

# Lightroom

## What is lightroom?

Lightroom is a family of products made by adobe whose purpose is to make importing, collating and editing raw files from digital cameras easier and more efficient.

Lightroom has a cloud based platform known as **Lightroom CC**, and a desktop app known as **Lightroom Classic CC**. During this course we'll be working with Lightroom Classic CC in a desktop environment. For any references to Lightroom assume Classic CC unless otherwise stated.

Lightroom is not a pixel based, raster image creation and manipulation tool like Photoshop (Affinity Photo, or Gimp). While there are some similarities, Lightroom's major advantage is its ability to make non-destruction adjustments to RAW images and apply those adjustments to multiple images, allowing us to rapidly edit a large number of photos in a much shorter period of time.

## Why would I use it?

A photographer would use Lightroom to easily catalog their images either in one large collection or in smaller client or job based collections. Using Lightroom simplifies a lot of the image editing process and in a lot of cases eliminates the need to open Photoshop.

Lightroom also has a tethered capture feature meaning images can be captured directly into Lightroom enabling adjustments and develop settings to be applied while being captured.

## Script

Hello and Welcome, My name is Chester and I'll be guiding you through this series of Lightroom tutorials.

Lightroom is a really powerful Adobe product, that we can use to manage and edit collections of native raw files that our cameras produce.

Shooting in RAW will create files that include all of the data captured by your camera's sensor. This will mean you have a greater latitude for exposure and white balance corrections. This extra exposure latitude comes from the greater bit-depth raw files have.

A lot of the images you're used to seeing online or from your phone are going to be 8bit. You can check the bit depth in Photoshop by looking at the file name tab at the top of an open file or looking at image -> mode from the menu bar.

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