



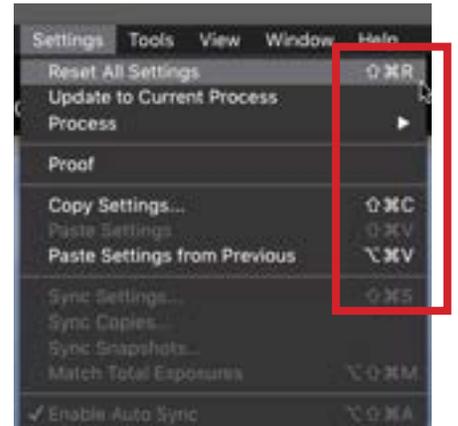
Lightroom Keyboard Shortcuts

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Keyboard shortcuts allow us to work faster in Lightroom (and, of course, in Photoshop) so it's worth taking the time to commit many of them to memory. In this lesson, we're going to dive into the keyboard shortcuts available to us in Lightroom's Develop Module.

In Lightroom's menu system, if a command has a keyboard shortcut associated with it, that shortcut will be listed to the right of the menu listing. If you would like to see what the keyboard shortcut for a particular tool is, hover your cursor over the tool icon without clicking. A little indicator will appear, telling you the name of the tool as well as the tool's keyboard shortcut.

List of Develop Module shortcuts While in the Develop Module, you can access a list of Develop Module shortcuts by holding down the Command key (Ctrl on Win) and then hitting the / (forward slash) key. On Windows, you would hold down the Control key instead. Note that while this is a detailed list, it doesn't include every single shortcut. If you were instead in the Library Module when you used that shortcut, you'd get a list of Library Module keyboard shortcuts. Click anywhere within the shortcut list in order to make it go away.



If a menu command has a keyboard shortcut, it will be listed to the right of the command name in Lightroom's menu system.



Hover over a tool and you will get a "tool tip" that includes the tool's shortcut.

Develop Shortcuts	
Edit Shortcuts	
Command + U	Auto Tone
V	Convert to Black and White
Command + Shift + U	Auto White Balance
Command + E	Edit in Photoshop
Command + N	New Snapshot
Command + '	Create Virtual Copy
Command + [Rotate left
Command +]	Rotate right
1-5	Set Ratings
Shift + 1-5	Set ratings and move to next photo
6-9	Set color labels
Shift + 6-9	Set color labels and move to next photo
Command + Shift + C	Copy Develop Settings <i>A dialog will come up asking which settings to copy.</i>
Command + Shift + V	Paste Develop Settings
Output Shortcuts	
Command + Return	Enter Impromptu Slideshow mode <i>Shows the current selected photos in a slideshow based on the current Slideshow module settings.</i>
Command + P	Print selected photos
Command + Shift + P	Page Setup
Navigation Shortcuts	
Command + Left Arrow	Previous Photo
Command + Right Arrow	Next Photo
View Shortcuts	
Tab	Hide side panels
Shift + Tab	Hide all panels
Control + Tab	Cycle upright mode
T	Hide/Show toolbar
F	Full Screen Preview
Shift + F	Cycle screen modes
Command + Option + F	Go to normal screen mode
L	Cycle Lights Out modes
Command + Shift + L	Go to Lights Dim mode
Command + Option + Up Arrow	Go to previous module
Command + I	Show/Hide Info Overlay
I	Cycle Info Overlay
Command + J	Develop View Options
S	Show/Hide Soft Proofing Preview
Mode Shortcuts	
R	Enter Crop Mode
Q	Enter Spot Removal Mode
Shift + T	Cycle Spot Type
M	Enter Graduated Filter Mode
Shift + M	Enter Radial Filter Mode
K	Enter Adjustment Brush Mode
D	Loupe View
Shift + R	Reference View
Y	View Before and After left and right
Option + Y	View Before and After up and down
Tool Shortcuts	
X	Rotate Crop
O	Show/Hide Mask Overlay
H	Show/Hide Pins

While in the Develop Module, you can access a list of Develop Module keyboard shortcuts by holding down the Command key (Ctrl on Win) and hitting the Forward S lash key (/).

Auto Tone: Command+U (Ctrl+U on Win)

The Auto Tone command can be found near the top of the Basic panel within the Develop Module and it will cause Lightroom to automatically set the Basic Panel sliders in order to create what it deems to be an optimized image.

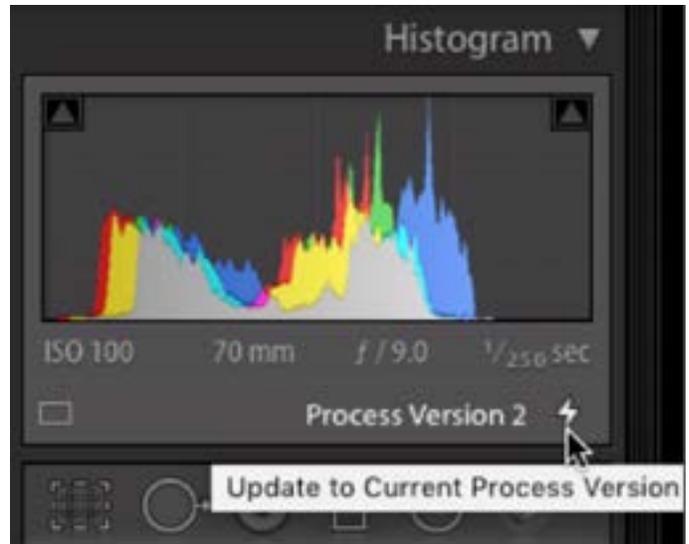
If you ever go back to old photos that you've worked with in the past, the Auto command will not be as effective as it would be had you never adjusted the picture

before. If you ever open an image that has been adjusted using an old version of Lightroom, you will see a small lightning bolt icon appear beneath the histogram. This indicates that the sliders worked differently when the image was last adjusted. Click on the lightning icon to update the image adjustments to the current version of Lightroom. After you click this icon, the Auto Tone adjustment will work more effectively.

Auto settings on a single slider As we mentioned before, the Auto Tone adjustment will change some or all of the Basic Panel adjustment sliders in order to attempt at optimizing your image. However, what if you don't want all of those sliders to be auto-adjusted? What if you just want to apply the Auto setting on one of those sliders? You can do that by holding down the Shift key and double-clicking on the name of the slider you'd like to auto-adjust. If you don't like the result of a slider adjustment, you can double-click on either the name of the slider or the slider itself in order to bring the slider back to its default settings.



The Auto Tone command can be found at the top of Basic panel.



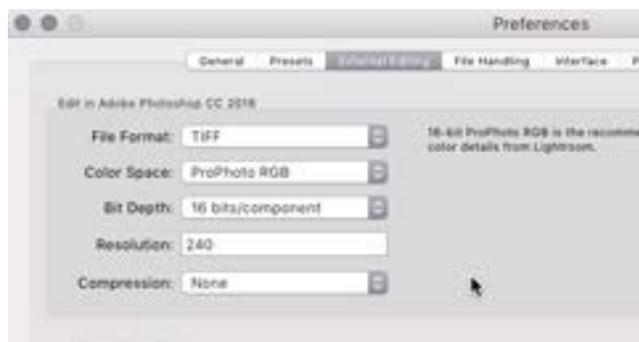
If this lightning icon appears under the histogram, it means the image was last adjusted in an old version of Lightroom.

Convert image to black and white: V

The command for converting your image to black and white can be found at the top of the Basic Panel, and you can use the V key to achieve the same result. Hit the V key again to return your image back to color. Because it's so easy to move to black and white and back, I like to quickly do this to my image just to check the tonality.

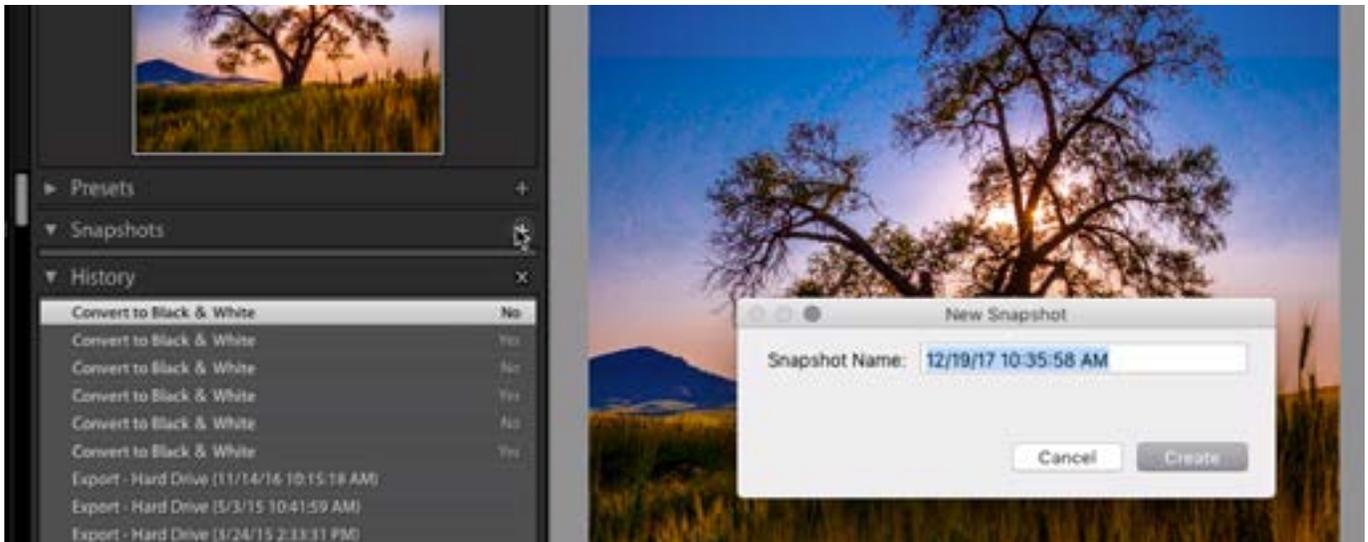
Edit in Photoshop: Command+E (Ctrl+E on Win)

To move an image from Lightroom into Photoshop, you can use the above keyboard shortcut, which is the same thing as going to the Photo menu and choosing Edit In > Edit in Adobe Photoshop. When you move an image into Photoshop, Lightroom will use a series of preferences for how the file should be handled (file format, color space, resolution, etc.). You can set these preferences by going to the Lightroom menu, choosing Preferences and then clicking on the External Editing tab within the Preferences dialog. After setting these preferences, Lightroom will always use those settings when moving an image into Photoshop. (Note: On Windows, the Preferences can be found under the Edit menu.)



The External Editing section of the Preferences dialog allows you to specify what file settings should be used when an image moves from Lightroom to Photoshop.

Within that same Preferences dialog, there is a second series of settings that will allow you set up preferences for editing in an external application. Note that you can choose Photoshop again here, while using different settings. Maybe you want this second command to open the image in a different file format or a different bit depth than the default Edit in Photoshop command. Then, when you go to the Photo menu and choose Edit In, you will use the second menu option, “Edit in Other Application,” to use that second series of settings. You can learn how to set up a keyboard shortcut for this command as well by referring to the Masters Academy lesson, “Lightroom Photoshop Integration.” The technique can be found in the section called “Advanced Ideas” within the click-able table of contents.



Create a new snapshot by clicking the plus symbol to the right of the Snapshots panel title or by using the keyboard shortcut **Command+N**.

New Snapshot: **Command+N** (Ctrl+N on Win)

When you create a snapshot in Lightroom, it records the current state of your document, including the position of all the adjustment sliders. You can create a snapshot by clicking on the little plus symbol to the right of the Snapshot panel on the left side of the Develop Module or by using the keyboard shortcut above. After you create one or more snapshots, they will be listed within that Snapshots panel and you can click on one to revert your image to the state it was in when you created that snapshot.

Uses for snapshots Snapshots can also serve different purposes. For example, I will sometimes use snapshots to leave myself notes for what I need to do to an image down the road. I'll add my note within the New Snapshot dialog, often times with the words "To Do:" at the beginning. When I complete the task, I'll right-click on the name of the snapshot and choose Delete from the menu that appears.

Snapshots can also be used to log your time working on an image. When you create a new snapshot, the date and time are automatically entered as the snapshot name. You can simply add a note at the end (ex: Started working) that indicates where you are in the work process.

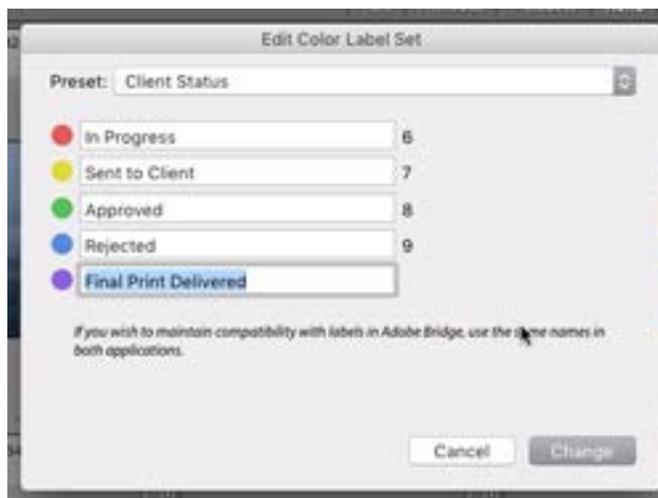
Set Color Labels: 6-9 (number keys)

You can use the number keys to assign color labels to your images. By default, the keys will assign the following labels:

6: Red 7: Yellow

8: Green 9: Blue

This is nice, but it would be even nicer if we could assign some sort of meaning to each color. So instead of the word “red,” it will be a word related to what that color label represents to you. To assign meanings to the color labels, go to Lightroom’s Library Module, click on the Metadata menu at the top of the screen and choose Color Label Set. This will allow you to create different label sets and choose which

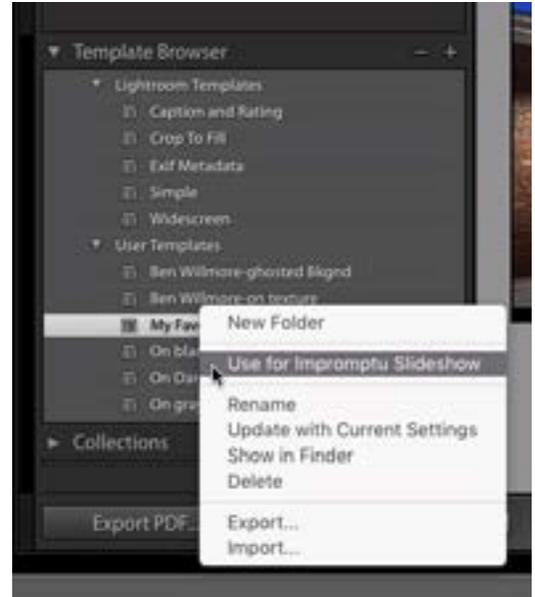


Here, we are assigning custom meanings for each of the color labels.

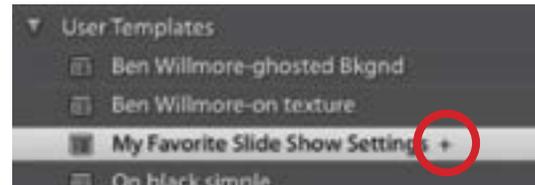
of those sets should be used. To create a new set, click the Edit choice at the bottom of that Color Label Set menu. A dialog will appear where you can type in new meanings for each of the colors. To the right of the color, you’ll see the keyboard shortcut assigned to it. Note that there is no keyboard shortcut for the purple label. After you’ve typed in all your labels, click on the menu at the top of the dialog and choose “Save Current Settings as New Preset.”

Enter Impromptu Slideshow Mode: Command+Return (Ctrl + Return on Win)

When you play an Impromptu Slideshow, it will quickly create and display a slideshow of all the images you're currently viewing. When doing this, it will use a default set of settings, which may include information overlays on the images, color labels, etc. Note that there's a way to tell Lightroom what settings should be used when displaying an impromptu slideshow. Before playing a slideshow, go to Lightroom's Slideshow Module and use the settings on the right side of the interface to specify how your impromptu slideshows should look. Then create a new template, or preset, by clicking on the plus symbol to the right of the Template Browser panel name on the left side of the interface, giving the new template a name and then clicking the Create button. The template will then show up in the Template Browser list. Right-click on the name and choose "Use for Impromptu Slideshow" from the pop-up menu. After doing this, a little plus (+) symbol will appear to the right of the template name, indicating that this is the template to be used whenever you play an impromptu slideshow.



In the Slideshow Template Browser, we right clicked on the template we just created and are setting this as the template to be used for Impromptu Slideshows.



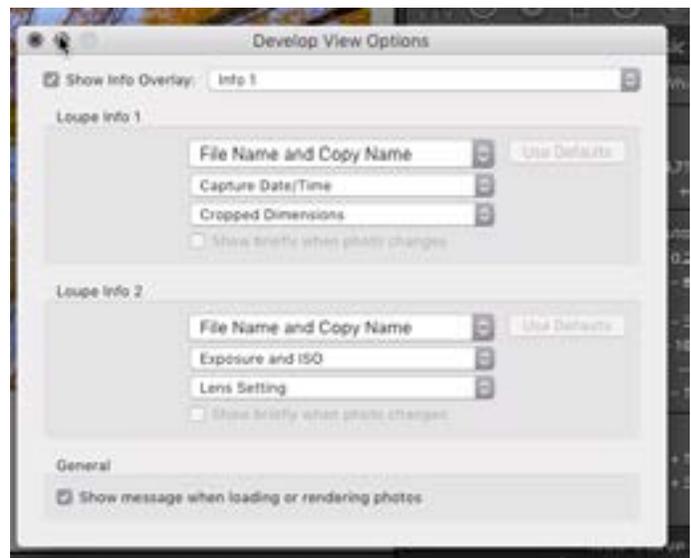
The little plus icon indicates that this template will be used for Impromptu slideshows.

Show/Hide Info Overlay: Command+I (Ctrl+I on Win)

Cycle Info Overlay: I

Develop View Options: Command+J (Ctrl+J on Win)

Lightroom has the ability to display different information over your picture. This may include file name, date, pixel dimensions, etc. This setting may or may not be turned on in your version of Photoshop, but you can toggle it on and off by using the shortcut Command+I (Ctrl+I on Win). Using the I key by itself will cycle between different types of info overlays. You can specify what types of info are shown in these different overlays. Use the shortcut Command+J (Ctrl+J on Win) to bring up the Develop View Options. This dialog will allow you to use the various drop-down menus to specify what info should appear in each of the two overlay options.



Left: Lightroom is displaying an info overlay above the image. Right: The Develop View Options dialog allows you to specify what information will appear in the two Info Overlays.

Cycle through Develop Module adjustment panels: Command+number keys (Ctrl+number keys on Win)

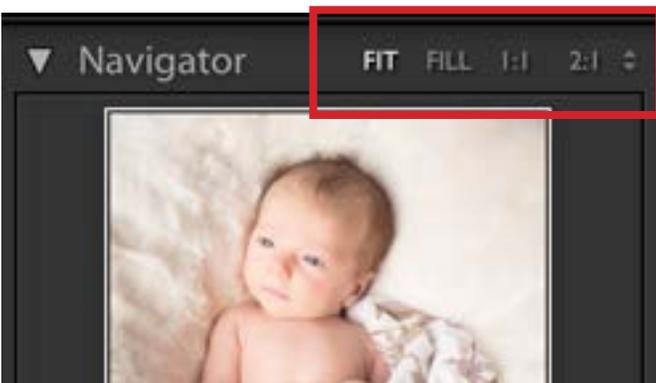
In the Develop module, you can cycle between which of the adjustment panels is expanded by using the Command key (Ctrl on Win) in addition to the different number keys. Command+0 will expand or contract the Histogram panel. Command+1 will expand or contract the Basic panel, and so on.

Toggle filmstrip visibility: F8

In the Develop Module, you can switch between images by clicking on them in the filmstrip that runs along the bottom of the interface. The filmstrip can be collapsed and expanded by clicking on the little disclosure triangle in the very bottom center part of the interface, below the filmstrip. If your keyboard has function keys, The F8 key will toggle the visibility of the filmstrip as well.

Zooming in the Spot Removal Tool or the Adjustment Brush: Z

When working with the Spot Removal Tool or the Adjustment Brush, hold down the Space Bar to turn your cursor into the Zoom Tool and then click to zoom in on your image. When doing this, I sometimes find that the cursor gets stuck in



Specify your zoom setting by clicking on the desired zoom ratio at the top of Navigator panel.

the Zoom Tool even after I've released the Space Bar key. To prevent this from happening, there is an alternative method for zooming in and out on your image and that is by using the Z key. The degree of zoom you get will depend on the setting you have specified at the top of the Navigator panel on the left side of the interface. At the top of the Navigator panel, you can choose between FILL

(fills the screen with the image), 1:1 or you can use the little menu on the right in order to enter in your own zoom amount. After you click on one of these zooming ratios, that's what Lightroom will use every time you use the Z key to zoom in on an image.

Undo: Command+Z (Ctrl+Z on Win)

To undo something you've done in Lightroom, use the keyboard shortcut Command+Z (Ctrl+Z on Win). The more times you use the command, the more steps you will go back in the history of steps taken in adjusting the image. You can also revert your image to a previous state in the adjustment process by clicking on the steps listed in the History panel, which is located on the left side of the Develop Module.

Reapply what's been undone: Shift+Cmd+Z (Shift+Ctrl+Z on Win)

After you've used the Undo command, you can reapply the steps you've just undone by using the keyboard shortcut listed above. Note that in order for this to work, the Undo command must be the last thing you did in Lightroom.

Reset a group of adjustments: Hold Option (Alt on Win) and click on the Reset button above the adjustment group

In the Develop module, there are headings above the different adjustment groups. For example, in the Basic panel, there is a Tone heading, which groups all the sliders used to adjust tone. When you hold down the Option key (Alt on Win), you'll notice that these headings change to the word Reset. If you click on the Reset heading, all of the sliders in that group of adjustments will be set back to their default positions. Note that you can also double-click on the heading name and that will return all of the sliders in that group to their default settings as well.

Adjust sliders with your keyboard: The plus and minus keys (+ -)

If you prefer to move the adjustment sliders with your keyboard instead of your mouse (by clicking and dragging), there is a way to do so. First click on the name of the adjustment you want to work with. It will become highlighted for a moment, indicating that this is the adjustment that has “focus.” Then you can use the plus and minus keys (+ -) to move the slider. Each time you hit a plus or minus key, the slider will be moved in increments of 5. If you add the Shift key, the slider will be moved in increments of 20.

You can also use your keyboard to switch which adjustment slider you’re working with. Hit the period key to move down the list and use the comma key to go up in the list.

The Forward Slash key (/)

The Forward Slash key (/) will do different things depending on what you’re doing in Lightroom. If you are viewing your image in the Library or Develop Module, it will deselect the picture you’re currently working on. This is more useful in the Library Module than in the Develop Module. When you have a series of pictures selected within the Library Module, you can use the arrow keys to move between the different selected images and then use the Forward slash key to deselect any you want to cull from the selection.

The Spot Removal Tool When you are using the Spot Removal Tool, the tool will automatically choose a sample area that it will use to cover up or remove the spot. If the tool does not initially choose a desirable sample location, you can hit the Forward Slash key to force Lightroom to sample from a different area.

The Adjustment Brush The Adjustment Brush actually allows you to define two different brushes with different settings designated to each one. At the bottom of the Adjustment Brush panel, you will see that you can choose between Brush A and Brush B. Maybe you use a large, soft-edged brush for Brush A and a small,

soft-edged brush for Brush B. You can switch between the two by tapping the Forward Slash key. While using Brush A, you can *temporarily* switch to Brush B by *holding down* the Forward Slash key, and vice versa. When you release the Forward Slash key, it will go back to the brush you were originally using. If, instead, you hold down the Option key (Alt



The settings for Brush A & Brush B can be found near the bottom of the Adjustment Brush panel.

on Win) while using the Brush Tool, the brush will change into the Eraser so that you can erase the adjustment from parts of your image. When you release the Option key, the Brush Tool will go back to normal.

Auto Mask When you use the Adjustment Brush with the Auto Mask feature turned on, it will look at the crosshair in the center of the brush and try to only affect the areas with the same color and tone as what's under the crosshair. Note that if the Auto Mask feature is turned off, you can temporarily turn it on by holding down the Command key (Ctrl on Win) while you paint. If the Auto Mask setting is turned on, then holding down the Command key will temporarily turn the feature off.

The Radial Filter With the Radial Filter, you can click and drag on the image to define an oval or circle. Then, when you adjust the sliders in the Radial Filter panel, the area outside the circle will be affected by the changes. If you turn on the Invert check box at the bottom of the adjustments panel, then the adjustments will instead affect the area inside of the circle. You can also use the apostrophe key (') to invert the area in which the adjustment is applied.

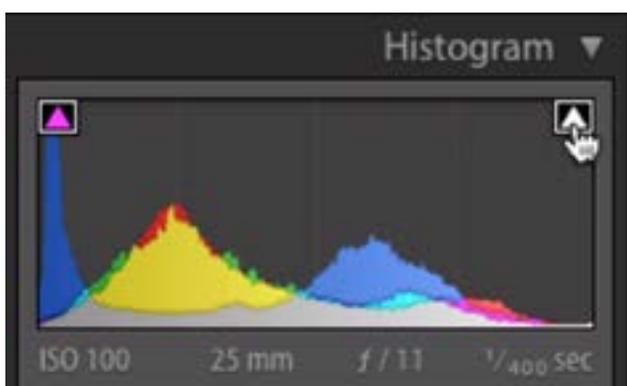
When using the Radial filter, I will sometimes want my shape to extend to all four edges of my image, making the oval as large as possible without extending past the edges of the document. To do this, hold down Shift and Command keys while double-clicking on the picture.



You can set the Radial Filter to extend to all four edges of the document by holding down the Shift and Command keys while double-clicking on the picture.

Toggle highlight & shadow clipping overlay: J

When working with images in the Develop Module, it can often times be useful to know whether there are areas of your image that are becoming solid white or solid black. We refer to these as areas that are “clipped” because they are either losing detail in the highlights or in the shadows. Hit the J key to get a view of



Click on the triangles above the histogram to get overlays that indicate where there is highlight and shadow clipping.

your picture that highlights any areas that are blown out to solid white or solid black. The white areas will get a red overlay and the black areas will get a blue overlay. Alternatively, you can click on the triangle in the top left corner of the histogram in order to see where there is shadow clipping and you can click on the triangle at the top right of the histogram to see where there is highlight clipping.