

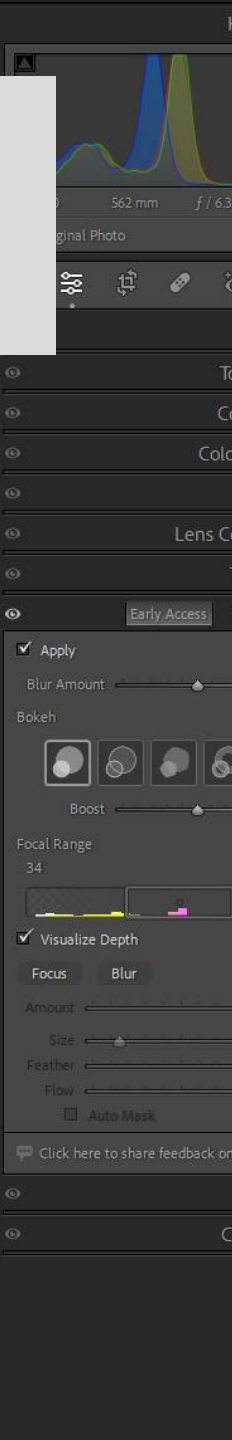
OCTOBER 2023 NEW
TOOLS

LIGHTROOM AND
PHOTOSHOP

Lightroom

Lens Blur/Bokeh effects

- Lens Blur is basically a beta tool in Lightroom (hence the “Early Access”)
- First click on apply and Lightroom will analyze the photo and determine where to apply the blurring.
- This can be adjusted with the sliders.
- Different Bokeh effects can be selected, and amount adjusted
- There is a refine selection providing adjustments to where to fine tune focus and blur
- the default selection is based on AI select subject, there is an option to select a focal point.

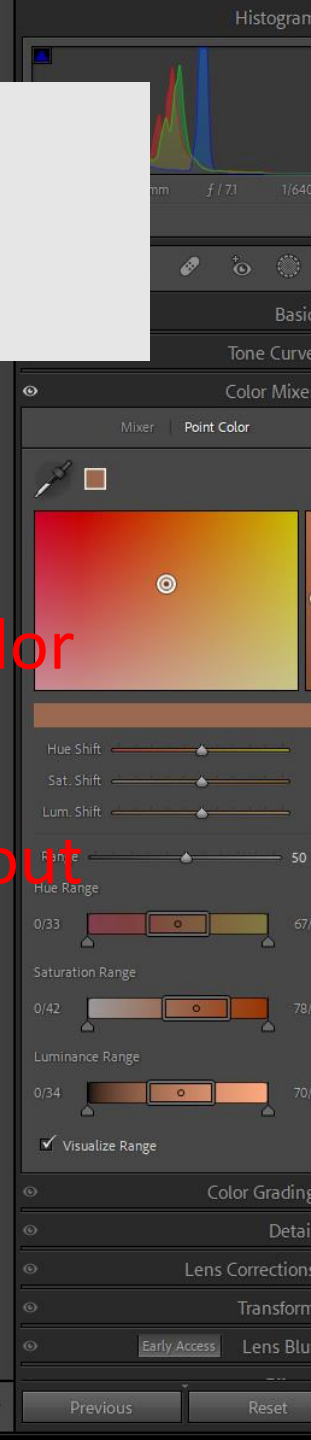


Edit and export in HDR

- HDR Requires an HDR monitor to work
- <https://www.youtube.com/watch?v=WdJ4UHDezJc> Start at 7:54 for discussion on HDR

Edit colors with more precision

- Select color to be modified
- Able to modify Hue, Saturation and Luminous
- Initially the range can be changed to select more or less area of color
- Additional controls are available to fine tune the range
- There is a check box to do a visual range (color is in range, grayed out is not in range)
- Can be used in both global and masking modes



Additional new features

Easily filter Preset and preset groups

Quickly preview the edit history (in Develop mode)

New performance enhancements

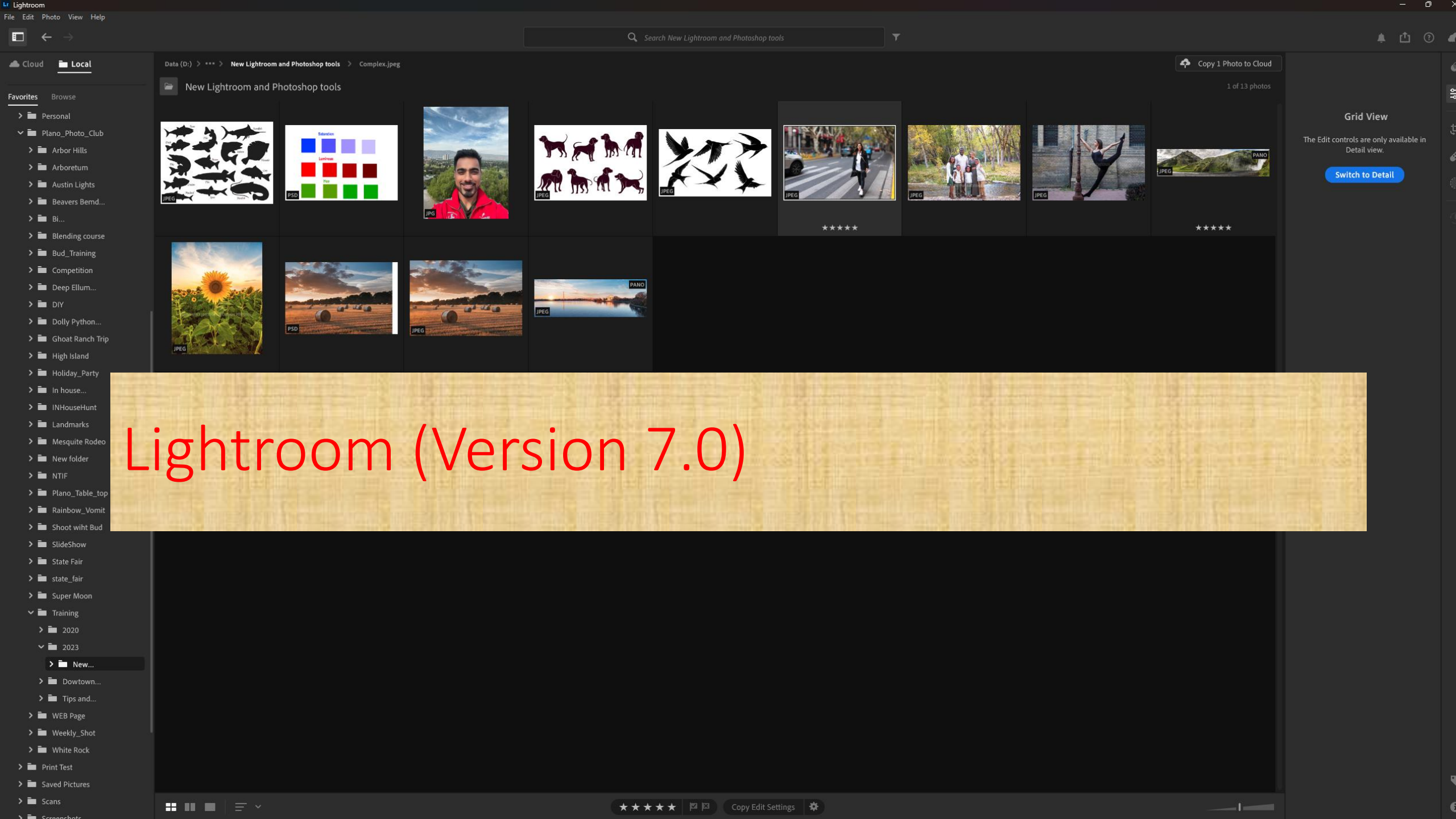
For Camera and Lens support see the following:

- <https://helpx.adobe.com/camera-raw/kb/camera-raw-plugin-supported-cameras.html>

- <https://helpx.adobe.com/camera-raw/kb/supported-lenses.html>

Lightroom system requirements

- <https://helpx.adobe.com/lightroom-cc/system-requirements.html>



Lightroom (Version 7.0)

Lens Blur/Bokeh effects

- This works the same as in Lightroom Classic

Edit and export in HDR

- This works the same as in Lightroom Classic
- Review the YouTube video for information on HDR

Edit colors with more precision

- This works the same as in Lightroom Classic

Edit Locally Stored Photos

- Now Lightroom allows editing from local drives in addition to the cloud.



Photoshop (version 25.0)

Generative Fill And Generative Expand

- This is now new in the released version of Photoshop
 - When using Generative fill to add something to a photo the size and shape of the selection matters
 - In addition may want to create a selection that is less than 100% opacity
 - Generative fill can be used to combine two photos
 - For best results work in 1024 pixels when ever possible

Remove Tool

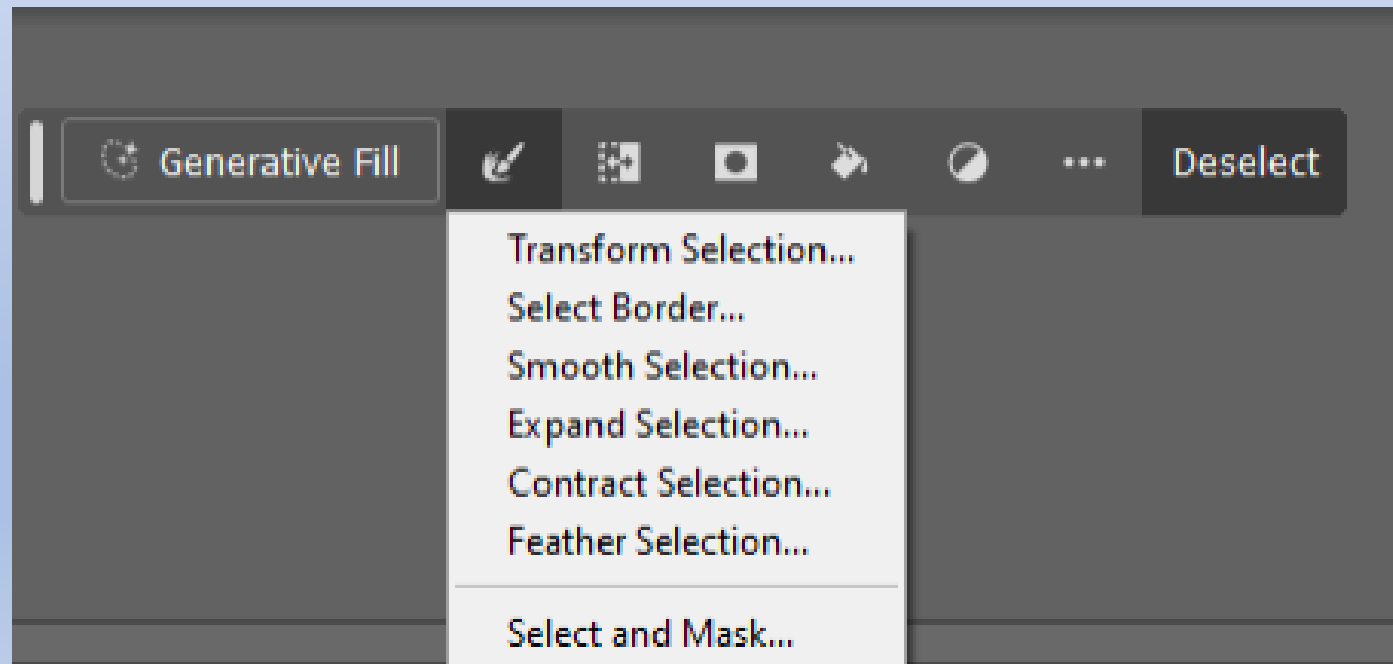
- This is not new in this version but was added in the previous version
- It can be used in Frequency Separation The following video explains how to use it
 - <https://www.youtube.com/watch?v=bMkoCQA0o4o> Start 6:15
PiXinperfect
- To make a selection only need to make outline of object wanting to remove

Gradient Tool

- This was released in the previous version (about a month before)
 - There is an option to use the classic gradient or the new smart gradient
 - With the new smart Gradient changes can be made in real time which can save a lot of time.
 - Can change types and adjust the amount of color for the Gradient
 - Can go back and make changes later.

New additions to the Contextual Task Bar

- Based on what tool has been selected the task bar provides options for that tool
- It can now be permanently pinned to a location in the Photoshop window (each time reload PS it will be pinned)



Additional Changes

- Preset Sync has been Disabled
- For System requirements see the following:
 - <https://helpx.adobe.com/photoshop/system-requirements.html>
- For Camera and Lens support see the following:
 - <https://helpx.adobe.com/camera-raw/kb/camera-raw-plugin-supported-cameras.html>
 - <https://helpx.adobe.com/camera-raw/kb/supported-lenses.html>
- New performance enhancements

Lightroom Bonus Trick

- Dennis sent me this URL on using sky replacement in LRc:
- https://youtu.be/5kO_IZxBhyU?si=NjnTMaj89gBUVK4i
- If we have time at the end I will go over it real quick
- It works with other masking tools in LRc (should be same in LR Cloud)

QUESTIONS