

#### Get to know the audience

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...

How many of you have...

- used WYSIWYG tools to build layouts? MailChimp etc.?
- done animation?
- a technical background?
- 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!

### 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?

# Graphic formats?

SVG

**PNG** 



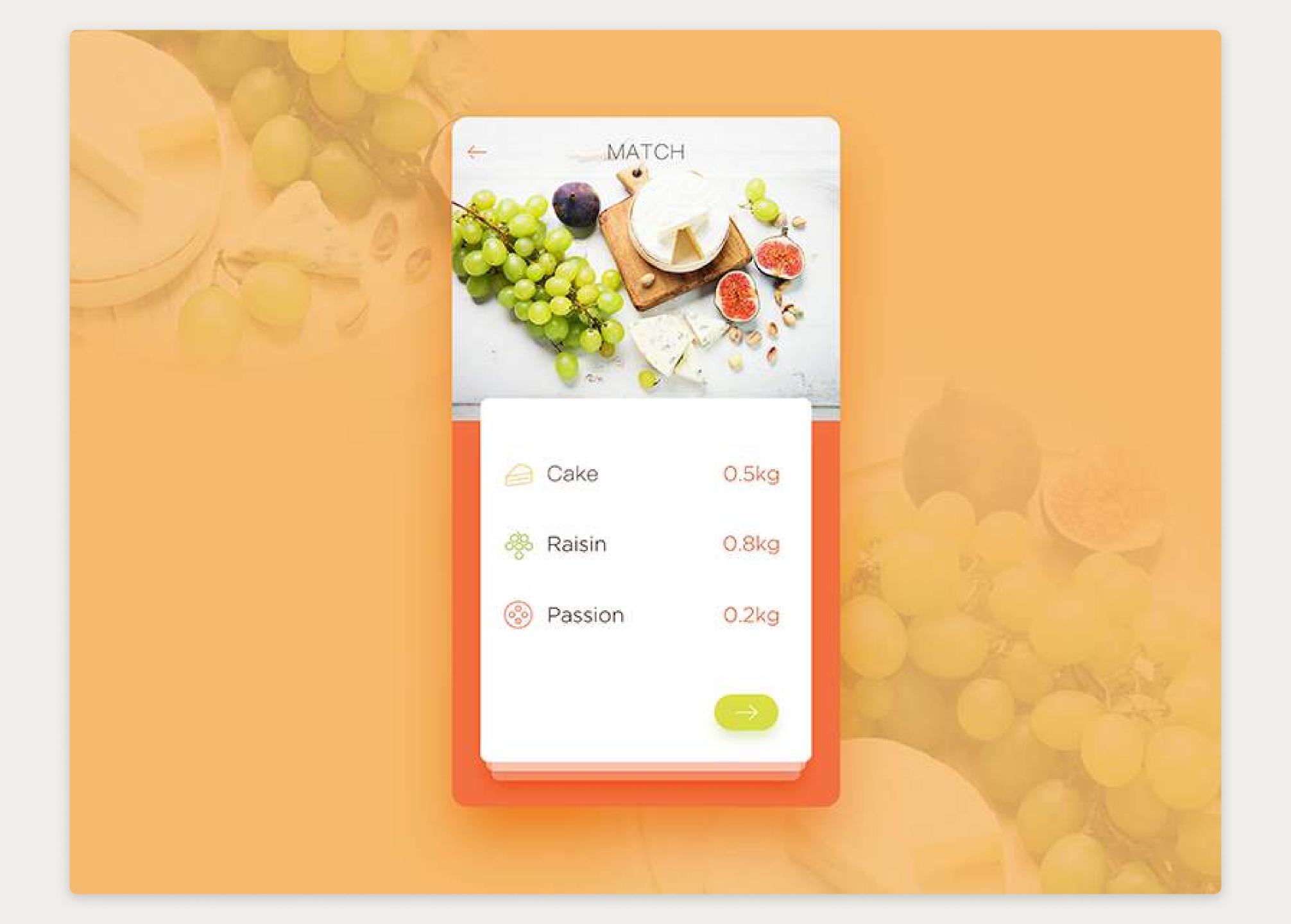


#### **SVG** PNG









#### 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

#### What is Sketch for?

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

#### Resources

Full documentation, tutorials, community links: <a href="mailto:sketchapp.com">sketchapp.com</a>

Tons of other materials:

google.com