. Well, we did say we cover a lot in this video !



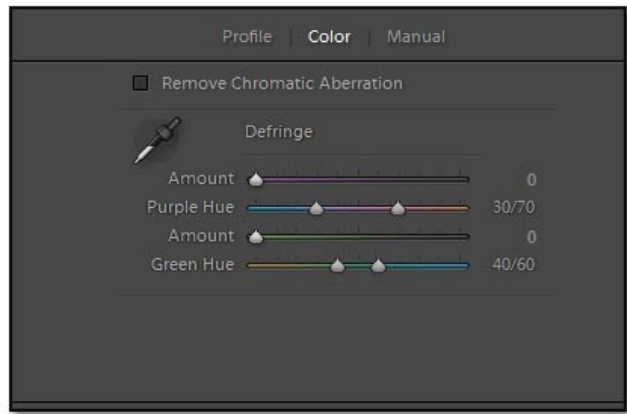
Video LR07: Lens Correction - Chromatic Aberration - Zoom - Cropping - 36:00

This is another video where the title does not cover everything we deal with adequately. We are back in the Develop Module to look at the tools that we need to start with every time we begin work on an image. These are the tools we find under the Lens Corrections Tab.

However, we start off with another important aspect of image editing, zooming into an image and finding our way around a greatly enlarged picture. Much of the work we do in the Develop Module will use this option, so we need to know how to get the image to a size we need quickly and easily.

In the Lens Corrections part of the Develop Module we look at correcting lens distortion and chromatic aberration. We show and explain why and how to do this both in automatic or manual. We also look at the crop tool and levelling tools in Lightroom. We can free crop or retain any format/aspect ratio we want. (The shape of our image - Oblong - Square - Portrait etc)

What we need to remember is that while working in the Lightroom Develop Module, whatever crop we apply to our image is not set in stone. It probably makes sense to make the cropping of an image one of the first things we do, but it really isn't critical when it is done. The crop we create remains *live* all the time so it can be changed or adapted at any time through the manipulations.



Video LR08: The Develop Module + Adjustment Brushes - 27:00

In our previous videos we tried to isolate tools and techniques to make learning a bit easier, but we have reached the stage where we need to start stringing a number of small steps/tools/techniques together, because that is far more typical of real life projects we will have.

The issue is that we need to change some parts of an image independently to other parts. That's the easy part. The difficult part is doing so in a way that is acceptable, looks right and is seamless to the viewer. That generally means lots of smaller changes that on their own may not make a significant difference to our image, but added all together they do.

Here we demonstrate a real life, practical project that is typical of the sorts of manipulations we will want to make. The core tool that allows us to make these changes is the Adjustment Brush. We demonstrate that and the Adjustment Brush Mask and everything else step by step. Our final image below right is included with the download and on disk, so open it up large on your computer for evaluation.

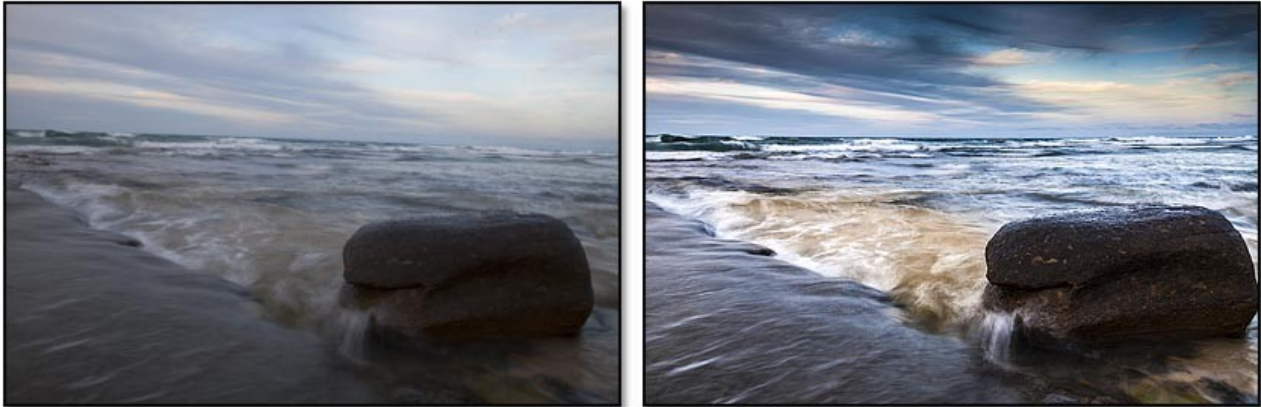


Video LR09: The Develop Module - Clipping - Graduated Filters - Clarity - Spot Removal - 35:00

All of the above options are used in our practical project as we demonstrate another start to finish tutorial. Remember, that the tools we select will largely be dictated by the image content we are working with. Yes, it takes a little experience to know what tool to use in what circumstances, but that is where our tutorials are at their best.

Not only suggesting what is probably the best tools to use, but also including inspiration. It's those small stages, none of them significant in themselves, but when you add them all up, the difference between the start and finished image is considerable.

Our final image shown below right is included with the download and on disk, so open it up large on your computer for evaluation.



Video LR10: Sharpening Images - Colour Dropper Tool - Targeted Adjustment tools - Clarity + More - 30:00

This is another real life project where we integrate the learning of the tools into a start to finish tutorial on the image you can see below left. We always endeavour to select images that help us to demonstrate the tools in Lightroom, but also to inspire too.

Here we cover a number of tools as listed above to really add impact, appeal and crisp sharpness as you can see from our before and after images below. Along the way we will be adding a sprinkling of short cuts to help you work quicker in Lightroom. As always with our style of tutorial we also offer other tips and tricks as we go through this practical demonstration

Our final image shown below right is included with the download and on disk, so open it up large on your computer for evaluation.



Video LR11: Develop Module - Portraits - with the Copy and Paste Facility - 28:00

In this video we demonstrate the Develop Module in relation to a portrait. Ours was shot outdoors, but also in controlled conditions, so it's as close to a studio portrait as we can get. Under good conditions like these there is probably less remedial work that needs to be done and that is certainly the case with our image. However, we can investigate not only some small changes to colour and contrast, but also a very delicate softening of the portrait.

We also demonstrate some creative approaches in the Lightroom Develop Module to lighten the whites of the eyes. The eyes do sometimes lose a bit of light and that is why reflectors are often used to reflect light into the eyes and teeth.

Here we can do that digitally in Lightroom along with adding extra colour to her lips. With portraits, unless you're being deliberately radical, a delicate approach to the Develop Module sliders is the best policy. When dealing with moles and other marks on the skin, be careful that you don't take out marks that are a part of the persons character. We can go too far sometimes if we are not careful.

Finally we demonstrate how we can take the settings we used in one image and apply it to others, but with the control we will need.



Video LR12: Creating a Sparkling Monochrome Image - 37:00

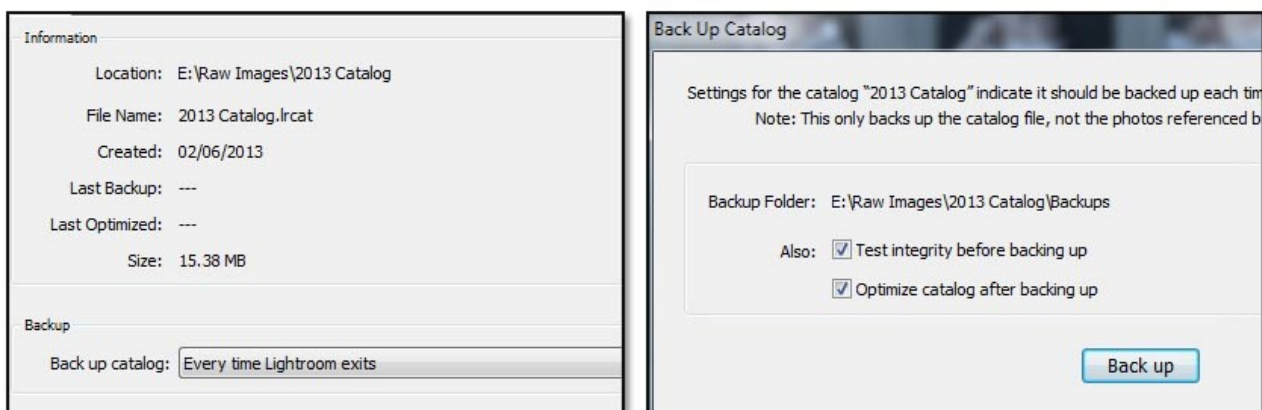
In this video we take you through making a sparkling Monochrome image. There are a few ways to do this. Use existing colour images and convert them. Use presets already available in Lightroom, or work your way through the Develop Module, but with a Monochrome Image.

We demonstrate all three ways, but concentrate more on creating the Monochrome image from scratch in the Develop Module. We also offer some other help and guidance for making great Black and White images. This is another start to finish demonstration covering every step. It's also one of those images that graphically demonstrates that we can often have a great image trapped in our digital negative as we show below left. The image below right was in there, we just needed to release it.



Video LR13: Lightroom Catalogue Back-up 7:00

We must remember when we are talking about backing up the catalogue that we are NOT talking about the original images, just the catalogue. Lightroom makes this as easy as possible, but in this short video we take you through the process and offer some tips along the way.



The videos above should be more than enough to not only get you up and running in Lightroom as quickly as possible, but also meet many of your creative photographic needs.

The videos in this category have been designed to be viewed in the order they have been presented. We start off with a logical beginning and introduce tools and techniques

gradually as we work through the projects. This category of videos under the heading of Lightroom 4 - Getting Started are available via download, or the entire category on disk.

To link quickly to our Download section click

[HERE](#)

To link quickly to our Disk click

[HERE](#)