

Hands-On Sketch Masterclass for Web & Mobile Design

Master Sketch for mobile, website, and logo design with real projects and plugins. For aspiring UI/UX designers.

Web & Mobile Design Instructor: Jordan Lee • 5 sections • 52 lessons • 17.75h total

[View this course online](#) [Browse all courses](#)

About this course

Designing for web and mobile can be challenging without the right tools and techniques. Sketch is a powerful vector design tool, but learning it effectively requires hands-on practice and structured guidance. Many designers struggle with inefficient workflows and outdated methods.

In this course, you'll master Sketch through step-by-step video lessons, real-world projects like designing a mobile app and responsive website, and essential plugins. You'll build a professional portfolio, learn modern design systems, and gain skills for current industry practices, all with practical, hands-on exercises.

Course curriculum

Getting Started with Sketch

- **Install Sketch and Set Up Your Workspace (12m)**
Step-by-step guide to install Sketch and configure your workspace for efficient design.
- **Navigate the Sketch Interface (18m)**
Tour the canvas, layers panel, inspector, and toolbar to move around quickly.
- **Core Tools: Shapes, Text, and Basic Vectors (20m)**
Hands-on session with shapes, text tools, and simple vector edits for foundational skills.
- **Master the Pen Tool for Precision (25m)**
Practical exercises to draw custom shapes and paths using the pen tool with accuracy.
- **Create and Manage Artboards (15m)**
Set up artboards for web, mobile, and responsive layouts with clear organization.
- **Essential Shortcuts and Workspace Customization (12m)**
Boost your speed with key shortcuts and personalized workspace settings for faster workflow.
- **File Management and Version Control Basics (10m)**
Learn to save, organize, and manage Sketch files effectively to avoid confusion.
- **Your First Design: A Simple Mobile Screen (22m)**
Apply what you've learned to design a basic mobile interface from scratch.

Design Fundamentals in Sketch

- **Layer Organization: Groups, Naming, and Best Practices (18m)**
Structure your designs with clear layer hierarchy for easy editing and collaboration.
- **Typography in Sketch: Font Pairing and Text Styles (22m)**
Create harmonious typography using styles and responsive type scales for readability.
- **Color Theory Applied: Palettes and Color Variables (20m)**
Build cohesive color schemes and manage them with variables for consistency.
- **Use Grids and Guides for Pixel-Perfect Design (15m)**
Align elements precisely with grids, layouts, and guides to avoid alignment issues.
- **Introduction to Symbols: Reusable Components (18m)**
Turn design elements into symbols for consistent and efficient workflows across projects.
- **Build a Basic Component Library (25m)**
Create a library of common UI components for reuse to save time on future projects.
- **Responsive Design Principles in Sketch (20m)**
Design layouts that adapt to different screen sizes using constraints and resizing.
- **Work with Images and Fills (12m)**
Import and manipulate images, and apply fills and effects to enhance designs.
- **Sketch Styles: Layer and Text Styles (15m)**
Define and apply styles for consistency in your designs, making updates easier.
- **Practice Project: Designing a Simple Web Page (30m)**
Apply fundamentals to create a basic web page layout with attention to detail.

Intermediate Techniques & Plugins

- **Advanced Symbols: Overrides and Nested Symbols (25m)**
Master overrides and nesting to create flexible and reusable components for complex designs.
- **Boolean Operations and Complex Vector Editing (22m)**
Combine shapes and edit vectors for intricate designs with precision and control.
- **Masking Techniques for Visual Effects (18m)**
Use masks to create non-destructive effects and complex visuals in your designs.
- **Essential Plugins for 2026: Sketch Runner and Automate (20m)**
Install and use popular plugins to speed up your workflow and automate tasks.
- **Accessibility with Stark Plugin (15m)**
Check color contrast and accessibility issues directly in Sketch to create inclusive designs.
- **Content Generation and Iconify Plugin (18m)**
Populate designs with placeholder content and icons quickly using plugin tools.
- **Prototyping in Sketch: Link Artboards and Hotspots (22m)**
Create interactive prototypes with transitions and interactions to test user flows.
- **Export Assets: Formats and Slices (15m)**
Export graphics in SVG, PNG, WebP, and manage slices for efficient developer handoff.
- **Collaboration with Sketch for Teams (20m)**
Share files and work together using Sketch's collaboration features for team projects.

Real-World Projects

- **Mobile App Wireframing and User Flow (25m)**
Plan the app structure and user journey with wireframes for a fitness app project.
- **High-Fidelity UI Components for Mobile (30m)**
Create detailed UI elements for the fitness app with attention to visual design.
- **Assemble and Prototype Mobile Screens (28m)**
Build multiple screens and link them with prototyping to simulate app interaction.
- **Responsive Website: Desktop Design (32m)**
Design the desktop version of a marketing site with a focus on layout and content.
- **Tablet and Mobile Adaptations (25m)**
Modify the design for different screen sizes to ensure responsiveness across devices.
- **Multi-Page Navigation and Consistency (22m)**
Ensure visual consistency across pages for a cohesive user experience.
- **Logo Design: Concept to Vector (30m)**
Sketch ideas and refine a vector logo in Sketch with professional techniques.
- **Brand Guidelines and Icon Set (22m)**
Document logo usage, colors, and typography, and create a consistent icon set.
- **Design Systems and Shared Libraries (20m)**
Set up shared libraries and document components for team use and scalability.
- **Peer Review and Iteration Cycles (15m)**
Learn to present your work and incorporate feedback through structured iteration.

- **Project Handoff and Developer Collaboration (18m)**
Prepare designs for handoff and communicate effectively with developers.
- **Final Project Integration and Portfolio Prep (25m)**
Integrate projects into a cohesive portfolio piece for professional presentation.

Advanced Mastery & Professional Workflow

- **Design Tokens and Modern Design Systems (25m)**
Sync Sketch files with design tokens for consistency across platforms and tools.
- **Collaborative Workflows in Sketch (22m)**
Use real-time co-editing and shared libraries effectively for team collaboration.
- **Handoff Best Practices: Specs and Redlines (20m)**
Create detailed specs for developers with redlines to minimize miscommunication.
- **Work Alongside Developers (18m)**
Tips for effective communication during handoff to ensure smooth implementation.
- **Build a Standout Portfolio with Class Projects (30m)**
Showcase your work professionally using projects from this course to attract clients.
- **Portfolio Case Study Presentation (25m)**
How to present design decisions and outcomes clearly in portfolio case studies.
- **Stay Current: Community Resources and Updates (15m)**
Find resources and keep up with Sketch updates to maintain relevant skills.
- **Transition Skills to Complementary Tools (20m)**
Awareness of tools like Figma and code-based design trends in 2026 for broader opportunities.
- **Advanced Plugin Usage and Customization (18m)**
Explore advanced plugins and customization options to extend Sketch's functionality.
- **Design Ethics and Accessibility Deep Dive (22m)**
Ensure your designs are ethical and accessible with practical guidelines and checks.
- **Freelancing and Client Management Tips (15m)**
Practical advice for working as a Sketch designer, from contracts to communication.
- **Advanced Prototyping Techniques (20m)**
Create more complex prototypes with advanced interactions for realistic testing.
- **Course Wrap-up and Next Steps (12m)**
Summary of key takeaways and how to continue learning and applying your skills.

Discover our blog

Learn more with free articles written by our professors and guest experts.

Latest article: **[Flight Attendant Preparation: What to Study Before You Apply](#)**

[Visit the blog](#) [All courses](#) [This course](#)

