

# **Orbit Training Center**

Engineering Course, Technical Course Computer and IT Courses, Soft Skill

**Course Description**: Join our Professional Adobe XD training course in Dubai, available both in-person and online. Learn essential skills for UX/UI design using XD. Whether an absolute beginner or experienced designer seeking to update skills, our intensive program sets you up for success. Get hands-on experience with this industry leading prototyping and wireframing tool.

# **ADOBE XD**

#### **Course Introduction**

- What is Adobe XD
- Course overview and goals
- ➤ What is UI/UX Design
- Interface overview

#### Part 1: Design Principles

- Design thinking and process
- Color theory fundamentals
- > Typography basics
- Layout and composition
- Wireframing vs prototyping

# Part 2: Getting Started in XD

- Setting up preferences
- User interface overview
- Creating pages and artboards
- Importing assets
- Libraries and organization

#### Part 3: Drawing & Shape Tools

- Basic shapes, lines and paths
- Drawing tools and precision
- ➤ Alignment and distribution
- Layers, groups and masks
- Fills, strokes and effects

#### Part 4: Text Tools

- Adding and formatting text
- > Typography options
- Text wrapping
- Styles and text layers

### Part 5: Images and Assets

- Importing images
- Manipulating and positioning
- > Image size and position tools
- Asset organization

#### **Part 6: Interactivity Basics**

- > Buttons, hotspots and states
- > Apply/remove interactivity
- Conditional visibility
- Scrolling and gestures

# Part 7: Prototyping

- Creating prototypes
- Scene transitions
- Hotspots and tapping zones
- Prototype panel overview

#### **Part 8: Advanced Prototyping**

- Scroll and gesture prototypes
- > Dynamic auto-layouts
- Conditional formatting
- Reusable frames

#### **Part 9: Collaboration Tools**

- Cloud files and libraries
- Version history and control
- Comments and feedback
- Document sharing





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#### **Part 10: Motion Design Basics**

- Transition effects
- Keyframe animation
- > Timelines and behaviors
- Learn motion presets

#### Part 11: Vectors and Paths

- Shapes and paths in depth
- Pen tool
- Blends and distort tools
- Pixel perfect precision

#### Part 12: Accessibility

- Color contrast checks
- ARIA attributes
- Mobile considerations
- Additional accessibility best practices

# Part 13: Design Systems

- Living style guides
- Brand design framework
- Component libraries and tokens
- Enforcing consistency

#### Part 14: APIs and Development

- Extracting assets
- Code generation
- Preparing for handoff
- Integrating with dev tools

#### Part 15: Portfolio Building

- Case studies and process analysis
- Personal branding assets
- Online portfolio websites
- Career planning and next steps

