



Sombre

User Guide

Instructions for Mobile Apps

Adobe Lightroom for Mobile

2

Instructions for Desktop Software

Adobe Photoshop Lightroom

4

Adobe Photoshop Lightroom Classic

5

Adobe Photoshop

6

Adobe Photoshop (LUTs)

7

Adobe Premiere Pro

8

Adobe After Effects

9

Need Help?

Frequently Asked Questions

10

Web form: sparklestock.com/contact

Email: support@sparklestock.com

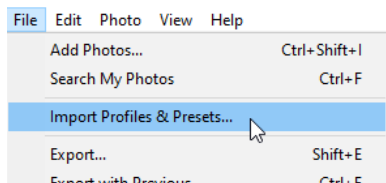
Adobe Photoshop Lightroom for Mobile Preset Instructions

Presets for Lightroom Mobile are installed through Lightroom on your desktop. Once installed, they will sync to your mobile device.

Important: You must have an active Creative Cloud subscription to sync presets.

Step 1

Open Lightroom on your **desktop**. Go to File > Import Profiles & Presets. Navigate to the product folder. Load the **Lightroom CC\Sombre.zip** file.



Step 2

After loading the presets on your desktop, they should automatically sync to Lightroom Mobile on your mobile device. To check the sync status, click on the cloud button.



Step 3

Open Lightroom Mobile on your mobile device. It may take a moment for the presets to sync. To check the sync status, tap on the cloud button.



Step 4

In Lightroom for Mobile, choose a photo to edit then tap the **Presets** button.



Step 5

Tap on the dropdown menu and select **Sombre**. Tap on the preset to preview the look. When you're ready, tap the checkmark button on the top-right of the interface to apply the preset.



Step 6

To adjust the amount/opacity, tap on the Profiles button.



Adjust the slider to adjust the profile amount.



Adobe Photoshop Lightroom

Preset Instructions

Step 1

Open Lightroom on your **desktop**. Go to File > Import Profiles & Presets. Navigate to the product folder. Load the **Lightroom CC\Sombre.zip** file.



Step 2

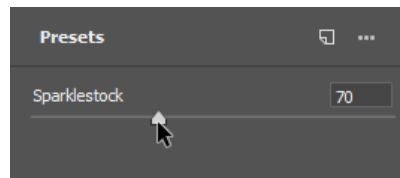
Navigate to the product folder. Load the **Lightroom CC\Sombre.zip** file.

Step 3

From the Presets panel, expand the **Sombre** folder and select a preset.

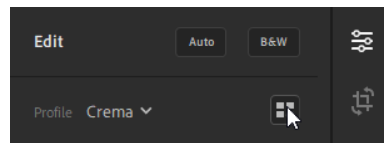
Step 4

To adjust the preset amount, drag the Amount slider at the top of the Presets panel.



Step 5

To adjust the profile amount, click on the "Browse Profiles" button in the Edit panel.



Adjust the amount slider to increase/decrease the profile amount.



Adobe Photoshop Lightroom Classic

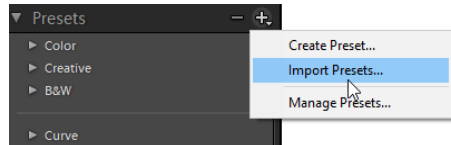
Preset Instructions

Step 1

In Lightroom Classic, go to the Develop module.

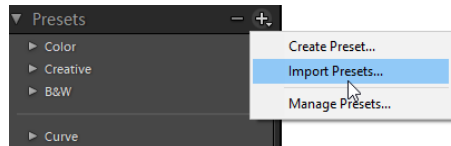
Step 2

From the Presets panel, click on the **+** button then choose **Import Presets**. Navigate to the product folder. Load the **Lightroom CC\Sombre.zip** file.



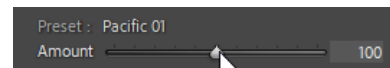
Step 4

From the Presets panel, expand the **Sombre** folder and select a preset.



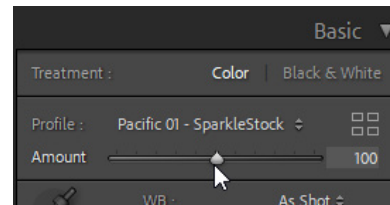
Step 5

To adjust the preset amount, drag the Amount slider at the top of the Presets panel.



Step 6

To adjust the amount/opacity, adjust the **Amount** slider inside the Basic panel.



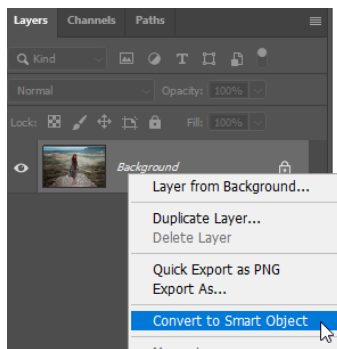
Adobe Photoshop

Preset Instructions

Step 1

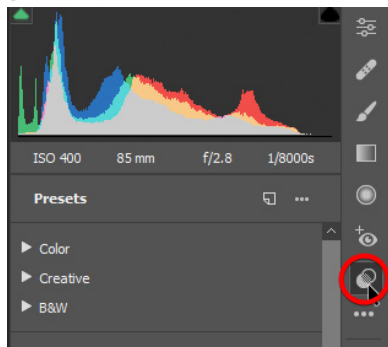
Following this step will allow you to apply the preset nondestructively - the settings can be changed at any time.

From the Layers panel, right-click on the layer then choose "Convert to Smart Object".



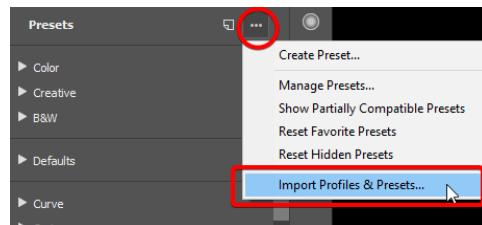
Step 2

Go to Filter > Camera Raw Filter. In the Camera Raw window, go to the **Presets** panel.



Step 3

Click on the panel menu then choose "Import Profiles & Presets". Navigate to the product folder. Load the **Lightroom CC\Sombre.zip** file.

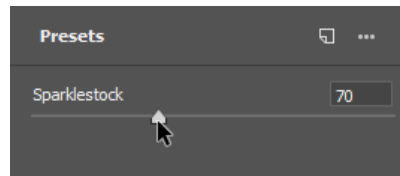


Step 4

From the Presets panel, expand **Sombre** and select a preset.

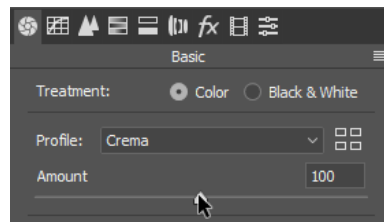
Step 5

To adjust the preset amount, drag the Amount slider at the top of the Presets panel.



Step 6

To change the amount/opacity, go to the Edit section. Under the Basic section, adjust the **Amount slider** to increase/decrease the profile.



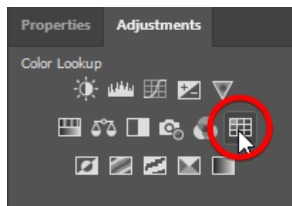
Adobe Photoshop

LUT Instructions

Using LUTs in Photoshop let you apply the look on a separate layer. However, it lacks tonal settings and effects (ex. grain and vignette) that presets for Lightroom offer.

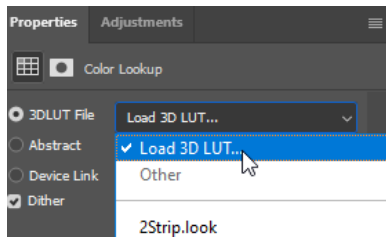
Step 1

From the **Adjustments panel** (Window > Adjustments), add a **Color Lookup adjustment layer**.



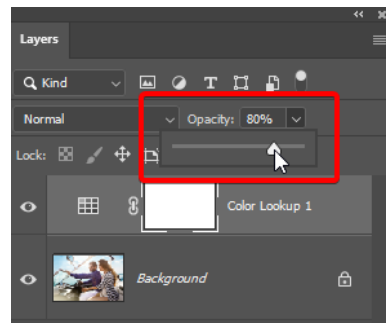
Step 2

Click on the **Load 3D LUT...** dropdown menu then choose **Load 3D LUT...**. Navigate to the product folder. Load a LUT from the **LUTs\CUBE** folder.



Step 3

To change the opacity, adjust the opacity setting in the Layers panel (Window > Layer).

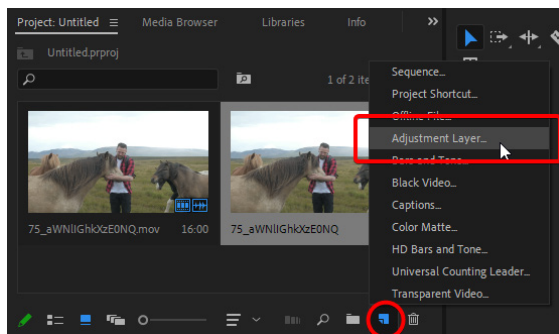


Adobe Premiere Pro

LUT Instructions

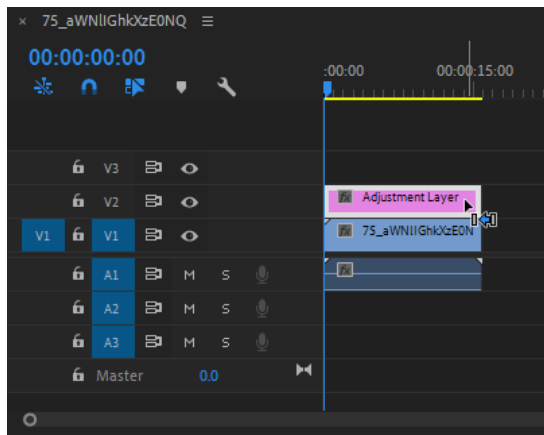
Step 1

Open Premiere Pro. From the Project panel (Window > Projects > Project Name), click on the New icon and select **Adjustment Layer**.



Step 2

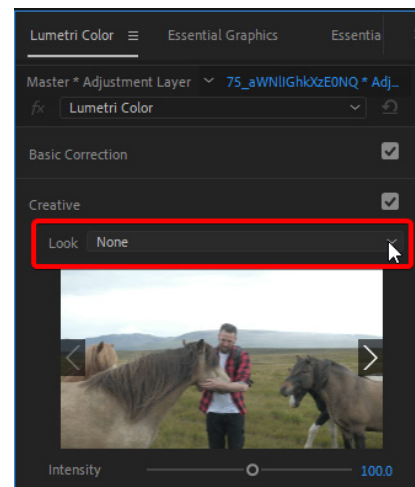
Drag and drop the adjustment layer to your timeline. Position it above your video clip.



Step 3

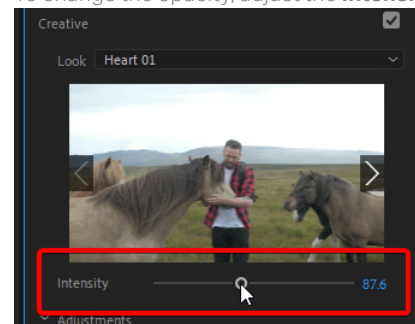
With the adjustment layer selected in your timeline, go to the **Lumetri Color** panel (Window > Lumetri Color). Go to the **Creative** section. Expand the "Look" dropdown menu and select **Browse...**

Navigate to the product folder. Load a LUT from the **LUTs\3DL** folder.



Step 4

To change the opacity, adjust the **Intensity** slider.



Adobe After Effects

LUT Instructions

Step 1

Open or create a new project in After Effects. Add a new **Adjustment Layer** (Layer > New > Adjustment Layer). In the timeline, position it above your video clip.



Step 2

With the adjustment layer selected, add a **Lumetri Color** effect (Effect > Color Correction > Lumetri Color).

Expand the **Creative** section. Click on the **Look** dropdown menu then choose **Browse...**. Navigate to the product folder. Load a LUT from the **LUTs\3DL** folder.

Note: The LUTs from this product should be imported from the Creative section - not Basic Correction.



Step 3

To change the opacity, adjust the **"Intensity"** setting.



Frequently Asked Questions

What is the difference between "Profile Amount" and "Preset Amount"

Profile amount affects the profile only. Preset amount setting affects both the profile and preset adjustments (ex. contrast, highlights, shadows, etc.).

Why are the presets "xmp" files? Why do they not come as "lrtemplate" files?

Presets made in old versions of Lightroom come as lrtemplate, or both lrtemplate and xmp files. These presets do not support advanced features and have been discontinued.

Presets made with newer versions of Lightroom come as xmp files only (no lrtemplate files).

How do the "Skin" presets and LUTs work?

There are skin-protected presets included with every preset, indicated by an "S" in the name (ex. PresetName S). These presets are enhanced with VOXCOLOR's skin tone protection algorithm, which recovers 50-75% of the original skin tones.

Note: The skin-protected presets and LUTs affect the entire image/video area including areas that have colors similar to skin tones but are not actually skin.

Do the AI presets need to be updated?

The AI presets do not need to be updated. By keeping Lightroom updated, you can take advantage of the continuous improvements to Adobe Sensei AI algorithms.

Why am I getting artifacts in my photo?

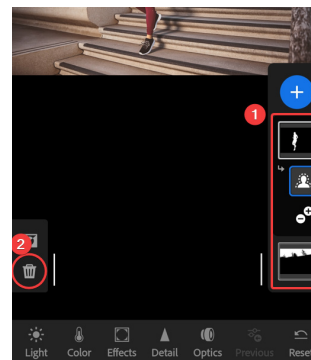
Adobe Sensei AI is used to alter the adjustments in different areas of your photos (i.e. sky, background, subject, and skin tone). When the AI cannot create an accurate mask of these areas, artifacts may appear. To resolve this, you can disable the AI adjustments.

How do I disable the AI adjustments?

To disable the AI adjustments, disable or delete the masks.

Lightroom Mobile

1. Go to the Masking tab.
2. Select the mask then tap the "Trash" button.
3. Repeat the previous steps for all of the other masks.



Lightroom & Camera Raw:

1. Go to the Masking panel (M)
2. Click on the "Reset all mask" icon.



Lightroom Classic CC:

1. Go to the Masking tool (Shift+W)
2. Click on the "Toggle Masking" switch.



What are the LUT files for?

LUTs, or 'lookup tables', are files that alter colors. They are primarily used to color grade video footage and photos. We provide them in the most common formats so that you can use them with most software.

Examples of video editing and recording software that support LUTs:

- Adobe Premiere Pro
- Adobe After Effects
- Apple™ Final Cut Pro X
- Blackmagic Design DaVinci Resolve
- The Foundry Visionmongers Nuke
- Sony Vegas Pro
- Wondershare Filmora
- Avid Media Composer
- CyberLink ColorDirector

Examples of photo editing software that support LUTs:

- Adobe Photoshop Creative Cloud
- Serif Affinity Photo

For instructions on how to use LUTs, please refer to the software's support page.

Why do the LUTs look different than the presets for Adobe Lightroom?

The presets for Adobe Lightroom have additional tone-altering adjustments and cannot be replicated with LUTs. They may also include effects such as grain, vignette, and AI-powered adjustments.

To match the LUTs, please use the Lightroom profiles instead of the Lightroom presets. The profiles do not contain additional adjustments.



Do the LUTs pass stress-testing?

The LUTs, presets for Lightroom, and profiles for Capture One produce smooth results that pass stress-testing. They are enhanced with VOXCOLOR's SmoothTones technology which greatly reduces banding and artifacts to imperceptible levels.

Need Help?

SparkleStock produces products which integrate with other software. For help with this product, please contact SparkleStock.

Web form: sparklestock.com/contact

Email: support@sparklestock.com

Trademark Information: Adobe, the Adobe logo, Adobe Sensei, After Effects, Camera Raw, Creative Cloud, Lightroom, Lumetri, Lumetri Color, Photoshop, and Premiere are trademarks or registered trademarks of Adobe in the United States and/or other countries. Affinity Photo and Serif are trademarks or registered trademarks of Serif (Europe) Ltd. Apple, Mac, and Final Cut Pro are trademarks of Apple, Inc., registered in the U.S. and other countries. Avid and Media Composer are trademarks or registered trademarks of Avid Technology, Inc. Blackmagic Design and DaVinci Resolve are trademarks or registered trademarks of Blackmagic Design Pty Ltd. Cyberlink and ColorDirector are trademarks or registered trademarks of Cyberlink Corporation. Filmora and Wondershare are trademarks or registered trademark of WONDERSHARE SOFTWARE CO., LTD. Nuke and The Foundry Visionmongers are trademarks or registered trademarks of The Foundry Visionmongers Ltd. Sony and Vegas are trademarks or registered trademarks of Sony Creative Software Inc. or its affiliates in the United States and other countries. Windows is the registered trademark of Microsoft Corporation. All other trademarks or registered trademarks are the property of their respective owners.