

Recently Scott Kelby released a tutorial covering the reasons you will want to edit a photo in Adobe Photoshop after making your Lightroom adjustments. A summary of his tutorial is detailed below.

▪ **Lightroom to Photoshop:**

- **Open single image into Photoshop:** After making adjustment to an image in Lightroom, you can further make adjustments in Photoshop by **Photo > Edit In > Edit in Adobe Photoshop CC 20xx** (shortcut key **Ctrl+E**). Photoshop will open with all of your Lightroom adjustments as explained below.
- There are three ways to send an image into Photoshop from Lightroom:
 1. Right-click the photo and select **Edit in Adobe Photoshop CC 20xx**:
 2. Use the shortcut key **Ctrl+E**.
 3. Choose **Photo > Edit In > Edit in Adobe Photoshop CC 20xx**

▪ **Explanation of the 'Edit Photo with Adobe Photoshop' dialog box:**

- If you're exporting a **camera raw file**, Photoshop opens the photo directly with your Lightroom adjustments.
- An **Edit Photo with Adobe Photoshop CC 20xx** dialog box appears with the following options if you are exporting a TIFF, PSD or JPEG file.

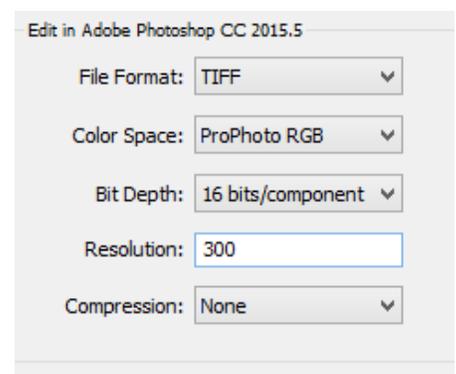
- **Edit a Copy with Lightroom Adjustments:** Creates a copy of your photo with all the edits you made in Lightroom and sends a copy over to Photoshop.
- **Edit a copy:** Ignores any changes you've made in Lightroom, and sends a copy of the image to Photoshop.
- **Edit Original:** Ignores any changes you've made in Lightroom, and sends the original over to Photoshop.

IMPORTANT: Once you make changes to your saved Photoshop image, **DO NOT** make further adjustments in Lightroom since you will lose all the layer information when you reopen the image in Photoshop using the first option (Edit a Copy with Lightroom Adjustments). The **Edit Original** option is used to send the photo back to Photoshop will all the adjustment and layers you originally made in Photoshop.



▪ **Returning the Photoshop adjusted image to Lightroom:**

- **Saving file from Photoshop:** After you processed the photo in Photoshop, choose **File> Save**. When you return back to Lightroom, a new version of your photo appears next to the original in the Film Strip. The new photo contains the edits you made in Photoshop and the original photo is untouched. To close the Photoshop file, depress the "X" on the tab or choose **File > Close**.
- **File format:** You select the file format (TIFF or PSD) by choosing **Edit>Preferences>External Editing tab**.
- In Lightroom, you can determine the name of the file by choosing **Edit>Preferences>External Editing tab**. At the bottom of the tab you can add a custom name (example below shows **Edited in Photoshop** prefix to the **Original File Number**).



Edit Externally File Naming: Edited in Photoshop-0002.psd

Template: Custom Name - Original File Number

Custom Text: Edited in Photoshop Start Number:

• Main reasons you would leave Lightroom (after editing) and edit in Photoshop:

- **Removing distractions:** The Spot Removal tool in Lightroom was designed to remove sensor dust and is not a Healing brush or Patch tool. Most distraction removals should be done in Photoshop. You will probably use the **Spot Healing Brush** tool the most. When the Spot Healing Brush tool doesn't work then try using the **Healing Brush tool** (you select the source by **Alt-clicking** the source area). The **Clone Stamp** tool will generally be a good choice followed by the **Patch tool** (to remove and replace large areas). Do not overlook **Content-Aware Fill**. Also you can make a selection from top to bottom of your image using the Rectangular Marquee tool, free transform it (**Ctrl+T**) and stretch it to the edge of the photo.
- **Make a selection:** Selections are used to confine your adjustments to the selected area (marching ants). The selections tools that are used the most are: **Rectangular Marquee**, **Elliptical Marquee**, **Quick Selection**, **Magic Wand** (selection by color), **Lasso**, and **Polygonal Lasso**.
- **Layers:** Layers allow you to stack different images on top of one another and move them as well confine your adjustment to a selected area.
- **Blending:** You can cycle through the different blend modes by depressing **Shift & Plus** keys. The most used blending modes are: Multiply (darken), Screen (Lighten), Overlay (strong contrast) and Soft Light (less contrast). Be sure to use the **Opacity slider** to reduce the effect.
- **Masking:** To blend a top layer with a bottom layer, add a Mask and use the Gradient tool (black to white) or brush tool to hide or reveal the top layer. With the Gradient tool start from the center of the image and draw the gradient outward in any direction. If you don't like the results, undo (**Ctrl+Z**).
- **High Contrast image:** When you have very dark areas with bright areas such windows, you could use HDR to take the scene. However, if you expose two shots — one for the shadow areas and one for the bright areas, then you can blend the two photos using a Mask. Start by placing the brightest image on the bottom layer and add a Black Mask to the top layer (hold down the **Alt key** and click on the **Add layer mask** icon). Paint with white in the areas you wish to reveal. If you have several windows, make a selection of each one and then click on the Black Mask. Make sure the **Foreground color swatch** is **white** and depress the **Alt+Backspace** keys to fill the selected areas with white. Decrease the Layer Opacity if necessary.
- **Replace half of a symmetrical image:** Sometimes when the right and left sides of an image are identical, one side may have distracting elements such as scaffolding which you want to hide. First make a selection of half the good side (**Rectangular Marquee tool**) and then duplicate the selection (**Ctrl+J**). On the duplicated layer do a Free Transform (**Ctrl+T**) and then right-click and select **Flip Horizontal**. Move the flipped image to cover the bad side. You can darken or lighten the replacement by duplicating the layer (**Ctrl+J**) and changing the blend mode to '**Multiply**' or '**Screen**'. Lower the Opacity to taste.
- **Reduce eyeglass reflection:** Take two photos, one with the eyeglasses on and the second with the glasses off (removed by a third person so the head remains in the same position). Place the image without glasses on the top layer and then align the two images (**Edit>Auto-Align Layers>Auto**). Add a black mask and paint with a white brush over the glass portion of the glasses to reveal the unobstructed eyes.
- **Portrait Retouching:** Photoshop is much more powerful when retouching portraits than Lightroom. Some of the retouching tools to consider are:
 - **Liquify:** Choose **Filter>Liquify**.
 - Two tips to make Liquify work better: (1) use a brush size slightly larger than the area you want to move, and (2) slowly nudge areas. Use the Liquify tool to smooth out bulging items such as hair, and clothes. Also smooth out teeth by zooming in close to a smiling mouth and nudge uneven teeth.

- **Face-Aware Liquify:** Use the sliders to adjust the Eyes, Nose, Mouth, and Face Shape.
- **Whiten teeth:** Use **Hue/Saturation** adjustment to remove yellow from teeth by changing '**Master**' to '**Yellow**' and reducing the Saturation slider (left). Add a black mask (or change a white mask to black by depressing the **Ctrl+I** keys) and paint over the teeth with a small white brush so the saturation adjustment only effects the teeth.
- **Reduce Moles and wrinkles:** Generally you will not want to completely remove a mole. Select the Healing Brush tool and select a point nearby. Then click on the mole which will remove the mole completely. Next, choose **Edit>Fade Healing Brush** and move the Fade Opacity slider to the left to partially bring back the mole.
- **Compositing:**
 - **Sky replacement:** Select the **Rectangular Marquee tool** and draw a selection around the replacement sky area. Choose **Edit>Copy (Ctrl+C)** to place the selection on the clipboard. Select the **Magic Wand tool** and change the Tolerance to **20**. Then choose **Select>Similar** to have the Magic Wand select shades of the color which are little bit different from the initial selection. To add areas to the selection, hold down the **Shift** key and click. After you have a satisfactory selection, choose **Edit>Paste Special>Paste Into** which will place the replacement sky inside the selection area (note: **Edit>Paste** would place the replacement sky over the entire image and not inside the selection). Use **Free Transform (Ctrl+T)** to resize the replacement sky and the **Move tool** to reposition. Double-click the layer to bring up the **Layer Style** dialog box and split the left **Underlying slider**. Move the right half of the split arrow to the right to blend the replacement sky with the original sky.
 - **Place a person over a new background:** First make a rough selection of the person using the **Lasso Tool**. Refine the selection on hard edges (not hair) using the **Quick Selection tool**. In the Options bar depress the **Select and Mask** button. Select the edge hair area using the **Refine Edge Brush Tool**. Switch to the **Black and White** view to see if you need to fill in any areas using the **Brush Tool**. When completed refining your selection, **Output To: New Layer**.
- **Special Effects:**
 - **Reflections:** To add a reflection to a body of water below a horizon line, make a selection from the horizon line to the top of the photo using the **Rectangular Marquee tool** and place the selection on its own layer (**Ctrl+J**). Flip the selection by selecting **Free Transform (Ctrl+T)**, then right-click and choose **Flip Horizontal**. Move the flipped selection to where the horizons meet together. Next stretch the Flipped layer down to elongate the image using **Free Transform (Ctrl+T)**. Blur the image by choosing **Filter>Blur>Motion Blur** and set the angle to **90°**, moving the bottom slider to the desired blur. To darken the reflection go to **Filter>Camera Raw Filter** and lower the **Exposure** slider. Finally lower the **Opacity** slider to reveal some of the water in the original photo.
 - **Texture:** Add a texture to give your photo a timeless or aged look by opening a Texture photo (your own or from a stock photo company). Choose **Select>All (Ctrl+A)** and choose **Edit>Copy (Ctrl+C)**. Then choose **Edit>Paste (Ctrl+V)** the texture above the Background layer of the photo you want to add a texture. Resize the texture to fit the image (**Ctrl+T**). Change the blend mode to one that looks best (cycle through the blend modes by depressing **Shift+** keys). Finally lower the Layer Opacity.
 - **Oil Painting:** First choose **Filter>Stylize>Oil Paint**. In the Oil Paint dialog box, make sure the Preview box is checked to see the preview in the Document window. Move the four sliders (Stylization, Cleanliness, Scale and Bristle Detail) to your liking.
 - **Add a white border or stroke:** First **Create a new layer** and make a selection with the **Rectangular Marquee tool** (the location you want a stroke). Make sure the **Foreground color swatch** is **White** (for a white stroke) and choose **Edit>Stroke**. Change the Width to **4-px** and **Center** location and depress **OK**. Remove the selection (marching ants) by depressing the **Ctrl+D** keys. To move the stroke, use the Move tool or the keyboard arrow keys.
- **Important Photoshop shortcuts you should memorize:**

- **Duplicate a layer:** Depress the **Ctrl+J** keys.
- **Zooming:** **Ctrl +** (zoom in) and **Ctrl –** (to zoom out).
- **Fit image to fill the screen:** **Ctrl+0**.
- **Resize (Free Transform):** **Ctrl+T**. Remember to right-click inside the Transform box to selection different options such as Warp, Flip Horizontal/Vertical, and Rotate.
- **Foreground/Background color swatches:** Default color is black for the Foreground and white for the background (depress the letter 'D' for default colors). To switch the Foreground and Background color swatches depress the letter 'X.'
- **Fill a color Background Layer with any solid color:** First change your **Foreground color swatch** and depress the **Alt+Backspace** keys.
- **Undo several steps:** Depress the **Ctrl+Alt+Z** keys.
- **Cycle through Blend Modes:** To cycle through all the blend modes quickly using the keyboard, use the **Shift++** (plus) to change to the next mode, and **Shift--** (minus) to change to the previous mode.