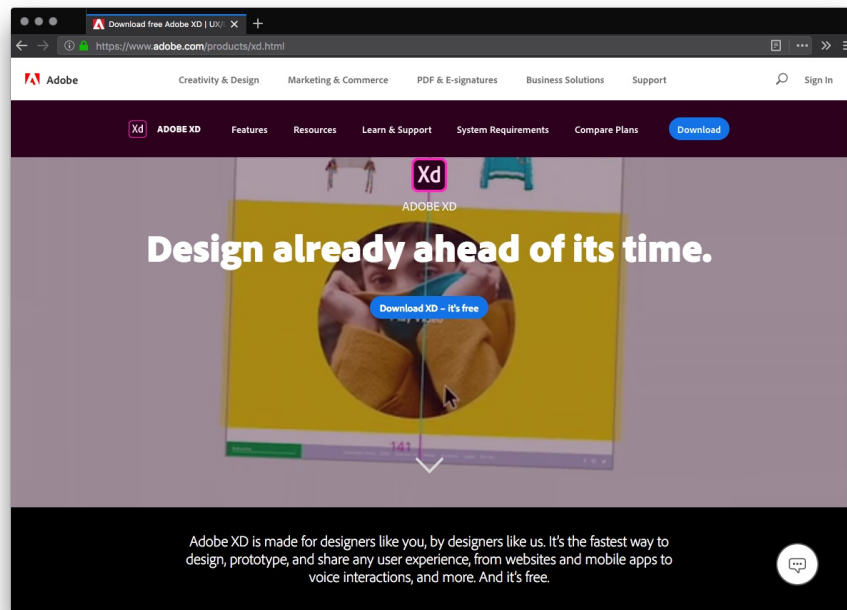


Adobe XD

Adobe XD is UX design software. Even if you have no experience with other more advanced Adobe products -- like Photoshop or Illustrator -- you should find it relatively easy to pick up. It's free and remarkably intuitive.

For more product info, refer to the XD website:

<https://helpx.adobe.com/experience-design.html>

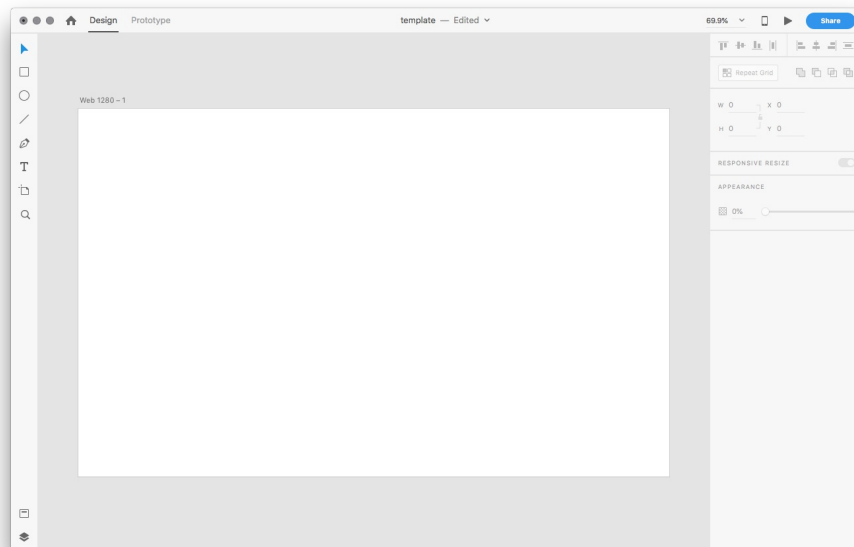


We will stick to the more essential XD features. If you're keen on exploring more advanced topics -- like, voice and animation -- refer to XD's online documentation. Adobe also provides a comprehensive PDF manual:

https://helpx.adobe.com/content/dam/help/en/pdf/xd_reference.pdf

Setting Up a New Document

Grab the *289.101.07.workshop* files from Stream. Open the "template.xd" file. What you have is a 1280 × 800 pixel *artboard*:



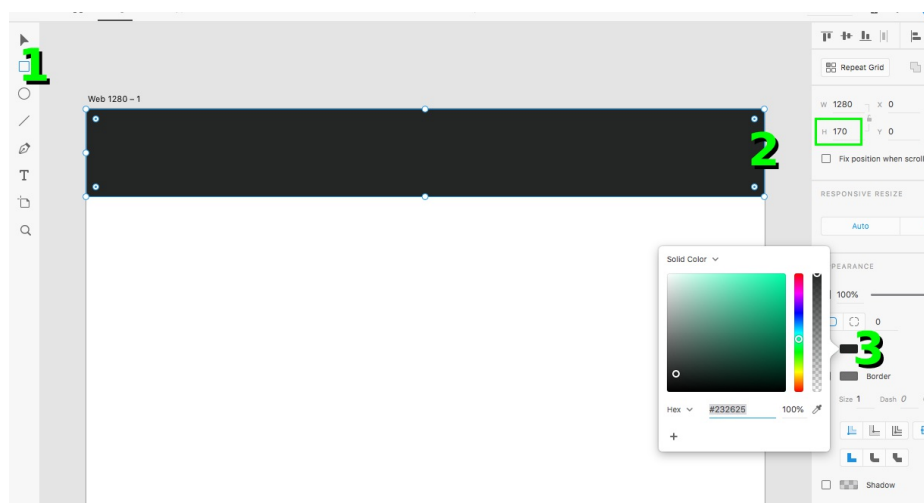
You will add additional artboards (for different devices) as you progress. In this instance, we are working from an existing template, but you should have no problems creating new documents/templates from scratch, but should you need help, refer to the relevant documentation:

<https://helpx.adobe.com/xd/help/workspace-basics.html>

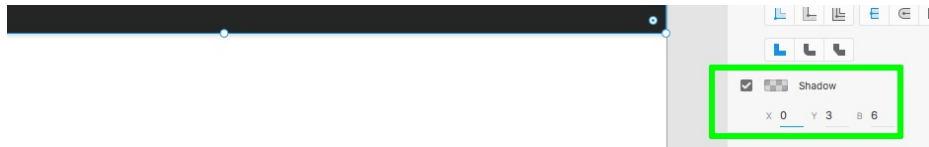
Adding the Header

The header is comprised of a rectangle and a text title. Begin by adding the rectangle:

1. select the *rectangle* tool;
2. use it to draw a rectangle 170 pixels high, spanning the width of the artboard;
3. set the fill to a dark grey;
4. uncheck the border option (below the fill).

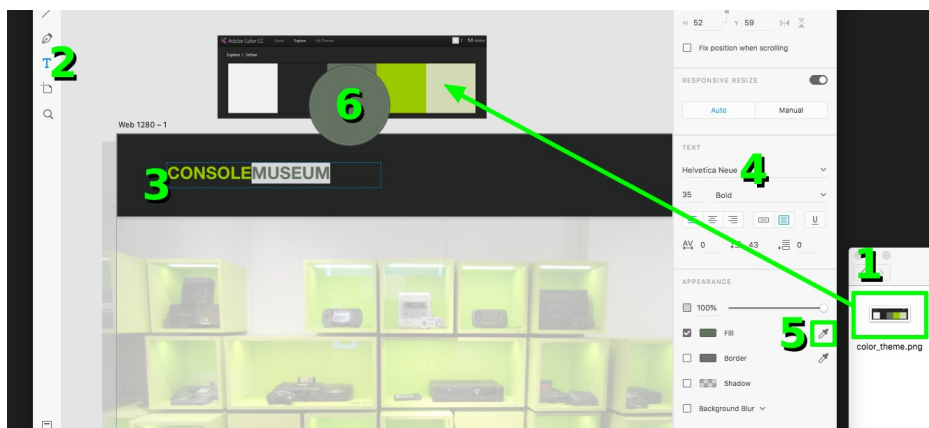


Next, add a subtle drop shadow using the following parameters -- X:0, Y:3, and B(lur):6



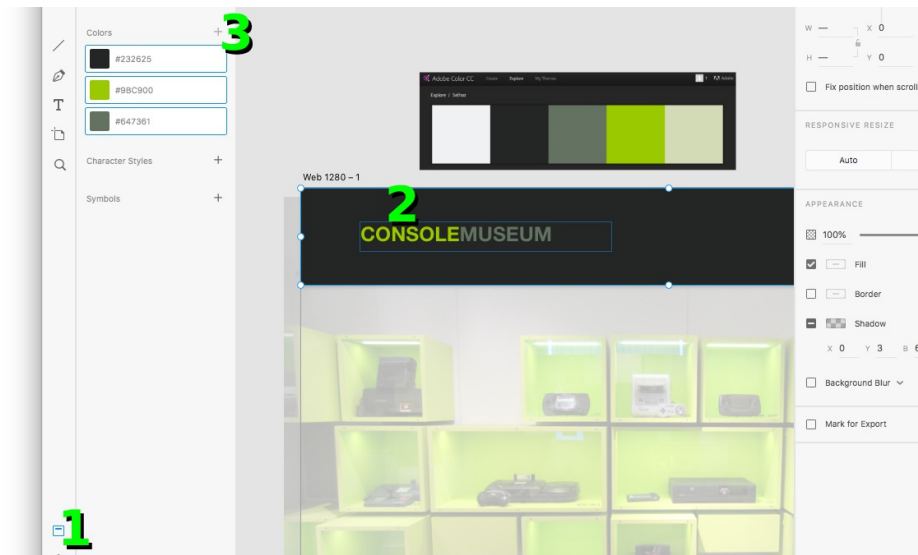
Next, you will add some title text to the header. The colour scheme for the design is based on something mixed-up in Adobe Color. In this step, you will add the swatches, then the text, then fill the text by sampling swatch colours.

1. First, drag the *color_theme.png* file into XD; place it somewhere outside the artboard;
2. select the *text* tool;
3. add a text area and type in "CONSOLEMUSEUM";
4. set the font-size to 30;
5. use the eyedropper to sample the different colours for text.



It's a good idea to add these colours to your Assets panel:

1. click the *Assets* button to reveal the assets panel;
2. holding shift (to select multiple), select the header text and header rectangle;
3. click the + button next to add the colours.



By filling elements using asset colours, you can change them document-wide (without having to reselect each element individually). At any time, you may right-click a given swatch, edit it, and have the colour change throughout your design(s).

You will use various asset types in this task. For more on assets, refer to the relevant documentation:

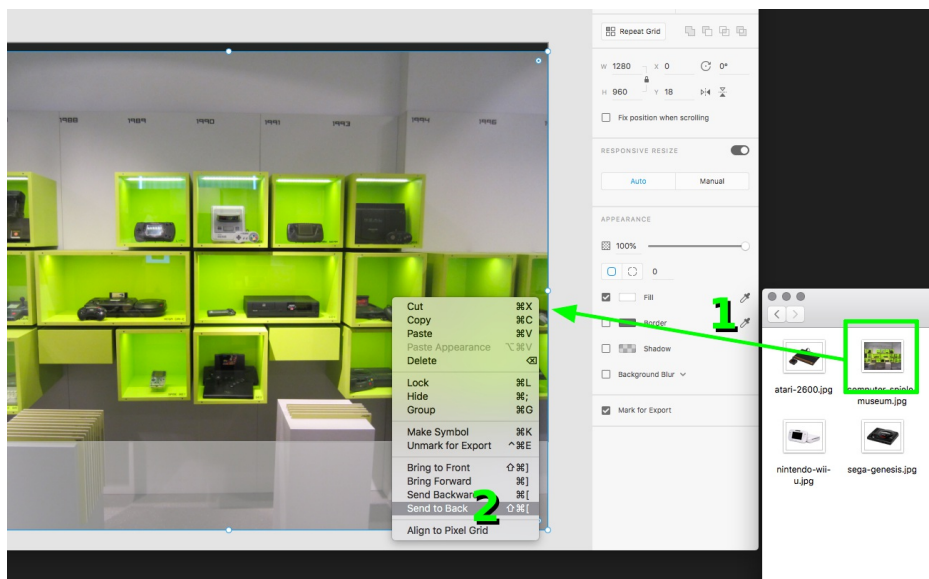
<https://helpx.adobe.com/xd/help/assets-symbols.html>

At this point, your lecturer/tutor will provide an introduction to XD's *responsive resize* features. If you miss the session or need further info, refer to the relevant documentation:

<https://helpx.adobe.com/xd/help/using-responsive-resize.html>

Adding the Background

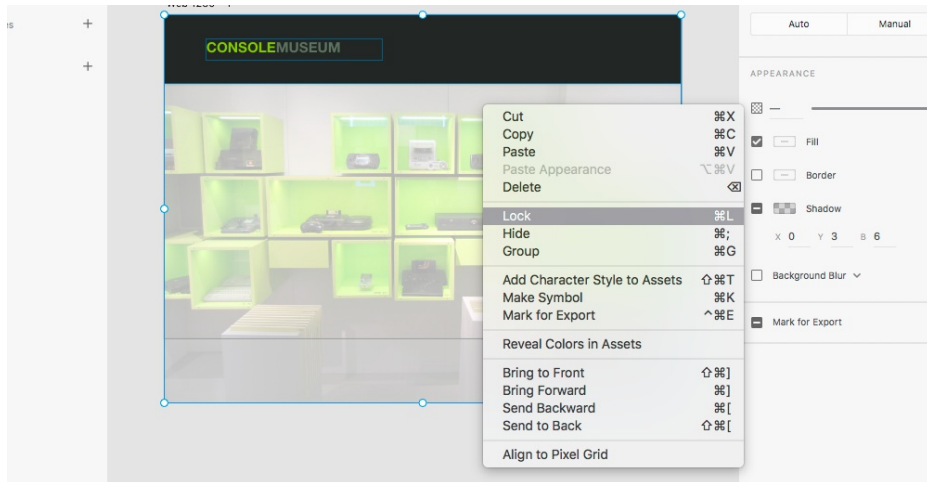
Drag the *computer-spiele-museum.jpg* file into the XD workspace. It will serve as the page background, so send it to the back.



Then, set the opacity to 30%:



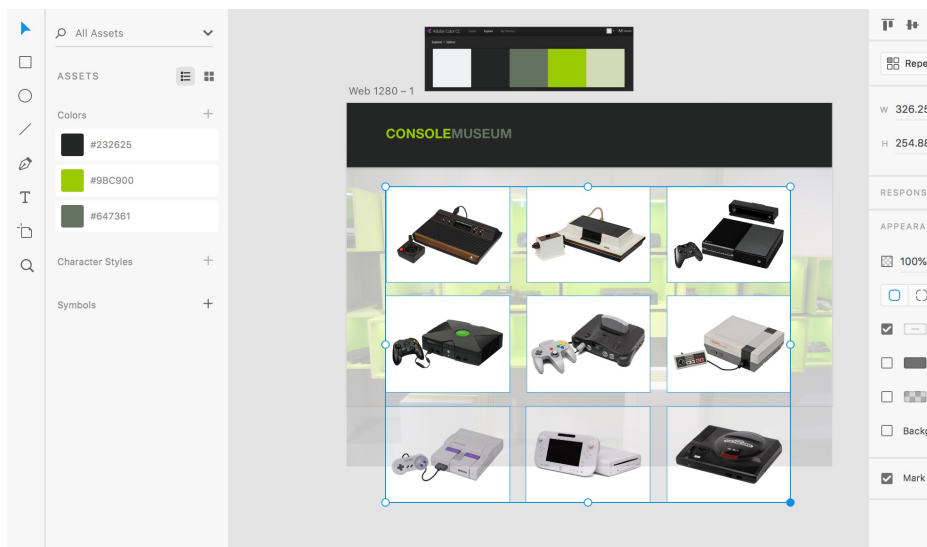
You will be adding content next. To avoid the header and background interfering with your workflow, lock the elements on-screen. To do this, *shift+select* the header rectangle, title, and background image; then right-click and select **Lock** (you could also use the associated keyboard shortcut).



Adding the Console Images

Add the gaming consoles by dragging the image files into XD. Take note of how XD deals with grid-type arrangements. There will be assistive snapping/alignment as you move the images about. When resizing, a selection of multiple images, the spacing between them is adjusted. However, should you hold shift while resizing, you scale the entire arrangement (images and spacing).

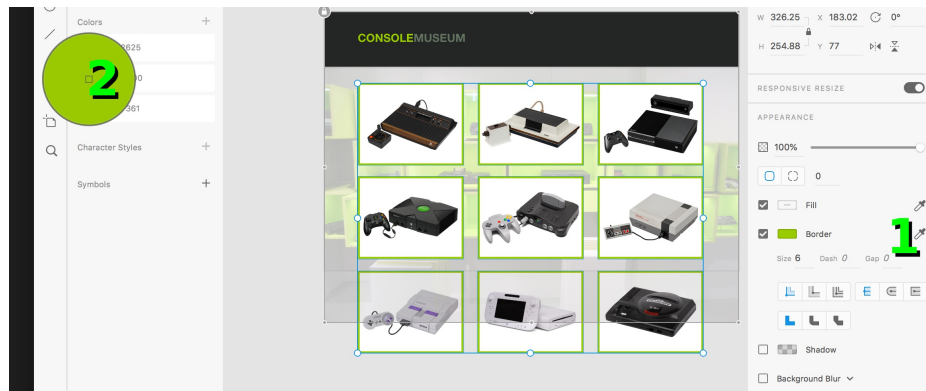
Recreate this layout:



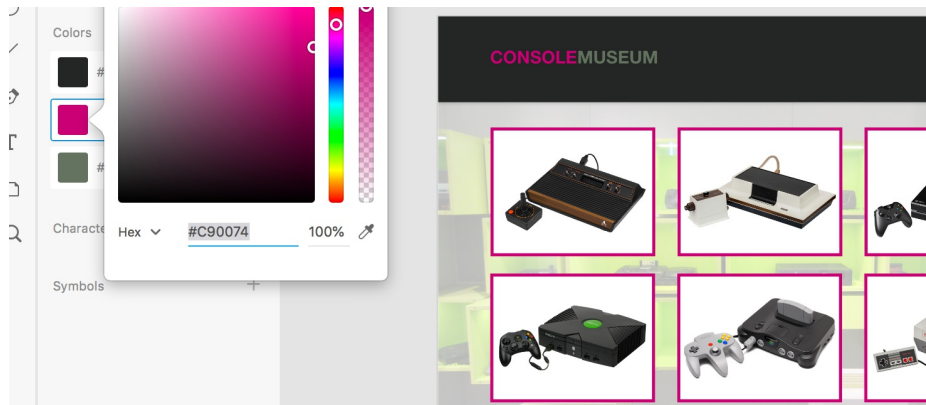
The lecturer/tutor will provide an introduction to XD's *Repeat Grid* feature:

<https://helpx.adobe.com/nz/xd/help/create-repeating-elements.html>

Add green outlines to all of the images using the (brighter) green colour asset:



You can test out the Color Assets, editing a swatch to see how multiple elements are affected.



There's no need to change the colour, though.

Creating Multiple Artboards

Your lecturer/tutor will step you through creating additional artboards (for each console and mobile devices), linking pages together (prototypes), and previewing.

For more info on these topics, refer to the following links:

- <https://helpx.adobe.com/xd/help/artboards-grids.html>
- <https://helpx.adobe.com/xd/help/create-prototypes.html>
- <https://helpx.adobe.com/xd/help/preview-designs-and-prototypes.html>

UI Kits

UI kits are very handy for creating platform-specific app prototypes. These kits include common elements like on-screen keyboards, radio buttons, checkboxes, and other interface widgets.

<https://helpx.adobe.com/xd/help/access-ui-kits.html>

end