

Mastering Adobe

1. What is User Experience Design?
 - User Centered Design Process
 - UX vs UI
 - Vector vs Raster Graphics
2. Principles of designing
 - Alignment
 - Proximity
 - Consistency & Repetition
 - Contrast
 - Color
 - Typography
 - Visibility
3. Research and Analysis
 - Interviews
 - Focus Groups
 - A/B testing
 - Survey
 - Analytic tools
 - User feedback
 - Contextual enquiry
 - User flow analysis
 - Building Persona
 - Creating scenarios and storyboards
4. Mapping
 - Empathy map
 - Customer journey map
 - Service blueprint
 - Experience map
5. Ideation
 - POV
 - How might we?

6. Actionable data
 - Affinity map
7. Building Information Architecture
 - Card Sorting
8. Storyboarding and Sketching
9. Wireframing
10. Types of prototypes
11. Responsive designing
 - Planning your Multidevice Project
 - Content Strategies
 - Designing for touch devices
12. User Testing
13. Introduction to **Adobe CC**
 - Installation
 - Tools in Adobe CC
14. Getting started with **Adobe XD**
 - Introduction
 - Setting up project
15. Adding graphics in **Adobe XD**
 - Creating vector graphics
 - Adding images and text
 - Organizing content
16. Adding effects in Adobe XD
 - Using blur and shadow effects
 - Working with Repeat grid
17. Prototyping
 - Working with assets
 - Adding interactions

18. Sharing design specs
 - Exporting assets
 - Sharing prototype
19. Working with **Adobe Illustrator**
 - Getting started
 - Using selection tools
20. Working with shapes
 - Editing and combining shapes and paths
 - Using basic drawing tools
 - Drawing with pen tool
21. Adding colors and type
 - Designing poster
 - Organizing artwork with layers
 - Gradients, blends and patterns
22. Creating Illustrations
 - Using brushes and styles
 - Sharing projects
23. Working with **Photoshop**
 - Image Retouching
 - Quick fixes
24. Advanced Compositing
 - Working with Layers
 - Masking and blend modes
25. Typographic design in Photoshop
26. Mastering **Adobe InDesign**
 - Managing and creating pages
 - Working with master page
27. Managing Colors

- Need for color management
- Proofing colors on screen
- About spot and process colors

28. Designing PDF

- Designing Adobe PDF files with form fields
- Creating EPUB

29. Adding 2D animation

- Using a motion preset to create animation
- Using buttons to play animation
- Custom motion paths
- Creating pop-up caption
- Adding multimedia
- Creating slideshow
- Adding sound

30. Printing and exporting PDF

31. Working with Adobe CC libraries

- Sharing styles and assets
- Collaborating with team members