



Ely Photographic
Club

LIGHTROOM CLASSIC : EXPORTING PHOTOS

Once you have finished the editing in the workflow modules it's time to export to the photo in the various sizes and format required for the proposed use.

For example, most Camera clubs require a landscape image to be 1600 wide x 1200 high pixel image in JPEG, colour space sRGB, resolution 300dpi.

In the Library module, click on the Export button on the bottom left to open up the export page

Export Location: The top panel is the Export location.

The first box is to select where the photo is exported to. I normally set this to "Specific Folder" as I want to send the photo to a specific folder on my hard drive such as Ely Photographic Club.

Another option is to create new sub-folders under the original location for each different file size / use. So, you could have one named 1600 x 1200 and put the Camera Club images in it. Then one called 2048 for Facebook images, etc.

It could also be good to enable you to find images after they have been processed rather than looking through 100's in each folder to create a sub-folder following processing and drag the processed images in there for each main folder. This way say all Hunstanton photos would be in the same place with the unprocessed images in the main folder and then sub-folders for each step to the process.

To create folders and sub-folders outside of Export just go to the right-hand panel

Click on Choose on the right-hand side to open up the "Choose Folder" panel where you can browse and select the folder you want. When you have chosen the folder click the "Select Folder button.

If you want to create a sub-folder you can do this from here by ticking the box and adding the name such as "Completions week 6" for example.

To create a new folder, click on the "New folder" at the top left, create the folder and then select.

File Naming: Then we go down to the "File Naming" panel

You can select various options around names and dates but I usually use Custom Name with the small box ticked.

There are various methods to keep track of your exported images. I keep them separate from my Lightroom folders and use folders specific to where they will be use, so I have an Ely Photography Club folder as noted above and within that sub-folders for each competition. You could do the same for Facebook with sub-folders for each of the groups you post in.

To identify the various output sizes etc it may be useful to add a number or letter after the file name. For example, I add a number after the file name for photos sized at 1600 x 1200 pixels for camera club so it may be Brown Hare 1.

If the photo is for Facebook at 2048 pixels on long side it will be Brown Hare 1A

Then for anywhere that needs a larger file size, on Flickr for example I use 4950 pixels on the long side so it will be Brown Hare 1B.

The next Brown Hare exported to Facebook could be Brown Hare 2A, and so on.

This is my simple way of knowing just by looking at the list of photos on my computer what size it is so I don't accidentally send an incorrectly sized image to someone but you can devise your own system.

Video:

As these notes are for still images, we can skip the "Video" panel.

File Settings: The next panel we use is File Settings

This is the most difficult panel to explain but not for the reasons that you might think.

Image format should be set to JPEG for most screen applications and is the one for Camera Club Images.

However, if you are saving for use in Photoshop or Lightroom later, then select a TIFF or DNG (RAW) format for use in Lightroom and these can also be used by Photoshop.

Select a PSD file format for Photoshop if you want to retain all the layers but this format is not suitable for Lightroom.

Color Space should be set to sRGB for most normal screen applications and for Camera Club photos this is the one to choose. For viewing on some higher colour accuracy monitor Adobe RGB can be used.

A word of warning here, in that Lightroom by default uses a colour profile called ProPhoto. Most monitors cannot display all of the colours available in ProPhoto but the actual colours that monitors can display varies quite a lot.

Most monitors can show full sRGB, some more expensive ones can show full Adobe RGB but only the very expensive professional ones can show ProPhoto. None of these is as good as the colour range of our eyes.

My 4K monitor can display 99.3% of Adobe RGB colours (This is 146% of the sRGB colour gamut).

This means when using Lightroom you are working in ProPhoto but you can't actually see all of the colours you are using, crazy isn't it.

I for example can only see 99.3% of Adobe RGB, which is less than the colours available in ProPhoto so I can't see all the colours I may be using and then when exporting as sRGB I will lose even more. Clear isn't it!!!

iPads generally display a slightly enhanced sRGB gamut but not Adobe RGB as far as I am aware.

In the case of ProPhoto its quite a large section that's not available in sRGB but as you are unlikely to be able to see half of this anyway it's a moot point. If there is a more confusing part of Lightroom I don't know what it is.

ProPhoto RGB is the largest colour gamut of the three. It roughly matches the range of colours that a digital camera sensor can capture and as such this is the default colour gamut that Lightroom uses

because they have to assume some professionals will use equipment that requires this standard and also some printers can work with the ProPhoto gamut.

Adobe RGB (1998) is smaller (i.e. can identify less colours) than ProPhoto RGB, but larger than sRGB. It roughly matches the colour gamut of reasonably high quality monitors and CMYK printers used to print books and magazines.

sRGB is the smallest colour space of the three. It represents the colour space that nearly all monitors are able to display.

It's not surprising that depending on your monitor and the colours it can show, exporting as sRGB can sometimes change the colours and look of an image so check the finished exported photo and you may need to go back and re-process to reduce the impact of the reduced colour gamut.

There is a bit of a cheat to reduce the effect but this involves a trip to Photoshop where you can force the step down to Adobe RGB at this point so at least you could be working in a system that allows you to see the actual colours you are using if you have an Adobe RGB monitor so the transition to sRGB appears to have less impact (but does it as you can only see Adobe RGB anyway in Lightroom). It all gets too weird to explain.

Back to something straight forward. I Leave quality at 100 and I leave Limit File size un-ticked.

Image Sizing; This is an important panel as the size of an image is often different for various uses

Tick resize to fit and then for Camera Club landscape photos select width & Height and, in the boxes, below type in W: 1600 H: 1200 with the box on the right set to Pixels or just select long side and select 1600 pixels.

As 1600 x 1200 px is for 4:3 ratio cameras when using a 3:2 ratio camera (if you haven't changed the size / ratio using the crop tool) the output will be 1600 x 1067 pixels.

For Portrait photos just select Long edge and type in 1200 to the only box that will be shown and again with the box on the right set to pixels and this will ensure the height is 1200 pixels.

Generally, leave the Don't Enlarge box unticked as its very unusual for a modern camera to produce an image smaller than 1600 x 1200 pixels as this is only 1.92 MP where most modern cameras are at a minimum of 20 MP so we are downsizing massively most of the time.

This is not as bad as it sounds as screen outputs are much lower than camera sensor outputs.

HD is 1280 x 720 px = 0.998 MP

FHD is 1920 x 1080 px = 2.07 MP

4K UHD is 3840 x 2160 px = 8.29 MP

This is why the Camera Club images will look ok on an FHD monitor as the image size is a close match.

When upscaling a 1600 x 1200 px Camera Club photo at 1.92 MP image to a 4K UHD monitor it can start to look odd as the computer and monitor output process has to expand the image and fill in the gaps without the original data to do so and its calculated guesses can be wrong.

Basically, downscaling works well (as the computer has the data and is only discarding it) but upscaling (where it doesn't have the data) can cause issues.

A quick guide for outputs in 3:2 ratio depending on its use, your internet speed and how it's to be viewed on current monitors is as follows: -

Low res use	1600 x 1067 px = 1.71 MP - Gives an average file size of approx. 1MB
Facebook	2048 x 1365 px = 2.80 MP - Gives an average file size of approx. 1.5MB
Medium res use	2200 x 1467 px = 3.23 MP - Gives an average file size of approx. 2MB
Good res	3300 x 2200 px = 7.26 MP - Gives an average file size of approx. 6MB
High res	4950 x 3300 px = 16.34 MP - Gives an average file size of approx. 11MB

Resolution should be set to 300 Pixels per inch (Not DPI as noted in the EPC Programme guide). This does relate to printing but DPI is "dots per inch" and is used by the printer for the number of ink dots your printer should use not screen output, which is in Pixels (px).

Output Sharpening

I normally have Sharpening for Screen ticked and amount High or Standard but check the exported photo to see if its ok.

Metadata

I usually select All Metadata and tick the top two boxes Remove Person Info and Remove Location Info

I leave Write Keywords as Lightroom Hierarchy unticked

Watermarking

Use can add a watermark to your photo for some export uses.

This can be a name or logo.

You would set up a watermark in Photoshop or purchase one on-line.

Obviously, this is left unticked for Camera Club competitions.

Post Processing

I don't generally do any further processing after export so I leave this blank.