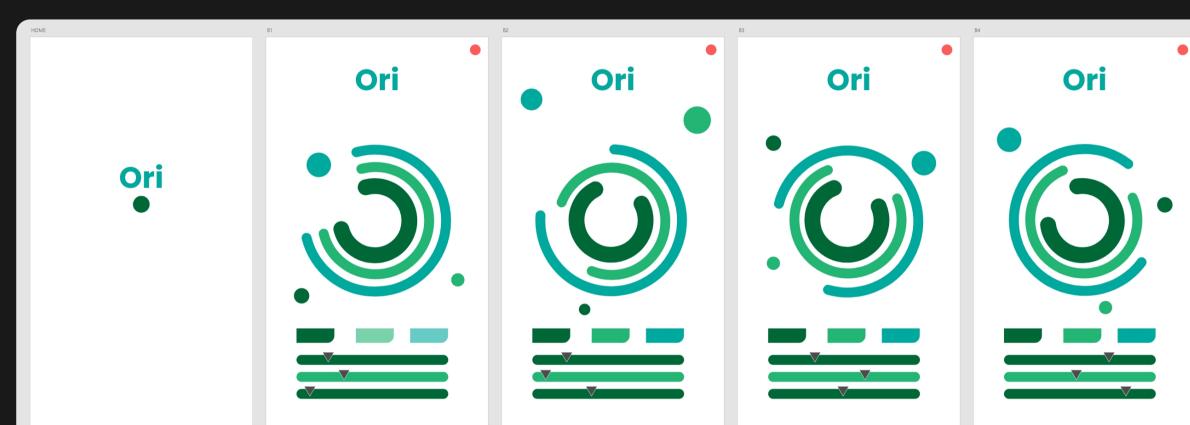
Core Digital Design Skills

By Callum Wood

Adobe XD: Creating an Interactive Visual App

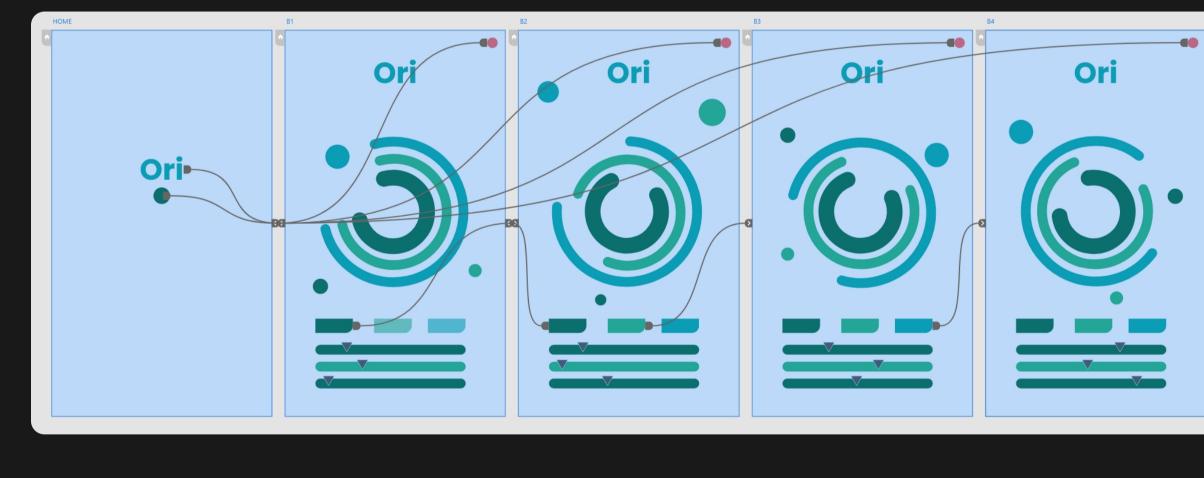


Explination

As a part of my course work, I was presented with the opportunity to learn about Adobe XD, a software program that facilitates designing and prototyping interactive applications. During the session, my tutor, Paul, introduced us to the basics of Adobe XD and walked us through the process of creating a visual app called Ori. This essay provides an account of my learning journey, insights gained, and how it ties back to the module learning objectives.

Designing the Ori App: An Overview

In the session, Paul familiarized us with various tools and features of Adobe XD, including shapes, pen tools, layers, and groups. We used these tools to create a simple visual app with circular shapes, arranged in a pattern. The design was aesthetically pleasing, with a minimalistic look and a clear color scheme. The screenshot of the completed Ori app design demonstrates this simplicity and elegance.



Animating and Prototyping the Ori App: Insights Gained Following the design process, we progressed towards animating and prototyping the Ori app. This involved adding interactions and

animations to the design to create a more engaging and interactive experience for the user. We employed Adobe XD's numerous features and tools, including auto-animate and time trigger, to develop these interactions. The second screenshot depicts the app prototype, with interactions such as tap to change the pattern. Throughout this process, I gained valuable insights into designing and prototyping interactive applications. One crucial lesson was the

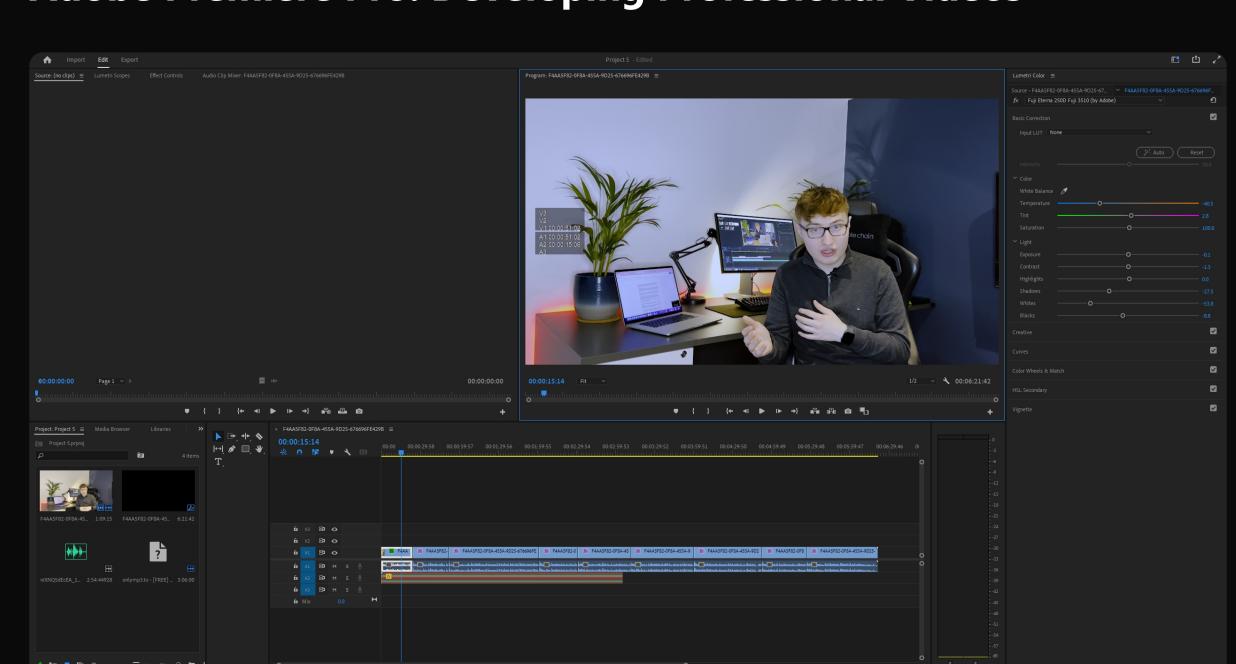
significance of clear and consistent design elements. Maintaining consistency in color schemes, fonts, and shapes enhances the design's aesthetic appeal and eases navigation. Another critical insight was the role of user feedback in the design process. Prototyping enabled us to gather feedback and modify the design, ensuring that it was user-friendly and met the target audience's requirements. Reflection and Tie-In to Module Learning Objectives

In summary, the Adobe XD session was a valuable learning experience for me. I acquired practical skills in designing and prototyping

interactive applications, along with insights into user-centered design and iterative design processes. These skills and insights align perfectly with the module learning objectives, which focus on developing communication, critical, and evaluative skills, as well as understanding the vocational and personal dimensions of the field. In conclusion, the Ori app's creation using Adobe XD was an enlightening and rewarding learning experience for me. I am eager to

apply the skills and knowledge obtained in this session to future projects and assignments.

Adobe Premiere Pro: Developing Professional Videos



module was to create a professional video that documented my role as an apprentice, explored design disciplines and job roles, and

Explination

presented my findings to an audience. In order to complete this project, I used Adobe Premiere Pro to edit and enhance my video. Context Editing is a critical part of the video production process, as it allows us to snape our raw footage into a conesive and compelling

narrative. In Adobe Premiere Pro, we can use a variety of tools and techniques to make key edits, including cutting, trimming, and

rearranging footage, adding transitions and effects, and adjusting audio levels and color grading.

As part of the SENS 100 module, I had the opportunity to learn valuable skills in Adobe Premiere Pro. One of the key projects in this

Insights

were within acceptable ranges.

While working on my video project for the SENS 100 module using Adobe Premiere Pro, I gained several valuable insights about the software's basic tools. One of the most helpful tools I discovered was the razor tool, which enabled me to cut and split clips into smaller sections with precision. This feature was instrumental in removing unwanted footage and making more accurate edits. Additionally, the selection tool was indispensable in moving and adjusting clips on the timeline with ease.

During my experience with Adobe Premiere Pro, I also learned the significance of color grading in video editing. The software's color

professional look throughout my video. The Lumetri Scopes panel was also a valuable tool in ensuring that my footage's color levels

grading panel was essential in adjusting the color, saturation, and brightness of my footage, helping me achieve a cohesive and

Moreover, the stock footage library within Adobe Premiere Pro was a convenient and valuable resource. It allowed me to quickly browse and preview stock footage and incorporate it directly into my project, saving me time and effort. This feature proved useful in filling gaps and illustrating specific points in my video.

Overall, these insights were critical in my progress towards mastering Adobe Premiere Pro. They not only improved my efficiency and effectiveness while working with the software, but they also gave me the tools and knowledge necessary to create high-quality video content.

Reflecting on My Learning The process of editing my video using Adobe Premiere Pro was a challenging yet rewarding experience. Although I had some prior experience with video editing, I had to learn new skills and techniques to use the software effectively. For instance, I had to understand the interface, features, and tools of Adobe Premiere Pro to make creative decisions about enhancing my footage. Through the process,

I learned how to use the razor tool to cut clips into smaller sections, the selection tool to move and adjust clips on the timeline, and how to use the zoom function to navigate the timeline and make more detailed edits. I also discovered how important color grading is in video editing and how Adobe Premiere Pro provides various tools to accomplish it. The color grading panel helped me adjust color, saturation, and brightness of the footage, creating a professional and consistent look throughout the video. I also used the Lumetri Scopes panel to monitor color levels and ensure they were within the acceptable range. Tying it Back to the Module Learning Objectives Completing this project and mastering Adobe Premiere Pro has helped me develop my core digital design skills and make progress towards the learning objectives of the CDD 100 module. Specifically, I could demonstrate my ability to create professional-quality

videos and proficiency in using industry-standard software tools. I learned how to use Adobe Premiere Pro to make creative decisions

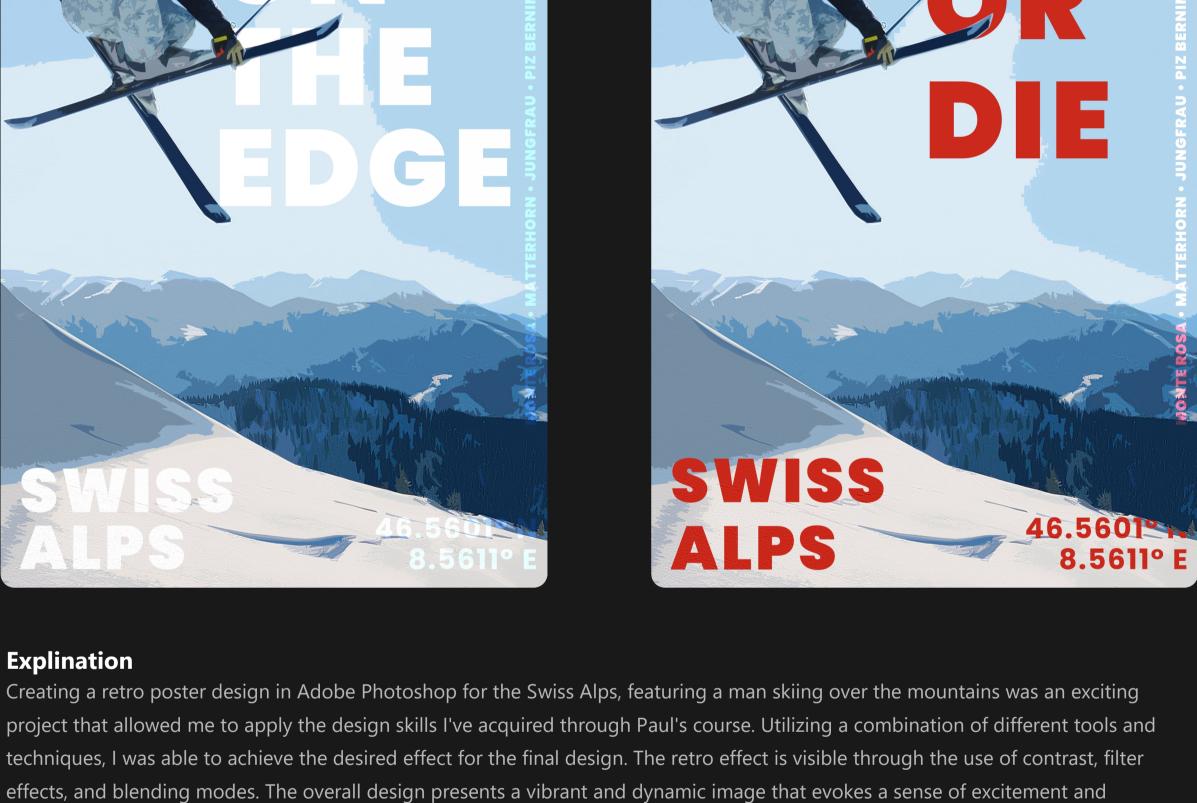
in video editing and apply color grading to create a consistent look in the video. This project also enhanced my project management

skills, as I learned to manage my time effectively and work within a timeline. The skills I have learned through this project will

Adobe Photoshop: Swiss Alps Skiing Poster

undoubtedly be valuable in my future academic and professional pursuits.





adventure. **Providing Context** The use of contrast was essential in creating a striking and vibrant image that immediately captures the viewer's attention. By adjusting

the contrast levels, I was able to make the image pop, making it more visually appealing. Filter effects, such as cut out and filter gallery, were utilized to give the design a retro feel. The object selection tool allowed me to cut out the skier, allowing him to appear over the background text, making him the central focus of the design. Blending modes, such as multiply, were used to enhance the overall image, giving it a more dynamic and energetic feel.

Reflection on My Learning This project has allowed me to apply and develop my skills in Adobe Photoshop. Through the guidance and support of Paul, I have gained a deeper understanding of the different tools and techniques available within the software. I was able to experiment with different effects and blending modes, which allowed me to achieve the desired retro effect for the final design.

Tying it Back to the Module Learning Objectives By completing this project, I was able to develop my core digital design skills and make progress towards meeting the learning objectives of the course. Specifically, I was able to demonstrate my ability to create professional-quality designs, as well as my

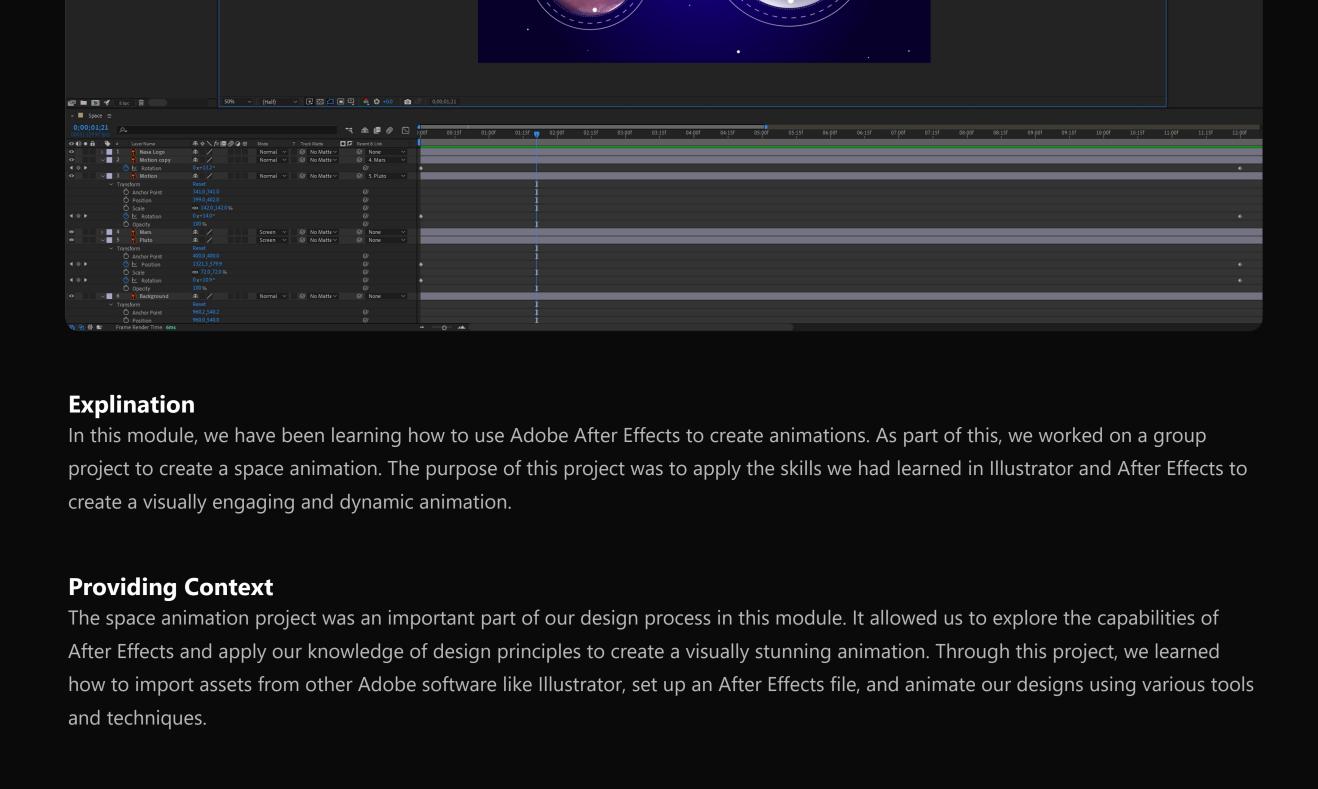
proficiency in using industry-standard software tools. This project has allowed me to develop my critical and evaluative skills, as I had

to make creative decisions throughout the design process. Additionally, I was able to demonstrate my ability to integrate theory and

practice, as well as personal and vocational dimensions.

Adobe After Effects: Space Animation

NASA



understanding how to use the timeline, we were able to control the timing and duration of each animation, create smooth transitions between different movements, and sync the audio with the visuals. Another important tool that we used in this project was the anchor point. By adjusting the anchor point of an object, we were able to control the point around which it rotates or scales, allowing us to create complex animations with ease.

Throughout the space animation project, we faced various challenges, especially when it came to creating complex animations.

were proud of. Through this project, we developed our skills in animation, design, and problem-solving.

However, with the guidance and support of Paul, we were able to overcome these challenges and produce a final animation that we

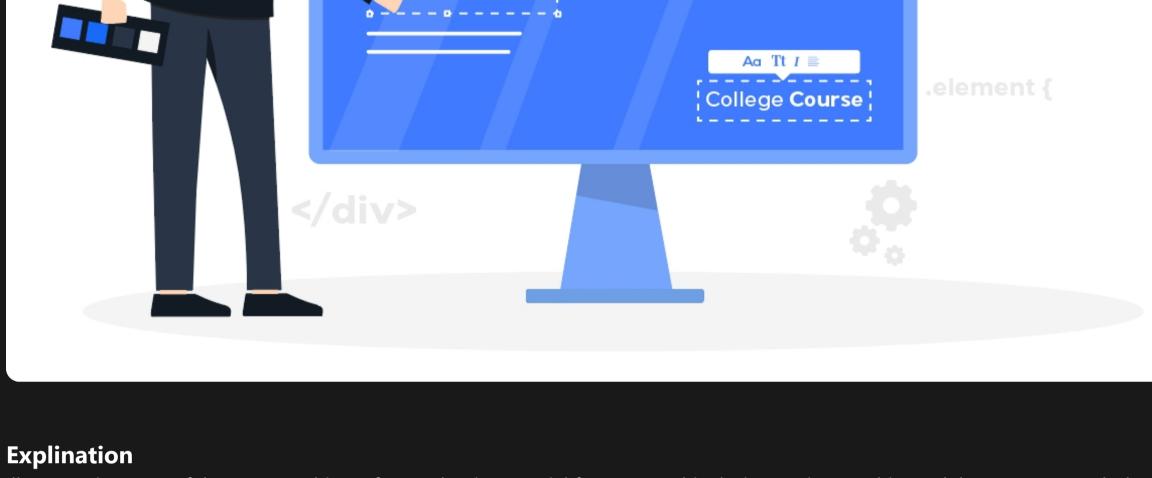
One of the main insights that we discovered during the space animation project was the power of the timeline in After Effects. By

Tying it Back to the Module Learning Objectives The space animation project was an essential part of our module, as it helped us to achieve the learning objectives of the course. We were able to apply our knowledge of design principles, animation, and software tools to create a visually stunning and engaging animation. Additionally, we learned how to collaborate effectively in a group setting, which is an important skill for any designer to have. Overall, this project helped us to develop our skills and knowledge in ways that will be useful in our future design work.

Reflecting on my Learning

Insights

Adobe Illustrator: Profile Illustration



use Illustrator to create beautiful designs and illustrations. **Providing Context**

Insights During the course, Paul taught us how to use the pen tool to create paths and shapes, as well as the gradient tool to add color and depth to our designs. The brush tools allowed us to add texture and variation to our artwork, and the shape tools helped us create complex geometric designs quickly.

One insight I gained from working with Illustrator is the importance of using layers and groups to keep my designs organized. It can be

overwhelming to work with multiple elements in a design, and layers allow me to separate each element, making it easier to edit and adjust as needed. I also learned how to use the artboard feature to create multiple designs on one canvas.

in our design careers.

Reflecting on my Learning During my time using Adobe Illustrator with Paul, I learned a lot about the different tools available and how to use them effectively to create high-quality designs. The pen tool, for example, was a challenge for me to grasp at first, but after some practice and guidance

from Paul, I began to feel more confident using it. I learned how to create custom shapes with the pen tool and how to adjust anchor points to make more complex shapes. Another tool that I found extremely useful was the gradient tool. I learned how to create custom gradients with multiple colors, as well as how to adjust the angle and placement of the gradient on my design. This helped me create more depth and dimensionality in my

designs, which was an exciting discovery. I also learned about the brush tools, which allowed me to create custom brush strokes and patterns. Paul showed us how to use different brush presets and how to customize them to fit our specific design needs. This was especially helpful when working on our space animation, as we needed to create unique textures and patterns for the different planets and stars.

Throughout the process, I faced some challenges, but with the help of Paul and my fellow classmates, I was able to overcome them. For example, I struggled at first with creating precise shapes with the pen tool, but after some practice and guidance, I began to see improvement in my skills. Additionally, I found the use of layers and the layer panel a bit confusing at first, but after some exploration and asking questions, I gained a better understanding of how to organize my designs with layers effectively.

Overall, I'm proud of the progress I made with Illustrator during this module, and I feel more confident in my ability to use the program to create high-quality designs. I look forward to continuing to develop my skills in this area and applying what I learned to future design projects.

Tying it Back to the Module Learning Objectives The use of Adobe Illustrator is an essential skill for designers, and it is especially important in this module to achieve our learning objectives. Through using Illustrator, we were able to create designs that were both visually appealing and communicated the message effectively.

By learning the pen tool, the gradient tool, brush tools and shape tools, we were able to create intricate designs that were scalable and

editable. We learned how to create shapes and use them as building blocks to create more complex designs. We were also introduced to the concept of layers and how they can be used to create more organized and efficient designs. The ability to create vector graphics using Illustrator is an important skill for any designer as it allows for designs to be resized without losing quality. This is especially important for web and print designs where the image needs to be displayed at different sizes.

foundation of skills that will enable us to create designs for a wide range of mediums, including web, print, and multimedia. Overall, the use of Adobe Illustrator in this module has allowed us to develop a range of skills that are directly applicable to our

Furthermore, the skills we learned in Illustrator are directly applicable to the rest of the module. We can use the designs we created in Illustrator to create animations in After Effects and apply them to web designs in XD. By mastering Illustrator, we are developing a learning objectives. Through the use of the pen tool, gradient tool, brush tools, and shape tools, we have developed the ability to create complex designs that are scalable and editable. These skills are essential for any designer and will be invaluable as we progress

Illustrator is a powerful vector graphics software that is essential for any graphic design project. In this module, we were taught how to The screenshot I am sharing today shows the work I did in Illustrator. Paul, our instructor, taught us how to use Illustrator effectively by showing us how to use the pen tool, the gradient tool, the brush tools as well as the shape tools. These tools are important because they allow designers to create complex and detailed illustrations and designs that can be scaled without losing quality. As a design student, learning how to use this software is crucial to developing a strong foundation in design.