

Figma advanced

Take Figma to the next level with our Advanced Figma training class. This live Figma training class is for those who have mastered Figma for creating basic user interfaces and prototypes but want to focus on building responsive and reusable components. Through multiple in-class projects, you learn how to create and build UI patterns and add them to a design library. You'll also discover best practices for naming and organizing type, color styles, and components. This class can be customized for groups from the same organization. We can review and use your existing files as class materials.

Responsive layout controls

- Using layout grids, columns, and rows
- Understanding constraints as they relate to the layout grids
- Saving and applying layouts styles

Understanding and applying Constraints

- Controlling alignment
- Controlling spacing in your design
- Constraints as they relate to parent-child relationships

Components

- Swapping components
- Nesting components
- Component naming and organization
- Creating variables
- Creating interactive components

Adding Animation

- Basic animation prototyping
- Setting up triggers
- Using the auto-animate features
- Simulating menus with auto-animate transitions

Plug-ins

- Discovering and adding plug-ins
- Plug-ins that can make you more efficient
- Plug-ins for development

Creating a pattern library for your design system

- Creating and organizing pages in your library
- Organizing your library
- Sharing your library

Sharing your prototype

- Sharing for review
- Sharing for development
- Exporting and sharing your prototype's specs