

Lightroom Classic 2026

Introduction to the Develop Module

Dallas Camera Club and Plano Photography Club

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June 25, 2026

The Develop Module

Lr Lightroom Catalog - Dennis Fritsche - v10-v13-3 - Adobe Photoshop Lightroom Classic - Develop

File Edit Develop Photo Settings Tools View Window Help

Library | Develop | Map | Book | Slideshow | Print

Dennis Fritsche photography

Menu Bar

Module Selector

Library | Develop | Map | Book | Slideshow | Print

Active Photo

Left Panel

Right Panel

Open the Develop Module

1. Click "Develop"

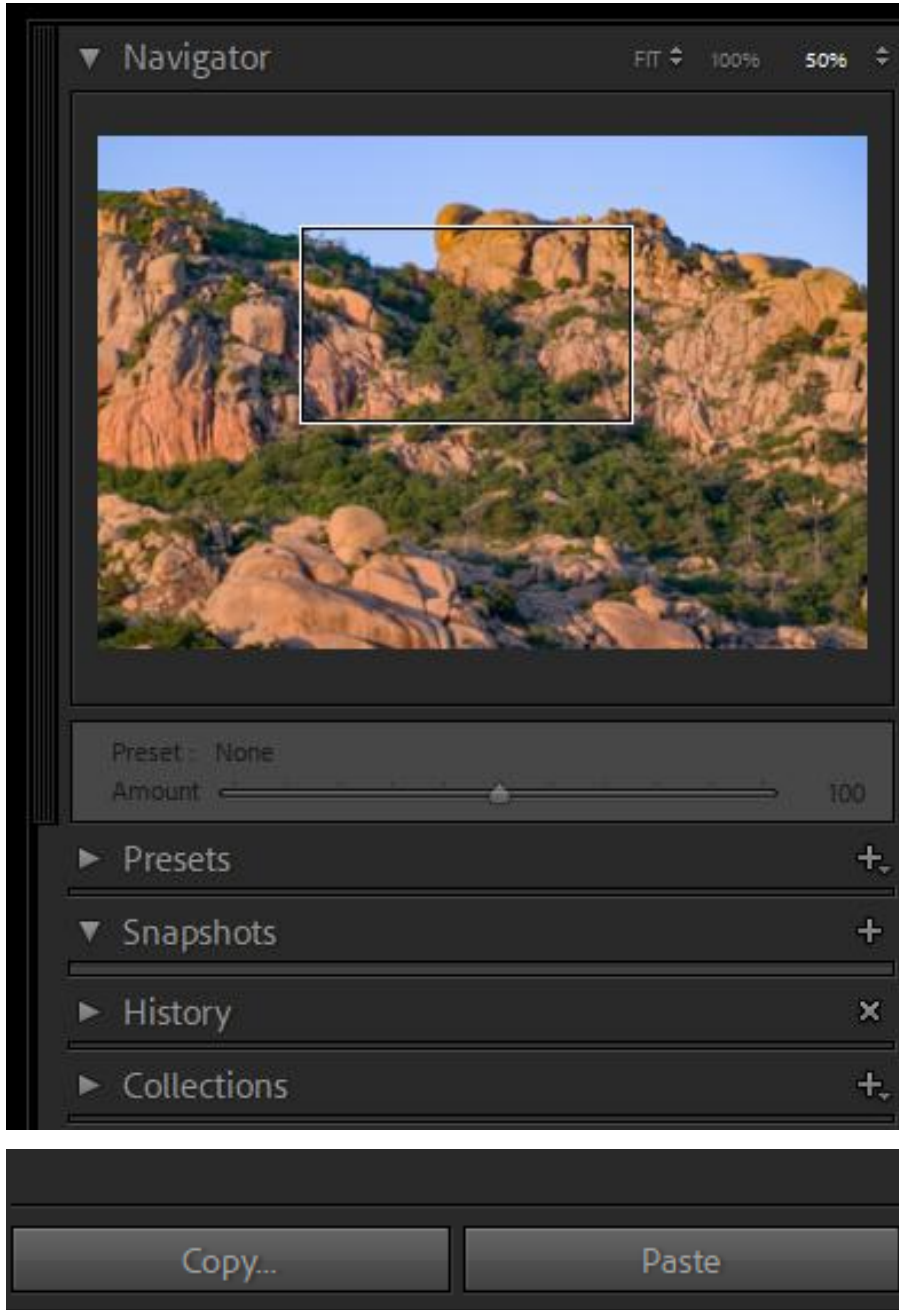
2. CTL-ALT-2

3. Type "d"

Film Strip

[Work with the Develop module in Lightroom Classic | Lightroom Classic](#)

Left Panel – consider “Solo Mode”

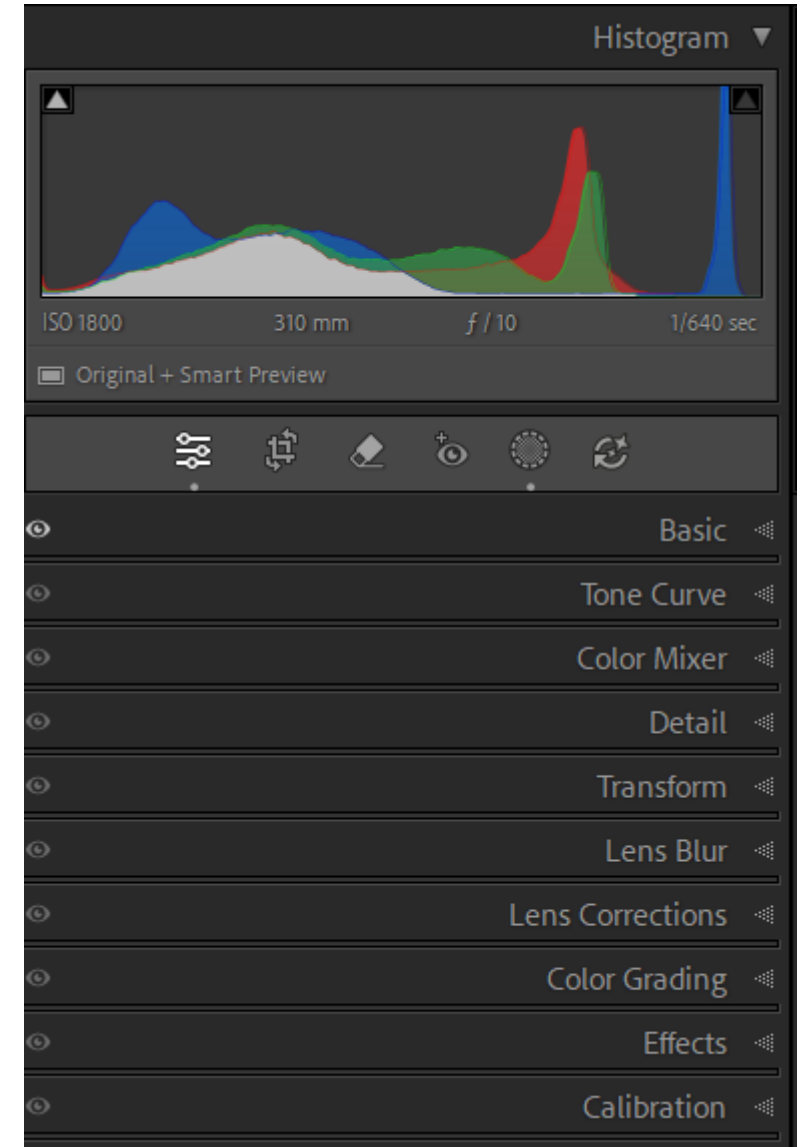


- Navigator
 - Recommend always ON
 - Shows location when zoomed in
- FIT (Not Fill)
 - 100% and usually 50%
 - Occasionally more or less
- Presets – usually on but rarely used
- Snapshot – very Rarely used
- History – Very rarely used not very useful
- Collections – rarely in this module
- Copy/Paste – Copy selected adjustments to paste to other images. Useful when images are very similar.
- [Edit photos with Presets in Lightroom | Lightroom](#)

Demo

Right Panel – Recommend “Solo Mode”

- Histogram
 - Always ON
 - Recommend Lab Mode
- Tools Strip (see next Page)
- The **Basic** panel contains the main tools for adjusting the photo's white balance, color saturation, tonal scale, and editing in HDR.
- The **Tone Curve** panel contain **Histogram** for fine-tuning your tonal adjustments. **Tone Curve** also gives additional control with **Refine Sat.** slider to adjust color saturation while making curve adjustments.
- The **Color Mixer** panel contain tools for making color adjustments. Holding Alt or Option key while making adjustments with **Point Color** or **Mixer** sliders will show only the active hue in color and greyscale of all other hues for better visualisation.
- The **Color Grading** panel colors monochrome images or creates special effects with color images.
- The **Detail** panel lets you adjust sharpness and reduce noise.
- The **Lens Blur** panel lets you add blur effect easily to any image. The effect can blur the background or foreground by making a depth map of the image using Adobe Sensei. View [Add depth with Lens Blur](#) to learn more.
- The **Lens Corrections** panel lets you correct chromatic aberration and lens vignetting caused by the camera lens.
- The **Transform** panel lets you correct the horizontal and vertical distortions.
- The **Effects** panel lets you apply a vignette to a cropped photo and add a film-grain effect to a photograph.
- The **Calibration** panel makes adjustments to the default calibration settings for your camera



Tools Strip



Tools in the tool strip

Tools for performing local edits to specific areas of a photo are located in the tool strip under the Histogram panel. Select any tool to display its options in the tool drawer. Deselect the tool to close the drawer and revert to the Hand or Zoom tool.

Normal Mode: Apply adjustments

Crop Overlay:

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

Remove:

Includes **Generative AI** by (Adobe) Firefly to remove unwanted objects from the photo

Content-Aware Remove option with **Size** and **Opacity** sliders

Heal and **Clone** options with **Size**, **Feather**, and **Opacity** sliders

Red Eye Correction:

Includes **Pupil Size** and **Darken** sliders. Click **Reset** to clear the changes to the photo.

Masking

Add New Mask - Automatically mask **Subject**, **Sky** and **Background** with a single click.

Objects tool - Mask an object by covering it with **Brush Select**, or drawing a box around the object with **Rectangle Select**, adjust selection with the **Size** slider.

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

Linear Radiant and **Radial Gradient** - Includes options for creating multiple, off-centre, vignetted areas to highlight specific portions of a photo.

Range

Color Range, **Luminance Range** and **Depth Range** masks to make adjustments to your photos.

People

Automatically scans for individuals or groups of subjects and gives additional options to mask **Facial skin**, **Eyes**, **Hair** and more.

Update AI Tools

Copy Settings (Lower part of Right Panel)

Reset returns image to imported state.

When a single image is selected, **Previous** applies adjustment from most recently adjusted image to the selected image.



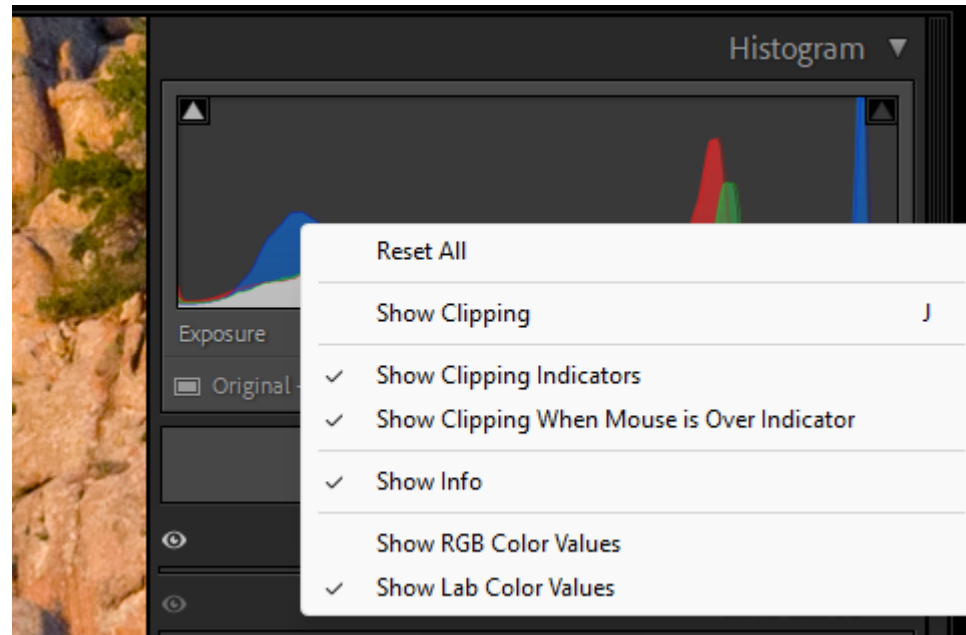
When multiple images are selected, Adjustments made to the Active Image are made to all of the selected images simultaneously



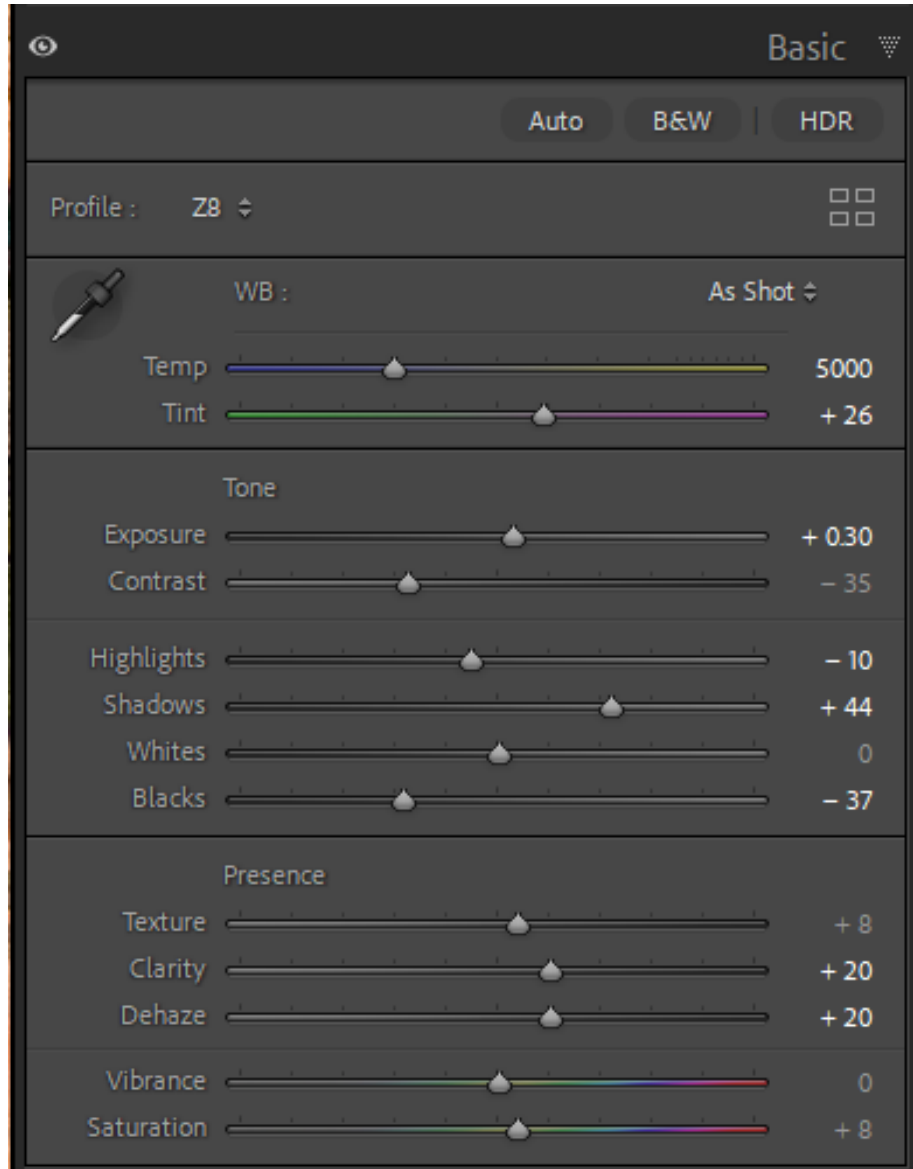
After an image is adjusted, multiple image can be selected and the adjustments from the Active Image will be applied to the newly selected image when "Sync" is Pressed.



Setup Histogram (Right Click in Histogram)

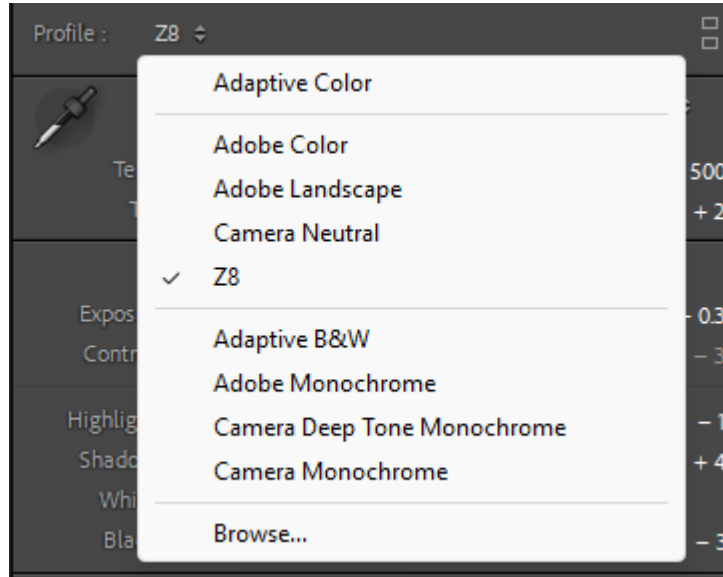


The Basic Panel – Apply Global Adjustments



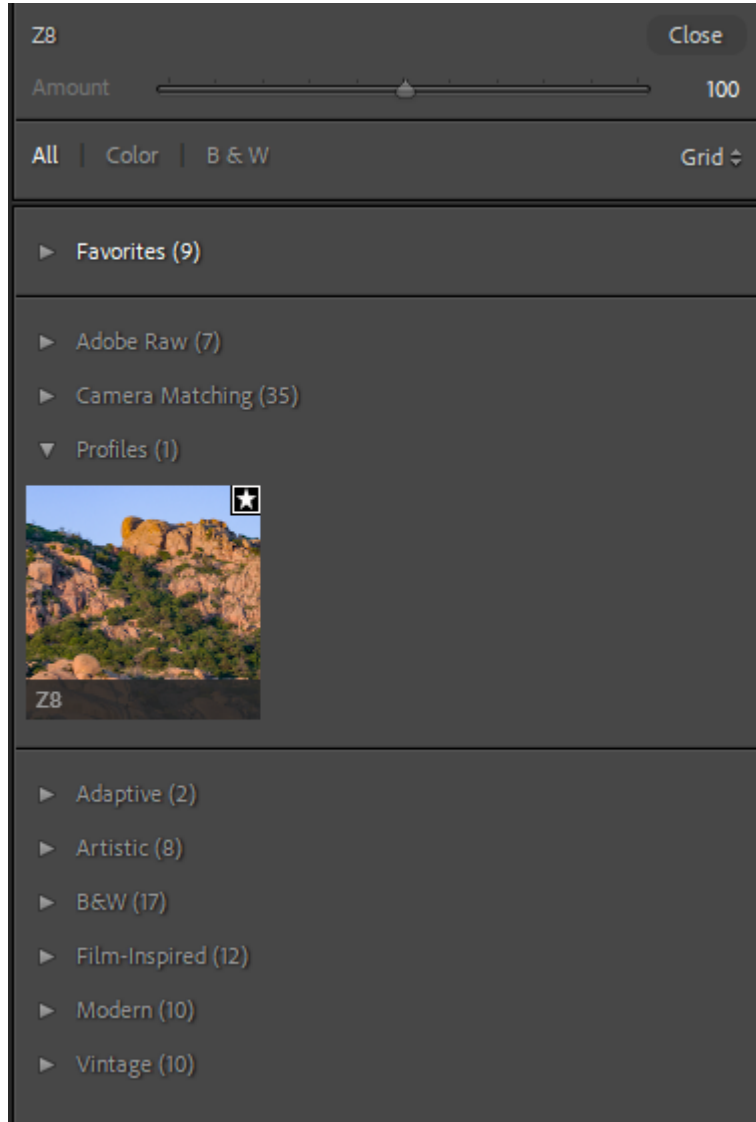
- Auto – applies settings Adobe thinks are right
- B&W – Converts to Monochrome, Click again to go back to Color
- HDR – Expands range of highlights. Not recommended due to monitor requirements and sharing issues.
- WB – White Balance with picker
- Tone Adjustments
- Presence
 - Texture adds or removes fine contrast
 - Clarity adds or removes midtone contrast
 - Dehaze adds or removes Contrast at large scale
- Vibrance adds saturation to colors needing a boost
- Saturation adds saturation to all colors

Profile – The Processing Starting Point



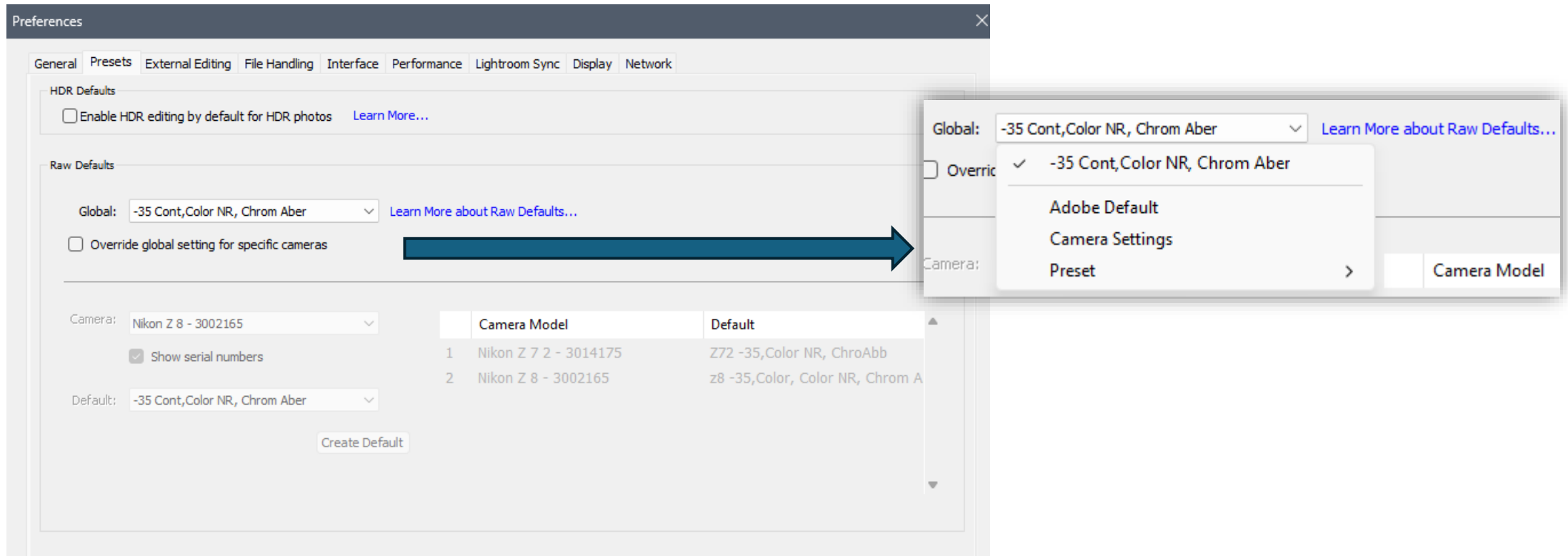
- Applies to RAW images only. Provides the interpretation of the RAW data.
- Click double arrows to open dialog.
- Adobe Favorites
 - Adobe Color – default
 - Adobe Landscape adds contrast and saturation
 - Adobe Monochrome – Converts to B&W
 - Adaptive Color – Uses AI to generate the starting image
 - Adaptive B&W - Uses AI to generate the starting image
- I have added to the Favorites
 - Z8 – a custom profile for my camera
 - Camera Neutral – Corresponds to the settings in the camera for Neutral
 - Camera Monochrome and Deep Tone Monochrome Corresponds to the settings in the camera
- Click **Browse** for many more choices

Profile – The Processing Starting Point



- Explore these but use sparingly
- Add a few to favorites
- You can also buy presets
- Click **Close** When complete
- **Define your Initial RAW Reset Starting Point**

Profile Preset – RAW Default



The screenshot shows the 'Raw Defaults' section of the 'Preferences' dialog in Adobe Lightroom Classic. The 'Global' dropdown is set to '-35 Cont,Color NR, Chrom Aber'. The 'Override global setting for specific cameras' checkbox is checked, and a blue arrow points from it to a dropdown menu. The dropdown menu shows the following options:

- Global: -35 Cont,Color NR, Chrom Aber
- Overridden: -35 Cont,Color NR, Chrom Aber
- Adobe Default
- Camera Settings
- Preset

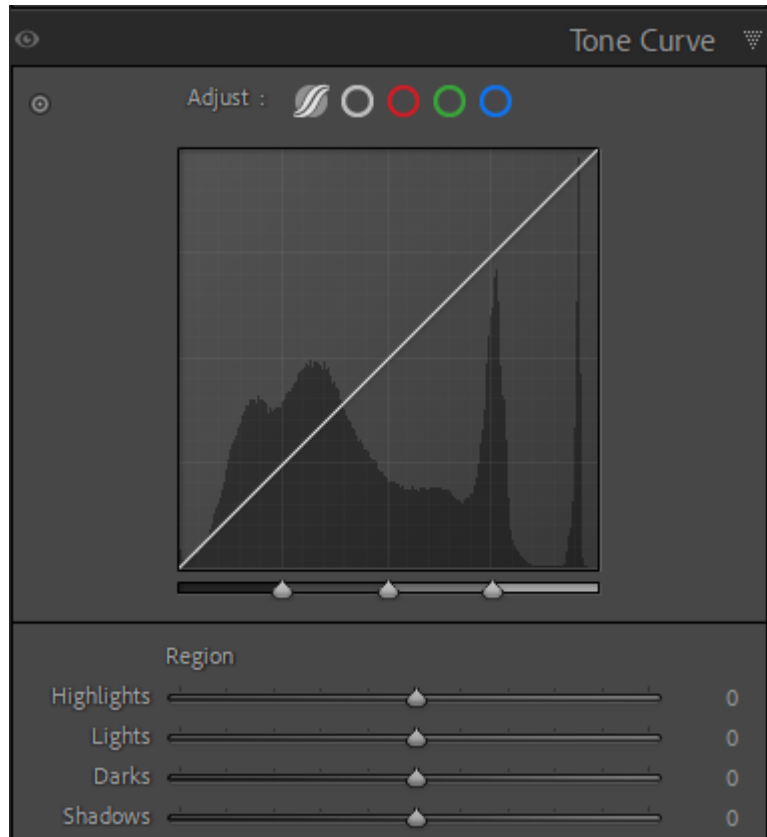
The 'Camera Model' dropdown is also visible, showing 'Nikon Z 8 - 3002165'. Below the dropdowns is a table with the following data:

Camera Model	Default
1 Nikon Z 7 2 - 3014175	Z72 -35,Color NR, ChroAbb
2 Nikon Z 8 - 3002165	z8 -35,Color, Color NR, Chrom A

- Recommend Adobe Default as your initial starting point.
- [Set up raw defaults | Lightroom Classic](#)

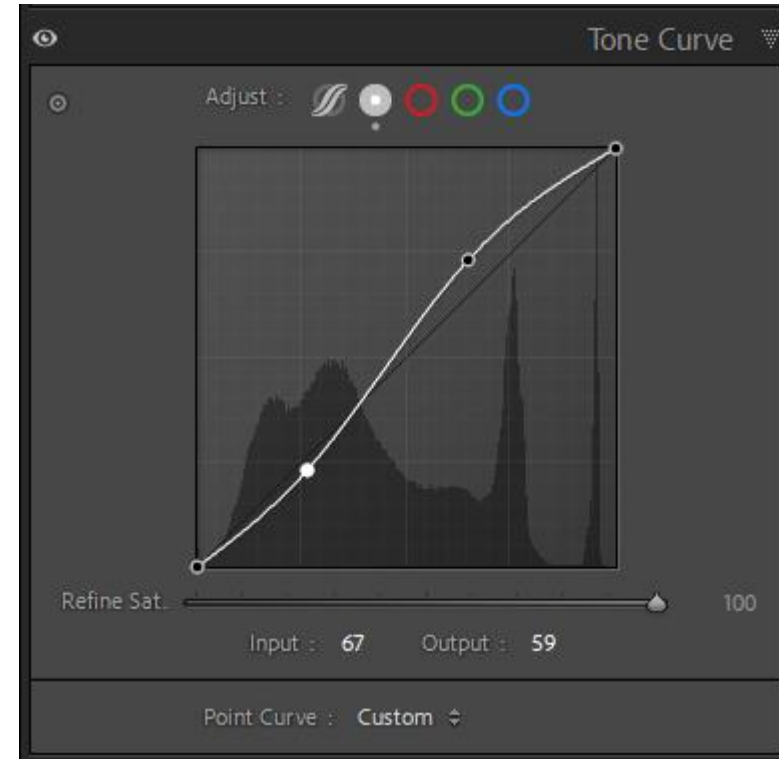
Tone Curves

Parametric



Color Curves not for basic Operation

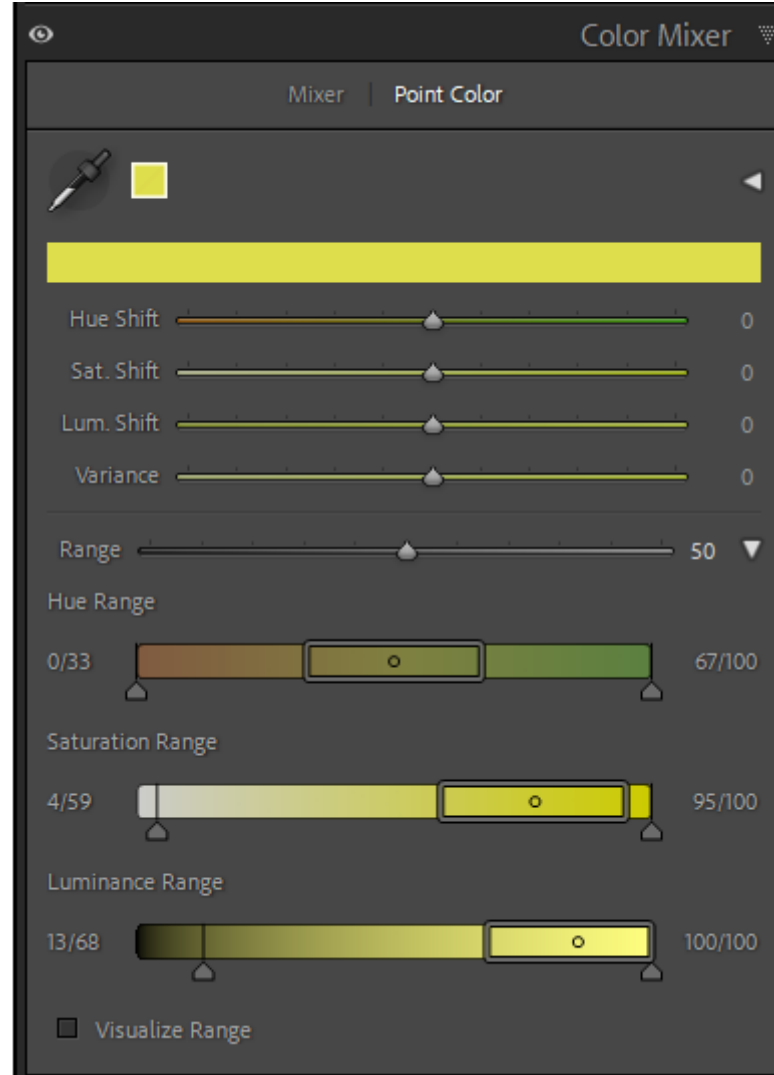
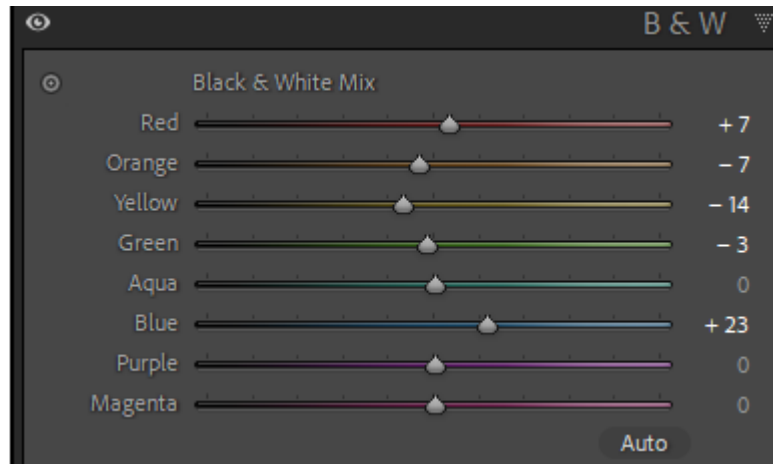
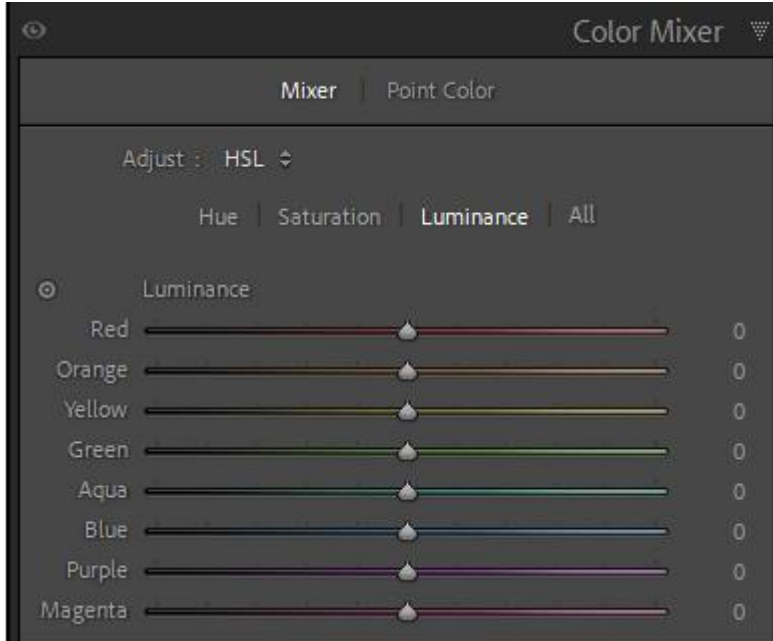
Point



- Add as many points as desired.
- Lock a point with shift-click
- Use for very low contrast image

Demo

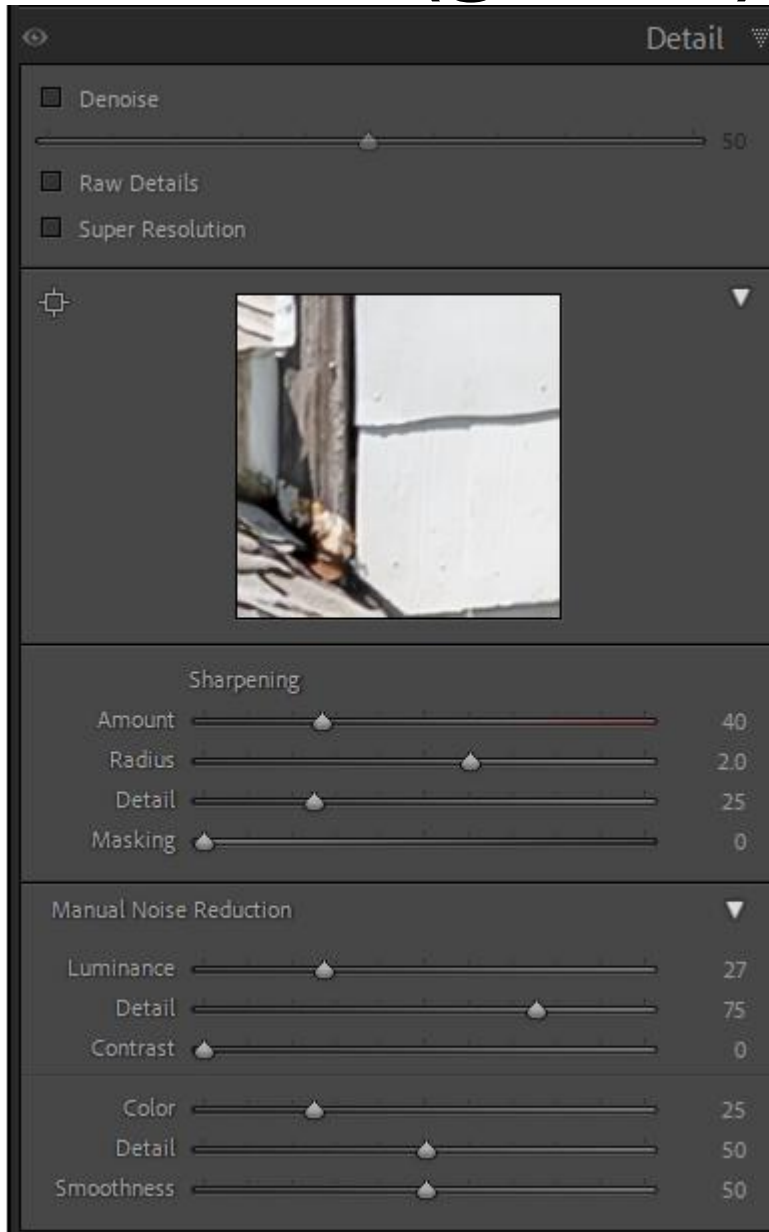
Color Mixer and B&W Adjustment – three modes



- Color Mixer – Mixer
 - Adjust **H**ue, **S**aturation, and **L**uminance for a color or mix of colors
 - Global only
- Color Mixer - Point Color
 - Adjust **H**ue, **S**aturation, and **L**uminance with more nuance for a color or mix of colors.
 - Global or within a mask
- B&W Mix
 - Darken or lighten a color or mix of colors to enhance tonal separation
 - Global Only

Demo

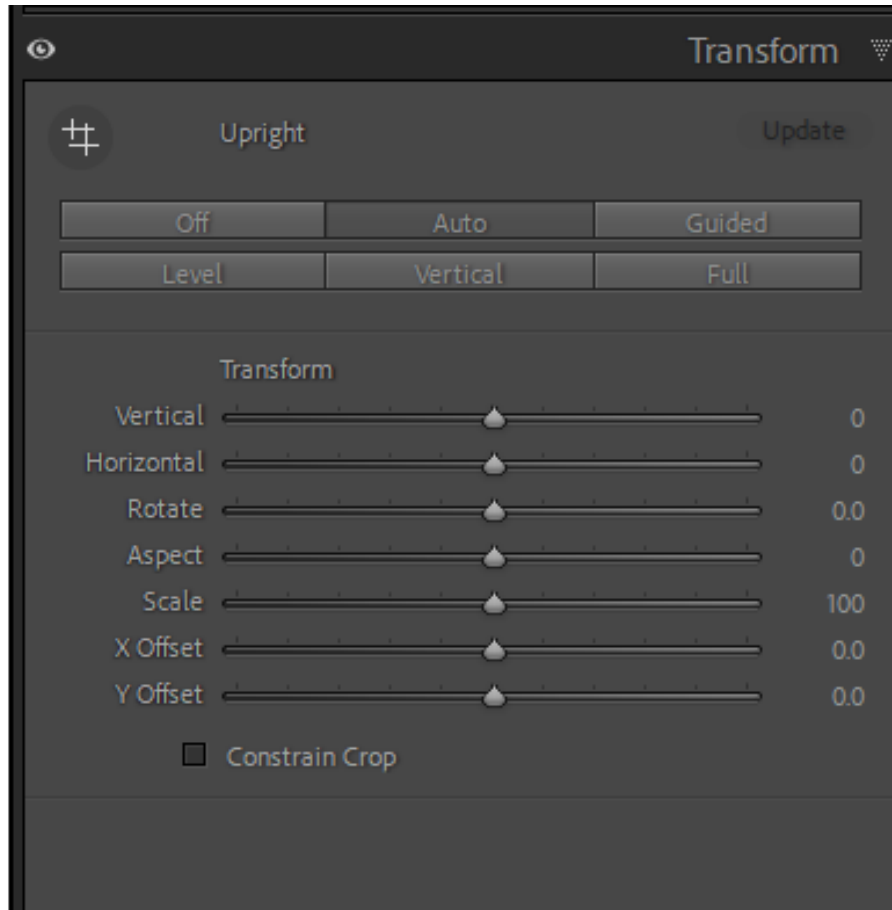
Detail (global)



- I think LRC and the camera file share information to adjust the default values (I know recent Nikons do)
- Denoise, Raw Detail, and Super Resolution rely on AI.
- AI Denoise is very, very powerful.
- Sharpening defaults are usually sufficient. Be careful not to over sharpen and get the dreaded “crunchy” image.
- Manual Noise reduction is good for minor noise. Don’t overdo and get plasticky images. Can be used in conjunction with AI Noise Reduction.
- I apply +25 Color Noise Reduction since dark shadows will show these artifacts
- Detail can be adjusted within a mask as well.

Demo

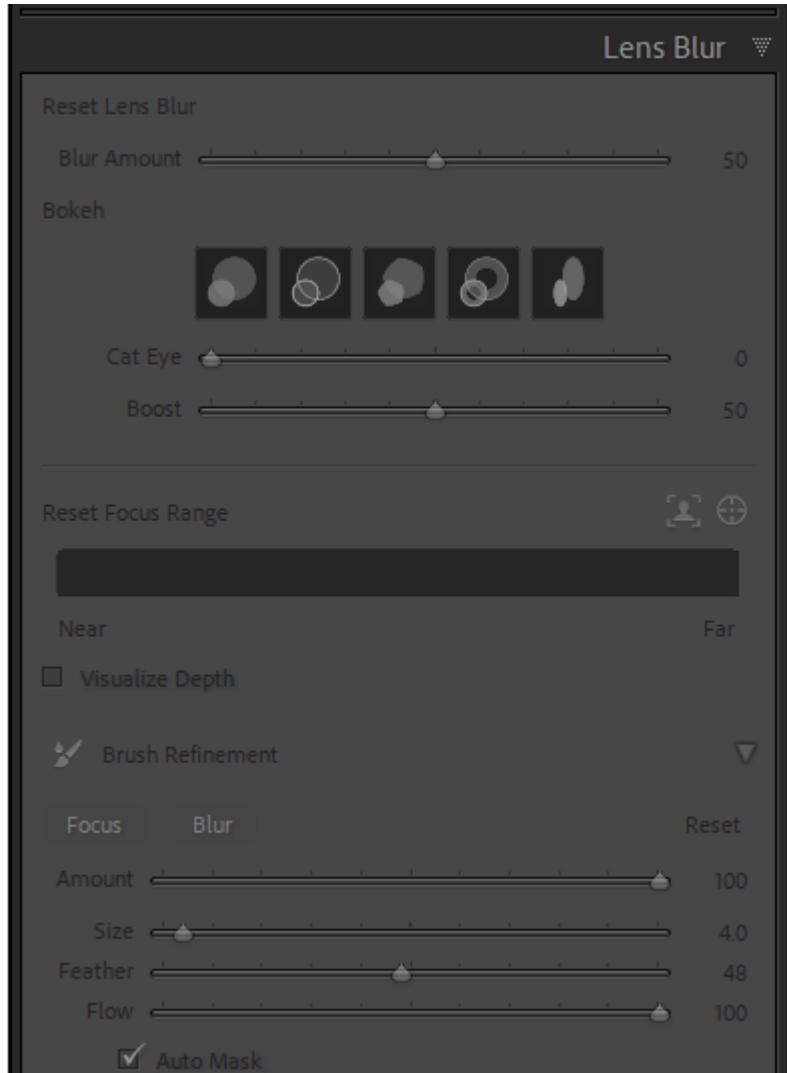
Transform



- Straighten images
- Auto modes
- Powerful manual adjustments

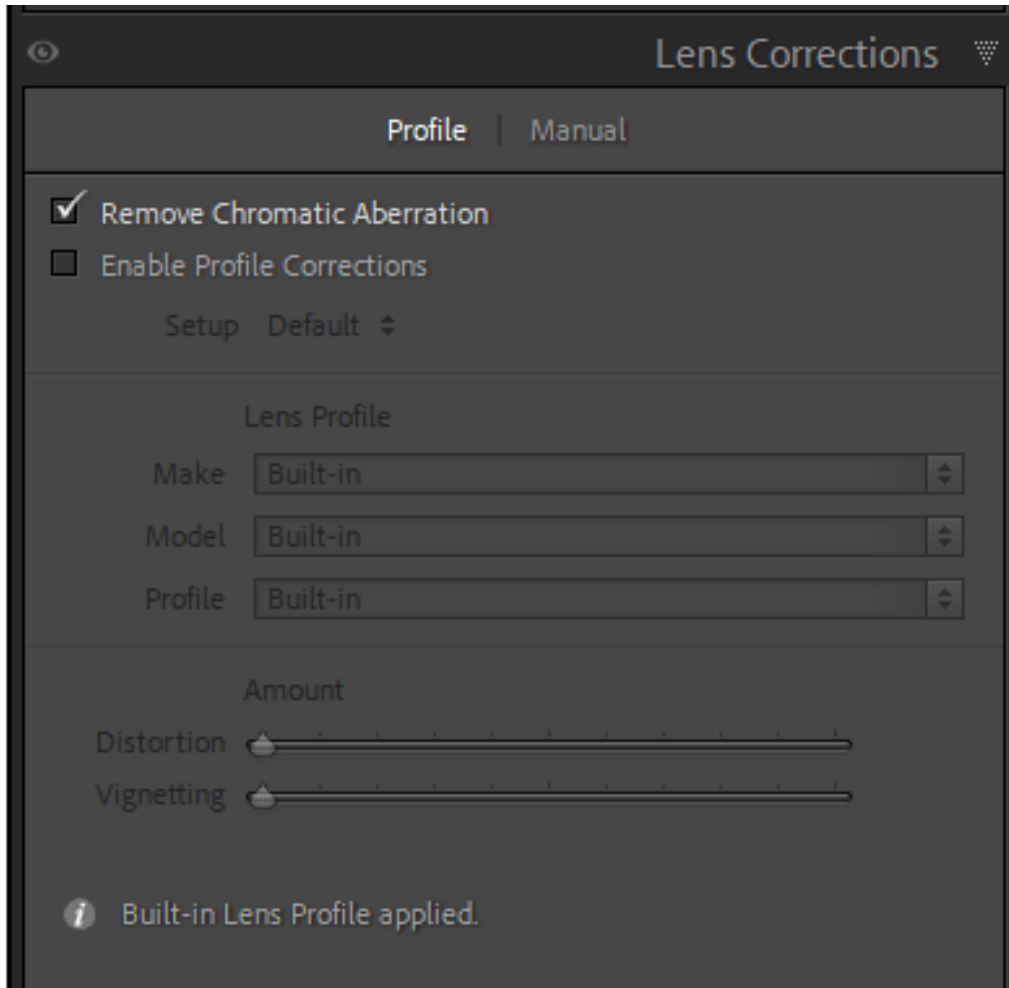
Demo

Lens Blur



- Blur the background to simulate fast lenses with out of focus background
- I have found it to be marginally effective and useful

Lens Correction

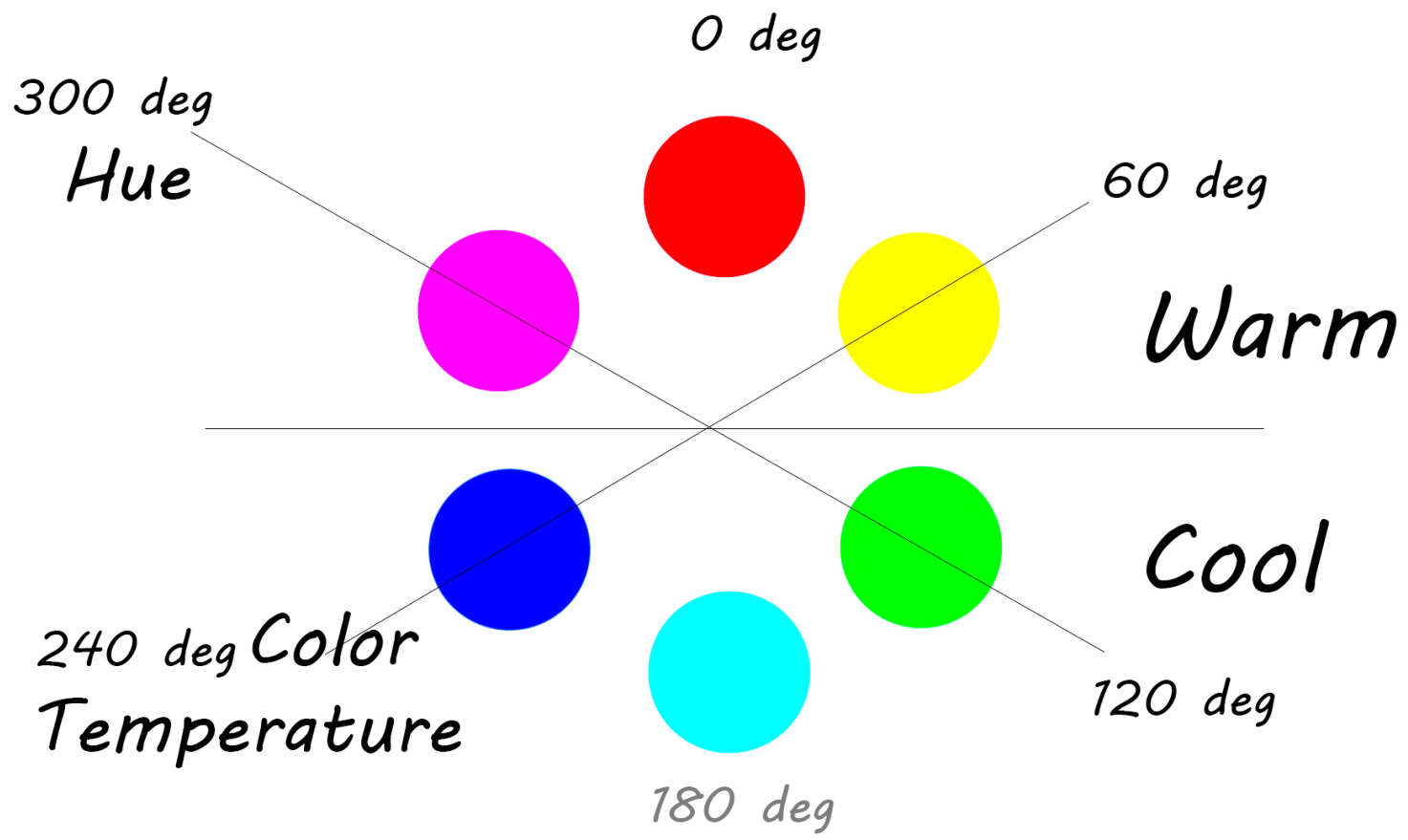


- Another adjustments that communicates with camera file date.
- I always enable “Remove Chromatic Aberrations”
- All of my Nikon Z lenses send date to LRC to make corrections – very powerful.
- If your lens does not have “built-in” adjustments, click Enable Profile Adjustments and corrections will be made.
- Under some circumstances, you may need to look for the lens.

Color Grading

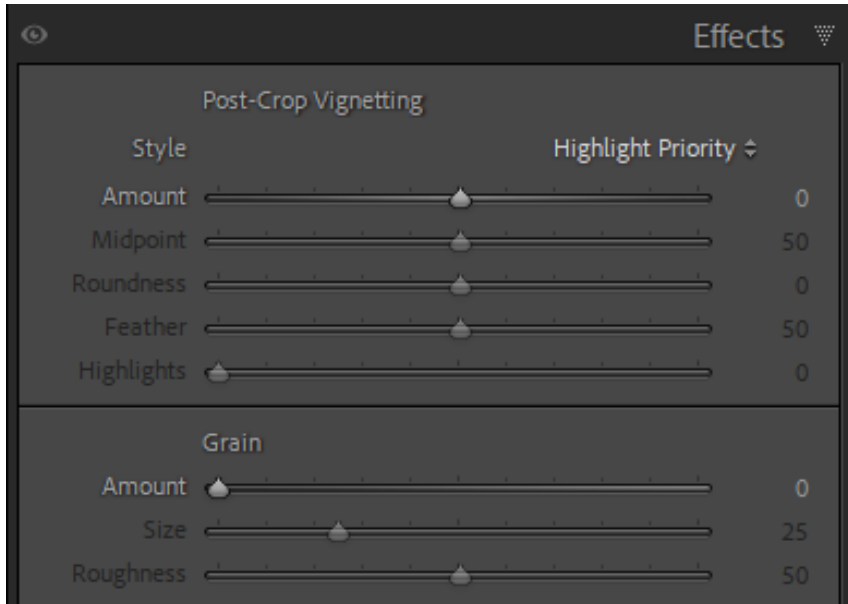


- Add toning to the whole image or separately to shadows, midtones, and highlights.
- Use for split toning
 - Eg cool shadows and warm highlights
- Use on color or monochrome.
- I use to add cool or warm tone to monochrome images.
- Note: By PPC and DCC rules, monochrome images can have a single tone but not split tones.



Demo

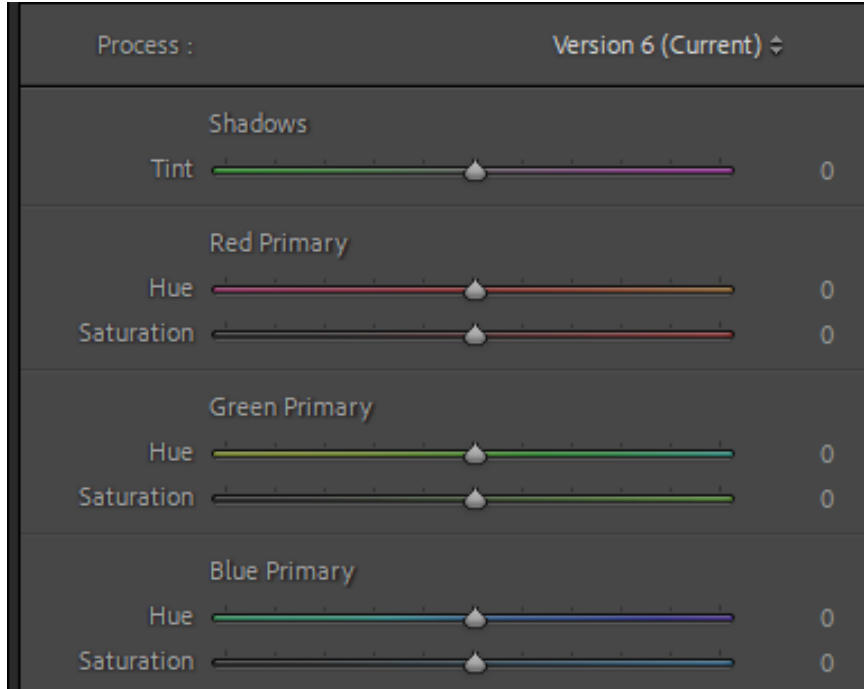
Effects



- Seldom Used
- Post-Crop Vignetting
 - I use a radial filter for this (next class)
- Grain
 - We usually fight grain
 - Some use it in slightly out of focus images

Demo

Calibration



- Seldom Used
- Some use it to adjust the RAW image.
- Can use to use upgrade Process Version

Demo

Wrap-up

- This has been a very quick overview
- Next time will be introduction to Masking
- Then one or two class of examples
- Get started and practice!
- Remember, your original file is never altered, so you can't mess it up.