



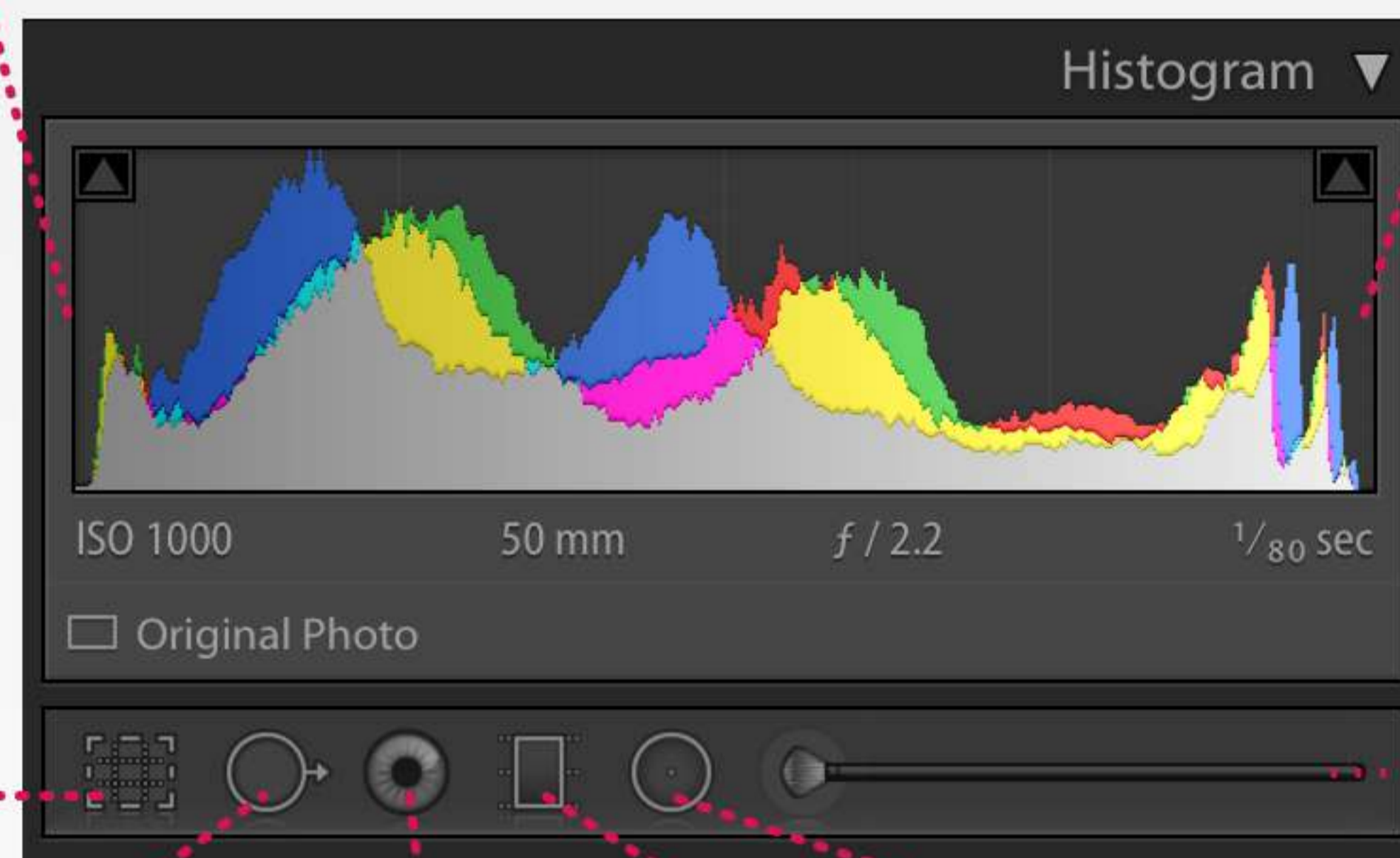
THE LIGHTROOM DEVELOP MODULE CHEAT SHEET

1. Histogram

The left side of the histogram represents pixels with 0% luminance.

The right side represents 100% luminance.

Crop Overlay
Includes the Crop Overlay tool, Crop Frame tool, Aspect Ratio Lock button and options, Straighten tool, and Straighten slider.



Adjustment Brush
Includes options for brushing Exposure, Clarity, Brightness, and other tonal adjustments on specific areas of a photo.

Spot Removal
Includes Clone or Heal options and the Size slider. Click Reset to clear the changes to the photo.

Red Eye Correction
Includes Pupil Size and Darken sliders. Click Reset to clear the changes to the photo.

Graduated Filter
Includes options for making tonal adjustments across a region of a photo.

Radial Filter
Includes options for creating multiple, off-center, vignetted areas to highlight specific portions of a photo.

2. Basic

Temp
Adjusts the color temperature of an area of the image, making it warmer or cooler. A graduated filter temperature effect can improve images captured in mixed-lighting conditions.

Tint
Compensates for a green or magenta color cast.

Exposure
Sets the overall image brightness. Applying an Exposure local correction can achieve results similar to traditional dodging and burning.

Highlights
Recovers detail in overexposed highlight areas of an image.

Contrast
Adjusts image contrast, mainly affecting midtones.

Shadows
Recovers detail in underexposed shadow areas of an image.

Whites
Adjusts the white points in a photo.

Blacks
Adjusts the black points in a photo.

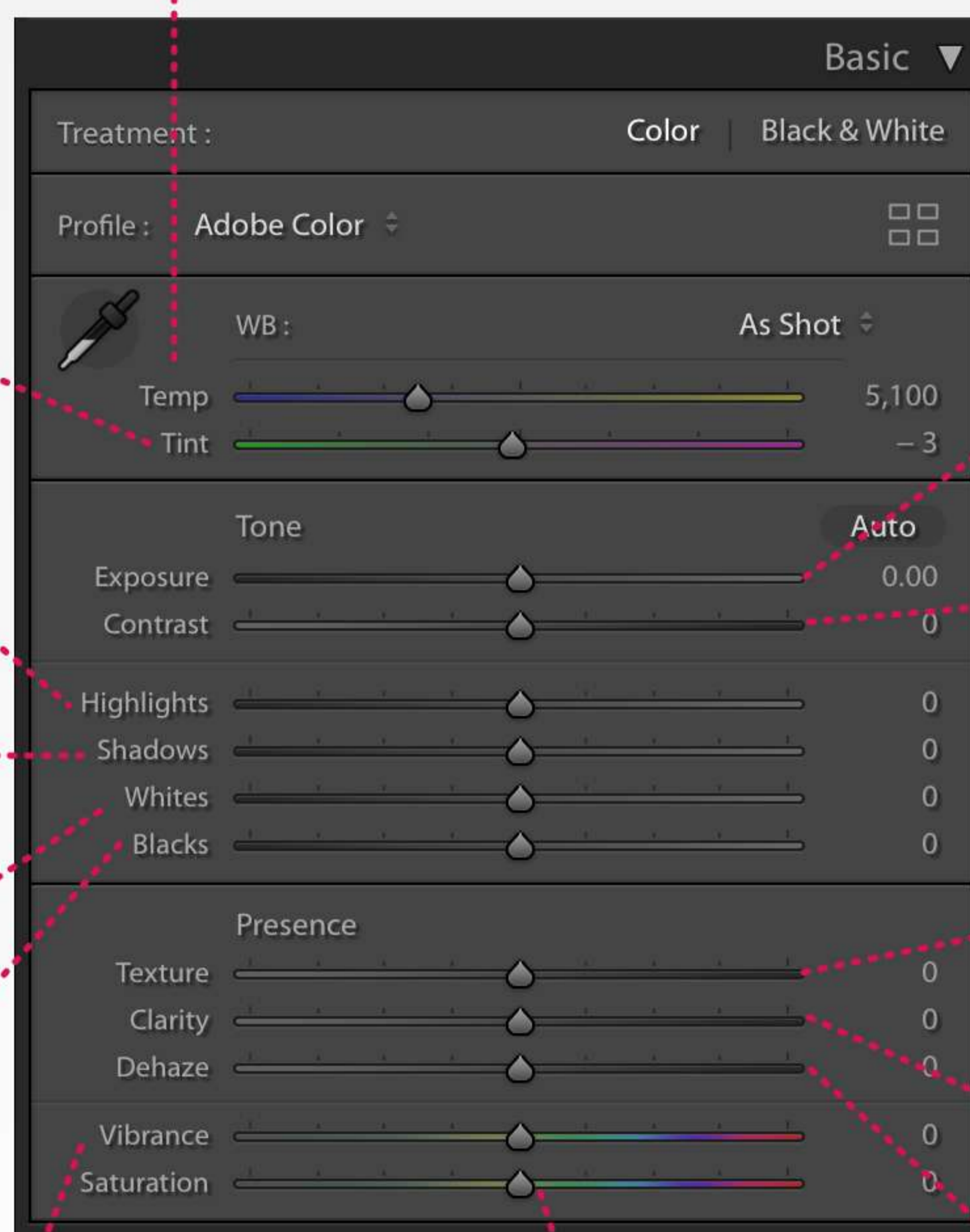
Texture
Smoothens or accentuates textured details in your photo. When you adjust the Texture slider, the color or tonality does not change.

Clarity
Adds depth to an image by increasing local contrast.

Dehaze
Reduces or increases existing haze in a photo.

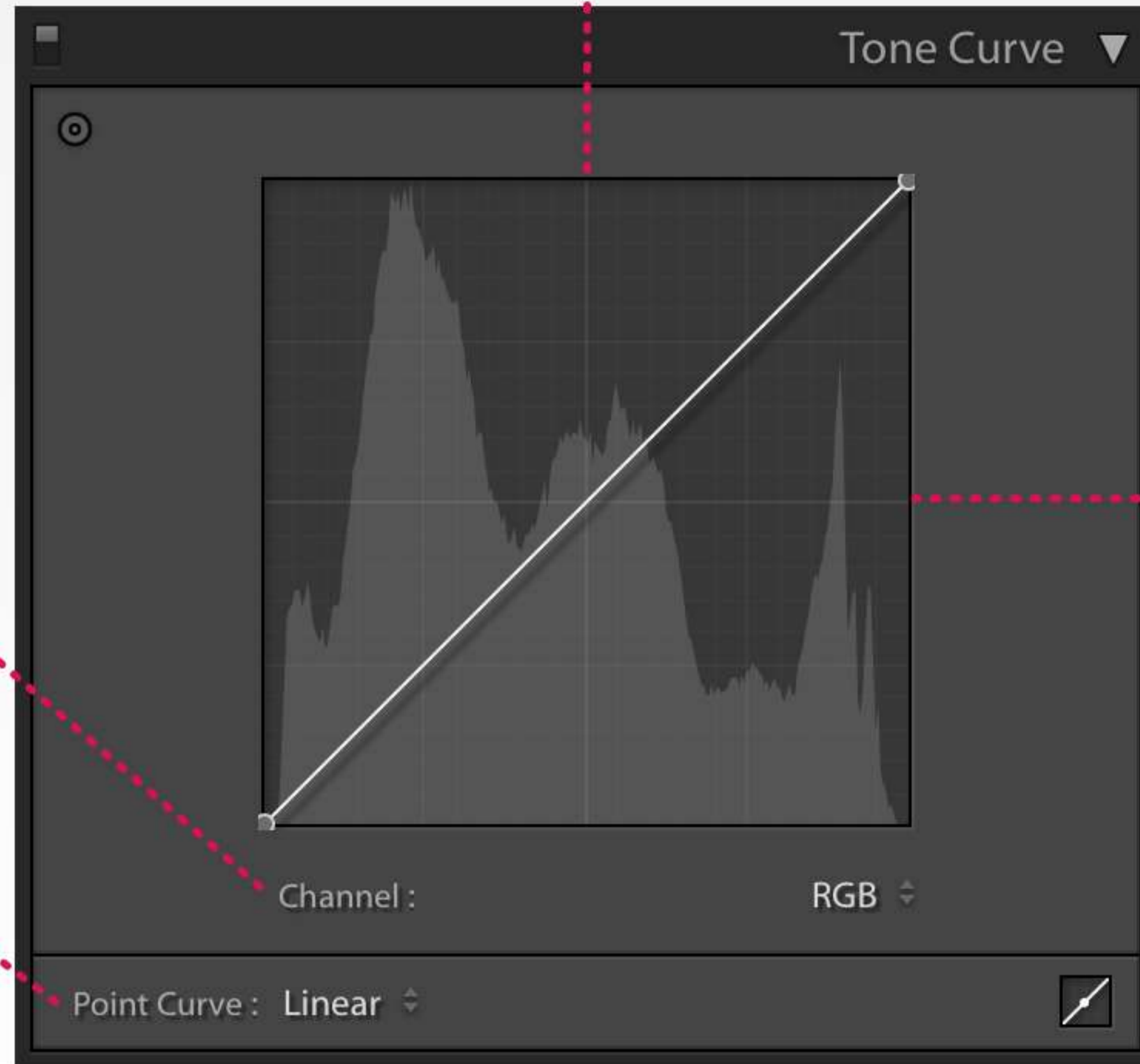
Vibrance
Increases the saturation of lower-saturated colors more than higher-saturated colors, which can help prevent skin-tones from looking unnatural.

Saturation
Boosts the saturation of all colors equally. Move the slider to the left to desaturate colors, move it to the right to boost saturation.



3. Tone Curve

The **horizontal axis** represents the original tone values (input values), with black on the left and progressively lighter values toward the right.



Channels

You can edit all three channels at once, or choose to edit the Red, Green, or Blue channel individually.

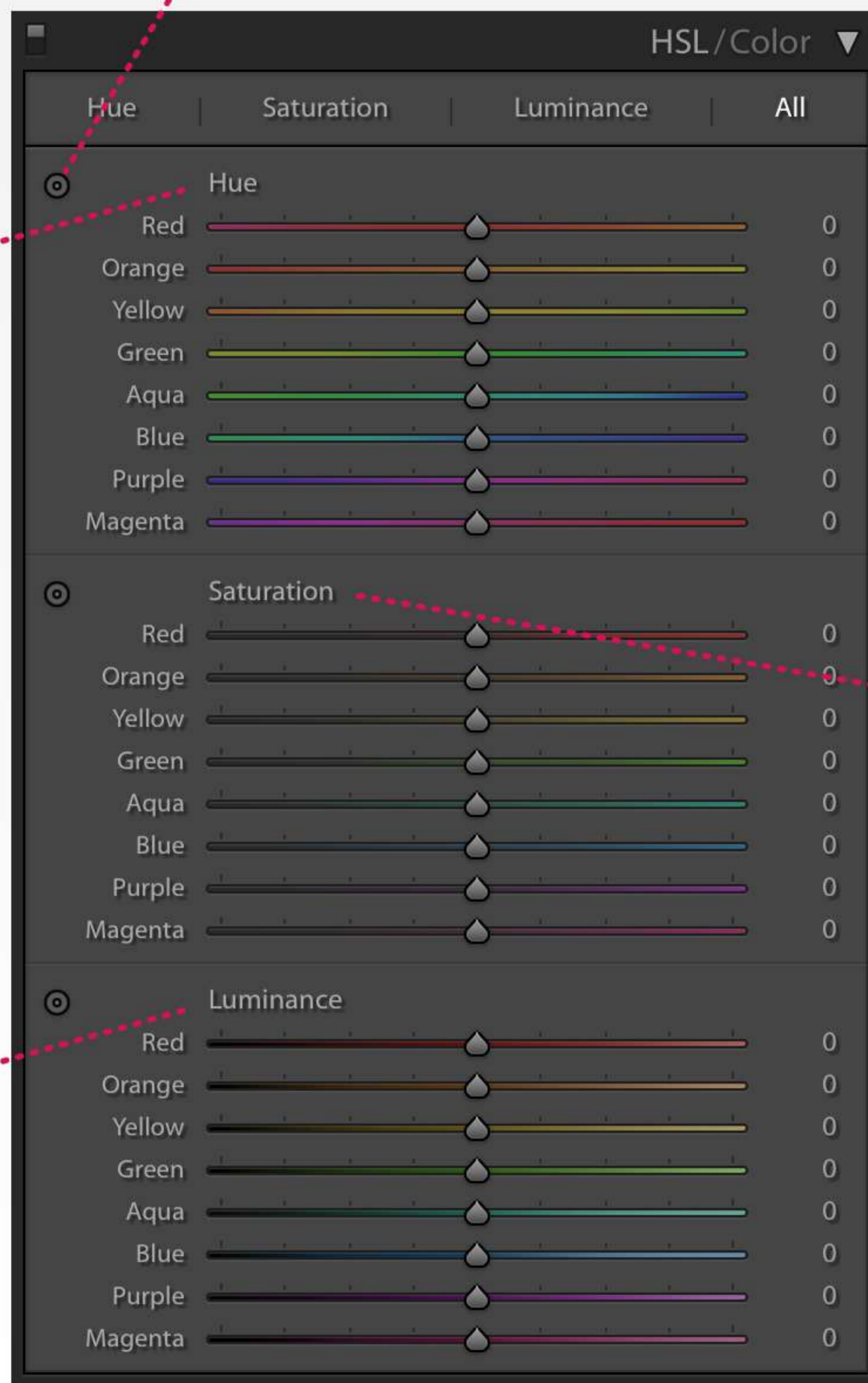
Point Curve

Choose between Linear, Medium Contrast, or Strong Contrast. The setting is reflected in the curve but not in the region sliders.

The **vertical axis** represents the changed tone values (output values), with black on the bottom and lighter values progressing to white at the top.

4. HSL/Color

Not sure which HSL sliders to use? Choose the **Targeted Adjustment tool** and drag in the area of the photo you want to edit. Lightroom Classic moves the appropriate sliders as needed.

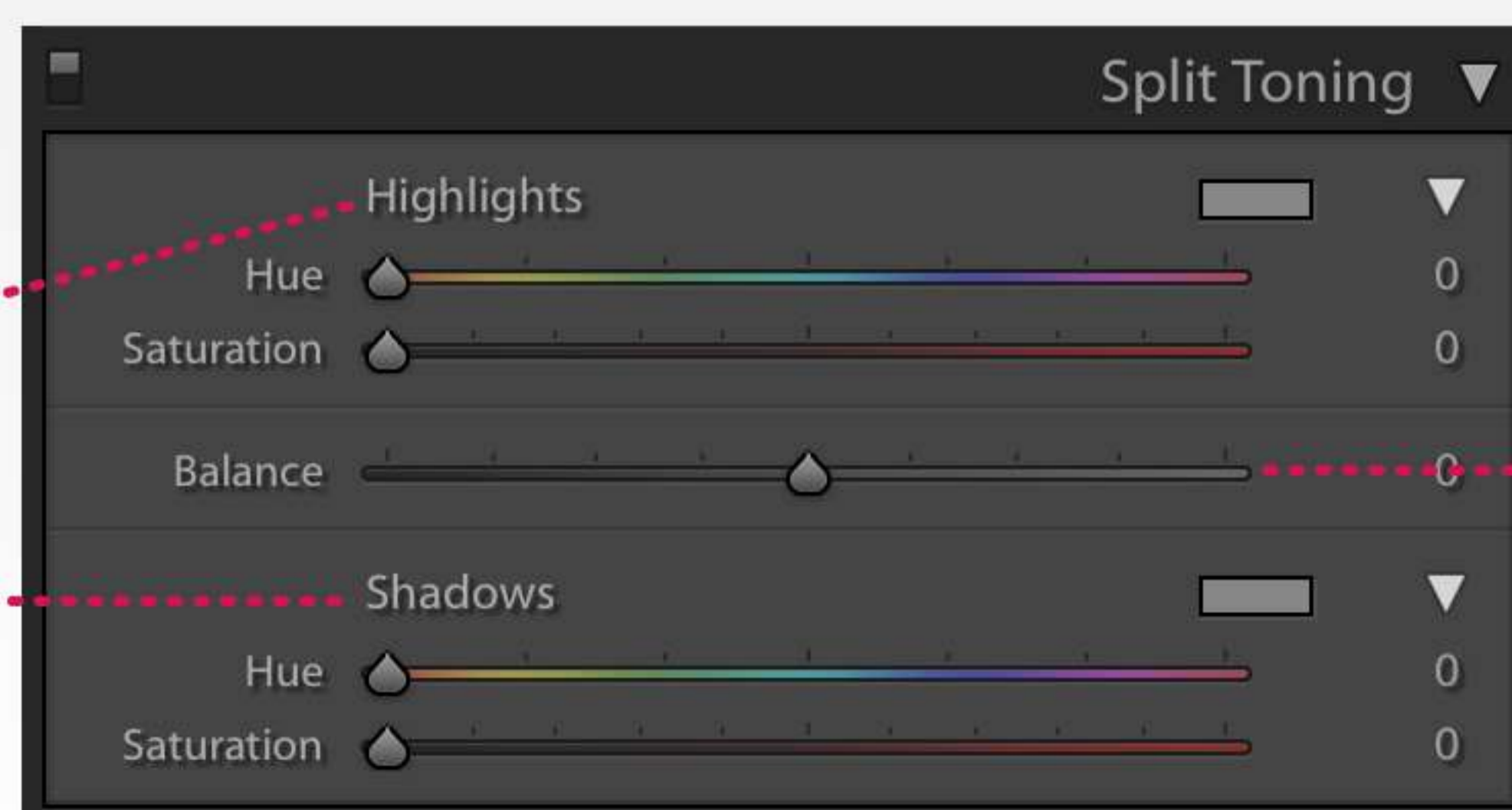


Hue
Changes the color.

Saturation
Changes the intensity of a color.

Luminance
Changes the brightness of a color.

5. Split Toning



Highlights
Change the color of the light parts of the photo.

Shadows
Change the color of the dark parts of the photo.

Balance
Balance the effect between the Highlight and Shadow sliders. Move the slider to the right to favor the selected Highlights color; move the slider to the left to favor the selected Shadows color.

6. Detail

Amount

Increase the Amount value to increase sharpening

Radius

Adjusts the size of the details that sharpening is applied to.

Detail

Adjusts how much high-frequency information is sharpened in the image and how much the sharpening process emphasizes edges.

Masking

Controls an edge mask. With a setting of zero (0), everything in the image receives the same amount of sharpening. With a setting of 100, sharpening is mostly restricted to those areas near the strongest edges.

Color

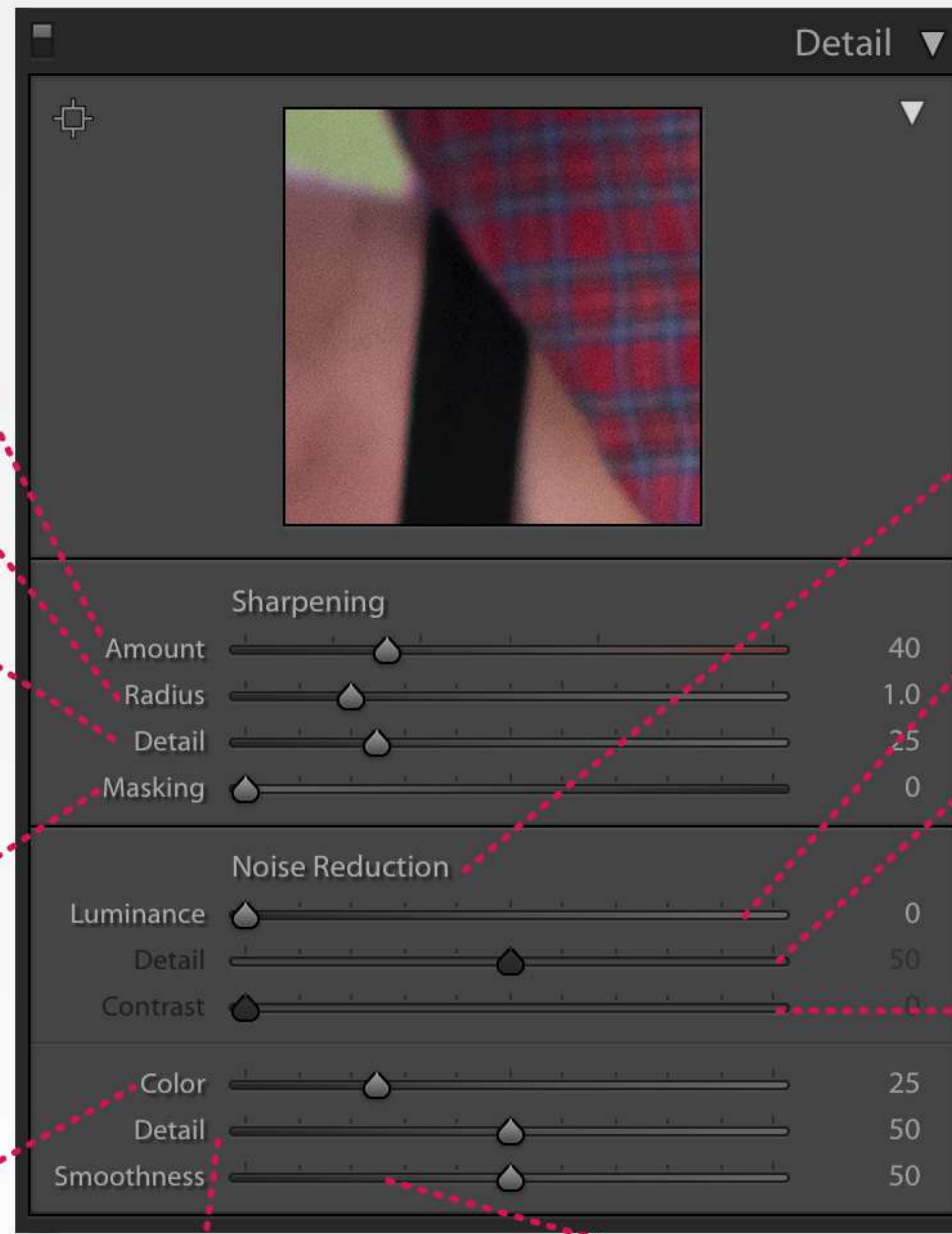
Reduces color noise.

Detail

Controls the color noise threshold. Higher values protect thin, detailed color edges but may result in color speckling. Lower values remove color speckles but may result in color bleeding.

Smoothness

Helps to reduce low-frequency color mottling artifacts.



Noise Reduction: The first three sliders affect luminance noise. The last two sliders affect color noise.

Luminance

Reduces luminance noise.

Detail

Controls the luminance noise threshold. Useful for very noisy photos. Higher values preserve more detail but may produce noisier results. Lower values produce cleaner results but may also remove some detail.

Contrast

Controls luminance contrast. Useful for very noisy photos. Higher values preserve contrast but may produce noisy blotches or mottling. Lower values produce smoother results but may also have less contrast.

7. Lens Corrections

First select **Enable Profile Corrections**.

To change the lens profile, select a different **Make, Model, or Profile**.

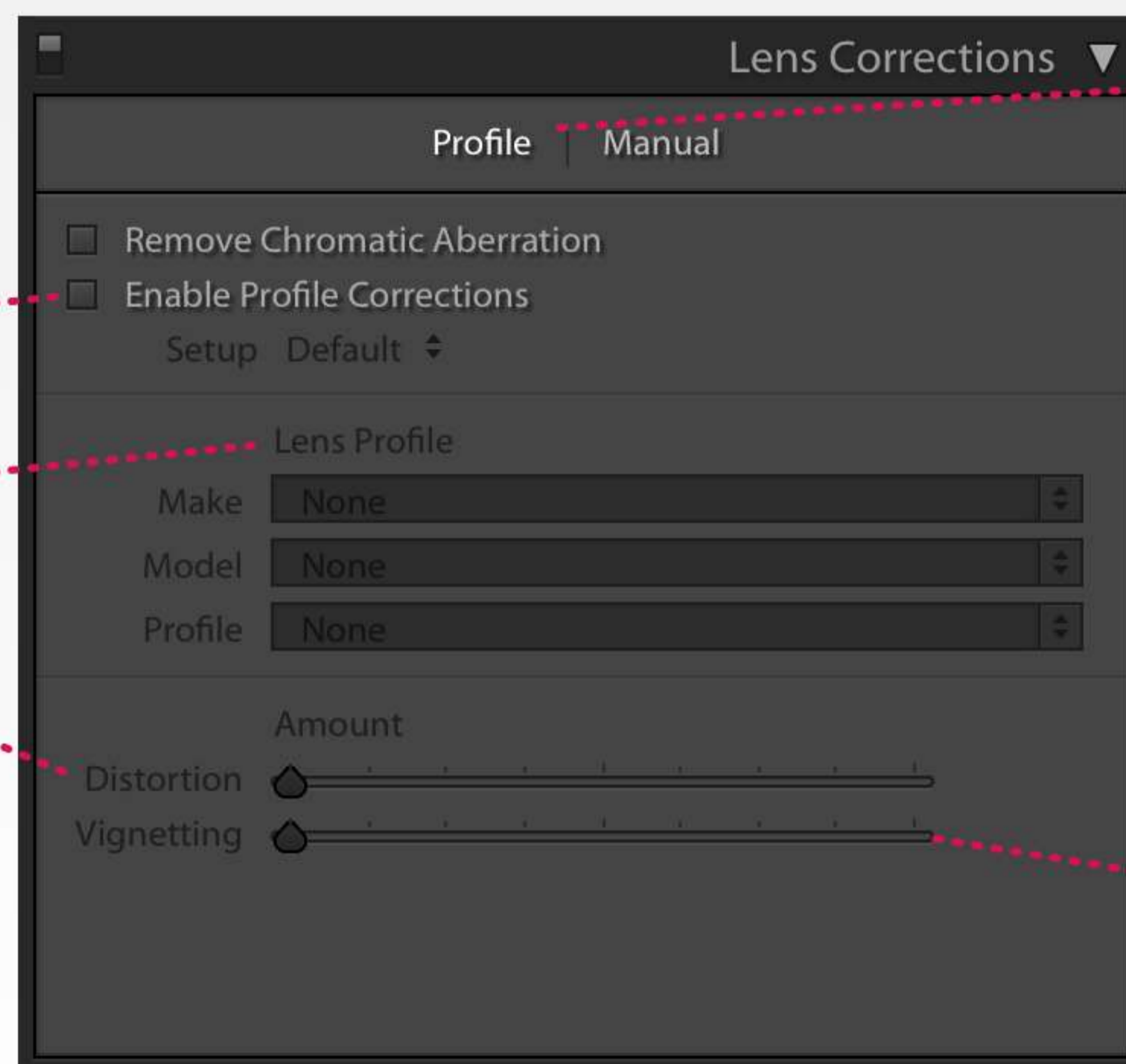
Distortion

The default value 100 applies 100% of the distortion correction in the profile. Values over 100 apply greater correction to the distortion; values under 100 apply less correction to the distortion.

The Profile options correct distortions in common camera lenses. The profiles are based on Exif metadata that identifies the camera and lens that captured the photo, and the profiles compensate accordingly.

Vignetting

The default value 100 applies 100% of the vignetting correction in the profile. Values over 100 apply greater correction to vignetting; values under 100 apply less correction to vignetting.



8. Transform

Vertical

Corrects vertical distortions.

Auto

Corrects both vertical and horizontal distortions while balancing the overall image, and preserving as much of the original image as possible.

Level

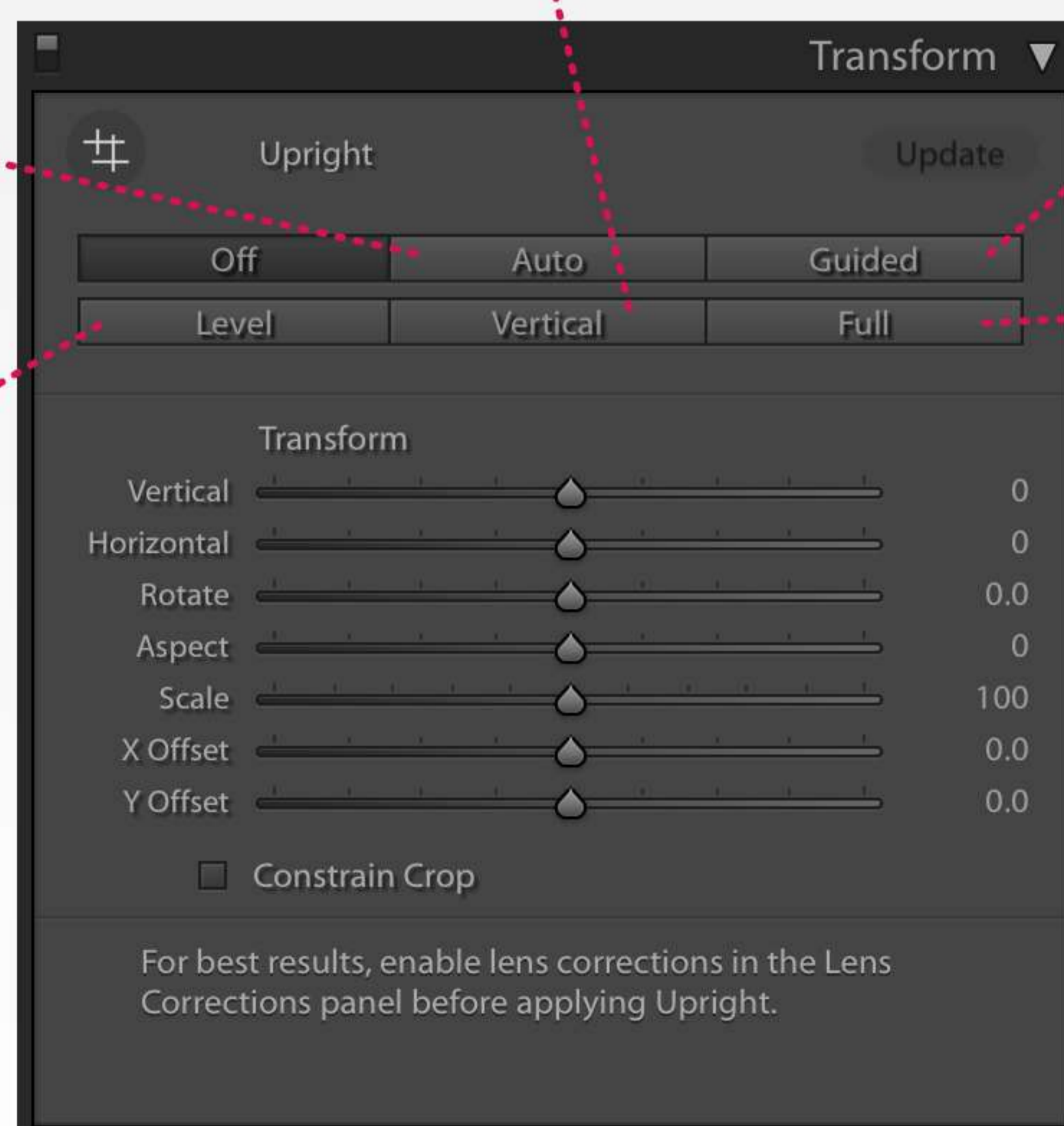
Corrects horizontal distortions.

Guided

Allows you to draw two or more guides on your photo to customize perspective correction.

Full

Combination of full Level, Vertical, and Auto perspective corrections.



For best results, enable lens corrections in the Lens Corrections panel before applying Upright.

9. Effects

Amount

Move the Amount slider to the right (positive values) to lighten the corners of the photo. Move the slider to the left (negative values) to darken the corners of the photo.

Midpoint

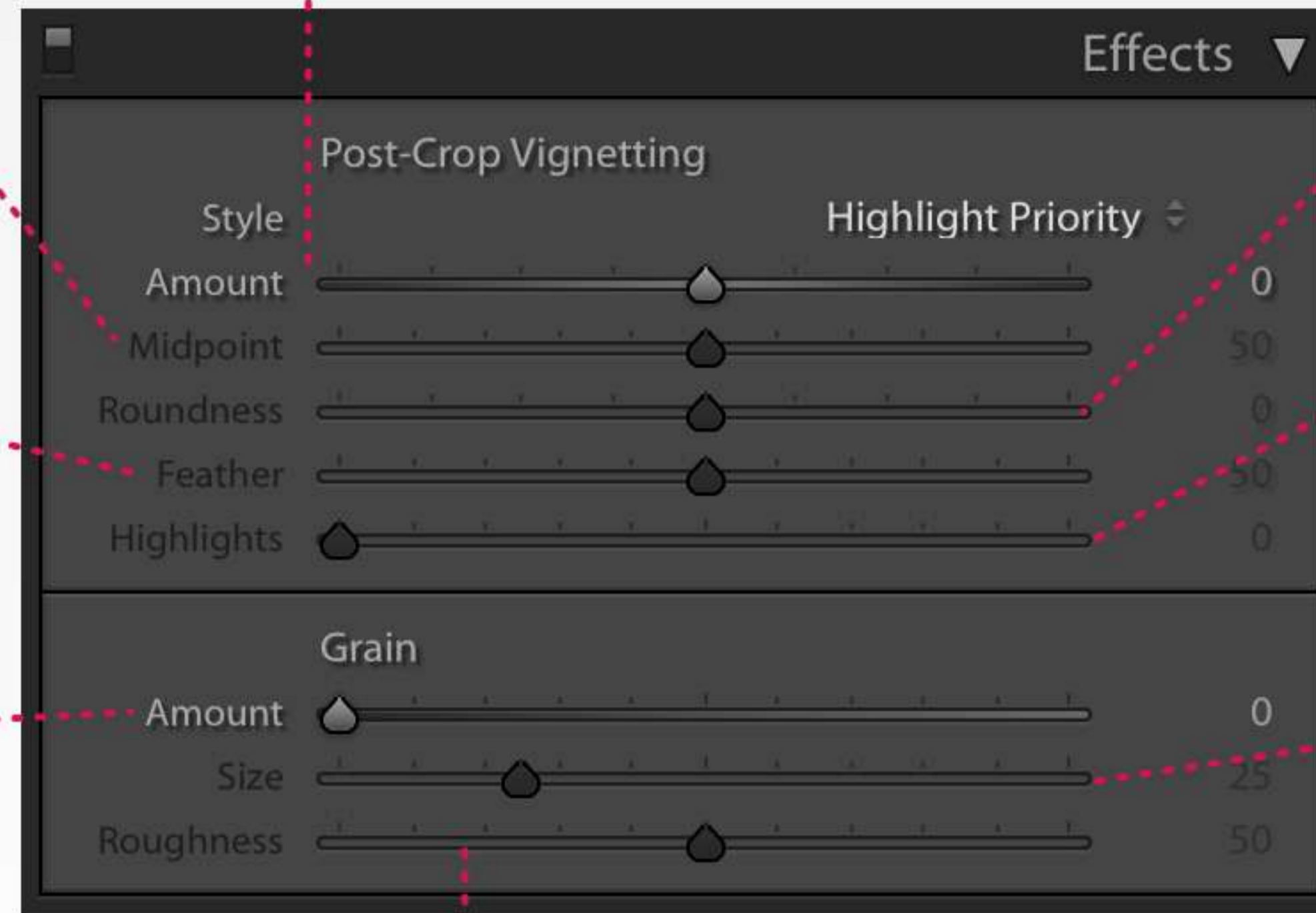
Lower values apply the Amount adjustment to a larger area away from the corners. Higher values restrict the adjustment to an area closer to the corners.

Feather

Lower values reduce softening between the vignette and the vignette's surrounding pixels. Higher values increase the softening.

Amount

Controls the amount of grain applied to the image. Drag to the right to increase the amount. Set to zero to disable grain.



Roundness

Lower values make the vignette effect more oval. Higher values make the vignette effect more circular.

Highlights

Controls the degree of highlight contrast preserved when Amount is negative. Suitable for photos with small highlights, such as candles and lamps.

Size

Controls grain particle size. At sizes of 25 or greater, blue is added to make the effect look better with noise reduction.

Roughness

Controls the regularity of the grain. Drag to the left to make the grain more uniform; drag to the right to make the grain more uneven.

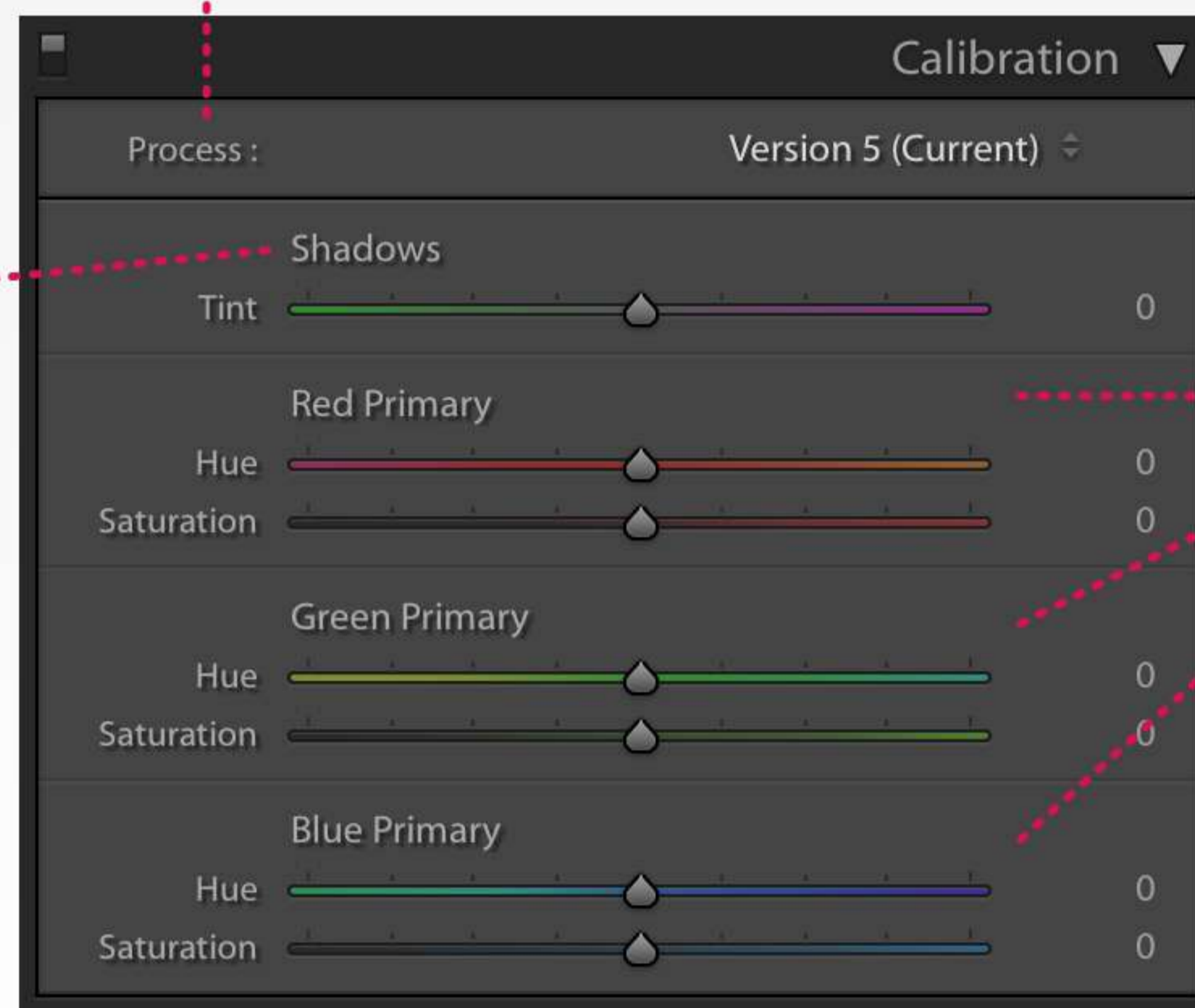
10. Calibration

Process

The process version corresponds to the version of Camera Raw in which the profile first appeared. Choose an ACR profile if you want consistent behavior with legacy photos.

Shadows

Corrects for any green or magenta tint in the



Red, Green, and Blue Primary

The Hue and Saturation sliders adjust the red, green, and blue in the photo. In general, adjust the hue first, and then adjust its saturation. Moving the Hue slider to the left (negative value) is similar to a counterclockwise move on the color wheel; moving it to the right (positive value) is similar to a clockwise move. Moving the Saturation slider to the left (negative value) desaturates the color; moving it to the right (positive value) increases saturation.