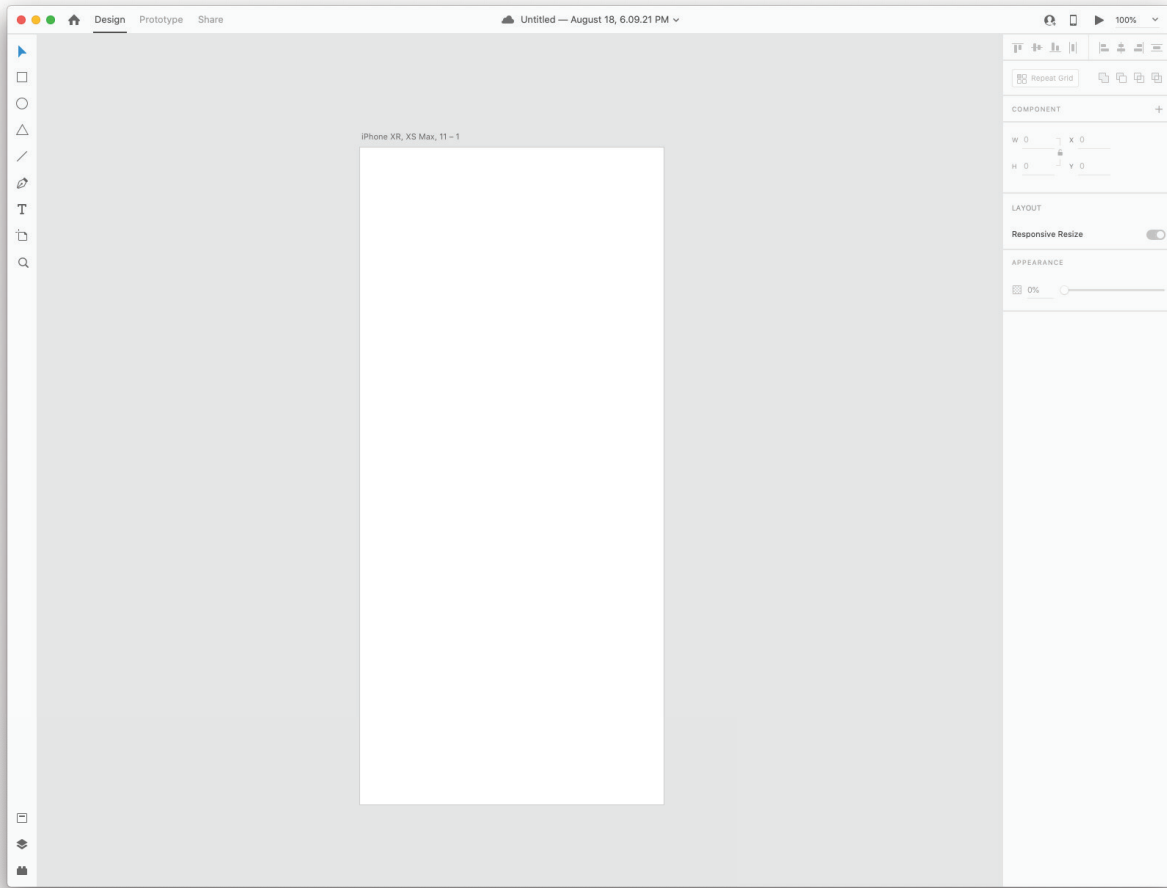# Adobe XD

Adobe XD *(an industry standard application created for designing and prototyping user experience for web and mobile apps.)* and to begin thinking about UX *(user experience which focuses on how something works and how people interact with it)* and UI *(user interface which focuses on the look and layout).*

Just as a small note Adobe XD is updated every few weeks. The program is still in its infancy and growing with users giving feedback as to things they would like to see implemented. This is going to be a very basic rundown to get you started using XD. You can explore further to see stuff they have implemented since only last week. Advance stuff like Animations are one thing to look into.

When starting up XD and creating a new project you'll find it isn't that different from most Adobe programs. We have our main work area with Artboards in the center. Tools on the left and adjustments (think palettes) on the right.

This is a vector based program so the tools are what you would expect to find in Illustrator and InDesign (of course with a few small differences). Although a couple differences are you will need to know a few keyboard commands to make things work since the tools have been distilled to the very basics.

▶ - Select (v) ╱ - Line (l)

T - Text (t) ⟋ - Pen (p)

▢ - Rectangle (r) ⌐ - Artboard (a)

○ - Ellipse (e) ✋ - Hand (space bar)
*not found with the tools this in the same short cut as all Adobe programs.*

You can use the magnifying lens or use Cmd +/- to zoom in and out.

When you select the Artboard (a) tool the right side displays the different built in (industry standard) artboard sizes for your project.

< In this case it is displaying different device sizes for Apple, Google, Microsoft, and some good starting sizes for Web. Double clicking on any of these will insert an artboard of that size into your project window.

MOBILE

iPhone X, XS, 11 Pro	375 × 812
iPhone XR, XS Max, 11	414 × 896
iPhone 6, 7, 8 Plus	414 × 736
iPhone 6, 7, 8	375 × 667
Google Pixel 3XL	412 × 847
Google Pixel 4, 4XL	412 × 870
Samsung Galaxy S10	360 × 760

TABLET

iPad, Nexus 9	768 × 1024
iPad Pro 10.5in	834 × 1112
iPad Pro 11in	834 × 1194
iPad Pro 12.9in	1024 × 1366
Samsung Galaxy Tab10	800 × 1280
Surface Pro 3	1440 × 960
Surface Pro 4, 5, 6	1368 × 912

WEB/DESKTOP

Web 1920	1920 × 1080
Web 1366	1366 × 768
Web 1280	1280 × 800

SOCIAL MEDIA

Twitter Post	1012 × 506
Twitter Header	1500 × 500
Facebook Post	1200 × 630
Facebook Cover	820 × 312
Instagram Post	1080 × 1080
Instagram Story	1080 × 1920
Youtube Video	1280 × 720

WATCH

Watch 38mm	136 × 170
Watch 40mm	162 × 197
Watch 42mm	156 × 195
Watch 44mm	184 × 224
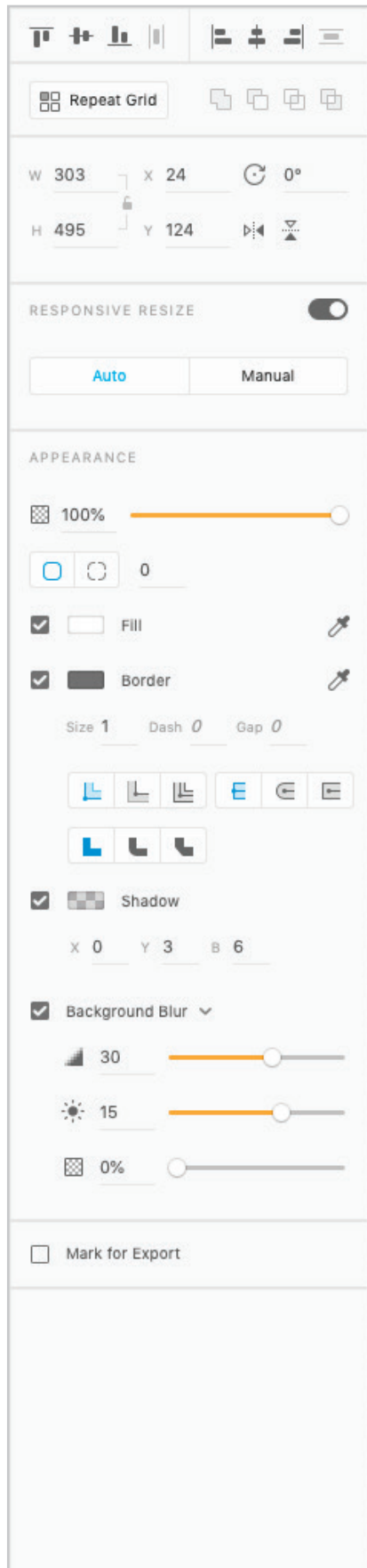
When any of the other tools are selected you get an adjustment area that gives you options for:

Alignment

Width / Height, X / Y coordinates, Rotation, and Flipping

Responsive Resize:
this helps when prototyping a website that will need to be viewed in an array of sizes and need text and images that can resize to fit the space better. (not really needed for our apps as much but good to keep in mind)

Text:
    Font Choice
    Pixel Size / Font Style
    Kerning / Leading (line-height) / Space After
    Horizontal Alignment / Vertical Alignment
    Text Adjustments (All Caps, All Lowercase, Initial Caps /
    Supercript, Subscript / Underline, Strikethrough)

Appearance (this can be for type, shapes, and imported images):
Opacity

For the remainder you need to check off the box to implement the setting on the object and its subsettings:
    Fill Color
    Border Color
        Border width (pixels) / Dash length / Gap length
        Border alignment / Cap ending
        Corner Style
    Shadow
        X offset / Y offset / Blur
    Background Blur
        Blur amount
        Blur brightness
        Blur opacity

Mark for Export
*This is used to export parts of your design as assets for the building of an app or site. A fun fact, when creating apps we need to export assets at 1x, 2x and 3x their sizes to make up for things like high retina screens. This used to be done one at a time in programs like Photoshop and took a **very, very long time.** With XD you just check mark for export for each assets and tell it to do @1x, @2x, and @3x and it will do all the work for you. We don't need this for our projects but it is good to know about.*
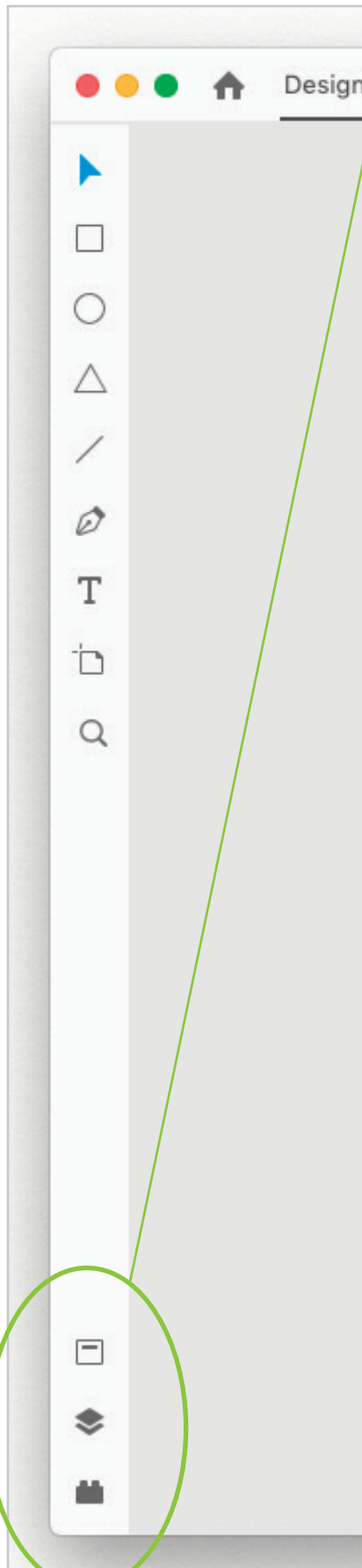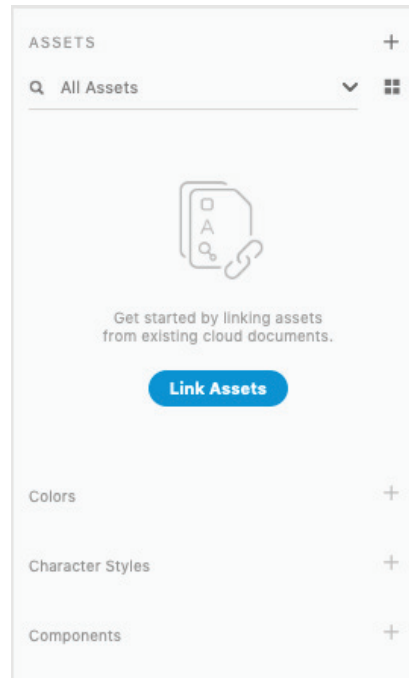
Now that we have gone over the tools lets take a look at the extras at the bottom. These are sections for your:
Assets *(Shift+Command+Y)*
Layers *(Command+Y)*
Plug-ins *(Shift+Command+P)*

The Assets work like Stylesheets and Swatches in other Adobe programs. You can set a particular item say like Headers (h1) to a specific font, size, color and style then save this to your Assets area and then when you go to set another Header (h1) you just type the text and click the Asset shortcut to set all the specifics you had for the style. Also like stylesheets if you decide to make a change then all items with that Asset style assigned to them change as well. Really helpful when your prototype is 50+ artboards *(which by the way is a small app)*.
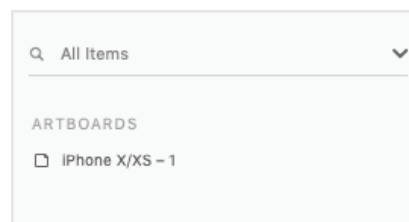
The Layers work a bit like Illustrator. Each Artboard is listed and then all of the items become sublayers of that artboard. You can rename these artboards here to make things a little easier to keep organized *(double-click on the name, in this case iPhone X/XS-1 and then rename it what you want, preferably something descriptive so you can identify that artboard easier in the future.)*

As for Plug-ins that is 3rd party plug-ins that you have downloaded and installed. In order to run its functionality you need to go through this Plug-in window.
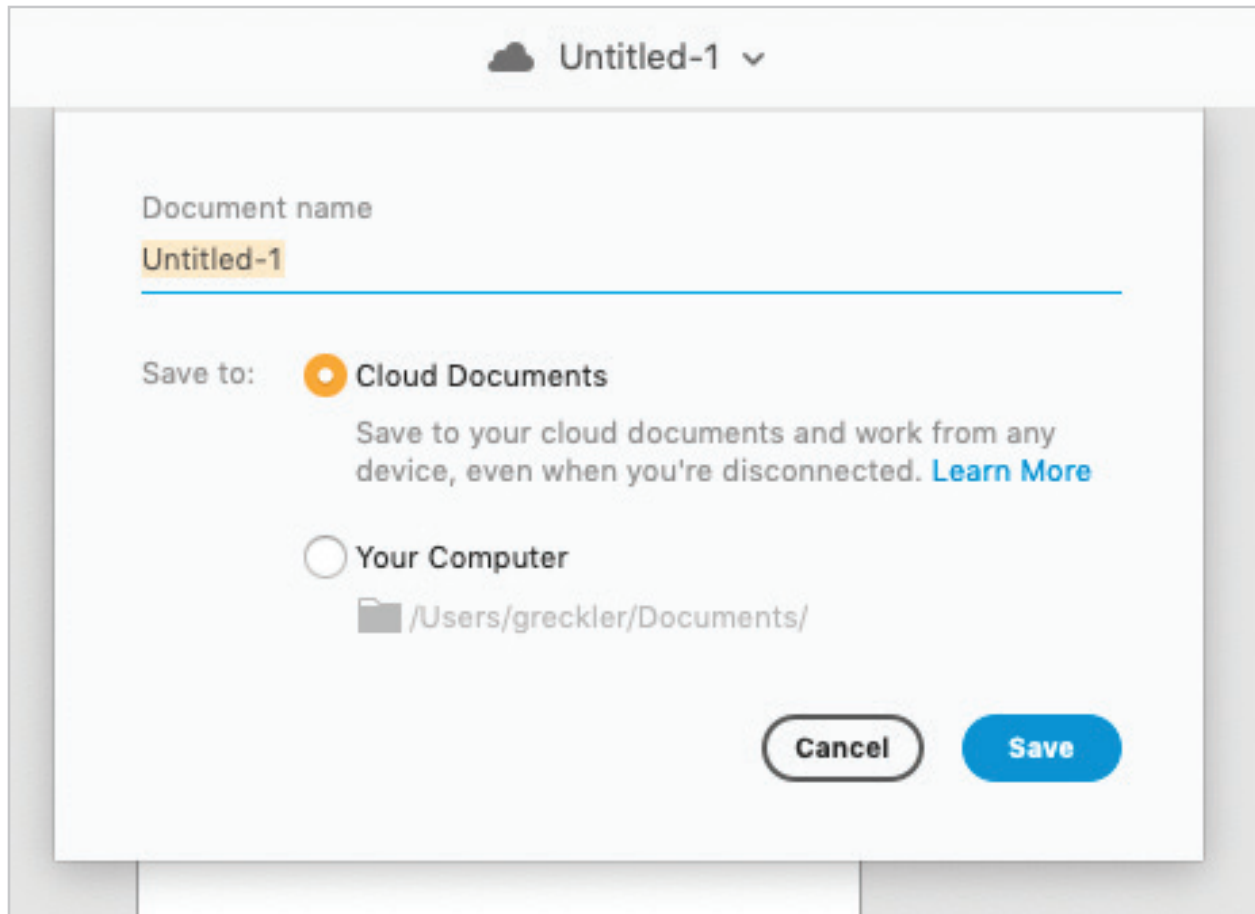
Remember that the most important thing to do is to save your project, early and often. You can click on the Untitled at the top of the window to do this and name the file something identifiable and place it in the proper folder.

Design Prototype Share
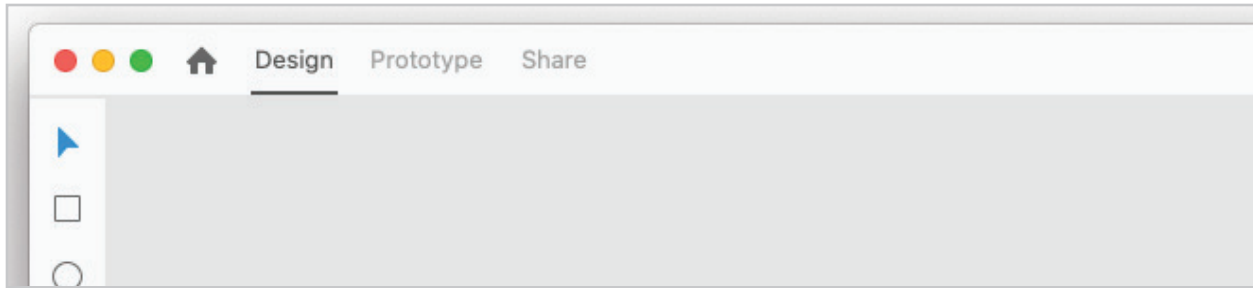
Now everything we have gone through is in what is called the Design area of XD. When our design looks solid we can move into the Prototype area. Here we can create interactions and transitions.

iPhone X/XS – 1

iPhone X/XS – 2

Page 1

Page 2
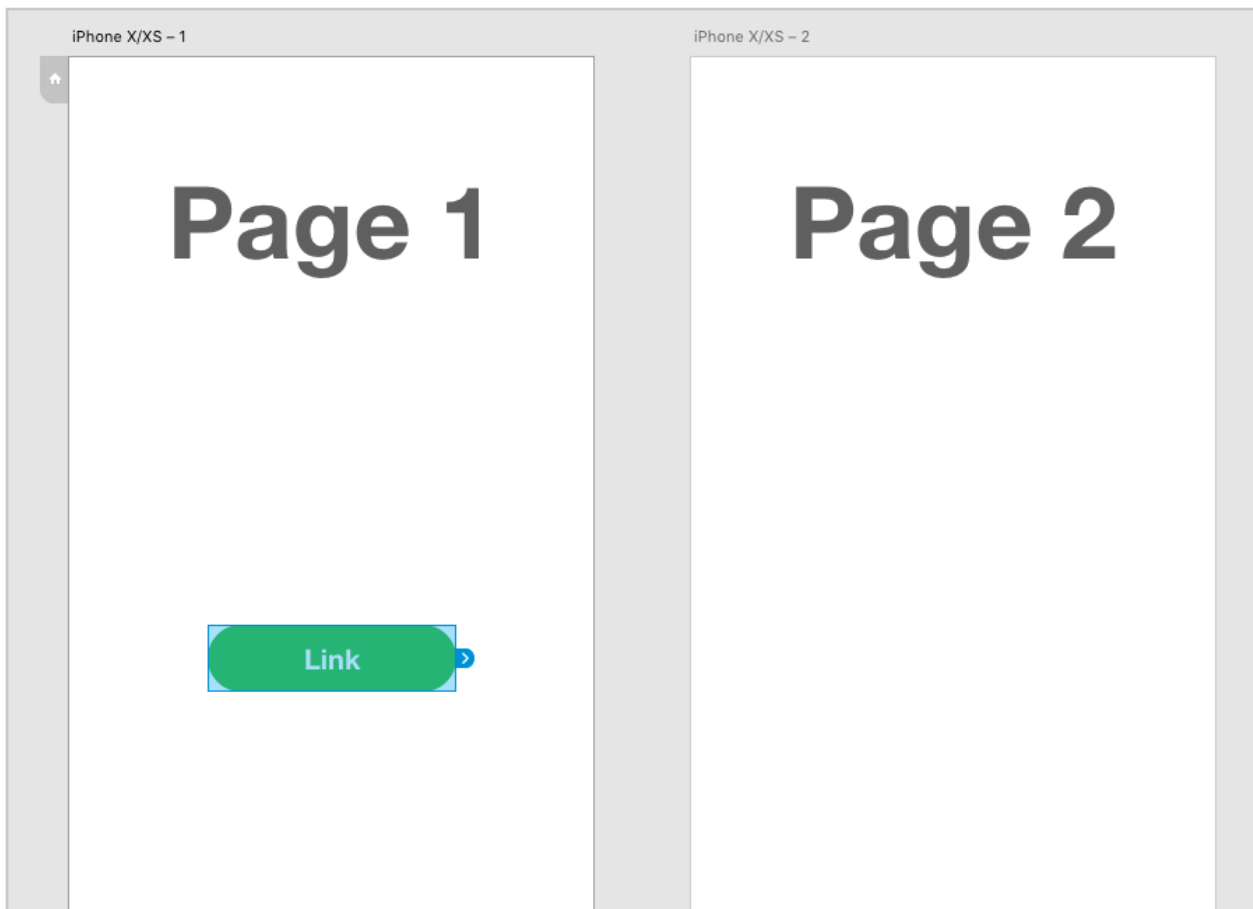
Link

In the Prototype section you will see items like my link button highlight with the little blue arrow, this is just asking if I want to make this a transition point.

iPhone X/XS – 1

iPhone X/XS – 2

Page 1

Page 2
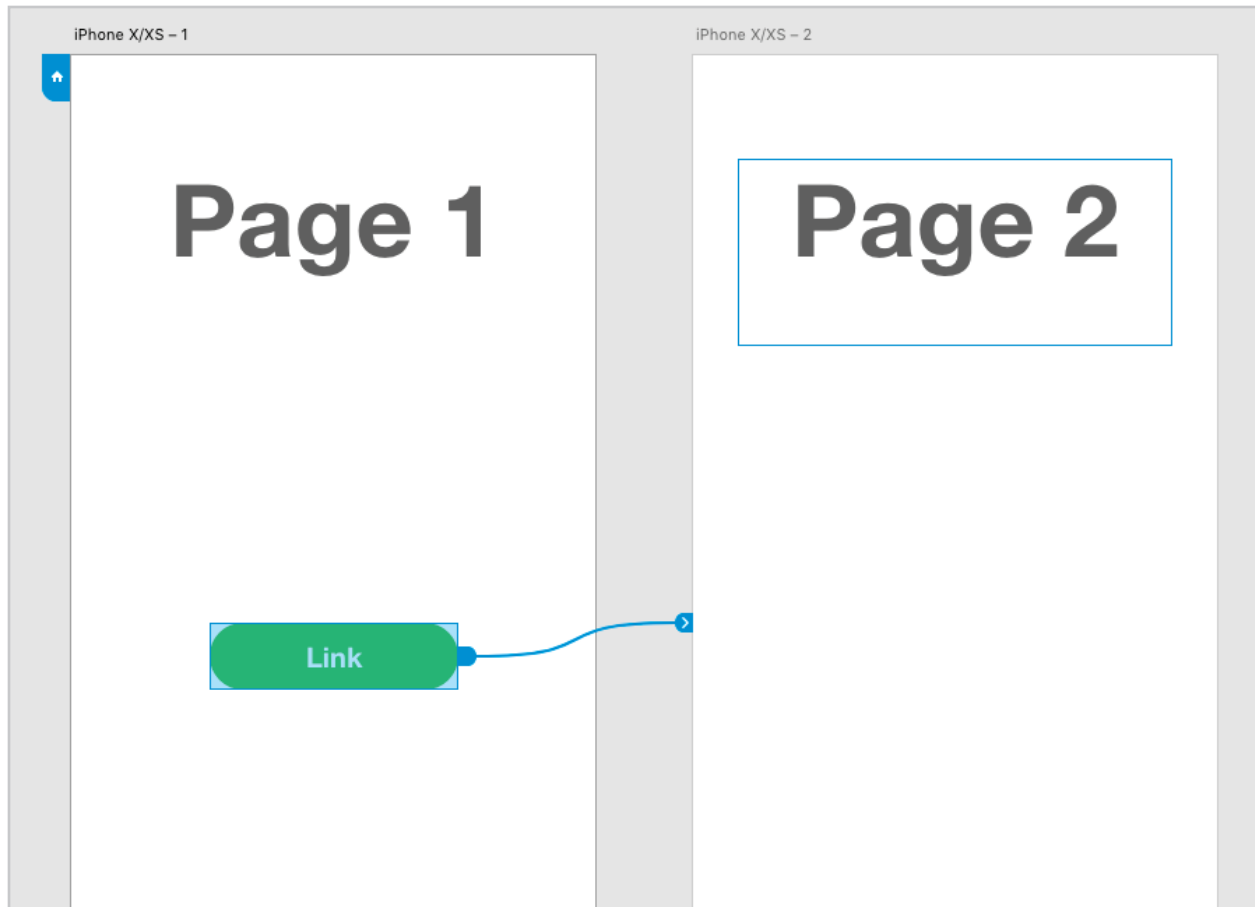
Link

If I grab the arrow and drag it to the next artboard it will create a transition between these two so that when we preview this app and click on the link button it will take us to the second artboard like a real app would.

< The right side adjustment area will give me some options with the link still selected as it is above. I can set the:

Trigger:
    Tap
    Drag
    Voice
    Keys & Gamepad

Actions:
    Transition
    Auto-Animate*
    Overlay
    Speech Playback
    Previous Artboard *(think <Back buttons)*

Destination:
    Artboards in your file

Animation, that you want to execute during transition:
    Easing *(slow in, quick out/quick in, slow out/quick in, quick out...)*
    Duration *(of the animation, i.e. how long to get to the next artboard)*

Scrolling, fixed position for things like tabbed interfaces that exist at the bottom of the screen *(like facebook)* and the background scrolls behind.

Note: To make a page scroll you just make the artboard longer than the default size, the preview will do all the work.

Trigger

Tap ⌄

Action

Transition ⌄

☐ Preserve Scroll Position

Destination

iPhone X/XS – 2 ⌄

Animation

Dissolve ⌄

Easing   Ease Out ⌄

Duration   0.3 s ⌄

SCROLLING

☐ Fix position when scrolling