

# Figma prototyping class

Figma is a collaborative tool used to create prototypes for websites, app and more. Use Figma's design features to create the visual design for your interactive projects, and the prototyping features to add interactivity responsive controls. Publish to share your designs and library of styles with your design team and developers.

## Getting to know Figma

- Introduction to workspace

## Understanding frames

- Using frames vs auto frames
- Frame properties
- Building frames to scroll
- Adjusting a frame's bounds
- Changing the fill style

## Understanding layers in Figma

- Grouping and ungrouping
- Selecting and moving layers
- Viewing, locking and unlocking layers

## Building a simple layout

- Understanding text containers
- Applying auto layout
- Adding images
- Creating components
- Creating links
- Create fixed objects in a prototype

## Typesetting controls in Figma

- Type properties
- Saving type styles
- Spacing controls
- Building responsive text

## Using rulers, grids, and guides

- Using Rulers and guides
- Smart guide tips and tricks
- Using and editing layout grids

## Creating shapes and other objects

- Creating custom shapes using boolean features
- Transforming and positioning
- Creating custom corners

## Fills and strokes

- Changing the blending mode
- Changing multiple colors in selections
- Saving colors as styles, variables
- Applying stroke properties
- Copying and pasting object properties

## Applying effects

- Blurs and Shadows
- Applying multiple effects
- Saving styles

## Frames vs auto-layout vs groups

- Understanding the difference
- What drives the selection
- Controlling position in responsive frames

## Working with images

- Editing an image
- Cropping and masking
- Eliminating selected parts of an image
- Placing multiple images quickly

## Creating reusable components

- Working with text and image overrides
- Organizing components
- Nesting components
- Batch renaming components and other layers

## Using design tokens

- Creating design tokens
- Naming design tokens
- Organizing design tokens

## Using libraries as design systems

- Using renaming features
- Saving a library
- Editing a library
- Sharing a library with your team

## Saving & exporting your prototype

- Exporting assets
- Export Settings
- Sharing your prototype

## Using plug-ins

- Locating and using helpful plug-ins

## Introduction to AI features

- Layouts, writing, imagery and more