

Updated 05/30/2024

Sign up

Affinity Suite training: Designer, Photo, Publisher

5 days (35 hours)

Presentation

Our Affinity Suite: Designer, Photo, Publisher training course offers you a unique opportunity to master a complete suite of graphic design software. Designed to meet the needs of designers, photographers, publishers and content creators.

This course will enable you to acquire advanced skills in graphic design, photo retouching and desktop publishing.

During this course, we'll guide you through the essential aspects of each software package, from their fundamental concepts to their practical implementation in professional environments. You'll discover how to use the tools and features of each application.

We'll take a detailed look at the user interface, drawing and retouching tools, and advanced techniques for each program. In addition to mastering the basics, you'll explore advanced features such as symbols in [Designer](#), adjustment layers in [Photo](#), and templates in [Publisher](#).

As with all our training courses, our Affinity Suite training will introduce you to the [latest versions](#) and their new features (at the time of writing: Affinity Designer 2, Affinity Photo 2, Affinity Publisher 2).

Objectives

- Master Affinity Designer's basic and advanced tools
- Learn image editing and manipulation techniques in Affinity Photo
- Create professional layouts with Affinity Publisher
- Efficiently integrate the three software packages for an optimized workflow
- Automate tasks and use the advanced features of Affinity software

Target audience

- Graphic designers
- Photographers
- Web and UI/UX designers
- Marketing and communications professionals

Prerequisites

- Familiarity with the concepts of graphic design, photo retouching and page layout
- Understanding the fundamentals of visual content creation
- Previous experience with design software would be beneficial
- Access to Affinity software

OUR SUITE AFFINITY TRAINING PROGRAM

INTRODUCTION TO THE AFFINITY SUITE

- Introducing the Affinity Suite: Designer, Photo, Publisher
- Software installation and configuration
- Overview of user interfaces
- Interface customization and preference management
- Introduction to compatible file formats

AFFINITY DESIGNER FUNDAMENTALS

- Introduction to vector drawing tools
- Creating and modifying basic shapes
- Using layers and groups
- Color and gradient management
- Text and paragraph styles

ADVANCED TECHNIQUES IN AFFINITY DESIGNER

- Using symbols and assets
- Advanced vectorization techniques
- Create complex illustrations and multiple work plans
- Automating tasks with macros
- Preparing files for printing

INTRODUCTION TO AFFINITY PHOTO

- Basic photo retouching tools and techniques
- Using layers, masks and selection techniques
- Color correction and tonal adjustments

- Portrait retouching and removal of imperfections
- Image export and optimization

ADVANCED TECHNIQUES IN AFFINITY PHOTO

- Advanced image fusion techniques and complex compositions
- Create special effects and use custom brushes
- Color profile and color space management
- Process automation with macros
- Advanced portrait retouching techniques

AFFINITY PUBLISHER BASICS

- Introduction to page layout and the creation of multi-page documents
- Using templates and masters
- Inserting and formatting text
- Image and graphics integration
- Preparing documents for printing

ADVANCED TECHNIQUES IN AFFINITY PUBLISHER

- Creating interactive publications
- Advanced use of text and paragraph styles
- Advanced typography techniques
- Advanced management of images and graphic objects
- Automation with scripts and macros

INTEGRATION AND WORKFLOW

- Efficient collaboration between Designer, Photo and Publisher
- Using shared assets and libraries
- Management of complex projects requiring the combined use of all three software packages
- Advanced vectorization techniques in Designer
- Advanced retouching techniques in Photo

FILE MANAGEMENT AND EXPORT

- Import and export files in various formats
- File management for optimized workflow
- Techniques to ensure compatibility between applications
- Project backup and archiving
- Tips for efficient export for web and print

ADVANCED CUSTOMIZATION AND CONFIGURATION

- Advanced user interface customization
- Configuring keyboard shortcuts and parameters
- Software performance optimization
- Setting up user profiles for different types of projects
- Security and license management

COLLABORATION AND SHARING

- Inter-application collaboration techniques
- Sharing resources and libraries within a team
- Feedback management and project reviews
- Using comment and annotation functions
- Synchronization of projects through different mechanisms

PROBLEM-SOLVING AND TECHNICAL SUPPORT

- Identifying and solving common problems
- Sources of technical support for the Affinity Suite
- Software updates and patch management
- Tips for maintaining optimum software stability
- Using online forums and communities to get help

FINAL ASSESSMENT AND FEEDBACK

- Assessment of acquired skills through practical tests
- Collecting training feedback
- Discussion of career prospects and development opportunities
- Personalized advice for further learning

Companies concerned

This 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 training: 60% Practical, 40% Theory. Training material distributed in

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.