

Section 1

Creating New Files & Designing On A Grid

- Creating A New File
- Setting Up Artboards
- Importing Text
- Creating Colored Backgrounds For Text

Importing & Cropping Photos

- Importing A Photo As An Image Fill (crop A Photo)
- Rounding Corners

Vector Graphics, Colors, Shadows, & More

- Importing & Modifying Vector Graphics
- Aligning & Distributing Layers
- Layer Opacity Vs. Fill Opacity Reusing Colors (color Swatches)
- Adding A Drop Shadow

Character Styles

Creating & Editing Character Styles

Character Styles

Creating & Editing Character Styles

Section 2

Repeat Grids

Creating & Editing Character Styles

Components (Reusable Elements)

- Creating & Editing Components
- Overriding Content In One Instance Vs. Globally Updating All Components Detaching From A Component
- Components Versus Repeat Grids

Turning a Design into a Clickable Prototype

- Linking Between Artboards
- Previewing The Prototype
- Creating An Overlay
- Background Blur
- Fixing The Position Of Elements So They Don't Scroll
- Making A Recording Of A Prototype

Exporting Assets for Web: SVG, JPEG, & PNG

- Exporting individual assets
- Exporting artboards

Sharing Xd Files (for Review, Developers, Etc.)

- Sharing An Xd File
- Commenting On Shared Files
- Pinning A Comment
- Updating An Existing Shared File
- Sharing For Development

Section 3

Stacks, Padding, & Responsive Resize

- Creating A Stack & Adjusting The Spacing
- Rearranging & Adding Items To A Stack
- Responsive Resize, Stacks, & Padding
- Keystrokes For Working With Stacks & Padding
- Nesting Stacks (stacks Within Stacks)

Linking Up/Down a Page & Scrollable Areas

- Making Links that Scroll Up/Down a Page
- Making the Navbar Fixed to the Screen
- Adjusting the Position & Speed of the Scroll
- Creating a Scrollable Area Within a Page

Intro to Auto-Animate

- The Basics of Auto-Animate
- Different Kinds of Easing
- Adding a Timed Animation

Parallax Animation

- Setting Up the Parallax Assets
- Building the Parallax Animation

Component States (Hover & Toggle)

- Setting Up the Parallax Assets
- Building the Parallax Animation

Section 4

Creating 3D Transforms

- Adding 3D Transforms
- Front to Back versus Z Position

Adding Interactions to a Slideshow: Tap, Drag, & Keys

- Creating a Working Slideshow Prototype
- Adding Tap Interactions
- Adding the Ability to Drag
- Adding Keystrokes

Time Interactions & Adding Audio (Sound Effects)

- Adding a Drag Interaction
- Adding a Time Interaction
- Adding a Sound Effect
- Adding a Keystroke

Shared XD Libraries

- Publishing a Library
- Using an XD Library















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