

Figma Introduction

Master Figma from the ground up as you explore the workspace, build responsive layouts with auto layout and frames, create components and design systems, and bring ideas to life with interactive prototypes. Gain the confidence to design faster and smarter using variables, libraries, plug-ins, and AI-powered features that elevate your workflow from simple screens to scalable, production-ready experiences.

Getting to know Figma

- Introduction to workspace
- Where to find tools and properties
- Saving and sharing into projects
- Selecting and moving layers
- Viewing, locking and unlocking layers

Understanding frames

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

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 effect styles

Frames vs auto-layout vs groups

- Understanding the difference
- Why choose frames
- 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

Introduction to variables

- Creating, using and editing a simple set of variables

Using libraries as design systems

- Using renaming features
- Saving and editing items in your library
- Sharing a library with your team
- Introduction to design systems

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