Adobe Experience Design (XD)

Adobe Experience Design is a high-fidelity prototyping tool used to demonstrate interactive apps and website design. In this workshop attendees find out how to use XD's UX design tools, to create visual designs quickly using features such as repeat grid, symbols, layers, and more. Attendees also discover how to build interactivity in order to build interactive experiences that can be easily shared.

Introducing the Experience Design workspace

Tools and menu items
Setting your Home screen
Previewing your work
Design vs Prototyping view

Working with artboards

Adding and deleting
Resizing
Creating scrollable artboards

Adding primitive shapes, lines circles and squares

Editing shapes
Customizing and saving shapes

Importing objects into XD

Importing raster images
Importing vector graphics
Importing UI Elements
Working with Illustrator files

Adding text

Editing text properties
Importing text
Creating and using text styles
Replacing existing text quickly

Using UI Kits

Using IOS, Windows, and Google Material UI kits
Building your own design system

Using the Repeat Grid feature

Importing updated text into your grids
Replacing images and text instantly in a grid
Adding the scrolling feature

Using the Pen tool

Pen tool tips and tricks
Using custom pen paths for masks

Importing images

Masking images
Cropping images
Quickly replacing images

Working with objects

Changing object properties
Saving object styles
Grouping and ungrouping
Cloning
Aligning and distributing
Fixing objects in place

Components

Creating
Editing existing components
Sharing components with your team
Updating your team's components

Creating interactivity

Creating links
Creating transitions between screens
Creating back links
Creating rollovers and using other states
Creating model actions with overlays
Using the Drag, gaming, and voice triggers

Using Animation

Using the Auto-animate features
Simulating menus with auto-animate transitions

Sharing your prototype

Viewing on your device
Recording your prototype interactions
Sharing online for review and for development
Sharing and replying to comments
Sharing with developers using Zeplin
Exporting and sharing your prototype's specs