



May 2019 Lightroom Release

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On May 14, 2019, Adobe updated Lightroom. Whenever there is an update to Lightroom, there is also an update to Adobe Camera Raw because it uses the same image processing engine behind the scenes. In this lesson, we're going to look at these new updates to Lightroom and Camera Raw.



Lightroom Classic CC has been renamed!

- They removed the “CC,” which stood for “Creative Cloud.”
- So, Lightroom Classic CC is now called “Lightroom Classic.”
- And... Lightroom CC is now just called “Lightroom” or “Lightroom Desktop.”

New Versions

- Lightroom Classic 8.3 (Old school LR)
- Lightroom 2.3 (Cloud storage LR)
- Lightroom iOS 4.3
- Lightroom Android 4.3
- Adobe Camera Raw (ACR) 11.3
- DNG Converter 11.3 (Allows you to convert a raw file into Adobe's DNG file format)

New Features in Lightroom Classic

- Flat-Field Correction (Corrects for lens distortion where the brightness or color of the image is not consistent.)
- Texture Slider (Allows you to emphasize the medium textures in your image)
- Importing Source Changes
- Improved performance for the Auto setting
- New camera support
- New lens support
- Bug Fixes (Details at: tinyurl.com/201905adobefixes)

New Features in Lightroom (Cloud storage version)

- Texture Slider
- Shared Albums: Others can add photos and you can access the high res images. (Right-click on album and choose Share & Invite.)
- Defringe: This is useful for removing purple or green halos. This feature has been in Lightroom Classic for a long time, but has not been available in the cloud version until now. (To access, click on fringe using the Eyedropper tool found in the Optics section.)
- Contextual Help: Find help about the active tool and find tutorials and inspirational photos (Via the “?” icon in the upper right)
- Bug Fixes (details at: [tiny url.com/LRdesktopfixes](https://tinyurl.com/LRdesktopfixes))

NEW CAMERA SUPPORT

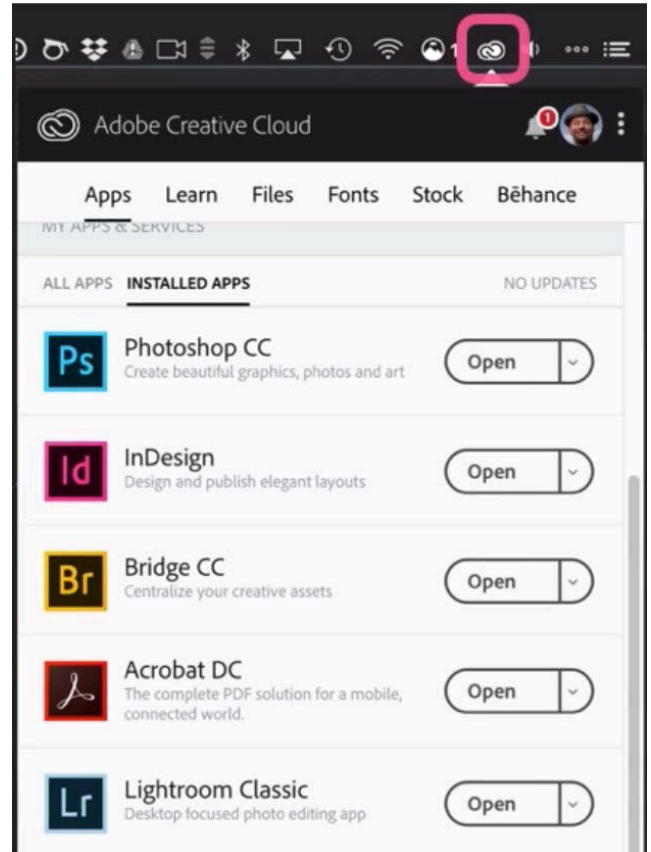
- ▶ **Canon**
 - EOS 250D (Rebel SL3, 200D II, Kiss X10)
 - EOS RP
 - EOS R (Tethering Support Added)
- ▶ **Google**
 - Pixel 3 Front Standard Camera
 - Pixel 3XL Front Standard Camera
 - Pixel 3 Front Wide Camera
 - Pixel 3 XL Front Wide Camera
- ▶ **HMD Global**
 - Nokia 9 PureView
- ▶ **LG**
 - V40 ThinQ
- ▶ **Panasonic**
 - LUMIX DC-FZ1000M2 (DC-FZ10002)
 - LUMIX DC-S1
 - LUMIX DC-S1R
 - LUMIX DC-ZS80 (DC-TZ95, DC-TZ96, DC-TZ97)
- ▶ **RICOH**
 - GR III
 - THETA Z1
- ▶ **Sony**
 - A6400 (ILCE-6400)
 - RX0 II (DSC-RX0M2)

NEW LENS PROFILES

- ▶ **Canon EF**
 - SIGMA 28mm F1.4 DG HSM A019
 - SIGMA 28mm T1.5 FF HIGH-SPEED PRIME
 - SIGMA 40mm T1.5 FF HIGH-SPEED PRIME
 - SIGMA 70-200mm F2.8 DG OS HSM S018
 - Tokina opera 16-28 mm F2.8 FF
 - Tokina opera 50mm F1.4 FF
- ▶ **HMD Global**
 - HMD Global Nokia 9 PureView Front Camera
 - HMD Global Nokia 9 PureView Rear Camera
- ▶ **LGE**
 - LG V40 ThinQ Front Standard Camera
 - LG V40 ThinQ Front Wide Camera
 - LG V40 ThinQ Rear Main Camera
 - LG V40 ThinQ Rear Telephoto Camera
 - LG V40 ThinQ Rear Wide Camera
- ▶ **Nikon F**
 - SIGMA 28mm F1.4 DG HSM A019
 - SIGMA 40mm F1.4 DG HSM A018
 - SIGMA 60-600mm F4.5-6.3 DG OS HSM S018
 - SIGMA 70-200mm F2.8 DG OS HSM S018
 - Tokina opera 16-28 mm F2.8 FF
 - Tokina opera 50mm F1.4 FF
- ▶ **PENTAX K**
 - HD PENTAX-DA 11-18mm F2.8ED DC AW
 - HD PENTAX-FA 35mm F2 Ricoh
 - Ricoh GR III 18.3mm f/2.8 SIGMA
 - SIGMA 28mm F1.4 DG HSM A019
 - SIGMA 40mm F1.4 DG HSM A018
 - SIGMA 70-200mm F2.8 DG OS HSM S018
- ▶ **Sony FE**
 - SIGMA 28mm F1.4 DG HSM A019
 - SIGMA 40mm F1.4 DG HSM A018
 - Sony FE 135mm F1.8 GM
 - Tokina FIRIN 20mm F2 FE AF

How to Update Lightroom and Camera Raw

To update Adobe software, you will need to launch the Adobe Creative Cloud App. The app should appear as an icon in the menu bar at the top of the screen. Click on the icon and a panel will drop down. At the top of the panel, make sure that the Apps tab is selected and a list of apps will appear in the main area of the panel. If one of the installed apps has an update available, there should be a blue Update button to the right of its name. If, for some reason, the update button is not available, click on the little three dots in the very top right corner of the panel. When the dropdown menu appears, choose to “Check for App Updates.” This should refresh the panel and show all you’re available updates.



Click on the Creative Cloud icon (circled) to view any available app updates.

Use Lightroom with Photoshop?

If you use Lightroom along with Photoshop, know that any time they come out with a new version of Lightroom, there is almost always a new version of Photoshop released as well. That’s because the Camera Raw updates needs to be done within Photoshop. It’s always good to update Lightroom and Photoshop at the same time.

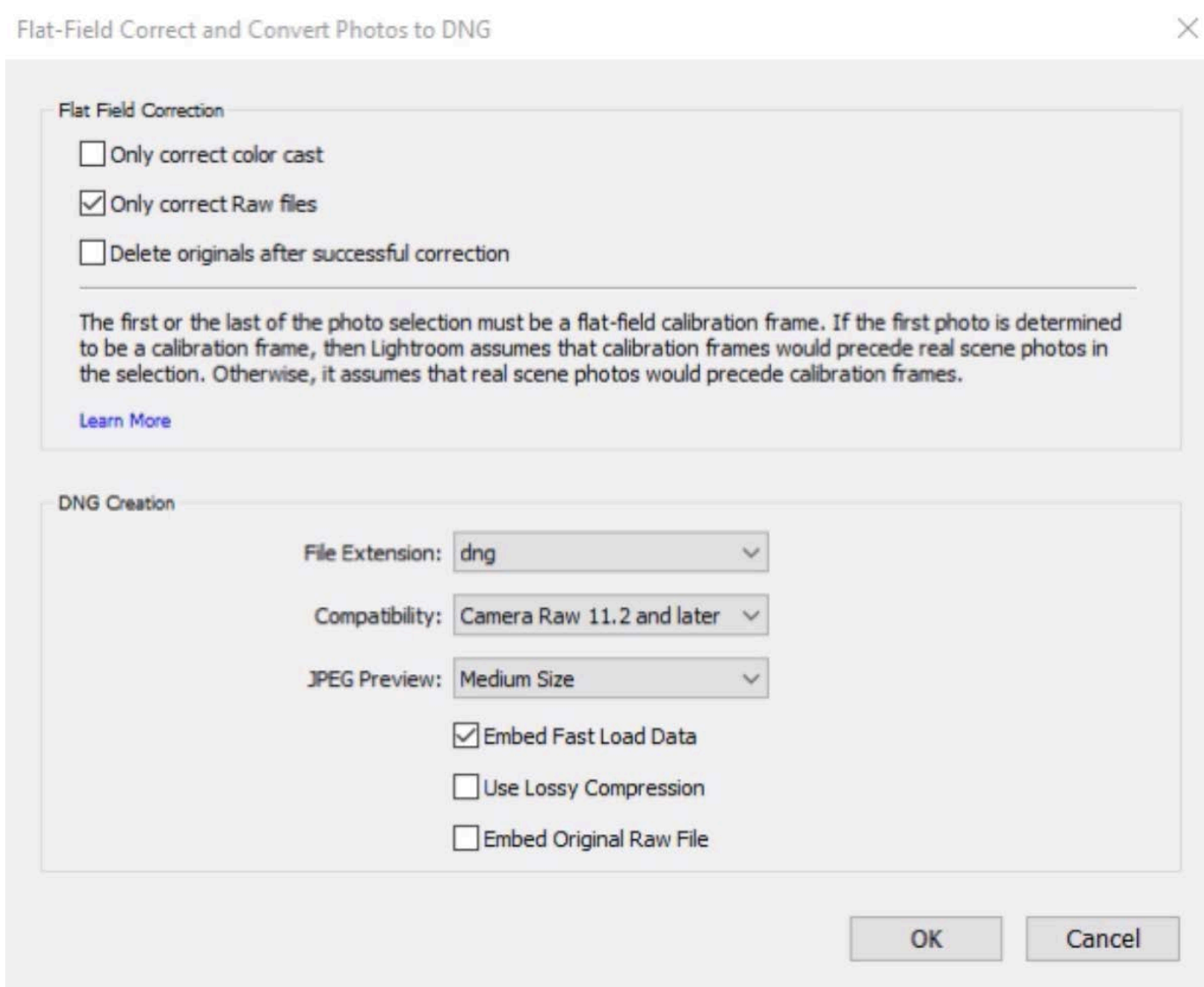
Flat-Field Correction

- Formerly available as the Adobe DNG Flat Field plug-in from Adobe Labs via Library > Plug-in Extras.
- Unlike Lens Profile Corrections, which are symmetrical, Flat-Field will correct for non-symmetrical color and tone issues introduced by lens/sensor combination.
- Very useful for adapted lenses (non-native mount) such as telescopes, microscopes, vintage lenses and wide-angle or macro add-ons, etc.
- Some native-mount lenses on mirrorless cameras can benefit. Here, the problem is due to the close proximity of rear lens element to sensor, which can cause light fall-off at the edges.
- Some wide angle DSLR lenses can benefit. Here, the issue is due to lens design using the front wide angle lens element (dual lens design) to compensate for not being able to make a lens with the rear element near the sensor (due to the mirror getting in the way).
- Tilt-shift lenses can also benefit from Flat-Field Correction

Flat-Field Correction Step-by-Step

- Take a photograph with white plexiglass or similar diffuser in front of the lens to capture an evenly illuminated image with no fine detail.
- Use the same focal length and focus distance that was used to capture images that are to be corrected.
- Make the reference image either the first or the last image in the selected sequence.
- Use consistent placement of reference image if processing multiple sets together.
- Choose Library > Flat-Field Correction

- The following dialog will appear:



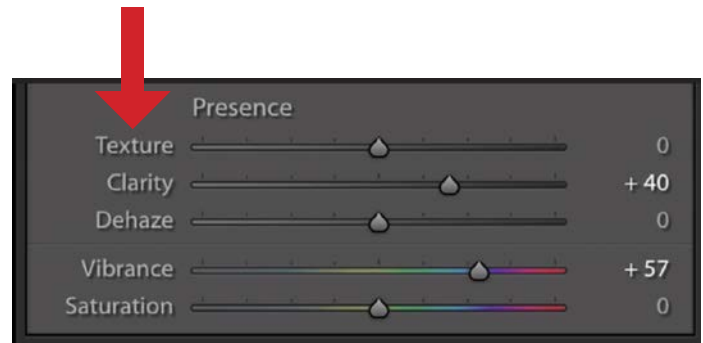
Above are the settings for the new Flat-Field Correction feature.

- When you run this feature, it's going to produce a brand new DNG file, which means you will have two versions of the image: the original and the corrected one. The dialog contains a check box where you can choose to delete the original files, but I generally wouldn't do this because you can't undo it afterwards.
- The Raw-Only option is useful if the camera auto-corrected JPEGs.

- This is not undoable, so save the original raw file until you've evaluated the results.
- There is a detailed article on Flat-Field Correction by Reid Reviews that can be found here: tinyurl.com/LRflatfield

The Texture Slider

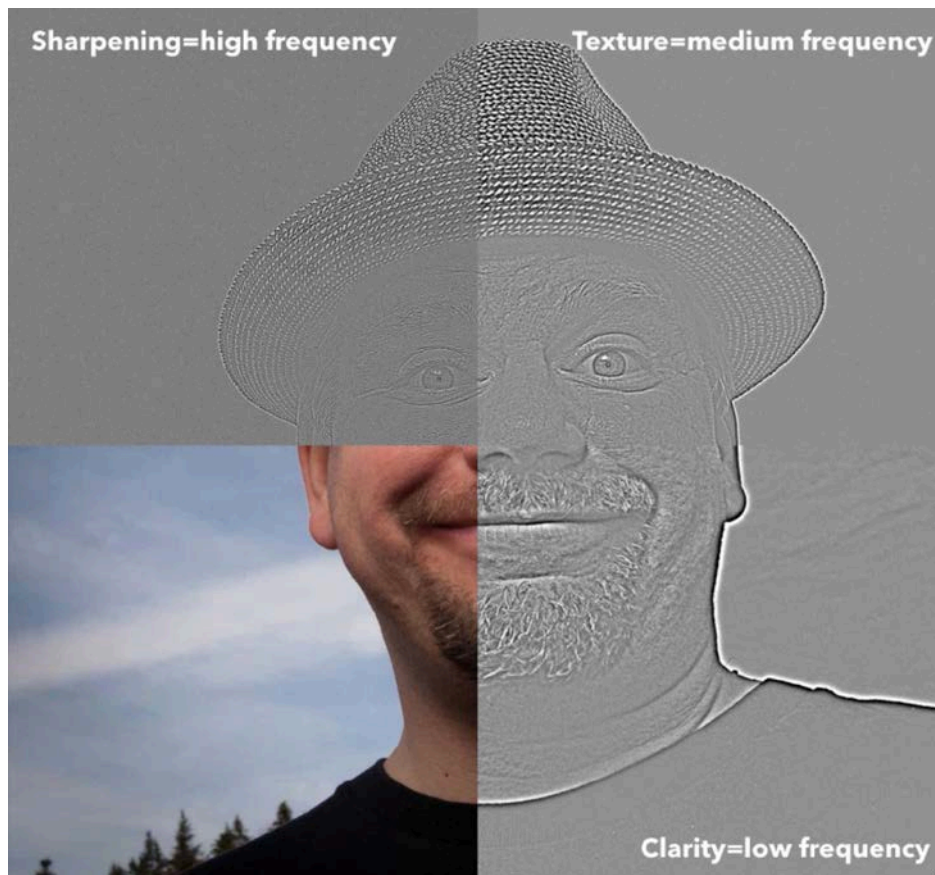
- The Texture slider is a new feature within Lightroom's Develop Module. It can be found within the category of sliders titled "Presence," which is in the Basic panel on the right side of the interface.



- Unlike sharpening, which affects the fine detail and noise, or Clarity, which affects larger details, Texture affects medium textures (hair, skin, wood grain, etc.)
- Three sliders for emphasizing detail:
 - **Sharpening:** For the really fine details
 - **Texture:** For the medium amount of detail
 - **Clarity:** For the bigger, chunky objects
- Negative Texture values soften things and this can be great for skin.
- Requires process version 5, but will auto-update V3 or V4 images if you use the Texture slider on them.
- Also available in the Adjustment Brush, the Radial Filter and the Graduated Filter

- There is a new Soften Skin (Lite) tool preset within the Adjustment Brush, which uses the Texture slider to soften.
- This can be thought of in relation to the Frequency Separation mindset:
 - Sharpening:** High frequencies (fine detail & noise)
 - Texture:** Medium frequencies (textures, but not noise)
 - Clarity:** Low frequencies (larger shapes and objects)
- Negative Texture is a good alternative to negative Clarity, when trying to soften skin.

The following image demonstrates the difference between Sharpening, Texture and Clarity. The upper left quarter shows the effect from sharpening. The upper right quarter shows the medium frequency detail, which is what the Texture slider would affect. The bottom right quarter shows the detail that Clarity would affect, or the low frequency detail.



- Out-of-Focus areas: Clarity will be most effective. Sharpening will exaggerate noise (the Masking slider prevents this) and Texture is ineffective (because there is no detail to exaggerate).
- There is a detailed article on Texture from an Adobe engineer: tinyurl.com/LRtexture

The Texture feature in action

Looking at the image with the building and blue sky, we'll zoom in on an area where the building meets the sky. The building has a rough, stucco-like surface and this is the kind of detail that the Texture slider is suited for. The Texture slider would have no effect on the sky because there is no texture there.



The Texture slider will be great for enhancing the detail on the building here. It will have no effect on the sky area because it contains no texture.

If we wanted to affect the sky, we would need to use the Sharpening slider, which would emphasize the fine noise in that area. The Clarity slider would be useful to emphasize the detail in the edges where large objects meet, like the fence and the building. Clarity will also have a bit of an effect on the brightness of the image because it increases contrast along the edges of objects to emphasize their detail.

The Clarity slider would be useful to emphasize the detail in the edges where large objects meet, like the fence and the building. Clarity will also have a bit of an effect on the brightness of the image because it increases contrast along the edges of objects to emphasize their detail.

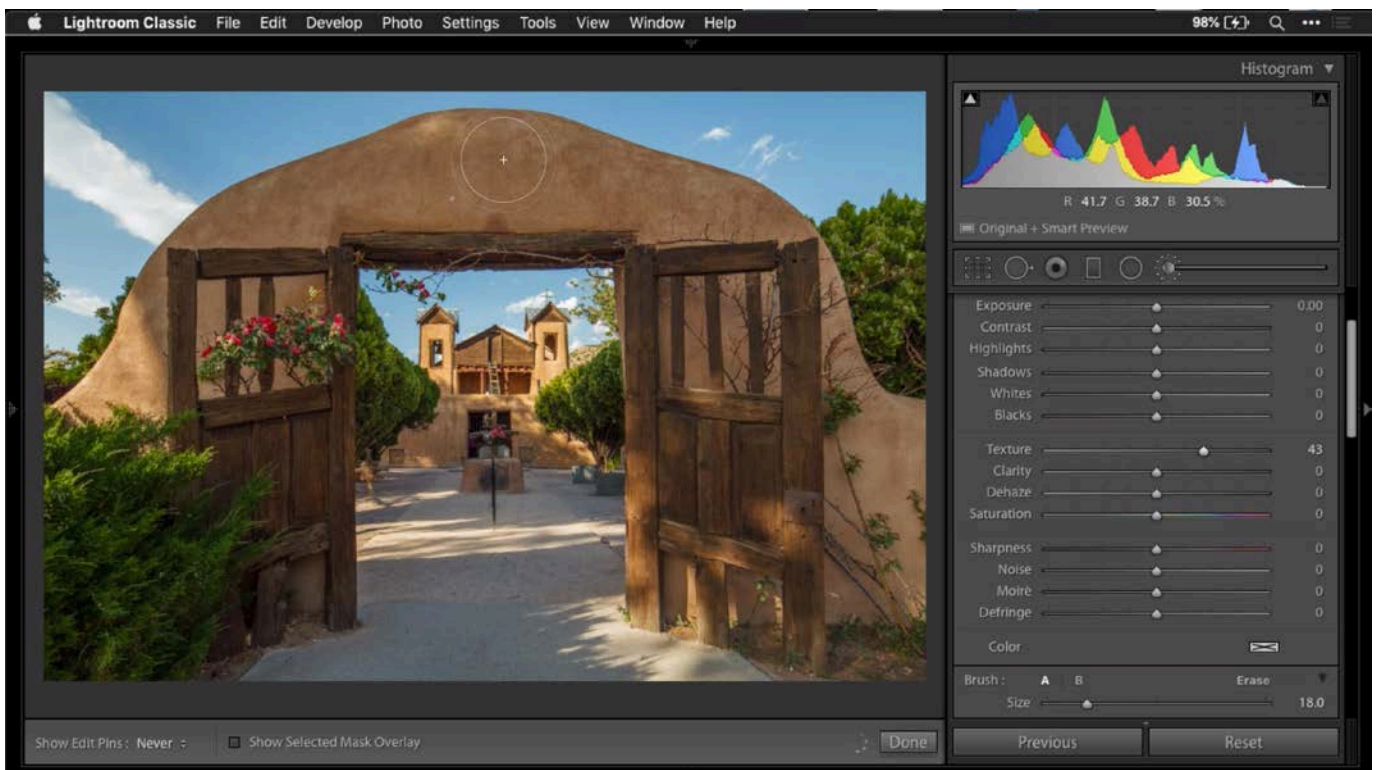
Apply Texture while zoomed in Before using the Texture slider, make sure that you're zoomed in on your image to at least a 1:1 view. This will better allow you to see how the slider is affecting the details.

Apply selectively or to entire image? Also, it's a good idea to evaluate the image and determine whether the Texture setting should be applied to the entire image or just in a selective fashion. If parts of the image would be negatively affected



The screen shot at left shows part of the image before using the Texture slider. The screen shot at right shows a Texture setting of 66.

by the Texture slider, it would be good to apply the setting using the Adjustment Brush. In the example image, I would apply the Texture selectively because I want it to affect the surface of the wood and stucco but not the greenery and other elements.



The Adjustment Brush is being used to paint in the Texture effect on the building.

Texture to soften features We mentioned earlier that a negative Texture setting can be used to soften skin. It can also be used to soften areas of the image where you don't want to direct the viewer's attention. The eye is naturally drawn to things that are sharp and have contrast. By softening an unimportant area of the image, it lessens the attention directed to that area. In the example image, I want the viewer to look more at the building and less at the greenery near the edges of the image. I used a negative Texture setting (around -40) with the Adjustment Brush and painted in that softening effect just in the area with the greenery.



There is no adjustment in the screen shot on the left. For the screen shot on the right, the Texture slider was moved far to the left, softening the details in the greenery.

Texture & portraits The Texture slider is going to be great for use in portrait images because it allows us to smooth the skin without making it look too fake. In the past, it was common to use the Clarity slider (at a negative setting) to smooth skin, but it was easy to overdo the effect, making the skin look unnatural. That's because it would soften some of the larger features as well as the actual texture of the skin. With the Texture slider, it doesn't affect those larger features. It only affects the texture of the skin, so the result looks more natural and we are able to add more of a softening effect than we could with the Clarity slider.



The screen shot at left shows the original image, without any Clarity or Texture adjustments. In the screen shots below, you can see the difference when using the Clarity slider and the Texture slider.



Positive Clarity



Negative Clarity



Positive Texture



Negative Texture

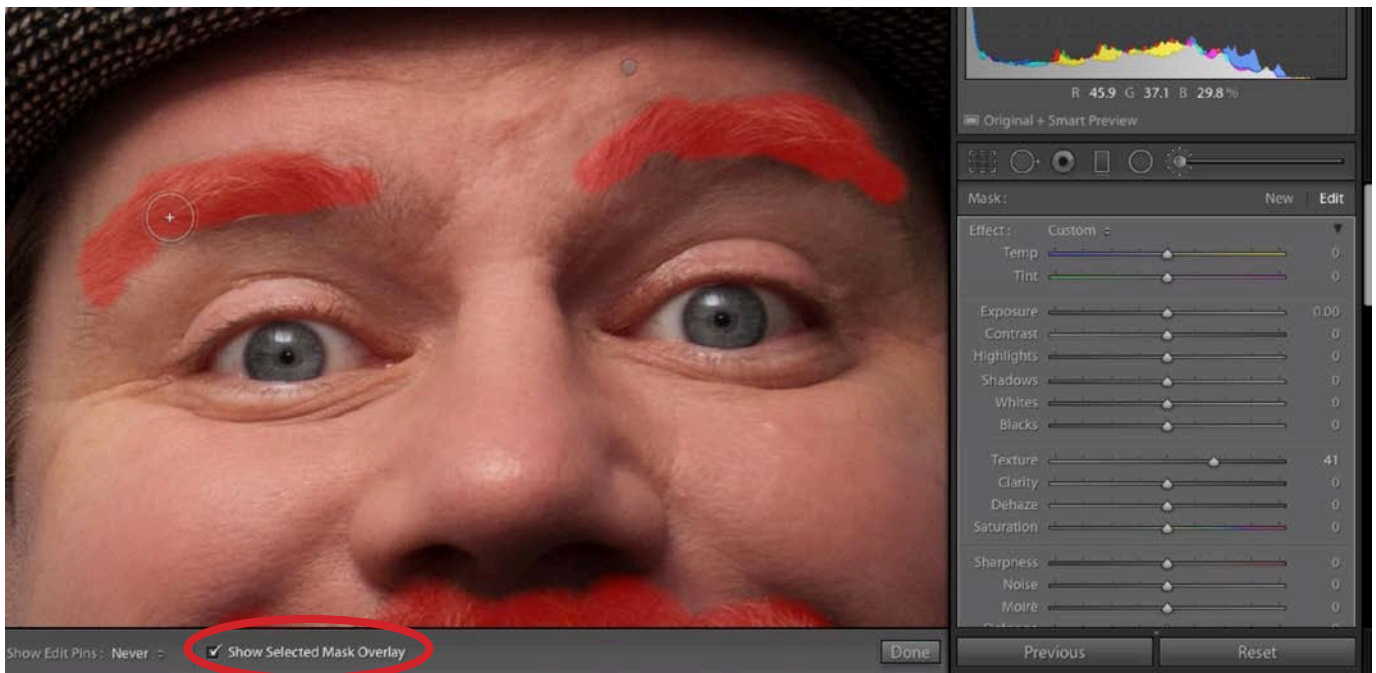
The Adjustment Brush is usually the best way to apply the negative Texture effect with a portrait image because you don't want to soften the details like eyes, hair, etc. You just want the softening to be applied on the skin. To do this, activate the Adjustment Brush by clicking on its icon, just below the Histogram in the Develop Module. The Adjustment Brush sliders will appear on the right side of the interface. Make sure that they are all set to their default settings. You can do that by double-clicking on the word "Effect" near the top of the slider panel. Then, drag the Texture slider down by a good amount. I set mine to -30 or -40. Use the Adjustment Brush to paint in this effect only on the skin areas of the image.



The Adjustment Brush is being used to apply a negative Texture setting to the skin.

I like to turn on the “Show Selected Mask Overlay” check box, which is in the bar directly below the image window. This will place a colored overlay on the image in all areas that you painted with the Adjustment Brush. It’s a nice way to make sure that you have applied the effect everywhere that it should be applied and ensure that you don’t have overspill into areas that should maintain detail. Turn off the “Show Selected Mask Overlay” check box when you’re done painting. You can then fine tune the Texture slider, watching the result in the area where you painted with the Adjustment Brush.

The Texture slider can also be used to emphasize detail in portrait images. Use the Adjustment Brush to paint in a positive Texture amount into areas like the facial hair to make it pop a little.



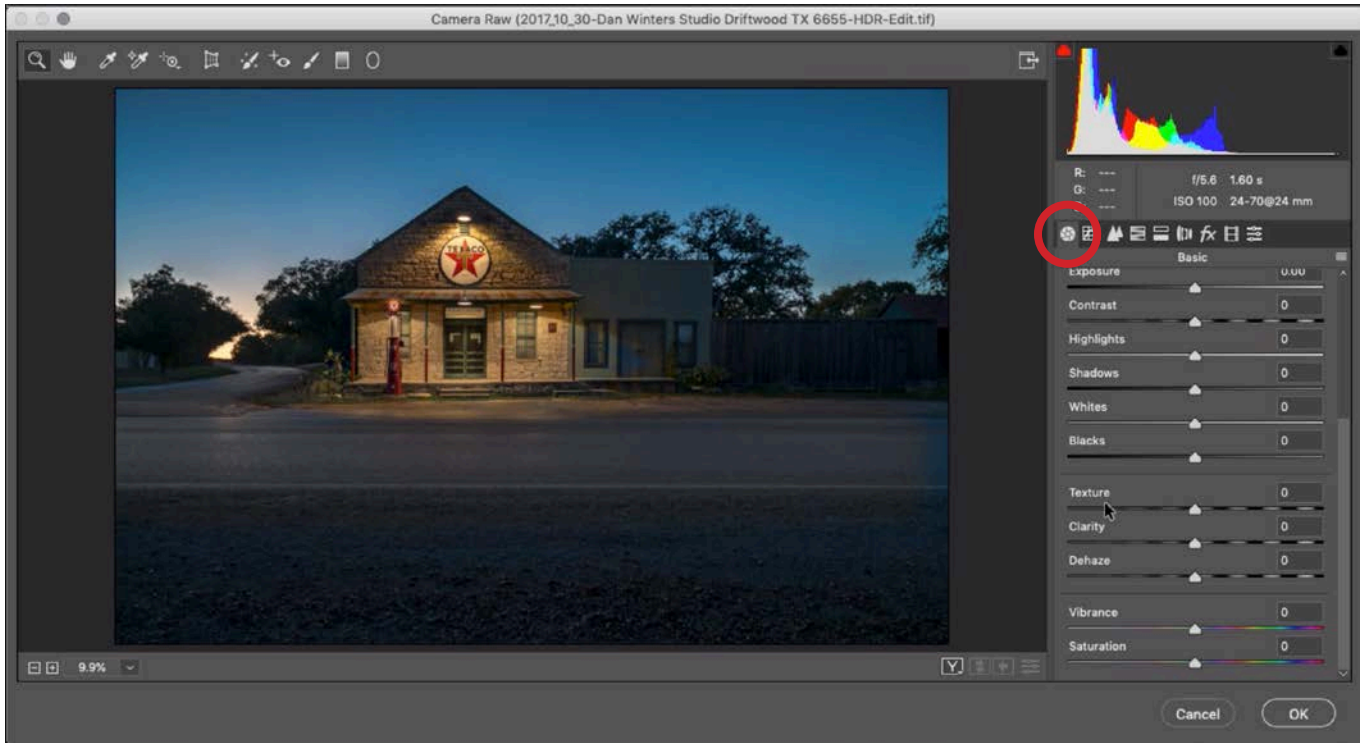
The Adjustment Brush is being used to apply a positive Texture setting to the facial hair. The “Show Selected Mask Overlay” check box (circled) is turned on, which give us the red overlay in the areas that have been painted with the Adjustment Brush.

It can also be nice to emphasize the detail in the eyes, but I find that the Clarity slider actually does a better job of this. I will usually use the Adjustment Brush with a combination of the Clarity and Shadows sliders. I'll increase the Clarity slider to make the eyes pop and then I'll increase the Shadows slider to compensate for the slight darkening caused by the Clarity setting.

Using the Texture feature with Photoshop

The Texture slider is a great new feature in Lightroom, but what if you'd like to be able to apply it to an image that you're working on in Photoshop? Fortunately, the Texture slider was also added to Camera Raw, and the Camera Raw filter can be accessed from within Photoshop. With an image open in Photoshop, click on the Filter menu at the top of the screen and choose "Camera Raw Filter." This will open Camera Raw so that you apply the Texture setting (and any other settings) and then return to Photoshop's main interface. Just be aware that the Camera Raw filter can only be applied to one layer at a time. If you have a multi-layer document and you want to apply Camera Raw settings to the document as a whole, first select all of the layers and collectively turn them into a Smart Object. Convert a layer, or layers, into a smart object by clicking on the Layer menu and choosing Smart Objects > Convert to Smart Object.

Camera Raw's interface is set up slightly different than Lightroom's. The adjustment sliders are still located on the right, but the categories of settings are represented by a horizontal strip of icons just below the Histogram. The Texture slider is located within the Basic panel, which is the tab on the far left side (its icon looks like a lens aperture.). The Adjustment Brush in Camera Raw can be found in the Toolbar that runs along the top of the screen. When the Adjustment Brush is active, you can reset all of the sliders to their default positions by clicking on the little hamburger menu in the top right corner of the slider panel and choosing "Reset Local Correction Settings" from the pop-up menu.



ABOVE: The Texture slider can be found under the Basic tab (circled) in Adobe Camera Raw.



LEFT: In Camera Raw, you can reset all Adjustment Brush sliders by clicking on the little hamburger menu and choosing "Reset Local Correction Settings."