Adobe XD Importing

Description

This section explains about Adobe XD file format, its layer structure, naming conventions, and an import example that uses a sample file.

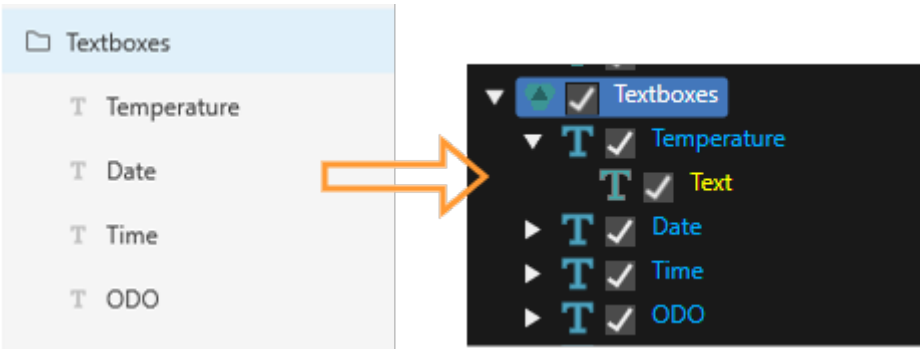
Layer Structure and Naming Guideline

As with Photoshop Document (PSD) file format, the SmartImporter's AI analyzes imported files to detect, propose, and create Controls for the solution. Keep the Adobe XD layer format close to the standard Controls in Scene Composer. The naming guideline is as same as the PSD guideline. For details, refer to the Recommended Layers Structure for Smart Importer.

Additional naming conventions exist for efficiently importing AdobeXD files, such as the following.

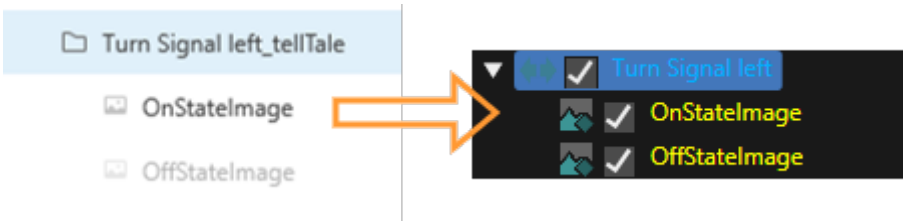
Control: Text

The Smart Importer creates **Text Control** for each **text layer**.



Control: Tell Tale

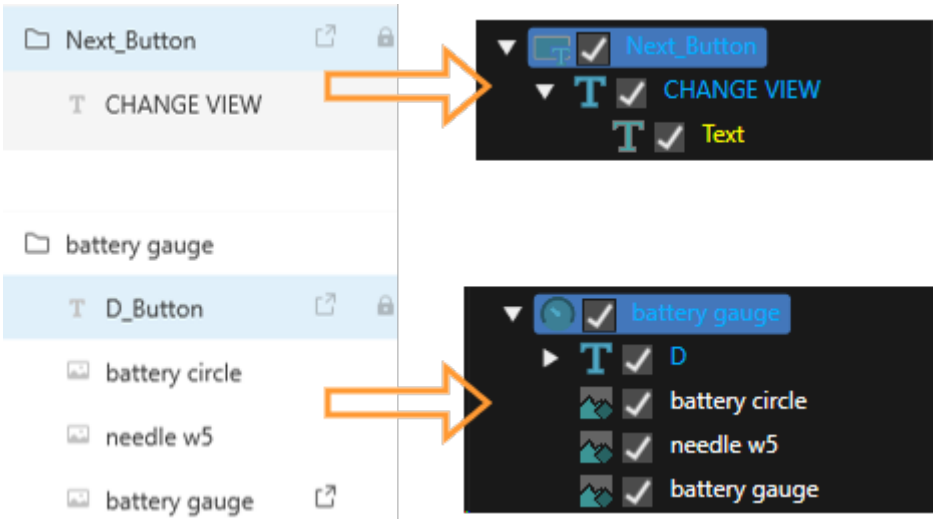
The Smart Importer creates a **Tell Tale Control** when the **group name** has the `_telltale` **suffix and contains a child image layer**.



Control: TextButton

The Smart Importer creates a **TextButton** Control when the layer meets either of the following conditions:

- the group layer contains a **child text layer**
- the text layer name has a `_Button` **suffix**.



> Smart Importer supports only rectangle shapes; it does not support other shapes, such as polygons.

AdobeXD Features Supported by CGI Studio Smart Importer

The Smart Importer supports importing the following Adobe XD features:

- Artboards
- Components
- Texts
  - Text
  - Font
  - FontStyle
  - FontSize
  - FillColor
  - Position

    - Size
- Images
    - Position
    - Size
- Solid Rectangles
    - Color
    - Position
    - Size
- Buttons
    - Text
- Transitions
- TellTales

Artboards

The Smart Importer converts each AdobeXD Artboard into a **Scene** in SceneComposer.

Components

Adobe XD has a component system where you can define components once and instantiate them multiple times. If an artboard references a component, the Adobe XD converter looks up and instantiates components as needed.

Texts

The Smart Importer converts Adobe XD **text areas** into **Text Nodes** in SceneComposer.

It reads the configuration of the Adobe XD text and applies the following properties to the SceneComposer Text Node:

Property	Description	Example
Text	the text to display	
Font	the font's PostScript name	OpenSans-Light
FontStyle	the font's style	Light
FontSize	the font's point size	72
FillColor	a fill color (if the Adobe XD file configures a `solid`-style)	

Position	the position of the text area in the scene	
Size	the size of the text area (see note below)	

> If the AdobeXD file defines a text area with `Auto Width` and `Auto Height`, the Smart Importer cannot calculate the text area bounding box.

See section Text Controls in the Adobe XD import example.

Images

The Smart Importer converts Adobe XD shapes (`"type": "shape"`) with a pattern fill (a `fill` of `"type": "solid"`) to **RenderNodes**.

It applies the following properties to the SceneComposer RenderNode:

- *Position*
- *Size*

Solid Rectangles

The Smart Importer converts rectangles (`shape`s of `"type": "rect"`) with a solid fill (a `fill` of `"type": "solid"`) to **SolidColorNodes**.

It applies the following properties to the SceneComposer SolidColorNode:

- *Color*
- *Position*
- *Size*

See section Rectangle in the Adobe XD import example.

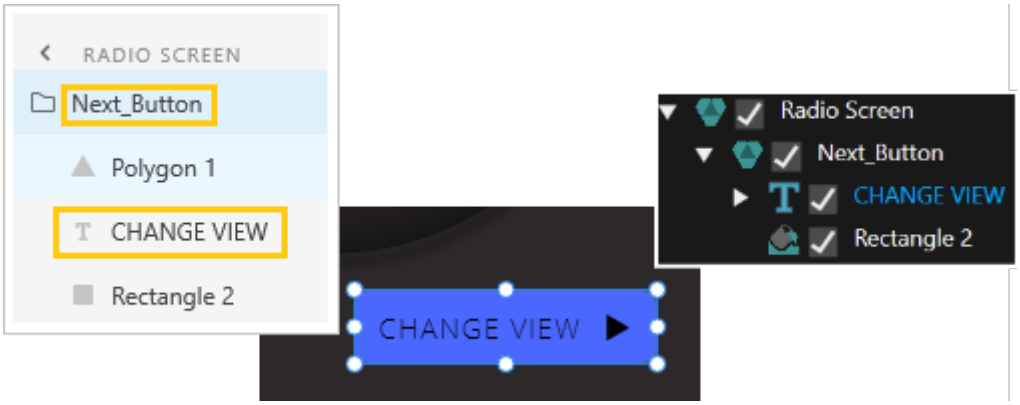
Buttons

If the Adobe XD resource contains a group whose name ends with `_Button`, the Smart Importer creates a **TextButton**.

> The Smart Importer checks the suffix in a **case insensitive** way, so `_button` or `_BUTTON`, and similar also work.

The Smart Importer applies the following properties to the SceneComposer TextButton:

- *Text* - The Smart Importer uses the first text label inside the Adobe XD group as the TextButton's Text.

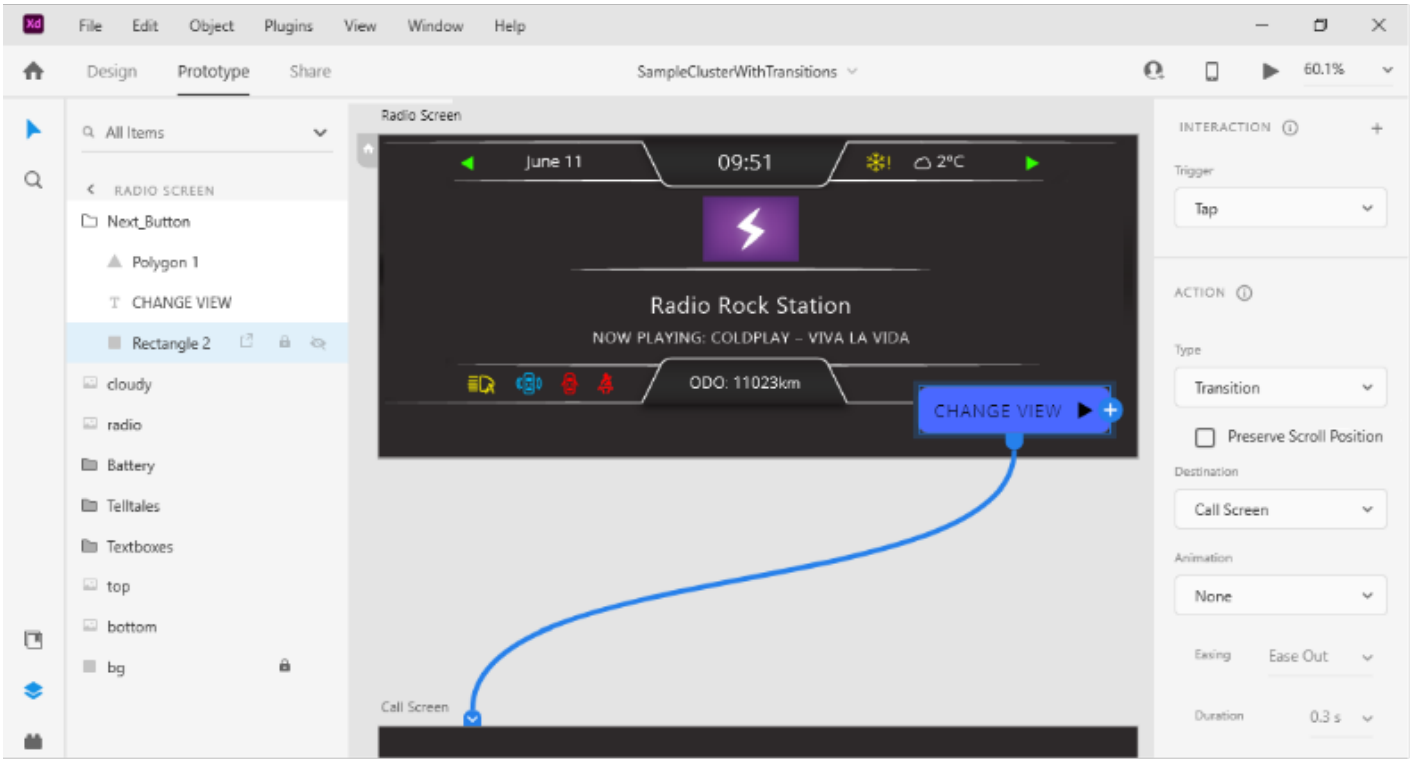


> The button depicted above provokes a Scene transition. The Smart Importer takes this transition from the first artboard transition inside the group. See Transitions.

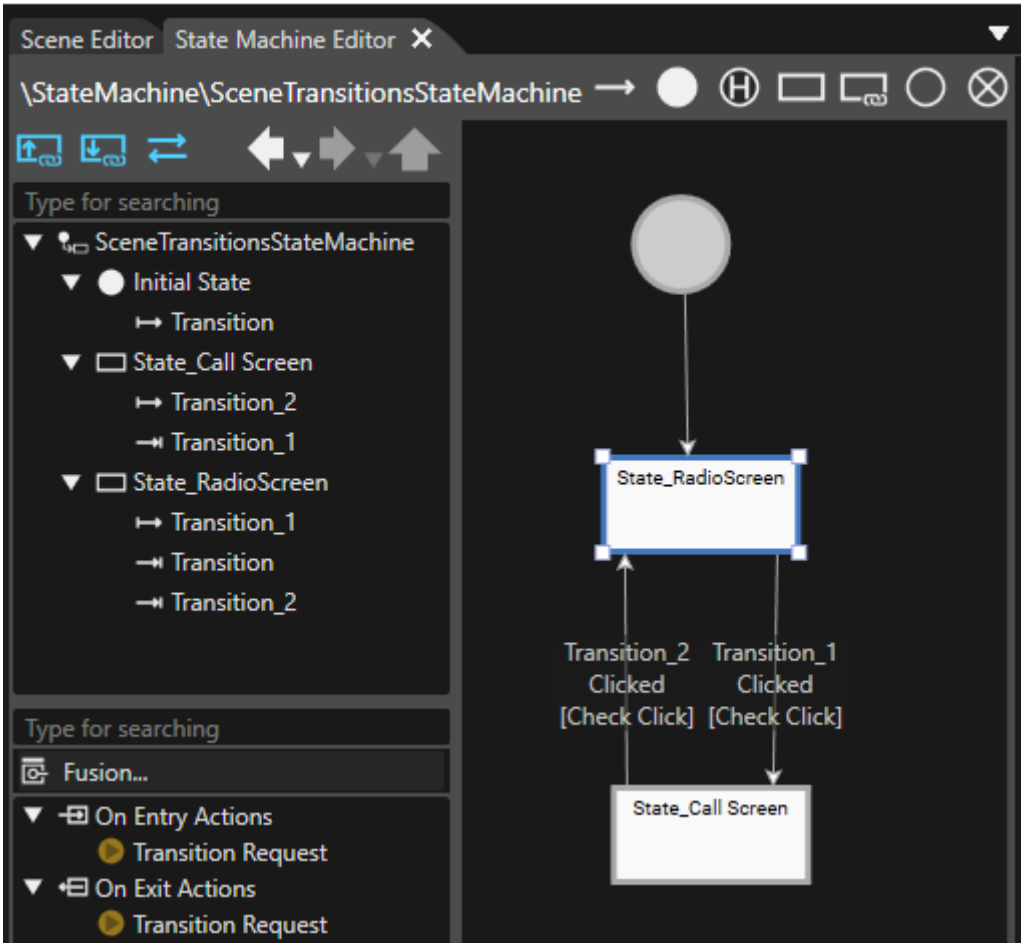
Transitions

Adobe XD supports building interactive prototypes with several kinds of transitions. A button can trigger a navigation transition to a different artboard, and a component can support transitions between different states. SceneComposer supports button-triggered Scene transitions that Scene Composer generates from artboard transitions in the XD file.

Interactive Prototype in Adobe XD



Transition Created by SmartImporter



See Transition in the Adobe XD import example.

Tell Tales

The Smart Importer creates a **Tell Tale Control** for an Adobe XD group whose name ends with `_TellTale`.

- If the group contains an image with `OnState` in its name, the Smart Importer sets it as the Tell Tale Control's **On State Image**.
- If the group contains an image with `OffState` in its name, the Smart Importer sets it as the Tell Tale Control's **Off State Image**.

> The Smart Importer checks the group name's suffix and the image names in a **case insensitive** way, so `_Telltale` or `_telltale`, `ONSTATE_pic`, `image_offstate_picture` and similar variants also work.

See Tell Tale Control in the Adobe XD import example.

Adobe XD import example

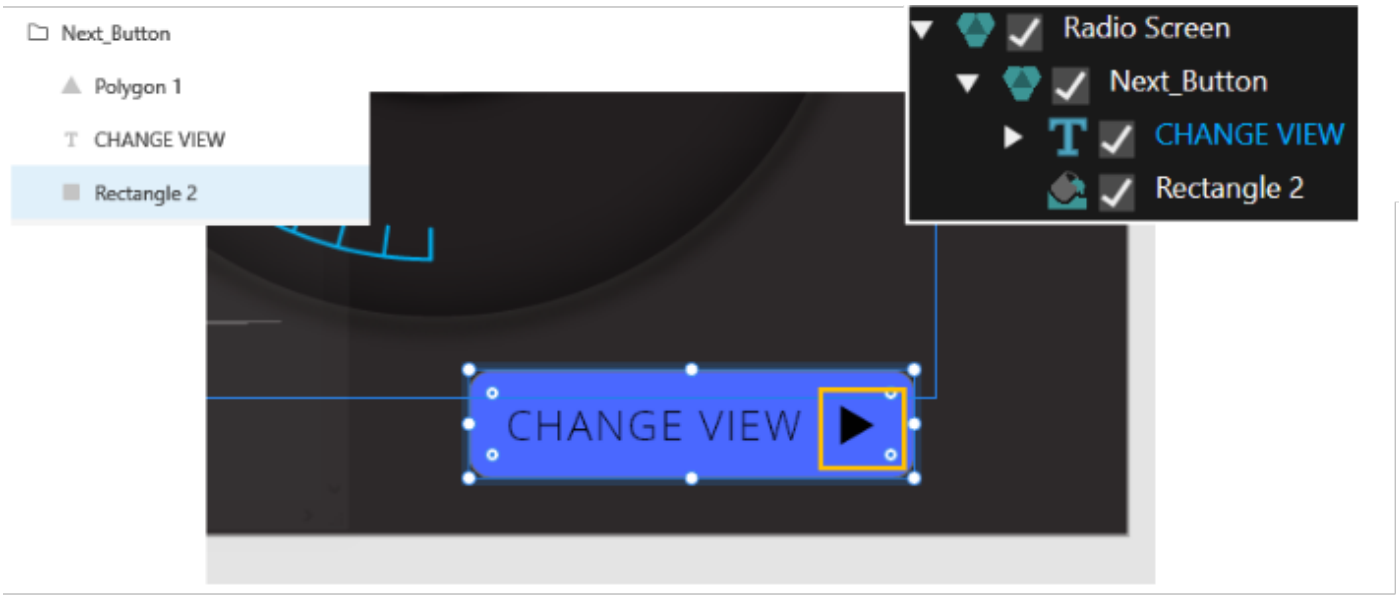
This sample explains the layer structure and restrictions for Adobe XD.

Get the sample Adobe XD file from the following location:

"...\cgi_studio_content\2D\XD\XD_SampleCluster.xd"

Rectangle

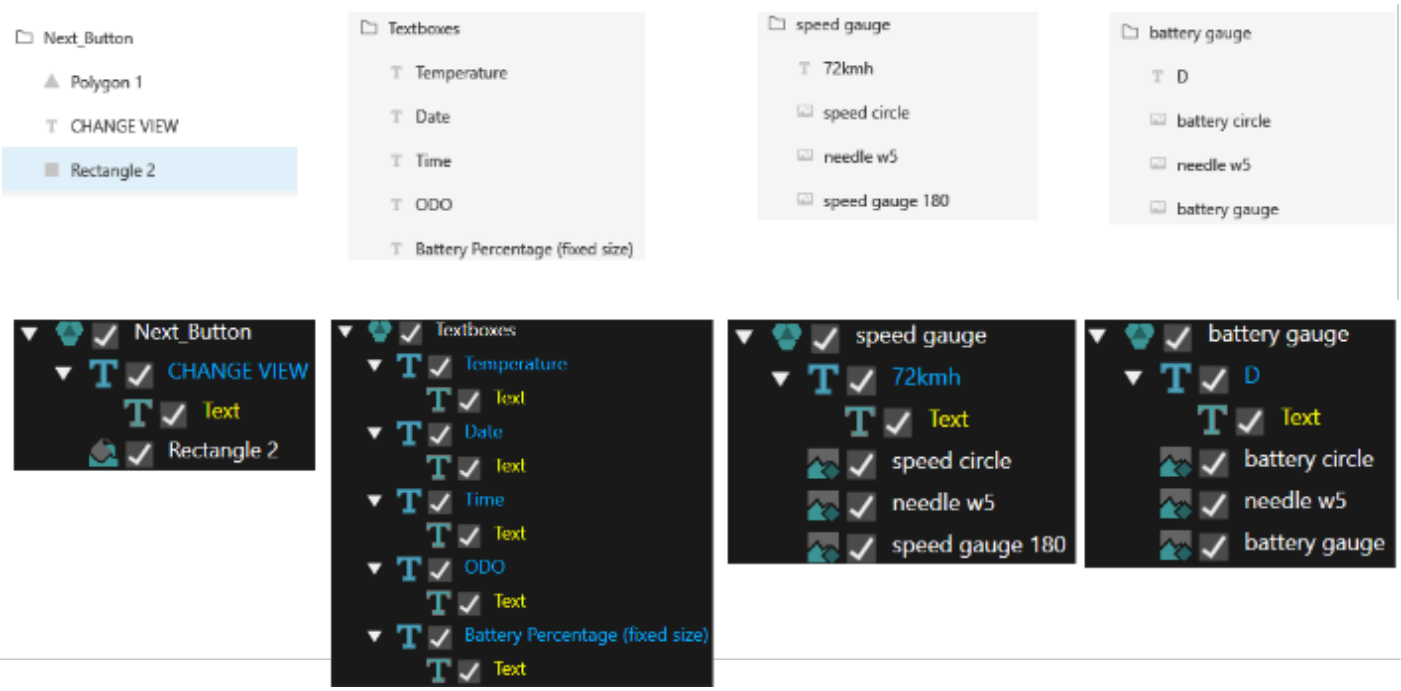
The Smart Importer supports only rectangle shapes for import, therefore it does not import the polygon in the "Next_Button" group as depicted below.



Text Controls

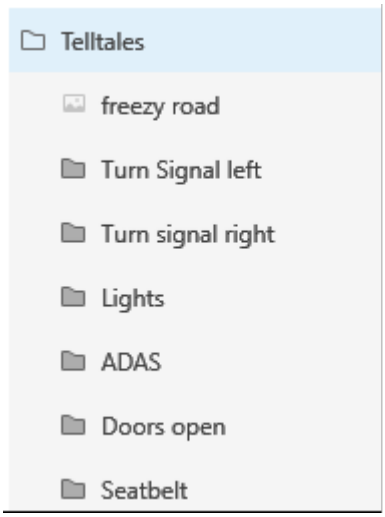
The Smart Importer sets a text layer as a Text Control, as it does for other file formats. In this sample, the following layers are text layers:

- Change view under "Next_Button"
- All child layers under "Textboxes".
- The 72kmh label under "Speed gauge"
- D under "Battery gauge"



Tell Tale Control

Because the sample file contains a "TellTale" group whose name has the `_telltale` suffix, the Smart Importer sets its child image layers as Tell Tale Control.





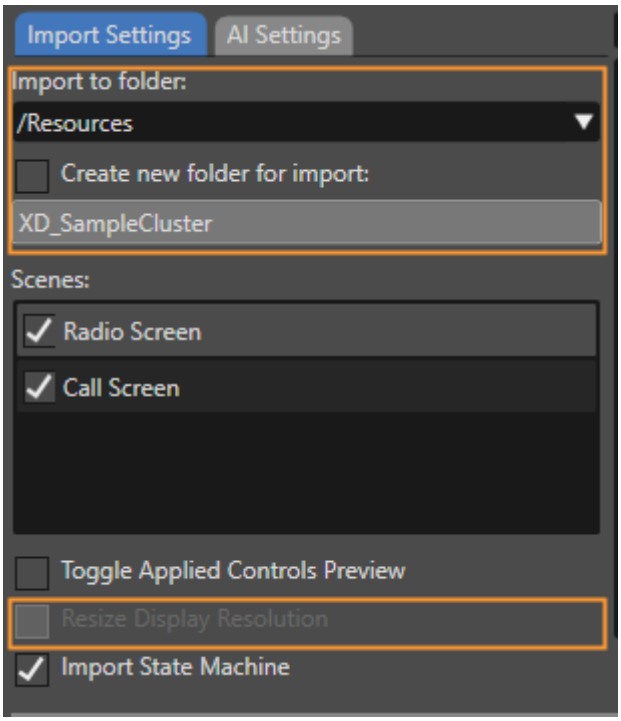
Transition

The Smart Importer transfers the transition setting that is included in the Adobe XD file to State Machine Editor.



Other options

If necessary, change the **Import to folder** setting and its related options. Check **Resize Display Resolution** if needed.



Check the Import Result in the Player

1. After configuring these settings, click **OK** in the Smart Importer dialog to proceed with the import.
2. Click **Play** with **Generate and Play** selected.
3. When the Player application starts, clear "Scenes#Scene2D" to view the import result.
4. Click **Change view** in the lower-right corner to transition to the other scene according to the transition defined in Adobe XD.



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