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Sign up

Affinity Designer training
3 days (21 hours)

Presentation

Affinity Designer is a Serif vector graphics editor for macOS and Windows developed over the last 5 years. It was created to compete with Adobe Illustrator, as well as its other software Affinity Photo to compete with Photoshop, and soon with Adobe InDesign.

They hope that many Adobe users will turn to them, which is why Affinity Designer allows Adobe Illustrator files to be opened and exported.

Affinity Designer lets you create vector drawings, enabling you to create illustrations, icons, branding strategies, UI designs, typography, print projects, mock-ups, Web images, pattern designs and concept art. Affinity Designer features powerful vector drawing tools and an interface strongly inspired by Adobe Illustrator, Adobe's vector design software. Affinity has also developed Affinity Photo and Affinity Publisher.

The course will use the latest stable version of the project (Affinity Designer 2.5 at the time of writing).

Objectives

- Getting started with Affinity Designer
- Understanding the use of layers
- Creating and editing vector objects
- Manage the graphic appearance of objects
- Text layout
- Mixing bitmap elements and vector shapes

Target audience

Designers, managers, project administrators, graphic designers.

Prerequisites

Computer skills are essential.

Affinity Designer training program

Introduction

- Recall the notions of vector and bitmap images
- Interface overview
- Organizing tools and palettes
- Know how to make settings, preferences, workspace
- Create a new document, formats, color profiles
- Master interface functions: zooms, rulers, magnetism
- Know and choose the right recording and export formats

Getting started with Affinity Designer

- Working on an existing document, .Ai compatibility
- Selecting objects, and objects in a group
- Use the layers panel to locate and organize objects
- Learn to change planes, opacity, lock and hide objects

Understanding the use of layers

- Using and organizing layers
- Overlaying paths within a layer
- Choose the type of layers: object, adjustment, pixelated

Creating and editing vector objects

- Create basic geometric shapes
- Understanding and using bezier curves and the feather tool
- Freehand drawing with pencil and brush tools
- Using the Brush tool and different brush shapes
- Select a path using the selection tool and the layers palette
- Transform, align and duplicate objects
- Mixing objects by combining shapes
- Combine nested objects (clipping masks)
- Transform paths using rotation and flip functions

Managing contours

- Change background and outline colors
- Know how to use the Color Wheel, TSL, color creation tools
- Plain or gradient fillings
- Create contours
- Apply a brush shape to a contour

Manage the graphic appearance of objects

- Understanding color modes: RGB for the web and CMYK for printing
- Create linear, radial and conical color gradients
- Edit outlines, dotted lines and gradients
- Apply transparency, blur, drop shadows and relief effects

Managing text

- Applying text, typographic settings and text layout
- Embedding an image or line in text
- Vectorize and transform text
- Create a logo, flyer, business card or poster

Apply effects, retouching and rendering simulation

- Apply creative effects using adjustment layers: chroma modification, TSL, Black & White, Recolor, Exposure...
- Import images, create blends of pixel images and vector elements
- Using the library of ready-to-use objects
- Discover and use pixel image retouching tools, with "pixel persona".
- Know how to use the final print rendering simulation
- Understand recording and export formats

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.