

Updated on 04/11/2025

Register

Affinity Designer Training

3 days (21 hours)

Overview

[Affinity Designer](#) is a vector graphics editor from Serif for macOS and Windows that has been in development for five years. It was created to compete with Adobe Illustrator, as were their other software programs Affinity Photo to rival Photoshop and an upcoming program to rival Adobe InDesign.

They hope that many Adobe users will switch to their products, which is why Affinity Designer allows users to open and export Adobe Illustrator files.

Affinity Designer allows you to create vector drawings, enabling you to make illustrations, icons, branding strategies, UI designs, typographies, print projects, mockups, web images, and conceptual art pattern designs. Affinity Designer has many powerful vector drawing tools and an interface heavily inspired by Adobe Illustrator, Adobe's vector drawing software. Affinity has also developed Affinity Photo and Affinity Publisher.

The training 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 usefulness of layers
- Creating and editing vector objects
- Managing the graphic appearance of objects
- Laying out text
- Combining bitmap elements and vector shapes

Target audience

Designers, managers, project administrators, graphic designers.

Prerequisites

Computer literacy is essential.

Affinity Designer training program

Introduction

- Review of vector and bitmap image concepts
- General overview of the interface
- Organizing tools and palettes
- Learn how to adjust settings, preferences, and workspace
- Create a new document, formats, color profiles
- Mastering interface functions: zooms, rulers, magnetism
- Knowing and choosing the right save and export formats

Getting started with Affinity Designer

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

Understanding the usefulness of layers

- Use and organize layers
- Overlay paths within a layer
- Choose the type of layers: object, adjustment, pixelated

Create and modify vector objects

- Creating basic geometric shapes
- Understanding and using Bézier curves and the pen tool
- Draw freehand with the pencil tool and brush tool
- Use the Brush tool and different brush shapes
- Select a path using the selection tool and the layers palette
- Know how to transform, align, and duplicate objects
- Blend objects by combining shapes
- Combine nested objects (clipping masks)
- Transform paths using the rotate and flip functions

Manage outlines

- Know how to change background and outline colors
- Know how to use the color wheel, HSL, and color creation tools
- Solid or gradient fills
- Create outlines
- Applying a brush shape to an outline

Managing the graphic appearance of objects

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

Manage text

- Apply text, typographic settings, and text layout
- Integrate an image or path into text
- Vectorize and transform text
- Create a logo, flyer, business card, or poster

Applying effects, retouching, and rendering simulation

- Know how to apply creative effects using adjustment layers: color modification, HSL, black and white, recoloring, exposure, etc.
- Know how to import images, create blends of pixel images and vector elements
- Use the library of ready-to-use objects
- Discover and use pixel image editing tools, such as "pixel persona."
- Know how to use final print rendering simulation
- Understand file formats for saving and exporting

Target companies

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

Positioning at the start of training

The positioning at the start of the training complies with Qualiopi quality criteria. Upon final registration, the learner receives a self-assessment questionnaire that allows us to assess their estimated level of proficiency in different types of technologies, as well as their expectations and personal objectives for the upcoming training, within the limits imposed by the selected format. This questionnaire also allows us to anticipate certain connection or internal security issues within the company (intra-company or virtual classroom) that could be problematic for the monitoring and smooth running of the training session.

Teaching methods

Practical training: 60% practical, 40% theory. Training materials distributed in digital format to all participants.

Organization

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

Assessment

At the end of the session, a multiple-choice questionnaire is used to verify that the skills have been correctly acquired.

Certification

A certificate will be issued to each trainee who has completed the entire training course.