



Lightroom Map Module

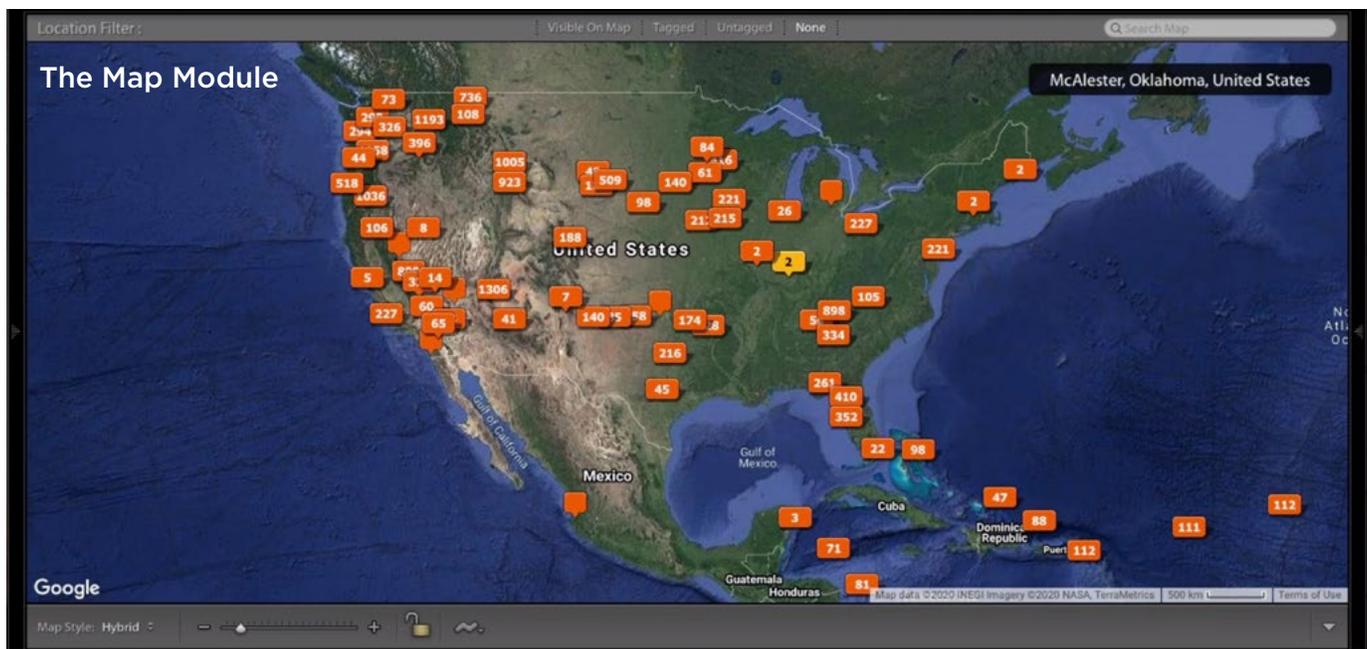
Lightroom Map Module

In this lesson, we're going to cover the Map Module in Lightroom. This is actually part one of a two-part lesson. Here, we will cover the essentials, so that you can learn your way around the module and learn how to get your images on the map. In the next, more advanced, lesson, you'll learn how to do things that people don't commonly use the Map Module for. For example, I use it for researching locations that I want to photograph.

Navigating the Map Module (Timestamp 1:30)

The Map Module is listed with the rest of the modules in the top right corner of Lightroom's interface. In order to get the map, you will have to be on the Internet so that Lightroom can access Google's map system.

When the map appears, you will see pins for all the images in your selected folder that have GPS data attached to them. If there is no GPS data on your images, then you won't see any pins. But that's ok. Lightroom allows you to manually enter in location information for all of your images. When looking at your pins on the map, you'll notice that some (or most) of them will have numbers on them. The numbers indicate how many images were shot in that location.



Zooming and moving around the map There are a few ways of zooming in and out on the map. You can use the zoom slider below the map window or you can use the + and - keys on your keyboard. To move around within the map view, just click and drag with your mouse.



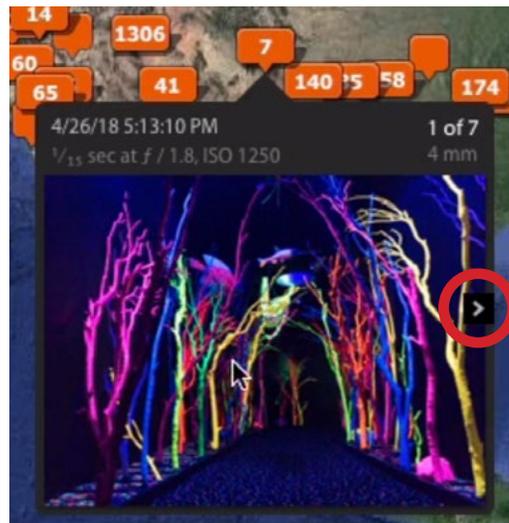
The zoom slider is located in the **Toolbar** beneath the map window.

To zoom in on a specific area, right-click on a pin and choose “Zoom In” from the pop-up menu that appears. Alternatively, you can hold down the Option Key (Alt on Win) and click and drag to define a rectangle around the area you want to fill your screen. When you release the mouse button, the map will zoom to the area you just selected.



To zoom in on an area, you can hold down the Option key (Alt on Win) and click & drag to define a rectangle. When you release the mouse button, the map will zoom in to that area.

Map pins When you hover your mouse over one of the pins on the map, an image box will pop up that shows you a thumbnail for an image that was shot in that location. If more than one image was shot in that location, then you will see a little arrow on the right side of the thumbnail. You can click on this arrow to cycle through the different images that were shot there.



Hover your cursor over a pin to view the images shot there. Cycle through the images by clicking on the arrow icons (circled).

When you look at the pins on your map, you might notice that some of them are rounded-corner rectangles and some of them have a little pinpoint sticking out of them. The ones that are rounded-corner rectangles are marking images that were spread out over a larger location. If you zoom in on those, you these pins will split up into multiple pins with more refined locations. The pins that have a little point coming out of them indicate that the image[s] were all shot in one specific location.



The pins that have a point on the bottom indicate that the images were all shot in one specific location.

If you click on one of the photos on the bottom of the screen, it will highlight the pin for that image on the map.



The map key shows what each of the pin types represents.

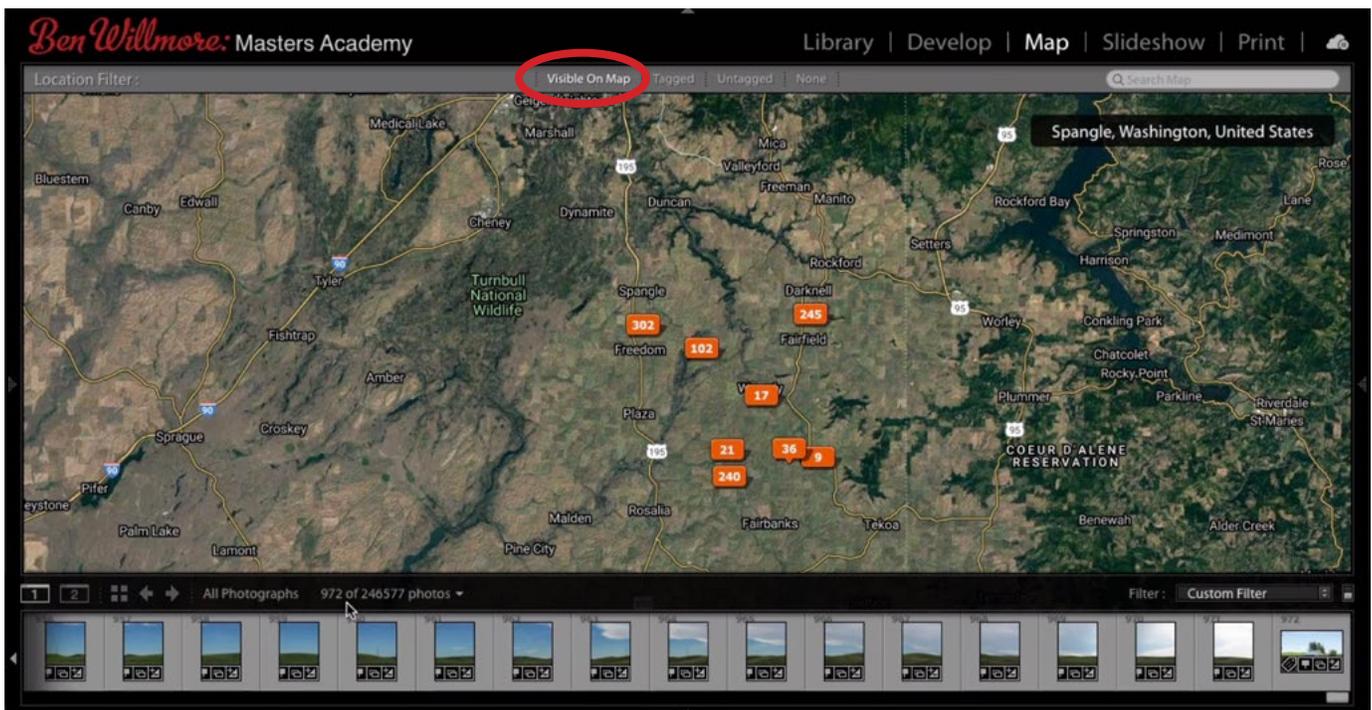
When a pin is orange, it indicates that it is not selected. If you were to actually click on an image in the Filmstrip to make it active, the pin for that particular image will become yellow, indicating that it is selected.

To see a guide that lists what all the little colors and symbols mean, go to the main menu and choose View > Show Map Key. If you no longer need the key, click the little X in the upper right to make it go away.

Filter to view images in current map view By default, the Filmstrip below the map window will show all images contained inside the folder or collection you have selected. If you chose the “All Photographs” option, then this bar will contain all of the images you have loaded in Lightroom.

There is a filter bar above the main map window that contains some choices for what the Filmstrip should display. If you click on the left-most option, “Visible on Map,” the Filmstrip will only display the images contained in the particular area of the map that is visible on the screen. Click the “None” option to go back to viewing all of the images contained in the selected folder or collection.

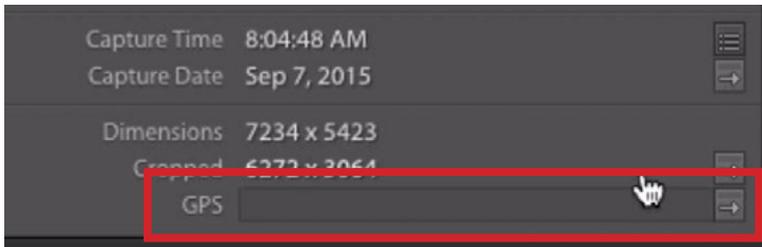
There is a search field in the top right of the Map interface, and you can use this to type in a specific location. Lightroom will then zoom to that location on the map and show you pins for any images that were shot there. Remember, you have to be connected to the Internet for this to work.



In the Filter Bar, we chose the “Visible on Map” option (circled) and the Filmstrip at the bottom of the screen is only showing the images that were shot in the current map view.

Placing Images on the Map (6:10)

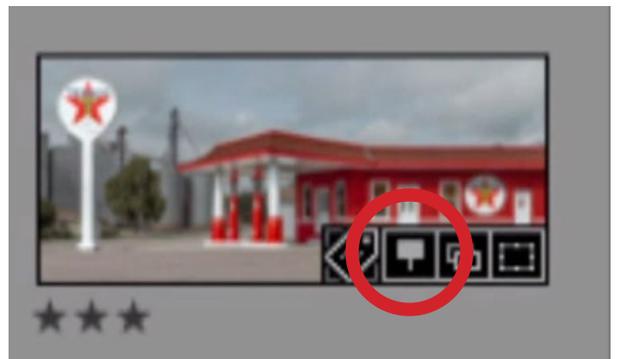
Images will not automatically be visible in Lightroom's Map Module unless you are using a device that has built-in GPS capabilities. Images shot with most smart phones include GPS data and will therefore appear on the map. You can tell whether or not an image contains location data by looking in the Metadata Panel while the image is selected in the Library Module. Here, there is a GPS field. If this field is empty, it means that the image will not appear on the map. If this field contains



You can tell if an image has location data by looking at the Metadata Panel in the Library Module. If the GPS field contains coordinates, the image will appear on the map.

You can also tell whether an image contains GPS data by looking at its thumbnail in the Library Module Grid view. In the Grid view, small icons will appear in the bottom right corner of the image thumbnails and these icons indicate different things. If there is an icon that looks like a map pin (see screen shot), then it means the image contains GPS data and will appear on the map. Let's look at two methods for getting your images to appear on the map.

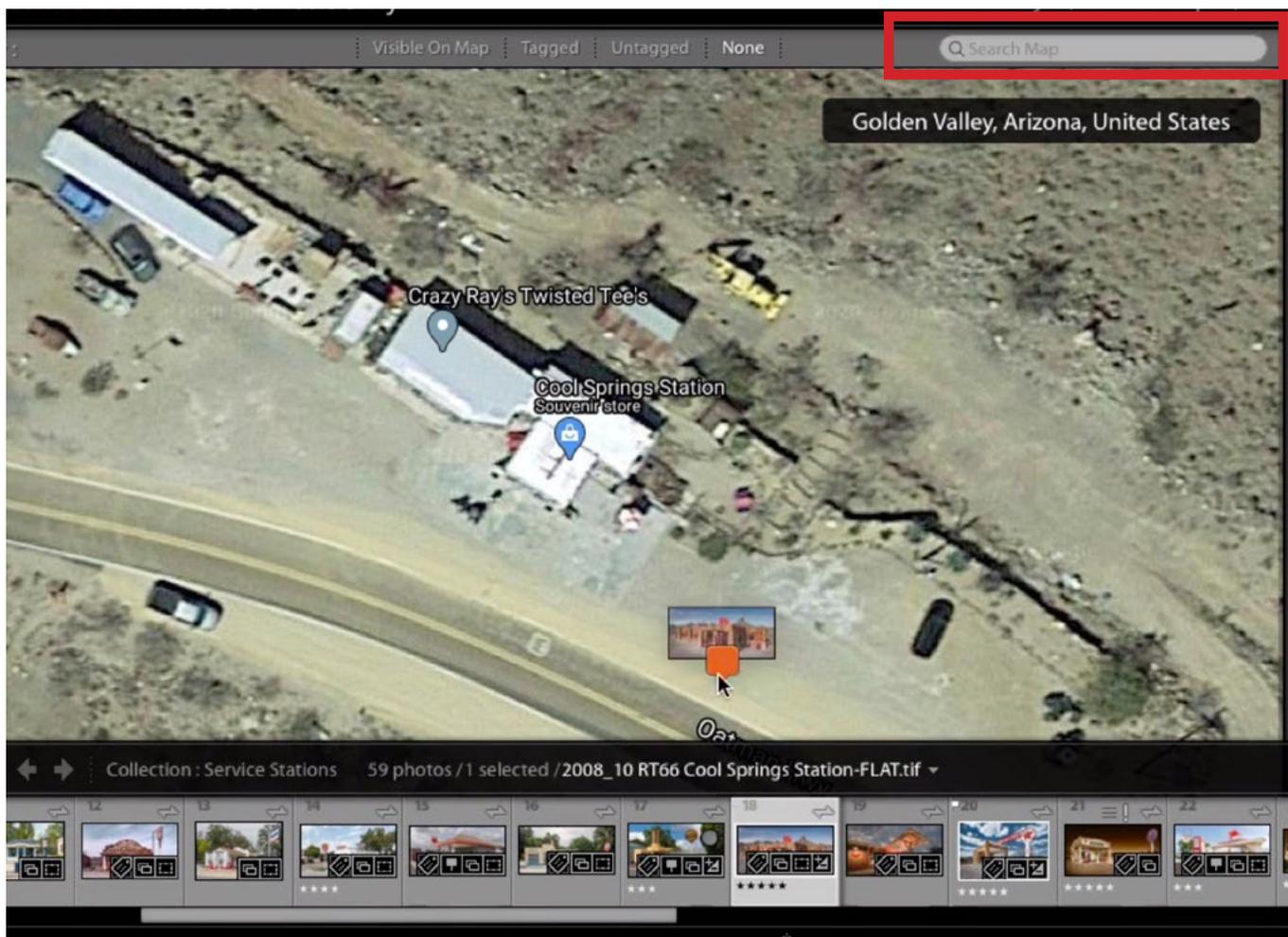
coordinates, then you can click on the little arrow icon to the right of the text field and it will take you to the map module and show you the image's location. If you hold down the Option key (Alt on Win) and click on this arrow, it will launch your web browser and show you the location in Google Maps.



The map pin icon (circled) indicates that the image has GPS data and will appear on the map.

Manually Placing Images on the Map If your images are not already tagged with GPS data, you can still place them on the map manually. First select the folder or collection of images that you'd like to place on the map and then move to the Map module.

Now, use the search box in the upper right to enter in the location of the first image you want to tag. You can be more general and enter in something like San Francisco or you can be specific and type in something like Coit Tower. Once Lightroom moves the map to that location, you can still zoom in and out and drag around the map to find the precise location you're looking for. Then, drag the image up to that location on the map. When you let go of the mouse button, Lightroom will create a pin for that image on the map. If you look at the Metadata Panel, you will also see that the GPS field now contains coordinates.

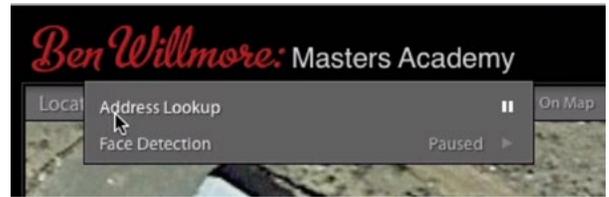


The search box (circled) was used to move the map to a location and then we zoomed in on the area to find the specific location where the image was shot. We are dragging the image from the Filmstrip to that specific location. This will place a map pin for that image.

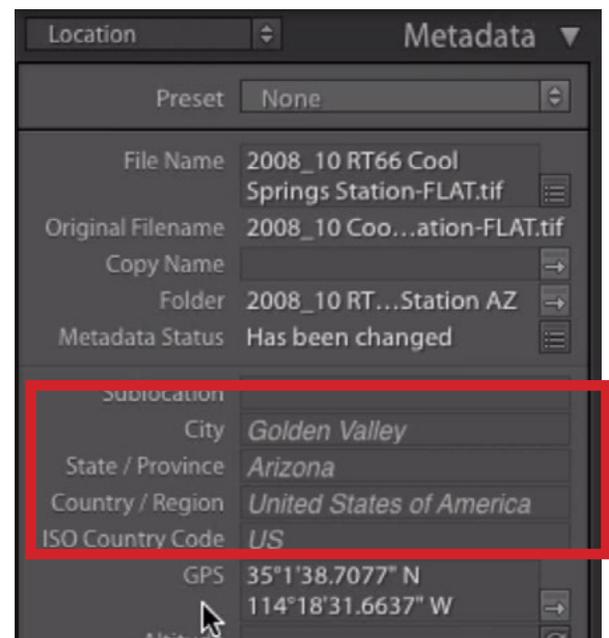
Note that if you're having a hard time figuring out where an image was shot, you can use the menu below the map, on the left, to switch to satellite view, which might give you a better view.

You can also specify that Lightroom fill in the other location fields within the Metadata Panel. These include City, State, Country, etc. To do this, click on the identity plate in the top left corner of the screen. A menu will appear and "Address Lookup" will be one of the menu items. The Address Lookup setting will either have a Play or Pause icon to the right of its name. If you see the Play icon, it means that this setting is turned off. Click to turn it on. If you see a Pause icon, you know that the setting is turned on and those address fields will be automatically filled in.

In the Metadata Panel, you may find that the address fields are filled in but the text is gray. This means that the image has not yet officially been tagged with that information because it is not completely sure the data is 100% accurate. You can confirm the information in one of these fields by clicking on the name of the field to access a dropdown menu. This menu will show a list of locations that you've recently used, with the current location as the top-most option. If this option is correct, click on it. This will cause the field to no longer be grayed out.



Right click on the Identity Plate to get the "Address Lookup" option.



The Address Lookup setting will cause Lightroom to automatically fill in the address metadata.



Confirm a location field by clicking on the name of the field and choosing the appropriate location from the menu.

If your preferences are set up to auto save the image metadata, then this location info will automatically be attached to the image file. If you don't have Lightroom set to save metadata, then you can manually save the info to the file by using the keyboard shortcut Command+S (Ctrl+S on Win). This is the same as clicking on the Metadata menu and choosing to "Save Metadata to File."

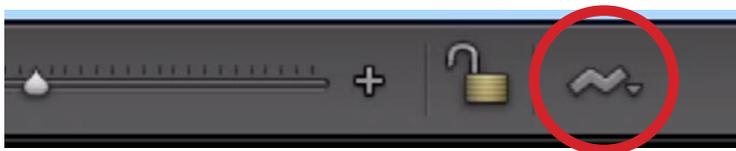
Geotagging Images Some cameras have a built-in GPS feature, which means that location data is automatically recorded in your images' metadata. There are also accessories that will attach to your camera and tag your images with your shooting locations.

If you don't have a camera or accessory that records GPS data, you can also use your phone to record your location. There are apps for creating a GPS tracklog, which will record your location once a minute. You just need to make sure that it can record in GPX format and that the clock on your camera matches the clock on your phone. Then, you can load that tracklog into Lightroom and it will add the locations based on your time stamps.

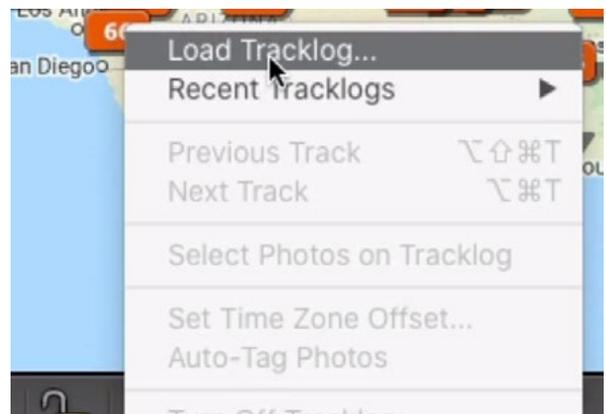


Some camera makers offer accessories for tagging location info.

To load a track log, click on the icon within the Toolbar at the bottom of the Map Module and choose Load Tracklog from the menu that pops up. You will need to direct it to the file created by your phone.



Click the circled icon above (within the Toolbar) to access the menu at right. Here, you have the option of loading a tracklog file.

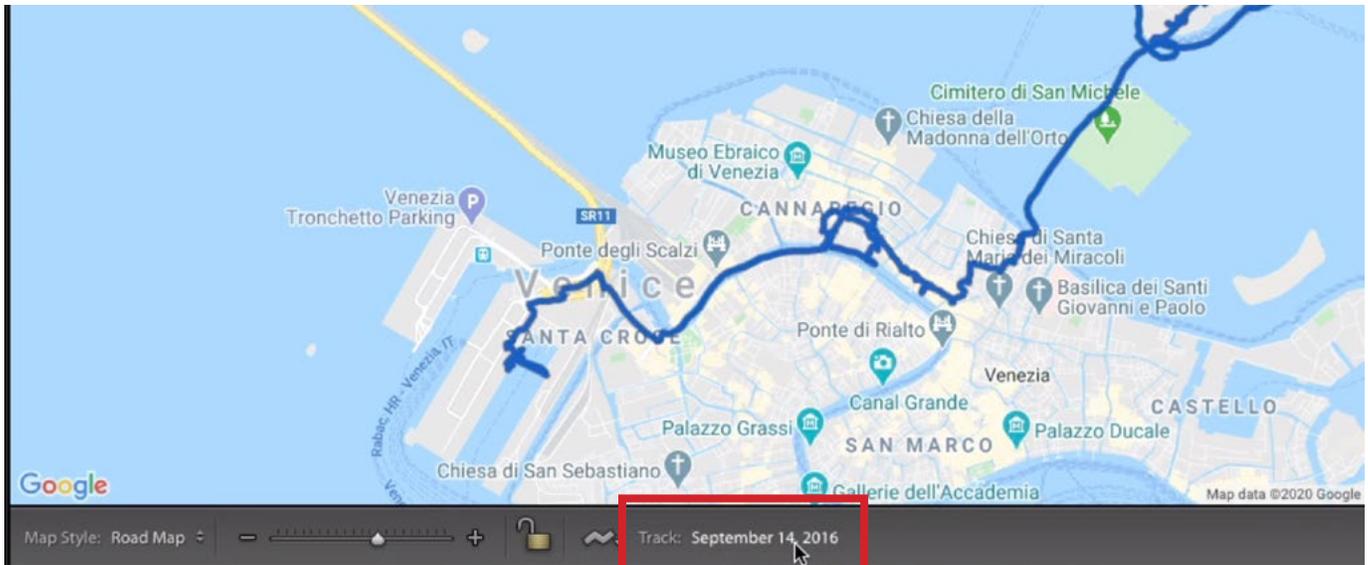


Note: In the lesson video, when I talked about creating a GPS Tracklog using your smartphone, there are a few things I failed to mention. In order for this technique to work correctly, you need to do one of the following (I assumed #2 was true in the lesson):

Before shooting, set the clock in your camera so that it matches the clock in your smartphone and use a Set Time Zone Offset setting of zero, since the two clocks are set identically.

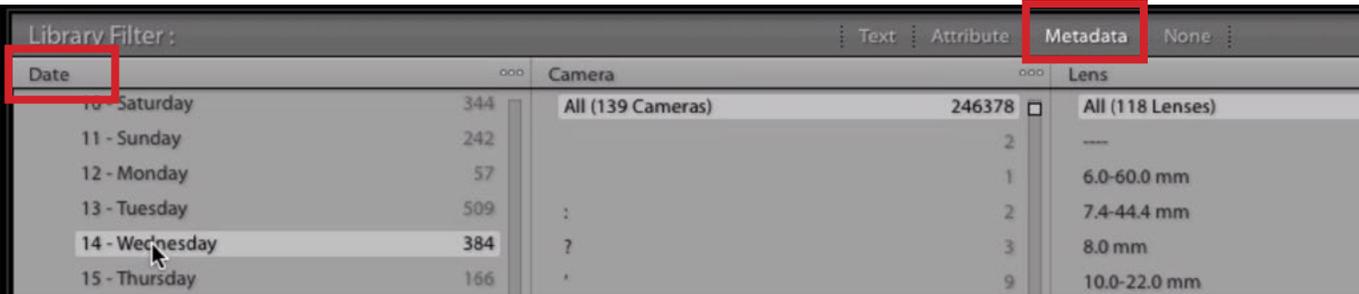
If you prefer to not change your camera's clock when traveling across time zones, but your smartphone automatically changes as you switch time zones, then those two devices will not match and you will therefore need to change the Time Zone Offset to compensate. (This will be covered shortly.) To make that easy, take a photograph of your smartphone screen immediately after starting to capture a tracklog. That will A) remind you that a tracklog exists so you will remember to use it to assign GPS info in Lightroom; B) make it easy to determine the setting needed in the Set Time Zone Offset screen since you just need the start of the tracklog and the start of the shoot to match like I showed in the lesson.

If you both failed to change your camera clock and did not take a photo of your smartphone screen, then you'll need to do a little guesswork. This is needed because you might have started the tracklog when you left your hotel at 7am and you might not have taken your first photograph until 45 minutes later. In that situation, you don't want the start of the tracklog to be used for the location of the first photograph. First, look at the clock on your camera and determine which time zone it represents. Next, figure out the time zone for the location where the photos were taken. In the Set Time Zone Offset screen, set the offset to the number of hours ahead (using positive number) or behind (by using negative number) the time zone was where you captured the images compared to the time zone your camera is in. This isn't foolproof if you have ever changed your camera's clock to adjust for things like daylight savings time, since its current setting might not correspond to what it was set to on the day you took the photos.



After loading a tracklog file, you will see the route appear on the map and the date of the log will appear in the Toolbar (circled).

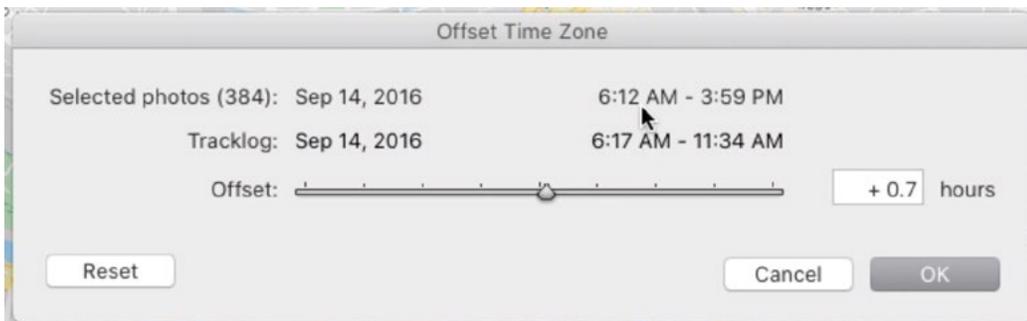
After loading the track log, you will see the tracklog path appear on the map. The date that your phone recorded will be shown in the Toolbar below the map window. You'll need to locate the images that were shot on that date. You can do this in the Library Module, either by navigating to the correct folder on the left side of the screen or by using the Filter Bar that is located above the image window. If using the Filter Bar, make sure that the "All Photographs" option is selected within the Catalog Panel on the left side of the screen. This will allow the Filter to search all of your photographs. In the Filter Bar, click on the Metadata option and it will expand to give you a series of filter categories. Click on the heading of the left-most column and use the dropdown menu to choose "Date." Then, navigate to the date on the tracklog and all of the images shot on that date will appear.



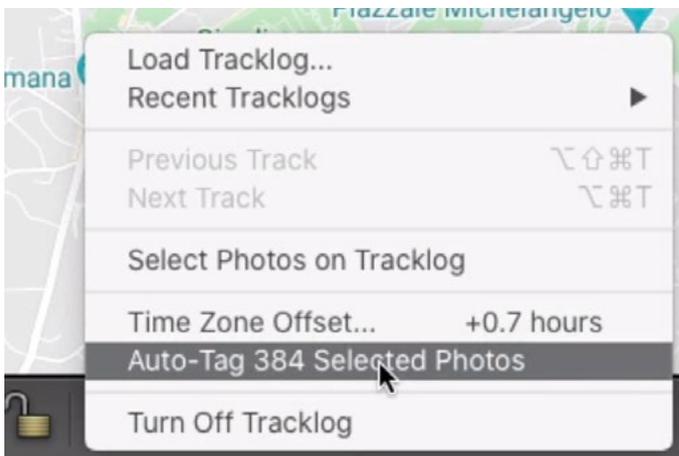
In the Library Module, the Filter Bar is being used to find images shot on the same date as the tracklog.

Select all of the images by using the keyboard shortcut Command+A (Ctrl+A on Win). Now you'll need to tell Lightroom to line these images up with the text file that the phone captured. With all of the images selected, move to the Map Module, click on the icon in the Toolbar below the map window and choose "Set Time Zone Offset" from the pop-up menu. The Offset Time Zone dialog will appear. On the top, it shows the times that the camera recorded. Below that, it shows the times recorded in the tracklog. If you had set your camera to match the time on your phone, then these numbers should be the same and you can just leave the Offset slider at zero.

If these times are different, you can use the Offset slider to change the tracklog time to match the camera time, using the ideas mentioned above. Click OK to close the dialog.

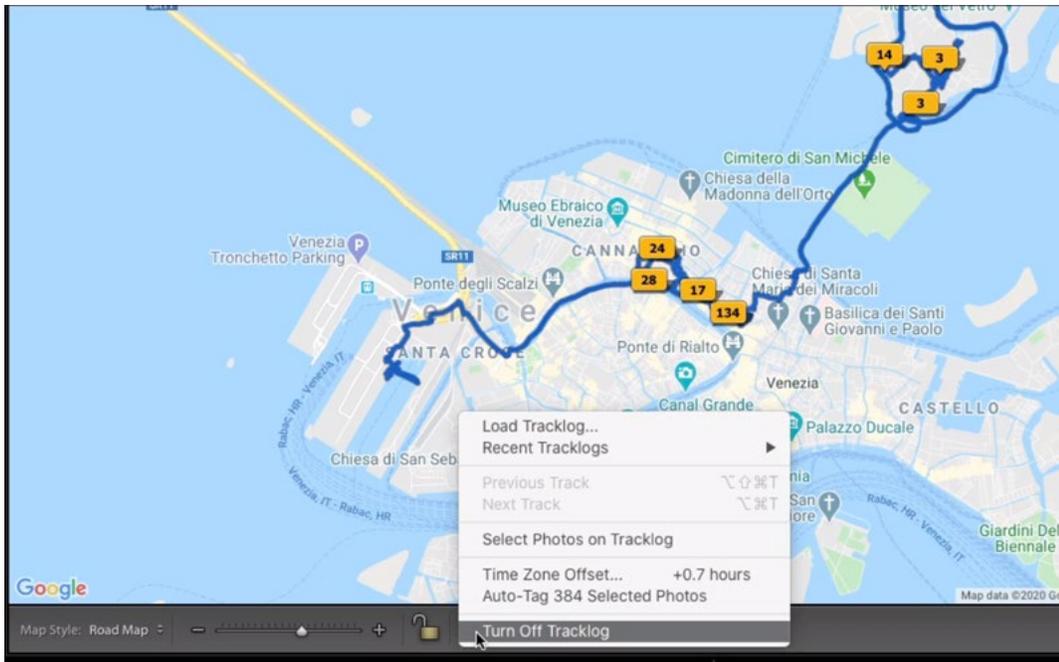


The Offset Time Zone feature is being used to align the camera's time with the tracklog time.



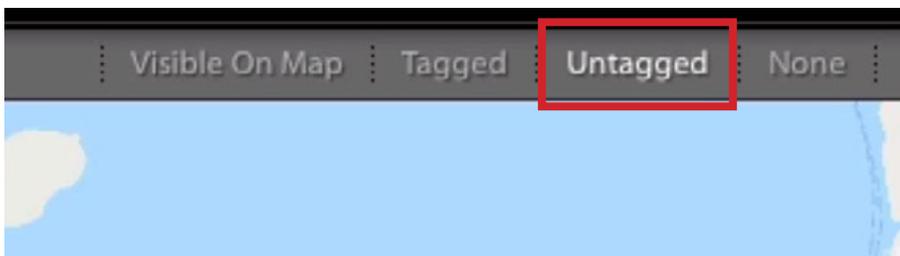
This setting is being used to tag the selected photos with the locations in the tracklog.

Now the times should line up, so the location data should be accurate. You can now officially tag those images with that information. Click on the icon below the map window and choose "Auto-Tag Selected Photos" from the pop-up menu. The pins will appear on the map for the recorded locations. If you no longer wish to view the tracklog path, you can click on the icon below the map window and choose "Turn Off Tracklog" from the pop-up menu.



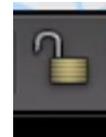
The images have been tagged with location info and were added to the map. You can turn off the blue tracklog path by using the menu to choose “Turn Off Tracklog.”

After applying the tracklog data, it’s a good idea to look through the Filmstrip for any images that weren’t tagged. There are a few reasons why some images may not have been tagged. They could be merged HDR or panorama images, or they could have been shot before the tracklog was started. You can look for these images and manually add them to the map. To make it easy to find these images, use the Filter Bar at the top of the screen and filter to show only untagged images.



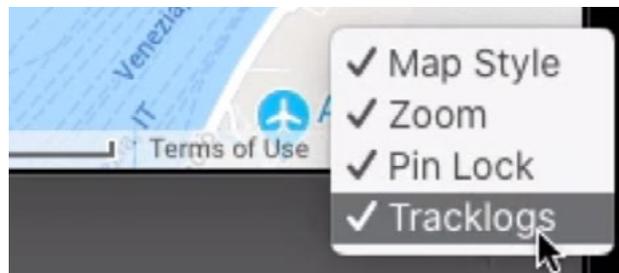
To easily find any images that were not tagged with location info, use the Filter Bar at the top of the screen to view only Untagged images.

Additional interface settings There are a few other settings in the Toolbar below the map window. The lock icon is in the unlocked position by default. If you click on the icon to lock it, then you will not be able to move the image locations.



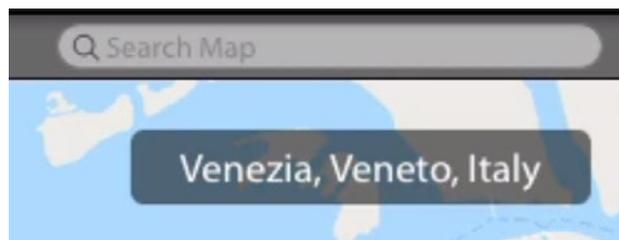
We mentioned earlier that the menu on the far left can be used to choose a Satellite View. There are other map view options here as well.

You can choose what options are visible in the Toolbar by clicking on the little arrow on the far right side of the bar. A pop-up menu will appear, showing you all the setting options available for the Toolbar. Turn off the check marks for any settings you do not wish to be visible.

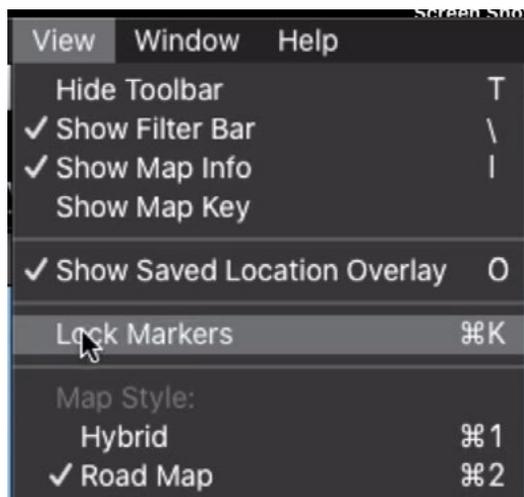


You can choose what options will be available in the Toolbar by turning off/on these check marks.

The location of the active image[s] will show up as a text overlay in the upper right corner of the map window. If you do not want this to appear, you can tap the i key to make it disappear. Tap the i key again to bring it back. You can also use the View menu to hide/show various elements of the interface.



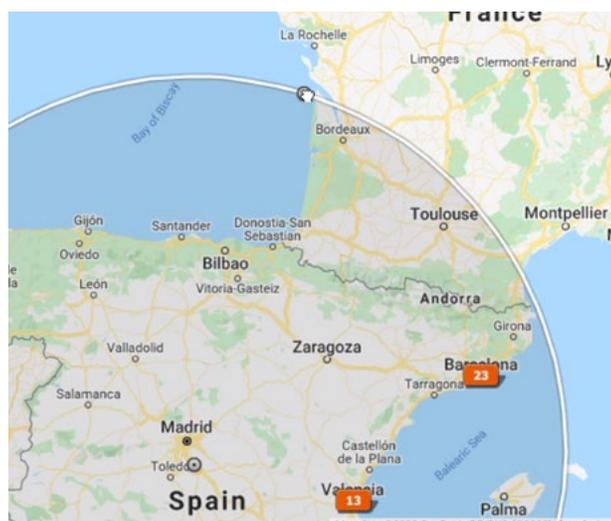
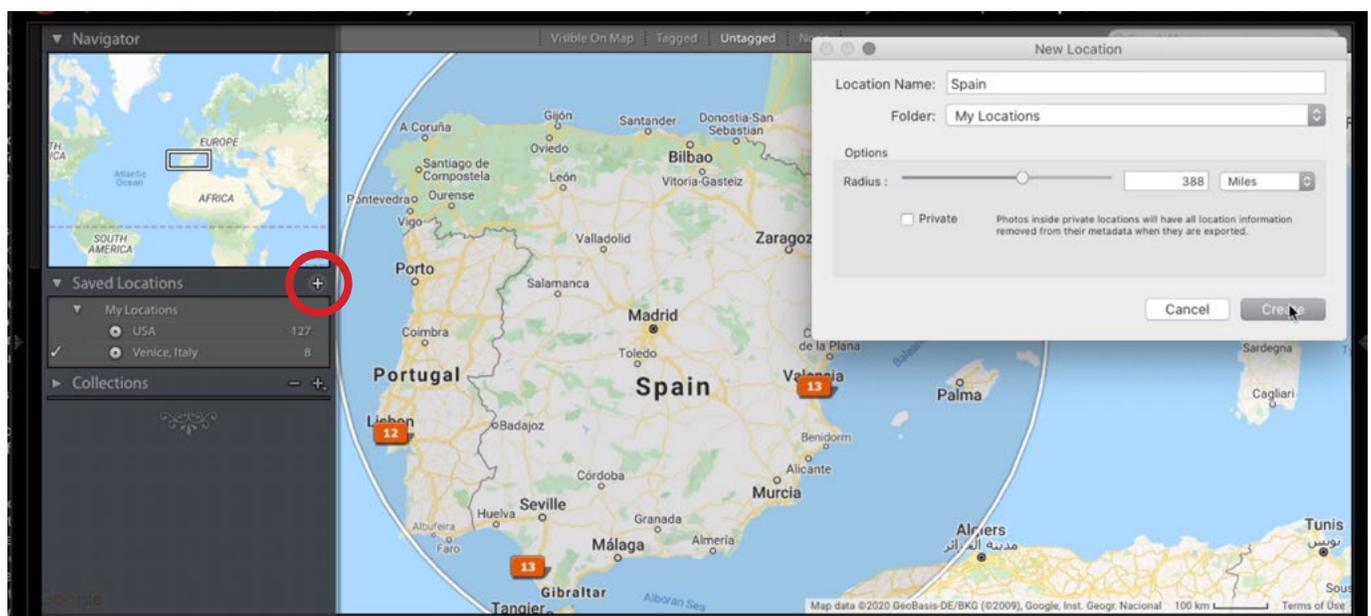
Use the i key to toggle the visibility of the location info, shown here.



The View menu can be used to hide or show various elements of the map interface.

Saving Locations

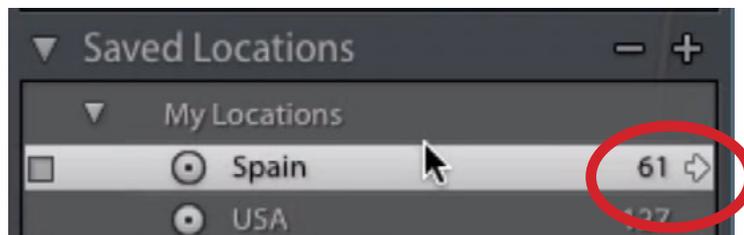
On the left side of the interface, you'll find an area for Saved Locations and this is for locations that you frequently shoot at or want to be able to view quickly. Save a location by navigating to the location on the map and then clicking the little plus icon (+) at the top right of the Saved Locations tab. A location circle will appear on the map and a dialog box will appear where you can give the location a name and drag the slider left and right to specify the radius of the location. As you drag the slider left and right, you will see the radius get bigger and smaller on the map. Click the Create button and that location will show up within the Saved Locations panel.



ABOVE: The New Saved Location icon (circled) was clicked and a location circle was placed on the image. In the New Location dialog, we can name the saved location. **LEFT:** The center point and radius handle can be used to fine-tune the size and position of the saved location.

After you've created the saved location, you can still reposition the circle by dragging on the center point and radius point in order to make it more precise, if needed.

The number to the right of the location indicates how many images fall within that location radius. If you hover your cursor over the name of a saved location, a little right-pointing arrow will appear to the right of the name. Click on this arrow to move the map to that location.

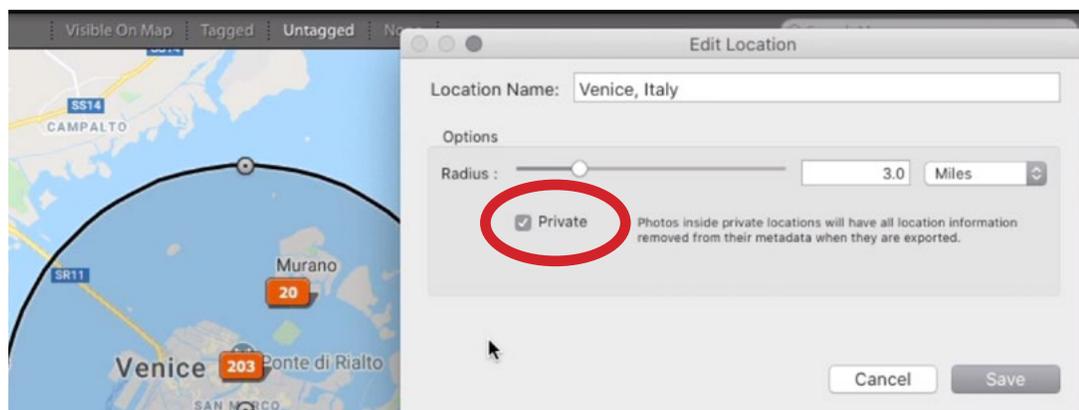


The number indicates how many images were shot in the saved location. Clicking the arrow icon will navigate to that location in the map.

Remember, when moving through locations, that you are only going to be seeing the selected images from the active folder or collection that you're viewing. If you want the map to show ALL of your images, you will need to select "All Photographs" from the Catalog Panel in the Library Module.

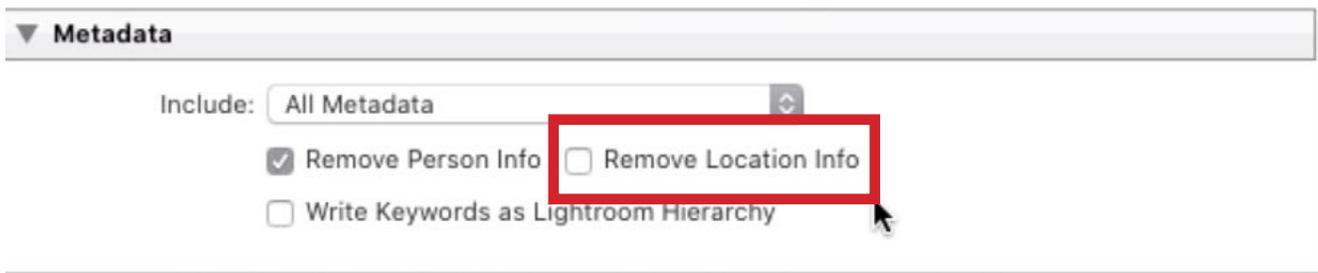
Choosing To Include Location Info on Export (33:40)

When you export an image from Lightroom, you can choose whether or not the location data should be included in that exported file. Let's say that there is a particular location that you don't want to be included in your image files. You can specify that when creating a saved location in the Map Module. If the location has already been saved, right-click on the name of the location and choose "Location Options" from the pop-up menu. This will present the same dialog you get when creating a new saved location. Here, there is a "Private" check box. If this check box is turned on, then images tagged with locations within that circle will NOT include location data when exported.



When editing a location, turn on the "Private" check box if you do not want this location to be included on export.

Another way to determine whether location data should be included in the file is through the Export dialog. When you are using the Export dialog to export an image, one of the settings categories is Metadata. Here, you will find a menu that allows you to determine how much of the metadata should be exported with the image. There will also be a “Remove Location Info” check box, which you can use to determine whether the location data should be included. If this check box is grayed out, it just means that the option you chose from the “Include” menu will remove that location info anyway.



In the Export dialog, you can turn on the “Remove Location Info” check box if you do not want the image’s location info to be included with the metadata on export.