



GRAPHICS DESIGNING

05

Adobe XD



(Section-I)

After completing this section, students will be able to: -

- define adobe xd
- describe purpose of adobe xd
- define home screen
- understand workspace
- create and use artboards
- define design view
- understand prototype view

Adobe Illustrator

5.1 Adobe XD

Adobe XD is a vector-based UI and UX design tool and it can be used to design anything from smartwatch apps to fully fledged websites. Let's take a look at what it offers to designer and why it has become such a powerful tool in the web design industry.

Purpose

The main purpose of Adobe XD is to addresses the two main problems that Photoshop and other graphics applications couldn't:

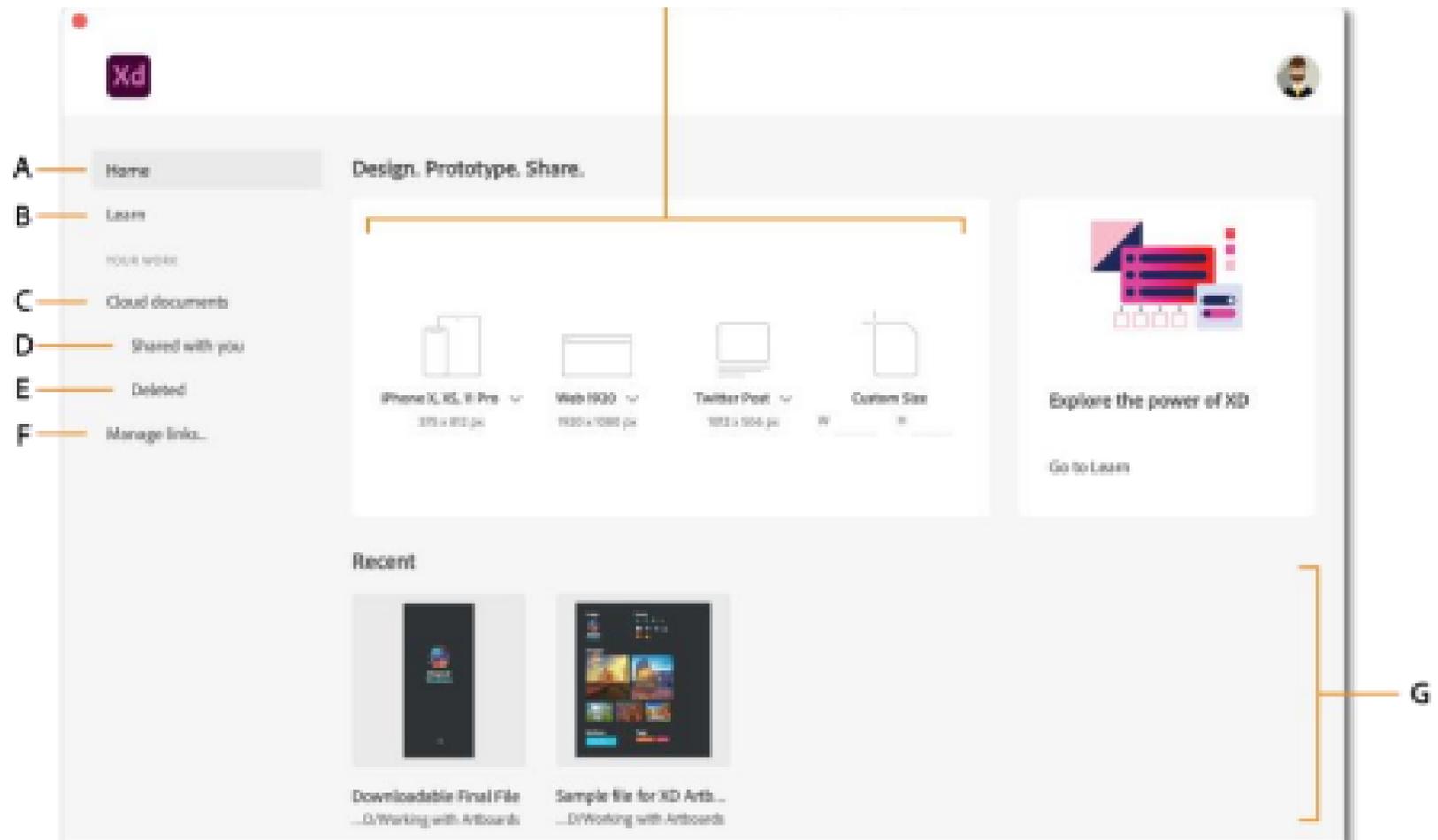
1- Interaction design isn't static. A designer cannot communicate a fluid and dynamic design using pixels alone

2- A modern design process involves more than a polished finished article. Wireframing, iteration, and behavior are all part of the collaborative decision making with UI and UX design.

Adobe XD is ideal for vector-based UI design, wireframing, interactive design, prototyping, and high fidelity web/app design, for solo designers or whole teams

Home screen

The Home screen gives you quick access to learn tab, cloud documents, shared with you and deleted, manage links, artboard presets, and recent files.

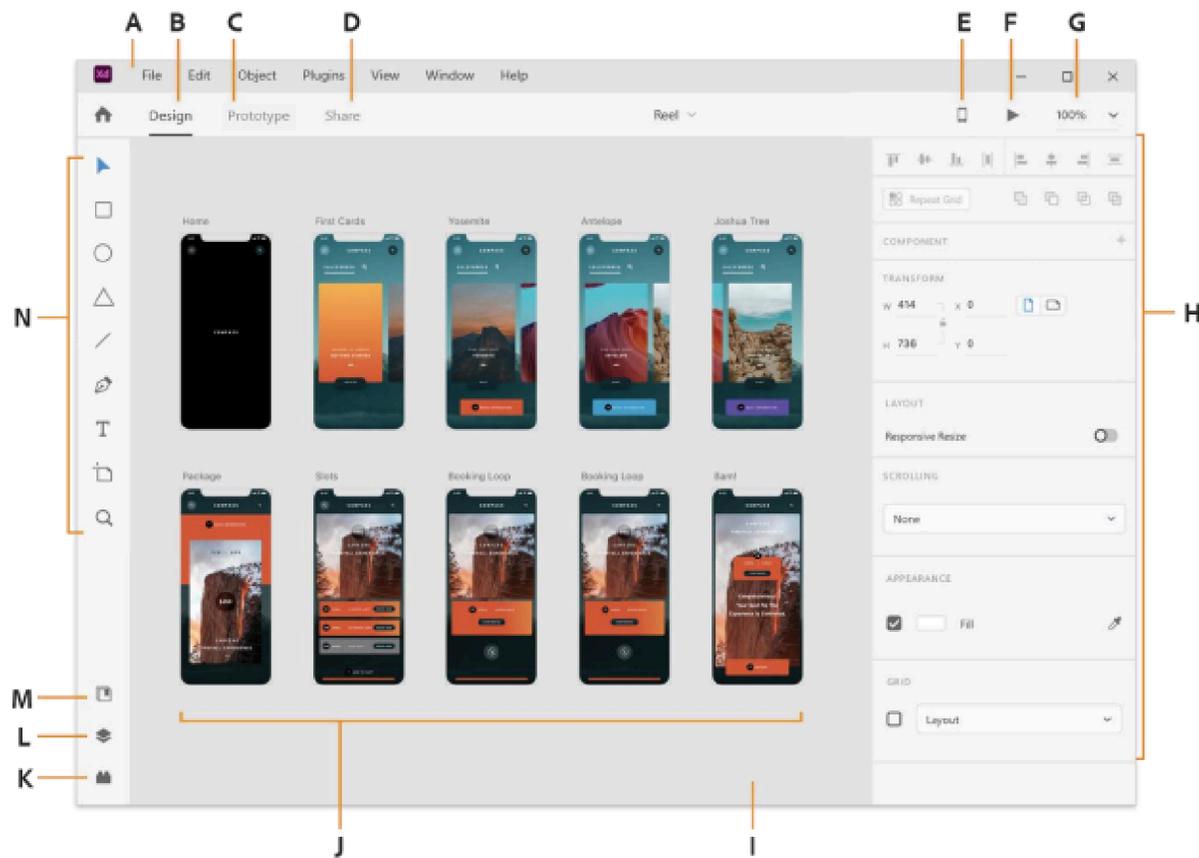


A.Home B. Learn C. Cloud documents D. Shared with you
E. Deleted F. Manage links G. Recent files H. Artboard
presets

Workspace overview

The workspace of Adobe XD consists of following components as can be seen in Figure 9.2

A. Main menu B. Design mode C. Prototype mode D. Share
mode E. Preview on device F. Preview G. Zoom percentage
H. Property Inspector I. Pasteboard J. Artboards K. Plugins
L. Layers M. Libraries N. Toolbar

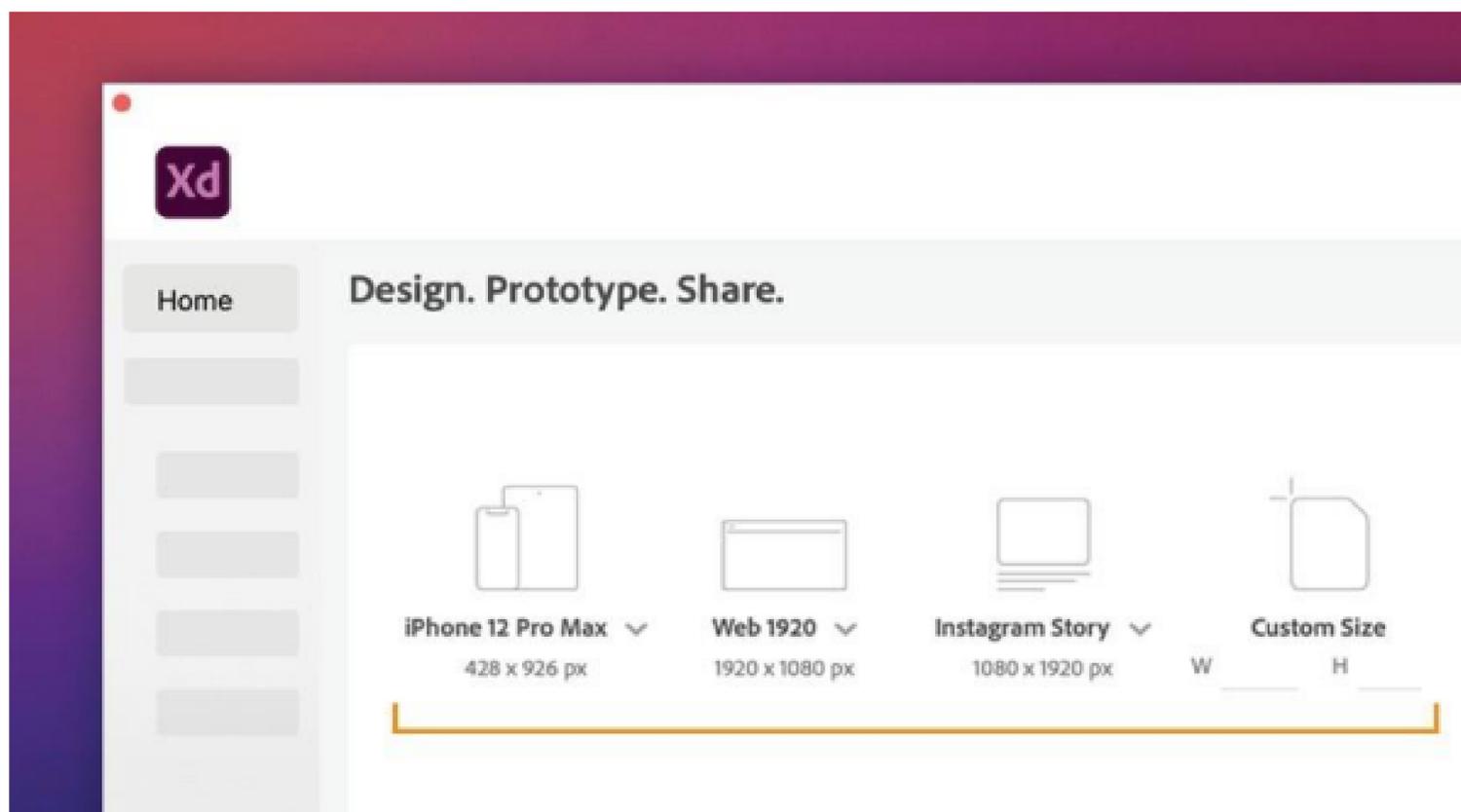


5.2 Art Board

Artboards represent the screens in your application or pages in your website. It streamlines the design processes and creates interactive designs for multiple screen sizes in a single document. Use artboards to create your XD project.

Create a new artboard

Adobe XD provides you with artboards for popular screen sizes such as those for different versions of iPhones, iPads, and Web. You can create a custom artboard if the choices do not meet your requirements. As can be seen in figure 5.1



5.3 Design View

A design view is a means of organizing design information. It expresses a design in terms of a set of design entity(s). A complete design describes all design entities and their attributes. In contrast a design view looks at:

A subset of the design entities where the design view gives design information about part of the system (for example a particular sub-system).

A subset of the design attributes where the design view gives a certain type of information about the entire system (for example the functional safety aspects of the design).

Both the design entities and design attributes subsets where the design view gives a certain type of information about part of the system (for example component interface specifications).

5.4 Prototype View

The Share mode in XD consolidates different sharing capabilities into a centralized location and makes sharing your designs and collaborating with stakeholders and designers a breeze reference in figure 5.2.

You can use the built-in presets, such as Design Review, Development, Presentation, User Testing, and Custom to share your documents and manage your shared links.

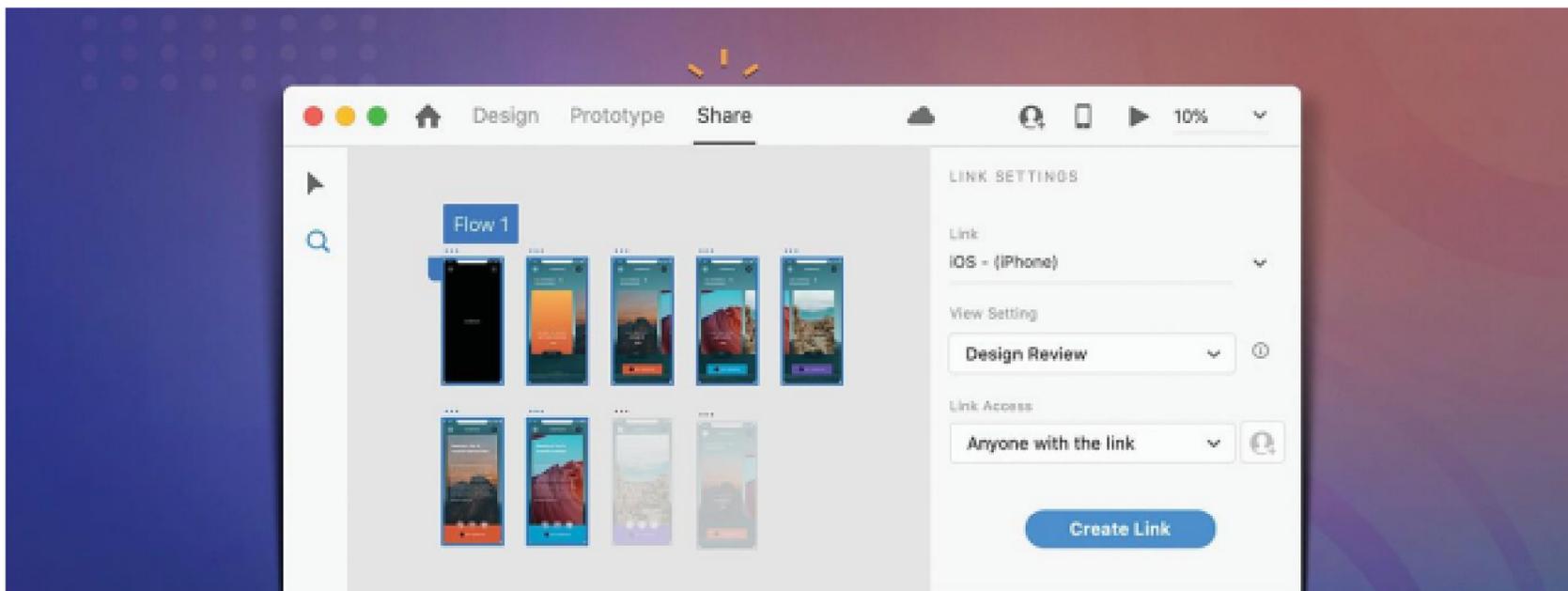


Figure 5.2

|  |  |  |  |  |
|--|--|---|---|---|
| Design Review | Development | Presentation | User Testing | Custom |
| Get feedback on your design or prototype | Share your design specifications with developers | Optimize for presenting your design to stakeholders | Invite your users to test your design | Customize the viewing experience of your design |
| <i>Default settings for presets</i> | | | | |
| <ul style="list-style-type: none"> • Commenting • Hotspot hints • Navigation controls | <ul style="list-style-type: none"> • Commenting • Hotspot hints • Navigation controls • Design specs | <ul style="list-style-type: none"> • Hotspot hints • Navigation controls • Full screen | <ul style="list-style-type: none"> • Full screen | <ul style="list-style-type: none"> • Commenting • Hotspot hints • Navigation controls • Full screen • Design specs |

(Section-II)

In Section-II of this chapter:

After completing this section, students will be able to: -

- learn fundamental aspects of adobe xd
- work with user interface and wireframe kits
- understand the usage of masks
- work with point and are type
- create and edit vector shapes
- use the repeat grid function
- create and work with symbols
- export assets
- use comments to get feedback

5.5 Fundamental aspects of Adobe XD

Repeat grid

Helps creating a grid of repeating items such as lists, and photo galleries.

Prototype and animation

Creates animated prototypes through linking artboards. These prototypes can be previewed on supported mobile devices.

Interoperability

XD supports and can open files from Illustrator, Photoshop, Photoshop Sketch, and After Effects. In addition to the Adobe Creative Cloud, XD can also connect to other tools and services such as Slack and Microsoft Teams to collaborate. XD is also able to auto-adjust and move from macOS to Windows. For security, prototypes can be sent with password protection to ensure full disclosure.

Interoperability

Design and edit components without the nudging or the tinkering. Content-Aware Layout aligns and evenly

spaces as you add, remove, or resize objects. Make adjustments with smart controls and get back to exploring.

Voice design

Apps can be designed using voice commands. In addition, what users create for smart assistants can be previewed as well.

Components

Users can create components (previously known as symbols) to create logos, buttons and other assets for reuse. Their appearance can change with the context where they are used.

Responsive resize

Responsive resize automatically adjusts, resizes pictures and other objects on the artboards. This allows the user to have their content automatically adjusted for different screens for different sized platforms such as mobile phones and PCs.

Plugins

XD is compatible with custom plugins that add additional features and uses. Plugins range from design to functionality, automation and animation.

5.6 Wireframe

Any website or app starts with wireframes — simple line drawings, like blueprints, that lay out the size and structure of page elements, navigation, and site features. They help stakeholders and other teams focus on and understand the flows, content states, and elements of the design.

Working with Wireframe

1. Start with basic shapes

Select the appropriate size for your first artboard, based on the device or devices the design will be used on. You can either select a preset size, or if there isn't a preset, specify a custom size.

Double-click on the artboard's title at its top left corner to name it.

As you add objects to the artboard, think about the purpose and intent of each and how you want the user to interact with them. Keep the shapes simple, only as complex as necessary to make your point, and let the mind draw in the details, refer to the image below:



Figure 5.3

2. Use shapes as image placeholders

Basic shapes, such as rectangles and circles, can serve as placeholders for imagery. If you want to include images in your wireframes, use simple shapes to represent them. Refer to the Image below:

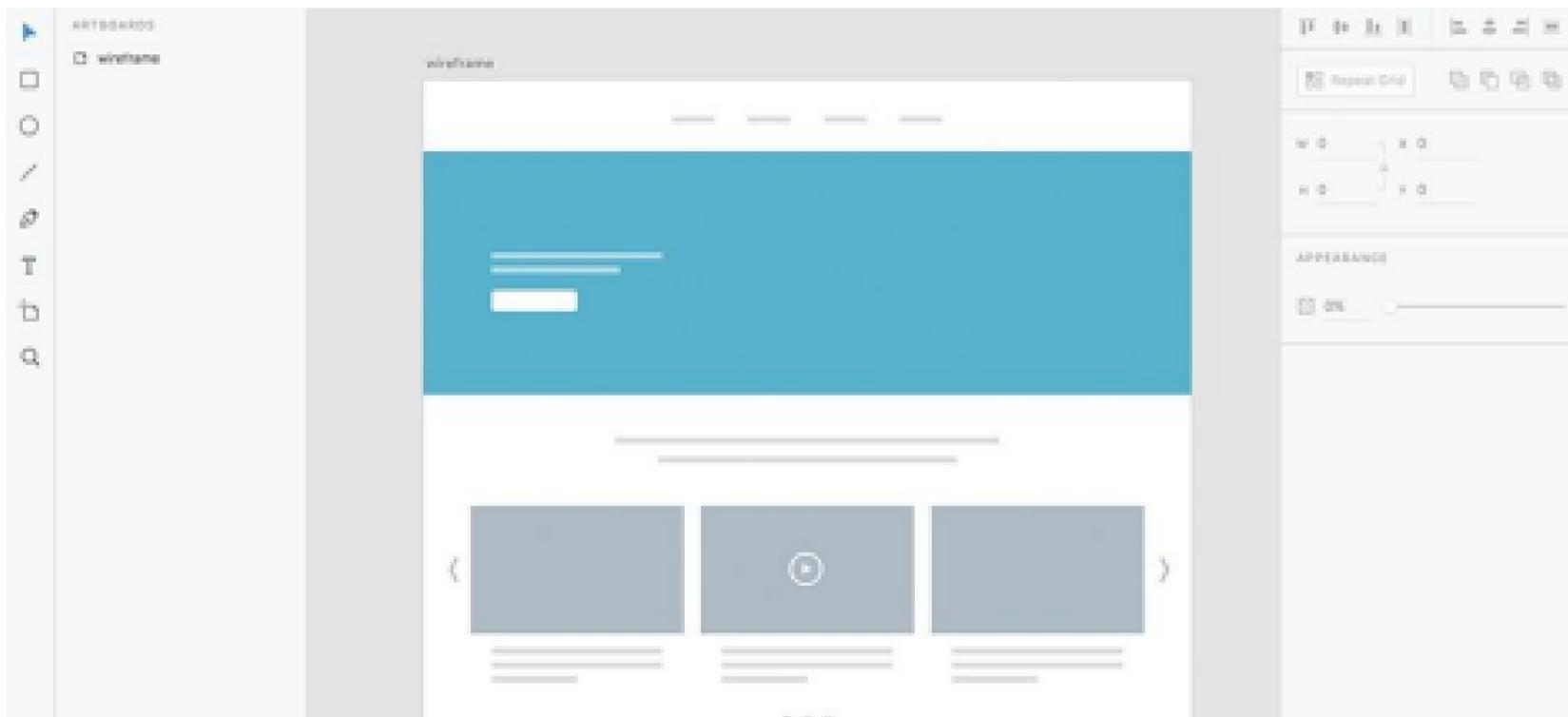


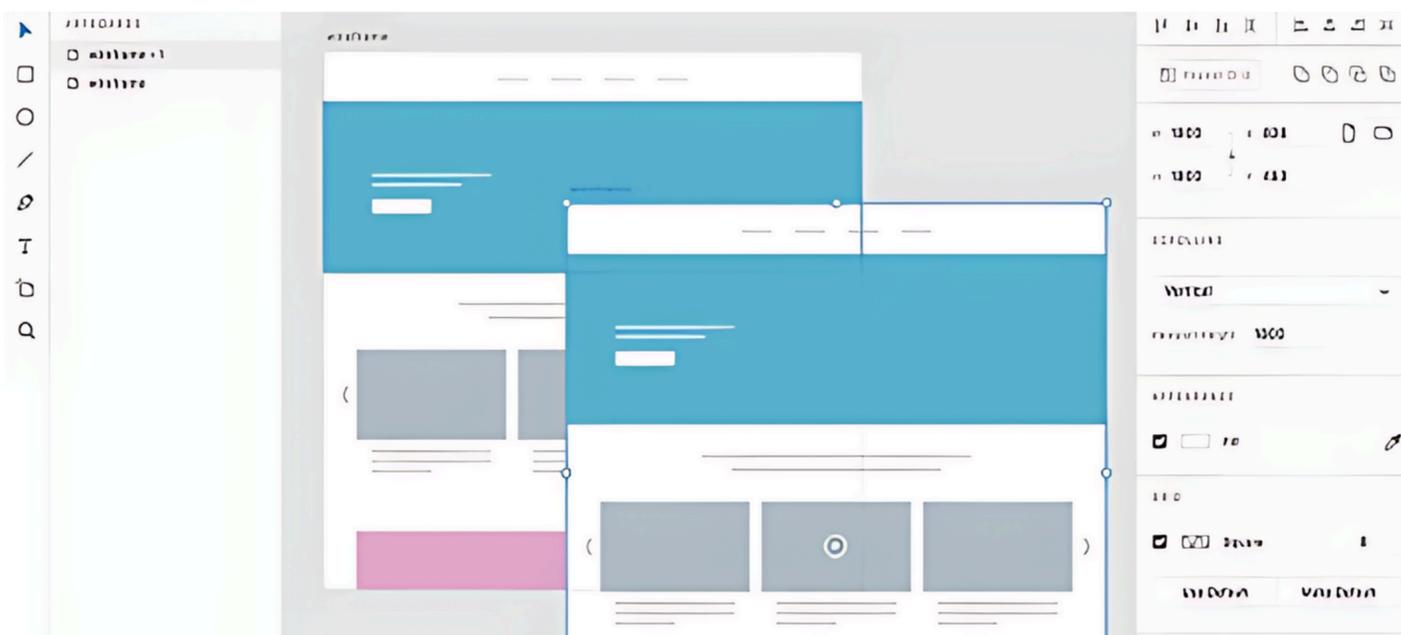
Figure 5.4

3. Save time with symbols

If you're trying to display an interaction, many of the screens in your app will be very similar, much like a movie – repeating the same main objects, like menu bars and headers, in every screen. No need to draw them from scratch every time you add a new artboard. Instead, convert your objects into Symbols that are easy to place throughout your artboards. They stay linked, so when you update one, you update all.

4. Arrange artboards

You can marquee select (drag select) or hold down Shift and select to pick up multiple artboards and move them. You can also use the Arrange buttons or the Arrange option in the menu to arrange the selected artboards.



5. Design in grids

Grids let you align objects and text with guides. When you draw, objects snap to the grid automatically when the object's edges are within the grid's snap-to zone. Grids also help you get a quick idea of measurement while laying out objects or text on your artboards as can be seen in figure 5.7.

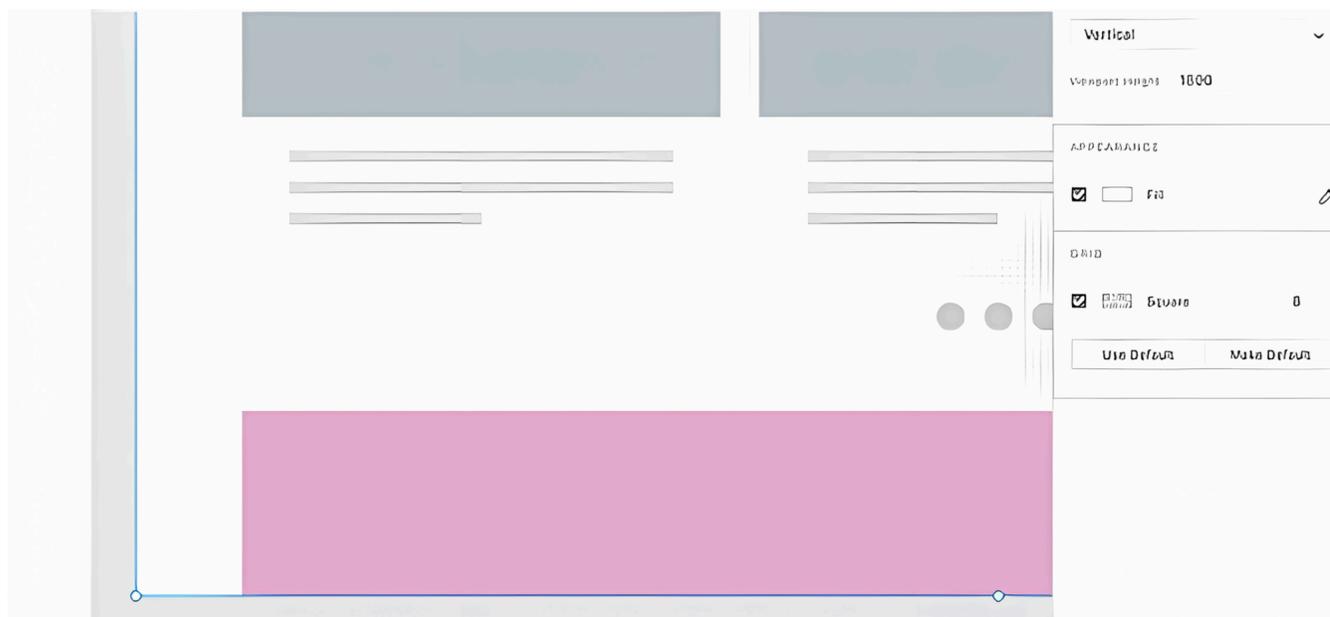
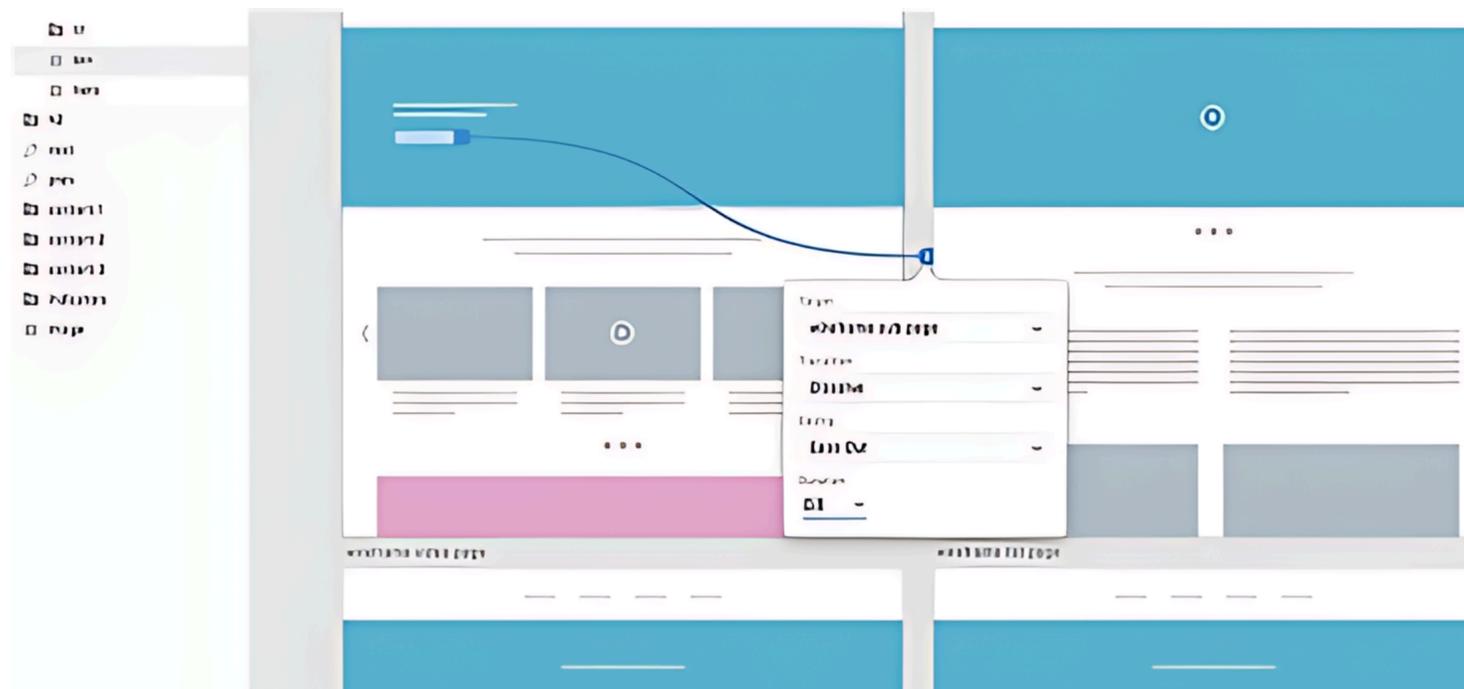


Figure 5.7

6. Animate your wireframe

Once you have a series of artboards, link them together with animations — known as “wiring the app” to show how they interact. Adobe XD lets you define transition types between screens: Slide Left, Slide Right, Slide Up, Slide Down, and Dissolve. You can also define the easing and the duration of the transition itself. Adobe XD defaults to the most recent settings you choose, so it can speed up the process of wiring your app if you batch many transitions of one type together, refer to the image below:



7. Share your wireframe

Now it's time to preview your work. You can share your design by sending a link or embedding it in a web page, and you can enable comments if you want feedback. You can also record a walkthrough as a '.mov' file. Open the Adobe XD file that you want to share, and click the Share Online icon. Name it and click New Link, and XD will give you a URL. When you make changes to your design and want to refresh the URL, click Update Link. You can open it in either the Preview window or in full screen. You can also use Preview to record the interactions. If you need to make corrections, you can do so while still keeping the Preview window open. Just make your changes to your prototype, and they'll update immediately as can be seen in figure 5.9.

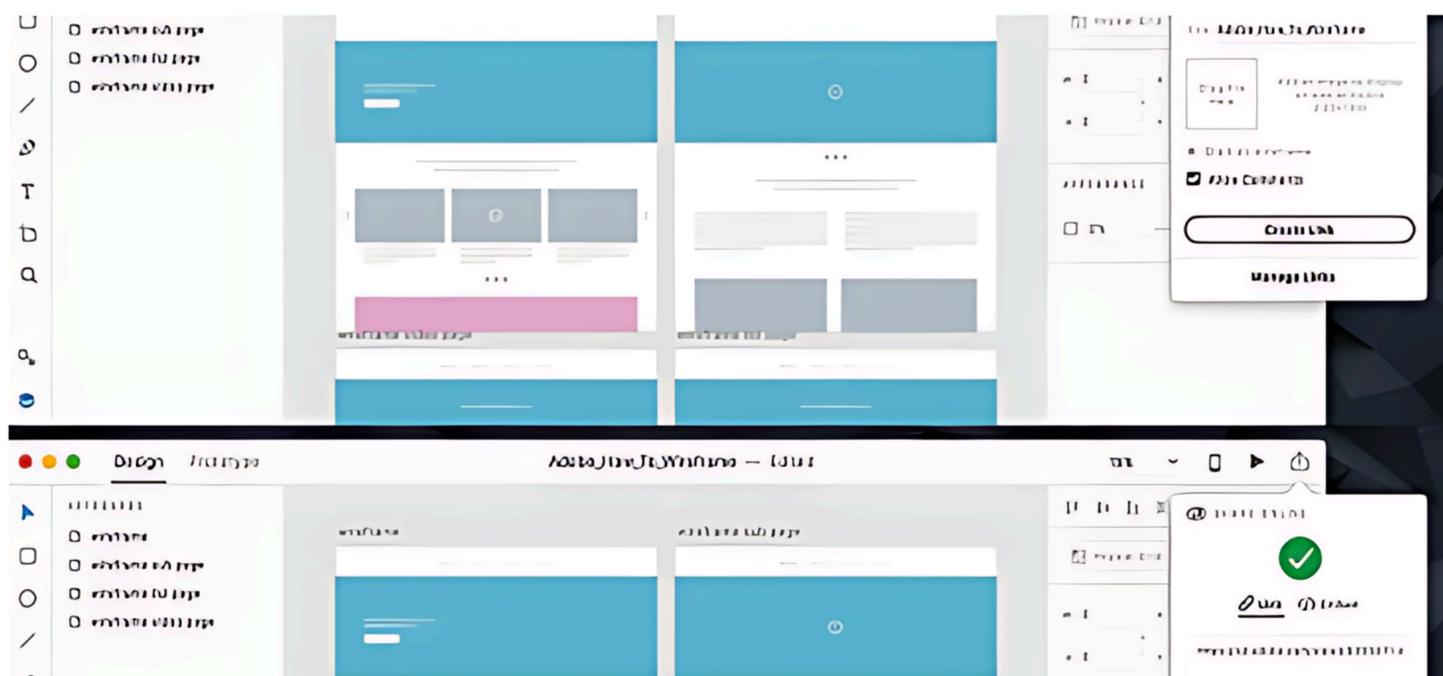
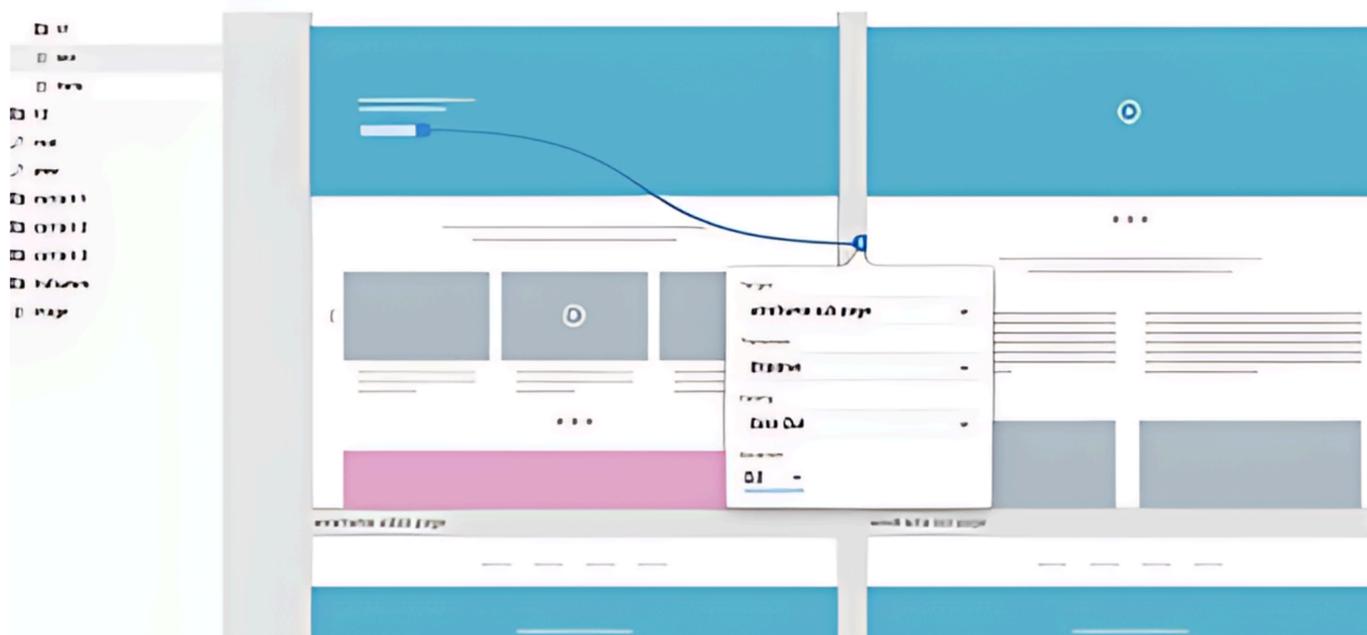


Figure 5.9

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7. Share your wireframe

Now it's time to preview your work. You can share your design by sending a link or embedding it in a web page, and you can enable comments if you want feedback. You can also record a walkthrough as a .mov file. Open the Adobe XD file that you want to share, and click the Share Online icon. Name it and click New link, and XD will give you a URL. When you make changes to your design and want to refresh the URL, click Update Link. You can open it in either the Preview window or in full screen. You can also use Preview to record the interactions. If you need to make corrections, you can do so while still keeping the Preview window open. Just make your changes to your prototype, and they'll update immediately.

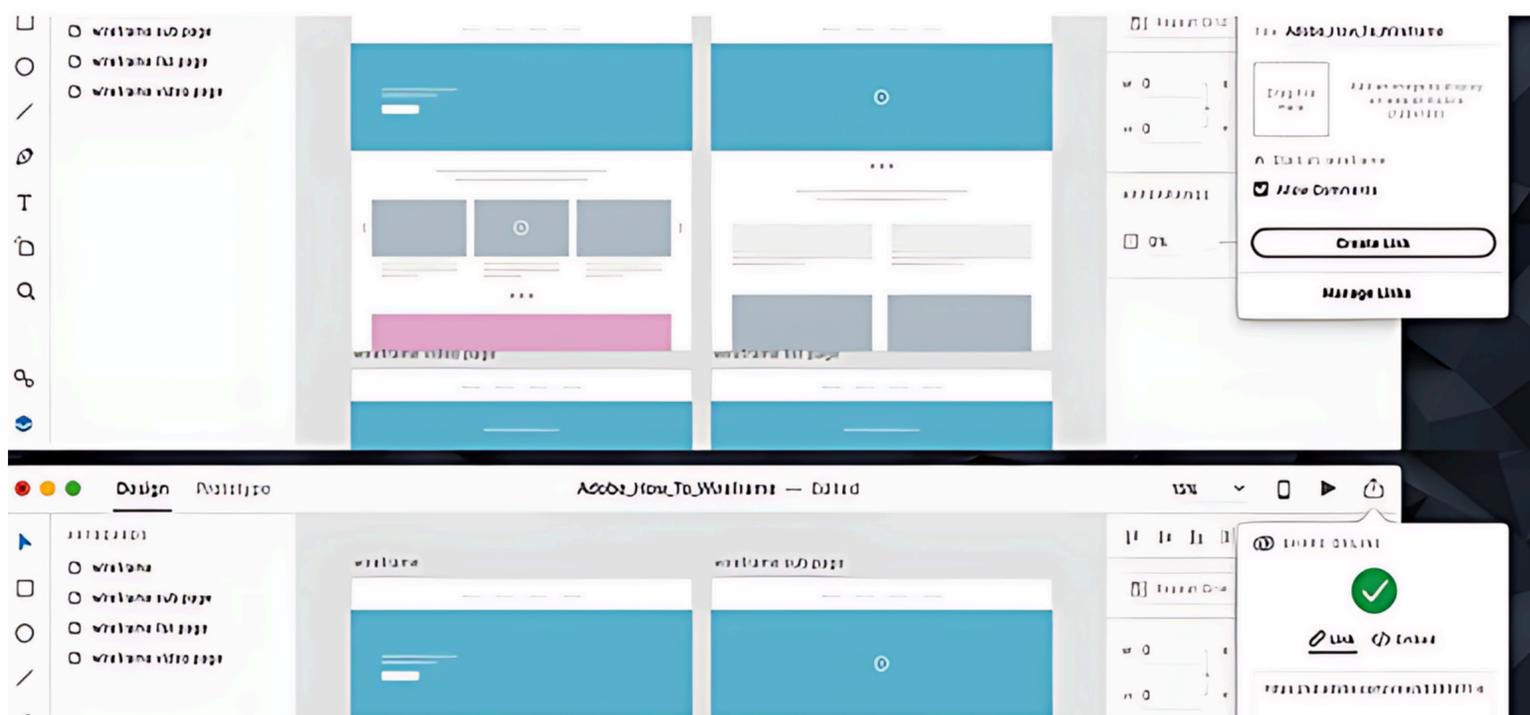
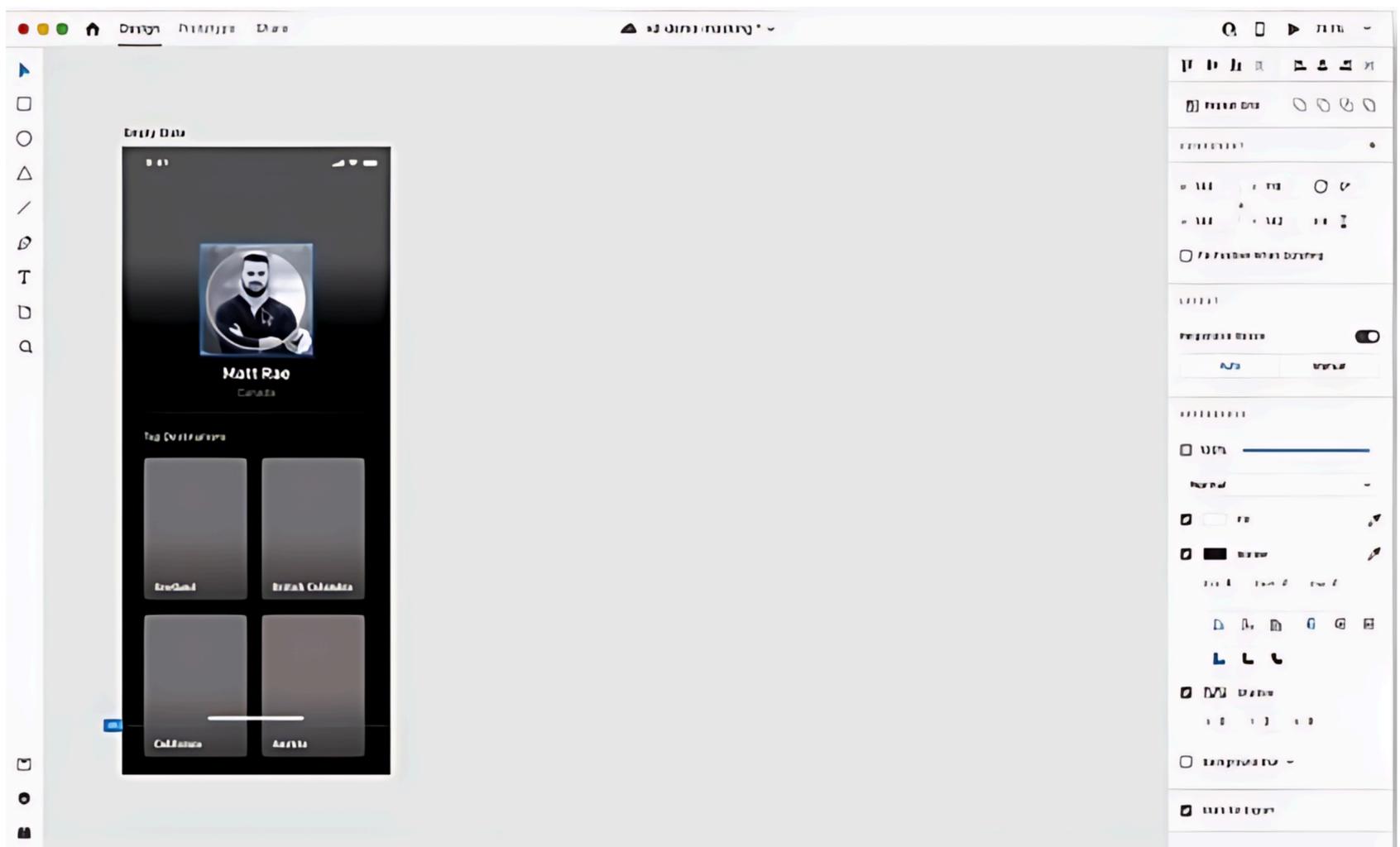


Figure 5.12

5.7 Masking

Masking is a method of using a shape or object to hide, or cut off, portions of a shape or object below it. Similar to “cropping” an image to size, masking lets us show only the parts of an object that we want to show as shown in figure 5.13.

Using masks can help you add excitement to your designs, create fills of odd objects with images or gradients, and help you create the perception of depth in your designs. We’ll explore some examples of what can be done at the end of this article.

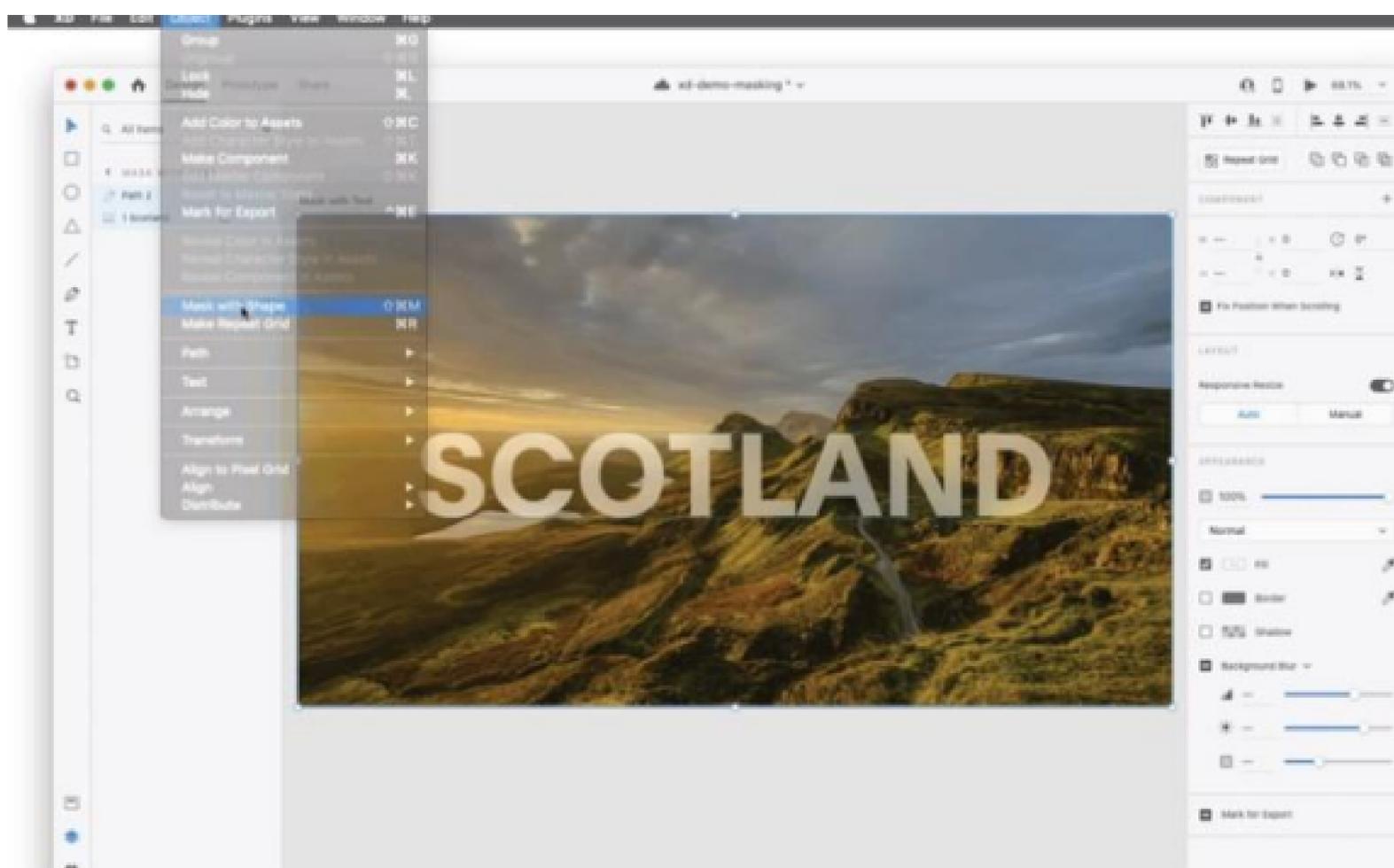


5.8 Masking with text

Masking text objects in Adobe XD can create unique effects in your designs. Whether you want to set the background fill to be an expansive mountain range, or a babbling brook, or you want to mask your text object with another vector shape, it's all possible.

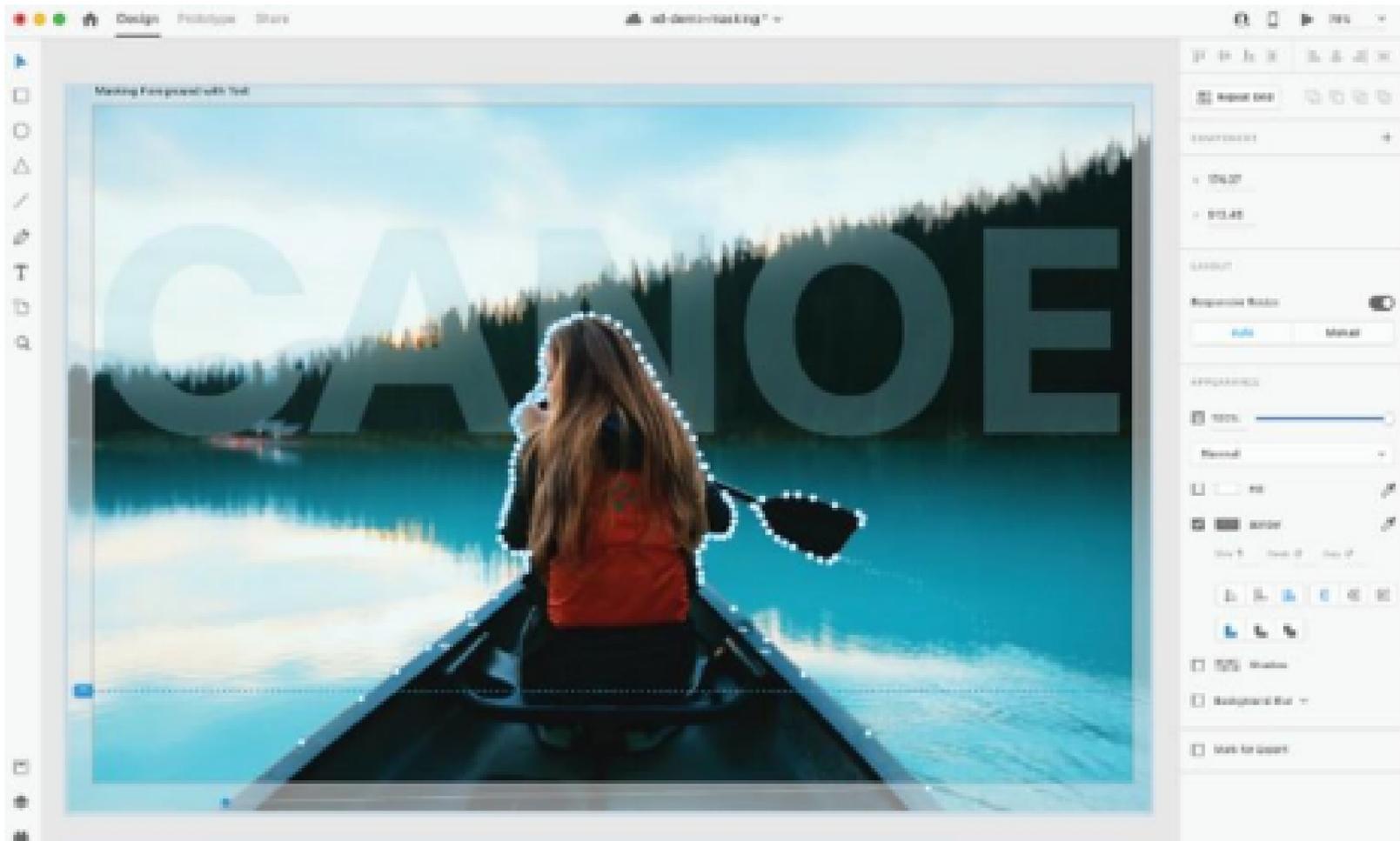
To mask a text object, it needs to first be converted to a vector path. To do this, we'll select the text object, and navigate to Object > Path > Convert to Path, or hit CMD/CTRL + 8 on the keyboard. Your text is now a vector path which we can mask like other objects.

It is important to remember that the order of the selected objects determines which object acts as the mask, and which is being masked. The object on the bottom will be masked by the object on the top. So if you'd like to set your text as the mask to an image, ensure the text object is on top of the image layer, and then select your "Mask with object" (Shift+CMD+M) command to mask the image with the new text path.



Drawing masks

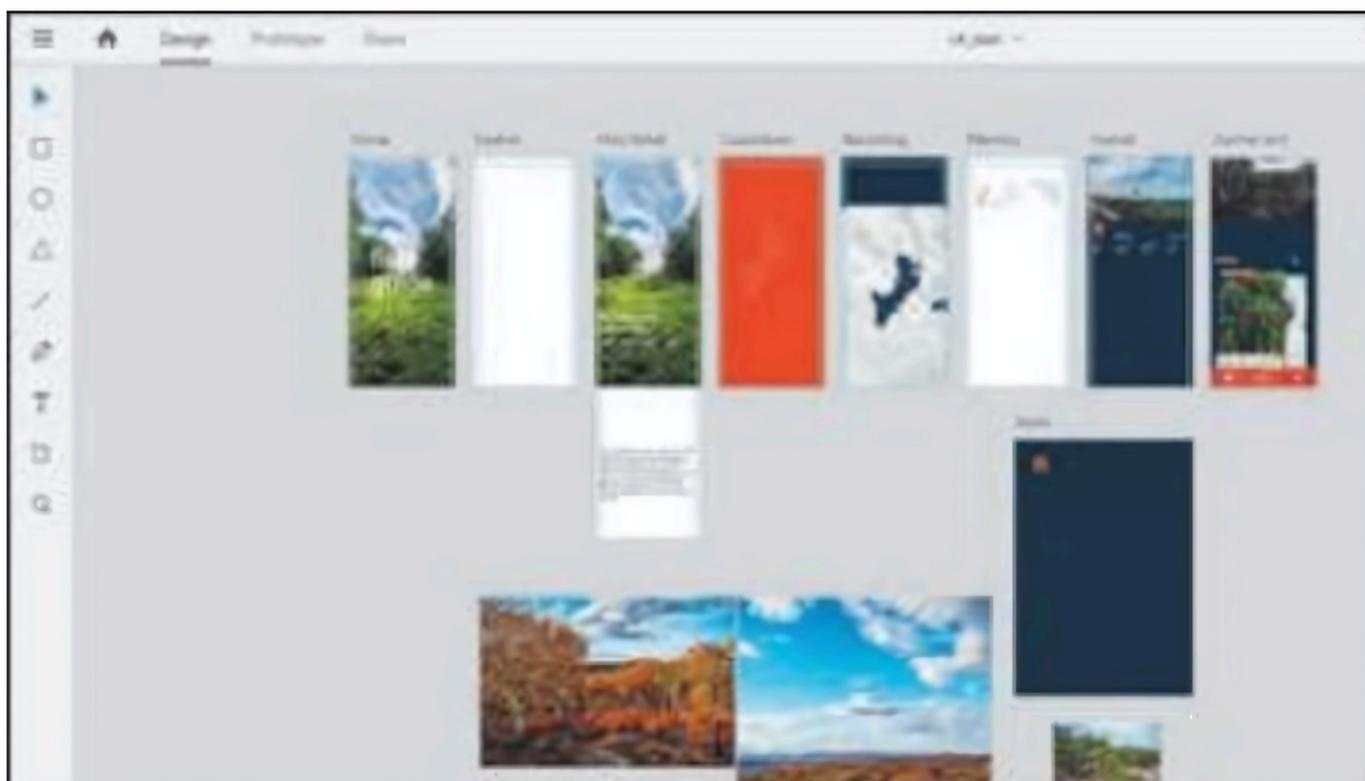
Creating a mask shape is very simple in Adobe XD. You can use any of the existing shapes in XD to create a rectangle, ellipse, triangle, or polygon. Simply click the shape on the left panel and draw it how you'd like. For more complex situations, the pen tool can be a powerful feature for creating complex masks. For instance, you can use the pen tool to trace elements in a photo to mask a very specific element of the photo as can be seen in figure below.



5.9 Creating and editing shapes

Creating vector artwork in Adobe XD is easy thanks to the array of drawing tools available. If you're coming from other Adobe applications, you'll find the drawing tools in Adobe XD to be streamlined and efficient, with a few differences. For more complex vector content, you can use Illustrator and easily bring the vector artwork into XD.

1- Choose File > Open from Your Computer (macOS), or click the menu icon (menu_icon.jpg) in the upper-left corner of the application window and choose Open from Your Computer (Windows). Open the Travel_Design.XD document in the Lessons folder (or where you saved it).



2- Press Command+0 (macOS) or Ctrl+0 (Windows) to see all of the content.

3- Click the artboard name "Home" in the document window to select that artboard. Press Command+3 (macOS) or Ctrl+3 (Windows) to zoom in.

4- Select the Select tool and click away from the artboards to deselect all.

5.11 Creating rectangles

In this section, using the Rectangle tool, you'll create a rectangle that will be used as a button on the home screen.

Select the Rectangle tool (rectangle_tool.jpg) in the toolbar. Near the bottom of the Home artboard, move the pointer over the left edge of the artboard until that edge of the artboard turns aqua. This change in color indicates that the shape will snap or align to the edge of the artboard. Drag down and to the right to draw a rectangle, stopping on the right edge of the artboard. When alignment guides appear on the right, release the mouse button. Don't worry about the height for now, refer to the figure below:

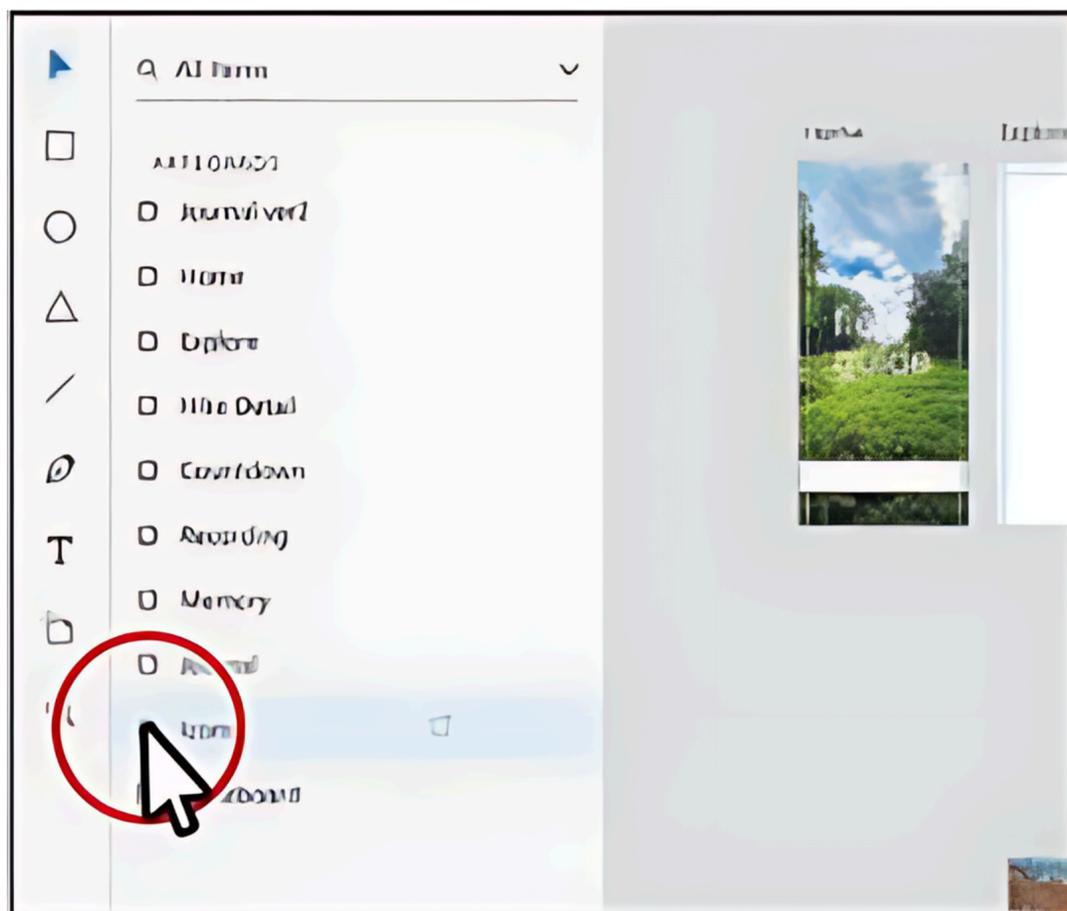


5.12 Creating ellipses

Another drawing tool you can use is the Ellipse tool. In this section, you'll create several circles that will be used as a button in the app footer.

Press Command+Shift+A (macOS) or Ctrl+Shift+A (Windows) to deselect all so that you will be able to see all of the artboards in the Layers panel.

Click the Layers panel button (layers_panel.jpg) in the lower-left corner or Ctrl+Y [Windows]) to open the Layers panel, if it isn't already open. Double-click the artboard icon to the left of the artboard name "Icons" in the Layers panel to fit the artboard in the document window.



5.13 Repeat Grid Function

Simply click-and-drag to turn a single element into repeating grids. Create sets of replicated elements like photo galleries, product listings, contact lists, menus, and more. You can also add states to repeat effects and interactions across elements, all at once.



5.14 Design your first element.

Using easy drawing, create an element to repeat. Select all the layers and turn it into a group, refer to the figure below.



Drag it out

With your element selected, click “Repeat Grid” and drag the green handles in any direction to generate a grid. You can hover over spaces between elements to adjust the distance., refer to the image below:

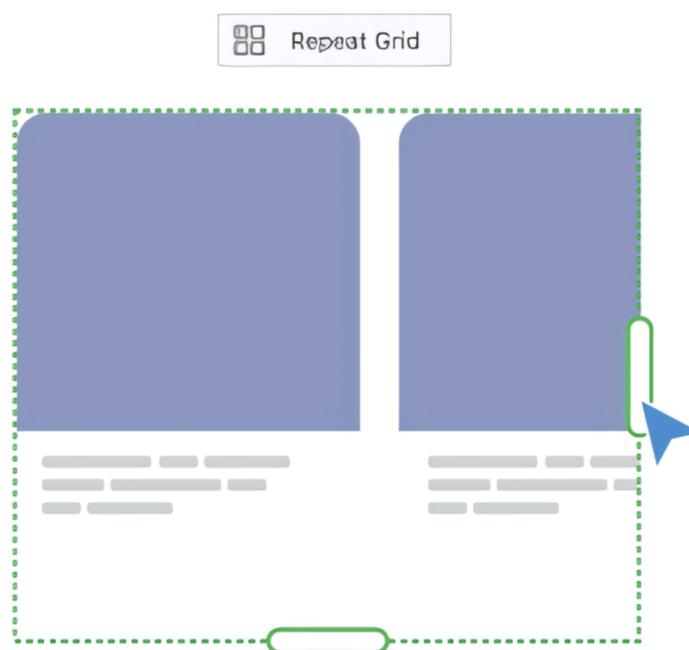


Figure 5.19

Bring in real content

Drag in images or import text to replace content in your grid. The grid will automatically update with local content to make it look like the real thing as can be seen in figure 5.21.

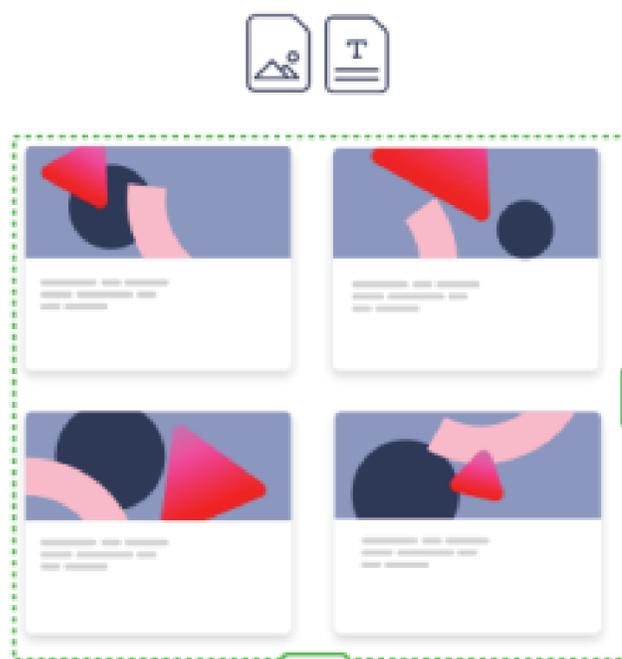


Figure 5.21

5.15 Symbol

If you find that you are reusing objects in your Adobe XD UI, you should consider converting them to symbols. Symbols are linked objects that can be reused across all artboards in a document. Because they are dynamically linked, changes to one reflect across all instances.

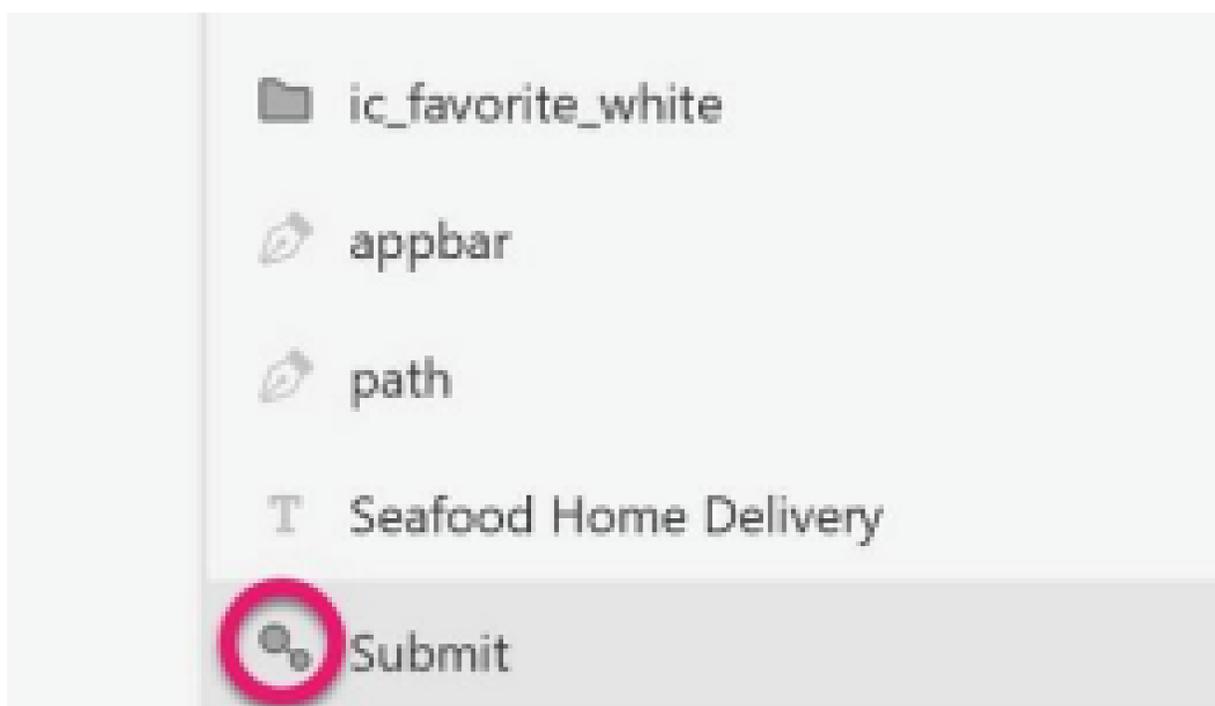
To convert an object into a symbol, follow these steps:

1- Open a document that contains at least one artboard, an icon, and some related text. In this example, we open the file from the 'Dummies CC files' folder named delivery symbolsample in Adobe XD.

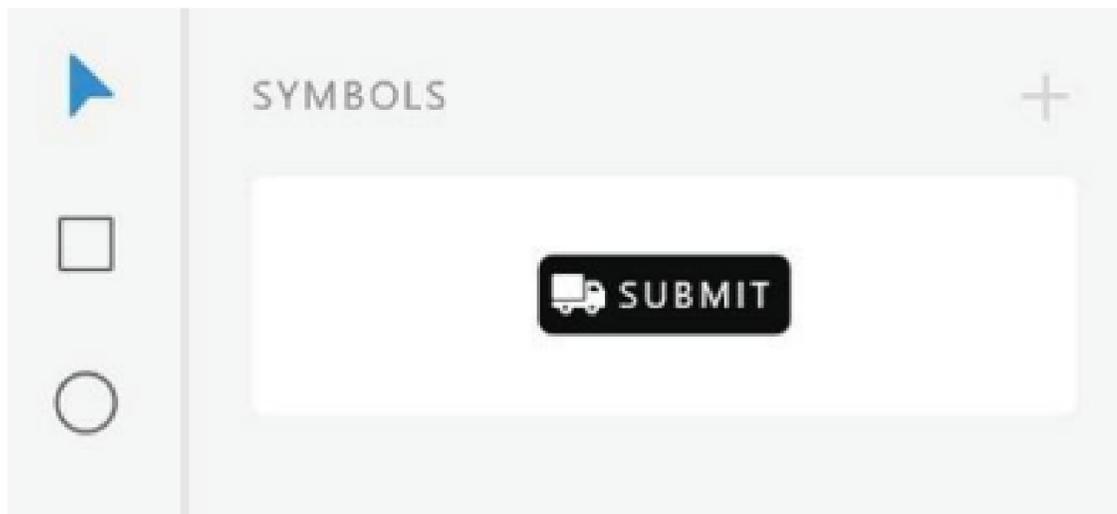
2- Select an object and some text that you want to reuse. In this example, one of the grouped Submit buttons is selected.

3- Right-click (Windows) or Ctrl-click (Mac) and select Make Symbol from the contextual menu.

If you look in the Layers panel, the object that you converted into a symbol now has a symbol icon to the left of the name.



If you click the Symbols icon in the lower left of the XD workspace, you see your symbol in a thumbnail view.



5.16 Export assets

Open your Adobe XD file and select the asset or the artboard you want to export. To select an artboard, click the artboard title.

You can also mark assets or artboards for export and then export them all in bulk. To mark assets for export, open the Layers panel and click the Mark for Batch Export icon.

To export a JPEG on macOS, select File > Export. On Windows, click the Hamburger menu, and click Export. There are 3 options to export:

Batch: Export assets that are marked using the Mark for Export option.

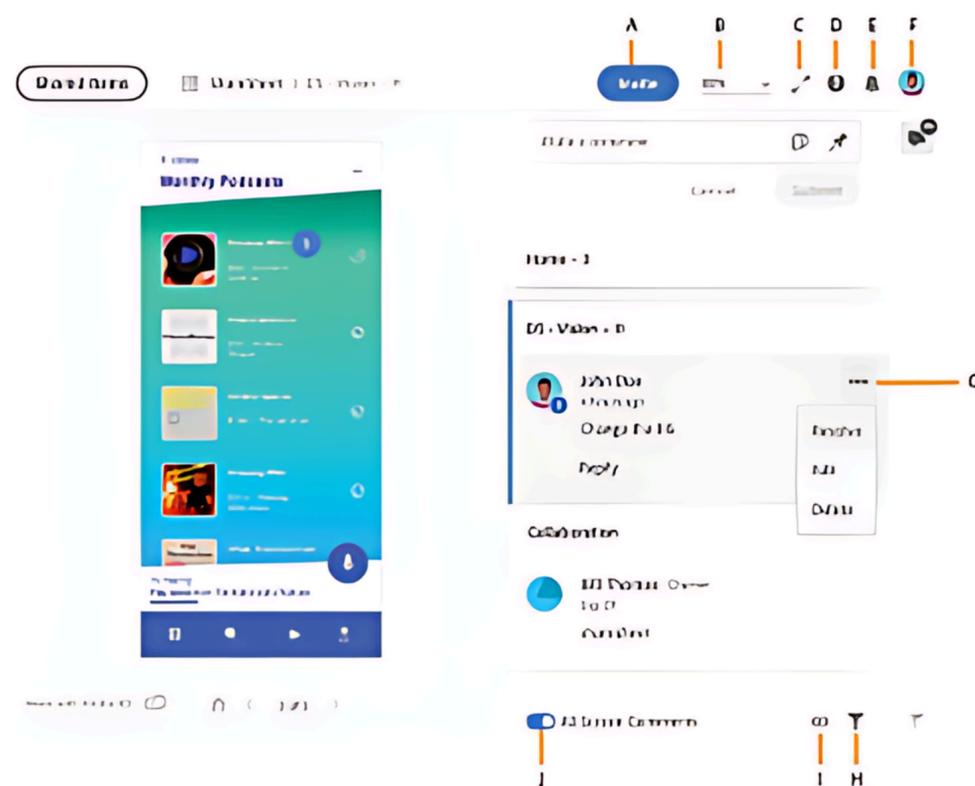
Selected: Export selected assets.

All Artboards: To export all the artboards in your design.

When you export assets (such as photos) as JPEG, you can set the quality level of the exported JPEG according to your needs. Choose any of the percentage options in the Quality drop-down list, navigate to the destination folder, and click Export.

Comments and Feedback

1- To pin or move your comments to indicate specific areas in the artboard, click Place a pin, and then click the specific location in the artboard as can be seen in figure 5.22.



A. Invite option B. Zoom settings C. Full screen mode D. Support and Feedback E. Notifications F. User profile G. Menu options for comments H. Filter comments I. Hide annotations J. All Screen Comments toggle button

- 1- Type in your comment and click Submit to submit the comment. You can also switch from a regular comment to a pinned comment. XD assigns a number to every pinned comment. The comments in the comments panel also reflect these numbers, allowing designers to easily identify the context of the comment.
- 2- Use @mention while commenting to call out specific collaborators to your feedback and notify them via email or Creative Cloud application. @mention provides hints of their names based on the invite settings set in the Publish dialog box while designers share design specs.
- 3- Select Cancel to cancel an added comment in the comments panel.
- 4- To view the comments that have been marked as resolved, click the Filter icon, and select Resolved.
- 5- To keep your comments open if they are wrongly marked as resolved, click Move to Unresolved.