Sketch Training Course

In this Sketch course participants discover how to use Sketch to efficiently create interactive, high-fidelity prototypes. Attendees find how to use the Layer list and Inspector to quickly create and re-use components so that they may share and test their website and mobile designs with others. This session focuses on the basic tools and workspace by leading attendees through a project-based curriculum.

What you'll learn in this training

- Navigating pages, and artboards
- Using layers efficiently
- Using styles
- Creating and using libraries

- Prototyping
- Working with masks
- Using the drawing tools
- Saving, exporting, and sharing prototypes

Audience for this training course

This Sketch course is designed for UX and UI professionals as well as those involved in app and website design, including business analysts and developers. This includes users new to the Sketch app as well as those who have experience but have no formal Sketch training.

Sketch training course duration for regularly scheduled courses

This class is two days in length. It runs from 9:30 am- 4:30 pm. Lunch break occurs mid-day.

Training course curriculum

This training course uses lesson files and content created by the instructors at American Graphics Institute. The substantial curriculum includes project files provided with the class.

Enrolling in this Sketch course

You can register for the Sketch class online at agitraining.com, or by calling 781-376-6044 or 800-851-9237.

Locations for this Sketch class

You can attend Sketch classes at our training centers located in Boston, New York City, Philadelphia, on site at your office, or on-line. You can select the course location at the time of your registration.

Private and customized Sketch training courses

This Sketch training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss customizing this training course.

Goals and objectives for this Sketch training course

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training. The Sketch course seeks to provide foundational skills for creating UX prototypes.

Sketch Training Course –topics covered:

Getting to know Sketch
Sketch Overview
Workspace Overview
Using the Toolbar, Layer List, and the Inspector
Understanding pages and layers
Working with artboards in the infinite canvas

Navigating pages, and artboards
Viewing, Zooming, Pixel Preview, Pixel Zoom
Precision placement using rulers, grids, guides
Preferences for best viewing
Helpful keyboard shortcuts

Artboards in detail
Creating, naming, and editing artboards
Creating backgrounds for artboards
Aligning and distributing artboards
Adding scrolling to your artboard

Using layers in Sketch
Adding and naming layers
Selecting, moving, grouping and ungrouping
Rearranging the stacking order of layers

Creating shapes and other objects in Sketch
Creating and editing objects
Using Boolean tools to customize shapes
Changing properties: fill, border, opacity, corners
Quick shape keyboard shortcuts

Transforming and positioning
Resizing, rotating
Setting up resizing constraints
Align and distribute
Rotating many layers

Creating fills, strokes and more
Selecting and creating Local and Global colors
Opacity and blending
Borders, shadows, and blurs
Saving object styles

Creating styles
Creating layers styles
Sharing layer styles
Editing and updating styles
Using plug-ins to sync styles

Masking
Masking shapes with objects and text
Filling shapes with images

Using the Drawing tools
Pen tool
Pencil tool

Importing artwork from other applications and file formats
From XD, Illustrator, Photoshop, PDF
Importing general file formats
Importing and editing images
Cropping images
Removing backgrounds from images

Creating and editing text
Adding text areas
Changing text properties
Saving text styles

Saving artwork as symbols
Creating symbols
Editing and updating symbols
Overriding and detaching symbols
Creating and using nested symbols
Organizing your symbols for easy access

Creating and using libraries

Using existing libraries
Creating your own library
Modifying Sketch libraries
Enabling and disabling libraries

Prototyping

Creating links and custom hotspots
Breaking and re-directing links
Removing all links
Testing and previewing
Using the Mirror app to test your app on your phone

Saving & exporting your prototype

Saving your file
Saving a template
Sharing your file
Exporting assets
Exporting to PDF

Helpful Plug-ins

Measuring specs
Style library options and more