Develop Module+Basic
Adobe Lightroom Classic

Adobe Lightroom Develop window but focus on just profile, white balance the basic global adjustments.
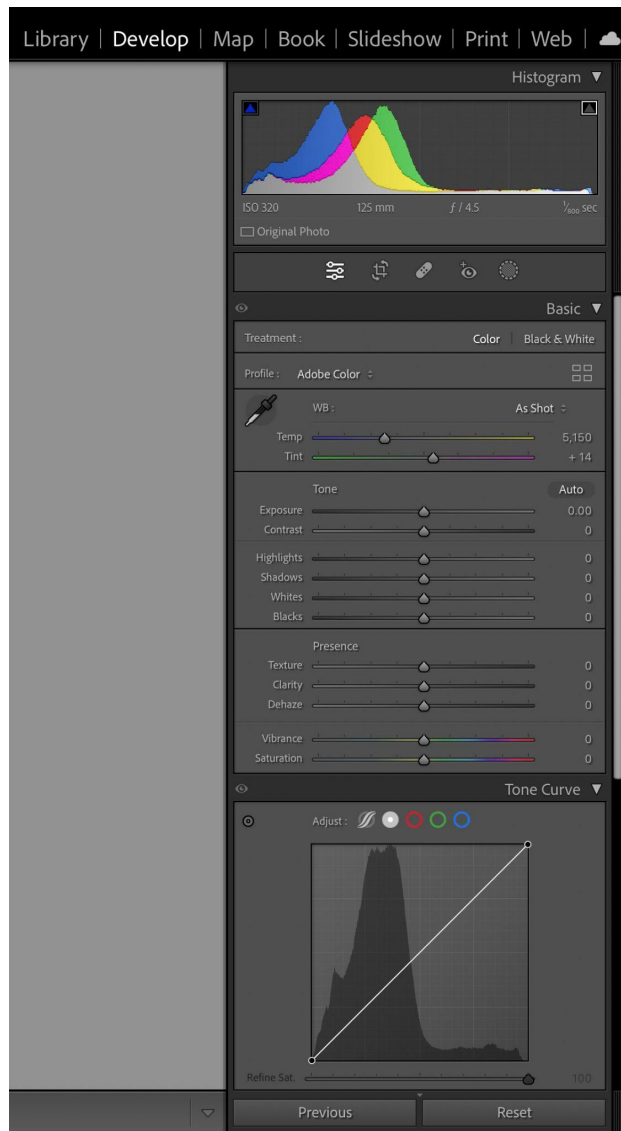
Link for Associated Video:

▶ Ultimate Adobe Lightroom Classic 2022-"DEVELOP MODULE" FREE SERIES
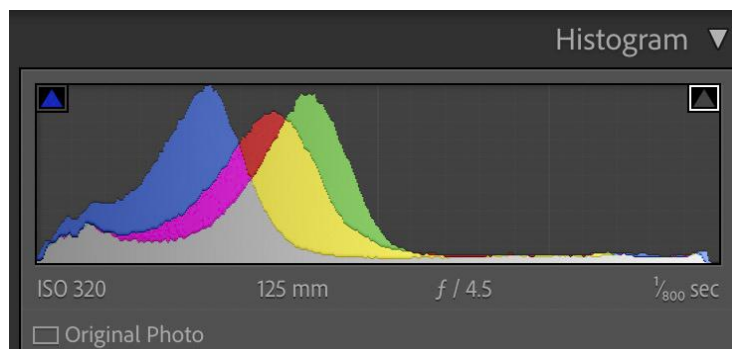
View of Develop Window or Module

Note: To activate the **Develop Window or Module** you need to click on **Develop** on the top right. What changes is the right side navigational windows. If you have ever used Adobe Lightroom Classic the Develop Window is the exact same program, as far as image processing or editing. The interface looks a bit different, but they are exactly the same.

This is a view of the right side that changes when you select the Develop Window. The Develop Windows consist of a lot more options than we will cover today. I am going to focus on the **Color Profiles, White Balance, and the Basic Menu.**

The Develop Window is actually a RAW file converter and a basic image editor. If you are working with RAW files like .nef, .cr2, .cr3, or .aws you need a raw image converter. For instance Photoshop is unable to open a raw file unless it passes through Lightroom or Adobe Camera Raw

Histogram

The Histogram shows where the data is in your image, and it displays your ISO, Aperture, Shutter Speed, and focal length. The triangle on the top left and right
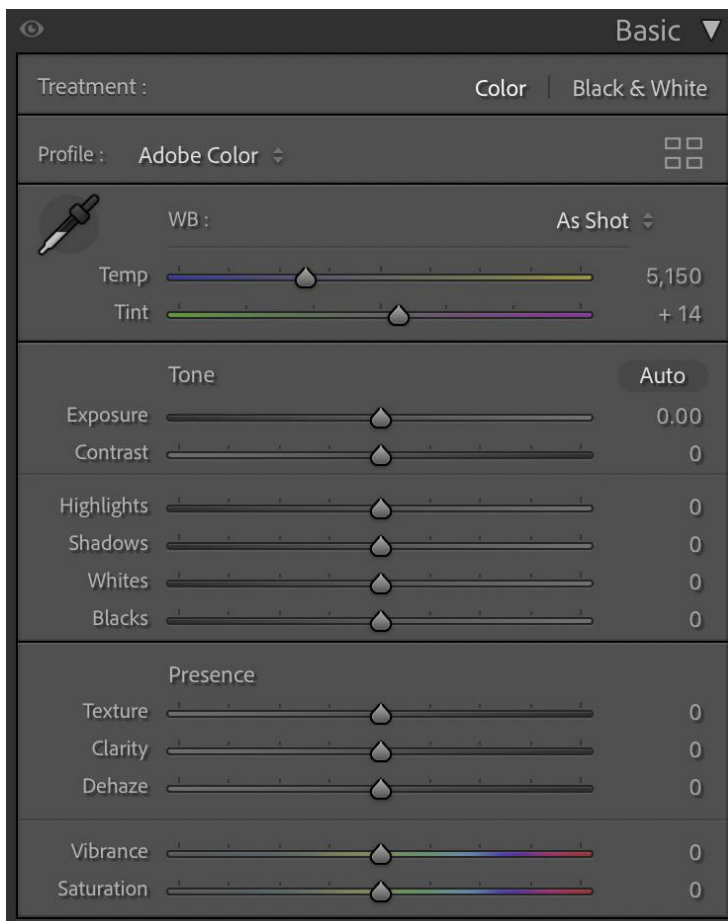
can be activated to display clipping of highlights and shadows.

Navigation Bar

The first icon is for your **basic settings** that you see below. The next is for your **crop tool**.
The next is for **cloning or healing**. I am not a fan of this, and prefer to do this in
Photoshop. The next is for Red-Eye reduction. The last and most important is for **masking
or selections**. We will cover its options in another .pdf.

Basic

The **basic window** is your main global editing window. Global meaning any adjustment will affect the whole image.

Treatment is basically for editing in color or black and white.

Profile is for setting camera profiles. In this case I am using **Adobe Profile**s instead.
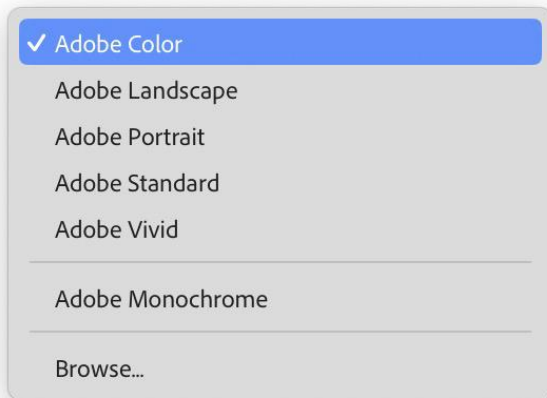
White Balance is for setting white balance after the fact. This can only be done if shooting a Raw file.

Tone are the main image adjustment controls. I will cover this more later in this pdf.

Presence are more controls but I do not suggest using them if you plan on editing in Photoshop.
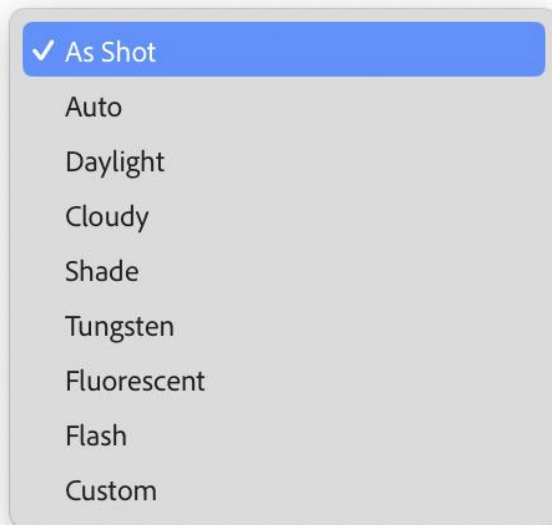
Profile Drop Down

The **profile** drop down menu gives you a selection of presets. These options affect the contrast, and the color saturation in the image.

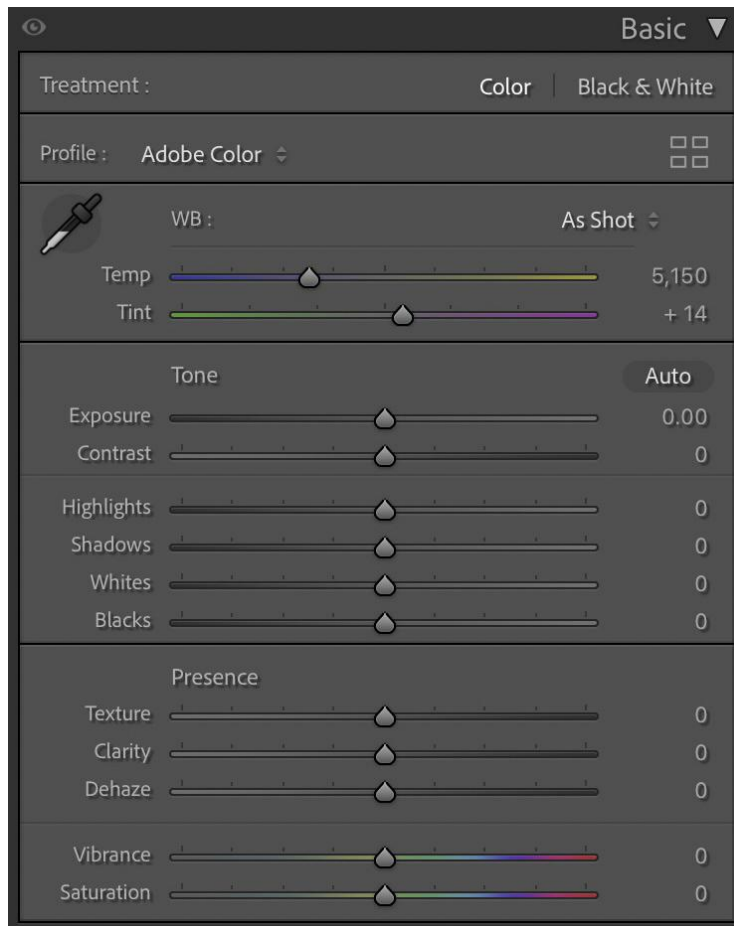You can use browse to choose a different set of options.

White Balance

The **white balance** drop down menu lets you refine your color balance in post production. If you do anything to an image in Lightroom I would suggest this always be done first.

You can also refine the white balance by using the **Temp and Tint** sliders.

Basic

The **tone** sliders are your basic image editing tools.

Exposure can brighten or darken your image.

Contrast can increase or decrease the difference between the dark and light areas of the image.

Highlights can increase or decrease the brightness of the bright areas.

Shadows can increase or decrease the brightness of the dark areas.

Blacks can increase or decrease the black point.

Presence

I do not use the presence options, if I plan on further editing in Adobe Photoshop.

Texture increases or decreases detail in the image.

Clarity increases or decreases midtone contrast in the image.

Dehaze increases or decreases atmospheric haze in the image.

Vibrance increases or decreases saturation in the image, but protects it from skin tones.

Saturation increases or decreases saturation in the image.