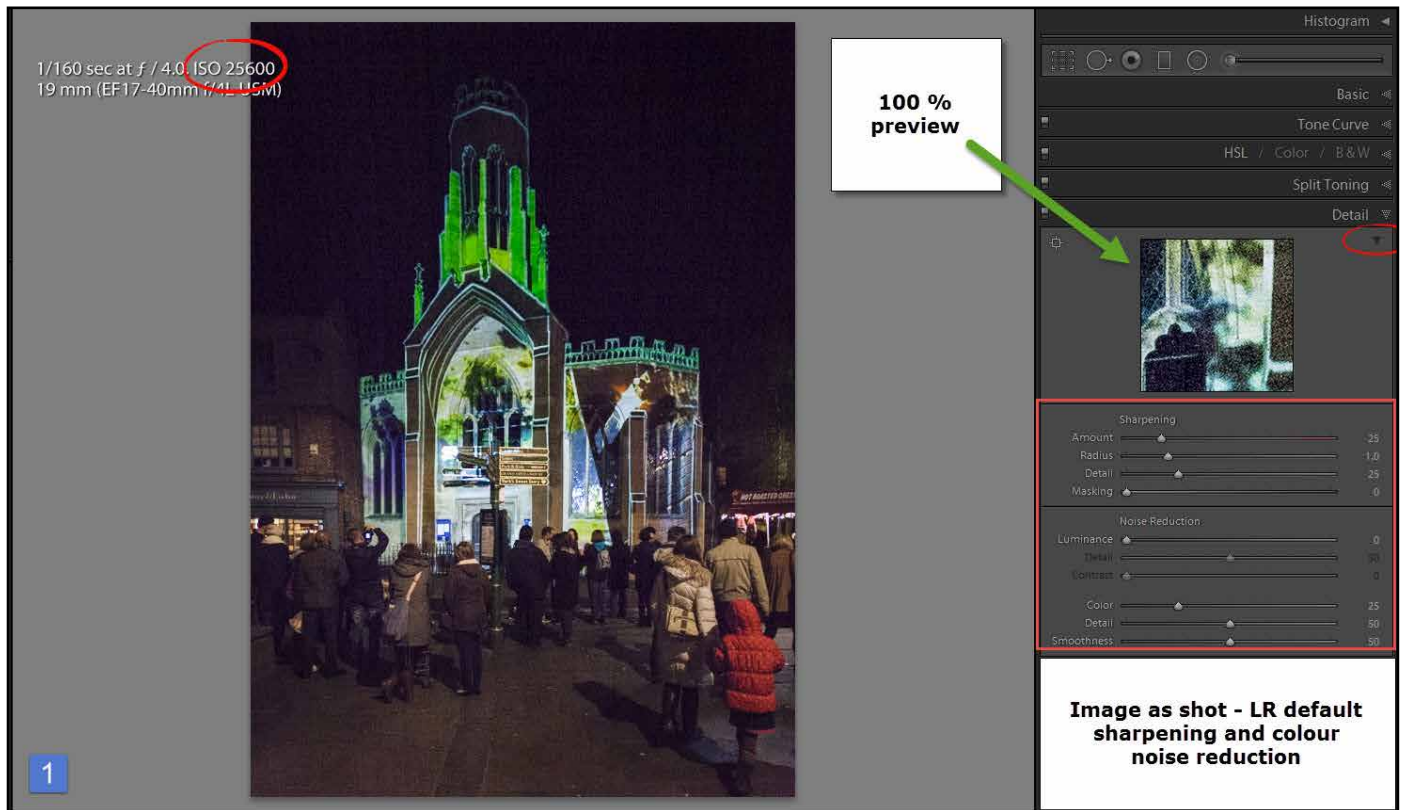


# LIGHTROOM HINTS & TIPS - NOISE REDUCTION

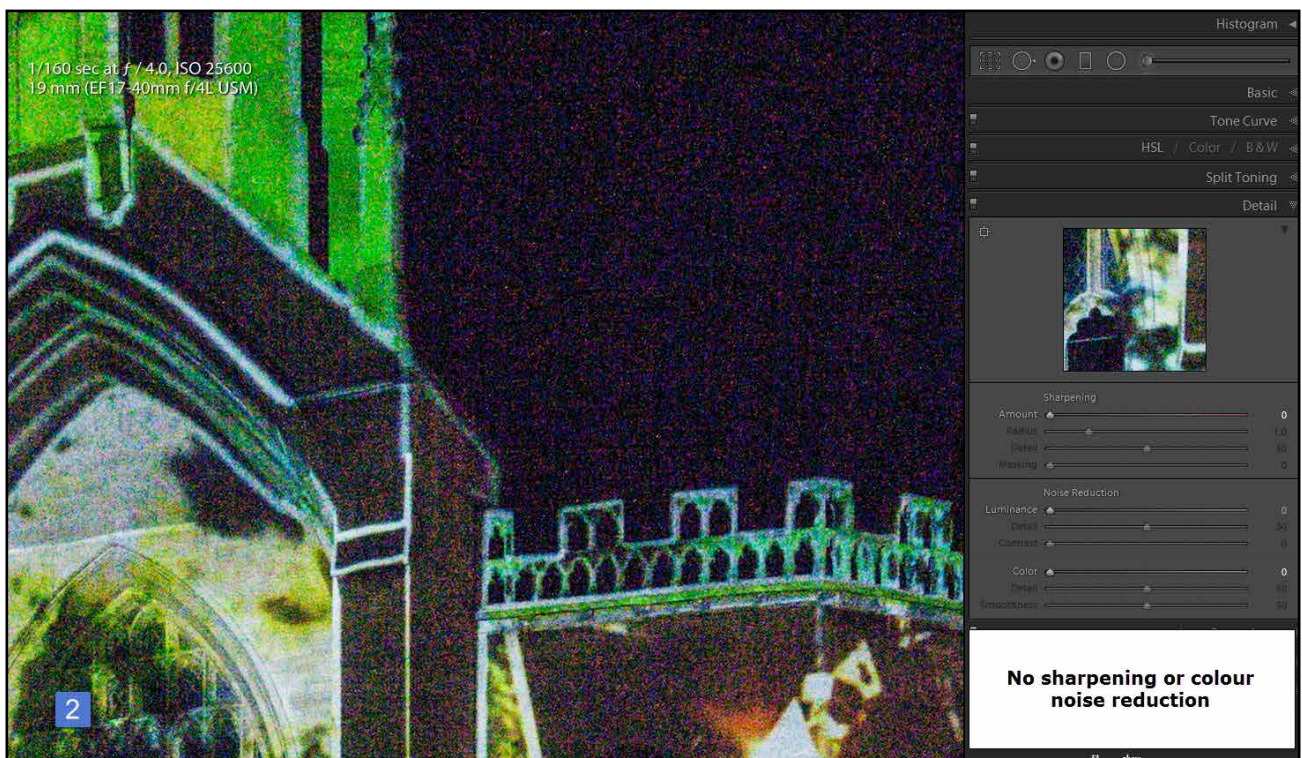
Lightroom has default setting for noise reduction which work pretty well at “normal” ISO settings. But what happens when you’re forced to use high ISO?

1. Here’s an extreme example. I was out on a dark night with no tripod but all was not lost...



Look at the ISO - 25600!

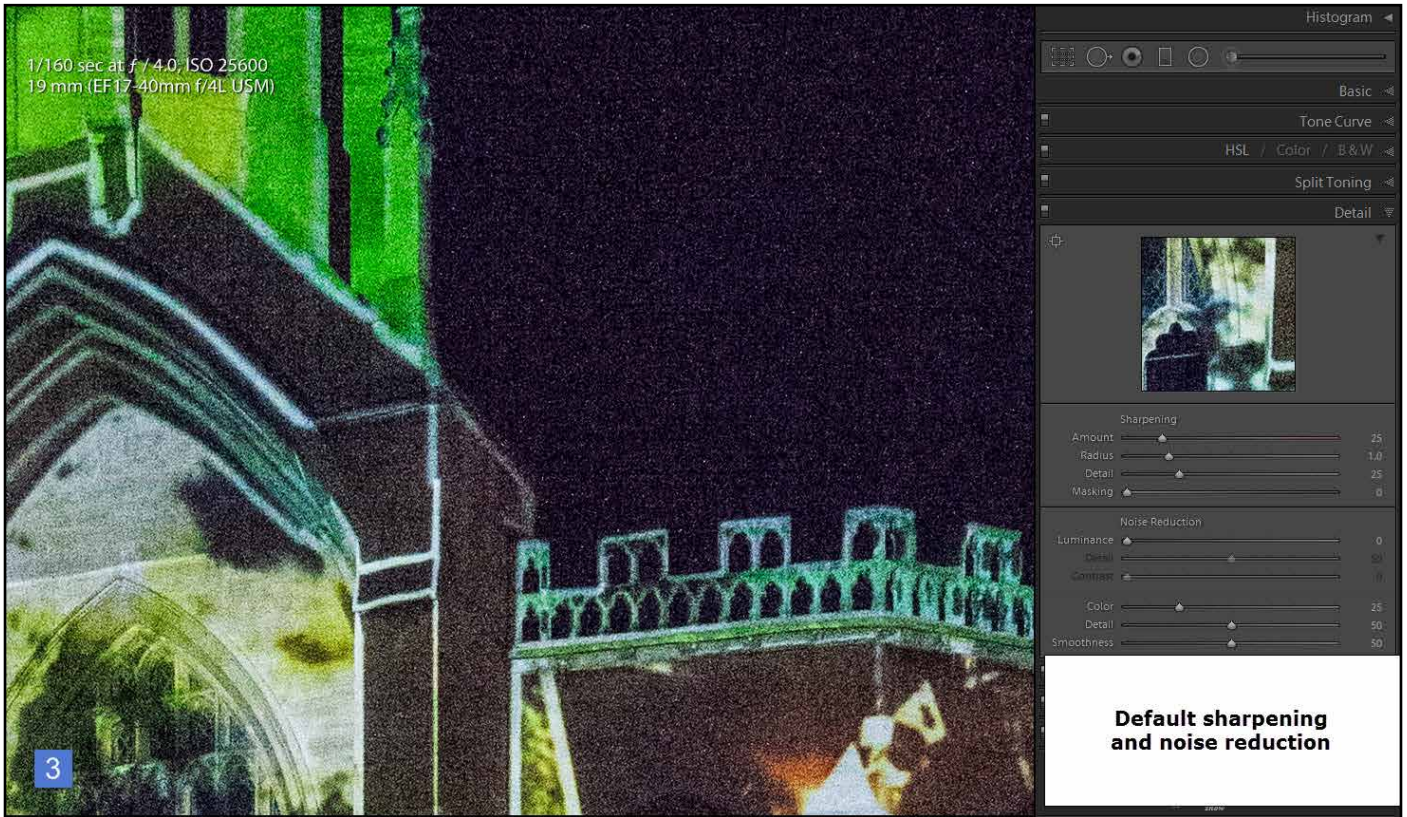
2. If that isn’t scary enough, have a look at a magnified view with NO sharpening or noise reduction...



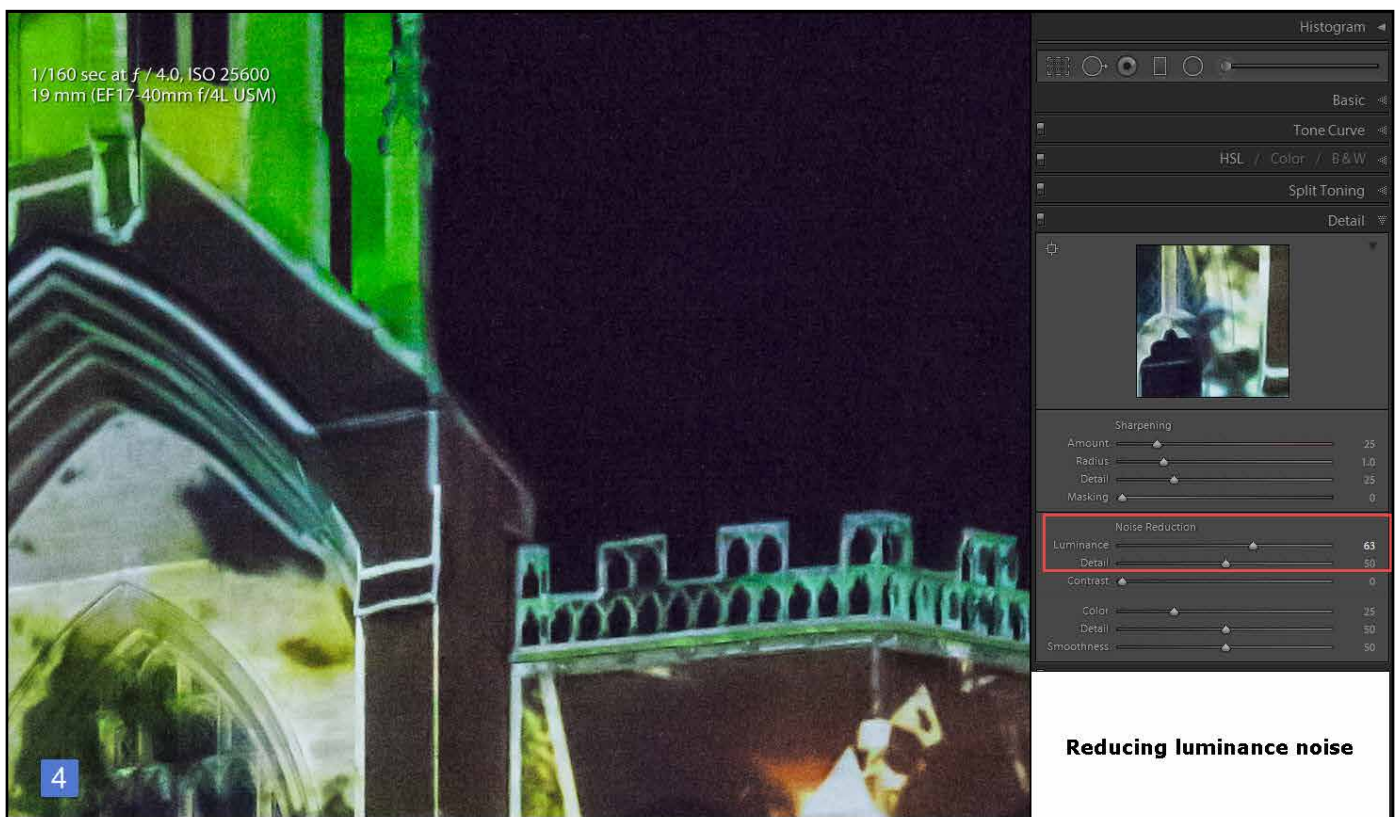


# LIGHTROOM HINTS & TIPS - NOISE REDUCTION

3. There are two kinds of digital noise: colour noise and luminance noise. By default Lightroom applies colour noise reduction but not luminance noise reduction. In most cases the default setting for colour noise reduction (25) works OK and rarely needs changing. Note how image 2 above has more coloured speckles (no colour noise reduction) than image 3 below (default colour noise reduction). In the following sections we'll try to do something about the luminance noise



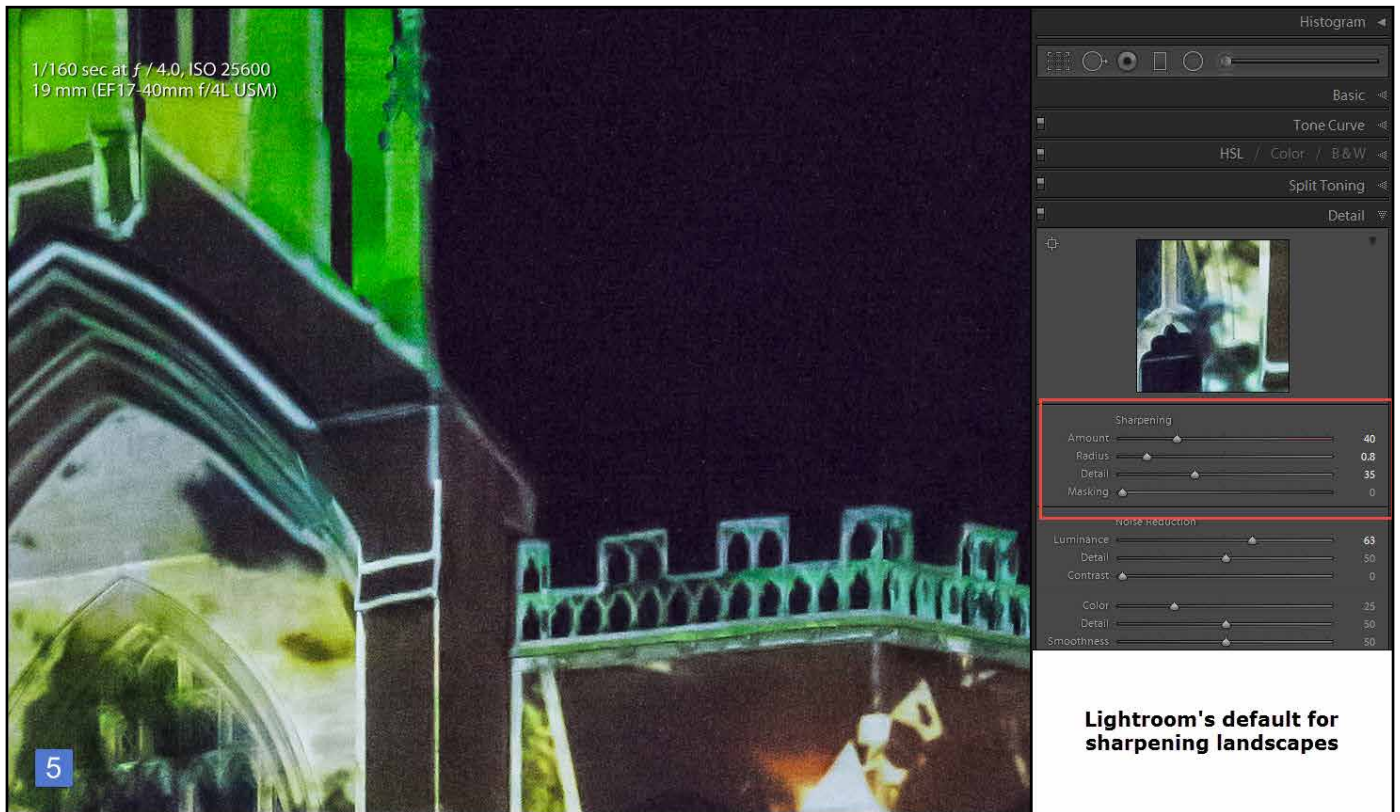
4. Moving the luminance noise slider to the right eliminates most of the “gritty” speckles in the sky. But this is at the expense of image sharpness — the image now looks decidedly soft.





# LIGHTROOM HINTS & TIPS - NOISE REDUCTION

5. Increasing the sharpening amount helps a bit — here I've used LR's preset for scenic/landscape...

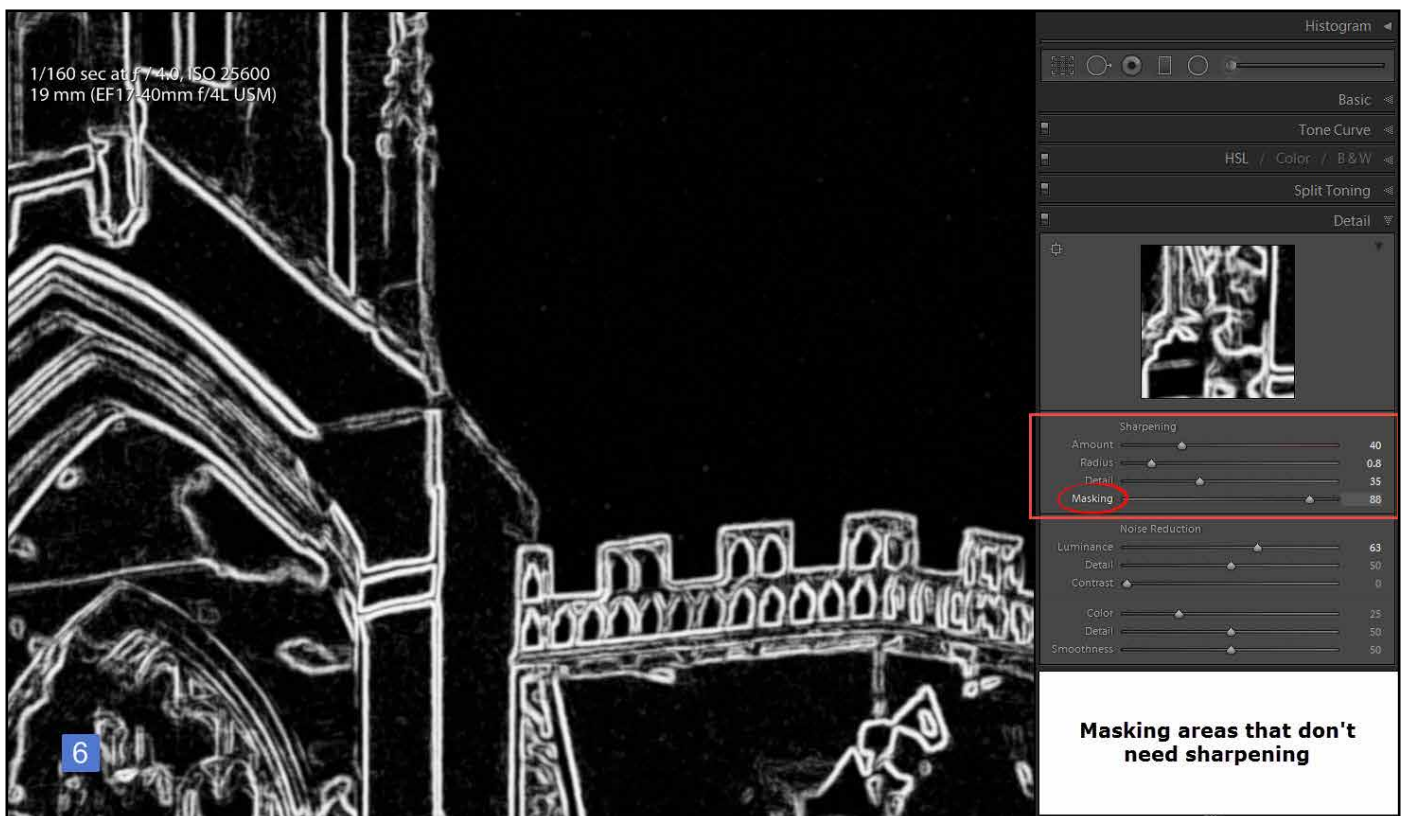


1/160 sec at f / 4.0, ISO 25600  
19 mm (EF17-40mm f/4L USM)

5

Lightroom's default for sharpening landscapes

6. This is where the masking slider can help a lot. We really only need to sharpen important details - certainly not the sky. Holding down the Alt/Opt key while dragging a slider in the sharpening section gives a useful alternative view. Here we see that the sky is masked (black area) while the church detail is not masked (white) and will still be subject to sharpening...



1/160 sec at f / 4.0, ISO 25600  
19 mm (EF17-40mm f/4L USM)

6

Masking areas that don't need sharpening



# LIGHTROOM HINTS & TIPS - NOISE REDUCTION

7. With the sharpen mask applied, we can reduce the amount of luminance sharpening for a more realistic image...

1/160 sec at *f* / 4.0, ISO 25600  
19 mm (EF17-40mm f/4L USM)

7

Detail

Sharpening

Amount	40
Radius	0.8
Detail	35
Masking	88

Noise Reduction

Luminance	33
Contrast	0
Color	25
Detail	50
Smoothness	50

Reduced noise reduction - a compromise between sharpening and noise reduction

8. Given the ridiculously high ISO used, LR has done a pretty good job...

