

Shoot Raw

Two-part Group Training

Saturday 30th January and
Saturday 6th February, 2010
Course Reference: G001

Tel: 020 3092 2907

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Day one

1. Welcome and intro
2. Overview of course
3. Overview of the day
4. Demo of a complete Lightroom workflow: the big picture
5. Concept of non-destructive (parametric) workflow
6. Comparison between established approach (Photoshop layers) and Lightroom
7. Strengths and limitations of each
8. The setup of Lightroom's preferences and options
9. Importing and keywording of images. Different approaches and their strengths and weaknesses
10. File organisation (directory structure, unique file names). Automatic vs manual
11. Automatic backup of images during import and other backup schemes
12. Initial processing of images—white balance, contrast, tone curves, black point, highlight recovery—for grading and display
13. Reviewing a shoot or project: techniques for quickly rating photographs using several passes to identify strong and weak shots
14. Quickly picking the best from several attempts at a single subject
15. Rating and flagging photographs by project or group
16. How to label work that you need to revisit to keyword fully or work on further, without affecting ratings or flags. How to do that on import
17. Basic integration with Photoshop and other image editors
18. Overview of how to correct parts of an image (overview of brushes, masks, gradients)
19. What you can and can't do with different file types (in particular TIFFs and JPEGs)
20. Export—different file formats, size, colour spaces. How to choose and tips for best output

Day two

1. Recap of day one and Q & A
2. Overview of day two
3. Advanced image adjustment and correction, including local adjustments
4. Advanced interaction between development controls—sharpening, edge masking, noise reduction
5. The use of third-party noise reduction software (e.g. Noise Ninja), keeping images within the Lightroom workflow
6. How highlight recovery limits should affect your approach to exposure
7. More advanced Photoshop integration: panoramic stitching, HDR and smart objects (point out issues w LR3)
8. Setting up development presets for image processing
9. Combining separate presets that govern different aspects of image quality
10. Methods of processing batches of images with similar settings
11. Layering presets for different purposes
12. IPTC and EXIF data, and presets
13. Third-party Lightroom plugins dealing with export and metadata
14. How to export quickly and correctly for the web—sharpening, size reduction, colour space and
15. Sharpening in detail: capture sharpening, creative sharpening. LR2 vs LR3.
16. Output sharpening for screen
17. Output sharpening for print
18. Explanation of inkjet printing settings and approach
19. Explanation of common bureau (print lab) print settings