

UI & Web Design with Adobe Illustrator CC

A practical course for designers building modern web and app interfaces using Adobe Illustrator CC tools and workflows.

Web & Mobile Design Instructor: Casey Donovan • 5 sections • 52 lessons • 17.50h total

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About this course

Many designers try to force their print-focused Illustrator skills into web and app projects, leading to inefficient workflows and assets that developers can't use. This course fixes that. You'll start with the Illustrator setup specifically for digital design, moving beyond basic shapes to build professional UI components and full layouts.

We'll work through real projects: creating a responsive website design from scratch, building an app screen set, and preparing a complete design system for handoff. You'll learn step-by-step how to use Illustrator's tools for scalable UI, manage color and typography for screens, construct reusable components, and export assets developers actually need. Each lesson includes hands-on tasks with downloadable project files.

Course curriculum

Foundations and Preparation

- **Configuring Illustrator for Web Design (15m)**
Set up your workspace, configure panels, and learn the key preferences for pixel-accurate digital design work.
- **Creating and Managing Web & App Artboards (20m)**
A step-by-step guide to setting up artboards for common screen sizes, from mobile to desktop, using correct pixel dimensions.
- **The Essential Web Design Toolset: Part 1 (18m)**
Master the Shape Builder, Pen, and Selection tools for constructing clean, scalable vector interface elements.
- **The Essential Web Design Toolset: Part 2 (22m)**
Focus on the Type tool, alignment options, and the Pathfinder panel for combining and editing shapes efficiently.
- **Understanding RGB, Pixel Preview, and Grids (16m)**
Learn why RGB mode and Pixel Preview matter, and how to set up and use grids for consistent alignment and spacing.
- **Setting Up a Custom Web Design Workspace (12m)**
Organize your panels and toolbars into a saved workspace optimized for fast UI design and component creation.
- **Color Fundamentals for Digital Screens (14m)**
Explore color modes, swatches, and how to create and manage a web-appropriate color palette for your project.
- **Importing and Organizing External Assets (10m)**
Techniques for bringing in photos, logos, and other graphics, and placing them correctly on your artboards.

Designing Core UI Elements

- **Building Reusable Buttons: States & Styles (25m)**
Create primary, secondary, and ghost buttons with hover, pressed, and disabled states using Appearance panel effects.
- **Designing Input Fields, Toggles, and Sliders (22m)**
Construct common form elements like text inputs, checkboxes, radio buttons, and toggle switches from vector shapes.
- **Working with Fills, Strokes, and Rounded Corners (15m)**
A deep dive into controlling stroke weight, corner radius, and layering multiple fills for depth and texture.
- **Creating and Editing Gradients for UI (18m)**
Design linear, radial, and freeform gradients. Learn to apply them to buttons, cards, and backgrounds for a modern look.

- **Typography for Screens: Pairing and Hierarchy (20m)**
Select and pair web fonts effectively. Establish a clear visual hierarchy using size, weight, and line height.
- **Using Variable Fonts in Your Designs (14m)**
Explore how variable fonts work and how to use their weight, width, and slant axes for flexible type in Illustrator.
- **Creating Icon Sets: Line, Filled, and Multicolor (28m)**
Draw a set of custom icons using consistent stroke weights and optical adjustments. Organize them into a reusable library.
- **Non-Destructive Styling with the Appearance Panel (22m)**
Stack multiple strokes, fills, and effects on a single object. Create styles you can apply and update across your design.
- **Designing Common Components: Cards & Badges (19m)**
Combine your buttons, text, and icons to build composite components like notification badges and content cards.

Layouts, Responsive Grids & Component Systems

- **Structuring Pages with Column Grids (24m)**
Set up 8, 12, and 16-column grids with gutters and margins. Use guides to plan your page structure.
- **Defining Spacing Rules and Breakpoints (18m)**
Establish a consistent spacing system (e.g., 8px increments) and plan how your layout adapts to different screen sizes.
- **Designing a Website: Header and Navigation (22m)**
Create a responsive navigation bar with logo, menu items, and a call-to-action button that works across breakpoints.
- **Designing a Website: Hero Section and Content (28m)**
Build a compelling hero area and structure a content section with text columns, images, and supporting graphics.
- **Designing a Website: Footer and Final Layout (20m)**
Assemble a footer with multiple columns, links, and social icons. Review the complete desktop layout.
- **Building App Screens: Splash and Onboarding (25m)**
Design the first screens a user sees: a branded splash screen and an onboarding sequence with simple illustrations.
- **Building App Screens: Home and Detail Views (30m)**
Create a main home screen with a tab bar and a secondary detail view with rich content and action buttons.
- **Creating a Component Library with Symbols (26m)**
Convert your buttons, icons, and other elements into Symbols for easy reuse and single-point updates across artboards.
- **Organizing a Shared Library with CC Libraries (16m)**
Learn to add your colors, character styles, and components to a Creative Cloud Library for team access.

- **Grouping and Aligning for Layout Control (14m)**

Use grouping, isolation mode, and advanced alignment techniques to manage complex layouts without Auto Layout.

Prototyping, Collaboration & Handoff

- **Creating Simple Click-Through Prototypes (19m)**

Link artboards together using the Links panel to create basic interactive flows you can preview in a browser.

- **Exporting Assets: SVG for the Web (22m)**

A best-practice guide to exporting clean, optimized SVG files for icons, logos, and interface elements.

- **Exporting Assets: PNG and PDF (15m)**

Configure export settings for raster graphics at multiple resolutions and for PDF documents and mockups.

- **File Naming Conventions and Organization (12m)**

Establish a clear naming system for your files and exported assets to keep projects organized and reduce confusion.

- **Using Share for Review with Stakeholders (16m)**

Publish your designs to the web, collect threaded feedback, and manage comments directly within Illustrator.

- **Generating Developer Specs and CSS (20m)**

Measure spacing, extract color values, and generate basic CSS properties for key elements right from your artboards.

- **Preparing a Design Spec Document (24m)**

Assemble a dedicated spec artboard that documents colors, fonts, components, and key measurements for developers.

- **Collaborating via CC Libraries with Figma (18m)**

A workflow for sharing design assets and colors between Illustrator and Figma using Creative Cloud Libraries.

- **Collaborating via CC Libraries with XD (18m)**

Sync your component library from Illustrator to Adobe XD to build interactive prototypes with your design system.

- **Versioning and Project File Management (14m)**

Use version history, cloud documents, and simple file management practices to track progress and avoid data loss.

- **Final Review Before Handoff (12m)**

A checklist for reviewing consistency, accessibility basics, and completeness in your final design files.

Advanced Design & Portfolio Projects

- **Current UI Trends: Glassmorphism and Depth (28m)**

Recreate the glass effect and layered depth seen in modern interfaces using blends, opacity, and blurs.

- **Applying Spatial UI and 3D Elements (26m)**
Use Illustrator's 3D and materials tools to design subtle spatial interfaces and icon elements for a contemporary feel.
- **Using AI-Assisted Layout Suggestions (20m)**
Explore Illustrator's AI features to generate initial layout ideas, color palettes, and font pairings as a starting point.
- **Designing a Dark Mode Variant (24m)**
Adapt your existing light UI to a dark theme. Learn to adjust colors, contrasts, and shadows effectively.
- **Creating Theming Variants at Scale (30m)**
Build a system to quickly generate multiple color theme variants (e.g., brand colors) from a single master design.
- **Illustrating Micro-Interaction States (22m)**
Design the visual states for animations: loading spinners, progress bars, transition keyframes, and success checkmarks.
- **Documenting Motion Specs for Developers (18m)**
Create a motion specification sheet that describes timing, easing, and property changes for your micro-interactions.
- **Portfolio Project: Defining the Design Brief (16m)**
Start your capstone project by analyzing a sample client brief, defining goals, audience, and scope.
- **Portfolio Project: Wireframes and Moodboarding (24m)**
Sketch low-fidelity wireframes and create a visual moodboard in Illustrator to establish the project's direction.
- **Portfolio Project: High-Fidelity Design Sprints (32m)**
Iterate through key pages and screens, applying your UI skills to build the final high-fidelity designs.
- **Portfolio Project: Final Asset Export and Specs (26m)**
Prepare all final assets, create a developer handoff package, and document your design decisions.
- **Crafting a Case Study Narrative (22m)**
Structure your project into a compelling case study: problem, process, solution, and outcome.
- **Presenting Your Work: Mockups and Slides (20m)**
Place your designs into device mockups and build a clean presentation deck to showcase your project.
- **Building an Online Portfolio Presence (18m)**
Final tips on organizing your best work, writing project descriptions, and setting up your portfolio website or Behance.

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