Using Sketch to create interactive prototypes

Getting to know Sketch
Workspace overview
Understanding the work area
Working with the infinite canvas
Inserting artboards
Using pages to organize your files
Using the toolbar, Inspector, and more

Viewing your design space
Zooming and panning
Pixel Preview
Pixel Zoom

Creating, editing & organizing artboards
Customizing size
Creating backgrounds
Aligning and distributing
Building for scrolls
Fixing items on the artboard
Understand resizing and pinning options

Using layers
Overview and organization
Selecting, moving, and editing layers
Naming layers
Grouping

Creating basic UI shapes in Sketch
Creating and editing shapes
Boolean operations
Transforming shapes
Masking objects
Customizing elements
Using the drawing tools

Changing object properties
Borders
Colors
Eyedropper
Saving frequently used colors

Finding and replacing colors

Saving object styles
Creating common styles
Editing and updating

Creating text
Text styles
Creating, using, and editing
Auto-fit text

Creating linked content
Building a prototype that works
Changing transitions

Saving artwork as symbols
Working with text and image overrides
Nesting symbols into other symbols
Using symbol libraries
Replacing layers with symbols
Symbol organization
Using Data in Symbols
Understanding the auto-layout features

Creating design systems
Creating reusable components
Sharing branding content with others
Understanding Atomic Design principles (Frost)
Updating your design system content

Saving & exporting your prototype
Saving for design reviews
Saving for development
Introduction to plugins that can help

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