

# Adobe XD CC



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Adobe XD (Experience Design) is an all-in-one solution for designing websites and mobile apps. It is Adobe's answer to other popular prototyping tools (such as Sketch or Flinto). It is free and available on Mac and PC platforms. UX and UI professionals are using it to go from concept to prototype quickly, communicating ideas and solutions to clients and developers quickly and efficiently.

This course will enable you to use Adobe XD CC in an efficient prototyping workflow that starts with wire frames for user testing, and ends with fully designed layouts ready for client approval before expensive developer costs are incurred.

## Prerequisites

No previous XD experience is required, however delegates should have a basic knowledge of file creation and management on Windows or Macintosh platforms, and a working knowledge of creating digital assets using Adobe Photoshop and/or Adobe Illustrator.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 1 day.

## By the end of this course, you will know how to:

- Set up an XD project
- Use XD's drawing tools
- Work with text
- Create accurate layouts
- Add assets from other sources (Adobe Photoshop and Adobe Illustrator)
- Work efficiently with repeating grids and library objects
- Add interactivity
- Test projects
- Share projects with team members and clients

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## Getting Started

- User Experience Design (UX) versus User Interface Design (UI)
- Working from a site-plan sketch
- Common file formats for your project assets

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## The Design Workspace

- The XD Start Screen
- Overview of the XD interface, menus and tools
- The Properties Panel

## Designing in XD

- Setting up a Project
- Working within the Design workspace
- Layout Grids and Square grids
- Adding and deleting Artboards

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## Drawing in XD

- Drawing and combining simple shapes
- Solid fills, gradient fills, strokes, drop-shadows & background blurs
- Setting corner radius values
- Drawing with the Pen Tool
- Editing points and paths

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## Adding Text to your Design

- Working with point text and area text
- Adding Placeholder text
- Formatting Text
- Using Typekit fonts
- Layers
- The Layers Panel
- Contextual Layers

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# Adobe XD CC

Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

## Working Efficiently

- UI Kits
- Repeat Grids
- Creating Symbols
- Find & Replace Symbols
- Paste to multiple Artboards
- Character Styles
- Making style changes across artboards
- Find and highlight assets
- Copy and paste assets between documents
- Style grouped elements
- Working with Creative Cloud Libraries

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## Assets from other sources

- Using Illustrator vector graphics
- Importing bitmap graphics
- Masking techniques

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## Accurate layouts

- Aligning and arranging Objects

## Adding Interactivity

- Working in the Prototype workspace
- Linking and unlinking artboards
- Setting screen transitions
- Adding interactions to elements
- Preserve a Scroll position
- Enable and disable hotspot hints

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## Testing your Project

- Previewing a prototype on screen
- Previewing on hand-held devices
- Recording the user experience as a .mov file

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## Sharing your Project

- Sharing your prototype
- Sharing design specs with developers
- Adding password protection
- Exporting artboards as PNG, JPG and PDF files

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## A practical Workshop

- Working on your own Project to test knowledge and skills

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