



## Domestika Design a Mobile App By Christian Vizcarra

2025-02-10 17:12:59 [label](#) [我要反馈](#) [下载页面](#)



Learn the fundamentals in UX along with UI to create the interface for your app using Sketch

For nearly all problems, there's a solution via a mobile application. If not then you can create an app to meet your requirements. Christian Vizcarra, Senior UI and UX Product Designer has been in the industry for more than eight years. He has been recognized with CSS Design awards, Behance, and Awards for the top level of digital products.

In this class, you'll be taught all the methods to create a mobile app beginning with the recognition of the need and the solution, to the creation of the interface using Sketch.

## Gfx plugin details of Domestika Design a Mobile App By Christian Vizcarra

The product is in the **Tutorial category**, for more information about this post you can click on the home page link in the sidebar.

To search for similar products to Domestika Design a Mobile App By Christian Vizcarra,

The first thing you'll be able to do is to meet Christian Vizcarra, who will describe his professional experience in becoming a UX & UI Designer and his experience working around the world for various businesses and startups.

You will be presented with the world of apps, in which you will discover the distinctions in the application of UX and UI in addition to the value of having a good design and layout in apps.

All digital products must be able to meet demand so among the very first tasks you need to be able to identify a genuine issue in your day-to-day life that you could solve using an application.

Then, you'll search for the answer to your issue. You'll conduct a quick lookup of apps to use them as a reference. You will design a motivational mood board.

You'll apply the UX base to identify the primary screens for the application as well as the goal of each one or, more precisely users' experience. Learn about what a wireframe is and what it's to be used for and Christian will provide ideas to design your own.

You will be taught the basic elements of UI such as typography, color, and iconography. Then you will implement them using Sketch Additionally you will be able to discover the native elements for iOS and Android for designing the screens using all the important components.

Then, you'll share your application on a few websites suggested by Christian to receive feedback from professionals who can help you improve your project and get your app noticed.

### What is the course's goal?

The application will consist of at least two screens in an application that solutions to daily issues using strategic criteria at the level of visual (UI) and user experience (UX).

### Who does it serve?

To designers who wish to transition to the UI or UX world and to all looking to gain a new view of the design of digital products.

### What do you need



去下载

标签

Tutorial 平面设计

You'll need basic design skills and be familiar with how to use Sketch however, you may utilize other interface design software like Figma, Adobe XD, and Invision Studio, among others.

For the material, you'll require a computer running Sketch (or the program you prefer) installed.

What is Design a Mobile App

Designing a mobile app refers to the process of creating the visual and interactive elements of a mobile application, such as its user interface (UI) and user experience (UX). This involves planning, conceptualizing, and creating the layout, features, and overall look and feel of the app to ensure it is user-friendly, aesthetically pleasing, and functional.



产品数量  
已有 42647个



付费会员  
已有 1676位



价值评估  
商业价值约 ¥6635.87万元



下载数量  
已下载 222908次