

ADOBE XD DOCUMENTATION

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Summary—

I started using Adobe XD right away through this program and I've really grown to love it. I'm so comfortable with it and I know the ins and outs of the application. There is still plenty for me to learn but I feel comfortable showing others what I know. I love designing in it and I can design something really fast within the app. I have also become familiar with Figma and I see the pros and cons of both Figma and Adobe XD. I think the biggest difference between them is working together with co-workers. I will explain more through this documentation.

What is Adobe XD—

Adobe XD is build for UX Designers. The application allows them to draw up wireframes, test different designs and implement them through prototypes and live examples. The application allows you to make different dartboards and then create different products for websites, applications, and everything in-between. I've even build documents and resumes through Adobe like this document. I prefer to create a document in here vs word or google docs because it allows me full creative freedom. If I want text or images in certain locations, then I can make that happen.

XD is a product developed by Adobe Systems and has been around since 2016. Adobe knew that UX Designers would need a space to create designs and then prototype them with linking different dartboards together. It definitely has missing features but they are adding to the application frequently. The application works well in the Adobe Ecosystem and they want it to feel familiar to their other famous products like Photoshop but keep the app simple to use and intuitive.

Pros

- Adobe Ecosystem
- Guides
- Assets
- Character Styles
- Symbols
- Prototypes
- Plugins
- Import / Export
- Free Starter App

Cons

- Collaboration
- No Bottom Guides
- Not Web Based
- Updates Break Collaboration
- No Dark Mode
- No Font Imports
- Lack of App Customization
- Starter App Lacks Features
- Learning Curve

Observations—

Adobe XD is a great application. It definitely took some learning to understand the app and what it's purpose is, but I truly do enjoy using it. It's my go to app for designing anything. I've designed the traditional website, but I've also designed icons and other items that are traditionally built in other applications like Adobe Illustrator. I've just become so accustomed to XD that I prefer using it if I can.

The application is far from perfect. I feel like if they could update certain items, then they could really be the leader in a UX application. For example, the guides in the application are my favorite feature. This really makes it stand out against Figma. You can drag from the top and left side and create guidelines to follow and use throughout your design. The problem is if you have a really tall or wide artboard, you have to go to the top or left and drag the guide all the way to the bottom or to the right. They should make the guides available to make in the bottom or right side. The best would be a short-cut to just make a new guide where your mouse is.

The collaborations is where they lack the most. They recently implemented a collaboration option like Figma, but it often doesn't work properly or it breaks with updates. I wish that they had a web based system like Figma.

With these two main feature updates, they could really shine and be one of the best UX applications. They already have the ecosystem of other Adobe products so it doesn't take much. I would definitely recommend you try out XD if you haven't already and you're interested in Design and prototypes.