

Lightroom Classic Masking Tips

Lightroom Classic Masking Tips

In this lesson, we're going to look at some Lightroom Classic masking tips. Some of these tips will have equivalents in Adobe Camera Raw (ACR) but things work a little differently in ACR so we're going to focus on Lightroom here.

Replace an Old Mask (Timestamp 00:35)

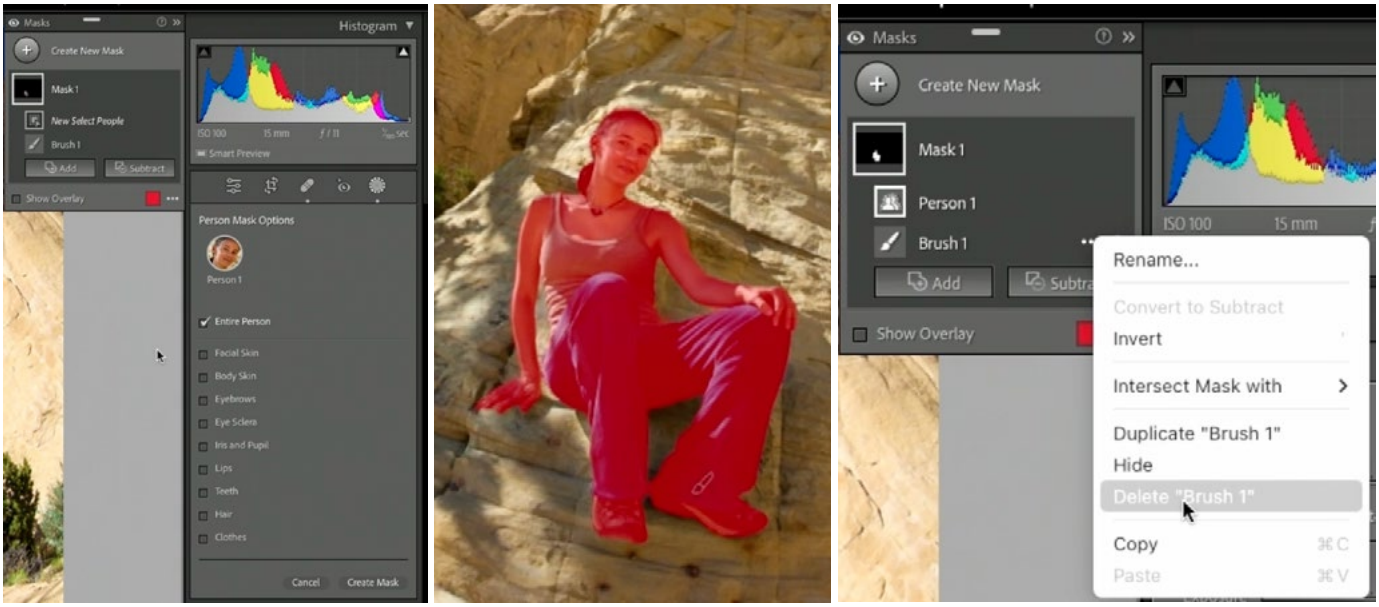
If you are working with an older image, it will obviously have been processed using an old version of Lightroom. In the past year, Adobe has made huge improvements to the way masking works, including the addition of AI features. If you masked an image in an older version of Lightroom, you may want to replace that old mask with a new one that takes advantage of these AI options. Let's look at how to do that.



Old mask!

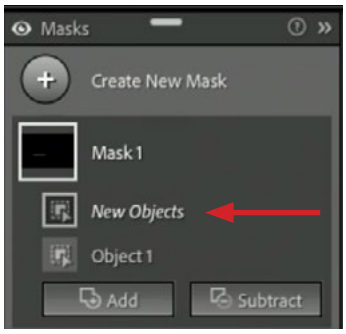
In the example image, we're going to mask a person. You can see the older mask in the Masks Panel. Instead of creating a new mask, we're going to start by adding to this one. We'll click the Add button and choose Select People. This is one of the new AI mask types. When you choose to Select People, any people that Lightroom finds will appear in the panel on the right side of the screen. Click on the person to select them. Make sure the "Entire Person" check box is turned on and then click the Create Mask button.

Now there are two parts of the mask. The part we just created using AI and the old mask that was created using the Brush. We'll click on the three dot icon (...) to the right of the old mask and choose Delete from the pop-up menu.



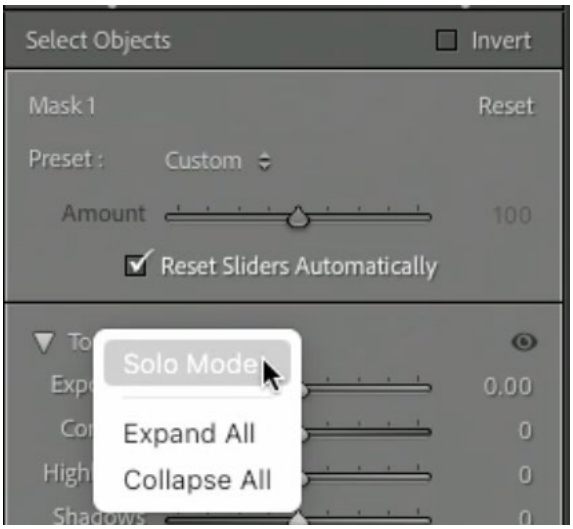
Masking Tools & Keyboard Shortcuts (2:47)

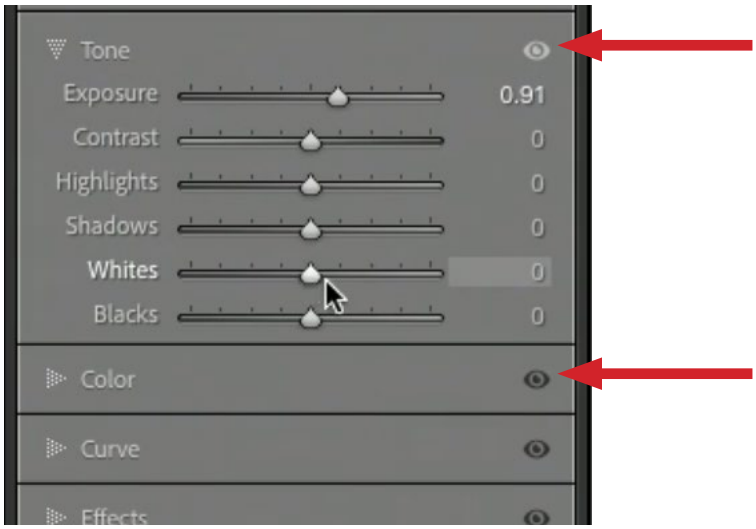
Add to an Object Mask When creating an Object Mask, paint over the object you want to isolate and then Lightroom will attempt to select it. After you paint once, Lightroom will think you are done and will not let you add to it. If you would like to add to it, hold down the Shift key and tap the N key. This will cause a "New Objects" item to appear in the Masks Panel and you can then paint to add to the mask.



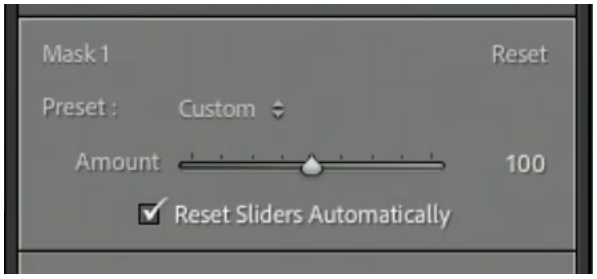
Subtract from an Object Mask To subtract from an Object Mask right after you painted one, hold down the Option key (Alt on Win) and tap the N key.

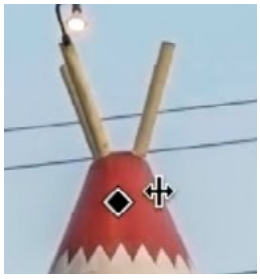
Single Panel Mode While Masking In Lightroom's Develop Module, you can set up the adjustment panels such that only one can be open at a time. The Masks feature has its own set of adjustments and you can also use this mode here. Right click on the name of an adjustment category and choose Solo Mode from the little pop-up menu. When a panel is collapsed, you can still tell whether an adjustment has been made inside of it because the little eyeball icon to the right of the category name will be "lit."





Masking Amount At the top of the mask adjustments, there is an Amount slider. This can be used to control the strength of the overall effect created by all of the adjustment sliders. Alternatively, you can control the strength from right within the image window. Each mask will have a little icon over the area being masked. For example, an Object Mask will have a little diamond shape. If you hold down the Option key (Alt on Win), you can click and drag left or right on this little icon in order to control the Amount slider.



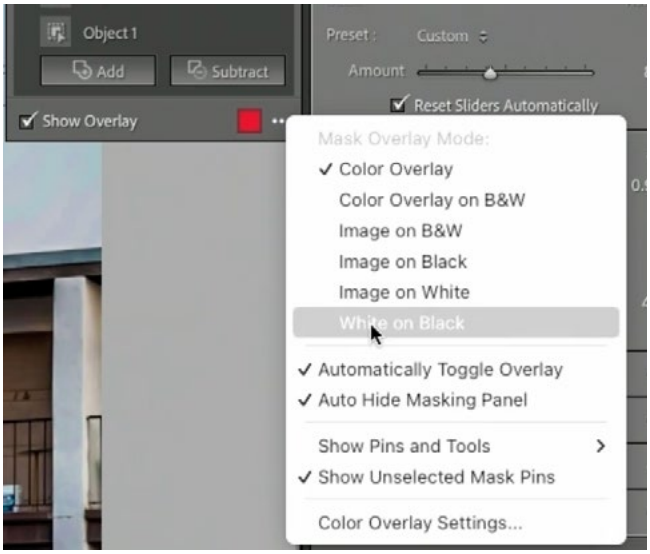


Hide Mask Overlay Icons If you don't want to see the little mask icons mentioned in the above tip, know that you can toggle their visibility by tapping the H key.

Quickly Delete Mask Component If you click on one of the little mask component icons mentioned above, it will become highlighted and active. When it's highlighted, you can tap the Delete key to remove it.

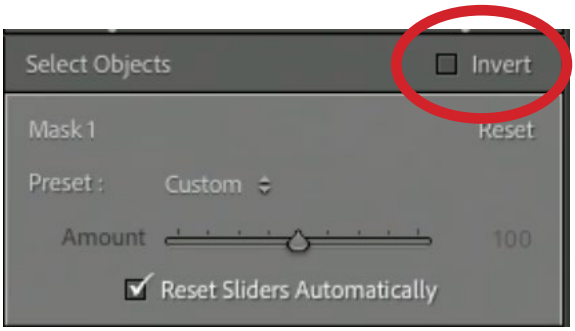
Toggle Overlay If you'd like to always see the mask overlay, you can either turn on the Show Overlay check box or simply tap the O key to toggle their visibility. (That's the letter O. Not Zero.)

Change Mask Overlay Color The swatch at the bottom of the Masks Panel will allow. You to change the mask overlay color. Alternatively, you can tap Shift+O to toggle between Red, green, white and black.

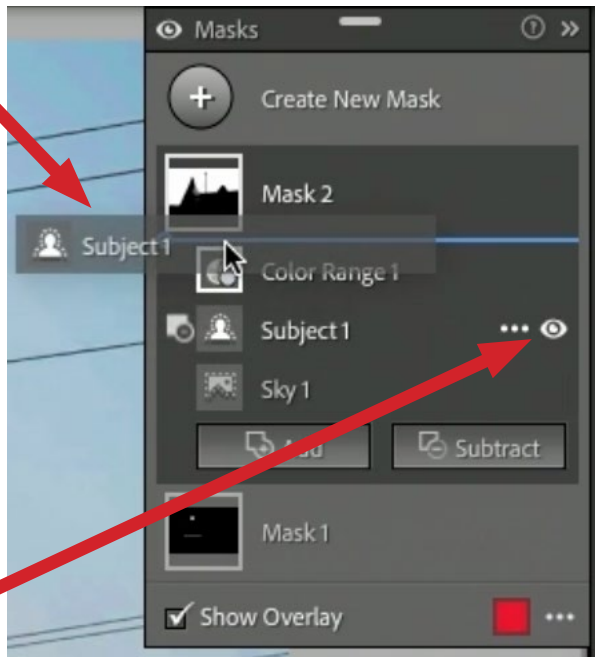


Change Overlay Type Tap the three dot icon at the bottom of the Masks Panel to access a pop-up menu that allows you to change the type of overlay that will be used. Alternatively, you can toggle between overlay types by tapping Option+O (Alt+O on Win).

Invert a Mask The Invert check box at the top of the masking adjustment panel will invert the active mask, giving you the opposite of what was masked. The keyboard shortcut for toggling this check box is the apostrophe key ('). To invert the entirety of a mask (not just a mask segment), tap Option+' (Alt+' on Win).

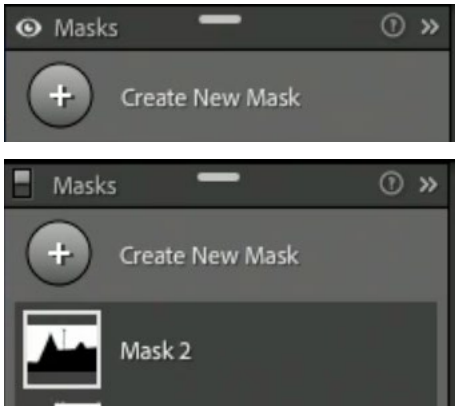


Change the Order of Masks There may be times when you wish you could change the order in which masks are applied, as this can change the effect of the mask. Well you can! Simply drag and drop mask components to re-order them.

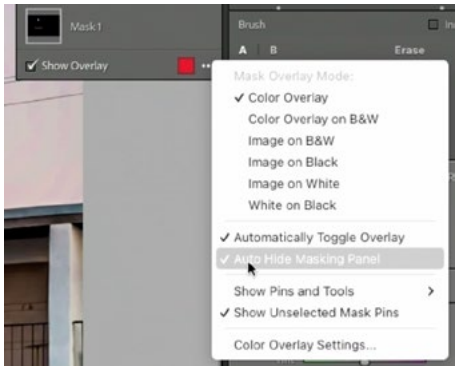


Toggle Visibility of Mask Components If you'd like to see how one component of a mask is affecting the image, you can toggle the visibility of it by hovering your cursor over the mask so that the little eyeball icon appears. Click the eyeball to toggle the visibility of that one part of the mask. You can also do that for the entirety of the mask itself.

Mask Visibility: Eyeball vs. Light Switch You can toggle the visibility of all masks by clicking and holding on the eyeball icon at the top of the Masks Panel. When you release the mouse button, the effect of the masks will become visible again. If you don't want to hold the mouse button for that temporary disabling, hold down the Option key (Alt on Win) and the eyeball will turn into a light switch. You can toggle the visibility using this and the setting will be "sticky."



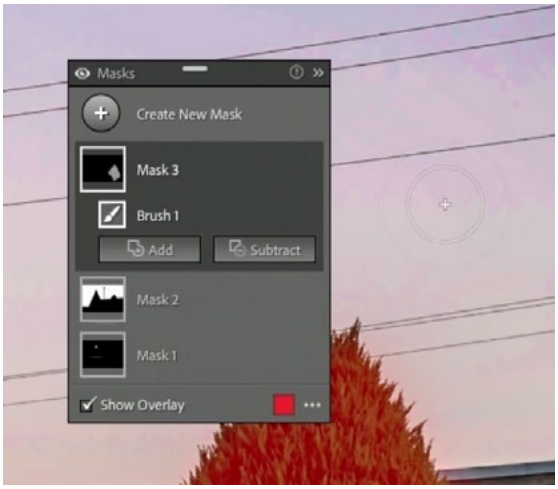
Auto Hide Masking Panel After you select a mask to create and hover your cursor over the image, the Masks Panel becomes hidden by default. That's because of a panel setting. If you don't want this to occur, click on the three dot icon at the bottom of the Masks Panel and uncheck the "Auto Hide Masking Panel" option from the pop-up menu.



Masking Panel Setups There is a tiny little bar at the top center part of the Masks Panel and you can click and drag on this bar to reposition the panel within the interface. There are three types of ways the panel can be positioned. There is the default position, where it is adjacent to, but connected to the adjustments panel. This is a docking position. You can also dock the panel to other parts of the interface. Then there is the free-floating option where it can be moved around the interface. Finally, it can be positioned within the adjustments panel itself. Drag the positioning bar over the adjustment panel until a little blue indicator line shows up. This line shows you where the panel will be placed. Release the mouse button and the panel will become embedded within the larger adjustments panel. If you just want the Masks Panel to take up less space, click the double arrow icons in the top right and it will give you an abbreviated thumbnail version of the panel.



Docked



Floating



Embedded



Abbreviated/condensed version