

Galaxy Watch Face Design Course 2026

— No Coding

Build and publish custom Galaxy Watch faces using Samsung's visual design tools. Perfect for designers and creatives with zero programming experience.

[Web & Mobile Design](#) Instructor: Daniel Carter • 5 sections • 55 lessons • 16.50h total

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About this course

Designing your own Galaxy Watch face sounds intimidating until you realize you do not need to write a single line of code. Samsung's Galaxy Watch Designer tool lets you build interactive, polished watch faces with drag-and-drop controls, visual layers, and built-in templates. The challenge is knowing how to use the tool well, how to design for a tiny circular screen, and how to actually get your face into the Galaxy Store where people can download it.

This course walks you through every step. You will set up the development environment, learn the fundamentals of circular display design, build your first interactive face with live health and weather data, then move into animations, performance tuning, and publishing. Each section includes real project walkthroughs, design files you can follow along with, and practical tips drawn from current 2026 Galaxy Watch models and the latest Wear OS platform.

Course curriculum

Getting Started with Galaxy Watch Face Design

- **What the Galaxy Watch Ecosystem Looks Like in 2026 (14m)**
A snapshot of the current Galaxy Watch lineup, Wear OS integration, and why custom watch faces are in high demand right now.
- **Installing Samsung's Galaxy Watch Designer Tool (22m)**
Step-by-step setup of GWD on Windows and Mac, including system requirements and common installation fixes.
- **Setting Up the Required SDKs and Emulators (18m)**
Download and configure the Watch Face SDK, Tizen or Wear OS components, and the built-in emulator for testing.
- **Four Watch Face Types and When to Use Each (12m)**
Analog, digital, hybrid, and interactive faces explained with real examples from the Galaxy Store.
- **Tour of the GWD Interface: Canvas, Panels, and Menus (25m)**
A full walkthrough of every panel, toolbar, and option in the designer so you know where everything lives.
- **Working with Layers and the Component Library (20m)**
How layers control stacking order, visibility, and interactivity. Plus a look at the built-in component library.
- **Deconstructing a Sample Watch Face Project (16m)**
Open a finished sample project, break down how it was built, and understand the file structure GWD creates.
- **Planning Your First Watch Face: Sketches and Specs (10m)**
Before you design anything, learn to plan your layout, choose a style, and set realistic goals for your first project.

Design Fundamentals and Asset Preparation

- **Designing for Circular Displays: Resolution and Safe Zones (18m)**
Why circular screens change everything about layout. Learn the exact safe zones for current Galaxy Watch models.
- **Pixel Density and Screen Dimensions Across Watch Models (14m)**
Compare resolution specs for Watch 7, Watch Ultra, and older models to design assets that scale properly.
- **Creating Watch Face Graphics in Figma (28m)**
A hands-on walkthrough of setting up a Figma project with the right canvas size, grid, and export settings for GWD.
- **Building Watch Face Assets in Photoshop (25m)**
Alternative workflow for Photoshop users, covering layer organization, transparency, and exporting optimized PNGs.

- **SVG vs PNG: Choosing the Right Format for Each Element (12m)**
When vector graphics make sense and when raster images are the better choice for watch face components.
- **Importing and Organizing Graphics Inside GWD (15m)**
How to bring your exported assets into the designer, name them clearly, and manage your project file structure.
- **Element Alignment, Spacing, and Symmetry on a Round Face (20m)**
Practical techniques for placing text, icons, and indicators so they look centered and balanced on a circular display.
- **Previewing Your Design on Virtual Devices (11m)**
Use the built-in emulator to check how your face looks at actual watch size, including ambient and interactive modes.
- **Color Theory for Small Screens: Contrast and Mood (16m)**
Which color palettes work on a 1.4-inch OLED screen, and how to set mood without sacrificing readability.
- **Typography Choices That Stay Readable at a Glance (18m)**
Picking fonts, sizes, and weights that remain legible when you check the time in bright sunlight or low light.
- **Building a Reusable Asset Library for Future Projects (14m)**
Organize your fonts, icons, textures, and templates so every new watch face starts faster than the last one.

Building Your First Interactive Watch Face

- **Adding Clock Hands and Digital Time Displays (22m)**
Start your first project by placing the core time elements, configuring hand styles, and syncing with system time.
- **Configuring Weather and Battery Complications (18m)**
Pull live weather data and battery status onto your face using GWD's built-in data sources.
- **Health Complications: Heart Rate, Steps, and Calories (20m)**
Add real-time health metrics and format them for quick reading during a workout or throughout the day.
- **Setting Up Tap Actions for Interactivity (15m)**
Make elements tappable to open apps, switch data views, or trigger animations without any code.
- **Understanding Ambient and Always-On Display Mode (14m)**
What changes when your watch face enters AOD mode, and what restrictions you need to design around.
- **Designing an AOD Version That Saves Battery (22m)**
Create a stripped-down, low-power version of your face that still looks good and stays within AOD guidelines.
- **Using Pre-Built Templates to Speed Up Your Workflow (16m)**
Pick a template that fits your vision, then customize every detail to make it your own.

- **Customizing Clock Hands, Backgrounds, and Tick Marks (20m)**
Swap out default components, adjust hand shapes, add textured backgrounds, and refine the minute markers.
- **Live Preview on a Galaxy Watch via Wi-Fi Debugging (18m)**
Connect your physical Galaxy Watch, push your project over Wi-Fi, and see exactly how it looks and performs.
- **Testing and Iterating: Common First-Project Fixes (12m)**
A checklist of the most frequent issues new designers hit, and how to resolve each one quickly.

Advanced Techniques and Customization

- **Introduction to Watch Face Animations in GWD (20m)**
How the animation timeline works, what types of motion are supported, and when animation adds real value.
- **Creating Smooth Transition Animations (28m)**
Build fade-ins, rotations, and sliding elements that move naturally between watch states.
- **Gesture-Triggered Effects and Screen Interactions (22m)**
Use wrist tilt, touch, and swipe gestures to trigger visual changes on your watch face.
- **Dynamic Data Binding: Connecting Live Data to Visuals (25m)**
Bind data sources like weather, calendar, and fitness metrics to specific on-screen elements and formats.
- **Building Real-Time Health Data Widgets (20m)**
Design widget-style components that update live with heart rate zones, step goals, and workout status.
- **Notification and Status Indicator Overlays (16m)**
Show unread messages, alarm icons, and connectivity status without cluttering your design.
- **Creating Multiple Color and Style Variants (22m)**
Build one watch face that ships with five color options using GWD's variant system.
- **User-Configurable Settings: Letting Wearers Customize (24m)**
Add a settings screen where users pick colors, toggle complications, and choose data layouts.
- **Performance Optimization: Memory Limits and Frame Rates (18m)**
Understand the hardware constraints you are designing for and avoid animations or assets that cause lag.
- **Battery Efficiency Best Practices (15m)**
Reduce wake-ups, limit refresh rates, and compress assets so your face does not drain the battery.
- **Asset Compression and File Size Reduction (14m)**
Tools and techniques to shrink your PNGs, SVGs, and animation files without visible quality loss.
- **Debugging Common Performance Issues (18m)**
Identify slow animations, memory spikes, and rendering glitches using GWD's diagnostic tools.

Publishing and Monetizing Your Watch Faces

- **Packaging Your Watch Face for Distribution (16m)**
Generate the final .gwp or .apk file, verify all assets are included, and run a pre-packaging checklist.

- **Signing Your Project with Samsung Certificates (20m)**
Create a Samsung developer account, generate signing keys, and apply them to your packaged project.
- **Pre-Submission Testing Checklist (14m)**
Test AOD mode, tap actions, complications, and edge cases on real hardware before you hit submit.
- **Galaxy Store Compliance Requirements in 2026 (18m)**
Current policy on content, data usage, battery impact, and design quality that Samsung reviewers check.
- **Creating Your Galaxy Store Listing (22m)**
Fill out every field in the seller portal: categories, tags, supported devices, and regional availability.
- **Writing Watch Face Descriptions That Convert (15m)**
Copywriting tips for short descriptions, feature bullet points, and keyword placement that helps discovery.
- **Designing Compelling Screenshots and Preview Videos (20m)**
Capture your face on device mockups, arrange screenshots to tell a story, and record short preview clips.
- **Submitting to the Samsung Galaxy Store (12m)**
Walk through the full submission flow, from upload to confirmation, and what to expect during review.
- **Navigating the Review Process and Handling Rejections (14m)**
Typical review timelines, common rejection reasons, and how to fix issues and resubmit quickly.
- **Marketing Your Watch Faces in 2026 (18m)**
Social media strategies, community forums, YouTube showcases, and cross-promotion tactics that work today.
- **Building a Watch Face Portfolio That Attracts Buyers (16m)**
Organize your collection, create a simple portfolio site, and present your work to potential customers.
- **Monetization Strategies: Paid Faces and Freemium Models (20m)**
Compare pricing approaches, understand what buyers pay for, and structure offers that maximize revenue.
- **In-App Purchases and Subscription Models for Watch Faces (22m)**
Set up unlockable style packs, seasonal updates, and subscription bundles using Galaxy Store tools.
- **Growing Your Watch Face Business Over Time (15m)**
Analyze download data, respond to user reviews, plan release schedules, and scale from hobby to side income.

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