

Photoshop for Lightroom Users

Presented by

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Locating Zoom

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Lightroom Support

Lightroom is an intuitive program, but that doesn't mean it's easy to use. Small mistakes can lead to major headaches. If you need help sorting out your Lightroom catalog, I can help with live online support.



Online Classes

Live online classes that enable you to learn from home while still being able to ask questions. I offer a wide range of Lightroom and Photoshop classes designed to help photographers improve their workflows.

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Overview of Today's Topics

1. Review basic concepts
2. Moving files between LRC and PS
3. Working with **Layers**
4. Understanding **Masks** and masking
5. Compare & contrast **Selection** tools
6. Introduction to **Retouching** tools

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This Class is Being Recorded

I will email the class video link by Monday



**Reviewing
Basic
Concepts**

Photoshop as a Plugin for Lightroom

- ✓ A **plugin** is an app that “plugs into” host software and is used to do things that can’t be done or not done as easily as the host program.
- ✓ For example, **Photomatix Pro** is an HDR plugin for Lightroom and Photoshop.
- ✓ With Photoshop as a plugin for LRC, most of the workflow and file management is done in LRC. **Photoshop is used to solve complex problems** that are outside the capabilities of Lightroom. Then the file returns to the Lightroom workflow for additional editing and output.

 *Photoshop is only used when it is needed!*

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Pixels vs. Metadata

- ✓ **Photoshop permanently changes pixels** unless precautions are taken, such as using layers & masks.
 - **Volatile history:** When the file is closed, the history steps are erased.
- ✓ **Lightroom uses metadata** to make all edits non-destructive. This metadata is either stored in the *central database*, in an *XMP sidecar* file, or in a *DNG raw file*
 - **Nonvolatile history:** You can go back and undo at any point or even completely reset a file’s settings to its original import settings.

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Lightroom Classic Uses a Catalog

- ✓ Unlike Photoshop Lightroom Classic uses a catalog to track photos. **Only photos in the catalog are visible in LRC.**
- ✓ When a photo is sent to Photoshop directly from Lightroom Classic, LRC begins tracking that photo immediately.
- ✓ If a photo project is started in PS outside of LRC, when the file is saved in PS, it won't be in the catalog. It will need to be imported or the folder will need to be synchronized in LRC. (More on this later.)

Getting Started

Setting Up PS Preferences

Mac: *Photoshop > Preferences > ...*

Windows: *Edit > Preferences > ...*

- ✓ **General preferences:** Basic preferences.
 - Auto Show Home Screen: Deselect this if you don't want to see the Home Screen when you open PS.
- ✓ **Interface preferences:** Control the look of PS.
- ✓ **Workspace preferences:** Leave these at their default.
- ✓ **Tools preferences:**
 - Zoom with Scroll Wheel: As a LR user I prefer off.
 - Zoom Resizes Window: Useful to have on.

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Setting Up PS Preferences 2

- ✓ **File Handling preferences:** File saving and compatibility options.
 - All checkboxes selected in File Saving Options.
 - Save Recovery Information = 5 Minutes
 - Prefer Adobe Camera Raw = On
 - Maximize PSD and PSB File Compatibility = On
(This is the most important setting for LR users.)

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Setting Up PS Preferences 3

✓ **Performance preferences:**

- Memory Usage – Best to stay under 70% when using LR in conjunction with PS.
- History & Cache – Leave at default settings.
- History States – This controls how many history steps are saved.

👉 *Use Description area at bottom to learn more about the various options.*

Setting Up PS Preferences 4

✓ **Cursors:** Customize the look of different cursors.

- Painting Cursors – Normal Brush Tip & Show Crosshair in Brush Tip.
- Other Cursors – Choose Standard or Precise

👉 *Beware of your Cap Locks Key – When Cap Locks in on, cursor size preview disappears.*

Customizing the Workspace

- ✓ **Change Workspace:** Window > Workspace, or use the Workspace Switcher menu at the right. Set it to *Photography workspace*.
- ✓ **Saving Custom Workspaces:** You can save a custom workspace that suits the way you work. *Window > Workspace > New Workspace*.
- ☞ **Customize Keyboard Shortcuts:** You can also create your own shortcuts. *Edit > Keyboard Shortcuts*.
- ☞ **Customizing Menus:** *Edit > Menus*. Find a command you want to draw attention to and change its color.
- ☞ **Customizing the Toolbar:** *Edit > Toolbar*

The Photoshop Workspace

- ✓ **Menu bar:** The menus across the top.
- ✓ **Application frame:** Mac only. Turn it off/on with Window menu.
- ✓ **Options bar:** Used to modify the actions of the currently active tool.
- ✓ **Tools panel:** Similar tools are stacked together.
- ✓ **Other docked and floating panels** can be added/removed using the *Window* menu.

Working with Panels

- ✓ **Panel Groups:** Panels are grouped together to save space. Click a panel's tab to bring it to the front.
- ✓ **Panel Dock:** A collection of panels and panel groups.
 - Click and drag to move panels out of, or into the dock.
 - Collapse the dock to increase your screen real estate.
 - Click an individual panel to open it without expanding the dock.
- ✓ **Hide/Reveal all Panels:** Press the Tab key.
- ✓ **Panel Menu:** Each panel has its own menu. It's used to change a panel's properties and access relevant shortcuts.

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Viewing Images

- ✓ **Zooming:** Use the keyboard shortcut, Cmd/Ctrl+ to zoom in and Cmd/Ctrl- to zoom out. You can also use the Zoom tool to zoom in/out.
 - *Zoom to 100%* by clicking Cmd/Ctrl+1. *Zoom to Fit Screen* by clicking Cmd/Ctrl+0.
 - Or press and hold the "Z" key while clicking and dragging sideways to zoom in/out.
- ✓ **Hand tool (H):** Used to pan the image by clicking and dragging. *You can access the Hand tool at any time by pressing the Space Bar.*

 *The Navigator panels is similar to Navigator in LR*

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Comparing Color Spaces

- ✓ Photo editing programs use *color spaces* that have specified gamuts (range of available colors).
- ✓ Photos that have been edited are “tagged” with a color profile that describes their color space.
- ✓ **ProPhoto RGB:** A very large color space used for editing raw files and non-raw.
- ✓ **Adobe RGB 1998:** Large color space that is suitable for inkjet printing and offset printing.
- ✓ **sRGB:** Smaller color space that is best for web display and most photolab printing.

Managing Color in Photoshop

- ✓ Photoshop requires you to choose a color working space.
- ✓ **To set your color working space** choose *Edit > Color Settings*.
- ✓ Begin with North American Prepress 2, then choose which color space is best for you.
- ✓ I recommend ProPhoto RGB for LRC users to retain the largest gamut when editing the file back in Lightroom.

Managing Color in Lightroom Classic

- ✓ Lightroom uses a color space very similar to **ProPhoto RGB** for raw files.
- ✓ Lightroom **does not allow** you to change the working color space.
- ✓ For raw files use the **External Editing preferences** to match Photoshop's color working space.
- ✓ Non-raw files will open into PS with whatever color profile they are tagged with.

Working With Raw Files

Working with Raw in Photoshop

- ✓ A raw file must go through a **conversion process** before it can be opened in Photoshop. In a pure Photoshop workflow this is done with **Adobe Camera Raw (ACR)**, a separate program that comes with Photoshop.
- ✓ After the photo is open in Photoshop, you cannot save it back to the original raw file format. It must be saved as a non-raw format, such as TIFF or PSD.

Opening Raw Files From LRC

- ✓ Right-click and choose *Edit In > Photoshop*, or choose *Photo > Edit In Photoshop*.
- ✓ The raw file will be converted to a non-raw file and open in PS with the settings you designated in your External Editing preferences.

Opening Non-Raw Files From LRC

- ✓ Non-raw files are **handled differently** than raw files because they don't need to be converted. They open with whatever settings they already contain.
- ✓ Choose **Edit a Copy With Lightroom Adjustments** to open a duplicate with adjustments. CAUTION all layers will be flattened!
- ✓ Choose **Edit a Copy** to open a copy w/out Lightroom adjustments.
- ✓ Choose **Edit Original** to open the original non-raw file with Lightroom adjustments.

Saving Photoshop Files for LR

- ✓ When editing is complete, choose **File > Save** or **Save As** to save your changes.
- ✓ If you started with a **raw file**, or a copy of a non-raw file, you don't need to be concerned about overwriting the original file. You can choose Save
- ✓ Be careful about overwriting previous files when working with **non-raw files** that are not copies. If this is your concern, choose Save As.
- ✓ When you Save As, you **may need to synchronize** the folder (you saved it to) in Lightroom.

Choosing the Right Time for Photoshop

- ✓ If a photo needs Photoshop, try to send it to PS **early in the workflow** to avoid permanently “baking-in” LRC adjustments.
- ✓ Do basic tone and color adjustments **in Lightroom** if necessary, but little else to keep options open for later.
- ✓ If you already did lots of LRC editing, **create a virtual copy** and turn off most settings (like cropping or B&W) before opening it in PS. Then after saving in PS, synchronize the edited file with the original file in Lightroom to add the adjustments back to it.

Understanding Layers

Types of Layers

- ✓ Layers are like all of the different musical instruments that are recorded on individual tracks in a sound studio.
- ✓ Types of layers:
 - **Transparent** layer – Empty layer
 - **Pixel** layer – Contains pixel info (like photos)
 - **Type** layer – Type tool automatically makes layer
 - **Adjustment** layer – Do adjustments on layers
 - **Vector** layer – Appropriate for graphics

The Layers Panel

- ✓ Use Photoshop's **Layers panel** to manage layers. If you don't see it, choose *Window > Layers*.
- ✓ Click the **eyeball icon** next to a layer to hide it.
- ✓ **Layers are stacked** on the Layers panel. Content on upper layers is above lower layers in the image.
- ✓ **Shortcuts buttons** are on the bottom of the panel.
- ✓ Find additional shortcuts in the **panel menu**.

Example: Adding Texture Layer

- ✓ Open two photos, one of which is a photo with a **strong texture**.
- ✓ Choose the texture photo in PS and then go to *Select > Select All*. Then go to *Edit > Copy*.
- ✓ Select the other photo and choose *Edit > Paste* to add a new layer with the texture image.
- ✓ Change the **Layer Blending Mode** on the Layers panel to **Overlay**. Then decrease the texture layer's opacity if necessary.

Layers & Masks

Non-Destructive editing with Adjustment Layers

- ✓ Editing the pixels on a layer can result in **destructive editing** – you can't go back and make changes without changing pixels again.
- ✓ Adjustment layers allow you to place tonal and color adjustments on an individual layer to **increase flexibility** = *non-destructive workflow*. You can go back and edit adjustment settings.
- ✓ Use the **Adjustments panel** to add adjustment layers. Then use the **Properties panel** to modify the adjustment layer settings.

The Properties Panel

- ✓ Click an adjustment tool's button on the **Adjustments panel** to create a layer. Then use the dialog to modify the layer.
- ✓ Controls for the adjustment layer are shown on the **Properties panel**.
- ✓ Click the **Preview button** (eyeball icon) on the Properties panel to hide the adjustment.
- ✓ Click the **Reset button** (curved arrow) to reset to default values.

Using Masks with Adjustment Layers

- ✓ Adjustment layer automatically come with a white, *reveal all* mask.
- ✓ One of the most powerful ways to use adjustment layers is to **combine them with masks**. This is the easiest way to create a black & white with a bit of color in it.
- ✓ **Example:** Add a Black & White adjustment layer. Then use the brush tool to paint with black on the mask to hide the adjustment in selected areas.

Layer Mask Tips

- ✓ To **add a mask to a non-adjustment layer** choose, *Layer > Layer Mask > Reveal All*. Or click on the add Mask icon at the bottom of the Layers panel.
- ✓ Use the Brush tool to paint on the mask with black or white paint.
- ✓ **Black** conceals, **white** reveals.
- ✓ Press the “\” key to see a red overlay of your mask as you paint.
- ✓ Alt/Option + Click on the mask in the Layers panel to see the mask in red.
- ✓ Shift + Click on a mask to hide/reveal it.

Mask Properties

- ✓ When you click on the Mask icon in the Layers panel, the Properties panel displays Mask options.
- ✓ Use the Disable/Enable Mask button (eyeball) to hide/reveal the mask.
- ✓ Use the **Density slider** to decrease the mask's opacity. Use the **Feather slider** to soften the edge transition of the mask.
- ✓ The **Invert button** is a handy way to swap the black and white areas on a mask.

Example: Add a Blur Effect

- ✓ Sometimes adding a blur effect to a photo helps to make other areas appear sharper so that they stand out from the rest of the image.
 1. **Duplicate** the layer.
 2. Open the **Gaussian Blur filter** (Filter > Gaussian Blur) and adjust the Radius value to get the desired effect.
 3. Add a **layer mask** and use the Brush tool with black paint to mask out areas that you want to remain in focus.

Example: Masking 2 Images Together

1. Stack one layer on top of another so that both layers are in the same document.
2. Make the upper layer active and add a mask to it, Layer > Layer Mask, or click on the Add a Pixel Mask button on the Masks panel. (It is added next to the image thumbnail in Layers panel.)
3. Use the Brush tool to **paint with black** to hide information on the upper layer and allow the lower layer to show through.
4. **Paint with white** to reveal info on the upper layer (that has the mask).

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New Replace Sky Tool

- ✓ A cool new feature added to Photoshop 2021 that simplifies sky replacement.
- ✓ To use it go to *Edit > Sky Replacement*. Use the **thumbnails** in the Sky menu to choose your replacement sky.
- ✓ Then use the **Shift Edge and Fade Edge** sliders to blend the sky with the foreground.
- ✓ Work with the **Sky and Foreground Adjustment** sliders to get the look you want.

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Understanding Selection Tools

The Marquee Tools

- ✓ **Rectangular Marquee:** Draw rectangular selections. To draw a perfect square, hold down the Shift key.
- ✓ **Elliptical Marquee:** Draw elliptical selections. To draw a perfect circle, hold down the Shift key.
- ✓ **Single Row Marquee:** Create a selection that is 1 pixel high.
- ✓ **Single Column Marquee:** Create a selection that is 1 pixel wide.

The Lasso Tools

- ✓ **Lasso:** Used for drawing freehand, organic shapes.
- ✓ **Polygonal Lasso:** Used for drawing selections that have straight lines. This is a great tool for selecting content that has hard edges, such as a building.
- ✓ **Magnetic Lasso:** A smart selection tool that uses the image contrast between regions. It tries to stick to an edge as you outline it.

Selection Tips

- ✓ Remember that when a selection is active, all adjustments are restricted to the area inside the selection.
- ✓ Press **Cmd/Ctrl+H** to **hide** a selection. Just don't forget about it when it is hidden, otherwise unexpected things may happen.
- ✓ Choose *Select > Inverse* to **invert** (flip) a selection.
- ✓ Choose *Select > Deselect* to **remove** a selection.

Magic Wand Tool

- ✓ The **Magic Wand** tool is used to click on an area to select similar tones and colors.
- ✓ **Tolerance:** Modifies the range of similar colors. Low settings restrict it to a narrow range. High settings increase range.
- ✓ **Contiguous:** When this is checked, pixels must be touching to be selected.
- ✓ **Sample All Layers:** Samples colors from all layers.

Quick Selection Tool

- ✓ Combines the intelligence of the Magic Wand with the flexibility of a brush tool.
- ✓ Use the brush to paint-in areas to select or deselect.
- ✓ When **Auto-Enhance** is selected on the Options bar the selections flow more easily with a smoother edge.

Object Selection Tool

- ✓ This tool is **stacked** with the Magic Wand tool.
- ✓ Use it to **draw a box** around the object you want to select.
- ✓ Works best with **well defined objects**.
- ✓ Often works better than Magic Wand and Quick Selection when there is a busy background.

Adding & Subtracting Selections

- ✓ The secret to creating complex selections is to use one tool to get 90% accurate selection quickly, then use other tools to fine-tune by adding and subtracting.
- ✓ Use the **Add to Selection** button on the Options bar to add, (or hold down Shift key), to add.
- ✓ Use the **Subtract from Selection** button on the Options bar to remove, (or hold down Alt/Option key), to remove.

Turning a Selection into a Mask

- ✓ **Any selection can be converted to a mask.** The easiest way is to create a selection and then add a new mask. The mask sees the selection and uses it to determine what to mask.
- ✓ **Selected areas are white** in the mask and unselected areas are black.
- ✓ When you have a selection in place and you create **an adjustment layer**, a mask is automatically created from the selection.
- ✓ Make any necessary modifications to fine-tune using Brush tool.

Retouching Overview

What is Retouching?

- ✓ **Removing** weaknesses and enhancing strengths in a photo.
- ✓ Quite often this entails **copying** something from the image and putting it on top of the thing you don't want to see.
- ✓ Other times you **add** visual information by duplicating something.

The Clone Stamp Tool

- ✓ **Used to sample information** from one part of an image and paint it into another part.
- ✓ Select the tool and set the its options - size and hardness.
- ✓ Hold down the **Alt/Option key** and click to sample.
- ✓ When the **Aligned option** is selected, the sample point follows the brush.
- ✓ Use the **Sample menu** to clone to choose which layers are being sampled (including adjustment layers).

The Healing Brush Tool

- ✓ Works much **like the Clone Stamp**, but smarter about blending tones.
- ✓ Use **Option/Alt key** to create a sample and then paint.
- ✓ Does not blend textures, so be aware of the texture in the area you sample. For example, don't sample a smooth area when retouching skin unless you want a smooth texture on the skin.

The Patch Tool

- ✓ Combines selections with the intelligence of the Healing Brush, but does not use a brush.
- ✓ **Draw a selection** around the area to be retouched. Then click inside the selection and drag the selection to the area to sample. (Be sure that Source is chosen from the options.)
- ✓ Use the **Fade command** (Edit > Fade) to control the strength of this tool. Remember, though, that Fade must be the very next thing that you do.
- ✓ When using the Content-Aware mode, use the Adaption menu to control how patch is blended.

Content-Aware Fill

- ✓ Used to **automatically fill a selection** with nearby content.
- ✓ Create a loose selection and choose *Edit > Fill*. Then choose Content-Aware from the Use menu.
- ✓ **If the results aren't what you like**, try filling again. Keep on until you get decent results or stop and use a different tool to solve the problem.
- ✓ For even more options, choose *Edit > Content-Aware Fill*.
- ✓ Use **Content-Aware Move** to move an image element and automatically fill it's original location.

Final Thoughts