



Getting Started & Basic Tools

Tool Panel Shortcuts

V	Select Tool (Selection & Transformation)
A	Direct Select Tool (Select points on a path or within groups)
R	Rectangle Tool
E	Ellipse Tool
L	Line Tool
P	Pen Tool
T	Text Tool
Z	Zoom Tool (<code>Space</code> to Pan)

Creating & Editing Shapes

Click and drag with Rectangle (R) , Ellipse (E) , or Line (L) tools to draw shapes.
Hold <code>Shift</code> while drawing to constrain proportions (perfect square/circle).
Hold <code>Option</code> / <code>Alt</code> while drawing from the center.
Use the Pen Tool (P) to create custom paths and shapes. <ul style="list-style-type: none"> Click for sharp corners. Click and drag for curved points.
Double-click a shape with the Select Tool (V) to enter edit mode (using the Direct Select Tool (A) automatically).
Use the corner radius handles to round corners. Hold <code>Option</code> / <code>Alt</code> while dragging a corner handle to adjust only that corner.
Combine shapes using Boolean operations (Add, Subtract, Intersect, Exclude Overlap) in the Properties Panel.
Right-click on a shape > "Convert to Path" to gain more control over anchor points with the Direct Select Tool.

Selection & Transformation

<code>Cmd + C</code> / <code>Ctrl + C</code>	Copy
<code>Cmd + V</code> / <code>Ctrl + V</code>	Paste
<code>Cmd + D</code> / <code>Ctrl + D</code>	Duplicate
<code>Cmd + Shift + V</code> / <code>Ctrl + Shift + V</code>	Paste in Place
<code>Cmd + G</code> / <code>Ctrl + G</code>	Group Objects
<code>Cmd + Shift + G</code> / <code>Ctrl + Shift + G</code>	Ungroup Objects
<code>Shift + Drag</code>	Maintain Aspect Ratio / Constrain Movement
<code>Option + Drag</code> / <code>Alt + Drag</code>	Duplicate Object while Dragging
<code>Cmd + [</code> / <code>Ctrl + [</code>	Send Backward
<code>Cmd +]</code> / <code>Ctrl +]</code>	Bring Forward

Canvas & Artboard Navigation

<code>Cmd + 0</code> / <code>Ctrl + 0</code>	Zoom to fit All Artboards
<code>Cmd + 1</code> / <code>Ctrl + 1</code>	Zoom to 100% (Actual Size)
<code>Cmd + 2</code> / <code>Ctrl + 2</code>	Zoom to fit Selected Object/Artboard
<code>Cmd + +</code> / <code>Ctrl + +</code>	Zoom In
<code>Cmd + -</code> / <code>Ctrl + -</code>	Zoom Out
<code>Space</code> + Drag	Pan Canvas
<code>Shift</code> + Scroll	Scroll Horizontally

Objects, Text & Appearance

Object Manipulation & Alignment

⌘ + L / ⌘ + L`	Lock Selected Objects
⌘ + Shift + L / ⌘ + Shift + L`	Unlock All Objects
⌘ + Shift + [/ ⌘ + Shift + [`	Send to Back
⌘ + Shift +] / ⌘ + Shift +]`	Bring to Front
⌘ + Click`	Add/Remove from Selection
⌘ + A / ⌘ + A`	Select All
⌘ + Option + A / ⌘ + Ctrl + Alt + A`	Select All on Artboard
Alignment Icons	Align selected objects to Top, Middle, Bottom, Left, Center, Right (in Properties Panel)
Distribution Icons	Distribute selected objects Horizontally or Vertically (in Properties Panel)

Appearance Panel & Fills/Borders

The Properties Panel on the right contains all appearance options for a selected object.
Toggle Fill , Border , Shadow , Background Blur on/off with checkboxes.
Click the Color Swatch to open the Color Picker. Use the Eyedropper tool () to sample colors from anywhere on the canvas.
Choose Solid Color , Linear Gradient , Radial Gradient , or Angular Gradient from the Fill dropdown.
Adjust Border Stroke properties: Size, Dashes, Gaps, Caps, Corners.
Shadows: Adjust X, Y offset, Blur, and Color. Use Shift while dragging the shadow handle on the object to constrain movement.
Background Blur: Applies a blur effect to content <i>behind</i> the selected object, useful for frosted glass effects.
Adjust Opacity using the slider or input field.

Prototyping & Components

Prototyping Basics

P	Switch to Prototype Tab
D	Switch to Design Tab
Click Object in Prototype Tab	Show interaction handles
Drag handle to Artboard	Create a basic Tap transition
⌘ + Enter / ⌘ + Enter`	Preview Prototype
Click Home Icon on Artboard	Set as Home Artboard (start of flow)
Wire Mode	View all connections on canvas (toggle in Prototype tab toolbar)
Add multiple interactions	Select object, use '+' button in Properties panel

Text Editing Shortcuts

⌘ + T / ⌘ + T`	Create Text Layer (if Text Tool (T) is not active)
Double-click Text Layer	Enter Text Edit Mode
⌘ + Enter (Numpad) / ⌘ + Esc`	Exit Text Edit Mode
⌘ + B / ⌘ + B`	Bold Text (if supported by font)
⌘ + I / ⌘ + I`	Italicize Text (if supported by font)
⌘ + U / ⌘ + U`	Underline Text
⌘ + Left/Right Arrow / ⌘ + Alt + Left/Right Arrow`	Adjust Kerning (letter spacing)
⌘ + Up/Down Arrow / ⌘ + Alt + Up/Down Arrow`	Adjust Leading (line spacing)

Color & Gradient Shortcuts

I	Eyedropper Tool (Sample colors)
Click Color Swatch	Open Color Picker
⌘ + Click` Gradient Stop	Select multiple stops
⌘ + Click / ⌘ + Ctrl + Click` Gradient Line	Add a new stop to the gradient
Drag color from Swatches	Apply color to an object or text
Drag gradient from Swatches	Apply gradient to an object
Right-click Color/Gradient in Swatches	Edit, Rename, Delete Swatch
Click '+' in Swatches	Add selected object's Fill/Border color or gradient as a swatch

Interaction Settings

Trigger: Event that starts the interaction (Tap, Drag, Keys & Gamepad, Time, Voice).
Action: What happens when the trigger occurs (Transition, Auto-Animate, Overlay, Scroll To, Playback, Speak, Previous Artboard, Go Home, Hyperlink).
Destination: Artboard to navigate to, or overlay artboard.
Transition: Controls the animation type (Dissolve, Slide, Push, Zoom, None).
Easing: Animation curve (Ease Out, Ease In, Ease In-Out, Snap, Bounce, Wind Up, Back). Affects how the animation speeds up or slows down.
Duration: Length of the animation in seconds.
Auto-Animate: Automatically animates changes in properties (position, size, color, rotation) between artboards for layers with the <i>same name</i> .
Overlay: Displays an artboard on top of the current one, useful for menus, modals, etc. Requires setting overlay position.
Scroll To: Scrolls to a specific element on a longer artboard. Useful for anchor links.

Components & States

Components are reusable elements. Changes to the Master Component update all Instances .
Right-click an object or group > "Make Component" (<code>Cmd + K</code> / <code>Ctrl + K</code>). The Master Component has a green diamond.
Instances have a green diamond outline. Instances can have property overrides (text, color, size, etc.) without detaching.
Right-click Instance > "Reset to Master Component" to remove overrides.
Right-click Instance > "Detach Component" to break the link to the Master.
States: Components can have multiple visual states (e.g., Default, Hover, Pressed, Active).
In the Properties panel, click '+' under Component to add new states (New State, Hover State, Toggle State).
Edit properties (appearance, size, position) while in a specific state. These changes only affect that state.
Use states in Prototype mode: select an object <i>within</i> a component instance on an artboard, then set up an interaction (e.g., Tap) with Action: "Change State" and select the desired state.

Collaboration & Export

Sharing & Collaboration

<code>`Cmd + Shift + E`</code> / <code>`Ctrl + Shift + E`</code>	Share for Review (opens Share mode)
Share Button (Top Right)	Publish Prototype, Design Specs, Private Review
Invite to Edit	Collaborate on the same cloud document (requires Creative Cloud)
Commenting	View and add comments in the shared prototype link
Design Specs	Generate link for developers with measurements, assets, and code snippets (CSS, SASS, LESS).
Record Prototype	Record interaction flow as a video (<code>Cmd + Enter</code> / <code>Ctrl + Enter</code> in Preview, then click Record icon).
Offline Access	Cloud documents require internet to sync, but you can work offline and sync later.

Plugins & Integrations

Plugins extend Adobe XD's functionality (automation, content generation, third-party integrations).
Browse and install plugins from the Discover Plugins menu (<code>Shift + Cmd + P</code> / <code>Shift + Ctrl + P</code>).
Installed plugins appear in the Plugins panel (<code>Shift + Cmd + P</code> / <code>Shift + Ctrl + P</code>).
Popular integrations include Jira, Trello, Slack, Microsoft Teams (for sharing links).
Common plugin categories: Asset Management, Productivity, Development, Content Generation (e.g., Lorem Ipsum, Unsplash).
Manage installed plugins: Update or remove plugins via the Plugins panel menu.
Some plugins require external accounts or setup.
Check plugin documentation for specific usage instructions and shortcuts.

Auto Animate Tips

Key to Auto-Animate: Layers must have the <i>exact same name</i> on both the start and end artboards.
Rename layers in the Layers panel (<code>Cmd + Y</code> / <code>Ctrl + Y</code>).
Copy layers between artboards to ensure names are preserved (<code>Cmd+C</code> , <code>Cmd+Shift+V</code>).
Auto-Animate works for changes in Position, Size, Rotation, Opacity, Color, Stroke, Corner Radius, and Boolean groups.
Change Action to "Auto-Animate" in the Prototype panel after dragging an interaction handle.
Experiment with different Easing options (like Snap, Bounce, Wind Up) for fun effects.
Use Auto-Animate to create micro-interactions, loading states, animated transitions, and more.
Objects that appear/disappear between artboards will fade in/out unless nested within a group that exists on both artboards.

Exporting Assets

<code>`Cmd + E`</code> / <code>`Ctrl + E`</code>	Export Selected
<code>`Cmd + Option + E`</code> / <code>`Ctrl + Alt + E`</code>	Export All Artboards
Mark for Export	Select object, click Export icon in Properties panel or right-click > Mark for Export
Batch Export	Use <code>Cmd + E</code> / <code>Ctrl + E</code> , select 'All Assets', choose formats and scales.
Formats	PNG, JPG, SVG, PDF
Export Settings	Choose sizes (@1x, @2x, @3x, or platform-specific iOS, Android, Web)
Vector Export (SVG)	Exports vector shapes as SVG. Ensure objects are paths or text, not bitmaps.
Background Transparency	Export as PNG for transparency. JPG does not support transparency.
Naming	Assets are named based on their layer names.