Figma Master Class Syllabus

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 master class syllabus: day 2

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

Figma master class syllabus: day 3

In this theoretical and practical one-day Figma Design Systems course, you discover why you should use a design system and how to build a design system from scratch.
In this course, you create a design system that includes components, styles, variables, and more. Along the way, you learn how to build components with exposed properties to make design elements more accessible and how to use advanced auto-layout features to build responsive designs. You also learn about design tokens and their place in a design system. This course also covers the basics of structure, categorizing, and naming of your elements in Figma.
Prerequisites: Figma introduction and advanced classes or similar, or have working knowledge of how to apply styles, components, variants, variables, and properties to elements in Figma

What you learn in this Figma design systems course

Design system theory and overview

The “why” behind building a design system
How Figma libraries fit into a design system
Discovering the significant parts of a design system

Design systems in practice-Building a system in Figma

Hands-on practice building a design system from scratch and an existing file
Tips and tricks on building elements that are responsive
Building components with

Getting started with Figma design systems

Design system functionality
How design systems fit into your Figma workflow

Parts of a design system

Discovering how libraries play a part in a Figma design system
Determining structure and taxonomy based on use case

Starting your design system

Where do you begin?
Auditing your design

Performing a design audit

Locating and evaluating existing components, styles, and tokens
Categorize all UI elements
Determining the nature and functionality of your styles, components, and tokens
Eliminating duplication, Identifying redundant and determining missing components

Confirming that the visual design is aesthetically pleasing and consistent
Verifying that existing elements match style and aesthetics

Naming conventions

Building names in a meaningful and modular way
Using names for system organization

Using variables

Creating Boolean variables
Creating String Variables
Organizing collections

Creating design tokens

Use cases of design tokens for sizes
Applying and editing tokens
Using modes with design tokens

Creating and using fill styles

Difference between color variables and fill styles
Creating fill styles for gradients and images
Organizing and naming fill styles
Integrating styles into other files and systems

Creating text styles

Creating and editing type styles
Organizing and naming fill styles
Integrating styles into other files and systems

Creating components review

Component best practices
Component organization

Creating component sets

Adding properties
Exposing properties

Publishing and using your design system

Publishing your system
Implementing your design system
Sharing your design system6
Updating your design system