



# Affinity Designer

Affinity Designer is the fastest, smoothest, most precise vector graphic design software available. Whether you're working on branding, concept art, print projects, icons, or web mock ups, Affinity Designer will revolutionise how you work, on MacOS and Windows. During this 1-day introduction to Affinity Designer you will learn the core skills needed to get the very best out of the Affinity software.

## In this course, you will:

- Learn the interface
- Work with Objects
- Implement Layers
- Learn to accurately draw with the Pen tool
- Apply Colour & Gradients to objects
- Add Effects to objects
- Create reusable Symbols

## Course Length: 1 day

## Course Content:

### **Working with Core Skills**

Working with the Tools panel  
Exploring the Control panel  
Working with panels  
Resetting and saving your workspace  
Viewing artwork  
Setting Artboards  
Adding Artboards to the document  
Resizing Artboards  
Navigating multiple Artboards  
Arranging multiple documents

### **Working with Objects**

Using the Selection tool  
Using the Direct Selection tool  
Creating selections with a marquee  
Selecting similar objects  
Aligning objects  
Aligning objects to each other  
Aligning to a key object  
Distributing objects  
Working with groups  
Grouping items  
Scaling objects  
Reflecting objects  
Rotating objects  
Distorting objects with effects  
Clipping Vector & Raster Objects

### **Layers**

Adding Layers, Moving layers, Locking layers, Viewing layers  
Pasting layers



## **Geometry Tools**

Applying Compounds to Objects  
Add, Subtract, Intersect, Divide

## **Drawing with the Pen Tool**

Selecting paths  
Constraining lines  
Introducing curved paths  
Drawing a curve with the Pen tool  
Drawing a series of curves with the Pen tool  
Converting smooth points to corner points  
Combining curves and straight lines  
Editing curves  
Deleting and adding node points  
Converting between smooth points and corner points

## **Managing Colours & Gradients**

Exploring colour modes  
Understanding the main colour controls  
Working with colour  
Applying an existing colour  
Creating and saving a custom colour as a swatch  
Creating a spot colour  
Creating and saving a tint of a colour  
Adjusting colours  
Creating and applying a linear gradient to a fill  
Adjusting the direction and angle of a gradient fill  
Creating and applying a radial gradient  
Editing the radial gradient colours  
Adjusting the radial gradient  
Applying gradients to multiple objects  
Exploring other methods for editing gradient colours

## **Effects & Adjustments**

Applying Gaussian blurs, Shadows  
Applying Brightness & Contrast  
Recolouring objects  
Soft Proof Adjustments

## **Design Aids**

Using Snapping  
Applying Grids & Guides

## **Symbols**

Creating symbols  
Editing a symbol  
Replacing symbols  
Breaking a link to a symbol  
Editing symbol options