



Sketch



Get to know the audience

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How many of you have...

- done PowerPoint presentations?
- used graphical assets like banners etc. a lot (e.g. social media)?
- used Sketch or Adobe etc. before?
- done some print stuff? Illustrations or posters etc.

How many of you...

- used WYSIWYG tools to build layouts? MailChimp etc.?
- have done animation?
- have a technical background?
- have coded in HTML + CSS or other UI tech?

Why learn Sketch?

- Understand key parts of development pipeline better
- Learn to validate ideas independently
 - UX idea?
 - Draft it: force yourself to consider things you may have overlooked
 - Same reason why we build prototypes before producing a feature
- Be less dependent on others
- Learning is fun!

We're dealing with graphics formats

- Do you know what's the difference between vectors and bitmaps?
- Have you ever heard of JPG, PNG, GIF, SVG, AI, EPS?
- Have you ever heard of PDFs?

SVG



PNG



SVG



PNG







MATCH



Cake

0.5kg



Raisin

0.8kg



Passion

0.2kg



What is Sketch for?

- Graphics editor: raw vector editing capabilities
 - Creating and editing points, lines, shapes and text elements
 - Adjust stylistic properties of these objects (border styles, colors, gradients, font weights...)
- Good for creating UI graphics
 - But doesn't have the most advanced features
 - Excellent when less graphically intensive needs
- Advanced tools for maintaining complex documents and automating asset production

- Supports bitmap images copy-pasted or imported from files
- VERY limited bitmap editing
 - "Sketch contains a couple of most-common bitmap editing capabilities to help prevent you from jumping between different design tools."
 - Cropping, inverting colors, solid fills
- Blending options (such as brightness etc.) work for both bitmaps and vector objects

Interface walkthrough

Hands-on

Full documentation, tutorials, community links:

sketchapp.com

Tons of other materials:

google.com