

## **Intro to Adobe XD:**

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## **XD and Other Prototype Programs**

- XD is just one of many interfacing programs out there
  - Sketch and Invision are very popular and currently prominent in the web design field
- Prototyping tools are the tools to help you make product creation faster and much more effective.
  - Today's clients are looking for interactive prototypes. These prototypes give you an overview of your design, interactions, and ideas.
- Prototype tools should be used for projects such as wireframes, apps, mobile, tablet and desktop designs
  - They should not be used for vector graphics, print, and logo designs

## **Creating a Document:**

1. Open up the XD application
2. Select what type of project you want and what dimensions you are working with
  - a. XD is for designing anything related to UX/UI, whether it's a mobile, tablet or desktop design.
    - i. You do not use XD for print design.
  - b. It's worth noting if there are parts of Google, IOS, or Microsoft that you need for the design, use the UI Kits available on the Open Screen.
3. Once you have an artboard open, click the top left text and rename it to be specific to what the artboard will be
  - a. For example, if you are designing the login screen on this artboard, name it "Login"
4. Set up your Layers

## **Tools in XD:**

1. The Rectangle and Ellipse tools
  - a. These create rectangles, squares, circles and ovals on your artboards, just like in Illustrator or Photoshop.

- b. They can be filled or outlined with color, or you can fill them with a photo which will automatically have a clipping-mask effect and fill the shape with the photo.
- 2. The Line and Pen Tools
  - a. Again, similar to the Line tool in Illustrator. This can be used to make lines of varying lengths and thickness.
- 3. Artboard Tool
  - a. Creates a new artboard (you can select a new size of the artboard, options appear on the right when this tool is selected)
- 4. Zoom Tool
- 5. The Assets Library
  - a. This is a centralized place to save Colors, Character Styles, and Symbols to reuse without having to re-create them
  - b. To save something to the Assets Library you select it and click the “+” under the correct Assets type in the library
- 6. Layers
  - a. Just like in other Adobe programs, you can arrange assets in your document in layers
- 7. Align Tools
  - a. Aligns selected assets, just like in other Adobe programs
- 8. Repeat Grid Tool
  - a. This is a lifesaver when it comes to repeating shapes, text, and just about anything you make in XD
  - b. You can also adjust the spacing between the repeated objects
- 9. Add, Subtract, Intercept and Exclude Tools
  - a. Acts the same way as in Adobe Illustrator
- 10. Grid-Layout Tool
  - a. You can select Square or Layout grids to overlay on the artboard and help guide you as you design your layout

## **Exporting Your Document**

- 1. To share a document as a prototype or live link
  - a. Click the blue share button in the top right
  - b. Share As..
    - i. Allows you to save it to your Adobe Cloud account
  - c. Share for Review
    - i. Publishes a web link to view a live prototype

1. This is my preferred method of sharing docs to clients
      - d. Share for Development
        - i. Exports the document with Design Specs for developers to build the design
    2. To export your document in the traditional PNG, JPG, PDF format
      - a. Click File -> Export -> Selected or All Artboards