

# Prototyping with Sketch and Invision

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A primer on improving your workflow by syncing Sketch with Invision for quick and easy rapid prototyping

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PRESENTED BY

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#DUXDAY



JUNE 25, 2016

# Prototyping with Sketch and Invision

- 01 Benefits of Using Both
- 02 Introduction to Sketch
- 03 Introduction to Invision
- 04 Prototyping Workflows
- 05 Bringing it all together

# Benefits of Using Both

SKETCH & INVISION

Sketch & Invision are great complimentary tools that we use at PRPL for a number of things. They're quickly becoming industry standards. Rapid prototyping and showcasing work to clients is extremely important to us.

# Benefits of Using Both

SKETCH & INVISION

## Feedback

Using rapid prototyping with Invision and Sketch allows you to bring users, stakeholders, and client in early. Start testing early and share results to get approval for next steps.

## Easy to sync

Saving .sketch files in a **Dropbox**, or **Invision Sync** allows Invision to automatically update your prototype — Like magic.

## Extremely robust

Both tools are heavily supported in the community. You can make Sketch adapt to your workflow with plugins. Invision works with and supports many apps as well.

# Benefits of Using Both

SKETCH & INVISION

## Simple and Powerful

The interface and features for Sketch and Invision are simple, useful, and powerful.

Significantly less cluttered than competitors, the learning curve is much lower.

## Collaborative

Invision has easy sharing and live idea collaboration with Liveshare, asset management, boards, and organized comments help teams collaborate efficiently.

## Continuous Improvement

Sketch and Invision are constantly improving. With tools like Craft, Silverflows, Inspect, and Motion on the way, the Sketch and Invision workflow will become more interactive and powerful

# Benefits of Using Both

SKETCH & INVISON

No Code Necessary





BUT TOMMY...

# What the hell is Sketch?



# What the is Sketch

01 - INTRODUCTION TO SKETCH

## Vector Based App

Infinitely scalable, smaller file sizes, and easily edited.  
Exportable as CSS code as an SVG.

## Easy to sync

Open, constant and fast communication is important.  
Saving .sketch files in a dropbox, allow Invision to automagically update your prototype

## Extremely robust

Both tools are heavily supported in the community.  
You can make Sketch adapt to your workflow with plugins.  
Invision works with and supports many apps as well.



# Sketch Features

01 - INTRODUCTION TO SKETCH

Pages

Art boards

Layers

Styling

Symbols

# Sketch Features

01 - INTRODUCTION TO SKETCH

## Pages

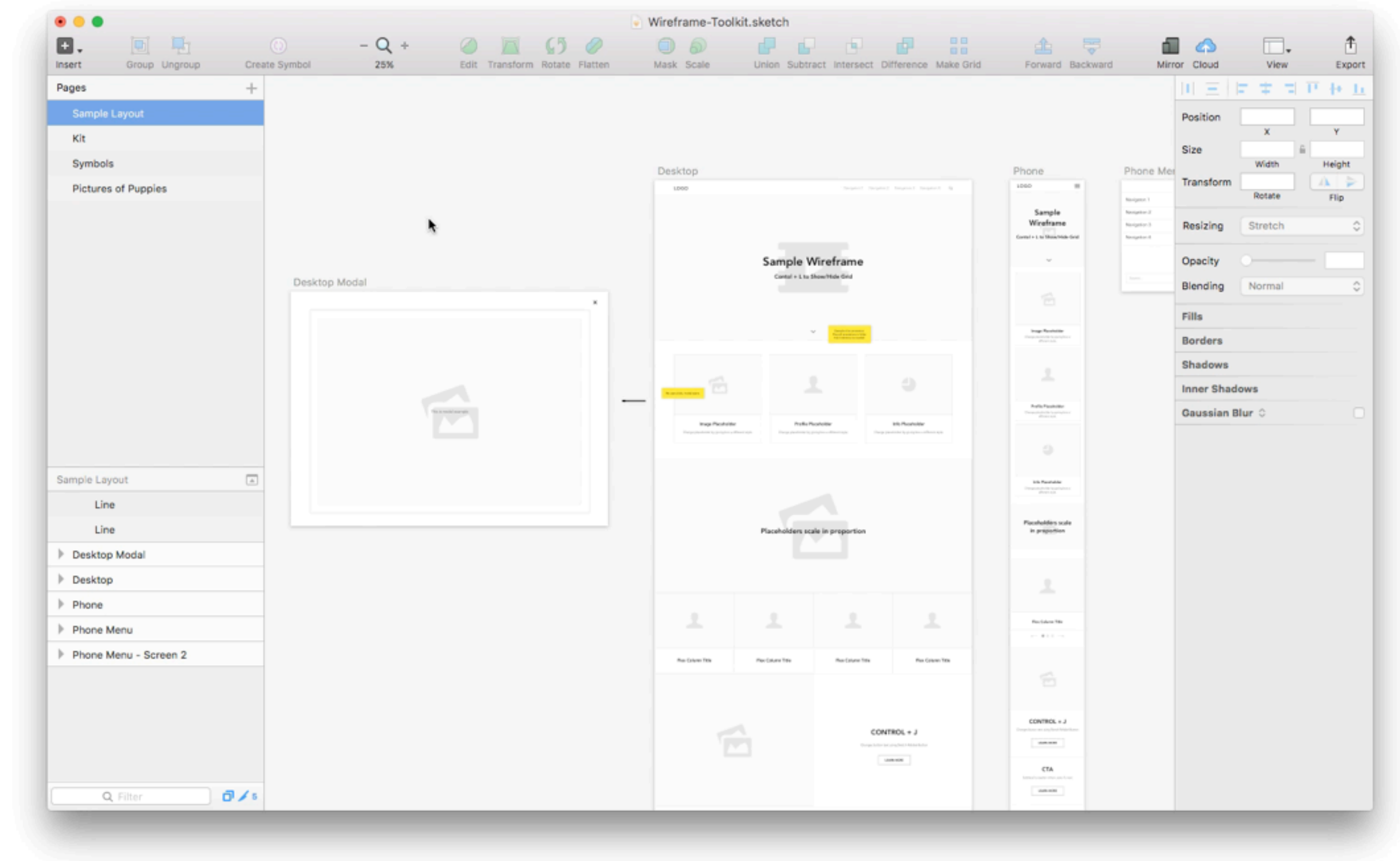
Individual canvas areas, where you can store multiple art boards & screens

Art boards

Layers

Styling

Symbols



# Sketch Features

## 01 - INTRODUCTION TO SKETCH

## Pages

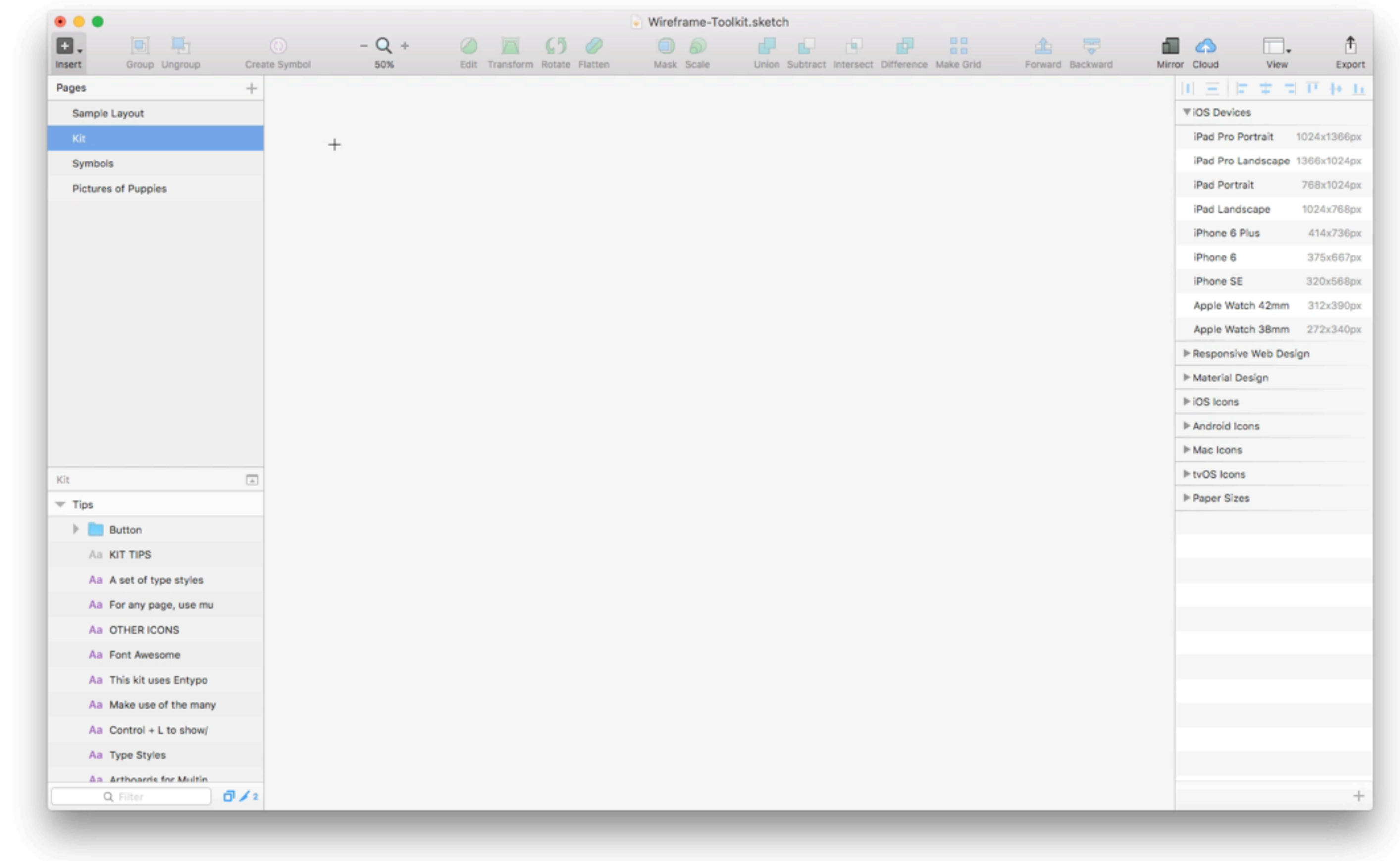
### Art boards

- Inside these pages are art boards
- These are screens where you create your designs.
- Similar functionality to Illustrator
- Use these art boards to export your designs to Invision

## Layers

## Styling

## Symbols



# Sketch Features

## 01 - INTRODUCTION TO SKETCH

Pages

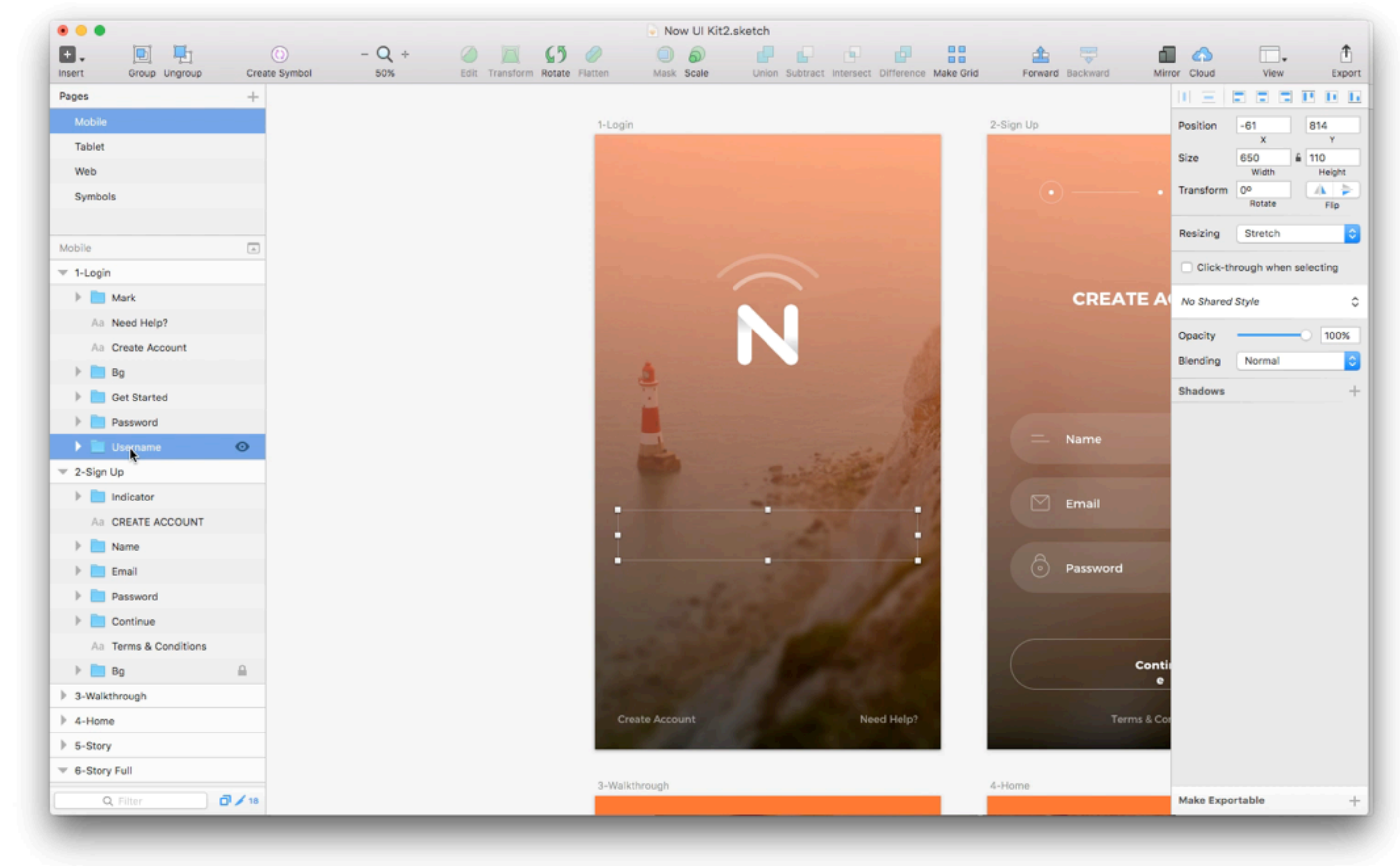
Artboards

Layers

- Similar to Photoshop
- Use layers to organize your designs

Styling

Symbols





# Sketch Features

01 - INTRODUCTION TO SKETCH

Pages

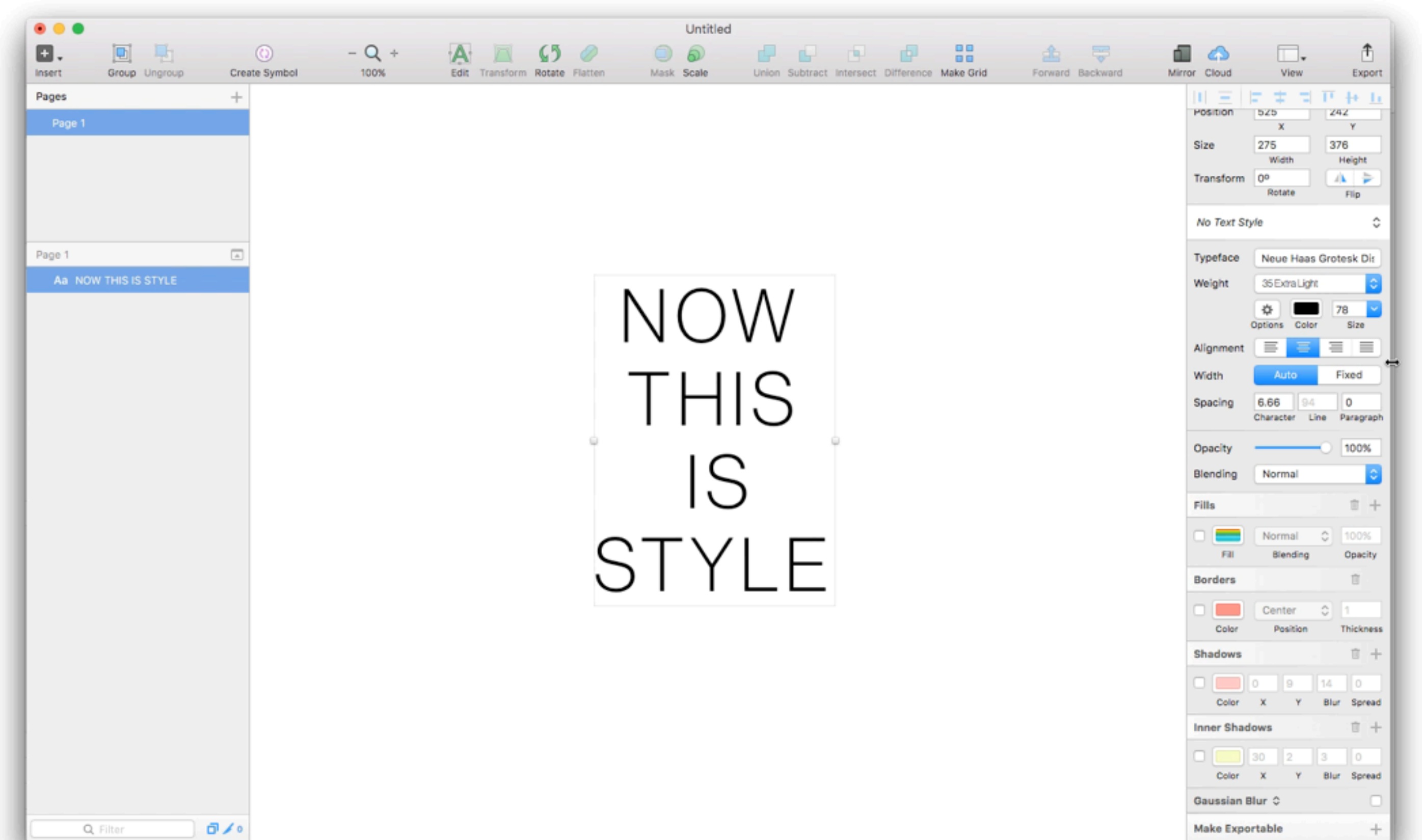
Artboards

Layers

Styling

- Similar to Keynote
- Lives on the right side in the Inspector
- Most are web-safe effects

Symbols



# Sketch Features

01 - INTRODUCTION TO SKETCH

Pages

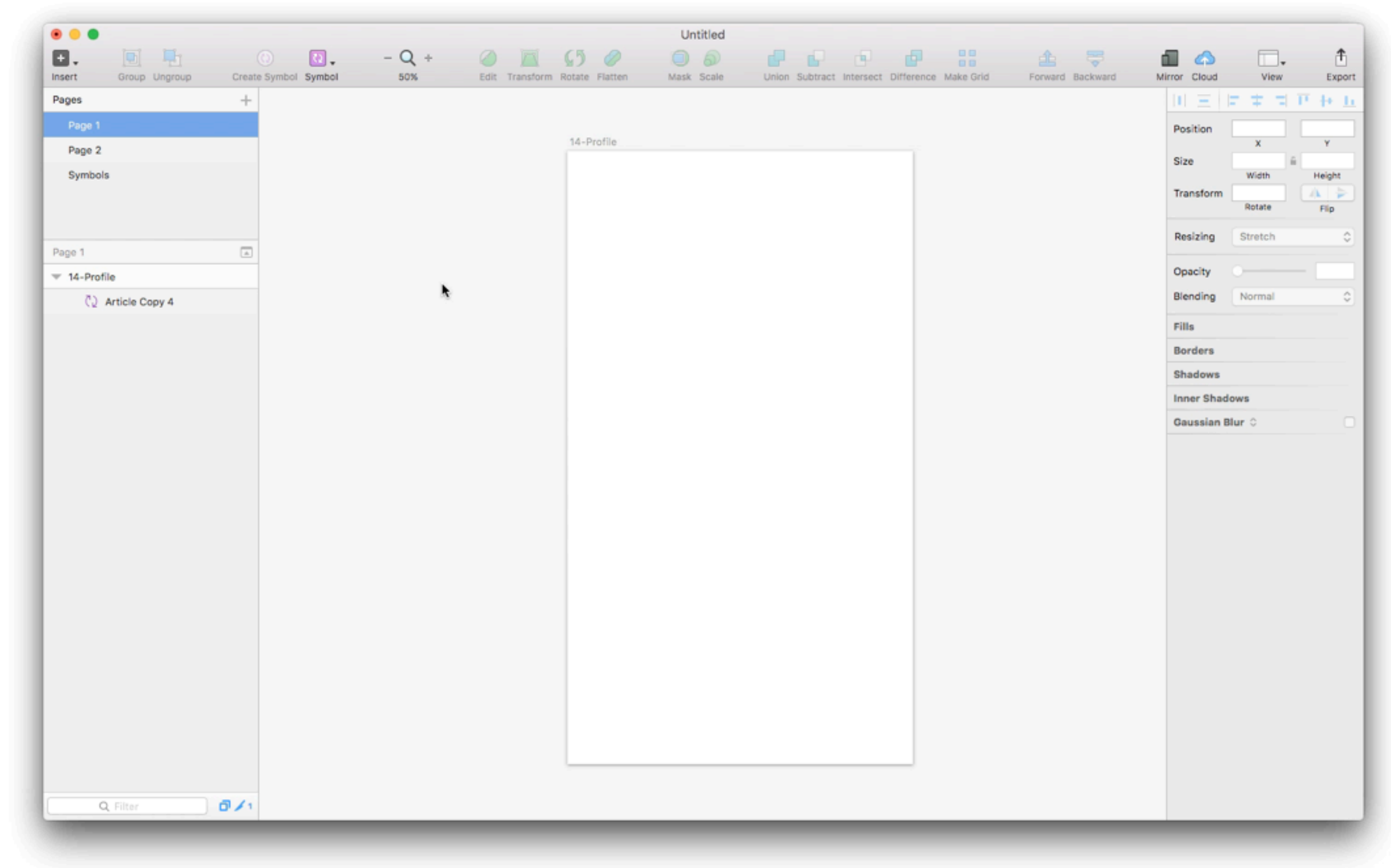
Artboards

Layers

Styling

**Symbols**

- Think smart objects but way cooler
- Can edit strings
- Reusable components
- One symbol to rule them all



# Sketch Features

01 - INTRODUCTION TO SKETCH

## Templates

There are a number of templates that you can use to quickly build your comps and prototypes. I have attached them in your **SKETCH AND INVISION STARTER KIT**

## Plugins

There's a list of plug-ins that commonly use at Purple, Rock, Scissors. We've included a link to all of them.

# Useful Links

01 - INTRODUCTION TO SKETCH

[sketchappsources.com](https://sketchappsources.com)

[sketchtoolbox.com](https://sketchtoolbox.com)

[medium.com/sketch-tricks](https://medium.com/sketch-tricks)

[sketchappsources.com](https://sketchappsources.com)

[sketchtoolbox.com](https://sketchtoolbox.com)

[medium.com/sketch-tricks](https://medium.com/sketch-tricks)





OKAY COOL BUT...

# Now what about Invision?

YES!



# What is Invision

01 - INTRODUCTION TO INVISON

InVision is a prototyping tool created for designers, by designers. It allows you to quickly and easily create interactive prototypes for your designs. You can share these prototypes with your team, with clients, and with users for testing.

# Oh cool. what can I do with it?

01 - INTRODUCTION TO INVISION

## Prototyping!

It's the reason I get to see your lovely faces today!

Great at fast iterations and can handle 5 to  $\infty$  Screens.

You can create a prototype using click-throughs, hovers, and overlays.

## Live Share

You can walk clients and stakeholders through your prototypes using the Live Share function. Live Share also let's you jump in to a digital whiteboard to start ideating in the middle of feedback.

## Web/Mobile Friendly

Mobile is especially important in prototyping and Invision is capable of handling web, mobile, and watch sizes.

# Oh cool. what can I do with it?

01 - INTRODUCTION TO INVISON

## Invite a whole team

Easily share designs with directors, teammates, and clients. Add user comments directly to the design for team to review. Create Boards that explain process. Manage feedback directly in Invision.

## Quick Changes

Open, constant, and fast communication is important. Make quick changes with feedback. Saving .sketch files in Dropbox allows Invision to automagically update your prototype every few minutes. Testing a prototype and making quick changes in Sketch is easy.

## Assets & Versioning

Invision keeps record of all past screens, so they have version history readily available. Assets such as photos and fonts can be stored online so the entire team can easily collaborate with the latest designs.



# Oh cool. what can I do with it?

01 - INTRODUCTION TO INVSION

## Project Management

Organize feedback in to to-do lists. Mark the state of each design. Visualize progress with a kanban board.

## Quick Changes

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## Assets & Versioning

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# Invision Features

## 01 - INTRODUCTION TO INVISON

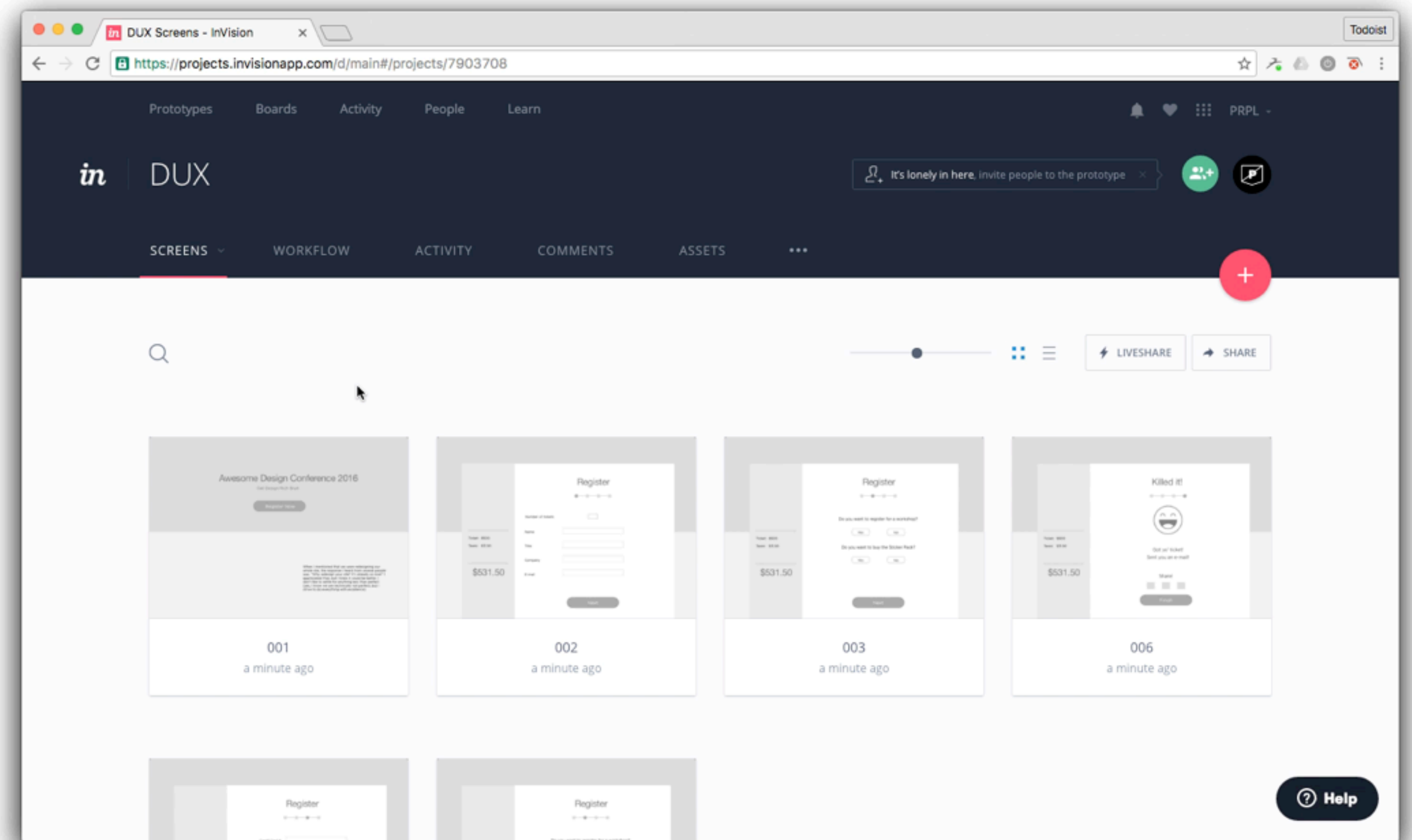
### Screens

- Screens are static states in a User Flow
- Use Hotspots in Invision to link them
- Minute interactions require more screens
- Screens can also be laid on top of each other for hovers, modals, and menus

### Build Mode

### Hotspots & Hover States

### Share



# Invision Features

01 - INTRODUCTION TO INVISON

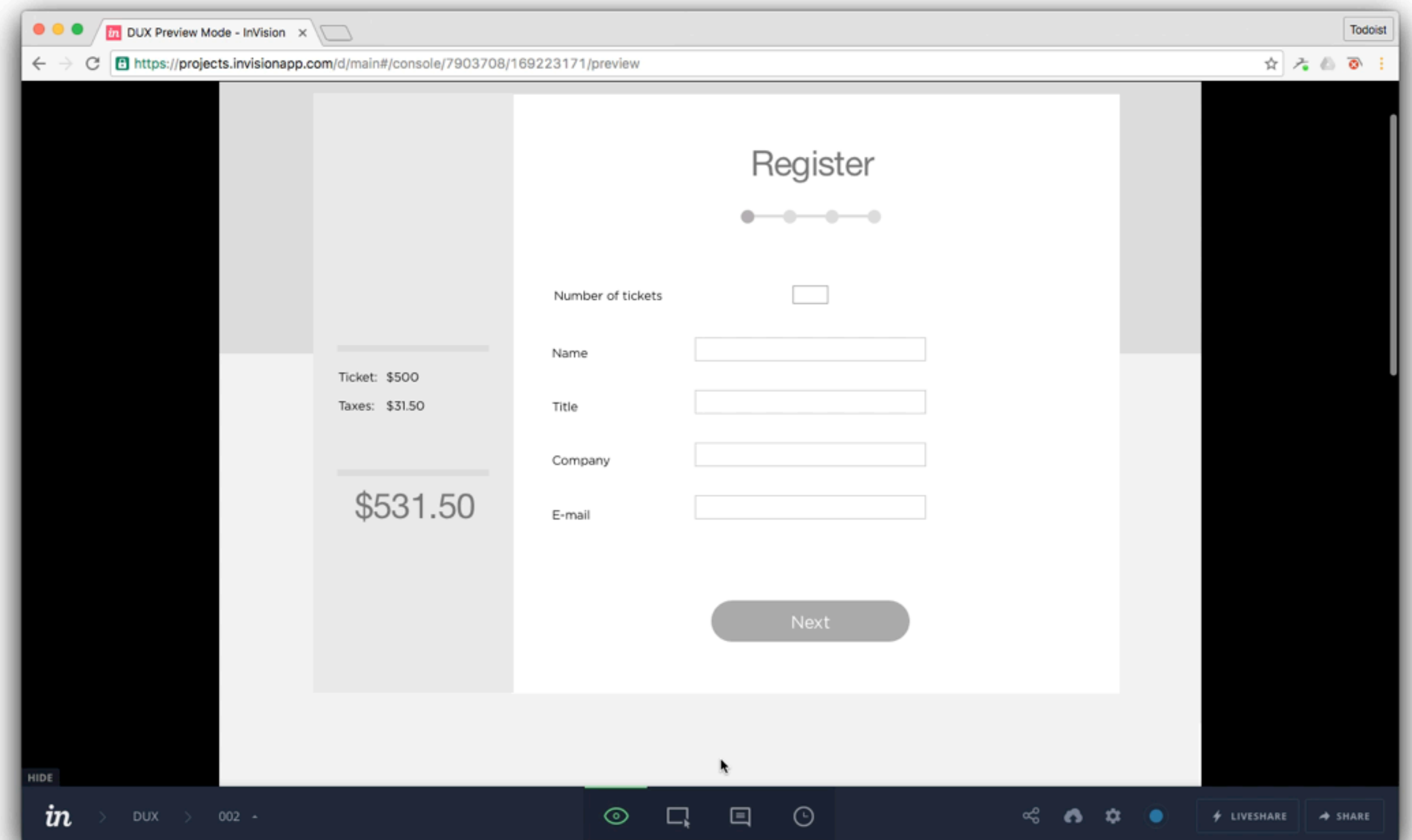
## Screens

### Build Mode

- Used to build the links between screens
- Drag and create Hotspots to link screens
- Shift + Click to click to next screen
- Create Fixed Headers and Footers
- Create timed actions
- Create Template spots that apply to multiple screens

## Hotspots & Hover States

## Share





# Invision Features

01 - INTRODUCTION TO INVISON

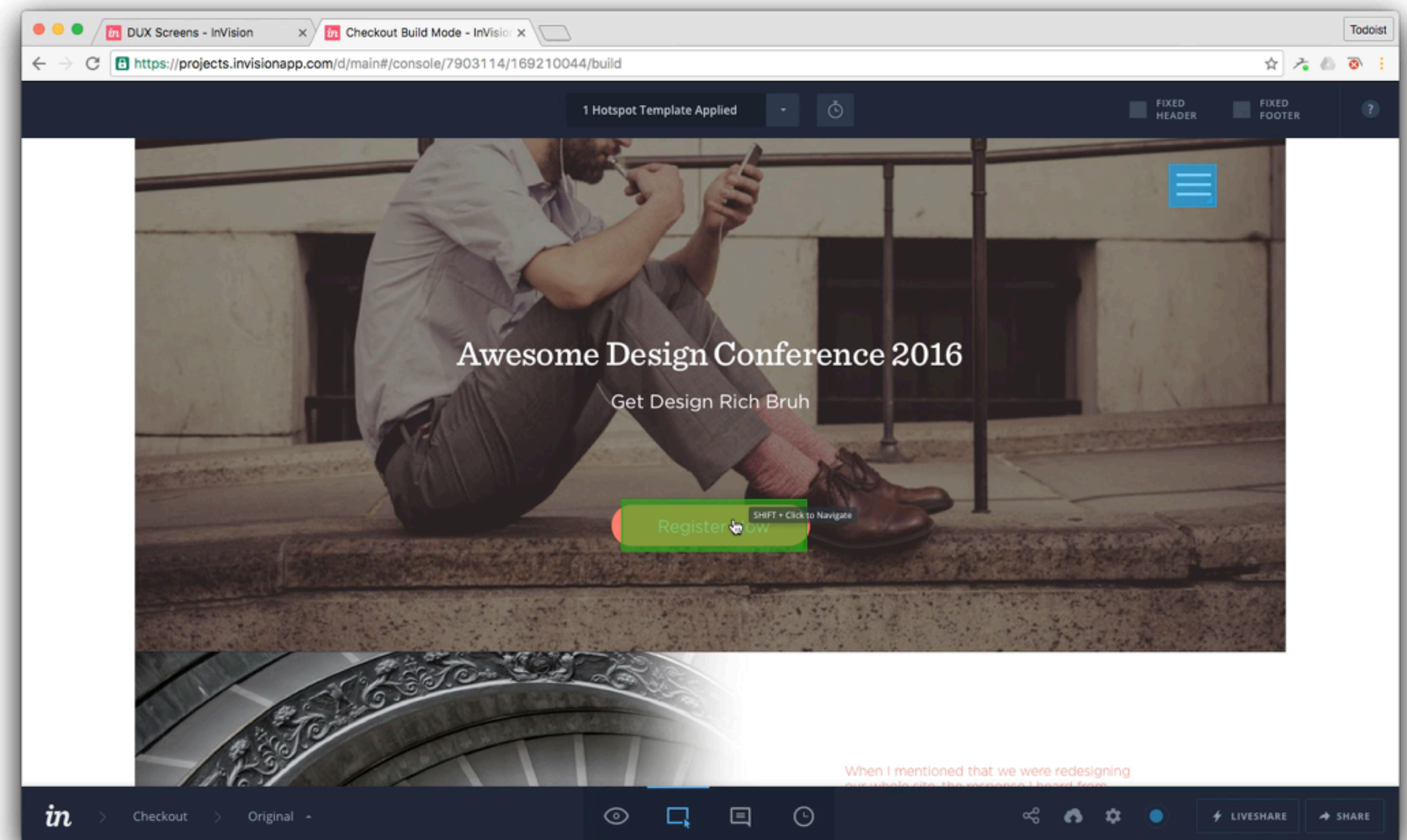
## Screens

## Build Mode

## Hotspots & Hover States

- Hotspots can be on hover or click
- Jump to other part on screen
- Jump to other screens
- Jump to last screen visited
- Jump to external link
- Create an overlay on parent screen

## Share





# Invision Features

01 - INTRODUCTION TO INVISON

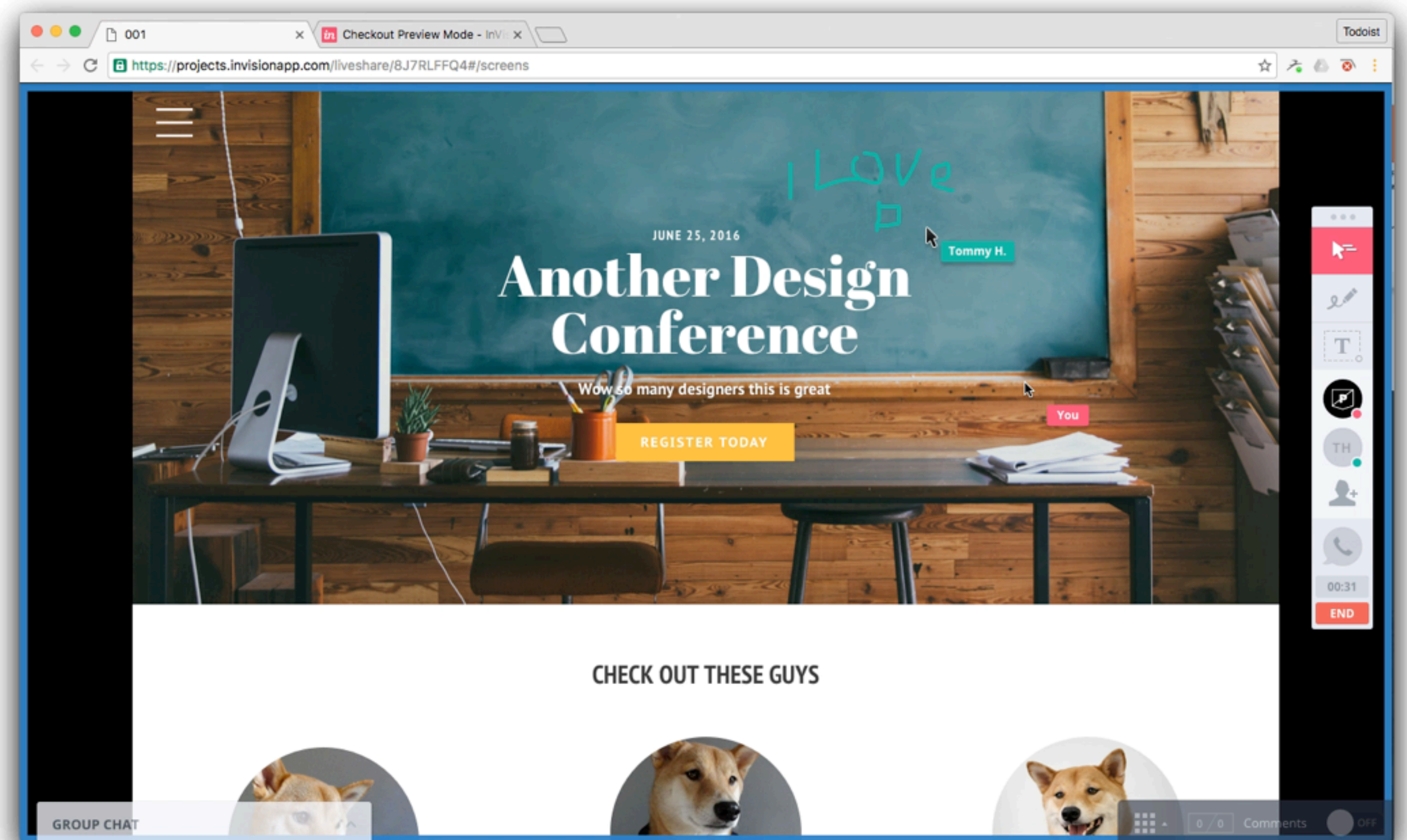
Screens

Build Mode

Hotspots &  
Hover States

Share

- Use Pointer to show where you mean
- Sketch directly on the design
- Get on a group voice chat and record it
- Save all changes
- Whiteboard together
- Share live prototypes in Twitter, Facebook, and Slack, or with a direct link.





# Invision Features

01 - INTRODUCTION TO INVISION

## Testing

- Use Invision App for mobile and watch testing
- Record audio and video for mobile testing through Invision App
- Share link for web testing



# Design, Feedback, Design

SKETCH & INVISION

Now you have user feedback, client/stakeholder feedback, and team member feedback. Go back to Sketch and make changes based on your feedback and do it all over again.

# Limitations

SKETCH & INVISION

Slack should be the standard for UI Design and out-classes other apps. Invision is incredibly useful for early and quick prototyping. Not using code is a benefit and limitation. Invision can't make a 'realistic' experience for users at the moment. Other tools are already in code, which is better for developers.

Eventually, you'll need a more robust and flexible tool to prototype. (Although the release of Silverflows in to Craft and other scheduled features may change all that.)

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# K, Thanks, Bye

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# Go Make Something Awesome.

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