

Sketch + Framer Lab

(Mac only!)

Overview

In this lab, we will be designing some iPhone 8 screens and adding animations to them. Depending on lab attendance, you will work alone or in groups of 2-3 students.

Sketch

Setup (5 min)

Follow these steps if you are doing this lab on your personal Mac laptop*:

1. Go to <https://www.sketchapp.com>.
2. Select "Try for Free" button to download a free trial of the app.
3. Open up the app and create a new document.

** Note that once you download Sketch on your personal Mac laptop, you get a free 30 day trial if you've never installed Sketch before (or 7 days if you have and you are updating your version of Sketch), so if you want to save your trial for later, group up with others!*

If you do not have a personal Mac laptop for this lab, please use a Mac desktop with the app already installed. These desktops can be located in:

- CIT 269
- List MML (room 315)
- Granoff MML (room N320).

If you are working during lab hours, you may have to pair up with one or two other students on a Mac desktop to complete this assignment.

What is Sketch? (2 min)

Sketch is the industry standard for designing high fidelity interfaces. It's a pretty simple tool with everything you need to make professional-looking interface designs. You can bring Sketch designs into prototyping programs (e.g. Invision and Principle) or actual production and code.

Demo (13 min)

- Overview of workspace
 - Canvas
 - Inspector

- Layers list
- Toolbar
- Layer Basics
- Symbols
- Prototyping

Your Task (30 min)

- Design an iPhone 8 screen that contains a list of inventory of some sort.
- For example, if you want to make it Monopoly themed, have it be the list of properties of players that contain some information about each item. Some more ideas: a list of professors, pets, clothes, movies, etc.
- Must include name and two other short pieces of information
- Think of another description for at least one of the items to save for the Framer activity. A sentence or two is fine.
- Make sure to at least use symbols and images.

Once you're done, talk to a TA. Why did you make the choices you did in your design?

More resources

- <https://sketchapp.com/docs/getting-started/>
- <https://www.sketchappsources.com>
- Blog post tutorial:
<https://medium.com/@marcandrew/sketch-app-tutorial-series-part-1-of-4-1e4ee4265073>
- A little more on symbols:
<https://medium.com/sketch-app-sources/icon-sets-with-color-override-in-sketch-f6c893278bd3>
- Sketch vs. Photoshop: <https://youtu.be/GQNHTezZ0cQ>
- Very helpful video tutorials and tips with Craft Plug-in:
<https://www.switchtosketchapp.com/>

Framer

Setup (5 mins)

1. Go to framer.com
2. Click on "Try Framer for Free" in the top right and follow the steps

If you do not have a personal Mac laptop for this lab, please use a Mac desktop with the app already installed. These desktops can be located in:

- CIT 269
- List MML (room 315)
- Granoff MML (room N320).

What is Framer? (2 mins)

- A high fidelity tool to design for iOS, Android, and web all at the same time. It is a Javascript framework that is used to create interactive prototypes. You can import from Photoshop, Sketch, or Figma to bring them to life in Framer using the designs and animations. We will be using Framer Studio, which you just downloaded. It includes an editor and an interactive preview pane for instant visual feedback.

Demo (13 min)

- Another interesting trait is that there is an autocomplete function, so if you have no background in coding there is still a way to do so
- Layers: the backgrounds of and everything visual in the design.
 - Properties: layers have x and y position, width, height, opacity, rotation, etc.
 - Hierarchy: layers can have super layers and sublayers. Sublayers inherit certain properties from their super layers.
 - Example:
 - Superlayer: login screen
 - Sublayer: username field, password field, submit button
- States: define a set of properties for a layer different than the starting properties
 - Examples:
 - A checkbox has two states: checked and unchecked
 - An image having a regular size and then a zoomed in size
 - A button changing size, color, rotation, whatever values when clicked
 - As many states as you want with names.
 - One can even make the layer invisible (opacity: 0 versus visible: false)
- Events: user interactions on the screens, or animations on the screen
 - Click, drag, scroll, slide

- Example: Pressing the button changes something on the screen, like the color of a toolbar.

Your Task (30 mins)

- When you click on an inventory item, have a new layer with more description appear.
- Call a TA over to explain the next part of the lab: clicking anywhere on the screen to hide the new layer.

Once you're done, talk to a TA. Why did you make the choices you did in your design?

More resources

- <https://medium.com/the-school-of-do/search?q=Framer%20cheat%20sheet>
- <https://blog.framer.com/framer-js-for-people-who-think-things-like-framer-js-are-weird-and-hard-add2068c8114>