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Sign up

PenPot training: Creating open-source application models

2 days (14 hours)

Presentation

Our PenPot training course will enable you to create your application mock-ups and optimize their UX and UI. It will give you all the knowledge you need to create a personalized application tailored to user expectations.

PenPot is an open source prototyping and application design software developed in 2015. Completely free and using all web technologies including SVG, Penpot lets you create applications and websites optimized for all types of media.

In this course, you'll learn how to use Penpot to create applications and websites. You'll learn how to use native application elements to create UX-optimized user interfaces, and how to create and use libraries with your custom components.

This course will be run on PenPot version 1.17, the latest release.

Objectives

- Configure PenPot
- Create an application model
- Create a library of custom elements

Target audience

- **Devops**
- Web developers

Prerequisites

- Programming basics
- Application testing basics

PenPot training program

User Interface

- **Layers**
- Pages
- Toolbars
- Design
- Prototypes

Create designs

- Presets
- Properties
- Images
- Masks
- Grid

Navigation

- Components
- Main componant
- Child instances
- Background
- Component groups

Card Design

- Shadows
- Texts
- Blur
- Element groups

Call-to-action

- Secondary pages
- Prototypes

Layers

- Panels
- Duplication
- Groups
- Filters and searches
- RTL

Style

- **Strokes**
- Colors
- Borders

Export objects

- How to export
- Export options
- Exporting multiple presets
- Export tables as PDF
- Export of multiple elements

Bookshop

- Library files
- Asset types
- Adding assets
- Editing assets
- Managing and organizing bookstores

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.