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Duration: 3 Days

#### Related Courses:

Illustrator, Photoshop, After Effects, UX/UI, Design Principles

#### Course Overview and Objectives

This Adobe XD course forms part of the Adobe authorized training series for graphics and publishing software, developed with the support of Adobe product experts. Lessons are designed to let you learn at your own pace.

If you're new to Adobe XD, you'll learn the fundamental concepts and features you'll need to master the program. And if you've been using Adobe XD for a while, you'll master many advanced features, including tips and techniques for using the latest version of the application and UX and UI design principles more broadly. Although each lesson provides step-by-step instructions for creating a specific project, with room to explore and experiment. Each section concludes with a formative and summative assessment.

#### Pre - requisites:

A basic understanding of your OS and design

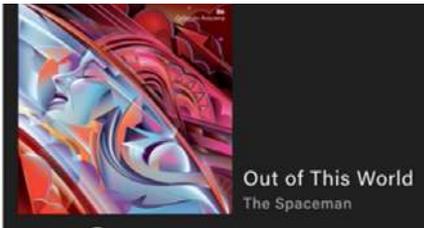
## XD CC Course Outline

### An Introduction To Adobe XD CC

- Introducing Adobe XD CC
- A typical UX design workflow
- Starting Adobe XD and opening a file
- The Home screen
- Exploring the Mac and Windows workspace
- Working in Design mode
- Getting to know the tools
- Working with the Property Inspector
- Working with panels
- Prototype mode
- Changing the view of artwork
- Using view commands
- Editing combined shapes
- Aligning content to the pixel grid
- Bringing in content from Adobe Illustrator
- Exporting artwork from Illustrator for Adobe XD
- Drawing with the Pen tool
- Drawing straight lines and curves
- Changing path direction
- Editing artwork with the Pen tool
- Copying the cloud icon
- Working with UI Kits
- Downloading the UI kit
- Opening and copying from the UI Kit

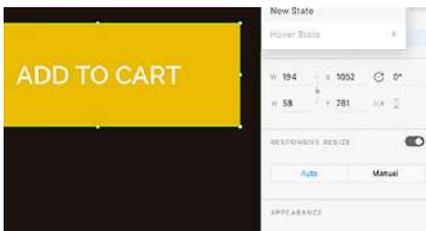
### Adding Images and Text

- Assets and Adobe XD
- Importing an image
- Importing multiple assets
- Importing assets via drag and drop
- Replacing an image
- Transforming images
- Resizing an image in its frame
- Bringing in content from Photoshop
- Copying and pasting from Photoshop to XD
- Opening a Photoshop file in Adobe XD
- Masking content
- Masking with a shape or path
- Editing a mask
- Masking with an image fill
- Editing an image fill mask
- Working with text
- Adding text at a point
- Creating a text area
- Importing text
- Styling and duplicating text



## Components

Reuse design elements in an XD document or across multiple documents. Push changes from a main component to all instances.



## States

Avoid duplicative work and better communicate your intent by creating variants of a component that map to different types of user interactions, such as Hover, Pressed, Disabled, and Success.



## Edit in Photoshop

Edit images in Photoshop directly from XD. Right-click an image, open and edit it in Photoshop, and hit "Save" — your changes will be automatically updated in XD.

## Organizing Content

- Arranging objects
- Working with the Layers panel
- Reordering artboards and layer content
- Selecting content using the Layers panel
- Locking and hiding content
- Searching and filtering in the Layers panel
- Working with groups
- Creating a group and editing content within a group
- Aligning content
- Setting up the icons for alignment
- Aligning objects to each other
- Distributing the icons
- Positioning objects
- Aligning with temporary guides
- Setting gap distances
- Viewing distances with temporary guides
- Fixed positioning
  
- Working with Assets and CC Libraries
- Managing assets with the Assets panel
- Saving and editing saved colours
- Saving character and editing character styles
- Creating and editing symbols
- Link and unlink a symbol
- Updating and overriding linked symbols
- Fixing missing linked symbols
- Replacing symbols
- Making the footer a symbol
- Working with Creative Cloud Libraries
- Adding Photoshop and Illustrator assets to CC Libraries
- Using CC Library character styles
- Using graphics from a CC Library
- Editing library items

## Using Effects, Repeat Grids, and Responsive Resize

- Applying and editing gradients
- Understanding effects
- Working with background and object blur
- Applying a drop shadow
- Using repeat grids
- Adding and editing content for a repeat grid
- Editing content appearance in a repeat grid
- Finishing the repeat grid
- Responsive resize
- Getting started with responsive resize
- Grouping content
- Setting manual constraints
- Finishing the design

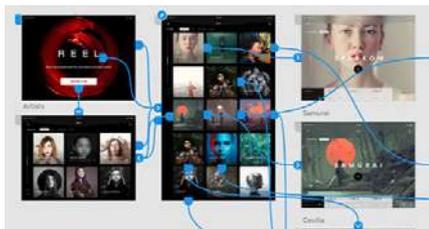


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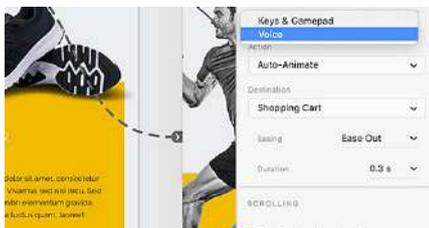
### Content-Aware Layout

Content-Aware Layout recognizes the relationships between different objects and automatically makes adjustments.



### Interactions

Connect artboards to communicate the flow and feel of your user experiences. Use a range of triggers and actions to define the exact experience you want to create and share.



### Triggers

From common touch gestures on mobile devices to keyboard input and time-based transitions to voice commands and game controllers,

## Creating a Prototype

- Starting with prototypes
- Design mode vs. Prototype mode
- Setting the home screen
- Linking artboards
- Previewing links locally
- Editing links
- Copying and pasting connections
- Taking prototypes further
- Auto-animating content
- Adding a drag trigger
- Setting up content for preserving scroll position
- Preserving scroll position
- Setting timed transitions
- Setting up content for overlays
- Creating overlays
- Adding a voice trigger
- Animating the record button
- Adding speech playback

## Previewing a Prototype

- Recording a prototype
- Recording on Mac OS vs Windows
- Previewing on a device
- Setting up
- Previewing via USB
- Previewing cloud documents

## Sharing Documents, Prototypes, and Design Specs

- Methods of sharing
- Sharing a cloud document
- Sharing a prototype for review
- Updating a shared prototype
- Commenting on a shared prototype
- Working with and pinning comments
- Sharing design specs
- Inspecting design specs
- Updating design specs
- Managing shared links

## Exporting and Integration

- Exporting assets
- Exporting as PDF
- Exporting as SVG
- Exporting as PNG or JPG
- Installing and using plugins
- Installing a plugin
- Using a plugin