

Basic Post-processing Cross-reference

Lightroom Panel & Tool	Affinity Equivalent	Snapseed Equivalent
Basic: Exposure & Contrast	Develop Persona > Basic tab <i>or Adjustments > Exposure / Brightness & Contrast</i>	Tools > Tune Image (Brightness, Contrast)
Basic: Dynamic Range (Highlights, Shadows, Whites, Blacks)	Develop Persona > Basic tab (Highlights/Shadows) <i>or Adjustments > Shadows/Highlights</i>	Tools > Tune Image (Highlights, Shadows, Ambiance)
Basic: White Balance (Temp & Tint)	Develop Persona > Basic tab <i>or Adjustments > White Balance</i>	Tools > White Balance (Temperature, Tint)
Basic: Presence (Texture, Clarity, Dehaze)	Develop Persona > Basic tab (Clarity) <i>or Filters > Sharpen > Clarity</i>	Tools > Details (Structure) & Tune Image (Ambiance)
Basic: Colour (Vibrance & Saturation)	Develop Persona > Basic tab <i>or Adjustments > Vibrance</i>	Tools > Tune Image (Saturation)
Tone Curve	Develop Persona > Basic tab (Curve) <i>or Adjustments > Curves</i>	Tools > Curves
Colour Mixer / HSL (Hue, Saturation, Luminance per colour)	Develop Persona > Colour tab <i>or Adjustments > HSL / Selective Colour</i>	Tools > Curves (individual RGB channels) or Vintage / Retrolux
Colour Grading (Shadow, Midtone, Highlight Tints)	Develop Persona > Colour tab (Split Toning) <i>or Adjustments > Colour Balance</i>	Tools > Curves (per-channel adjustments) or Grainy Film
Detail (Sharpening & Noise Reduction)	Develop Persona > Detail tab <i>or Filters > Sharpen & Noise</i>	Tools > Details (Sharpening, Structure)
Lens Corrections & Geometry (Distortion, Perspective, Vignette)	Develop Persona > Lens tab <i>or Develop Persona > Location / Crop Tool</i>	Tools > Perspective (Free, Rotate, Scale)
Effects (Post-Crop Vignette, Grain)	Develop Persona > Effects tab <i>or Filters > Distort > Vignette</i>	Tools > Vignette & Tools > Grainy Film
Masking & Local Edits (Brush, Linear/Radial Gradient, AI Sky/Subject)	Develop Persona > Overlay Brush / Gradient or Layer Masks & Selection Tools in main studio	Tools > Selective, Brush, or View Edits mask painting

Key Workflow Differences

- **RAW Handling in Affinity:** Opening a RAW image automatically lands you in the **Develop Persona**, which functions identically to Lightroom's Develop module. If you are editing a JPEG, click the **Develop Persona** icon in the top toolbar to access the same sliders.
- **Snapseed's Hidden Masking:** To mask any edit in Snapseed, tap the **Layers/Stack icon** (top toolbar) → **View Edits** → tap the effect → select the **Brush icon**. This allows you to paint any adjustment onto specific areas of the photo.