



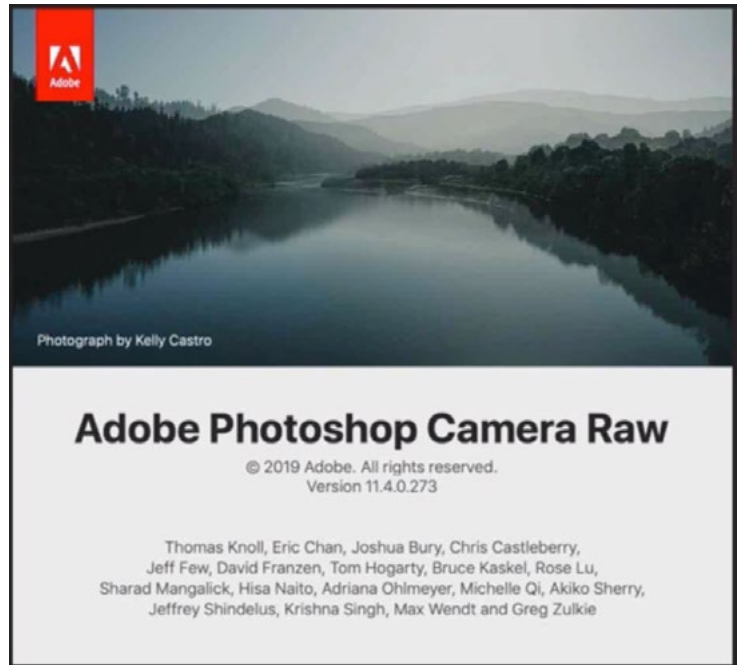
August 2019 Lightroom & ACR Update

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In this lesson, we're going to learn about the updates and new features that were added in the August 2019 update to Lightroom and Adobe Camera Raw (ACR).

New Versions

- The new ACR is Adobe Camera Raw Version 11.4. This is a plug-in for Photoshop. You can tell what version of Camera Raw you are using by clicking on the upper left menu on a Mac or the Edit menu on Windows and choosing About.
- The new Lightroom Classic Desktop (this is the folder-based Lightroom) is Version 8.4.
- Lightroom (the cloud-storage version) is now on Version 2.4.
- Lightroom Mobile (the version used on iOS and Android) is now on Version 4.4.
- Lightroom Web (lightroom.adobe.com) also got an update.



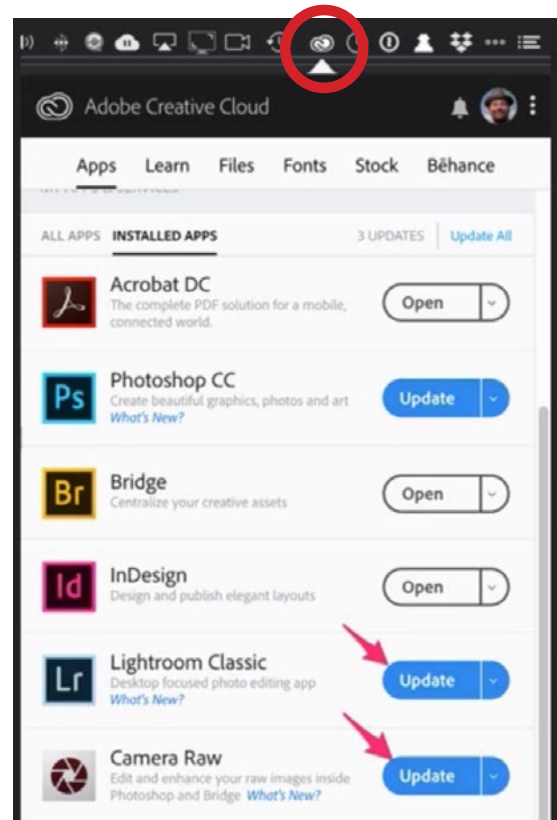
This is the opening screen to the new version of Camera Raw.

How to Update

There are a couple of ways you can update Lightroom and ACR. You could choose Updates from the Help menu in Lightroom or Photoshop and the software will check to see if there are updates available.

Alternatively, you can click on the Creative Cloud icon in the top right corner of your screen and a box will appear. In this box, choose the Apps option at the top and a list of all your Adobe apps will appear. If there are any updates available, click on the Update button to the right of the app name. If this Creative Cloud app says that your apps are up to date when you know that there is an update available, click on the little three dots in the top right corner of the box and a menu will appear. Click on the option that forces the app to check for updates.

Note: In the Creative Cloud app, you might notice that there is an update to Photoshop as well. Know that the August 2019 update to Photoshop is just bug fixes. No new features were added.



Access the Adobe Creative Cloud by clicking the circled icon.

New Camera Support

- Sony A7R IV (preliminary support)
- Sony RX100 VII (preliminary support)
- Canon PowerShot G5 X Mark II
- Canon PowerShot G7 X Mark III
- Hasselblad X1D II 50C
- Leica V-Lux 5
- Panasonic LUMIX DC-GX880



New Lens Support

SONY FE	CANON RF	NIKON F
<ul style="list-style-type: none">▶ Sony FE 200-600mm F5.6-6.3 G OSS▶ Sony FE 200-600mm F5.6-6.3 G OSS with 1.4X or 2X Teleconverter▶ Sony FE 600mm F4 GM OSS▶ Sony FE 600mm F4 GM OSS with 1.4X or 2X Teleconverter▶ Sigma 35mm F1.2 DG DN A019▶ Sigma 45mm F2.8 DG DN C019▶ Tokina FiRiN 100mm F2.8 FE AF MACRO	<ul style="list-style-type: none">▶ Canon RF 24-240mm F4-6.3 IS USM▶ Canon RF 28-70mm F2 L USM▶ Canon RF 35mm F1.8 MACRO IS STM▶ Canon RF 50mm F1.2 L USM▶ Canon RF 85mm F1.2 L USM▶ Tamron SP 35mm F1.4 Di USD F045▶ Tamron 35-150mm F2.8-4.0 Di VC OSD A043▶ Zeiss Otus 1.4/100 ZE	<ul style="list-style-type: none">▶ Nikon NIKKOR 28mm f/2.8 AIS▶ Tamron SP 35mm F1.4 Di USD F045N▶ Tamron 35-150mm F2.8-4.0 Di VC OSD A043N▶ Zeiss Otus 1.4/100 ZF.2



Lightroom Cloud New Features (Uploads photos to Adobe servers)

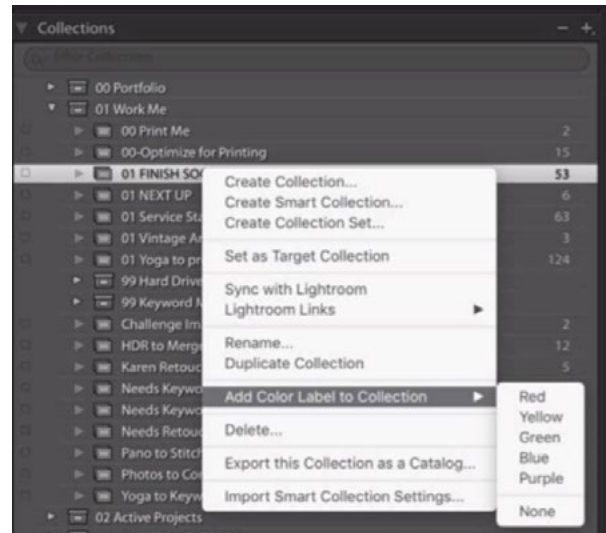
- **Deleted Photos View in Desktop, Mobile & Web** (kept for 60 days) You can re-store deleted photos. (Free version only works on the device it was deleted from.)
- **Video Support on Android**
- **Batch Metadata Editing on Android** (coming to iOS soon) This includes changing the caption, title, copyright, rating and flags on multiple images.
- **More search options on iOS and Android** You can now search by focal length, file type, depth map availability, etc.
- **Activity View on Android** (iOS already had it) This allows you to view and comment on web galleries.
- **Album sort order is now sticky**
- **Removed ability to hide images based on flag or rating in shared albums.**

Lightroom Classic Features (Old school version of Lightroom)

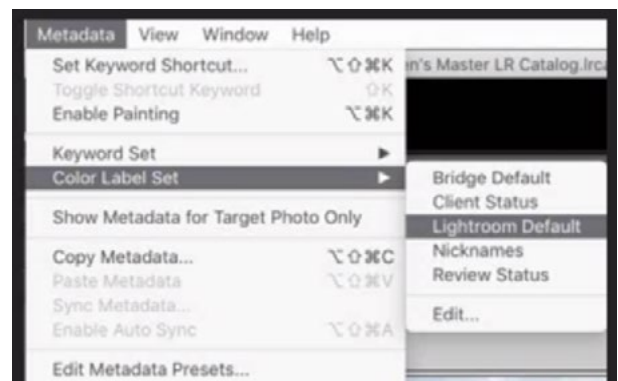
- **GPU Acceleration of Develop Module Calculations** This decreases the amount of time the image will take to update when you've moved some of the adjustment sliders.
- **Batch Photo Merges** For HDR images and panoramas.
- **Color Labels for Collections** (Collections, Smart Collections, Collection Sets) Right-click on a collection and choose "Add Color Label to Collection" from the pop-up menu. You can also sort the Collection list by color label. Click on the little magnifying glass arrow within the search field at the top of the panel and choose Labeled Collections from the pop-up menu.

Now you may find that when you access the menu of colors, it's not colors that are showing up at all. That's because Lightroom is getting this color list from the Color Label set option that can be accessed via the Metadata menu at the top of the screen. If you click on the Color Label Set option, a menu will appear and this menu determines what will appear any time you see a list of color labels.

The other odd thing to be aware of is that when you apply a color label to anything, it's not truly applying a color label. It's applying a text label that is determined by either a preset that you choose from the Color Label Set menu or some custom text



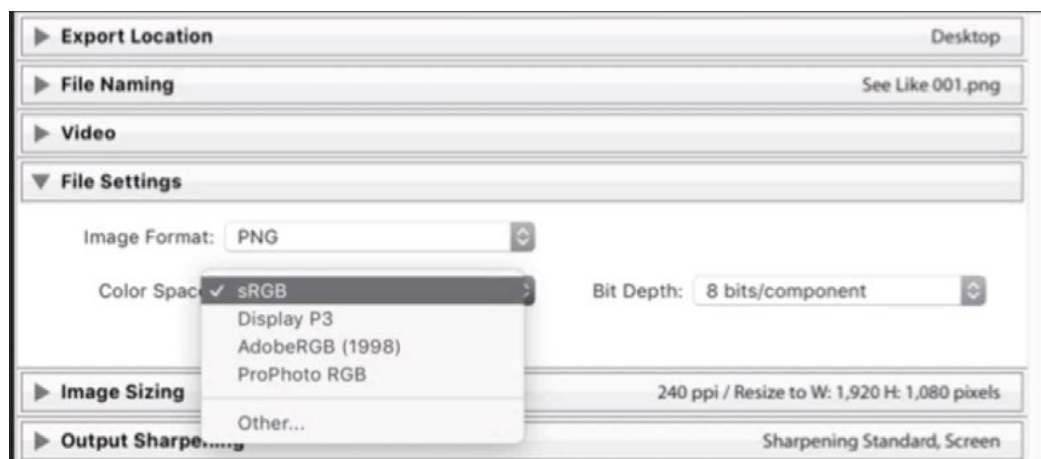
We right-clicked on the name of a collection and are choosing to Add Color Label to Collection.



The Color Label Set menu determines what text labels will appear for each color. Enter in custom labels by choosing the Edit option.

that you can specify by choosing the Edit option from that same menu. This can make things weird when you use smart collections or filtering in Lightroom. If you try to search for images labeled with the color red, it will only show images that were labeled with red when the text field literally said “red.” If that text label is different, it will not show up in the search results, even though the label was attached to the color red.

- **Export as PNG** When exporting an image from Lightroom, we now have the option to export in the PNG file format. This format is good for logos & graphics and supports transparency.



You can now export an image in the PNG file format within Lightroom's Export dialog.

- **Image numbers in Filmstrip** The Filmstrip is the bar of image thumbnails at the bottom of the Lightroom interface. It shows the images in the active folder or collection. There are now index numbers on each thumbnail so it's easy to tell how many images are in the folder or collection. If you would prefer to not see these numbers, right click on one of the images in the filmstrip and a menu will pop up. From this menu, choose View Options and click on the Show Index Number option to turn the check mark off for this setting.



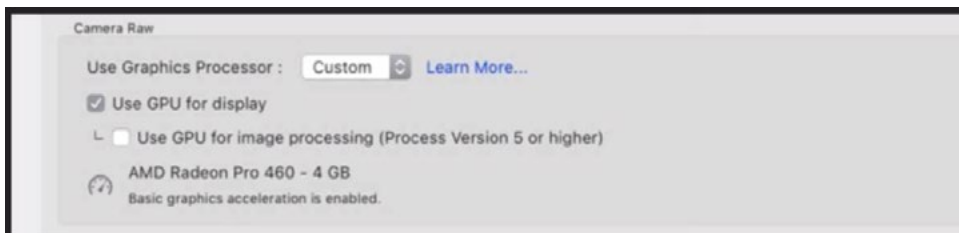
Index numbers now appear on the image thumbnails within the Filmstrip.

- **Faster calculation of image count in the folder list** When you launch Lightroom, the image numbers that appear to the right of each folder name will now show up much faster.
- **Improvements to Book Module** In the past, you had to draw out a cell before being able to place a photo in it. Now, you can drag and drop an image from the Filmstrip to an empty area on the page and a cell will automatically be created.

GPU Acceleration of Develop Module Calculations (GPU= Graphics Processing Unit)

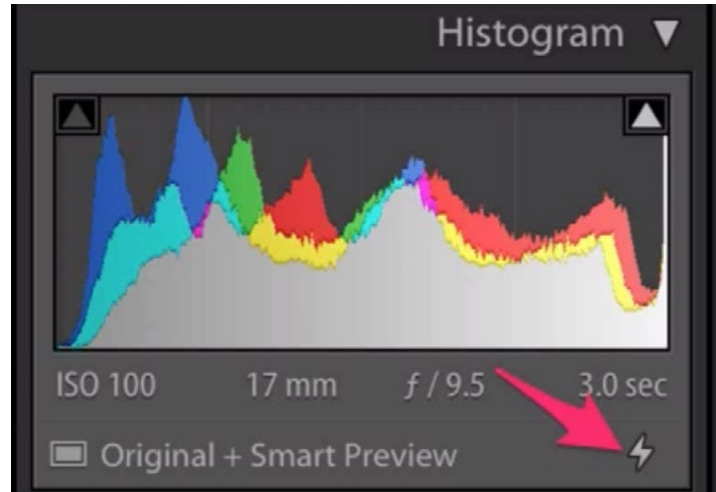
The GPU is used for speeding up the display of images on your screen like playing back video, 3D graphics or gaming. Lightroom can also take advantage of it for some things.

This feature depends on a Lightroom preference setting that's located within the Performance tab of the Preferences dialog. The new setting is called Use Graphics Processor. When it's set to Auto, it evaluates your operating system to see what version it is, what video card you have and how up-to-date the drivers are that are related to the video card. It uses this information to determine what settings to use. Most of the time, Auto is a good setting to use. If you set this menu to Custom, two check boxes will appear. The first check box tells Lightroom to use the GPU just for the display of image. Turning on the second check box will also accelerate image processing. The second check box is only available if the first one is turned on as well. The third option in this menu is Off. I'll use this setting any time I see really weird artifacts on my screen that seem to go away any time I zoom in or out. This can sometimes be caused by some quirks with the GPU.



The “Use Graphics Processor” setting can be found within the Performance category in the Preferences dialog.

Must use Process Version 5 In order to use the accelerated GPU in Lightroom, you must be using the Process Version 5. If the most up-to-date process version was not used to adjust the active image, a lighting bolt icon will appear just below the Histogram in the Develop Module. This means that the processing of that image will not be sped up by your graphics processor. Click on the lighting bolt icon to update the image to the current process version.



If an image is not using the current process version, this lightning icon will appear. Click on it to update to the current process version.

Mac Video Card In order to take advantage of the GPU acceleration, you need to be using a graphics card that's powerful enough to handle it. On a Mac, you need to have at least 2GB of VRAM on your video card. You must be running MacOS Mojave and be capable of running Metal, which is Apple's version of the software that's optimized for the video cards.

PC Video Card In order to take advantage of the GPU acceleration on Windows, you need to have 2GB of VRAM and be using Windows 10 and DirectX 12 with updated drivers.

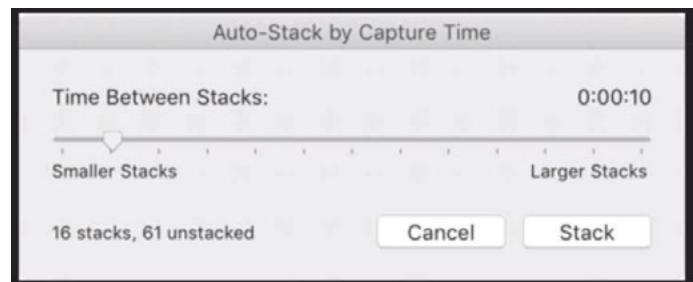
WARNING: OpenGL acceleration is no longer supported, so display acceleration will be disabled (even if it's available in previous versions) for some older video cards that do not support DirectX 12 or Metal.

Batch Photo Merge

This feature allows Lightroom to automatically merge a bunch of HDR images or automatically stitch a bunch of panoramas. This can be really convenient when you come home from a shoot with hundreds or thousands of images that were shot as panos or HDR images. Instead of going in and manually telling Lightroom to merge each set, Lightroom will go through the folder of images and do it automatically.

The first thing you need to do (after loading the images into Lightroom) is take each set of images that need to be merged and put them in a stack. To do this, select one set of photos and choose Photos > Stacking > Group into Stack. Alternatively, you can use the keyboard shortcut Command+G (Ctrl+G on Win) to merge a selected set of images. Then repeat this for the rest of the sets that need to be merged.

Another way of stacking the images is to click on the Photo menu and choose Photo > Stacking > Auto-Stack by Capture Time. This feature will tell Lightroom to look at the time stamp of each picture in a folder of images and automatically stack all of the images that were shot less than a specified duration apart. For HDR images, a half of a second would usually be good, as the camera is usually set to auto-bracket when shooting for HDR. For panoramas, it might be a slightly longer duration between captures. After choosing the Auto-Stack by Capture Time option, a dialog box will appear, giving you a slider that lets you set the time duration between stacks.

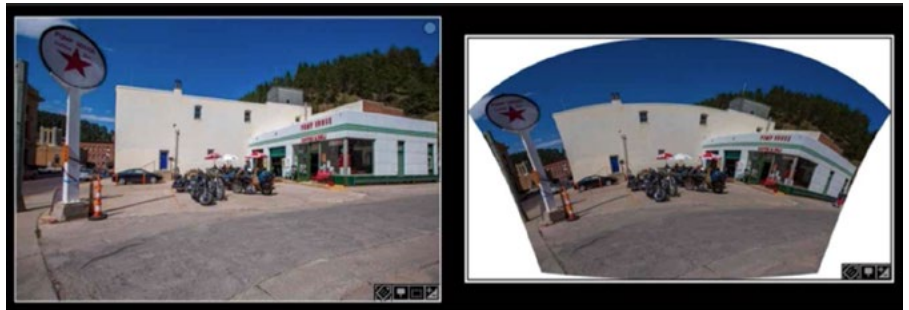


After choosing the Auto-Stack by Capture Time option, you'll get this slider that can be used to set the time duration between stacks.

After stacking all of the image sets, you'll need to collapse all of the stacks so that all you see for each stack is a single image with a number in the upper left (representing how many images are contained in the stack). Any expanded stacks will be ignored.

Select all of the photos/stacks that need to be merged, click on the Photo menu, choose Photo Merge and then choose whether you're merging HDR images or panoramas. You can't have a mix. You'll need to merge your HDR image stacks separately from the panorama stacks. No settings will be asked for when merging like this. It will use the last settings used when you last merged an HDR or panorama image. Non-stacked images will be ignored when there is at least one collapsed stack being merged. The resulting HDR or panorama file will be added as the top image of each stack.

Possible errors Note that choosing Photo Merge > HDR on panorama images will result in an error. Additionally, choosing Photo Merge > Panorama on HDR images will result in a distorted image. The feature does work on HDR panoramas if those are the only collapsed stacks. When choosing the Photo Merge option, you have the choice of merging HDR images, panoramas or HDR panoramas. You can only be doing one of these merges at a time. Also, trying to merge images using smart previews will produce an error about stacking failure.



If you choose the Photo Merge > Panorama option on HDR images, the results will be distorted.

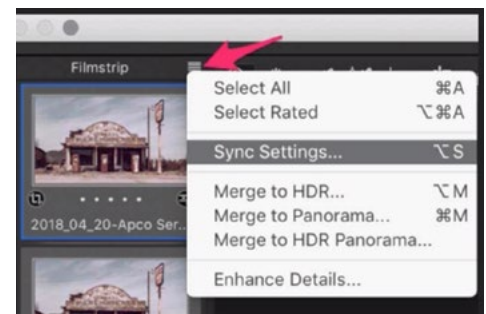
Suggestion: Review the stacks first and expand all of the panos before merging the HDR images. Then collapse all of the panos, expand all of the HDR images and merge the panos. This will help to prevent you from accidentally including the wrong kind of files in the selected merge process.

More Lightroom Classic New Features

- **Presets** There is now an option to Update with Current Settings (via right-click). It also ignores duplicates when importing presets.
- **Small bug fixes** There is a list of publicly disclosed fixes found here:
<https://helpx.adobe.com/lightroom-classic/kb/fixed-issues.html>

Adobe Camera Raw 11.4

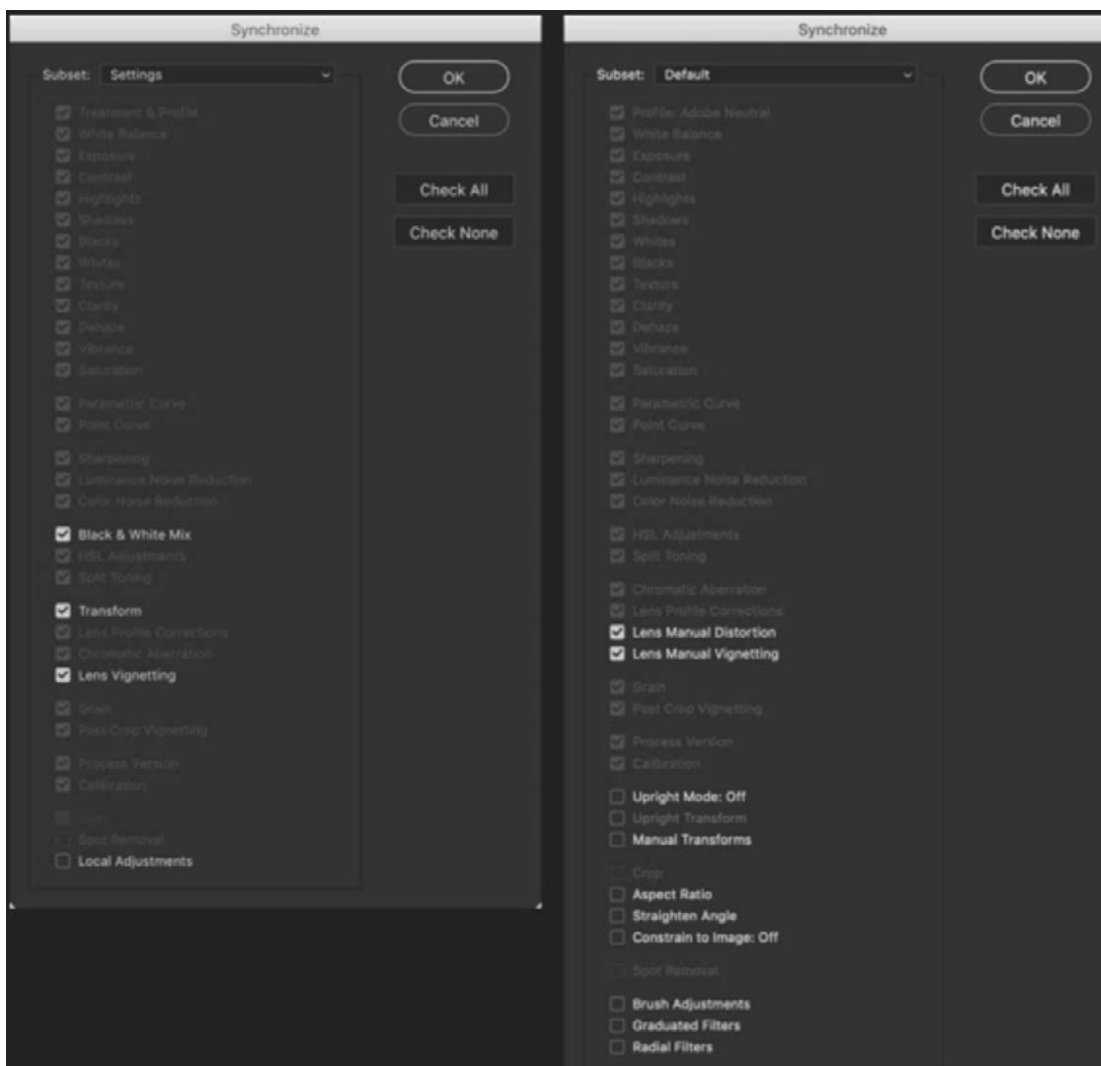
- **GPU Accelerated Adjustments** The preferences has the same options as Lightroom
- **Save as PNG** You can now save images as PNG files by clicking the Save button in the lower left corner of the window. The options are the same as in Lightroom (covered previously).
- **Better preset handling** This is also the same as in Lightroom. The feature now detects duplicates, warns you of empty files and there is an option to update a preset via right-click.
- **Additional multi-image sync settings** This feature has not yet been added to Lightroom. When you have more than one image open in Camera Raw, the images will appear in a Filmstrip on the left side of the interface. If you have more than one of these images selected, you will find that one of the images is “more selected.” This is the picture that you’re currently viewing in the large Camera Raw window. If you have more than one image selected, you can tell it to take the settings from the “more selected” image (the one with the blue highlight around it) and apply those settings to the other selected images. Click on the little hamburger menu in the top right corner of the Filmstrip and a menu will pop up.



Click the menu at the top of the Filmstrip in ACR to access the Sync Settings option.

Here, you'll have the option to select all of the images that are open in Camera Raw and you'll also have the option to Sync Settings. The Synchronize dialog will appear and this is where you'll find some new additions. Let's look at some:

- **Black & White, HSL Adjustments** In the past, one of the synchronize options was called Black & White Mix and another was called HSL Adjustments. Now, there is just one check box for the two and it will show up as Black & White Mix OR HSL Adjustments, depending on whether the image is in black and white or in color.



Here, you can see the old Synchronize dialog (left) next to the new one (right). The highlighted settings are the ones that have changed in the new update to ACR.

- **Transform is now expanded** In the past, there was an option to sync the Transform settings. Now, they have expanded that option to give you more granular control, so there is actually three check boxes that control the Transform settings: Upright Mode: Off; Upright Transform; and Manual Transforms.
- **Lens Profile Corrections is expanded** In previous versions, there was a check box to sync the Lens Profile Corrections settings. This check box is still available, but it has been expanded to include two additional check boxes: Lens Manual Distortion and Lens Manual Vignetting. This makes it so you have the option of syncing just the profile corrections or just the manual corrections, whereas you used to be forced to sync everything.
- **Lens Manual Vignetting** The check box that used to be called Lens Vignetting is now called Lens Manual Vignetting.
- **Crop settings** The options we have to sync crop settings have now been expanded. There is still a Crop check box but there are also the following check boxes: Aspect Ratio; Straighten Angle; and Constrain to Image: Off
- **Local Adjustments** There used to be a check box to sync all of the local adjustments, which include all changes made with the Adjustment Brush, the Graduated Filter and the Radial Filter. Now, there are individual check boxes for all three of these local adjustments so you can choose which one you'd like to sync. You're no longer forced to sync all of them together.