



June 2020 Updates to Adobe Camera Raw

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In this lesson, we are going to look at the updates made to Adobe Camera Raw in June of 2020. This was a big update, so there is a lot to cover!



The Adobe logo was updated along with this new set of software updates.

Camera Raw Updates: A Quick Glance (Version 12.3) (1:03)

We are going to cover many of the updates in greater detail, but here are the more basic things that you need to know:

NEW LENS SUPPORT

Manufacturer	Lens
Apple	Apple iPad (6th generation) back camera 3.3mm f2.4 (JPEG)
	Apple iPad (7th generation) back camera 3.3mm f2.4 (JPEG)
	Apple iPad Air (3rd generation) back camera 3.3mm f2.4 (JPEG)
	Apple iPad Air back camera 3.3mm f2.4 (JPEG)
	Apple iPad mini (5th generation) back camera 3.3mm f2.4 (JPEG)
	Apple iPhone SE back camera 3.99mm f/1.8 (DNG+JPEG+HEIC)
	Apple iPhone SE front camera 2.87mm f/2.2 (JPEG+HEIC)
	Apple iPad Pro (11-inch) (2nd generation) back camera 1.27mm f/2.4 (JPEG+HEIC)
	Apple iPad Pro (11-inch) (2nd generation) back camera 3mm f/1.8 (DNG+JPEG+HEIC)
	Apple iPad Pro (11-inch) (2nd generation) front camera 2.87mm f/2.2 (JPEG+HEIC)
	Apple iPad Pro (12.9-inch) (4th generation) back camera 1.27mm f/2.4 (JPEG+HEIC)
	Apple iPad Pro (12.9-inch) (4th generation) back camera 3mm f/1.8 (DNG+JPEG+HEIC)
	Apple iPad Pro (12.9-inch) (4th generation) front camera 2.87mm f/2.2 (JPEG+HEIC)
	Apple iPod touch back camera 3.3mm f2.4 (JPEG)
Huawei	HUAWEI P40 Pro Front Camera (JPEG)
	HUAWEI P40 Pro Rear Main Camera (DNG+JPEG)
	HUAWEI P40 Pro Rear Telephoto Camera (DNG+JPEG)
	HUAWEI P40 Pro Rear Wide Camera (DNG+JPEG)

NEW CAMERA SUPPORT

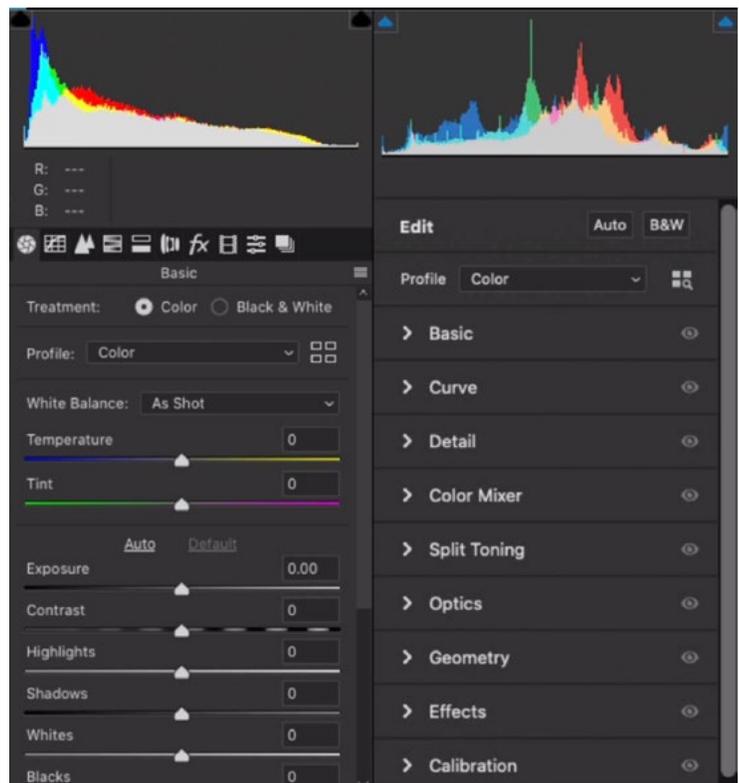
Camera	Camera matching profile available	Raw image filename extension
Apple iPad Pro 11-inch (2nd generation)	No	DNG
Apple iPad Pro 12.9-inch (4th generation)	No	DNG
Apple iPhone SE (2020 version)	No	DNG

NEW TAB-LESS INTERFACE

The adjustment settings are now contained within expandable panels, much like in Lightroom's interface. This allows for more than one panel of settings to be expanded at once.

The names for a couple of the adjustment panels have changed. The panel that used to be called Lens Corrections is now called Optics. The panel that used to be called Transformations is now called Geometry.

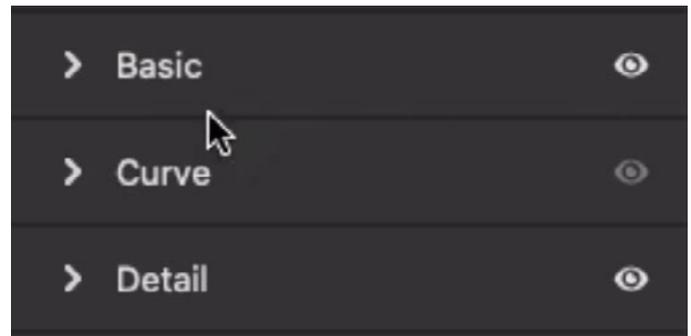
There are little eyeball icons to the right of each panel name. If the eyeball icon is white, it means that the adjustments contained within that panel are NOT at default settings. This allows you to quickly scan the



Here, you can see the old version of Camera Raw (left) next to the new version (right).

panels and see which ones have had changes made to them. You can also click and hold your mouse button on one of the eyeball icons to disable that section of adjustments so you can see how they are affecting the image.

To see what the image looked like before ANY adjustments were applied, toggle the icon in the bottom right corner of the image window. Alternatively, you can tap the backslash key (\) to toggle that before-and-after view.



If the eyeball icon is white, it means that changes have been made within that panel.

How to revert to old version of Camera Raw If you don't like this new panel set-up, you can revert to an older version of Camera Raw by using the following link: https://helpx.adobe.com/camera-raw/kb/camera-raw-plug-in-installer.html#12_x

New ISO Adaptive Presets This will cause ACR to look at the ISO that the image was shot with and adjust certain presets accordingly.

Local Hue Adjustments When working with the local adjustment tools, you can now adjust the hue of a particular area. This was now available before.

The Crop Tool The Crop Tool contextual menu has changed quite a bit. It did not remove any options, but you can now right-click to access additional options.

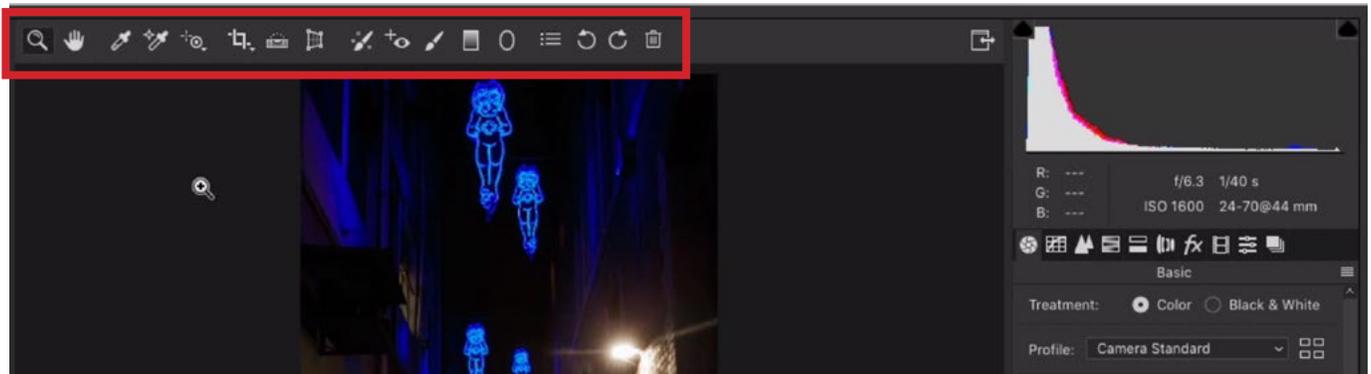
Updated Curves Interface The Curves interface has been changed, and this will be covered in detail later in the lesson.

Filmstrip display options You can now choose on which side of the screen the Filmstrip will appear and you can toggle its visibility completely. This will be covered in more detail later. Tap the Forward Slash key (/) to show/hide the Filmstrip. Change sides by using the keyboard shortcut Cmd+Shift+F (Ctrl+Shift+F on Win).

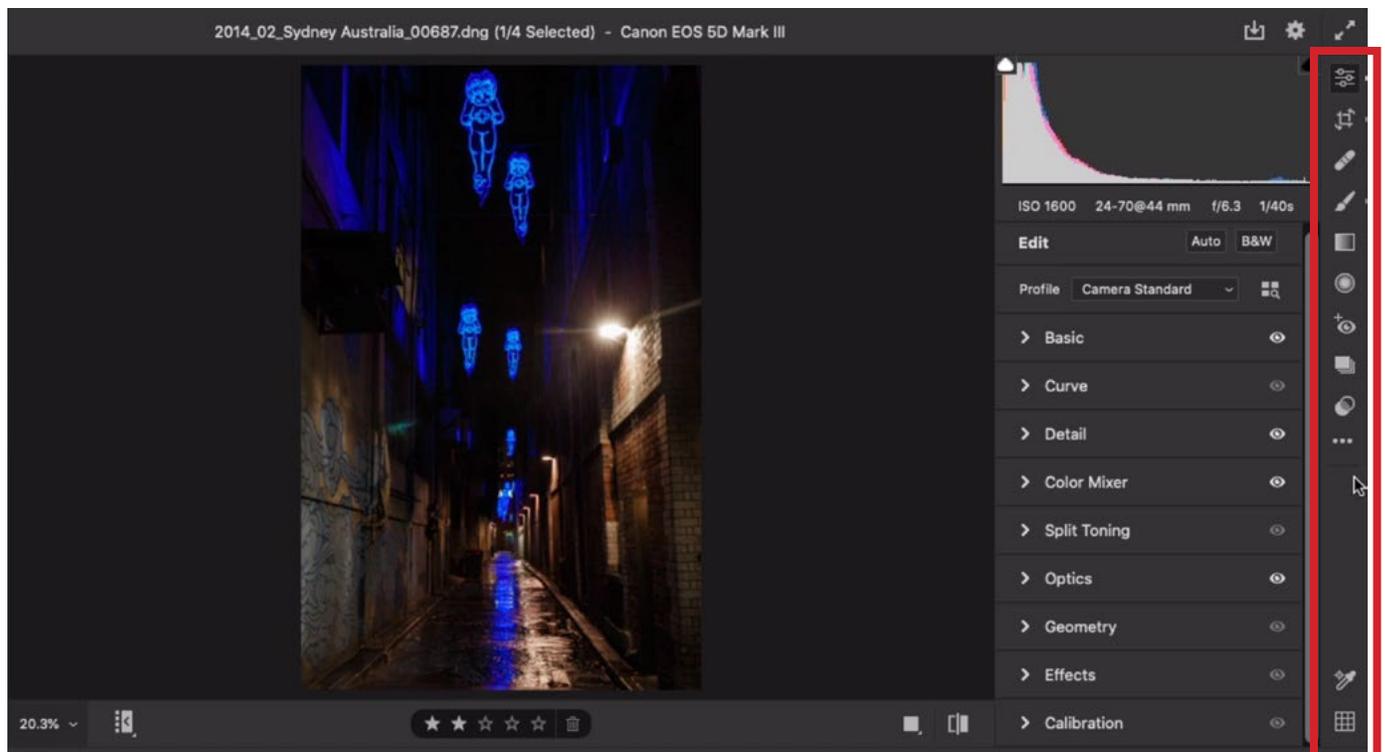
Raw default settings The raw default settings have been expanded.

Changes to Camera Raw Tools (11:33)

The tools used to be located in a bar that ran along the top of the screen but they have now been moved. The Toolbar now runs down the right edge of the interface. You will also notice that some of the tools you're used to using are no longer visible. That's because some of the tools have been grouped together.



OLD: In the old version of Camera Raw, shown above, the tools were located in the Toolbar above the image window.



NEW: In this new version of Camera Raw, the tools are located in the new Toolbar that runs down the right side of the screen.

ZOOMING

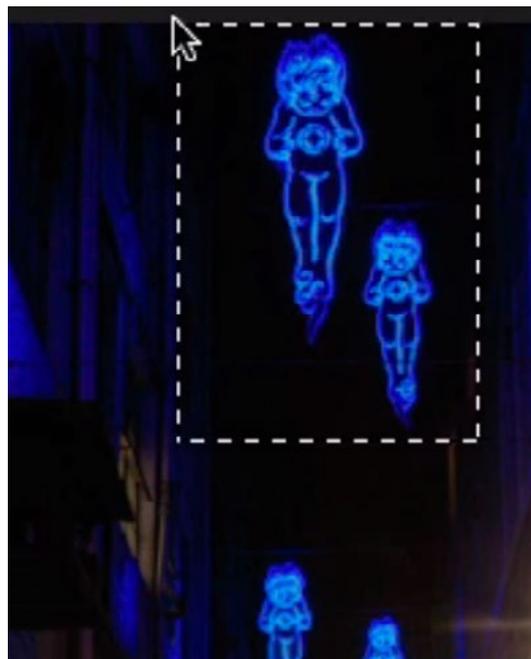
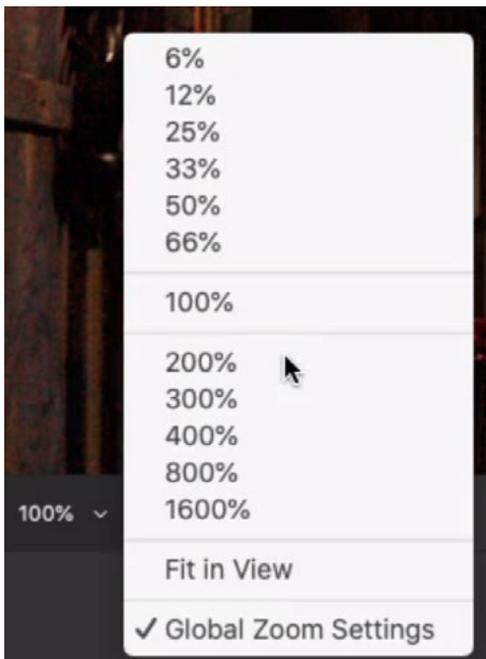
The Zoom Tool is no longer available in the Toolbar, but you can zoom to 100% view simply by clicking somewhere on your picture. Click a second time and it will zoom out to fit in window. Click and hold the mouse button on your image and the cursor will change into a magnifying glass with two arrows on it. Drag left or right to zoom in/out to a specific magnification. It will zoom in and out, keeping the view centered on the location where your mouse is.



Click and hold the mouse button on the image and the cursor will change to the zoom magnifying glass.

You can also customize the zoom amount that you get when clicking once on the image. This can be done by clicking on the zoom/magnification menu in the bottom left corner of the image window. There is also the option to use keyboard shortcuts for zooming in and out. Hold down the Command key (Ctrl on Win) and the plus or minus keys to zoom in or out using smaller increments.

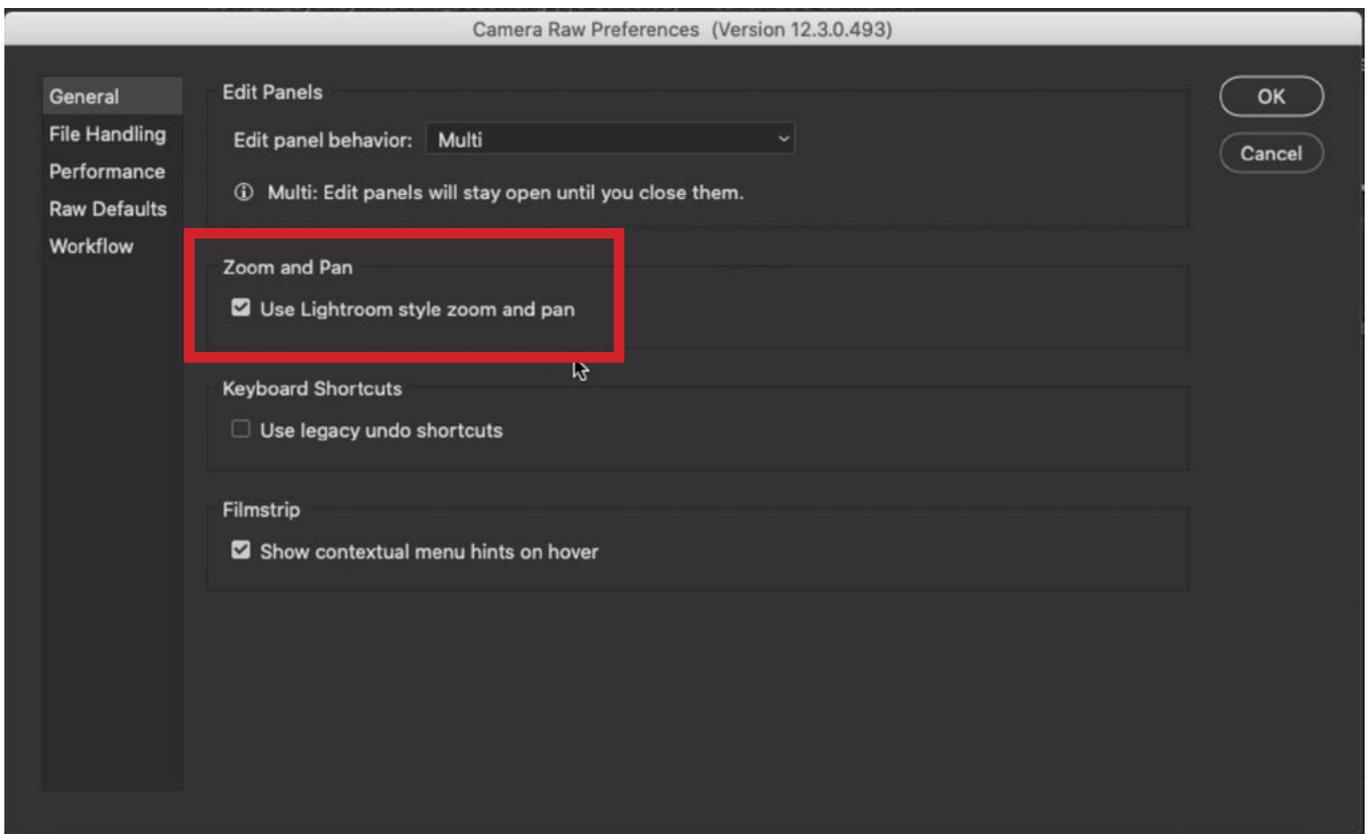
In the old version of Camera Raw, you could click and drag out a rectangle to zoom in on that area. In the new version, you can still do that. You just need to hold down the Command key (Ctrl on Win) while dragging out the rectangle.



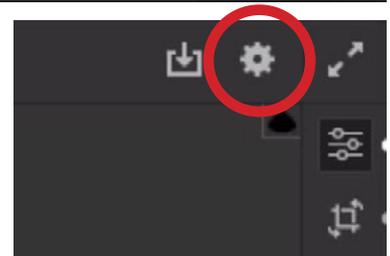
FAR LEFT:
Customize the zoom amount by clicking on the zoom menu in the bottom left corner of the image window.

DIRECTLY LEFT:
Hold down the Command key (Ctrl on Win) while dragging out a rectangle to zoom in on that area.

There is another option for how to have the zoom functionality work. Click on the gear icon in the upper right corner of the ACR interface and the Preferences dialog will appear. Choose the “General” category from the left side of the dialog and here you will have a setting called “Use Lightroom style zoom and pan.” If you turn this check box on, you will notice that the Hand Tool disappears from the Toolbar on the right side of the screen. That’s because it will not be needed. When you are zoomed in on an image, you can simply click and drag on the image to move around the frame. In other words, it will automatically make the Hand Tool active when you are zoomed in on the picture.

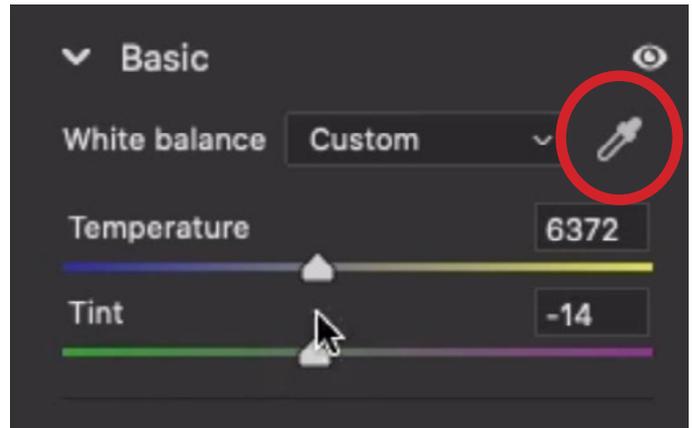


Click on the Gear icon (shown at right) to access the Preferences dialog (shown above). In the General category, you’ll find the option for enabling the Lightroom-style zoom and pan.



WHITE BALANCE

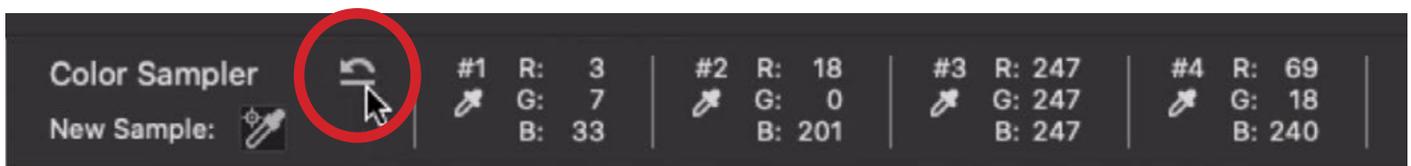
In this new version, the White Balance Eyedropper is missing from the Toolbar. That's because it can now be found within the Basic Panel. This tool automatically changes the Temperature and Tint settings. These sliders are located within the Basic Panel, so it makes more sense for the Eyedropper to be located in the same place. If the Basic Panel is open, you can set the white balance by holding the Shift key and clicking within the picture (on an area that's supposed to be neutral). This does the same thing as the Eyedropper Tool.



The White Balance Eyedropper has been moved out of the Toolbar and placed inside the Basic Panel.

THE COLOR SAMPLER TOOL

The Color Sampler Tool also looks like an eyedropper and it is still located in the Toolbar (near the bottom). With this tool active, you can click within the image to place points in different areas. RGB readouts will appear for each point that has been placed. In the old version, there used to be a "Clear Samplers" button that could be used to remove the points and readouts. This button now looks like a curved, left-pointing arrow icon and it appears above the image window, next to the readouts. Note that this icon will appear in various areas of Camera Raw and it basically will reset any changes made by the active tool.

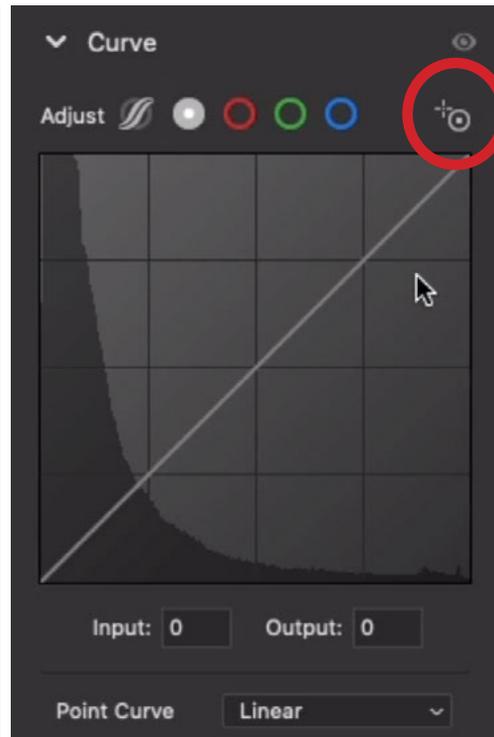
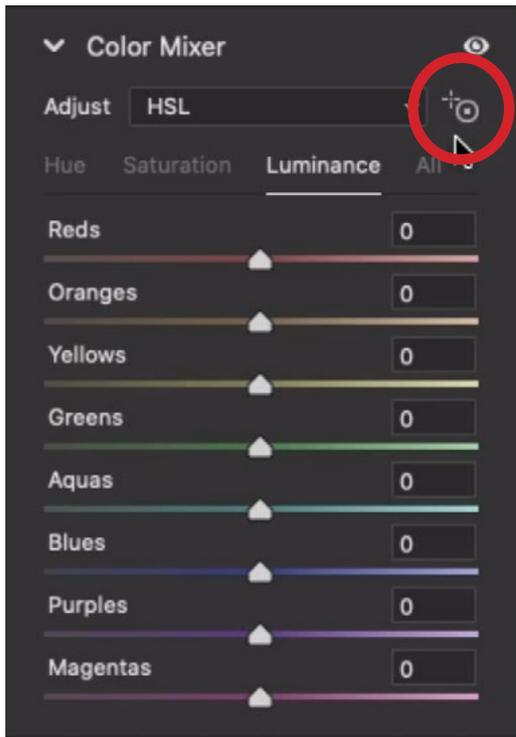
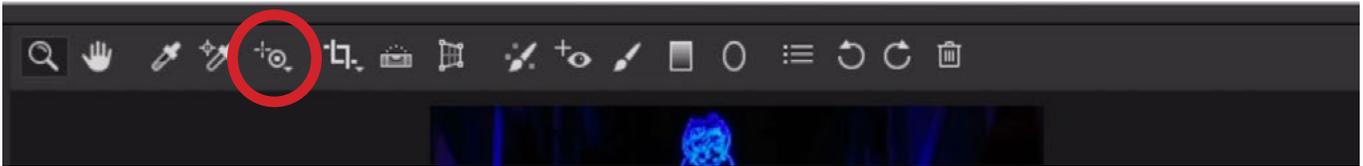


The Color Sampler Tool (shown at left) can be used to get the RGB readouts (shown above) for areas where you click. Click the Reset button (circled) to clear the readouts.

THE TARGETED ADJUSTMENT TOOL

The Targeted Adjustment Tool used to be in the Toolbar above the image window and it would affect the image differently based on what adjustment you were using on the right side of the screen. You could also click and hold the mouse button on the icon to get a menu that would let you determine whether the tool would affect the Parametric Curve or the Hue, Saturation or Luminance.

In the new version, the Targeted Adjustment Tool is no longer located in the Toolbar. Instead, it can be found within the individual panels. You will see the icon appear in the Curve panel as well as the Color Mixer panel. These are the two areas where you can activate the tool and then click and drag within the image to change the panel settings.



ABOVE: This is the old location of the Targeted Adjustment Tool, in the old ACR interface.

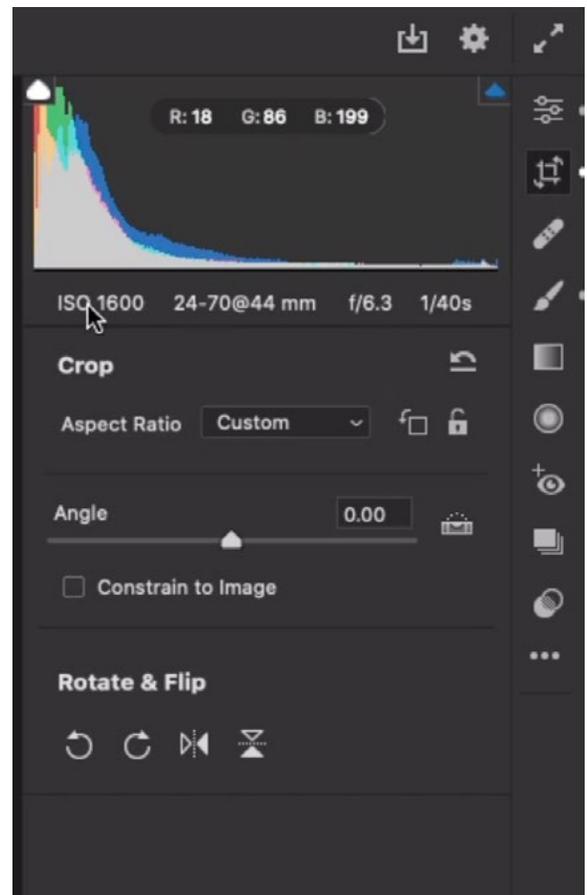
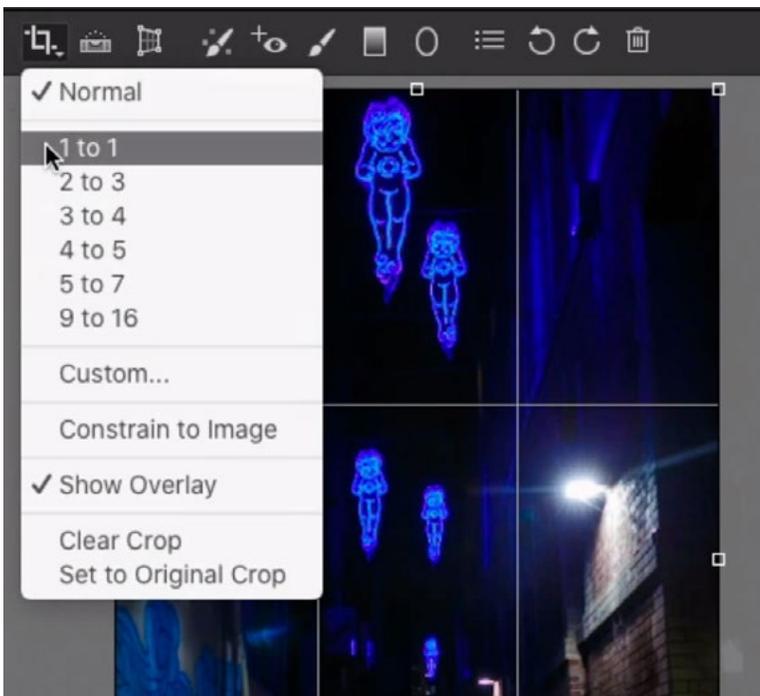
LEFT: The tool is NOW located in the individual panels. Here, you can see its location in the Color Mixer Panel and the Curves Panel.

THE CROP TOOL

In the old version, the Crop Tool was located in the Toolbar. If you clicked and held down on the icon, a menu would appear, presenting you with the Crop Tool options. In the new version, the Crop Tool is still located in the Toolbar (now appearing on the right side of the interface). When you activate the tool, the crop settings will appear within the adjustment panel to the right of the image.

There are some additional settings located within this crop settings panel that used to appear in the Toolbar above the image window. These are the Angle settings and the Rotate settings. Some additional settings have been added here as well and these allow you to Flip Horizontal and Flip Vertical.

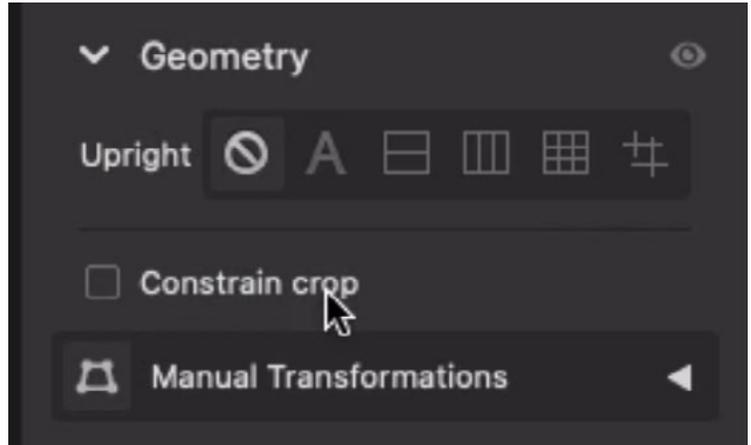
The Reset button also appears in the top right corner of the crop settings panel. Clicking this will remove any cropping or rotating applied.



ABOVE: The OLD Crop Tool and the menu of settings. **RIGHT:** The NEW Crop Tool presents a panel of settings that also include the Angle Tool as well as options for rotating and flipping the image.

THE TRANSFORM TOOL

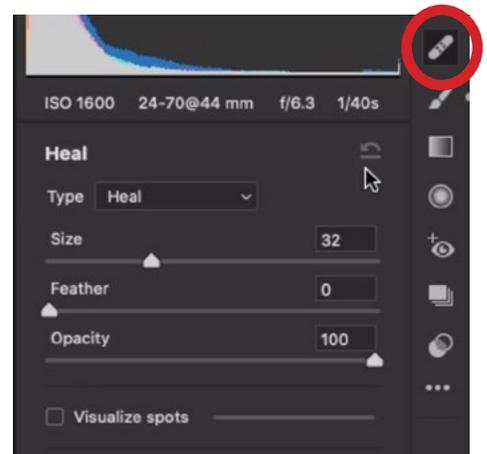
The Transform Tool used to be located in the upper Toolbar and you'll see that it has been removed from the Toolbar completely. That's because it now has its own adjustment panel, which is now called "Geometry." Expand the Geometry panel and you will find all of the settings that used to appear when activating the Transform Tool. These include the Upright settings and the manual transform settings for changing the horizontal perspective, vertical perspective, etc.



The old Transform Tool is no longer in the Toolbar. It's been replaced with the Geometry panel, which contains the same settings and functionality.

THE SPOT REMOVAL TOOL

The Spot Removal Tool is still located in the Toolbar, but the icon has changed to look like a band-aid. This is more similar to the tool's icon in Photoshop. Just like in the previous version, activate the tool and all of the spot removal settings will appear within the panel to the right of the image window. The "Clear All" setting that used to appear in the old version has been changed to the new "Reset" icon, in the top right corner of the panel. In this new version, you have an additional method of changing the size of the round cursor tip, and that is by using the scroll wheel on your mouse (or using two fingers on a trackpad). If you instead want to change the softness of the brush, hold down the Shift key while using the scroll wheel (or trackpad).



The Spot Removal Tool (Now called the Heal Tool) icon has been changed into a Band-aid. Clicking it will open the Heal settings in the adjustment panel.

RED EYE REMOVAL

This tool is still located in the Toolbar and nothing has changed about its settings.

OTHER TOOLS

The Adjustment Brush, Radial Filter and Graduated Filter will be covered in greater detail later in the lesson.

CLOSE A TOOL

If you are using one of the Camera Raw tools, the settings for that tool will appear in the panel to the right of the image window. If you want to close the tool so that you again have access to the expandable adjustment panels, click on the top icon in the Toolbar. It looks like three little sliders.



Interface Updates (26:30)

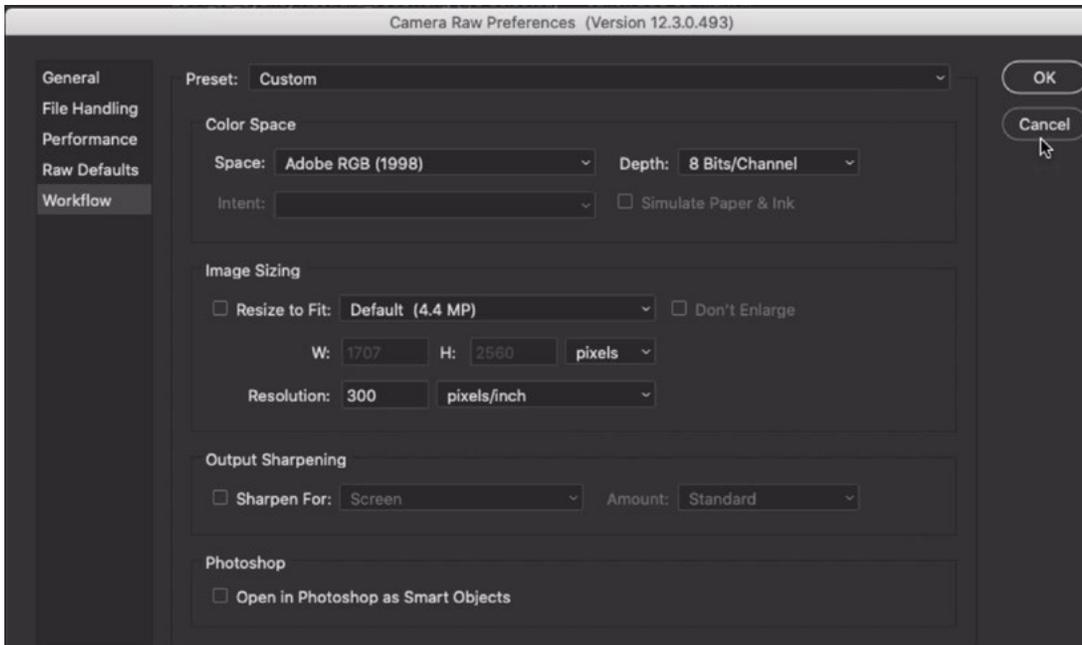
PREFERENCES

In the old version of Camera Raw, there was an icon in the Toolbar that would open the Preferences dialog. That icon has been removed from the Toolbar. Now there is a gear icon in the upper right corner of the Camera Raw interface. Clicking this will open the Preferences.

In the Preferences dialog, there used to be four categories of settings on the left hand side of the dialog. Now there is an additional category, called Workflow. The Workflow settings allow you to determine the settings that will be used when you open an image all the way into Photoshop.



The old (left) and new (right) icons for opening the Preferences dialog.



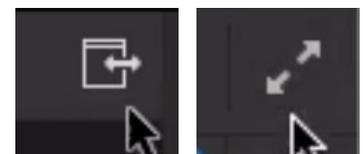
There is now a **Workflow** category in the Preferences dialog.

THE DELETE ICON

The Delete icon looks like a trash can and used to be located in the Toolbar. It is now located directly beneath the image window, along with the star rating option.

FULL SCREEN

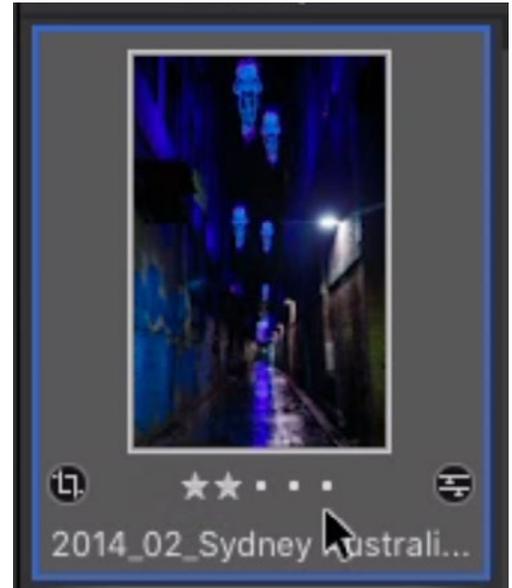
In the old version, you would enter full screen mode by clicking the icon that appeared on the far right side of the Toolbar. This icon has simply been changed and relocated to the top right corner of the interface.



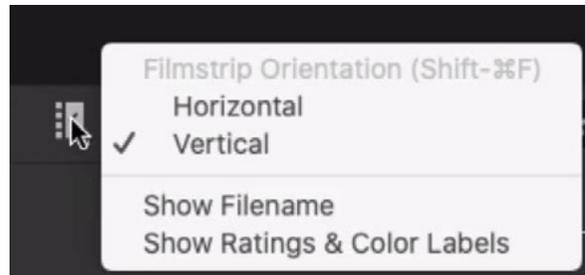
The old (left) and new (right) icons for using full screen mode.

FILMSTRIP SETTINGS

When you have more than one image open in Camera Raw, all of the open images will appear in a Filmstrip along the left side of the interface. In the old version, there would be information overlays on the thumbnails that included the rating, file name and indicators for whether the image had been adjusted or cropped. In the new version, you just see the image thumbnail (by default). If you want to see the file names, ratings or color labels, click and hold on the Filmstrip options icon at the bottom left corner of the image window. This menu also contains settings that allow you to specify the location of the Filmstrip. By default, it is in the “vertical” position on the left side of the screen. If you were to change the orientation to horizontal, it would appear horizontally, below the image window. You can toggle the visibility of the Filmstrip simply by clicking on the Filmstrip options icon. Alternatively, you can tap the Forward Slash key (/) to toggle the visibility of the Filmstrip.



This is a Filmstrip thumbnail in the OLD version. The rating, file name, etc. are overlaid on the thumbnail.

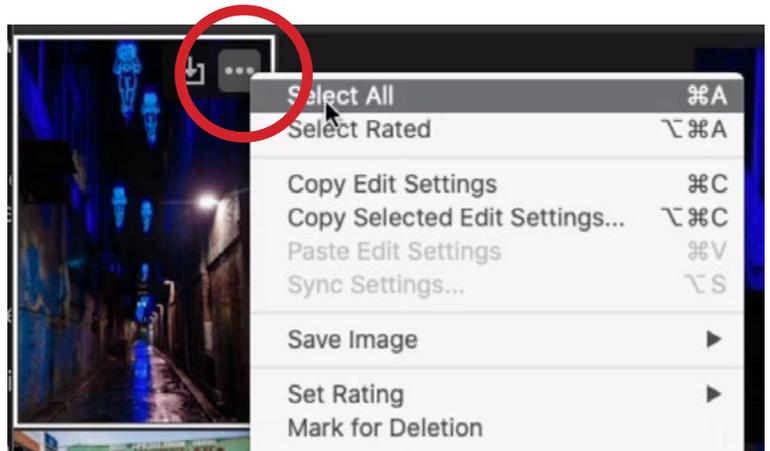


LEFT: The Filmstrip does not automatically display file info in the new version.

ABOVE: The Filmstrip icon is located below the image window and can be used to add file info overlays or change the location of the Filmstrip.

MENU ICON HAS CHANGED

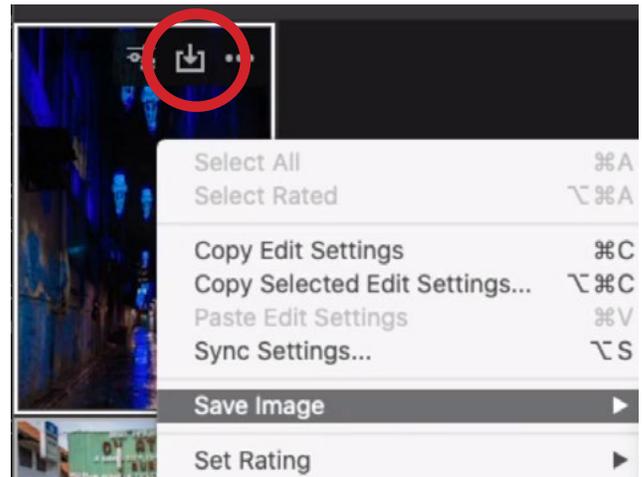
Camera Raw used to use an icon that looked like four horizontal lines to indicate a pop-up menu. On one of these used to be located at the top of the Filmstrip. Now, you need to hover your cursor over one of the image thumbnails in the Filmstrip and the menu icon will appear. It now looks like three little dots and this is now the universal icon for a pop-up menu in Camera Raw.



The menu icon now looks like three little dots.

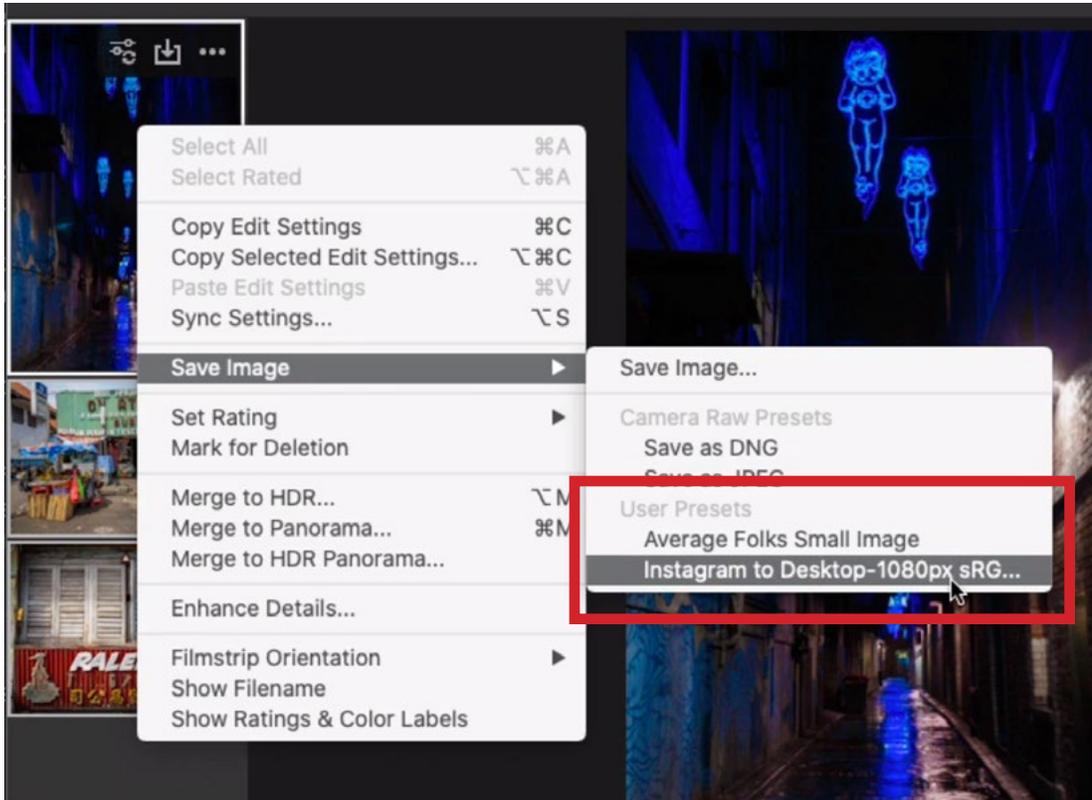
OPEN IMAGE

In the old version of Camera Raw, there was a “Save Image” button in the bottom left corner of the interface. Clicking this button would open a dialog that included several options for saving your picture. In the new version, you’ll notice that the “Save Image” button is no longer there. It has been replaced with two different things. If you hover your cursor over one of the images in the Filmstrip, an icon will appear over the thumbnail that looks like a box with a down-pointing arrow. Clicking this icon will open the same dialog. If you select more than one Filmstrip image, this same icon will appear in the upper right corner of the interface. Clicking this will enable you to change the settings for all of the images that are selected.



Click the circled icon on an image thumbnail in the Filmstrip to access the Save Image option.

If you plan on using a Save Image preset, you can simply right-click on an image in the Filmstrip and a pop-up menu will appear. Here, you can choose Save Image and then select the name of the preset you want to use.



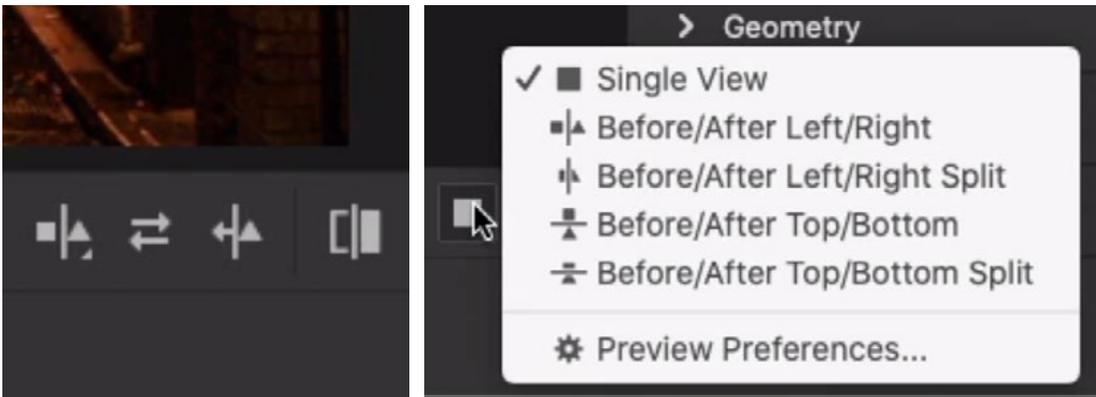
If you are going to use a Save Image preset, you can access them via this menu by clicking on the icon in the Filmstrip.

CYCLE THROUGH IMAGES

In the old version of Camera Raw, the file name for the active image would appear below the image window. It would also tell you how many images were currently open in Camera Raw and there were left and right arrows that allowed you to cycle through all open images. In the new version, the file name has been moved to the top, above the image window. The arrow buttons are gone because you can now simply use the left and right arrow keys on your keyboard to cycle between images.

VIEW OPTIONS

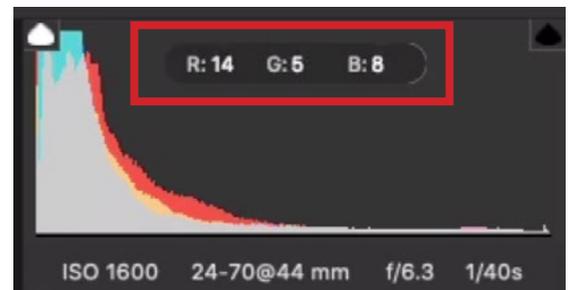
There used to be icons for the different view options in the lower right corner of the image window. These icons are still there, but they've changed. The icon that looks like a square with an arrow in the bottom corner can be used to cycle between the various Before/After views. Click and hold on this icon and you will get a menu of all the Before/After view options. After choosing one of the Before/After view options, additional icons will appear. One of the icons will swap the two versions of the image. The other will take the adjustment settings for the image on the right and apply them to the image on the left. To get out of the Before/After view, click and hold on the left-most icon again and choose Single View from the pop-up menu. The icon on the far right will show you the original image, with default settings. Click it again and the settings will be re-applied.



The View icons appear on the bottom right, below the image window. Click the left icon to access a menu of before/after view options.

THE HISTOGRAM

In the old version of Camera Raw, there were some RGB numbers that would appear beneath the histogram when you hovered your cursor over the image. Now, those numbers are overlaid on top of the histogram so that they don't take up additional space.



The RGB values now appear on the histogram, instead of beneath it.

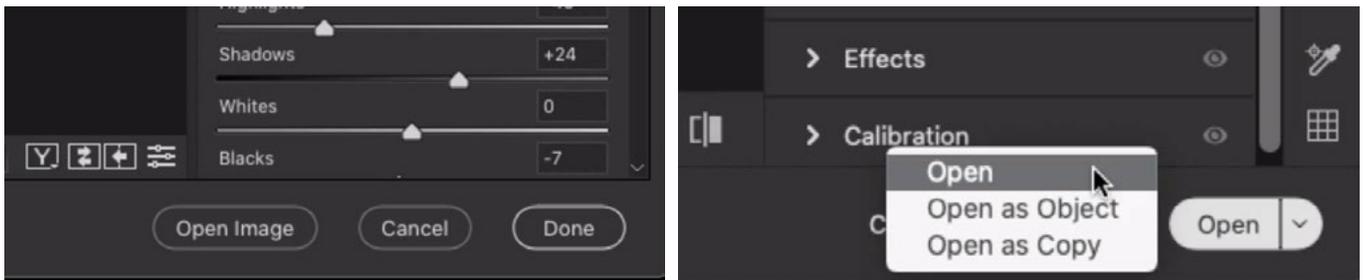
SIDE MENU

There used to be a little menu in the top right corner of the adjustment panel and this has now been moved in the new version. The icon looks like three little dots and it can be found in the Toolbar on the right side of the interface.



OPEN IMAGE

In the old version, there was an “Open Image” button in the bottom right side of the screen. There were a couple of keyboard shortcuts that could also be used to change how this opened the image into Photoshop. In the New version, it’s more discoverable that there are more than one ways of opening your image. The Open button has a down-pointing arrow, which indicates there is a menu of options. Click this and you will get a menu that lists the various options for how to open the image in Photoshop.



LEFT: In the OLD version, the Open Image button appeared at the bottom and certain shortcuts were required in order to change its functionality. **RIGHT:** In the NEW version, the Open button has an obvious menu built in, which includes the different open image options.

SOME PANELS MOVED TO TOOLBAR IN NEW VERSION

The old version of Camera Raw had several icons at the top of the adjustment panel that represented different categories of settings. We mentioned that these have been converted into expandable panels, but some of them do not exist in the new version. The icons for Snapshots and Presets have been moved into the Toolbar on the right side of the interface.

INDICATORS FOR TOOLS USED

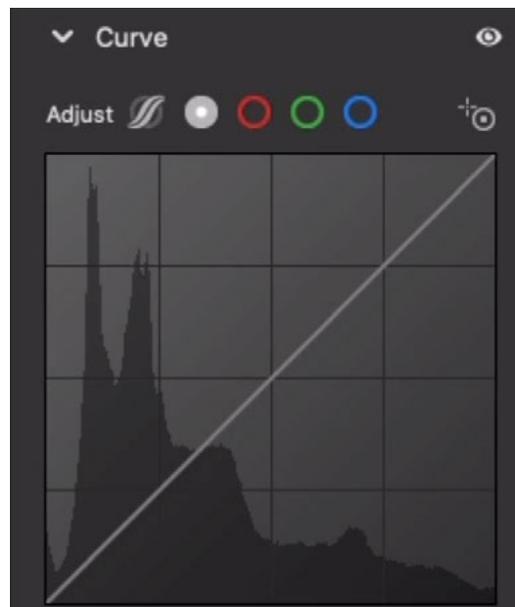
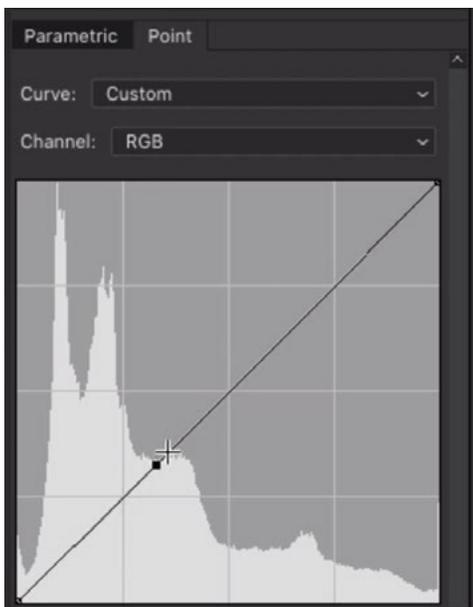
In the Toolbar, a little circle will appear to the right of any tools that have been applied to the picture.



Redesigned Curves Panel (42:55)

The Curve Panel has had some significant changes in this new version of Camera Raw. In the old version, there were two types of curves that could be used and you could switch between the two by using the tabs at the top of the panel. One type of curve was the Parametric Curve, which is the type that you adjust by moving sliders around. (Highlights, Lights, Darks, etc.) The second type of curve is the Point Curve, and this is where you can click to manually add points on the curve and move them around to change the tones in your image. Above the point curve was the color menu, which was set to RGB by default. With the RGB curve, you could only affect the brightness. The individual color curves could be used to work on each color individually.

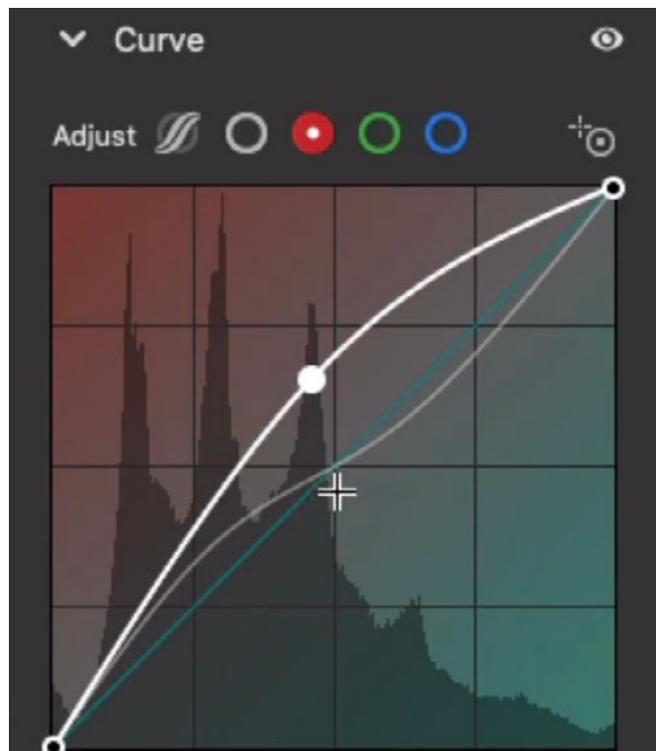
The new Curve panel takes up a lot less space and there are icons along the top that allow you to choose which type of curve you're going to work on. The icon on the far left is the Parametric Curve. When this icon is active, the sliders will appear beneath the curve chart.



FAR LEFT: The OLD Curves Panel.

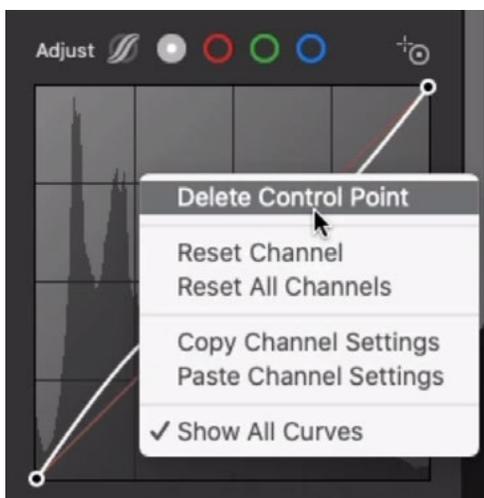
DIRECTLY LEFT: The NEW Curves Panel. Here, you can switch between the various curves by using the icons above the chart.

The second icon, which looks like a gray circle, is the equivalent to the RGB point curve, which will only affect the brightness. The next three icons are the color curves. When a color curve is active, there is now a color gradient within the chart that shows what colors you're working with. For example, the red curve can be used to affect the reds and the cyans, which is red's opposite. When you move the curve away from red, you're adding cyan, and vice versa. This red-to-cyan gradient now appears on the chart. The same goes for the other two color curves. The green curve will be green and magenta (green's opposite) and the blue curve will be blue and yellow (blue's opposite).



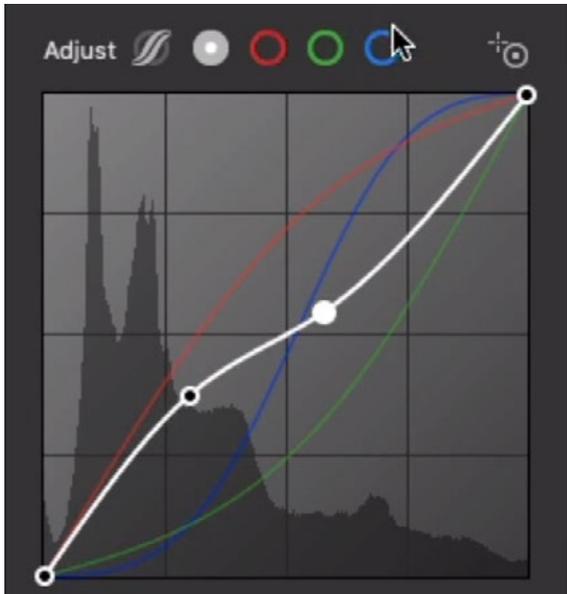
When a color curve is active, you will see a gradient overlay of the two colors being used.

You can also switch between the different curves by using a keyboard shortcut. Hold down the Option key (Alt on Win) and then use the number keys (1, 2, 3, or 4).



Right-click on the curve chart to access a menu with additional settings.

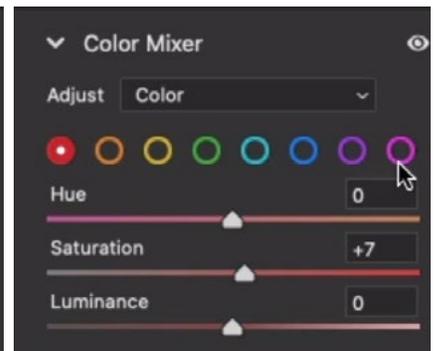
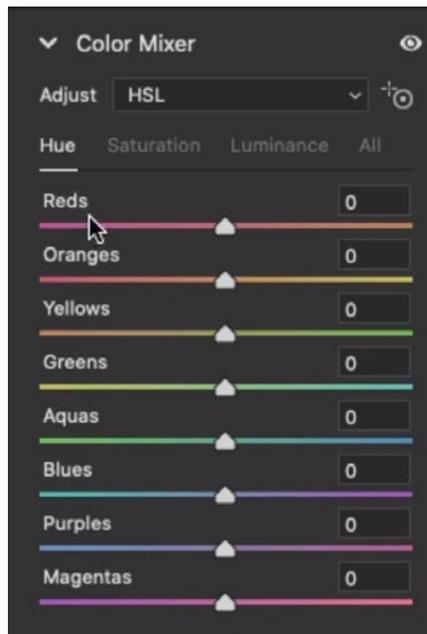
Some new curve settings can be found by right-clicking on the curve to access a pop-up menu. These include the ability to delete the active control point, reset the active curve, copy the curve settings, etc. At the bottom of this menu is the option to Show All Curves. This is turned off by default but I like to keep it turned on. When this setting is turned on, all of the curves will be overlaid on the curve chart. This allows you to see the RGB curve, the red curve, blue curve, etc. all at once. This can be nice because it allows you to see which curves have been used and how they're affecting the image.



When the Show All Curves setting is turned on, you will see all of the curves at once overlaid on the curve chart.

The Color Mixer (47:48)

The Color Mixer Panel used to be known as HSL (For Hue, Saturation & Lightness). When this panel is expanded, you have the choice between working on one of these three elements. What's new is a dropdown menu at the top of the panel where you can choose between HSL and Color. If you choose HSL, it will allow you to work on the Hue, the Saturation or the Lightness and there will be a slider for every color in each of these categories. If you set the menu to Color, you can choose one color and then you'll get three sliders for that color: one for Hue, one for Saturation and one for Lightness.



There are two ways of working with the Color Mixer: The HSL setting (left) and the Color setting (right).

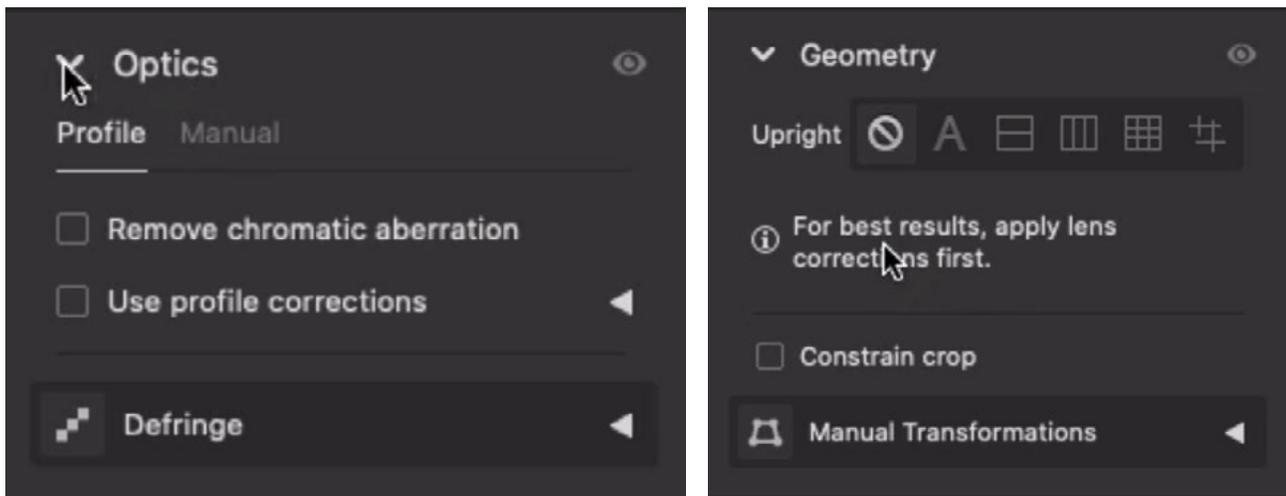
Small Panel Layout Changes (49:08)

THE OPTICS PANEL

This used to be called Lens Corrections in the previous versions. No new functionality has been added here but the layout has changed a bit. Now, the Defringe settings can be found in both the Profile and Manual areas of this panel. The Defringe settings are now expandable and collapsible so that you can keep the panel simpler if desired.

THE GEOMETRY PANEL

The settings in the Geometry Panel used to be contained within the old Transform Tool. The settings are the same, but the layout has been optimized to make the Manual Transformation settings collapsible and expandable.

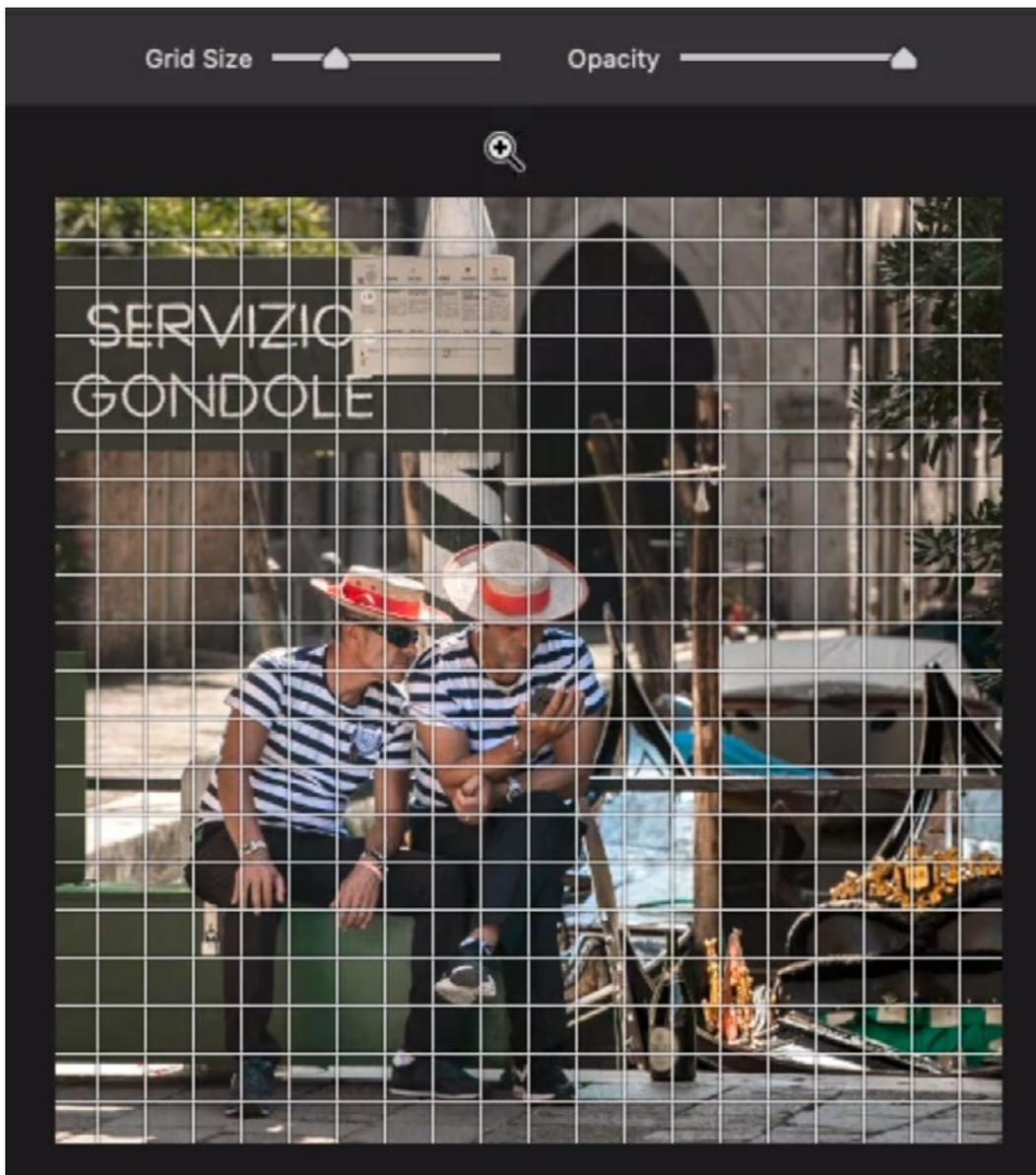


Some of the panel settings, including Defringe and the Manual Transformations (shown above) have been changed to an expandable format.

Tool Updates (50:38)

THE GRID

At the very bottom of the Toolbar is the Grid icon, which will place a grid over your image. You can change the grid size and opacity by using the sliders that appear above the image window.



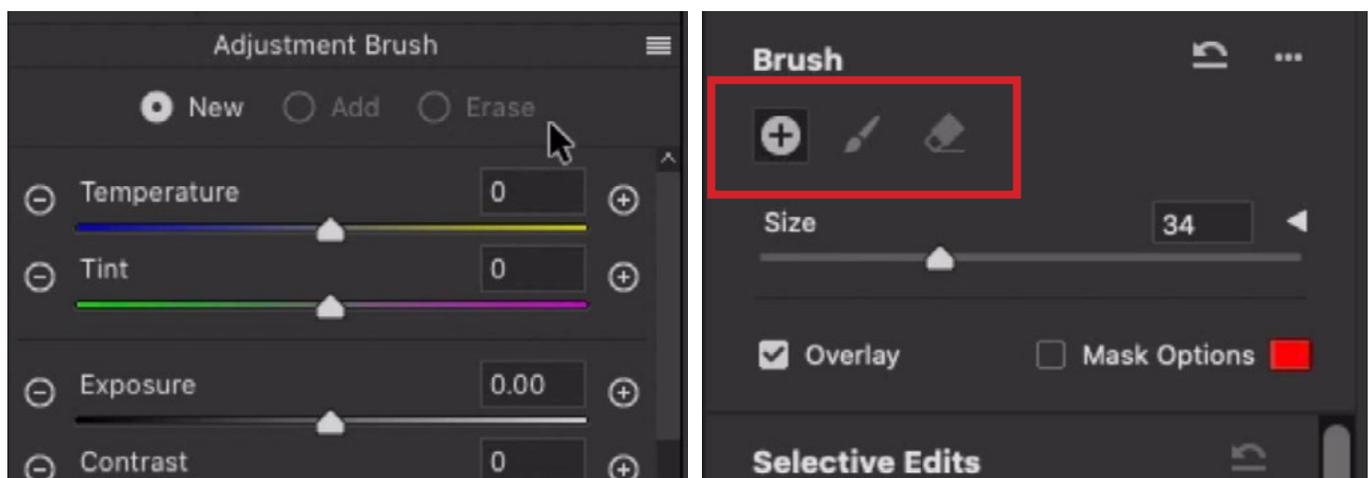
Click the Grid icon in the Toolbar at any time to activate this grid overlay. You can change the grid size and opacity using the sliders above the image window.

THE ADJUSTMENT BRUSH, GRADUATED FILTER & RADIAL FILTER

Some new changes have been made to the settings for the Adjustment Brush, the Graduated Filter & the Radial Filter. In the old version, you could activate one of these tools and the adjustments relating to it would appear on the right side of the interface. At the top of these adjustments were the settings for New, Add and Erase. These determine how the tool is going to behave. The New setting would create a brand new adjustment that is independent of any other adjustment that has already been applied. The Add setting would cause the tool to add to the adjustment that is currently active. The Erase setting would use the tool to remove the adjustment.

In the new version of Camera Raw, we still have these same options. They are now no longer represented as text. Instead, they are icons. The New setting looks like a plus sign. The Add setting looks like a brush and the Erase setting looks like an Eraser.

In the top right corner of the adjustment panel is the reset icon, which would undo all tool settings. In the past, this used to be in the form of the Clear All button. Also in the top right corner of the panel is a menu icon, and the only thing that's changed is its appearance. It used to look like four lines and it now looks like three dots.



LEFT: In the old version of Camera Raw, the New, Add and Erase settings for the local adjustment tools was in the form of text. **RIGHT:** In the new version, these settings have been changed to icons.

In previous versions, the Brush Settings used to be located at the bottom of the panel. You used to need to scroll all the way down in order to access them. At the very bottom of the panel were the settings to turn on/off the pin overlays and the colored mask overlay. All of these settings are now located at the very top of the panel.

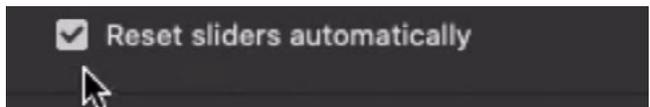
Reset Sliders Automatically Another new setting has been added at the very bottom of the adjustment panel for these local adjustments. This is the “Reset Sliders Automatically” check box. If this is turned on, you could leave the tool and when you return to it, all of the sliders will be in their default positions. If you want the panel to remember the sliders positions, turn this check box off.

LOCAL HUE ADJUSTMENTS

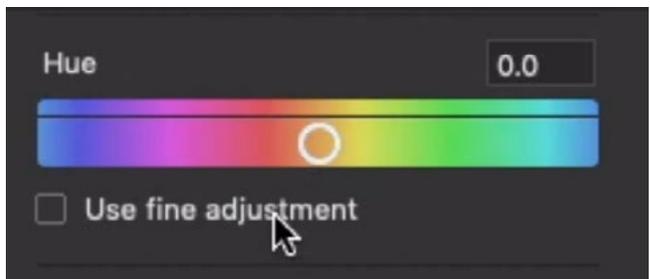
A new feature has been added within the settings for these local adjustments (the Adjustment Brush, Graduated Filter & Radial Filter) and it’s in the form of a Hue slider, which is displayed as a gradient of all the hues that could be present in an image. Once you’ve used the Adjustment Brush (or other local adjustment) to iso-



The brush settings, overlay setting and masking options are now located at the top of the panel.



This setting determines whether or not the sliders will reset after exiting the tool and then returning to it.



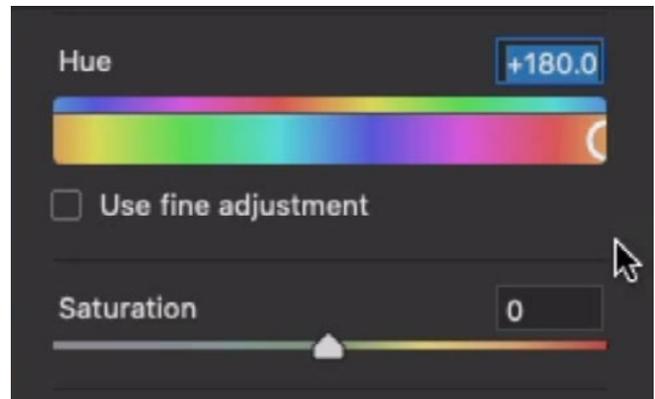
The new Hue slider appears within the adjustment panel for the local adjustment tools. After using the tool to target an area, a little circle will appear on the slider.

late an area in the picture, a little circle will appear on top of the color that you've isolated in the Hue slider. If you click that circle and drag left or right, it will replace that color with whatever color can be found in the top bar of the gradient. Once you are close to the color that you want, you can turn on the "Use Fine Adjustment" check box and further refine the hue. With this setting turned on, you can click and drag but it will only move the circle in very small increments, allowing for much more precision. Instead of turning on the check box, you can alternatively hold down the Option key (Alt on Win) in order to get this fine adjustment behavior.

After you've adjusted the Hue slider, a Saturation slider will appear below it so you can fine tune how colorful the hue is.

Change Brush Size using Scroll Wheel

In this new version, you can now change the size of the Adjustment Brush by using the scroll wheel on your mouse or by using two fingers on a trackpad. To change how soft the edge of the brush is, hold down the Shift key while you use the scroll wheel or two fingers on the track pad.

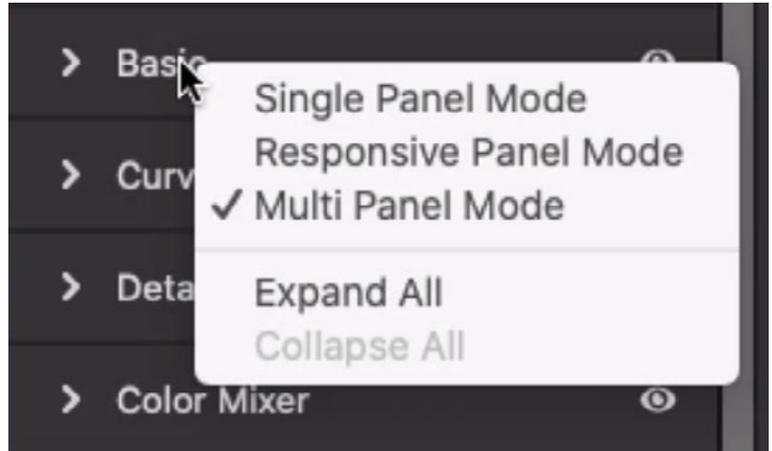


Move the circle and the targeted color will change to reflect the color that's in the top bar. In this case, we took the color that used to be orange and changed it to blue.

Panel Functionality (58:04)

PANEL MODES

Right click on one of the adjustment panel headings and a pop-up menu will appear. Here, you'll find some panel options. By default, the Multi-Panel Mode setting is turned on, which allows you to have more than one panel expanded at once. If you choose Single Panel Mode from this menu, then only one panel will be expanded at once. If you expand one panel, the previous panel that you were using would collapse.

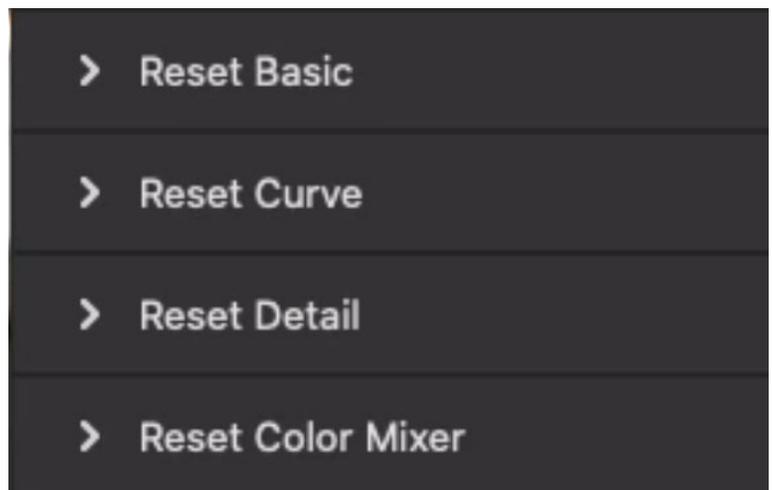


Right-click on one of the panel headers to open a menu containing additional panel options.

The Responsive Panel Mode option would limit the number of panels that can be open if you are using a smaller screen.

RESET PANEL SETTINGS

We already mentioned that the eyeball icon on the right side of a panel header will be white if changes were made in that panel. If you hold down the Option key (Alt on Win) the panel names will change to include the word "Reset." This allows you to click on that name in order to reset all of the settings within that panel.



Hold down the Option key (Alt on Win) to enable the ability to reset all of the adjustments in a single panel.

DELETING PRESETS OR SNAPSHOTS

In the past, you could delete a Preset or Snapshot by clicking on the name and then clicking on the trash can icon at the bottom of the panel. Now, if you hover your cursor over the name of a Preset or Snapshot, a trash can icon will appear to the right of the name. Click this to delete the Preset/Snapshot.



Hover your cursor over a Preset name or Snapshot name and the trash can will appear.

More Obscure Updates (1:00:32)

A line of text appears below the image and this contains the file information. Click this text at the Workflow Options dialog will appear. In the past, we could change the resolution settings and the image preview would change to reflect those settings. For example, if you scaled the image down to 100 x 100 pixels, you would see the image become very pixelated. The problem with this is that the Sharpening slider (within the Workflow Options) becomes less useful because you won't see an accurate reflection of the sharpening applied.

In the new version, regardless of what resolution you type in, you will always be looking at the full size version of the image.

ISO Adaptive Presets (1:05:15)

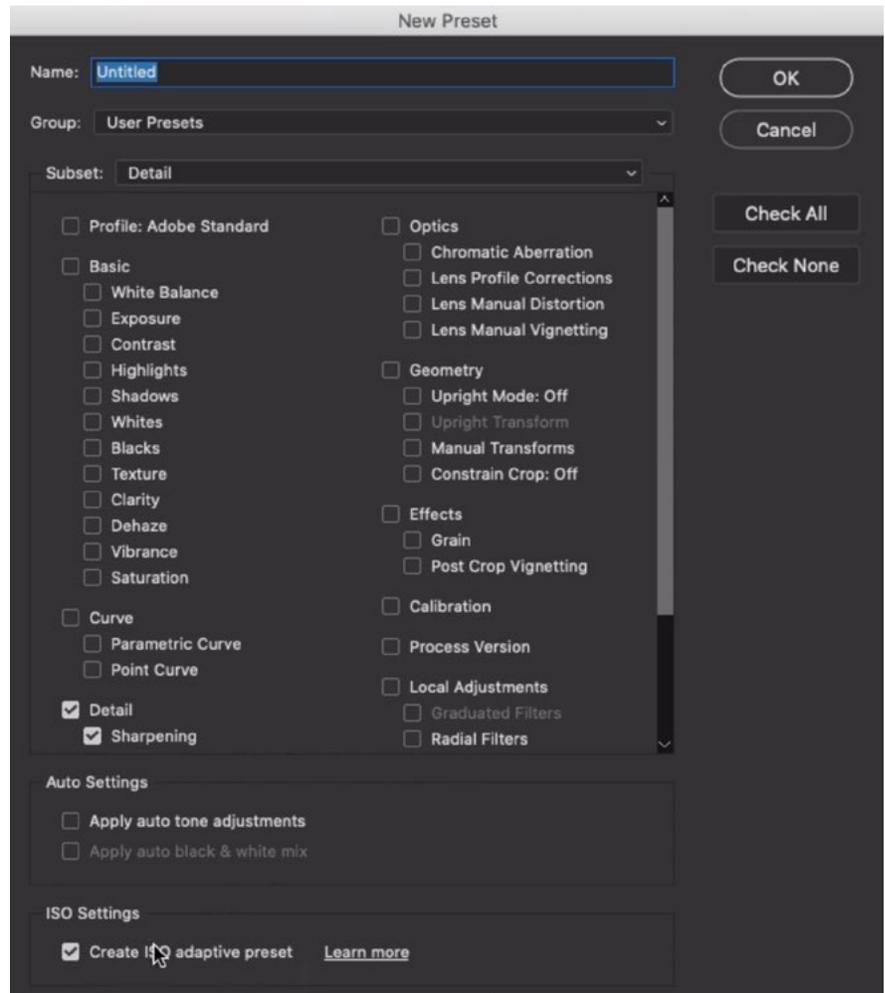
There are now presets that will look at the ISO that the image was captured at and it will adapt to apply different settings based on how high the ISO was.

To create one of these presets, select multiple images with different ISO settings. Adjust the images using the adjustment sliders and then individually apply the Detail settings (Noise Reduction) to each image.

Activate the Preset Tool in the Toolbar to open the Preset settings. At the top, click on the New icon and the New Preset Dialog will appear.

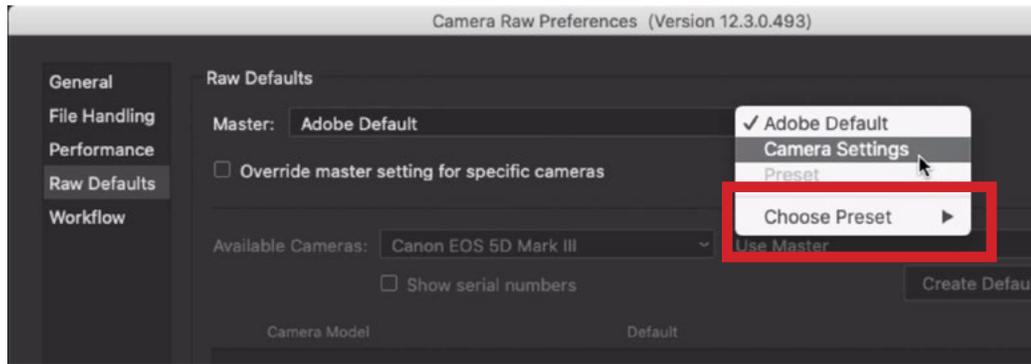
In the New Preset dialog, turn on the check boxes for all of the adjustments you'd like to be included in the preset AND turn on the Detail check box.

Because multiple images are selected, the “Create ISO adaptive preset” check box will appear at the bottom of the dialog. Turn this check box on and create the preset. Now, when you go to apply the preset, it will look at the ISO of the image and use the noise reduction settings based on the settings used for the images used when creating the preset. For example, if you used a noise reduction setting of 30 on an image with ISO 800, it will apply that same noise reduction setting on other images with ISO values of 800. If you apply the preset to an image with an ISO of 400, it will adapt that setting to reflect the lower ISO and therefore apply a lower noise reduction setting.



The “Create ISO adaptive preset” setting appears at the bottom of the New Preset dialog. The Detail check box must be turned on in order for this setting to be available.

The Raw Defaults category of the Camera Raw Preferences dialog now becomes more useful due to these new ISO Adaptive Presets. The Master menu can be used to specify what presets should be applied to your images automatically when opened in Camera Raw. If you create ISO Adaptive Presets, then they can apply the appropriate noise reduction, varying the setting based on how high the ISO was.



In the Raw Defaults section of the Preferences dialog, the Preset menu can be used to automatically apply ISO adaptive presets to all images opened in Camera Raw.

If you have multiple cameras, you can use the “Available Cameras” menu to set a different preset for each camera. Note that you will need to turn on the “Override master setting for specific cameras” check box in order to use different presets for different cameras.

New Presets: Defaults (1:15:46)

When looking at the Preset menu, you will notice that there is a new section called “Defaults.” At the top is the “Adobe Default” preset, which is the same as in the old version. The Camera Settings preset will try to mimic the look that your camera created. The Adobe color presets are available here, but there are multiple versions of these, which you can use to specify whether you’d additionally like to have lens corrections (Lens) and noise reduction (NR) applied. These noise reduction presets use the ISO adaptive preset technology.



These are the new options available in the preset menu.