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Lightroom is a photographer's best friend. Use its features to change images to your liking. Once you create something you're happy with, you can share it with its integration into social networks. Lightroom is the choice of the professional who edits and manipulates images. Polish or touch parts of an image without changing the overall effect. Fine-tune your favorite images with Lightroom. You can also sort pictures by date and other criteria. Tag jobs in separate folders or even color code and add text notes to pictures. Lightroom is a must-have tool for professional photographers and hobbyists. This is because you can experiment with different tones, brightness levels and colors, which is essential for a high quality presentation. Start with 1TB of cloud storage. There are options to increase storage if you need it. Use this feature to access files stored from anywhere in the world. All you need is an internet connection. Recently, Adobe downloaded additional user support. By clicking the question mark at the top right of the screen, you can ask the question. An animated visual also offers help with online experts. The image import process has improved as far as you can do. Once you've imported the raw camera files, you can work right away. Share your pictures with friends and colleagues or print them directly from the app. Be creative by creating slideshows or photo books. You can use the predefined layouts or design something from scratch. Where can you run this program? This program is running on Mac OS X. Is there a better alternative? Not. You may consider the software, it would be Affinity Photo or Capture One Pro. Both offer features similar to Lightroom. Lightroom might prove to be the more expensive option, but worth it. Adobe puts in top-notch programs, and this is no exception. Should I download it? Yes. If you are looking for a professional program that can help you touch-up and light your images, this is the right solution for you. Over the next few weeks we will add a review of the Fireworks and the much anticipated Adobe Creative Cloud service (which will give users access to all Adobe apps for a monthly fee of £38 per month - for subscribers annually - and £57.17 for month subscribers). Traditional suites are still available and will come in the following flavors (and for a full list of options, visit the Adobe Purchase Guide): D standard esign CS6 (£1032, or £219 for upgrade): includes Acrobat X Pro, Illustrator, InDesign and PhotoshopWeb Premium CS6 (£1509, or £298 for upgrade): Acrobat X Pro, Dreamweaver, Fireworks, Flash Pro, InDesign, Illustrator și Photoshop ExtendedProduction Premium CS6 (£1509 , sau £ 298 pentru a face upgrade): include After Effects, Audition, InDesign, Illustrator, Photoshop Extended, Premiere Pro, Prelude, SpeedGrade SpeedGrade Adobe Story.Master Collection CS6 (£2223, or £397 for upgrade): includes Acrobat X Pro, After Effects, Audition, Dreamweaver, Fireworks, Flash Pro, Flash Builder, InDesign, Illustrator, Lightroom, Photoshop Extended and Premiere Pro.Whether you opt for an independent app, a Creative Cloud subscription, or one of the various Adobe Suites, we have all the information you need, including prices, top features, and all important system specifications. Throw yourself into adobe cs6 review! READ NOW THE COMMENTS! Adobe CS6: Photoshop CS6 Adobe Photoshop CS6 hero Adobe Photoshop CS6 is a major upgrade. Assembly artists and retouching artists will appreciate the new Blur and Liquify filters, HUD controls, and the ability to sort layers by type, and designers will appreciate the new text and Shape tools. Get the full Photoshop review now! Adobe CS6: Dreamweaver CS6 Adobe Dreamweaver CS6 Web image hero does not stay yet, and new browsers and new technologies mean changes to your sites. With the explosion in mobile browsing, these changes are now bigger than ever before. Get the full Dreamweaver CS6 review now! Adobe CS6: Illustrator CS6 Adobe Illustrator CS6 hero image Adobe Illustrator is the standard tool for vector drawing and illustration, used by a wide variety of creative professionals, including editorial illustrators, identity designers, textile designers and designers, ui designers, motion artists, and more. Get the full Illustrator CS6 review now! Adobe CS6: After Effects CS6 Adobe After Effects CS6 hero image Adobe After Effects has a huge user base in graphics and animation on the move, so any update to the power of this venerable workhorse will be carefully analyzed by those working in broadcast and cross-media applications... Get the full After Effects CS6 review now! Adobe CS6: InDesign CS6 Adobe InDesign CS6 image hero Although Adobe InDesign CS6 probably isn't the most glamorous or exciting of applications in roster CS6, for designers and creative professionals alike who use it widely on a daily basis, any new additions are certainly worth taking note of. Get the full InDesign CS6 review now! Adobe CS6: Flash Pro CS6 Flash Pro CS6 image hero Welcome to the new version of Adobe Flash Pro - Flash Pro CS6 (or 12 if you want to keep count). In the last 24 months of web development has seen a change in focus. If the rich content was bastion of Flash and Flex, now HTML5 and various JavaScript libraries have taken on some of that responsibility. Get the full flash pro review NOW! Adobe CS6: Premiere Pro CS6 Premiere Pro is Adobe's desktop video editing tool, often surpassing rivals at the end of consumption but failing make an impression in a broadcast market. Improvements to the Mercury playback engine can change that. Get the full Premiere Pro CS6 review now! Adobe CS6: Creative Cloud preview creativecloud on April 23, giving creatives a new way to access Adobe CS6, as well as other tools, would be Typekit. Adobe has announced Creative Cloud availability since May 23, and here's nitty-gritty. Get the reduced version of the Creative Cloud preview. Adobe Photoshop CS6 is largely a sub-hood version, bringing some new tools and filters, but focusing on greater speed, efficiency, and ease of use. But the improvements are great, and this Photoshop CS6 review will reveal all! Those looking for the much-heralded Deblur filter will be disappointed: it is far too early for this time to be included around. In fact, those looking for great splashy show-off features in Photoshop CS6 will also be looking in vain. (See reviews of other apps in Adobe CS6.) Before you start, you need to make sure that the copy of Photoshop CS6 is the latest release version. In early September, a security operation was reported, which allows malicious users to compromise your system. Simply go to Help>Updates in Photoshop CS6 and apply all updates. Creative Cloud users will have these updates pushed to their system when they connect to the service. Accelerating in Photoshop CS6Photoshop CS6 makes full use of the Computer Graphics Processing Unit (GPU), which provides tremendous acceleration in many areas. Thus, the Liquify filter, previously a slow experience, is accelerated to provide smooth, real-time lubrication, even with brushes up to the new maximum limit of 15,000 pixels; The new Oil Paint feature adds a paint-like texture, with controls that operate on full-screen preview in real time. Of course, all this depends on you having a fast enough processor and graphics card; Although CS6 will run on Windows XP/Mac OS X 10.6 with just 1Gb RAM, you need an accelerated Hardware OpenGL graphics card to get the most out of it. The Liquify filter in Photoshop CS6 is now smooth as silk, with real-time operation even at huge image sizes and with brushes up to 15,000 pixels in diameter The new featuresThe first thing you notice about Photoshop CS6 is its new interface. Now you can choose between four basic colors, from almost-black to pale gray - so Photoshop can look more like Lightroom if you choose. Everything has been subtly optimized, from hundreds of redesigned icons (Pen and Lasso tools now point to their active hotspots more clearly) to a sharper, more consistent look. Photoshop CS6's new dark look will appeal to photographers because it is less distracting. The ability to filter layers by type is also a major improvement A new head up display (HUD) system in CS6 provides key information right to the cursor. This is context-sensitive, so it will show dimensions when you drag a selection frame, angles when a selection rotates, and so on. It also applies to the three new Blur filters, each of which Iris and Tilt Shift - with the power and radius of controls directly on the image, rather than just in a side panel. All three new filters are also accelerated GPU for real-time previews. Tilt-Shift is just one of three new Blur filters in Photoshop CS6, each of which 300 hours from the front, thanks to GPU acceleration. Controls are placed directly on the image for ease of access Photoshop CS6 filtersThere is only a new tool in Photoshop CS6, the content-Conscious patch tool, which takes the technology introduced in CS4 (Content-Aware Scaling) and CS5 (Content-Aware Fill) and extends to a tool that allows us to select and move or expand objects in a scene, patching their original location more or less smoothly. In practice, the results depend very much on having the right image: it's a great idea, but it doesn't always come with goods. The new Content-Aware Patch tool in Hotoshop CS6 can move and expand objects - working well with organic objects, less well with artificial structures A major new filter is Adaptive Wide Angle, which allows you to correct camera distortion by simply drawing lines that should be straight. An extremely powerful tool, even allows sewn panoramas with multiple perspectives to be corrected in a single landscape shot. The new adaptive wide angle filter in Photoshop CS6 does a good job of correcting camera distortions: simply drag across straight lines to make adjustment Enhanced Camera RawAlso good for photographers is enhanced Camera Raw dialog, which now has stronger versions of tools, would be Clarity (there is now no halo effect, even at full power) and Defeating (controls are gone , replaced by a single check box that only does the job). For the first time in Photoshop CS6, it is also possible to apply localized noise reduction. Improvements to Camera Raw in Photoshop CS6 include a much improved clear clarity control, and the ability to apply localized noise reduction using filter adjustment brushes lighting effects in Photoshop CS6Filter lighting effects had a major overhaul, having previous small preview in favor of a full screen, GPU-accelerated preview showing changes in real time. It is of particular benefit to Mac users, for which the lighting effects disappeared in Adobe Photoshop CS5 unless they were running the program in slow 32-bit mode. Tool improvementsDesigners will love the new Paragraph and Character Style panels in Photoshop CS6, which allow you to set and adjust your favorite combinations to your liking - as well as the fact that Shapes layers are now true vector objects, which that you can now apply contours indoors, outdoors and centered on paths, as well as the ability to outline open paths. These contours can now be dotted and dotted and can be filled with gradients. Adobe Photoshop CS6 won't save now only in the background, allowing you to keep working is saving, but will also auto-save a very few minutes version, so in the event of an accident, you can pick up where you left off. If you manually return to a saved file, however, it will always revert to the one you deliberately chose to save, rather than your own midversion. Photoshop CS6 Crop Tool Crop tool has been redone so that now cropping pans the image behind the cropping window. It seems a little unintuitive at first, until you rotate a culture, when suddenly it makes sense: now, the image rotates behind the window, so you can see it will look without having to crane the neck so you did it previously. The Select Color Range tool now has the option to select skin tones - and within it a separate option for selecting faces. In practice, it works remarkably well: it is not perfect, and when used together with a mask on an adjustment layer will require some fine-tuning manual, but is of great help. The Color Select dialog in Photoshop CS6 can now automatically select skin tones, with a special face detection mode that works well - even when subjects wear hats and sunglasses. Expanding actions in Photoshop CS6Actions, the means by which you can automate repetitive tasks, have been expanded so that they can now store brush movements, as well as menu and selection options. This means that for the first time it is possible to record an entire painting operation, and play it with a single tap press. Layer tweakingPhotoshop CS6 includes a lot of small improvements that will generally make life much easier for those working on complex artwork. The Layers panel now has built-in filtering, so you can choose to view only layers set in Hard Light mode, or those that contain text, or smart objects or adjustment layers - or almost any parameter you can think of. You can now change opacity, light mode, and color encoding across layers, so if you search for all the text layers in a document, you can change them all to yellow for an easy reference. Mask and Adjust panels have now been combined into a new Properties panel, which is resizable for ease of adjustment. It is also now possible not only to use Layer Groups as the basis of clipping masks, but also to apply Layer Effects to an entire Group - previously, they could only be applied to individual layers. And the Eyedropper tool has been modified so that it can sample the underlying layers as the adjustment layers would not have been there, which makes and retouching are much lighter. Beyond editing images in Photoshop CS6Users in the regular edition of Photoshop CS6 will be pleased to learn that the film editing capability has made the leap over from the extended edition. This means that everyone can now edit movies right inside the app: you can apply all the standard selection of filters and distortions to moving images, as well as adding layers on top. You'll still need to buy the extended edition if you want to use the 3D Layer tools, which have had a major revision in this release. The new HUD controls allow you to extrude, rotate, and twist 3D objects directly in the middle of the graphic, as well as add bevelles and inflation. Changing the direction of light is simply a matter of shift-clicking on a shadow and dragging where you want. There are many more 3D improvements, including text and Bezier outlines on extruded shapes that can be edited after extrusion has been applied, and the ability to define a ground plane inside the Vanishing Point filter, and then use it as the basis for fixing 3D objects and locating shadows. The ability to define a ground plane in Vanishing Point in Photoshop CS6 means that you can integrate 3D objects into the scene with greater ease - and greater realism Now, available as part of a Creative Cloud subscription, Photoshop weighs in about 670MB. Once you've signed up for the new Adobe service, simply download an installation app that keeps track of the apps you have on your system. And this is not cloud software; Adobe Photoshop CS6 is still installed on your system, and you don't need to stay connected to the web to use the app. This means that the initial download may take a bit of time, so make sure you factor in this before you start the installation process. We've just started using Creative Cloud, but the option to store files in the cloud, quickly drag and drop images into the browser, create color swatches from photos, and add ASE swatch files to Photoshop already excites us. There is not a huge amount of integration with Photoshop yet, but with the option to release incremental updates through the Creative Cloud service, we can't wait to see what Adobe has in store in the coming months. Photoshop CS6 PricingFull £556 (excluding VAT), Upgrade £159 (excluding VAT), £38.11/month as part of the annual Creative Cloud subscription and £57.17/month as part of creative Cloud month-to-month subscription. For details about where to buy, visit Adobe Store.Photoshop CS6 system specificationsFor system specifications for Adobe Photoshop CS6 and other apps in Adobe CS6, visit our Adobe System Specifications page. Designer reviews of Photoshop CS6I spoke to a number of designers across the creative landscape - from 3D, web design, illustration and more - and asked them to reveal their favorite new features in Photoshop CS6. Here's what they had to say! (Click below to see their views.) Dan Mall on layers improvements in Photoshop CS6 Cmd + J previously just duplicated single layers; now it use to duplicate groups, vectors... anything in the Layers palette. I'm a heavy keyboard user in Photoshop CS6 because it helps me use the app much faster than I can with a mouse, and this shortcut is one of my most used go-ns. Dan Mall Mall founder and director of SuperFriendly. He is also the technical editor at A List Apart, and - through his love/obsession for typography - he is also the co-founder of Typedia and swtIR.Tom Muller on saving and ui new in Photoshop CS6 The best thing for me, no doubt, is the ability to save files in the background. Gone are the days when I have to stare at my screen while a 500 MB file is saved, trying to get you the progress bar to go faster so I can continue. Now I can work on 2-3 files without having to currently break my workflow while I save another. The new interface modes are also large. It took a few days to get used to it, but the dark one makes a ton of difference. Tom Muller is a graphic designer and artistic director, and works from helloMuller Ltd. You can also find Tom on Twitter, and he is well worth following. Brian Hoff loves searching and styling in Photoshop CS6 Layer Search and paragraph/character styles were two features released in Photoshop CS6 that I was frantically waiting for from the top in Photoshop. Both are a long time. Autosaving and auto-recovery are also extremely useful - especially for those who close unexpectedly. Brian Hoff is a graphic designer based in New York. He works mostly on websites, user interfaces and brand identities, focusing on solving problems by balancing usability and accessibility with memorable, timeless models. Mike Griggs is another fan of self-save in Photoshop CS6 The key elements I like about Photoshop CS6 are not luxury content conscious of the tools, awesome as they are, but deeper infrastructure changes. Standout is the save background and self-recovery file, which have secured my work on more than one occasion. It is reassuring to see files save by itself when you give up, which easily justifies the upgrade. Mike Griggs is a 3D, vfx and digital expert, and is also a valuable member of the growing Creative Bloq Contributor Network.Ade Mills loves accident priestection in Photoshop CS6 A long overdue improvement in Photoshop CS6, and certainly my fave feature, is self-recovery and background saving. Adobe didn't feature this before it confused me, but it's a relief that it's now there. So many projects have seen different obstacles or final results due to an accident in the middle of the stream. Sometimes it's hard to stop the middle of the stream to save because it breaks your concentration. Ade Mills is a graphic designer and artist currently studying BA Hons in Digital Media Design at Brighton University.Geof Crowl loves how Photoshop snaps to whole pixels My favorite feature in Photoshop CS6 is how well it snaps to whole pixels. I didn't see any mention or publicity of this feature anywhere, but it was definitely one I noticed the most. It saves a lot of time and reduces my headaches by at least 20%. CS5 was terrible at dealing with this. This leads to soft vector objects, unless each object carefully optimized with the transform tool to achieve pixel perfection. Geof Crowl is a designer and developer at interactive design consulting Welikesmall.Mike Lane on his favorite UI improvements Some love it and some hate it, some can't call it a feature, but I'm a big fan of the new dark and more logical improvements of panels and tools. I do a fair amount of my work at night and in dark rooms and coal ui has helped me enormously with not only reducing the eye strain, but also allowing the interface to blend in much better background than previous versions. It's easier than ever for me to focus on the project at hand and just blur it. Switching to other apps afterwards can be a pretty shaken-up experience, but that shows what a huge difference it makes. On a more functional level, applying layer styles and cutting masks to entire groups is an extraordinary time saver when building things like buttons. No more copying and pasting styles. The new styles of type and culture tool are also fantastic additions in CS6 that they use daily. Mike Lane is a senior UX designer with 15 years of experience in web and graphic design. You can follow him on Twitter here. Sam Hampton-Smith on scripted model fill an excellent addition to Photoshop CS6 is the new scripted fill feature model. I love the really randomly positioned elements can produce unexpected effects, especially with the subtle changes of hue and saturation that come with it. Known IssuesBefore you jump in, it's worth getting acquainted with the current problems in CS6. Currently, on your Mac, you cannot install it in the root directory of the boot unit. And for more detailed information about troubleshooting installation, go to www.adobe.com/go/support_loganalyzer.Also, starting with writing, you can't install on case-sensitive file systems. Finally, if you run Microsoft Windows XP with Service Pack 3, Photoshop will run in both 32-bit and 64-bit editions, but with the warning that Adobe does not officially support the 64-bit edition and so you may experience problems. Problems.

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