Figma Bootcamp Day 1

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

Getting to know Figma
Introduction to workspace

Pages, Canvas and frames
Frame properties
Changing the size of a frame
Creating your own custom sized frames
Building frames to scroll
Adjusting a frame's bounds
Creating backgrounds for your frames
Changing the fill style

Understanding layers in Figma
Selecting items with the same properties
Grouping and ungrouping
Selecting and moving layers
Grouping and ungrouping
Viewing, locking and unlocking layers
Aligning and distributing objects

Using the Prototyping tools
Creating links
Testing your links
Editing Links
Create fixed objects in a prototype

Using rulers, grids, and guides
Using Rulers
Adding guides
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
Applying stroke properties

Using Colors
Color Values
Frequent Colors
Copying and pasting object properties

Applying effects
Blurs
Shadows

Applying constraints
Keeping object position within frames

Working with images
Editing an image
Cropping and masking
Eliminating selected parts of an image

Inserting Text
Kerning and Tracking
Creating and editing text styles

Creating styles
Color fill and border styles
Layer styles

Creating reusable components
Working with text and image overrides
Organizing components
Nesting components

Auto Layout
Auto layout with multiple items

Using libraries as Design Assets

Saving & exporting your prototype
Export Settings
Sharing your prototype

Loading Plug-ins

Figma advanced (Day 2: Figma Bootcamp)

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 layout 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 variants
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

Using variants

Building variants and controlling with Boolean controls
Building animated drop-down menus and controls with variants

Using variables

Building local variables
Color, Number, String and Boolean variables
Building variable collections

Building and organizing a design system

Building components to be responsive and flexible
Naming and organizing components and styles
Using variables in a design system
Organizing and sharing design libraries
Organizing pages within a design library

Sharing your prototype

Sharing for review
Sharing for development
Exporting and sharing your prototype's specs
Marking as ready for development