One of the main reasons we use Lightroom Classic (LrC) is that it makes our entire digital workflow so much more efficient than using a combination of other tools. A key to getting the most out of Lightroom Classic is to gain mastery over all the various types of templates/presets that you can employ at different points in your workflow.

A template (or preset) is essentially a glorified text file that allows you to save some set of information that you can call into use over and over again, which is much faster than recreating or entering that information each time you perform a given task. Note, Lightroom Classic uses the words templates and presets somewhat interchangeably, but I try to use the term shown in the interface where applicable.

The types of templates I am talking about appear all over, and some in more than one place. Specifically, I am referring to filename templates, metadata templates, import templates, develop presets, local adjustment presets, external editor presets, and export presets, all of which I like to think of as workflow templates. Some of these can be accessed from both the import screen and the Library module, while others are found in other modules. I want to focus on helping you understand the ins and outs of creating and managing these workflow type templates.

Starting with the first place in your workflow: the Import dialog. The Import dialog is a multitasker's dream, as its main purpose is to add photos to the catalog and then front-load the entire process by facilitating such jobs as renaming the photos (using a file name template), adding core metadata (from a metadata template), applying keywords, and even applying a develop preset. You can then save all those settings in an Import preset to reconfigure the settings in the future with a click.



**Filename Templates** 

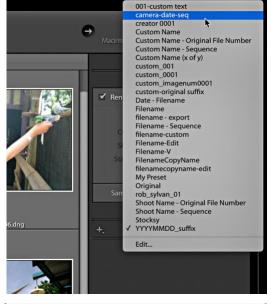
One of the most commonly used templates are filename templates. There comes a time in every Lightroom user's workflow when photos need to be renamed, whether during import, after import, or during export. The filename templates you create can be accessed and utilized no matter when you are doing the renaming. On the Import dialog you can find them in the aptly named File Renaming panel. Lightroom comes with a few filename templates pre-installed, and that's fine, but you can easily create your own with the Filename Template Editor. Here's how:

Check the Rename Files checkbox, then click the Template drop-down menu and choose Edit. This opens the editor with the tokens used in active template being displayed.

Clear the existing tokens from the entry field to start fresh, and then create your own template using any combination of tokens that suit your needs. Note, you can also type text right into that field, which is handy for separating tokens with hyphens or underscores.

Once you've assembled the tokens in the desired format click the Preset drop-down menu and choose Save current settings as a new preset, enter a meaningful name, and click Create to finish the process.

You might have different file naming requirements for different jobs, so you can take the time to create as many filename templates as you wish. The least intuitive part of the process is deleting unwanted presets, but it is easy once you know how (and it works the same way with all other templates we're going to cover). To delete a filename template, click the Preset drop-down menu in the Editor and choose the one you want to delete. Then click the Preset drop-down menu a second time and choose Delete preset "[preset name]" to remove it for good. Note, there is also the option to rename the template too.



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	Sequence # (1)	insert
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	Date (YYYY)	Insert
	Dimensions	Insert
Custom		
	Shoot Name	Insert
	Custom Text	Insert

## Metadata Template

Another template you should be taking advantage of right from the start is the metadata template. At the most basic level the metadata template allows you to apply important copyright and contact information into the metadata of every photo as part of the import

process. On the Import dialog, expand the Apply During Import panel and click the Metadata drop-down menu to choose New and open the Edit Metadata Presets editor.



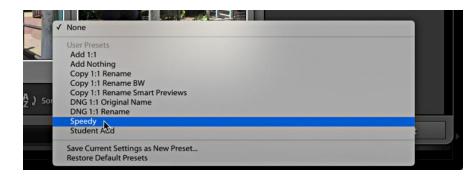
At a bare minimum I recommend filling out the IPTC Copyright section and as much of the IPTC Creator field as you feel comfortable with to assist people with contacting you should they find one of your images in the wild. I like to fill out the phone (using a Google Voice number), email, and website fields. Keep in mind that any field that has a check mark will be included in the preset.

If the checked field is empty it will simply wipe that field on every incoming photo and leave it blank (I have a template I sometimes use to wipe any existing keywords from photos during import), so make sure no fields get checked by accident. To save your metadata template just click that Preset drop-down

menu and choose Save current settings as a new preset. Like the filename templates mentioned earlier, you can delete, rename, and update templates the same exact way with that drop-down menu.

# **Import Preset**

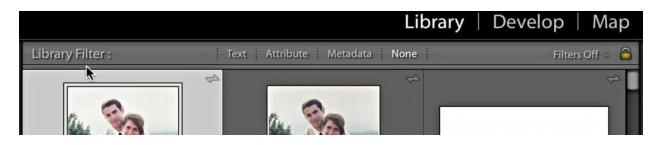
Now most of the settings on the Import dialog are sticky, meaning that once you've had a successful import those settings will remain configured the same way the next time you do an import. However, if you are the habit of changing certain settings based on your workflow needs you would benefit from preserving your core settings in an Import preset. The Import Preset menu can be hard to spot. It is located on the bottom of the Import dialog in the center of the screen. Once you have configured the Import dialog the way you want it, click the Import Preset drop-down menu and choose Save current settings as a new preset (are you detecting a pattern yet?), and give it a meaningful name. Deleting these presets involves the same process of selecting the desired preset from the drop-down menu, then clicking the menu a second time to access the delete option.



Keep in mind that once you are through the import process you can always batch rename photos by selecting the photos while in Grid view of the Library module, and going to Library > Rename photos menu. You'll have access to the same set of filename templates as well as the Filename Template editor. Likewise, if you need to go back and batch apply your new metadata template to previously imported photos you can also do that from Grid view by selecting all photos and choosing your metadata preset from the Preset drop-down menu located at the top of the Metadata panel.

# **Library Filter Presets**

Ok, this is not one you may use a lot, but it is pretty cool. That bar above thumbnails in the Library module is called the Library Filter bar, and you can create customized filters to suit your needs. Here's how: https://lightroomkillertips.com/create-custom-library-filter-presets/



# **Export Presets**

The Export dialog is practically a module in its own right as Adobe has packed a lot of functionality into that small interface. Some of the presets we've mentioned can be found here, like Filename Templates, but once you configure the Export dialog in a way that you might use more than a few times, you can save those settings as an Export preset. Check out my article on LightroomKillerTips to see the steps: <u>https://lightroomkillertips.com/save-time-with-export-presets/</u>

# Manage, Create, & Streamline Your Workflow with Presets | Rob Sylvan

Export To:	Hard Drive					
eset:	Export One File					
<ul> <li>Lightroom Presets</li> <li>Email</li> <li>Luminar Flex</li> </ul>	Export Location	3				
<ul> <li>Perfectly Clear Complete v3</li> <li>Save to Hard Drive</li> </ul>	Folder: /Users/rsylvan/Desktop	▼ Choose				
<ul> <li>Uploading</li> <li>User Presets</li> </ul>	Add to This Catalog	3				
	▶ File Naming	20131005_8192.jpg				
	▶ Video					
	▶ File Settings	JPEG (85%) / sRGB				
	Image Sizing	300 ppi / Resize Long Edge to 1,920 pixels				
	Output Sharpening	Sharpening Standard, Screen				
	▶ Metadata	Copyright & Contact Info Only				
	Watermarking	No watermark				
	Post-Processing	Show in Finder				
Add Remove						

## **External Editor Presets**

When you've done all you can in Lightroom Classic, but need to do more, it may be time to call in an external editor, such as Photoshop, Topaz, On1, or some other favorite. Most of these will install an external editor preset as part of their installation, but it is good to know how to create one manually, as well as how to manage them over time. Check out my article on Lightroom Killer Tips to learn more: <u>https://lightroomkillertips.com/configuring-additional-external-editors/</u>

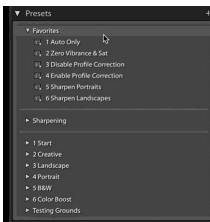
# Manage, Create, & Streamline Your Workflow with Presets | Rob Sylvan

				Prefe	erences				
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## **Masking/Local Adjustment Presets**

We've had these since the days the tools were called Local Adjustments, which have now evolved into Masking tools. Within that panel it is possible to access, create, and manage presets specific to the adjustments you apply with your masks. This article refers to them as Local Adjustment Presets, but the process is the same: <u>https://lightroomkillertips.com/creating-editing-managing-local-adjustment-presets/</u>

### **Develop Presets**



Saving the best for last, where would we be without Develop presets? They allow us to set a raw default, apply settings in a batch, add consistency to our workflow, allow us to experiment, and so much more.

Check out my article on Lightroom Killer Tips to learn more about creating and managing them: <u>https://lightroomkillertips.com/managing-develop-presets-</u> in-lightroom-classic/

### Take it With You

Now that you know about these you'll want to back them up and possibly bring them to a new computer: <u>https://lightroomkillertips.com/transferring-your-lightroom-classic-catalog-and-photos-to-a-new-computer/</u>

Thanks for tuning into my session. I've got a lot more to share on LightroomKillerTips, so be sure to check out my other posts: <u>https://lightroomkillertips.com/author/robsylvan/</u>

Please don't hesitate to reach out to me with any questions. You can find me at any of the following locations:

Twitter: @<u>Lightroomers</u> Facebook: @<u>Sylvanworks</u> Instagram: @<u>Sylvanworks</u>

Web: Lightroomers.com or RobSylvan.com

### Adobe Lightroom Challenge

I mentioned this during my session, so wanted to embed the info here. Just know it is time sensitive, so best of luck to all who enter.





#### Improve Portraits with the new Adaptive: Portrait Preset

Take a selfie or a picture of a friend and follow these steps to enhance the portrait:

- 1. Add the portrait(s) to Lightroom Mobile.
- 2. Tap Edit > Presets > Premium > Adaptive: Portrait.
- a. Choose from the Adaptive Portrait presets to Enhance Eyes, Whiten Teeth, Smooth Hair, add a Glamour or Polished Portrait effect and much more.
- **b.** Use the Preset Amount slider to increase or decrease the strength of the changes.
- c. Tap the checkbox in the lower right corner to accept and return to Edit.
- Tap the Masking button to see the AI masks that the Adaptive Preset created.

#### Stylize Subjects with the new Adaptive: Subject Presets

Photograph a still life or natural scene and take advantage of the Subject Presets to speed up your creativity.

- 1. Add the image(s) to Lightroom Mobile.
- 2. Tap Edit > Presets > Premium > Adaptive: Subject.
  - a. Choose from the Adaptive Subject presets to add Pop, Warmth, Vibrancy, Glow and much more.
  - **b.** Use the Preset Amount slider to increase or decrease the strength of the changes.
  - c. Tap the checkbox in the lower right corner to accept and return to Edit.

#### Enhance the Weather with AI Masking: Select Sky

Photograph an outdoor scene and explore the power of Select Sky masking to add drama to the sky.

- 1. Add the image(s) to Lightroom Mobile.
- 2. Tap Edit > Masking > Plus Icon > Select Sky.
- Use the Light, Color, and Effects controls to improve the sky.
- a. Lighten or darken the sky with Exposure.
- **b.** Make the sky bluer with the Color temp slider.
- c. Emphasize structure and shape with the Effects sliders.
- Tap the checkbox in the lower right corner to accept and return to Edit.

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