COURSE SYLLABUS

Photoshop for Web Design & UI

Learn how to use Photoshop to create and optimize graphics for web and UI design, including designing on grids, extracting image assets, and creating hi-res 2x graphics. This course covers modern techniques that are specifically relevant to UI and UX designers.

For more information, visit
https://www.creativelive.com/classes/photoshop-web-ui



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Course Outline

Section 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 Colored Backgrounds for Text
- Importing Text

Adding Photos & Editing the Layout

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

Adding Page Navigation & Editing Smart Objects

- Creating a Navbar
- 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

Section 2

Text Styling & Adjusting Images Behind Text

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

Adapting a Webpage Layout for Tablets

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

Adapting a Webpage Layout for Mobile Phones

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

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

Section 3

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
- Properly Optimizing Colors: Limited Colors vs. Gradients vs. Black & White
- Making a 1x from a 2x Graphic

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

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

Section 4

Paragraph Styles

Creating, Applying, & Editing Paragraph Styles

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

Optimizing Graphics in a 2x Design

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