

Adobe Photoshop – Web and Applications Design

Course code: PHSH4

In this course you will learn how to use Adobe Photoshop for creating web graphics and user interface of mobile and desktop applications. You will first be introduced to the basic concepts of Web UI and graphics - types of layouts and equipment, color schemes, file formats, optimization, use of grids (grids). Then you will explore the features Adobe Photoshop that can help you effectively produce graphics - Smart Objects, slices, styles, masks, vector drawing, etc. During the course you create complete site layout and design of the user interface from sketch through prototype to finished graphic. Eventually you will be familiar with the use of the finished web freely available components for your suggestions.

Who is the course for

The course is intended for web designers and mobile and desktop UI applications designers working in Adobe Photoshop.

What we teach you

- basic concepts of web and UI design
- work with the colors, layers, and text
- preparation of wireframes
- create web/UI mockup
- optimize graphics for web and UI

Required skills

Knowledge of Adobe Photoshop on the level of basic course.

Course outline

Basic concepts

- designing for screens
- the size and screen resolution
- PSD- to- HTML workflow
- setting Photoshop for web and UI design
- creating a new document for a web UI
- layouts principles
- CSS

Colors

- color settings
- web-based colors
- color palette / color scheme
- Kuler

Layers

- vector and bitmap layers
- smart objects
- Masking
- layer groups
- clipping group
- import graphics
- formatting shape layers
- layer styles
- filtering layers
- layer comps

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Text

- text as text or text image
- text smoothing
- character and paragraph styles
- web fonts

Wireframes

- project planning
- guides, grids, rulers
- grid system
- responsive design
- design layout with layers

Web / UI mockup

- design organization and structure
- main design elements
- background
- navigation creation
- preparation of the text
- preparation of graphics
- preparation of photos
- buttons
- other form elements
- simulation behavior using layer comps

Optimizing graphics for web and UI

- formats
- slices vs. layer
- graphics vs. CSS
- transparency
- image sprites creation

Collaboration with other applications

- Adobe Illustrator
- Adobe Dreamweaver
- Adobe XD

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