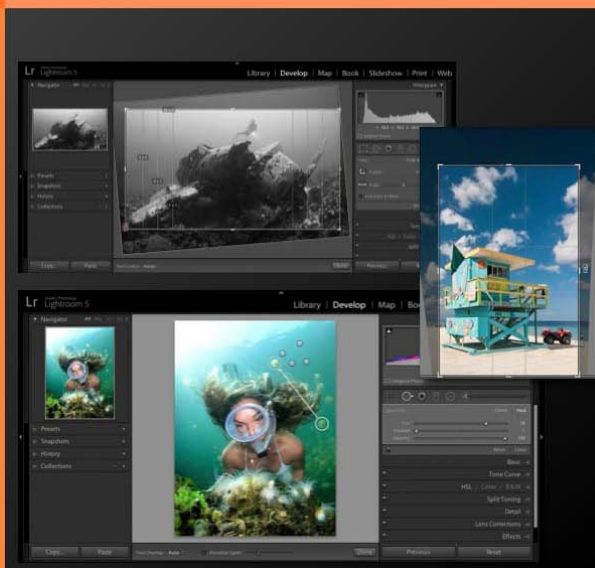


The Develop Module

1. The Basic Panel
2. The Tone Curve
3. Hue, Saturation and Luminance
4. Creating Black and Whites
5. Split Toning Images
6. Capture and Creative Sharpening
7. Noise Reduction
8. The Lens Correction Panel
9. The Effects Panel
10. Cropping Images



Once you've produced your final images you need to know how to export them because Lightroom, unlike Photoshop, does not save your images, just your adjustments. Doug goes through every type of export requirement possible including watermarking and publishing to social media such as Facebook and Flickr.

Following this there is a section about working with Photoshop but by this time I had already come to the conclusion that Lightroom would be my one stop source for my images and anyway my version of Photoshop is old (CS4) and I begrudge being forced into subscription payment software

so this section didn't apply to me. However if it is anything like the Develop tutorials up Photoshop users will have another excellent resource to learn from.

Following this is a section on outputting your material (as opposed to exporting images) and this covers making on screen books, print blurb, com books, create and export a slideshow as well as printing images getting the right ICC profile for great looking prints. The final presentation in this section is how to create great web modules and Doug showed how easy it was by changing styles and content to produce beautiful

3. The Develop Module

Movie 3.1 The Basic Panel



White balance, exposure and other global adjustments set the foundation for an optimized image. Learn it all here.

Movie 3.3 Hue Saturation and Luminance



Optimize water, sky and other areas by finessing individual color tones using the HSL sliders.

Movie 3.5 Split Toning Images



Color tone your black and whites with creative split toning techniques.

Movie 3.7 Noise Reduction



Eliminate unwanted noise and learn how the same controls can be used for creative effects.

Movie 3.2 The Tone Curve



Slider adjustments make finessing contrast in specific tonal ranges easier than ever.

Movie 3.4 Creating Black and Whites



Generate high contrast black and whites that carry local zing! Experiment freely with virtual copies and snapshots.

Movie 3.6 Capture and Creative Sharpening



Restore image sharpness lost during the capture stage, then locally brush in more for added impact.

Movie 3.8 The Lens Correction Panel



Correct distortion, chromatic aberration and problematic lens vignetting with custom lens profiles and advanced sliders controls.

web galleries. I look at a lot of UwP readers websites and in the past I have been very impressed by the attractiveness and performance of their galleries. I'm not as impressed now; now that Doug has shown me how easy it is in Lightroom!

Listening to and watching Doug's presentations has done 2 things for me; I have learnt a great deal about Lightroom which I don't think I would have learnt from a book and I have also found out how excellent Lightroom is. As a result I have bought Lightroom and ditched

iPhoto and Aperture.

Finally Doug's iBook will always be on my iPad so when I'm travelling with time on my hands I will relish this to brush up on my Lightroom knowledge watching Doug's excellent presentations.

If I was one of those magazines that insist on rating everything, Lightroom for the Underwater Photographer would get 5 stars.

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www.uwpmag.com

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Aquatica AD7100

Nikon 7100 housing

by Tim Rock

I had a busy couple of months planned starting in late August and ending well into October. It would include traveling to Yap in Micronesia for the annual Manta Fest shootout at Manta Ray Bay Hotel. Yap is not only great for it's famous mantas but has a superb shark venue, lot of big fish schools, dropoffs and some fine macro sites. Then it was on to the South Pacific to spend nearly three weeks on a catamaran with the main focus being humpback whales but we would free dive reefs, snorkel with mantas and also see some other big marine mammals like false orcas.

And I had a couple of new cameras, Nikon D7100s, to play with. So I gave the folks at Aquatica a call to see how the AD7100 housing production was coming. I was told with a little luck and help from FedEx I could get the first one off the line. I got it with two days to spare, gave it a quick test in my home waters of Guam at the Tumon Bay Marine Preserve and then it was off to Yap.

Now I must tell you that I am a DX fan. But I have been waiting for the mythical "Nikon D400" for too many years now. I waited and waited and used all the other Nikon DXs... the D200, D300, D90 and D7000. The "D400" was supposedly going to come out and put the DX world on its ear in September 2012. After that month came and went, I knew I had to start moving on. So after a lot of gnashing of teeth about going full frame to the Nikon D800E, I opted for what is the new DX

Nikon flagship camera, the Nikon D7100. To be honest, I was a bit taken aback at the small buffer of the D7100. Didn't seem like much of a flagship with only a second or two of high speed shooting before the buffer stuffed up.

But it does have a 24MP sensor and Nikon did a few other things like add 1080P video, extraordinary low light performance and ability to render highlights with excellent detail. Coupled with the excellent range of optics it uses (that I already had in my camera bag) plus the affordable price (I can buy 2 bodies and still have change as opposed to buying just one D800E body). And I shoot a lot of land images and the extra focal length you get with a telephoto lens and the crop sensor has always appealed to me, especially for African safaris and leaping whales.

So in the end, I went with it. I did some reading online. The folks at Nikonians.com are always a responsive bunch and some nature and sports shooters told me the buffer size problem was tackled best by investing in some high speed SD cards. So I got a 128G card with a 95MB write speed and a couple of 64G cards with 95MB write speeds. These have made a world of difference. On



Consecutive Low I can click away at 3-4 FPS for quite a while. And even on high it shoots and writes quickly. Of course, underwater with big marine creatures, the camera is only really reading black, white and blue so the camera's buffer handles free