

Mobile App Design in Photoshop: Design the Uber App

Learn complete UI/UX design by building the Uber app from scratch. Perfect for beginners and professionals aiming to polish their skills.

[Web & Mobile Design](#) Instructor: Morgan Blake • 5 sections • 59 lessons • 16.25h total

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

About this course

Designing a mobile app from scratch can be challenging without a clear guide. Many designers struggle to move from ideas to polished, pixel-perfect screens, leading to frustration and wasted time.

This course takes you through the entire process of designing the Uber app in Photoshop. You'll learn UI/UX principles, Photoshop tools, and build each screen of the user flow, from splash screen to rating. Includes step-by-step video lessons, real-world cases, and downloadable assets for practice.

Course curriculum

Photoshop Fundamentals for UI/UX Design

- **Setting Up Your Photoshop Workspace (12m)**
Configure Photoshop for mobile design projects, arranging panels and tools for quick access.
- **Artboards and Layer Management (18m)**
Learn to use artboards for different screens and organize layers efficiently with groups.
- **Shape Tools for UI Elements (15m)**
Create buttons, icons, and containers using shape tools with proper styling.
- **Pen Tool for Custom Paths (20m)**
Draw custom shapes and icons with the pen tool, essential for unique UI components.
- **Text Tool and Typography Setup (12m)**
Add and style text for interfaces, setting character and paragraph styles for consistency.
- **Alignment and Distribution Techniques (10m)**
Ensure pixel-perfect alignment of elements using alignment tools and grids.
- **Working with Grids and Guides (15m)**
Set up grids and guides for responsive layouts, maintaining design precision.
- **Color Modes, Resolution, and Exports (8m)**
Understand color modes for screens, set resolution, and prepare files for export.

UI/UX Design Principles & Mobile Standards

- **Core UX Principles for Mobile Apps (18m)**
Explore usability, hierarchy, and user flow to create intuitive interfaces.
- **Visual Hierarchy and Layout Strategies (20m)**
Learn to arrange elements for clear information hierarchy on small screens.
- **Mapping User Journeys for Uber (15m)**
Outline the user flow for the Uber app to guide your design decisions.
- **iOS Human Interface Guidelines (25m)**
Review key HIG elements for designing native iOS app interfaces.
- **Material Design for Android Apps (25m)**
Apply Material Design principles to create Android-compatible screens.
- **Typography Best Practices for Mobile (12m)**
Choose and scale fonts for readability on small devices.
- **Color Theory for UI Design (18m)**
Use color effectively to convey meaning and enhance user experience.
- **Building Accessible Color Palettes (20m)**
Create color combinations that meet accessibility standards for all users.
- **Introduction to Iconography (12m)**
Understand icon design principles and their role in mobile interfaces.
- **Designing Simple Icon Sets (25m)**
Create a consistent icon set for common actions in the Uber app.

- **Analyzing Existing App Designs (15m)**
Study popular apps to see how principles are applied in practice.
- **Applying Principles to Your Project (18m)**
Start applying what you've learned to the initial Uber app screens.

Building the Uber Home & Map Screen

- **Recreating the Uber Splash Screen (12m)**
Design the splash screen with logo and loading animation mockup.
- **Onboarding Flow Design (20m)**
Create multiple onboarding screens to introduce app features.
- **Home Screen Layout with Map Integration (25m)**
Set up the main screen structure with a map area and controls.
- **Integrating Real Map Imagery (18m)**
Use map screenshots or tiles and overlay design elements.
- **Search Bar Component Design (15m)**
Build a functional search bar with styling and interactions.
- **Location Pins and Map Icons (12m)**
Design custom pins and icons for map points of interest.
- **Ride-Type Selector Interface (18m)**
Create a selector for different ride options like UberX or UberXL.
- **Bottom Sheet Styling (20m)**
Design the bottom sheet with pickup and drop-off fields.
- **Pickup and Drop-off Fields (15m)**
Add text fields and buttons for entering locations.
- **Overlay Elements and Final Touches (12m)**
Add badges, notifications, and polish the home screen.

Designing the Complete Uber User Flow

- **Car Selection Screen Design (18m)**
Layout car options with pricing, ETAs, and vehicle images.
- **Displaying Pricing and ETAs (12m)**
Add text and icons to show cost and estimated arrival times.
- **Driver Matching Screen (15m)**
Create a screen showing driver search and confirmation.
- **Live Tracking Screen Mockup (20m)**
Design the tracking interface with simulated map movement.
- **Payment Method Selection (18m)**
Build a screen to choose credit cards, cash, or other methods.
- **Promo Code and Discount UI (12m)**
Add a promo code entry field and apply discounts interface.
- **Trip Summary Screen (15m)**
Display trip details like distance, time, and total cost.

- **Receipt Design (12m)**
Create a receipt screen with breakdown and download option.
- **Rating and Feedback Interface (18m)**
Design star ratings and comment fields for driver feedback.
- **Prototyping Screens in Photoshop (25m)**
Link screens to create a clickable prototype flow.
- **Exporting Assets for Development (20m)**
Prepare images, icons, and specs for handoff to developers.
- **Testing and Iterating the Prototype (15m)**
Review the prototype and make adjustments for better UX.
- **Advanced Prototyping with Smart Objects (18m)**
Use smart objects to streamline changes across multiple screens.
- **Presenting the Prototype to Stakeholders (12m)**
Learn to share and demonstrate your design effectively.
- **Feedback Integration and Refinement (15m)**
Incorporate feedback to polish the final design.

Advanced Techniques & Portfolio-Ready Polish

- **Creating a UI Component Library (25m)**
Build reusable buttons, inputs, and cards for consistency.
- **Developing a Style Guide (20m)**
Document colors, fonts, and spacing for design systems.
- **Designing for Dark Mode (18m)**
Adapt your Uber design for a dark color scheme.
- **Screen Size Adaptations (15m)**
Adjust layouts for different phone sizes and orientations.
- **Advanced Layer Styles for Realism (20m)**
Use shadows, gradients, and textures to enhance UI elements.
- **Smart Objects for Efficient Editing (15m)**
Make global changes quickly using smart objects.
- **Creating Mockup Presentations (18m)**
Place your designs in device mockups for professional showcases.
- **Exporting Slices and Assets (12m)**
Use slices to export individual elements for development.
- **Generating SVG Files (10m)**
Export scalable vector graphics for icons and logos.
- **Writing Design Spec Sheets (15m)**
Create detailed specifications for colors, sizes, and interactions.
- **Documenting Your Design Process (12m)**
Keep notes and screenshots to explain your design choices.
- **Building a Case Study (25m)**
Assemble a case study for the Uber redesign project.

- **Portfolio Presentation Techniques** (20m)
Showcase your work effectively in a portfolio.
- **Next Steps in UI/UX Design** (12m)
Explore further learning and career opportunities.

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](#)