



Adobe Photoshop Training

Advanced Photoshop: Web & User Interface Design

Who Should Do This Course?

Participants will learn modern techniques to turn wireframes into finished designs. Understand how to design responsive website layouts that are optimized for mobile, tablet, and desktop screens. You'll design on grids, extract image assets, create hi-res 2x graphics, and so much more. In addition to learning key features and techniques, participants will learn important workflow tips and tricks and to efficiently create professional designs that are easier for developers to code.

Duration: 3 days

Class size: 10 students max

Times: 9:00am - 5:00pm

Price: Refer to our website for current course and package pricing

After the course?

Each student will receive:

- Certificate of completion
- Training manual
- 12 months FREE email support
- FREE class re-sit (if necessary)

About The Course

Photoshop is a very deep application that has many uses. It is used by photographers, videographers, 3D artists, print designers, web designers and more. This course will focus on teaching you features and workflows important to web design and user interface design without getting sidetracked on unrelated features.

Prerequisites

This course is not for Photoshop beginners. Participants should have a working knowledge of Photoshop before taking this course. If you do not have any Photoshop experience, you should take our Fast Track to Photoshop course before attending this course.

Content

Unit 1: Creating New Files & Designing on a Grid System

- Setting Preferences & Workspace
- Creating a New Document
- Creating a Grid
- Designing with Bootstrap's Grid
- Viewing at Accurate Size
- Creating Coloured Backgrounds for Text
- Importing Text

Unit 2: Adding Photos & Editing the Layout

- Changing the Page's Background Colour
- Importing Photos
- Changing Canvas Size
- Grouping Layers

Unit 3: Adding Page Navigation & Editing Smart Objects

- Creating a Navigation Bar
- Adding a Stroke
- Changing Opacity
- Importing Vector Graphics from Adobe Illustrator
- Editing a Vector-Based Smart Object in Illustrator
- Editing a Pixel-Based Smart Object in Photoshop
- Content-Aware Fill
- Swapping Out Graphics

Unit 4: Text Styling & Adjusting Images behind Text

- Adding a Drop Shadow to Type
- Darkening a Background Photo to Make Text More Legible

Unit 5: Adapting a Webpage Layout for Tablets

- Copying the Desktop Design into the Tablet File
- Adjusting Elements to Fit the New Dimensions
- Cropping the Canvas

Unit 6: Adapting a Webpage Layout for Mobile Phones

- Copying the Tablet Design into the Mobile Phone File
- Adjusting Elements to Fit the New Dimensions

Unit 7: Optimizing for Web: JPEGs & HiDPI/Retina Graphics

- Using Save for Web
- Optimizing Photos for Low-Res Screens
- Optimizing Photos for Hi-Res (HiDPI/Retina) Screens
- Compression Settings for 1x & 2x Versions
- Saving File Size When Optimizing 2x Graphics

Unit 8: Optimizing for Web: PNG vs. GIF

- 8-Bit File Formats: GIF vs. PNG-8
- PNG-24: Save For Web's Only Choice for Partial Transparency
- Optimizing Colours: Limited Colours vs. Gradients vs. Black & White
- Making a 1x from a 2x Graphic

Unit 9: Extracting Assets from a Design

- Pros & Cons of the Extract Assets Panel
- Creating PNG, GIF, & JPEG Files from a Design
- Extracting PNG-8 with Partial-Transparency
- The Proper Way to Extract 1x and 2x Graphics
- Why Photoshop Sometimes Exports Low-Res JPEGs & How to Fix It

Unit 10: Designing in 2x Photoshop Files

- Designing at 2x versus 1x
- Turning a Wireframe into a Real Design

- Setting Anti-Aliasing & Hyphenation
- Using Clipping Masks to Crop an Image
- Aligning to a Selection

Unit 11: Paragraph Styles

- Creating Paragraph Styles
- Applying Paragraph Styles
- Editing Paragraph Styles

Unit 12: Masking Photos & Visual Effects

- Importing & Cropping Photos (Masking)
- Colorizing Icons (Vector Smart Objects) in Photoshop
- Adding Effects Such as Stroke, Inner Shadow, & Gradient Overlay
- Copying Effects to Other Layers
- Fill Opacity

Unit 13: Optimising Graphics in a 2x Design

- How Extract Assets in a 2x File Differs from a 1x File
- Slicing
- Layer Based Slices
- Custom Sized Slices

Unit 14: Patterns and Textures

- Creating and Using Patterns
- Colouring Patterns

Unit 15: Mocking up interaction States (Pop-Up, Hover etc.)

- Creating a Video Overlay
- Creating and Viewing Layer Comps
- Making Changes across Layer Comps

Unit 16: Batch Processing Multiple Images

- Using Image Processor
- Custom Cropping & Exporting Layers to files
- Batch renaming files in Adobe Bridge

Unit 17: Wire Framing

- Adding Placeholder Text & Buttons
- Indicating Where a Graphic should go
- Duplicating, Aligning & Evenly Distributing Elements

Unit 18: Coding for Designers - Part 1

- Introduction to Basic HTML Tags
- Creating a Link
- Introduction to CSS (Cascading Style Sheet)
- Creating a Custom Style with a Class
- Introduction to Layout Concepts
- Wrapping Content in a Container Tag

Unit 19: Coding for Designers - Part 2

- Getting Started with Bootstrap Files
- Cleaning up the Provided Bootstrap Files
- Moving Content into Bootstrap Template
- Using Bootstrap Grid System to Create Rows & Columns
- Putting Content into Appropriate Columns
- Using Custom Fonts
- Final Styling

Looking for course dates?

To view a full list of course dates, please visit our website at www.dynamicwebtraining.com.au

Alternatively please contact our office on **1300 888 724**