

Sketch in a Day

This one-day class will teach you the fundamentals of Sketch to create user interfaces. You'll create wireframes and turn them into finished designs that are optimized for mobile, tablet, and desktops.

Group classes in NYC and onsite training is available for this course. For more information, email nyc@careercenters.com or visit: <https://www.careercenters.com/courses/sketch-1day>



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Course Outline

Section 1

Creating New Files & Designing on a Grid System

- Sketch templates, artboards, & pages
- Creating a new file
- Setting up a layout grid
- Creating colored backgrounds for text
- Importing text

Adjusting the Layout for Tablets & Mobile Phones

- Designing with Bootstrap's grid
- Adapting the design for tablets
- Adapting the design for mobile phones

Inserting & Masking Photos

- Importing photos
- Cropping a photo (masking)
- Custom shaped masks

Inserting Vector Graphics, Fills, Shadows, & More

- Importing & modifying vector graphics
- Making grouped objects easily selectable
- Layer opacity vs. fill opacity
- Aligning & distributing layers
- Reusing colors found in the design
- Adding a drop shadow

Section 2

Shared Graphic Styles (Reusable Appearance)

- Creating a shared graphic style
- Attributes that are not part of a shared graphic style
- Changing & renaming graphic styles
- Making a style to darken full-width background photos

Text Styles (Reusable Appearance)

- Creating text styles
- Editing text styles
- Renaming styles & organizing into folders

Symbols (Reusable Elements)

- Creating & editing symbols
- Customizing content inside a symbol
- Resizing symbols
- Renaming symbols
- Detaching from a symbol

Exporting Assets: SVG & PNG

- Exporting artboards
- Exporting for web as SVG & PNG
- Exporting into folders

Exporting Assets: 1x & 2x JPEG

- Exporting as JPEG
- Properly setting JPEG quality