



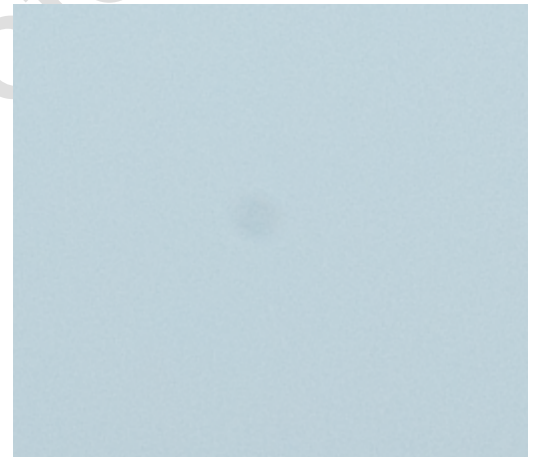
### Lightroom Bitesize: Spot Removal

One of the banes of any digital photographer is dust on the sensor - with the resulting dust spots showing on every image. Personally I make a point of cleaning my sensor with a rocket blower after every photoshoot - but I still need to change lenses 'in the field' and so dust soon gets attracted to the sensor again.

#### **Top Tip!**

Always turn your camera off for a little while before removing a lens - it allows the static charge on the sensor to subside and so attracts less dust.

Here is shot taken at Talacre, north Wales and close inspection shows quite a few dust spots, particularly in the sky.



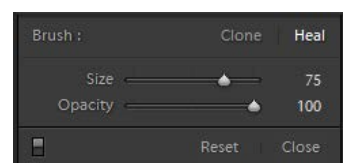
The first thing to do is to zoom in on the image so that you can see the detail full-size. Either double-click on the image or press the 1:1 button.



Now choose the Spot Healing tool from the Develop Module.



You will see a panel drops down with various options. We will now look at these in turn.





First you will see there are two options to the right: **clone** or **heal**.

**Clone:** This option just covers the chosen area with a direct copy of an adjacent area. It works well with areas of distinct pattern (e.g. brickwork) since it allows you to match up the pattern exactly.

**Heal:** This option takes a sample of the lighting, tone and texture from the surrounding area and so usually gives a better result. The only problem is when working next to a very sharp edge where it tends to produce a blurred 'splodge'. In these circumstances, switch to Clone, otherwise Heal should be your default choice.

Beneath these are two sliders: **size** and **opacity**.

**Size:** This slider adjusts the size of the spot - you can also use the [ and ] bracket keys. The aim is to have a spot just a little bigger than the dust spot you are trying to remove.

**Opacity:** Moving the slider to the left makes the repair more transparent. For dust spots it is usually best to leave this at 100% but it can be useful for lessening the visual impact of naturally occurring isolated aspects in a scene (e.g. a rock on a beach) by healing the area and then reducing the opacity slider so that the aspect reappears but in a less pronounced way.

Now move the spot cursor over the top of the dust spot.



Click with the mouse and the chosen area to use for the repair will appear in a secondary circle and the effect of the repair can be seen in the spot cursor.





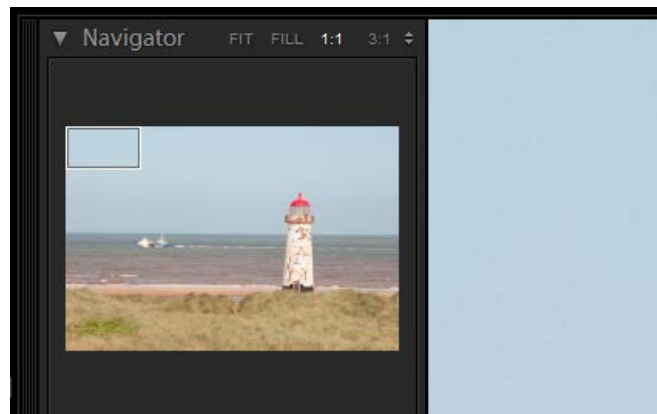
If you are unhappy with the result then just hover the mouse over the second circle and you will see the icon change to a hand. Click-and-drag to your preferred position.

When you are satisfied with the result just press the 'Done' button at the bottom-right of the image (or press the Q key - for **quit**).

Now all you need to do is examine the rest of the image and remove any further spots.

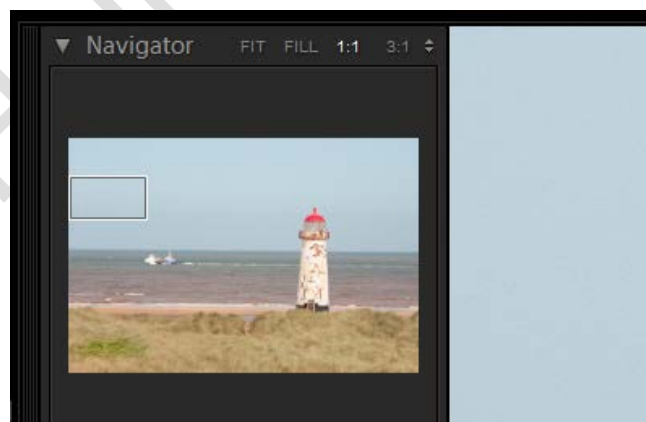
To do this in a systematic way first zoom in to a 1:1 view.

Look at the navigator panel to the upper-left of the image. A white box shows the area that you have zoomed in to. Click-and-drag into the top left-hand corner.



You can now heal any dust spots in that area.

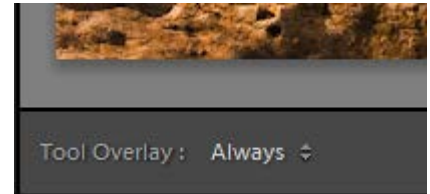
When complete, just press the 'Page Down' key and the box will move down to exactly the next area:



Repeat throughout the entire image. When you reach the bottom of the page the box will automatically go to the top of the page in the next 'column'. This is a great way of making sure you don't miss any areas.



And if you get a bit confused with all the circles you can restrict how many show up by using the **Tool Overlay** function at the bottom-left of the main image.



Choose from:

- Auto:** Circles are only visible when you hover the cursor over the main image
- Always:** Circles are always visible
- Selected:** Only the active circle is visible - all previous ones are unseen
- Never:** No circles are visible

**Top Tip!**

Leave the Tool Overlay set to Auto and just toggle the letter 'H' key to show/hide the circles.

Remember, when you have finished just press the 'Done' button (or press the Q key - for **quit**).

If you found this tutorial useful please let me know by leaving a comment on my Facebook page (or just 'Like' it) at <https://www.facebook.com/johnhallettphotographs/> . Thanks