Xd

Adobe
XD CC
2019 release

CLASSROOM IN A BOOK®
Instructor Notes

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INSTRUCTOR NOTES

Getting Started

The Adobe XD CC Classroom in a Book™ (2019 release) course presents students with tips, techniques, and solutions for using the Adobe XD CC software. The Instructor Notes are intended to complement the information in the Lessons. The information presented here is organized to follow the sequence of instruction in each lesson.

About the workbook

It is recommended that each student in the class have an individual copy of the Adobe XD CC Classroom in a Book (2019 release). Students will use this book as you lead them through projects. Additionally, the book can be used as a self-paced tutorial. There are separate lesson files that are available to those who purchase the book as well, and those are separate from the lesson files supplied with these instructor notes. Purchasers will find instructions for accessing the lesson files in the Getting Started section of the book, in "Accessing the lesson files and Web Edition"

Web Edition

This book comes with a free Web Edition that enhances the instructional value of the book itself and can be accessed from any device with a connection to the Internet. The Web Edition contains the complete text of the book, plus hours of instructional video keyed to the text and interactive quizzes. In addition, the Web Edition will be updated when Adobe adds significant feature updates between major Creative Cloud releases. See the "Web Edition" section in the book's Getting Started section for more information.

Course strategy

If you're teaching an 11-session class, you can teach one lesson of this book per class. The book contains 11 lessons, some of which may take a while to complete. If you are teaching a class with fewer sessions, you may want to combine some of the lessons into a single class. For example:

1 Lessons 1 and 2 could be combined since lesson 1 is shorter. If you have a class where students are already familiar with other Adobe tools, such as Illustrator or Photoshop, you can move more quickly through the workspace components in lesson 1.

2 Lessons 3 and 4 could be combined and shortened. If you have a class where students are already familiar with drawing tools, such as the Pen tool, you can skip or move more quickly through the vector creation section in Lesson 3. Make sure to point out what's different in the drawing tools as compared to other Adobe apps (Illustrator, etc.). For instance, there is no Direct Selection tool in XD, editing requires double-clicking a shape, etc.

3 Lessons 8 and 9 are focused on creating and previewing a prototype. You could combine and shorten these two lessons by not covering as many of the prototyping features.

We recommend that you teach all lessons. You can, however, shorten or minimize sections that students may already be familiar with in other Adobe apps. The majority of the basic Adobe XD features and the XD work environment are covered in these lessons. However, completing all the lessons makes a far superior introduction.

Before beginning a lesson, encourage students to browse through it, and read any sidebars.

● **Note:** Make sure that all Notes found in the text and in the sidebar are read! They can contain helpful, even problem-solving information.

Managing student projects

One way to simplify file storage and retrieval in classroom situations is to ask students to create a folder on their hard disks, name it [Student's] Lessons (substituting the student's actual name for "Student"), and then copy each project folder into the main Lessons folder. Having students keep all their working files in their own Lessons folder makes it easy for you to clean up files when a class is over.

This method for organizing folders is also discussed in the Getting Started section at the beginning of the book.

Fonts in the lesson files

The lesson files were set up using the default font on macOS (Helvetica Neue), and for some of the lessons, the Apple San Francisco font that comes with the Apple UI Design Resources kit. If students are learning on Windows, they can simply replace the fonts used with the default Windows font, Segoe UI, or another font.

Additional resources

Adobe XD CC Classroom in a Book (2019 release) is not meant to replace documentation that comes with the program or to be a comprehensive reference for every feature. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features and tutorials, please refer to these resources:

Adobe XD Learn & Support: helpx.adobe.com/support/xd.html (accessible in Adobe XD by choosing Help > Learn & Support [macOS] or clicking the menu button on Windows and choosing Help > Learn & Support) is where you can find and browse tutorials, help, and support on Adobe.com.

Adobe Forums: forums.adobe.com lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe Create Magazine: create.adobe.com offers thoughtful articles on design and design issues, a gallery showcasing the work of top-notch designers, tutorials, and more.

Resources for educators: www.adobe.com/education and edex.adobe.com offer valuable information for instructors who teach classes on Adobe software. Find solutions for education at all levels, including free curricula that can be used to prepare for the Adobe Certified Associate exams.

Also check out these useful links:

Adobe XD CC product home page: See adobe.com/products/xd.html.

LESSON 1: AN INTRODUCTION TO ADOBE XD CC

This lesson provides an overview of the work area and basic functionality of XD. By the end of the lesson, students should understand how all the basic XD elements work together to create designs and the overall workflow for app and web design. They should also understand the overall interface of XD, including how to access panels, where tools are located, and get an idea of prototyping, previewing and sharing as well.

Introducing Adobe XD CC

Page 8: It's important for students to understand that XD does NOT create code. When they create a design and/or prototype in XD, they are creating a proof of concept. At the end of the design process in XD, students can export production-ready assets, design specs, and a working prototype. The app or website is developed in another tool, outside of Adobe XD.

We also wanted to point out that XD does not have to be used solely for app or web design. We know of classrooms that use XD to create working presentations or even student portfolios, maybe for a review. When you design something in XD, you can share it out to the world using several methods. A link is created to the project that is hosted on Creative Cloud.

The UX design workflow

Pages 9–10: This introductory section is meant to give an overview today's UX workflow which includes all of the stages of design. You can skip this if students already grasp UX design and generally understand what prototyping and wireframing are.

The Home screen

Page 11: The Home screen is the first thing students will see when they open XD. It is a place where they can create a project, open a previous project, check out a tutorial, access UI Kits and other resources. When XD is first launched, the Home screen will look a bit different than after students have saved and closed their first project.

On Page 11, step 2, We ask them to close the Missing Fonts warning if they see it. If a student opens a project file that contains any fonts not on their system, this will no longer appear. After the book was published, XD changed how it handles missing fonts. If the font is an Adobe font, then it is automatically synced. If it is a local font, then the missing font will show in the Assets panel, where the student could right-click the name to highlight where it is used on canvas or replace it.

Exploring the workspace (macOS)

Page 12: We split out the macOS and Windows workspaces since Windows does not have a menu bar with commands. If students are used to working in other Adobe apps, they will find that the workspace in XD is very streamlined. Panels are permanently docked and cannot be moved.

They can think of the Property inspector on the right as the Properties panel in Illustrator or Control panel in InDesign, for instance.

Exploring the workspace (Windows)

Page 13: On Windows, the XD workspace is minimal with no menus showing. Instead, there is a "hamburger" menu in the upper-left part of the application window that, when opened, will reveal some of the options available in the menus on macOS. On Windows, you will find that all of the same commands are available as on macOS, but on Windows, they are accessed either by right-clicking on content or through keyboard commands.

Adobe XD is a native macOS and native Windows application. That means that it takes advantage of some of the typical OS features available on each.

Working in Design mode

Pages 14–17: This section introduces modes in Adobe XD and gives students an overview of Design mode. Students will most likely stay in Design mode initially and later switch between the two modes (Design and Prototype) after prototyping starts.

Getting to know the tools

Page 14: The toolbar in XD is one of the smallest in any Adobe app. That's mostly due to efficiencies in creating and editing, found in XD. For instance, in Illustrator and InDesign, you'll find Selection and Direct Selection tools. In XD, you only have one Select tool which doubles as the Selection and Direct Selection tools, as you'll see.

The figures for the lessons in this book were taken using macOS. Make sure that students read the notes available in each lesson, since they can lead to information on finding options in their workspace, especially on Windows.

Working with the Property inspector

Page 15: The Property inspector offers access to all of the formatting options and features. It is permanently docked on the right side of the screen and will be hidden in Prototype mode. At the top of the Property inspector, you'll find some options that are always there: alignment, repeat grid, pathfinder operations, and transform options. The panel is contextual and the content within changes depending on what is selected.

Working with panels

Pages 16–17: The two other panels available in XD, aside from the Property inspector, are on the left side of the workspace. They are the Assets panel and the Layers panel. To show or hide each panel, students can click the icons in the lower-left corner. It would help speed up work in XD if students learn the keyboard commands for them. To toggle the visibility of the Layers panel, press Cmd+Y (macOS) or Ctrl+Y (Windows). To toggle the visibility of the Assets panel, press Cmd+Option+Y (macOS) or Ctrl+Alt+Y (Windows).

Prototype mode

Pages 18–20: Initially students will not have much need to go into Prototype mode when they start their own projects since a file needs to at least have multiple artboards to do anything in Prototype mode. Prototyping is not required in your XD project, but it is necessary when wanting to show the interactions between artboards.

A good shortcut to remember is to press Control+Tab (macOS) or Ctrl+Tab (Windows) to toggle between Design and Prototype modes.

To learn more about prototyping, see Lesson 8, "Creating a Prototype."

Changing the view of artwork

Page 20: Adobe XD was built for speed. While the Zoom tool works well, you can utilize the native zooming features on Windows and mac OS. To understand them better, check out the sidebar on page 20 titled, "Using macOS or Windows native zooming."

Using view commands

Pages 21–22: You can work more efficiently in XD by holding down the modifier keys to temporarily activate the Zoom tools. Press Command+spacebar (macOS) or Ctrl+spacebar (Windows) to temporarily activate the Zoom tool, which allows you to quickly increase your magnification without having to switch tools.

Page 21, step 4: The Zoom menu on Windows has more viewing options than

macOS. You may need to either give two sets of instructions for zooming to selection, and other commands, or have students use the keyboard commands for Zoom To Fit All (Cmd+0/Ctrl+0) and other menu commands.

Using the Zoom tool

Pages 22–24: The Zoom tool is something that we rarely touch in Adobe XD. There are so many other methods for zooming, including pinch-zoom on the trackpad or Option/Alt scroll-wheel zooming.

Page 24, top of page: The shortcuts to access the Zoom tool are relatively picky about the order of keys pressed. For instance, pressing Command and then spacebar sometimes won't work on my machine. We have to press spacebar and then Command.

Scrolling through a document

Pages 24–25: Since XD has the ability to create multiple artboards, navigating and scrolling are important. The Hand tool does not appear in the toolbar in XD, it is only accessed via keyboard commands. You can use the spacebar to temporarily activate the Hand tool to scroll through a document. When entering text, use the Alt (Windows) or Option key (macOS) to temporarily access this tool.

Page 25, step 2: Windows users need to pay attention to the note after the figure for step 2. In order to use the Hand tool, Windows users may need to press and hold the spacebar and while pressing, press and let go of another key (like the Alt key). Then, while still pressing the spacebar, pan in the document window.

Navigating Artboards

Pages 25–27: The Layers panel can be (but doesn't have to be) used for navigating, editing, naming, and more. In order to navigate to another artboard, make sure that students are not double-clicking the name of the artboard in the Layers panel, but rather, double-clicking the thumbnail to the left or to the right of the artboard name.

Previewing your designs

Pages 28–29: Previewing the prototype is essential in order to test the connections you make. Not only can you test connections in the Preview window in XD, but you can also test on device using the Adobe XD CC mobile app.

A great shortcut for the Preview window is Command+Return (macOS) or Ctrl+Enter (Windows). That keyboard command only works to open the window, not close it.

To learn more about previewing designs, see Lesson 8, "Creating a Prototype."

Sharing your designs

Page 29: When you are ready to share your design with others, you can do so easily in a few ways. Sharing a prototype is meant to gather feedback in the form of comments and sharing design specs is meant to share the specifications such as fonts, colors, and more with developers at the end of the process.

To learn more about sharing your designs, see Lesson 10, "Sharing Documents, Prototypes, and Design Specs."

Switching between documents

Page 30: Switching between documents is different between macOS and Windows. On macOS, you can choose an open document from the Window menu or press Command+~ to toggle between open documents. On Windows, the Window menu is not available, so you will use the OS document switching (Alt+Tab).

Review questions

1   What is a wireframe?

2   What do artboards represent in XD?

3   What are the two modes found in XD?

4   What shows in the Layers panel with no content selected?

5   What are the options for sharing?

Review answers

1   A low-fidelity wireframe is one way to determine the functional elements of a page or screen without diving into design specifics like colors and fonts. They are a quick method of exploring the basic structure and the relationships between information of an app or website..

2   Artboards in XD represent the screens in an app or web design, typically.

3   The two modes found in Adobe XD are: Design and Prototype. When you select a mode, certain features and tools specific to that mode become available in the application window. These modes represent a stage in the design process. As you design, you will most likely be switching back and forth between these two modes.

4   When all content in the document is deselected (except for an artboard), a listing of artboards and any content on the pasteboard appears in the Layers panel.

5   The options for sharing a design or prototype in XD are Invite to Edit, Share For Review, and Share For Development.

Exploring on your own

You will open a sample file from Adobe XD CC to investigate and use some of the navigational and organization features learned in this lesson.

1 Open the file named L1_explore.xd.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

- Practice zooming in and out.
- Navigate between artboards using the Layers panel and using keyboard commands.
- Open another document and practice navigating between open documents.

3 Choose File > Close without saving.

LESSON 2: SETTING UP A PROJECT

This lesson provides an overview of creating and setup up your first project in Adobe XD. By the end of the lesson, students should have a better understanding of creating a new document, creating and editing artboards, adding grids to artboard, working with multiple artboards, and managing artboards with the Layers panel.

Starting the lesson

Page 34: At the start of each lesson, you will find an initial step that offers several alternatives for opening a file on both macOS and Windows. Unfortunately on Windows, if you close all open files, there are no menus to choose from, so you will click Your Computer in the Home screen to open a file.

Creating and saving a new document

Pages 35–37: Pay close attention to the sidebar "Adobe XD and Retina (HiDPI)" on page 36. When creating new documents from a default artboard size, you are creating the design at 1x or non-Retina (non-HiDPI). That is fine and a perfectly suitable way to design apps or web sites. If you decide that designing at 2x or another sizing is necessary, then you will need to double or triple the size of the artboards. This is very important when exporting assets in the last lesson. Adobe XD will generate as many raster assets (PNG, JPEG, etc.) as necessary for the device chosen. As students proceed, they will need to ensure that, if they care about generating production-ready assets, they will need to import images with enough pixel data. That will be covered more in later lessons.

On page 36, students are introduced to cloud documents. It's important for you to understand cloud documents so you can explain them to students. When you first create a document it's a cloud document. This is a temporary file, and you need to save it at least once to start with. Any files saved as a cloud document are saved in and counted towards their personal storage limit.

Saving an XD file locally gives the students an XD file on their machine that they can do what they want with. Know that auto-save, which is a great new feature, will not work unless the file is saved as a cloud document.

I encourage you to watch the video, "Working with cloud documents," found in the web edition of the book.

Creating artboards with the Artboard tool

Pages 38–41: When attempting to select artboards in the Document window,

students need to be aware of what tool is selected. With the Artboard tool selected, you can select an artboard by clicking the artboard name above the artboard. If they attempt to click within an artboard with the Artboard tool selected, they will create a new artboard. With the Select tool selected, they can click the name, drag across, or click (if empty)/double-click on an empty spot if it has content, to select it.

Page 39, step 4: Students may only see default artboard sizes in the Property inspector if nothing is selected. They may need to scroll in the Property Inspector to see them.

Make sure that students name the artboards the same as they see in the book. We will reference those artboards all throughout the lessons.

Changing artboard appearance

Pages 44–45: Changing the appearance of artboards can be a useful feature when designing. For instance, if you are designing an app and want to set a screen background color, you can draw an object behind all other content and assign a color, or you could assign a color to the artboard. A color set in the background of an artboard is also discoverable when it comes to design specs.

Working with multiple artboards

Page 45: Since there are currently no templates in XD, being able to select and apply formatting and add content to multiple artboard at once will be very helpful. Used in combination with components (what used to be called Symbols (components)), selecting multiple can be very powerful for maintaining design consistency.

Adding grids to artboards

Pages 45–49: There are two types of grids that can be applied to artboards: layout and square. Layout grids are great for setting margins and columns in your designs. A square grid can be useful for creating icons or other artwork that requires a visible grid to snap to. We should also mention that XD has an invisible 1 pixel grid in the background that all content snaps to by default.

Working with square grids

Pages 48–51: Square grids are very useful for mobile app design and not used as often with web design. As students make their way through the lessons, they will be asked to zoom in and out, drag content to align to the square grids, and more. Content will snap to a square grid when dragged, but it may also snap to the pixel grid if zoomed in far enough. If students find that they can't snap to the grid or can't achieve the same width or height values when dragging, ask them to either

zoom in or out and what the content they are dragging snaps to and the values achieved will be different.

Units in Adobe XD

Page 43, sidebar: This sidebar carries some important information. Throughout the lessons, We try not to reference any kind of unit when referring to measurements, sizes, and more. The reason why is because XD is unitless. That means, you can treat the sizings in whatever unit you need. For instance, if you design a website in XD, you would assume pixels. If designing for iOS, pt, and so on. When you export design specs, the dev that views them can set the correct unit when they copy measurements, sizes, etc.

Applying a layout grid

Pages 51–53: Layout grids are what most of us design to when deigning responsive web sites. They make it easy to align content to columns by snapping so that later, when a CSS grid (or other) is used, the content is set to a similar grid.

Page 52, step 6: We found that in later versions of XD, setting margins for each side was not adding up properly (how we expected it to anyway). You may find that students need to adjust the values of the Gutter Width and Column Width to achieve the 0, 28, 0, 28 values we suggest in the book.

Students can always change the layout grid settings later, but to affect the grids on the artboards in the document, the artboards need to be selected.

Managing artboards with the Layers panel

Pages 53–56: At times, managing artboards via the Layers panel will be easier than attempting to do so in the Document window. When it comes to dragging the artboards to change the ordering (step 6, page 54), that's up to the user as to how to order them. Some of us want to keep all of the app artboards in close proximity in the Layers panel listing or all of the website artboards. It really depends. Remind students that dragging and reordering the artboards has no effect in the document, unless artboards overlap.

Review questions

1   Why might you rename artboards?

2   Describe the process for adding an artboard to an open document using a default artboard size.

3   What are the two types of grids that can be applied to artboards?

4 Name several methods for selecting multiple artboards.

5 Name two methods for duplicating an artboard.

Review answers

1 You will most likely rename artboards to keep track of them when designing. Another reason for renaming will show later when you prototype. In order to create connections between artboards, you will select an artboard by name.

2 In order to add a new artboard using a default size, you can click or drag in the document window with the Artboard tool, then adjust the size of the artboard to match a default size in the Property inspector. You can also select the Artboard tool and click a default artboard size that appears in the Property inspector to create a new artboard at that size.

3 The two types of grids that you can apply to artboards in XD are square and layout.

4 In order to select multiple artboards, you can Shift-click or Command/Ctrl-click artboards in the Layers panel, drag across multiple artboards with the Select tool, or Shift-click artboard names in the Document window.

5 To duplicate an artboard, you can select an artboard in the Document window and press Command+D (macOS) or Ctrl+D (Windows), Option-drag/Alt-drag an artboard in the Document window or Layers panel, copy and paste an artboard, or right-click an artboard in the Layers panel and choose Duplicate.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1   If the Home screen isn't already showing, choose File > New (macOS) or on Windows, click the menu icon (≡) and choose New. The Home screen appears.

2   Create a new web design document based on the 1366x768 screen size.

3   Perform the following on this new document:

   •   Add more artboards of the same size.

   •   Add several artboards for an app design.

   •   Add layout grids to all of the artboards and adjust the grid settings.

   •   Change the background color of one of the app artboards.

4   Close the file without saving.

LESSON 3: CREATING AND IMPORTING GRAPHICS

This lesson provides an overview of creating and importing vector graphics in Adobe XD. By the end of the lesson, students should know how to create and edit shapes, change fill and border, combine shapes using Boolean (Pathfinder) operations, draw with the Pen tool, edit paths and shapes with the Pen tool, and work with UI kits.

Starting the lesson

Page 60: This starting section is a bit different since it talks about Missing Fonts when opening an XD document that uses fonts that are not found on your system. For the most part, you can work on a file in XD without having the correct font. But issues may arise later when you attempt to preview and share the prototype or design specs.

NOTE: Since this book was published, XD has changed how it handles missing fonts. A message no longer appears at the bottom of the screen when you open a file that has missing fonts. Instead, you will see a Missing Fonts section in the Assets panel on the left (Cmd+Shift+Y [macOS] or Ctrl+Shift+Y [Windows]).
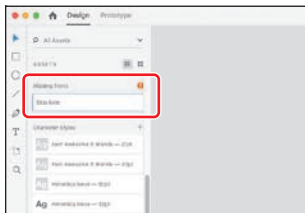
To see where the missing fonts are used, right-click the name of the font in the Assets panel (in the figure, it's Skia Bold) and choose Highlight On Canvas.
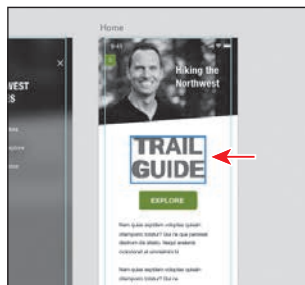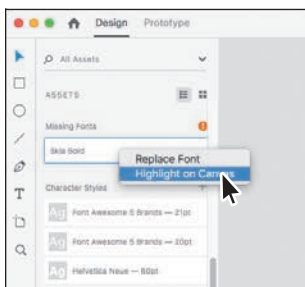
To replace the missing font, right-click the name of the font in the Assets panel and choose Replace.
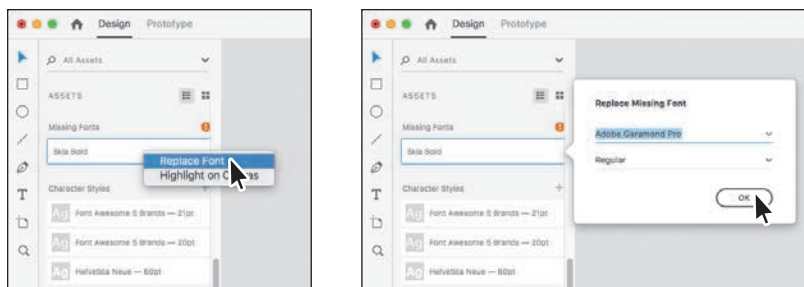
Windows, users may find that if opening the lesson files with "start" in the name will have more missing fonts since the files were created on macOS. MacOS uses Helvetica Neue for the default font and Windows uses Segoe UI.

Creating and editing shapes

Pages 61–78: The first part of this section, on page 61 is just setting up the document and view to start adding content.

Creating shapes with the shape tools

Pages 62–63: Point out the importance of working with alignment guides in certain situations, such as trying to determine the size of content as you draw it. Alignment guides cannot be turned off in XD.

On page 63, step 6, the note in the sidebar: Make sure that students pay attention to that note. If they are dragging to either create or resize shapes, and they are zoomed out far enough, then they will see the width and height change by values of 8. If they are zoomed in too close, they will see the width and height change by 1.

On page 63, step 8: Releasing the mouse button and then a modifier key(s) will be a recurring theme throughout the lessons in this book and one that should be learned early on.

Changing fill and border

Page 65, step 8: Saving colors in the Color Picker is something that we don't do very often anymore since you can easily save, edit, and reuse color in the Assets panel.

Creating dashed lines

Page 67, step 5: If students attempt to zoom in to the line (path) by pressing Cmd+3 (macOS) or Ctrl+3 (Windows), it most likely won't work. Instead, they can zoom in using any method available.

Page 67, step 6: If students attempt to drag the line with the Line tool selected, they may create another line if they miss the end point.

Rounding corners

Pages 69–71: Note that XD pastes a copy in place—which means directly on top of the original. This can sometimes throw students in the beginning because it doesn't look like anything has happened.

Page 71, step 9: Make sure students pay attention to the note in the sidebar. You can only drag a corner widget so far, it depends on the size of the shape. As long as the shape looks something like the figure—the corner radius value won't matter.

Editing shapes

Page 72, step 1: If students don't turn the square grid on, they will not be able to snap content they create or edit to it.

Page 72, step 3: In other Adobe apps, such as Illustrator and InDesign, there are Selection and Direct Selection tools for selecting and editing shapes and paths. In XD, there is only one selection tool. If students come from other Adobe apps, this can take a bit of getting used to. They will most likely want this way of working in those other Adobe apps.

There are a few negatives to *not* having a Direct Selection tool like Illustrator or InDesign. For one, you can't select multiple points in more than one path.

Page 73, step 6: Pressing Esc after double-clicking will happen a lot as you work in XD. Another method for exiting the Edit mode is to click away from artwork, but that requires an extra step of reselecting the artwork.

Page 73, step 10: If students aren't able to see a gap value of 3 (or so), they will need to zoom in further. The note in the sidebar for this step relays that information.

Combining shapes

Pages 74–76: If students are used to working in Illustrator, for instance, they may be used to Pathfinder operations for combining shapes in different ways. Boolean operations are very similar, except they are a toggle. They are live until you turn them off.

Editing combined shapes

Pages 76–77: Double-clicking shapes that have been combined using Boolean operations is sort of like editing a group in Illustrator or InDesign. When you double-click, you enter an editing mode where you can select individual shapes. Students may find it tricky to edit the merged content. If they run into an issue with selecting, they can click away to deselect and try again.

Page 77, step 5: This is an important step. You can't go back from this point.

Convert to path makes the combination permanent. If you think you may want to break the combined path back into the original shapes, you might want to save a copy of it.

Page 77, step 8: Students may not see alignment guides when attempting to drag and align the smaller circle with the larger circle. They can always align the circles using the Align options at the top of the Property inspector.

Aligning content to the pixel grid

Pages 77–78: If precision counts, you will want to ensure that vector content is aligned to the pixel grid. Remind students that on the perfectly horizontal and vertical paths align to the grid.

Tip: If you want to "see" the pixel grid, you can select the artboard, turn on the Square grid and set the Square Size to 1.

Bringing in content from Adobe Illustrator

Pages 79–80: There are so many ways to bring artwork from Illustrator to XD. Which method you use really depends on what's fastest and what you are most comfortable with. I find that if you want to bring in entire artboards from Illustrator or have a lot of design content to bring into XD, opening an Illustrator file directly in XD to convert it to an XD project is one of the fastest and easiest methods.

Note: In order to open an Illustrator document (.AI) in XD, you don't need to have Illustrator installed.

Drawing with the Pen tool

Pages 81—89: This longer section covers drawing with the Pen tool in XD. If students already feel comfortable with the Pen tool in other apps, they will find the Pen tool in XD pretty easy to pick up.

The XD Pen tool is sort of like the Curvature tool in Illustrator and Photoshop. It draws straight and curved paths like the Pen tool in those apps, but it also allows you to select, add, move, and delete points without switching tools.

Page 81: This page has students open a lesson file that they can use to learn and practice in.

Drawing straight lines

Pages 81–82: This primer to the XD Pen tool has students practice creating straight lines. If your students are already comfortable with the Pen tool in other apps, have them select points in paths they draw and delete or move them with the Pen tool still selected.

Drawing curves

Pages 83–85: If your students are already comfortable with drawing a simple curve in other Adobe apps with the Pen tool, they can skip this section. It is meant as a primer to how the Pen tool works when drawing curved paths.

Changing path direction

Pages 86–87: Make sure that students create the cloud icon in this section. It will be used in later lessons!

Editing artwork with the Pen tool

Pages 88–89: In this section, students will edit existing shapes with the Pen tool. It's misleading because they will never actually have to select the Pen tool in the toolbar since it's accessible from any of the drawing tools.

Page 88, step 9: After dragging the path above the house shape, they may want to edit it further to match the top shape of the house.

Copying the cloud icon

Page 89: The cloud icon was created in the section "Changing path direction." If you skipped that section, have students open the Lessons > Lesson03 folder and open the L3_end.xd file. They can copy the cloud icon from the Icons artboard in that file to their file.

Working with UI Kits

Pages 90–92: UI kits are awesome. There are a ton of them out there if you look on the web. They are great for working faster so you don't have to reinvent the wheel, starting with industry standard icons and other, and more.

Downloading the UI Kit

Pages 92–93: A few caveats here. If students can't get to the Internet, or are on Windows, they can open the UI_kit_content.xd document In XD, located in the Lessons > Lesson03 folder and copy/paste from there.

Also, Windows users will not currently be able to install the Apple San Francisco font. That doesn't mean Windows users can't continue with the lessons. They will just see a missing font in the Assets panel when the XD file is open.

Opening and copying from the UI Kit

Pages 91–92: Ensure that students select the correct content (they will need to practice zooming in and out) and know that the UI kits will change over time.

Review questions

1 How do you replace missing fonts in XD?

2 What key is held down when drawing to constrain the proportions of a shape?

3 How do you edit anchor points on a shape?

4 What does the Square grid do when drawing with the Pen tool?

5 What is a Boolean operation?

Review answers

1 In order to replace missing fonts, in the Assets panel, you right-click the name of the font and choose to either replace the font or have it highlighted in the document where it is being used.

2 In order to constrain the proportions of a shape when drawing or transforming, you can press the Shift key.

3 In order to edit anchor points on a shape, double-click the shape with the Select tool to enter a shape editing mode.

4 The Square grid allows you to snap points to the cross-sections in the grid when creating or editing.

5 A Boolean operation allows you to combine shapes in different ways.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1 Open the L3_explore.xd file.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

- Add a Login and Register button to the home artboard.

- Have students create the icons found on the artboard named Icons.

- Have students add content from the iOS UI kit—the keyboard and the status bar.

3 Choose File > Close without saving the file.

LESSON 4: ADDING IMAGES AND TEXT

This lesson starts out by teaching students about the different types of assets, then has students import and work with all different types of assets. The lesson finishes with adding and styling text.

I wanted to draw your attention to the sidebar "Sizing raster images for Adobe XD" on page 97. If you want to be able to export production-ready assets when finished with your design, you will need to ensure that there is enough pixel data in each placed asset. For vector content (SVG, AI) you won't need to worry about any of this since that content is made of vector and is infinitely scalable. It's the image assets you place. This really makes more sense when you choose File > Export > Export Selection with something selected, to see the different number of assets generated for each file type. For instance, choosing PNG, and exporting for iOS, you get 3 PNG files at different sizes for every selected image in the design. When you place raster assets, the ruler of thumb is for web assets, make sure they are twice the size they are used in the design. For iOS, 3 times the size, and for Android, 4 times the size.

Starting the lesson

Page 96: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Assets and Adobe XD

Page 96–110: In the case of XD, assets are both vector and raster. You can bring in assets from a lot of different sources including Illustrator, Photoshop, Sketch, and other apps.

Importing an image

Pages 97–98: The reason the image is so large is because it is meant to be exported as an iOS PNG later. That means it should be 3 times the size used in XD. Because JPEG files are placed at half-size, it will be scaled to half size to the final sizing.

Page 98, step 6: By default, raster images are scaled proportionally when a handle is dragged. That is assuming that the Lock Aspect option is selected in the Property inspector, which it is, by default.

Importing multiple assets

Pages 99–100: I find that importing via drag and drop from a folder into XD is

the easiest since you can control where the images are placed in the document. By placing multiple images using the File > Import command, they are placed in a row in the middle of the document window and may sometimes seem to disappear since they are placed on an artboard and may be cropped.

Importing assets via drag and drop

Pages 100–101: Setting up to drag and drop may be tricky if the student doesn't know the keyboard commands for switching between open apps in their OS. Also, if students drag and drop images onto an artboard, the images may seem to disappear. That may be due to the fact that they have been associated with an artboard and image content outside of the bounds of the artboard will be hidden.

Replacing an image

Pages 101–102: You'll find that replacing raster images is one thing. Trying to replace vector graphics, such as an imported SVG file or other is another. For instance, if you import a vector logo composed of multiple vector objects, dragging another logo on top of the existing logo will most likely only replace a part of it.

Transforming images

Pages 102–104: Copy and paste between artboards is currently one of the best methods for adding the same content, in the same position, to each artboard. You can easily select a range of artboards and paste content on them.

Resizing an image in its frame

Pages 104–105: In step 3, students may accidentally deselect the image if they don't press and drag right on the anchor point. Have them double-click the image and try again.

Remind students that if they care about the resolution (quality) of the images for exporting, they need to be careful about scaling images too much (larger) since the larger they make raster images in XD, the lower the resolution,

Copying and pasting from Photoshop to XD

Page 106–107: If students don't have the latest version of Adobe Photoshop CC installed on your machine, in Adobe XD you can choose File > Import (macOS) or click the menu icon (☰) in the upper-left corner of the application window and choose Import (Windows). Navigate to the Lessons > Lesson04 > images folder and import the screen_header.png file.

Page 107, step 6: Students need to Command-click (macOS) or Ctrl-click (Windows) the layer thumbnail, NOT the name of the layer to make a selection from the layer content.

Opening a Photoshop file in Adobe XD

Pages 108–110: Opening a Photoshop file (.PSD) directly in XD is a great way to convert a PSD to an XD document. Almost all content from the PSD will be converted and editable in XD. Students do not have to have Photoshop installed to open a PSD file in XD.

Masking content

Page 111—117: There are two main ways to mask and the correct masking method for the situation should be used. You cannot easily convert from one mask type to another. Also, know that masked content that you export is cropped.

Masking with a shape or path

Pages 111–112: This type of mask provides the most flexibility, and the method for creating the mask is similar to applying a mask in Adobe Illustrator. You can edit the masking shape and the content that is masked. Using this method, you can also mask more than one selected object that doesn't have to be grouped.

Editing a mask

Pages 112–114: Editing a mask that has been applied using the Mask With Shape command is similar to editing anchor points on a path or image. Double-click to select either the masking object or the content that is masked. Pressing Esc will exit the edit mode.

Note that it may be difficult to see the masking shape if there is no border applied to it. Students can also look in the Layers panel to see and select the parts of the masked object.

Masking with an image fill

Page 115: This type of mask is great for wireframing because you can start your design with placeholder frames and later add images to them. There are fewer options for editing. Also, if you resize the shape with the Select tool, the image within will scale proportionally and always fill the mask shape.

Editing an image fill mask

Pages 116–117: You can now double-click an image fill and resize/reposition the image that is being masked. You cannot edit the mask independent of the image.

Working with text

Page 118–126: Working with text in Adobe XD is similar to working with text in Adobe Illustrator. There are two ways to add text: text at a point and area text. Text at a point is created by clicking and typing, and area type is created by dragging with the Text tool to create a text frame to type into. Students will quickly learn when to use which type. Point type is great for button text, headings, and more. Area type is great for paragraphs of text, and more.

Adding text at a point

Pages 118–119: The figures in the book show Helvetica Neue being used. If on Windows, students can choose another font or keep the default Segoe UI.

Note: Currently you cannot sync Adobe fonts from within XD but that may change in a future release.

Creating a text area

Pages 119–120: Creating type using this method is similar to working in InDesign. If, in step 2 on page 120, the student can't see the text, they may need to drag to make the text area larger after typing a little of the text.

The text area (frame) may be too small, like students see in step 5, page 120. The overset text indicator is pretty small and difficult to see at times. To see how much text is overset (hidden), students can click in the text with the Text tool. All of the text is then visible for editing.

I wanted to point out that you can convert between point type and area type easily by clicking either option in the Text section of the Property inspector.

Importing text

Page 121: Currently you can only import TXT (.txt) files. Also, if you copy and paste text from other applications, the text is pasted without formatting.

Styling text

Pages 122–124: Like we said previously, on Windows, students can use the default Segoe UI font if they want instead of the default macOS font of Helvetica Neue.

XD doesn't have a lot of text formatting options available, currently, but more are added all the time.

Note: in the May 2019 release of XD, uppercase, lowercase, title case, and strikethrough were added.

Duplicating text

Pages 124–126: This section was added to complete the text for that section.

Something interesting worth pointing out. With the Text tool selected and the cursor in text, pressing Esc once removes the cursor and allows you to edit the text frame. Pressing Esc once more deselects the text frame. Press Esc one last time and the Select tool is selected. Also, if you have the Select tool selected and double-click text, the text is selected and you can edit the text, BUT the Text tool is not selected.

Page 124, step 2, makes sure that students drag from within the text and not a blank area of the text box. Also, for steps 4–6, if they don't see the pink gapping appear along with the value, they may need to zoom in. Also, the text that they are dragging may be aligning to something else on the artboard.

Review questions

1 When you import a JPEG, what happens to the size?

2 Describe how to transform an image that has been masked with a shape.

3 Name the two methods for adding text with the Text tool.

4 What is overset text?

5 Name two ways to resize point type.

Review answers

1 When you import a JPEG using various methods, the image is automatically scaled at 50% in XD.

2 In order to edit an image that has been masked with a shape, you can double-click the masked content to enter an editing mode. You can then select and edit the masked image.

3 With the Text tool selected, you can either click and start typing to create point type or click and drag to create area type.

4 Overset text is text that doesn't fit in an area type object.

5 The two main ways to resize text in a point type object are to select the text object with the Select tool and drag the resize widget. Another method for resizing point type is to either select the point type object or the text within and change the font size in the Property inspector.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1 Open the L4_explore.xd file.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

- Add the Explore_Lessons > images > logo.svg file to the home artboard and change the color to white.

- Add text below the logo on the home artboard and format.

- Add text and format to the Places - Utah artboard.

- Import the header1.jpg and header2.jpg images into the gray boxes at the top of the web design artboards.

- Import one of the header jpegs onto the top of the "Places - Utah" artboard, scale it to size, then replace it with the other header jpeg.

3 Choose File > Close without saving the file.

LESSON 5: ORGANIZING CONTENT

Using the Layers panel, you can organize your artboards and control how content is exported, displayed, organized, selected, and edited. Within each artboard, you'll use arranging, grouping, positioning, and aligning to ensure that individual assets are organized and easy to access. In this lesson, you'll learn ways to organize the design content in your app design.

Starting the lesson

Page 130: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Arranging objects

Pages 131–132: If students are familiar with arranging content in other Adobe apps, they will not need to learn anything new in this section. Also, arranging occurs on each artboard. So, if you sent an object "to the back," it would be behind all content on that artboard.

I did want to mention that on Windows, the only ways to arrange content is to either right-click content and choose an arrange command from the context menu, press a keyboard command, or drag content in the correct order in the Layers panel.

Working with the Layers panel

Pages 133–141: The Layers panel is a very important part of working with XD. The Layers panel can be used to navigate artboards, content on artboards, and content on the pasteboard, as well as lock, hide, arrange content, and more. It would be beneficial for students to eventually learn the keyboard command for toggling the Layers panel open and closed: Command/Ctrl+Y.

Reordering artboards and layer content

Pages 133–134: Reordering content on a layer is something we do a lot to ensure that the content arrangement is correct in the design. Reordering artboards, not as much. You'll find that arranging artboards is up to the user. Sometimes it makes sense to arrange similar artboards nearer to each other or, if artboards overlap for some reason, the arrangement matters.

Selecting content using the Layers panel

Pages 135–137, Step 1: at this point, students could zoom in using any method.

Page 136, step 4: Students could also simply press Command/Ctrl+G to group content. Selecting grouped content is something that happens a lot in XD. When students learn more about grouping in the next few sections, it may make more sense. It might be best to describe what a group is at this point. If the students have a familiarity with grouping content in other Adobe apps, this probably won't be necessary.

Page 137, step 9: Clicking the arrow to the left of an artboard name of Pasteboard is the same as deselecting all content.

Locking and hiding content

Pages 137–139: Locking or hiding content directly on the artwork or in the Layers panel is up to the circumstance. If students are already in the Layers panel, locking and hiding is easily done in there.

If students feel comfortable using keyboard commands, they can lock and hide content in the Document window. Showing hidden content is done in the Layers panel so you can show specific content. There is no command such as Show All in XD.

Searching and filtering in the Layers panel

Pages 139–141: Searching and filtering in the Layers panel is a newer feature that is really useful. When you have a lot of content in your document, filtering by content type can speed things up. If you name your content, other than leaving the default object naming in the Layers panel, then searching based on name would also be helpful.

Working with groups

Pages 141–144: Groups in XD are the same as groups in other Adobe apps. Grouping is a way to keep content together and organize content in your design. As you'll see in XD, working with content within a group is more visual.

Creating a group

Pages 141–142: Creating groups uses the same method as creating groups in other Adobe apps. On page 142, step 5, students are asked to name the group because later, when this group of content is exported, the name in the Layers panel becomes the name of the exported asset. It's best practice to name content (within

reason) in the Layers panel. In other words, you may not need or want to name a dividing line you create on an artboard.

Editing content within a group

Pages 143–144: Editing content within a group without ungrouping is similar, yet different to other Adobe apps, like Illustrator. In other Adobe apps, like Illustrator, and XD, to edit content within a group, you double-click the group to enter an isolation mode. In XD, there is no isolation mode. In other words, you can select other content in the document without having to exit an isolation mode, like in Illustrator.

Double-clicking to select content within a group, then pressing Esc to select the parent element is something we do a lot in XD.

Aligning content

Pages 144–150: Like other Adobe apps, aligning content is not very different in XD. One thing worth mentioning, there is no align to key object in XD, like there is in InDesign or Illustrator. The align options are affixed to the top of the Property inspector and are active when certain content is selected.

Aligning objects to the artboard

Page 144: When aligning content to an artboard, you need to ensure that the content is on (assigned to) the artboard that you are trying to align it to. An easy way to see what artboard content is on is to select the content and look at the top of the Layers panel to see an artboard name.

If students wish to align a series of objects to the artboard that it's on, they need to group the content first. Otherwise, the selected objects will align to each other.

Setting up the icons for alignment

Pages 144–147: In this section, students will drag a series of icons from the Icons artboard. On page 146, step 6, make absolute sure that stud4nts press the Shift key to constrain the shapes as you resize them.

Aligning objects to each other

Pages 147–148: As was mentioned in the beginning of this section, there is not align to key object like there is in InDesign or Illustrator.

Distributing the icons

Pages 148–150: There are only two distribution options in XD: Distribute horizontally and distribute vertically. They work by distributing the *distance* between selected objects (making sure the distances are the same).

Positioning objects

Pages 151–155: There are several ways to position content precisely in XD. Two of those methods involve alignment guides and adjusting the X an Y values in the Property inspector. Alignment guides are something that students should come to rely on, depending on the situation, because they can help them work faster.

Aligning with temporary guides

Page 151: Alignment guides can be good and bad. Good when you want it, and bad when you don't. Remind students that alignment guides cannot be turned off, but they can be disabled when dragging content by pressing Command/Ctrl.

Setting gap distances

Pages 152–154: Gap distances in XD are one of the more useful features when it comes to alignment guides. Note that the gap distances students see will most likely not be whole numbers if the width of the selected content it not a whole number (3 instead of 3.5, for instance). In the case of content not being a whole number, the only way the gapping will show a whole number is if it matches a previously set gap that is a whole number.

Page 154, step 12: I have students drag the objects into the group in the Layers panel rather than attempt to add them to the group in the document because it's easier in the Layers panel, in this case.

Viewing distances with temporary guides

Pages 157–158: Seeing the distances between content can be a great way to match the distance of one object to another.

Fixed positioning

Pages 156–158: Fixing the position of content in XD is really useful in a lot of situations. The example we use in the book shows fixing a simple footer to the bottom of the artboard. Remind students that on artboards that are taller than their default size, that the fixed position object should be in the top part of the artboard that users will initially see.

Review questions

1   What happens to pasteboard content when artboards are aligned?

2   Explain why a group might be useful.

3   How do you align a series of selected objects to the artboard?

4   Why would changing the name of a group in the Layers panel be useful?

5   How do you temporarily disable alignment guides when dragging?

Review answers

1   When you align artboards to each other, the content on the pasteboard remains where it was and does not move along with any of the artboards.

2   Groups are useful for simple organizing artwork, applying appearance properties as a whole to artwork, transforming artwork as a whole, and more.

3   In order to align a series of objects to the artboard, you will select them and group them before aligning to the artboard. Otherwise, the objects will align to each other.

4   You don't have to rename a group, but renaming a group can make it easier to find content in the Layers panel later. Also, when you export assets, the name of the content in the Layers panel will become the name of the asset.

5   In order to disable alignment guides when dragging, press Command/Ctrl as you drag.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1 Open the L5_explore.xd file.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

- Group the "WORLD TRAILS" and "Your Hiking Guide" text on the home artboard. Change the color of the text in the group to white.

- Rename the group you created in the Layers panel.

- On the "Places - Utah" artboard, apply a layout grid and align the content to the left and right margins.

- On the "Hikes" artboard, align the footer icons and text to each other and the artboard.

3 Close the file without saving.

LESSON 6: WORKING WITH ASSETS AND CC LIBRARIES

In this lesson, students will explore a variety of useful concepts for working smarter and faster in Adobe XD, including saving colors, character styles, and symbols (components) in the Assets panel. You'll also explore the use of Creative Cloud Libraries to make design assets from other Adobe applications available in Adobe XD.

Starting the lesson

Page 162: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Managing assets with the Assets panel

Pages 163–186: Saving content in the Assets panel is an essential part of working with XD if you want to save time and effort. Know that, currently, the assets stored in the Assets panel are only available for the current document.

Currently, copying and pasting symbols (components) between documents pastes the symbol that is linked to the original document it is copied from.

Saving colors

Pages 163–165: A few things to mention about saving colors in the Assets panel. First, if the same color is already saved in the Assets panel, the option to save the color will be dimmed (you can't select it).

Page 164, step 7: Students may see different colors than what is shown in the lesson, and that's okay.

Page 165, step 9: You can only see and change the name of colors in List View, not in Grid View in the Assets panel.

Editing saved colors

Pages 165–166: Here's a tip. If students want to make a copy of a color and change the new color slightly, they can create a new color and copy/paste the HEX value from one color to another to use as a starting point.

If you delete a color from the Assets panel, it doesn't remove the color from wherever it was applied. It just means it's more difficult to apply to other content later and won't be easily updated across content.

Saving character styles

Pages 166–168: Character styles in XD are a combination of paragraph and character styles in other Adobe apps like InDesign or Illustrator. Unfortunately you can't change the names of the character styles saved in XD. They are named according to the font chosen.

Page 168, step 10, Tip: In the column to the left of the steps, there is a tip about double-clicking the name of a character style to edit it. You can only do this in List View.

NOTE: As of the May 2019 release of Adobe XD, symbols are now called **components**.

Creating symbols (components)

Pages 170–171: Symbols (components) are an amazing way in Adobe XD to work smarter. I would suggest getting students used to creating symbols (components) symbols (components) from almost anything they may reuse. With symbols (components) you can edit their names in List View in the Assets panel, but you can't organize them in any way. They are imply listed in the order in which they were created. If multiple symbols (components) are very similar, it can be difficult to tell them apart in the Assets panel list, that's why viewing them in Grid View can be easier.

Editing symbols (components)

Pages 171–173: When it comes to editing a symbol (component), as of the May 2019 release, you MUST edit the original symbol (component) instance for ALL instances to update. This is different from what the book shows. In previous versions, you could edit any symbol instance and all would update. Also, text and images in a symbol (component) are not updated across all instances when changed in one of those instances.

Page 172, step 10: As of the May 2019 update, the Push Overrides option is no longer available. You can only edit the master component or reset the current component to the master component appearance.

Breaking the link to a symbol (component)

Pages 173–175: Copying and pasting between artboards is currently the easiest way to add content in the same position on each of those artboards, since there are no templates in XD.

Page 174, step 8: You must double-click to edit the original component on the Hike Detail artboard in order for all of the components to change.

Linked symbols (components)

Pages 176–178: For this section there are no changes, but symbols are called components.

Updating linked symbols (components)

Pages 178–180: On page 178, step 3, the command is now called Edit Master In Source Document, NOT Edit In Source Document.

Breaking the link to a symbol (component)

Page 181, step 3: The command is now called Make Local Component, NOT Make Local Symbol.

Fixing missing linked symbols (components)

Pages 182–183: The command is now called Make Local Component, NOT Make Local Symbol.

Replacing symbols (components)

Pages 183–185: Make sure in step 10, page 184, that students see a highlight on the black status bar to replace it. If the black status bar doesn't show a highlight, it will not be replaced.

Making the footer a symbol (component)

Page 186: The students make the footer a symbol because it makes sense. It will appears across multiple artboards and needs to look the same.

Working with Creative Cloud Libraries

Pages 187–194: If students have worked with Creative Cloud Libraries in other Adobe apps, then they will be able to use them in XD since they are very similar in functionality. Know that currently, you cannot add content from an XD project to a CC Library. Only content that has been added to a library in other apps can be used. Also, if your classroom doesn't have access to services like CC Libraries, you can always work around it. The only sections students without access to CC Libraries will not be able to do are the sections titled "Using graphics from a CC Library," and "Using CC Library character styles."

Adding Photoshop assets to CC Libraries

Pages 187–189: Once again, without access to CC Libraries, you will need to have students skip to the next section, "Using CC Library character styles," and pay attention to the note on page 190.

Otherwise, make sure to use the latest version of Photoshop CC. If a future release of Photoshop didn't have the New Library From Document button, found in step 7 page 188, you could always have them drag the content, one layer at a time into the panel or select content and click the plus (+) at the bottom of the Libraries panel to add colors, text styles, and more.

Adding Illustrator assets to CC Libraries

Pages 189–190: Similar to adding assets from Photoshop to a CC Library, you can do the same in Illustrator. Know that students should have the latest version of Illustrator installed to perform these steps.

Page 189, step 6: I find that sometimes dragging artwork into the Libraries panel doesn't work—when you release, the artwork doesn't appear in the panel. If that happens, simply have them drag the artwork into the panel again.

Using CC Library character styles

Pages 190–191: Currently, there is no way in XD to update a character style found in the Creative Cloud Libraries panel. If you want to create a character style that could be updated and affect all text with it applied, you could save the formatting as a character style in the Assets panel.

Also, if students didn't have access to libraries in Photoshop, they should pay attention to the note in the left column for step 3 on page 190.

Using graphics from a CC Library

Pages 186–188: Dragging graphics from the Creative Cloud Libraries panel in XD is the best way to create linking to assets. This can be a big time saver later, especially if you have multiple instances of an asset that need to be updated. When you drag either vector or raster graphics from the Creative Cloud Libraries panel in XD, a link is created to the original graphic in the Creative Cloud Libraries panel.

Tip: If you Option/Alt-drag a graphic out and click to place the asset, it will be embedded in the XD file by default.

Editing library items

Pages 193–194: In order to edit an asset found in the CC Libraries panel, the student will need to have the latest version of either Illustrator and/or Photoshop. In the steps for this lesson, the students will edit artwork in Illustrator.

Review questions

1 Name a benefit of saving assets in the Assets panel.

2 How do you make edits to a symbol (component)?

3 Name a benefit of working with Creative Cloud Libraries.

4 What is a character style?

5 How is dragging a graphic from the Creative Cloud Libraries panel in XD different from importing that same asset (File > Import, copy/paste, or drag/drop)?

Review answers

1 There are several benefits to saving assets in the Assets panel. First, you can save and reuse content that you don't have to recreate. Second, you can maintain appearance consistency, and third, you can easily update colors, text styles, and symbols (components) in your document.

2 In order to make edits to a symbol (component), you double-click (or Command/Ctrl-click) a symbol (component) instance in the document and make edits in Symbol (Component) editing mode.

3 There are several benefits to working with Creative Cloud Libraries. First, you can save content in another app and reuse that content in XD. Second, you can maintain appearance consistency, and third, you can create links to graphics in your document.

4 A character style is a collection of text appearance attributes that are saved in the Assets panel.

5 Dragging a graphic from the Creative Cloud Libraries panel in XD creates a link to the library graphic. Using other methods of importing graphics embeds them in the document.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1 Open the L6_explore.xd file.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

- Save multiple colors from the document in the Assets panel. Update a few of the colors.

- Apply text formatting and save it as multiple character styles from the "Web 1366 – Home" artboard and apply to text found in the "Web 1366 – Places" artboard.

- Create a symbol (component) from the status bar on the home page and add to other app artboards.

- Open CC_Library.psd from the Explore_Lessons > images folder in Adobe Photoshop. Have students create a CC Library from the document.

- In XD, drag the image (Layer 0) from the Creative Cloud Libraries panel onto the gray box at the top of the "Web 1366 – Home" artboard.

3 Choose File > Save, and then close all open files.

LESSON 7: USING EFFECTS, REPEAT GRIDS, AND RESPONSIVE RESIZE

Adobe XD offers a variety of features that can add both functionality and pop to your designs, including drop shadows, transparency, and blurs. In this lesson, you'll explore those design features and learn about repeat grid—a feature that is sure to save you time when designing.

Starting the lesson

Page 198: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Applying and editing gradients

Pages 199–204: Gradients in XD are similar in functionality to gradients you find in Illustrator, InDesign, or Photoshop. Similar to Illustrator, in XD you can edit a gradient on the art by adjusting the direction and duration of the gradient, adding and removing color stops, but you currently can only edit the color of a selected color stop in the Color Picker found in the Property inspector.

Adjusting the direction and length of a gradient

Pages 203–204: Have students try adjusting the direction and length of a gradient on-art by dragging the gradient widgets. Note that the Color Picker for the fill color needs to be showing to adjust a gradient on selected artwork. You can also have them add new color stops on the selected artwork or in the Color Picker panel. To remove a color stop, it can be selected on the selected artwork and students can press Backspace or Delete to remove it.

In the Color Picker, a color stop can be selected and the students press Backspace/Delete or drag it away from the gradient slider are the top of the Color Picker.

Understanding effects

Pages 205–209: There are not a lot of different types of effects in XD, as compared with Photoshop or Illustrator, for instance.

Also, if an effect such as a drop shadow is applied to a raster image in XD and then exported, the effect is maintained in the final exported asset. You can't save effects as styles, but effects applied to symbols (components) are maintained.

Working with background blur

Pages 205–206: Background blur will prove to be one of the more useful effects in XD. It can be used to blur content for an overlay, such as a form, or to blur content under a menu or modal window, and more. As was mentioned in the book, the border and fill of the object with the blur applied doesn't matter since the shape is used to blur content beneath it.

When adjusting the blur effects, or any field in the Property inspector for that matter, you can click in the field and press the Up or Down arrows to change the value in the field. Press Shift+Up/Down arrow changes the value by 10.

Working with object blur

Pages 206–207: Object blur is very different from background blur. When you apply object blur to content, the object itself is blurred.

Applying a drop shadow

Pages 208–209: Drop shadows in XD are relatively straightforward and can be applied to almost any content, including text.

Using repeat grids

Pages 210–221: The repeat grid feature in XD is one of those features that students love. It's something most everyone loves, actually, because it makes creating certain types of repeating content easy. After going through this section, students should be thinking of the many ways they can utilize repeat grids in their designs. For instance, creating a calendar grid, or a hamburger menu (one line repeated), or sections in a list. The possibilities for using repeat grids is almost endless. As a matter of fact, in this section students will copy a series of stars to be added to the repeat grid they create. The stars themselves could have been a single star that was turned into a repeat grid. Repeat grids can be nested within other repeat grids.

In this section, students will learn how to create and edit a repeat grid. The biggest hurdle I find with the repeat grid and students is adding new content and ensuring that it all fits. On page 217, we begin to explore that topic.

Adding content for a repeat grid

Pages 210–211: This section is just a setup to gather content to be used to create a repeat grid. On page 211, step 4, the command Unlink Symbol is now Unlink Component.

If, for some reason, students don't see Unlink Component in the menu, it;s because the symbol is a local symbol (in that document only). They still need to break the link to the local symbol and can do so by choosing Ungroup Component in the menu.

Creating a repeat grid

Pages 211–213: You will need to select at least one object to create a repeat grid, but it can be a placeholder object meant to be replaced later. To work faster with repeat grids, I added a tip on page 211. You can also press Command+R (macOS) or Ctrl+R (Windows) to make a repeat grid.

Tip: tell students that if they need to add text to a repeat grid, they may want to think about the type of text object they add: point type or area type. Area type will lead to overset text and point type won't wrap (and will be cut off at some point).

Editing content in a repeat grid

Pages 213–216: The biggest issue we run across with repeat grids in knowing what can be edited based on what's selected. For instance, students spend more time than they need trying to select content in a repeat grid to edit it. It would be beneficial to have them Command/Ctrl-click to select content within a repeat grid to select just that content, rather than having to double-click. In a repeat grid that has a lot of content or more complex content, this selection method can save a lot of time.

Editing content appearance in a repeat grid

Page 217: It takes a little time getting used to selecting content within a repeat grid and also adjusting the repeat grid to show/fit everything. Make sure students understand why they need to drag the pink column indicator in step 2 on page 217.

Adding content to a repeat grid

Pages 217–219: The most challenging part of this section is ensuring that the repeat grid is in edit mode. Edit mode happens when you double-click any part of the repeat grid. If students aren't editing the repeat grid, then pasting the icon on page 218, step 5, will paste it on top of the repeat grid, not within.

Responsive resize

Pages 222–230: Responsive resize is a newer feature that will continue to be changed/added to over time. It is really useful when you are designing for responsive web design, for example, where you need to show multiple design sizes for a web page (mobile, desktop, etc.).

Know that while responsive resize is powerful, it will most likely not work perfectly in every situation. There is almost always a need to make design adjustments after using it.

Getting started with responsive resize

Pages 222–223: In this section, students will open a new file that contains 2 designs for a web page: the desktop size and the mobile size. Students are responsible for creating a tablet size using responsive resize to help them.

Responsive resize is a feature that needs to be turned on per artboard.

Grouping content

Pages 224–225: Grouping content before changing the size of an artboard with responsive resize on is one of the more important things you can do to help responsive resize. Grouping will move content together and treat it as a unit.

Setting manual constraints

Pages 225–228: Manual constraints are what you apply before resizing an artboard with responsive resize on. You set manual constraints if resizing isn't working for certain content. Warns students about spending too much time on setting manual constraints for content that isn't resizing properly. It may be faster to simply fix the content after the artboard is resized. You set manual constraints also if you plan on changing the size of an artboard more than once, or copying the artboard and resizing the multiple copies to save time later.

For more information on manual constraints, you can visit: https://helpx.adobe.com/xd/help/using-responsive-resize.html#Manuallyeditconstraints

Note: In the May 2019 release of Adobe XD, responsive resize will now work on symbols (components) the same way it does on groups of objects.

Review questions

1 What is a background blur?

2 What types of gradients can you create in XD?

3 Where do you adjust the color of a color stop in a gradient?

4 Briefly describe how to create a repeat grid.

5 What does ungrouping a repeat grid do?

Review answers

1 Background blur uses an object as an overlay to blur content that is behind. Most of the time, the overlay object that is used to blur content is a shape, and the color fill and border of the shape have no effect on the result.

2 In XD, you can create two types of gradients: linear and radial.

3 In order to adjust the color of a color stop in a gradient, you need to be in the Color Picker found by clicking the Fill color in the Property inspector.

4 To create a repeat grid, you first select content. You can then click the Repeat Grid button in the Property inspector or press Command/Ctrl+R to create a repeat grid from the selected content.

5 If you find that you need to edit the different cells in a repeat grid separately, you can always ungroup a repeat grid. This breaks apart the repeat grid and treats each cell as independent from the others.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1   Open the file named L7_explore.xd.

   This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2   Perform the following on this document:

   • Create a rectangle over the content on the "Home – 1" artboard. Apply a background blur, then drag the form content (to the right of the "Home – 1" artboard) onto the "Home – 1" artboard.

   • Apply a drop shadow to the home artboard logo and other content.

   • Create a repeat grid from the content on the Hikes artboard. Drag the images from the Explore_Lessons > images > repeat_grid folder onto the images in the repeat grid. Make other changes to the repeat grid content.

   • Apply a linear gradient to the Home artboard background.

   • Create a copy of the Web 1366 – Places artboard, turn on responsive resize an have students make the size smaller to match an iPad.

3   Choose File > Close without saving.

LESSON 8: CREATING A PROTOTYPE

A prototype is a way to visualize the navigation between artboards (screens) and is used as a tool for gathering feedback on the feasibility and usability of designs to save time on development. In this lesson, students will create a working prototype from their design using a variety of prototype features, and preview it locally in Adobe XD.

Starting the lesson

Page 234: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Starting with prototypes

Pages 235–246: For those students new to the web or app design process, the concept of prototyping may also be new. Prototyping is a way for us to test the feasibility and usability of our designs, yet it doesn't generate the actual code for the app or web design. It's only meant for testing.

Prototyping in XD is pretty easy, once you get the hang of how it works. It's also worth pointing out that connections can be made from an artboard to an artboard or from an object to an artboard, but not from an object to an object.

Design mode vs. Prototype mode

Page 236: Students will eventually be switching from Design to Prototype mode and back, as they make their way through a project. It can be easy to lose track of what mode you are in. It would be useful to learn the keyboard command for switching between the two modes: Control/Ctrl+Tab.

Setting the home screen

Page 237: The home screen in Prototype mode is the first screen that users will see when they view the prototype in browser or in the XD mobile app. The home screen is either the top-most, left-most artboard (if it hasn't been manually set) or the artboard set as the home screen. Most of the time, for a smaller app, students won't need to set the home screen since the home artboard (first screen users will see) is already in the top-most, left-most position.

As students proceed through this lesson and later on, make sure they keep the home screen in mind as they share their prototypes.

Linking artboards

Pages 238–239: Linking artboards or creating connections is pretty straightforward. Linking artboards may not be used as much as linking objects to artboards. In other words, if you add a button to an artboard, it will probably have the connection and be where users tap or click to link to another artboard rather than tapping or clicking the whole artboard.

Know that if you apply a link to an entire artboard, and then add a link to content on that same artboard, the content link will override the artboard link in that area.

Previewing links locally

Pages 240–241: Previewing locally is one method for previewing the connections made in a prototype. You can also test on device. For a quick test, just to see if certain connections settings may be correct, previewing locally is the best bet.

Before opening the preview window, ensure that the home screen is set or the home screen (artboard) is selected.

Editing links

Pages 241–244: To see all links, you can have students select all (Command/Ctrl+A).

When students have a lot of artboards, it can be difficult to drag the connectors from one artboard to another. If that is the case, they can click either end of the connector (a connecting handle) and choose the artboard they would like to be the target.

Copying and pasting connections

Pages 244–246: It's odd, but to copy a connection from one object to another, you copy the object with the connection and then paste the connection (not the object) onto other content.

In this section, students will import content and apply connections to that new content. On page 245, step 3, they create a rectangle. When you create connections from content to an artboard, the hotspot area the user will tap/click is determined by the size of the content. If that area is too small, you can create a new hotspot that is larger using a shape. In this section, students create a rectangle before applying a connection.

Taking prototypes further

Pages 247–266: In this rather long section, students will see the different (amazing) types of prototype connections they can create. From setting different triggers (like drag or tap) to the different types of actions you can apply (auto-animate, overlay, and more), students will be taken through them. If time is short in your class, you may want to pick a few and show only those.

Auto-animating content

Pages 247–249: Auto-animating is almost everyone's favorite action. Students will gravitate toward it and want to explore. To give them more ideas of how they can use auto-animate, take them to this link and download the Auto-animate kit: https://www.adobe.com/products/xd/resources.html#panel-3.

The easiest way to create an auto-animation is to design an artboard, make a copy of the artboard, then make changes to the new copy. The one rule that has to be followed when it comes to auto-animate is that in order for the content to animate between artboards, it needs to have the same name in the Layers panel.

Also, as a tip—if a student plans on having content slide off of an artboard (disappear), they can either set opacity for content to 0 on one of the artboards and drag it off the artboard.

Adding a drag trigger

Pages 249–250: Drag triggers are great for allowing users to drag in the prototype instead of tapping, to follow a connection. These are very useful triggers for creating the appearance of a slideshow, and more.

Sometimes you will find that the drag trigger is touchy—in other words it doesn't always work when you drag. That's okay, it happens to us all.

Page 250, step 5: As the students drag, they may see that the repeat grid moves up or down, as well as left and right. If both copies of the repeat grid (in this case) are not vertically aligned on both, then the up and down movement may happen when you drag in the Preview window. If that is the case, have students select the repeat grids on both artboards and align them vertically.

Setting up content for preserving scroll position

Pages 251–252: In this section, students will move several artboards to make room for a new artboard copy.

Preserving scroll position

Pages 253–254: Preserving scroll position is a must have prototype feature for long, scrolling artboards. In this section, I have students create the connection between artboards and see what happens they test out the link in the Preview window WITHOUT first setting the Preserve Scroll Position option.

Page 253, step 3: There is a note in the sidebar about the footer scrolling over the top of the content. You can have students bring the repeat grid to the front.

Setting up timed transition content

Pages 255–256: In this section, students duplicate an artboard multiple times so they can add a different number to each.

Setting timed transitions

Pages 256–258: Timed transitions can only be applied to artboard connections, not connections you create from content.

Page 258, step 7: If students click in any of the Countdown copy artboards, then the timing will just run. If they click in the Hike Detail artboard, they will need to "trigger" the action and click/tap in the artboard in the Preview window.

Setting up content for overlays

Pages 259–260: Overlays are on of my favorite features. They are useful for a wide range of prototyping examples from sliding menus to keyboards, and much more.

Note: In order to drag a connection from an object or artboard to something you want to use as the overlay, the content needs to be on an artboard.

Creating overlays

Pages 261–262: The reason why students were asked to make the artboard the size of the keyboard in the previous section is so that they could now drag to position the keyboard when it is overlaying the Memory artboard.

Adding a voice trigger

Pages 262–264: Voice triggers have a relatively specific use—most likely more on apps than websites. Also, users that are testing the prototype will need to know the exact phrase to repeat otherwise it won't work.

Note: As of the May 2019 XD release, when a prototype isn't responding to a voice command, you can troubleshoot that interaction in the desktop preview app — with a visual preview of what Adobe XD is hearing.

For more information on voice triggers and speech playback, visit: https://helpx.adobe.com/xd/help/create-voice-prototypes.html

Adding speech playback

Pages 265–266: Speech playback is an easy way to add a voice interaction. The user will only hear the response if the speakers on their device have their volume turned up.

Review questions

1   If the home screen hasn't been set, then which artboard is the home screen by default?

2   What is the keyboard shortcut for opening the local Preview window?

3   Describe how to copy an interaction from one object to another in Prototype mode.

4   When setting the action to auto-animate for a connection, what rule must the objects to be animated follow?

5   Which type of connection can you apply a timed trigger to (object to artboard, artboard to artboard, or both)?

Review answers

1   By default, the home screen is the top-most, left-most artboard in the document.

2   The keyboard shortcut for opening the Preview window is Command+Return (macOS) or Ctrl+Enter (Windows).

3   In order to copy an interaction from one object to another in Prototype mode, you can right-click an object with an interaction and choose Copy, then right-click another object that you want to add the interaction to and choose Paste Interaction from the menu that appears.

4   In order for objects to animate from one artboard to the next, they need to have the same name between the artboards in the Layers panel.

5   You can only apply a time trigger to a connection between two artboards.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1 Open the file named L8_explore.xd. Make sure they sync the Adobe fonts or replace the fonts with others if they don't have access to Adobe fonts.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

- Set the home screen.
- Add connections between artboards.
- Add connections between content and other artboards.
- Test the prototype locally using the Preview window.
- Create a link from one of the back arrows (<) at the top of the Login1 artboard and copy to the other artboards.
- Duplicate the "Places - Utah" artboard, make change to the copy, and auto-animate between the two artboards.

3 Close the file without saving.

LESSON 9: PREVIEWING A PROTOTYPE

In this lesson, students will preview a prototype locally in Adobe XD, create a recording of prototype interactions, and use the Adobe XD mobile app on a device to preview a prototype.

Starting the lesson

Page 270: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Recording on macOS

Pages 271–272: When it comes to recording on macOS, the audio can also be recorded. If you want to record the audio, in the Preview window, you can click the arrow to the right of the timecode and make sure that Enable Microphone is deselected.

Recording on Windows

Pages 272–274: On Windows, there is no default recording through the Preview window. However, you can record using the Game Bar app which should be installed by default on Windows. If it isn't installed, you can visit the Microsoft Store on the device and install it before attempting to record it.

Previewing on a device

Pages 275–284: In order to preview on device, there are a few requirements to start: a supported device (iOS or Android), an Internet connection, and the Adobe XD app. Note that the initial setup is same between macOS and Windows.

Setting up

Pages 275–276: Setting up really comes down to installing the Adobe XD app on a device and signing in with the same Adobe ID as the one used in the XD desktop app. This may be tricky if the students don't have an Adobe ID that they can use.
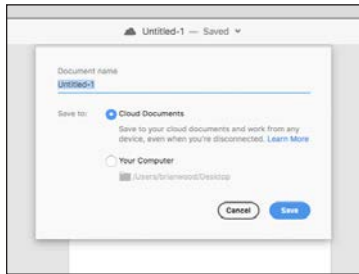
Previewing via USB

Pages 276–280: Like you've read, this feature is currently only available on Windows if users are using an iOS phone. I've found that when I connect the device via USB, iTunes launches which is how the device is recognized by my computer.

Previewing cloud documents

Pages 281–284: If the students don't have access to saving as cloud documents, then they won't be able to test on device using the method described in this section. Note that the syncing from Adobe XD on the desktop to the cloud may take quite some time, depending on the XD file.

Note: In the May 2019 XD release, the interface for saving cloud documents has changed. The dialog now looks similar to this:

Review questions

1 On Windows, what app is required to record a prototype?

2 What is required when attempting to preview on a mobile device?

3 On which OS(s) is previewing via USB available?

4 What happens if the USB? cable is disconnected when previewing an app on device?

Review answers

1 On Windows, if you wish to record a prototype, you will need to have the Game Bar app installed.

2 When you want to preview a prototype on a supported mobile device, you will need a supported mobile device, an Internet connection, the Adobe XD app installed, and an Adobe ID.

3 Previewing via USB is currently only available on iOS and Windows.

4 If the USB cable is disconnected when previewing a prototype, the prototype on cached on the device, so it will still appear. Any changes made to the prototype in Adobe XD on the desktop will not appear on device.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1   Open the file named L9_explore.xd.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2   Perform the following on this document:

- Record the prototype using the Preview window.

- Preview the app on device using USB.

3   Close the file without saving.

LESSON 10: SHARING DOCUMENTS, PROTOTYPES, AND DESIGN SPECS

Sharing your projects with others is an important part of the design cycle because it allows you to gather feedback in the form of comments, and much more. In this lesson, students will learn about different methods for sharing a prototype, learn how to work with comments, and manage shared prototypes.

Starting the lesson

Page 288: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Methods of sharing

Pages 289–318: In the introduction to this section, there are three options for sharing your documents: using Share Document, share for review, and share for development. As of the May 2019 update to XD, the Share Document option is now Invite To Edit.

The biggest differences between the methods of sharing is that Invite To Edit shares the actual XD file and the other two share a link to a web version.

Sharing a cloud document

Pages 289–292: Throughout the book, students save their documents as local documents—on their machines. In this first section of this chapter, students will learn how to share an XD document. In order to share an XD document using the Invite To Edit command, it needs to be saved as a cloud document first. In this section, in order for students to share a document, they need to have an email address to send the document to. It may be best to pair students so they can send it to each other or have them send it to the instructor (you).

 If students don't have access to saving to the Creative Cloud, then you can skip this section.

On page 290, step 2, the command is Invite To Edit, not Share Document.

On page 290, step 3, students will no longer see the message. Instead, if the document is not saved as a cloud document, the save dialog will immediately open, inviting them to save the document as a cloud document.

Sharing a prototype for review

Pages 293–296: In this section, students will see how to publish the prototype. You need to be aware that published (shared) prototypes are associated with an Adobe ID and are saved in the Creative Cloud tied to that Adobe ID. So, if a number of students were using shared IDs, each of those prototypes would be stored in the same account and same Creative Cloud storage.

Note that if a large enough prototype is shared, depending on the Internet connection speed, it may take a while to upload.

Page 294, after the figure for step 5: The icons for copying, embedding, and viewing the prototype are gone and are now replaced by a link at the bottom of the panel and the text "Copy Link," and "Copy Embed Code."

Updating a shared prototype

Pages 297–300: Students need to be aware of what it is that they are sharing. Remind them that the home screen determines what is shared. If they plan on sharing a different part of their design, they will need to assign the home screen to another artboard.

As students practice and share prototypes and design specs all of those shared links will be saved in the Creative Cloud. You may want to clear those out after a while if the Adobe IDs are assigned to a lab or other (not to the individual). You will learn more about removing shared links in the last section, "Managing shared links" in this lesson.

Commenting on a shared prototype

Pages 300–302: Users can comment on both shared prototypes and also shared design specs (sharing for development). In this section, they explore how to share a copy (version) of a prototype, turn on commenting, and view the prototype in the browser where they can add comments.

Page 301, step 4: The icon for viewing the prototype link is gone and has been replace by a link at the bottom of the panel.

Pinning comments

Pages 303–304: Pinning comments is one of the more useful ways to work with comments. It can be done in the browser a few ways. You can either click the pin icon and click in the design before adding the comment text or add the comment text, then click the pin icon to place it in the design. Pinned comments are per artboard.

Working with comments

Pages 305–308: In this section, students will be shown how to reply to comments, how to mark them as resolved, and more. On page 307, step 7, students are shown how to filter comments. Filtering is a great way to show comments by reviewers, by date, and more. Filtering is the only way to show resolved comments currently.

Sharing design specs

Pages 308–312: Sharing design specs is usually (not always) done at the end of the process when you are ready to move on to production. The process of sharing design specs is very similar to sharing a prototype, but like sharing prototypes, it can take a while depending on how big the original design file is and the type of content (large images, etc.).

Users can comment in design specs as well as when viewing a prototype in browser.

On page 312, step 10, the icon for viewing the design specs in the browser is gone and has been replace by a link at the bottom of the panel.

Inspecting design specs

Pages 312–316: The features found in the browser will definitely change over time. If I were you, I would explore those features before the class you are giving to make sure that what you see matches your expectations. Note that viewing design specs in browser is not meant to preview the connections created, rather simply view where those connections are.

When students view design specs, only the artboards that have a connection (directly or indirectly) to the Home artboard are published.

Page 314, step 6: Viewing targets in seemingly hit and miss. If you apply a connection to a group of content in Prototype mode in XD, you most likely won't see the target in the design specs in the browser because selecting in the browser selects individual objects, not the group that the connection is applied to.

Updating design specs

Page 317: Updating design specs is very similar in process to updating a shared prototype. Once again, know that every version of a shared prototype or design specs is saved in Creative Cloud, associated with the Adobe ID logged in to Adobe XD.

Managing shared links

Page 318: Managing shared links is very important when trying to recall a previously loud comment, shared prototype, or design specs. Looking at a previous prototype or design specs can also be a great way to view past comments (since they are stored on each artboard in the prototype).

Like was said previously, managing shared links is also where you go to remove old prototypes or shared design specs.

Review questions

1   Briefly describe the difference between a shared prototype and shared design specs.

2   Name a few reasons why you may want to share a prototype.

3   Is an Adobe ID required of a user when they wish to comment on a prototype?

4   What can you do with shared prototypes when managing them in the browser?

5   In order to view design specs in the browser, what must users do?

Review answers

1   A shared prototype allows users to view and test the prototype in the browser, even allowing for feedback via commenting. Shared design specs are useful for reviewing the flow of screens, viewing design specs such as text formatting, and copying both content (text, for instance) and formatting.

2   You may want to share a prototype to gather feedback on the design, present the design to stakeholders, embed the prototype in a website or blog, and more.

3   When viewing a prototype or design specs, guest commenting is allowed.

4   When viewing shared prototypes in the browser, you can comment (if it is enabled), test the connections (links), view the design, and more.

5   In order to view design specs in the browser, a user only needs the link to the design specs, a browser, and an Internet connection.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1 Open the file named L10_explore.xd.

   This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

2 Perform the following on this document:

   • Have students share a document as a cloud document with one another (Invite To Edit). Have them make edits to the document that is shared with them to see the notifications and process.

   • Share (publish) the app prototype.

   • Preview it in the browser.

   • Send the shared link to another student (if possible) and have each other open their app in browser and make comments.

   • Update the app and create a new link (version) of the app prototype.

   • Have students delete one of their shared prototypes.

   • Publish and preview the design specs.

   • Update the design specs and publish a version.

3 Close the file without saving.

LESSON 11: EXPORTING AND INTEGRATION

At the end of the design process, after students have shared a working prototype, gathered feedback, and implemented the suggested changes, they can share design specs and export production-ready assets for development. In Lesson 9, "Sharing Your Prototype," students learned how to share their designs and prototypes with others, most likely to gather feedback. In this lesson, they'll learn how to share design properties of their files in the form of design specs, and export assets.

Starting the lesson

Page 322: Since this section in each lesson is meant to show the completed lesson file (for that lesson), you can skip this section if time is at a premium.

Exporting assets

Pages 323–333: This section covers exporting production ready assets from XD designs. You will find that without proper setup of image data in the XD file, the exported raster assets may be larger in file size than they should be or they look bad. In the lesson on images, we discussed ensuring that any raster images (JPEG, PNG, etc.) need to be large enough in pixel dimensions to ensure that XD could create multiple sized versions of each asset. Also, when it comes to placed image sizing, simply making images huge (very large) and scaling them down may mean that the exported raster assets are too large in file size.

Exporting as PDF

Pages 324–325: Students may want to export the design as a PDF to share with others. In the version of XD that came out right before the book was going to press, an option to batch export, export selected content, or export all artboards appeared. In this section, students export all artboards at once, and choose PDF for the option. If students want to export selected artboards as a PDF, they can select the artboards in the document, then choose File > Export > Selected (macOS) or click the "hamburger menu" and choose Export > Selected (Windows).

Note that any connections made in Prototype mode will not be retained in the PDF.

Exporting as SVG

Pages 325–327: Exporting as SVG (Scalable Vector Graphics) will be one of the more important formats students will export as since SVG is the chosen format for most vector content. When exporting selected content as SVG, students need to be careful about saving text in SVG since the text will remain text as will require the

applied font (which isn't sent with the SVG file). You can convert text to outlines (shapes) by selecting the text object and choosing Object > Path > Convert To Path (macOS) or right-click on the text object and choose Path > Convert To Path (Windows)

It is interesting that on Windows, you currently cannot change the asset name when exporting. That means students on Windows need to make sure that the name of the content is what they desire in the Layers panel before exporting.

Exporting as PNG

Pages 327–329: PNG is a raster image format, which means that if you are exporting for web or app, you will most likely export multiple sized version of each asset saved as PNG. This is where the original image sizing in the XD file needs to contain enough pixel data (be large enough in pixel dimension to ensure that all sizes look good). For more information on exporting as PNG for apps and setting the "Designed At" option, refer to the sidebars "Export PNG for iOS," and "Export PNG for Android."

If students export PNG and find that the assets generated are too large in file size or not of sufficient quality, they will either need to replace the placed images with images of sufficient size/quality or they can further compress images after the fact using a tool designed for further image compression.

Exporting as JPEG

Pages 332–333: The Design option will export a single JPEG at the same size as found in the XD file. The Web option will generate two sized assets, one at 1x and another at 2x. Of course, like PNG, when you choose an option other than Design, you will also see an option for "Designed at." You must choose what size the artboards were created at, 1x or 2x. Note that there are currently no options for exporting to app when exporting as JPG.

Using plugins

Pages 334–340: In this section, students install and use a plugin in their XD project. Plugins are newer to XD and there are more and more added every day. I'm hoping that the plugin I chose for the lesson is still there down the road. If not, you will need to choose another.

Installing a plugin

Pages 334–335: to install a plugin, students will need to have an Internet connection. After a plugin is installed, it will be available in the Plugins menu going forward.

You may want to have students explore the plugins available. A popular plugin is the Web Export plugin for exporting HTML and CSS.

Using a plugin

Pages 336–338: Using the UI Face plugin is easy and straightforward. Almost every time I use it there is an error. If students receive an error, have them run it again with the content still selected.

Review questions

1 Of the file formats for exporting, which is the most suitable for retaining vector artwork properties?

2 Where can you go to change the name of assets before exporting?

3 When exporting to certain file formats, why are multiple sizes exported?

4 Briefly describe what a plugin is.

Review answers

1 The best export file format for exporting vector content is SVG.

2 Before exporting assets, you can change the name of the content in the Layers panel. The name of content in the Layers panel becomes the name of the exported asset(s).

3 Multiple sizes are generated for raster assets to allow for viewing in different screen sizes across devices.

4 A plugin is In Adobe XD are used to enhance your design workflow by automating complex and repeat tasks and enabling deep integrations with external tools and services.

Exploring on your own

Now you'll experiment with a few of the tools you learned in this lesson.

1   Open the file named L11_explore.xd.

This file is included in the instructor notes Zip file you downloaded from here: *<<Insert link>>*

- Export all artboards in the document as a single PDF.

- Export selected assets like the home artboard logo as SVG.

- Install another plugin (such as the calendar plugin) and use it.

2   Close the file without saving.