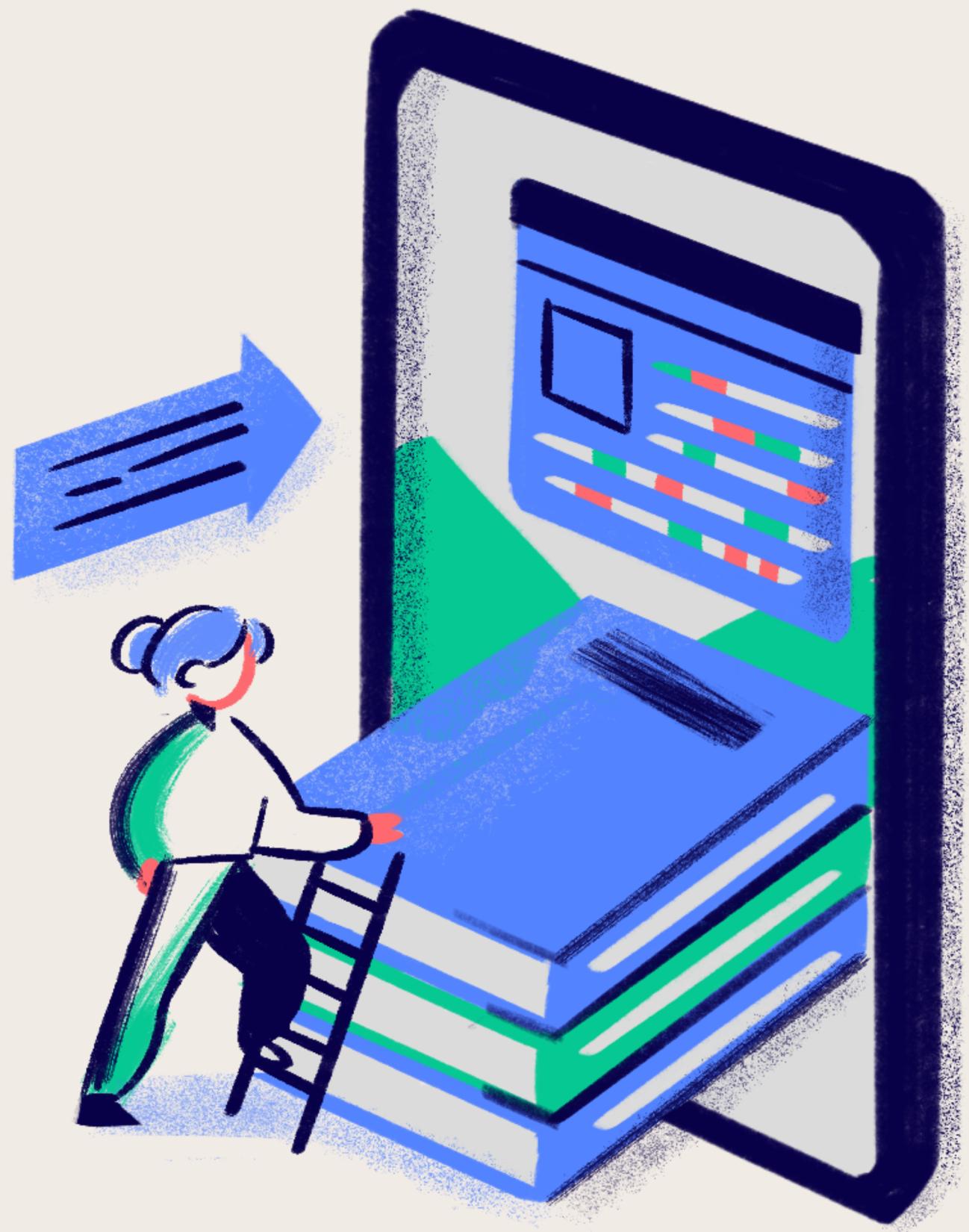


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# FIGMA



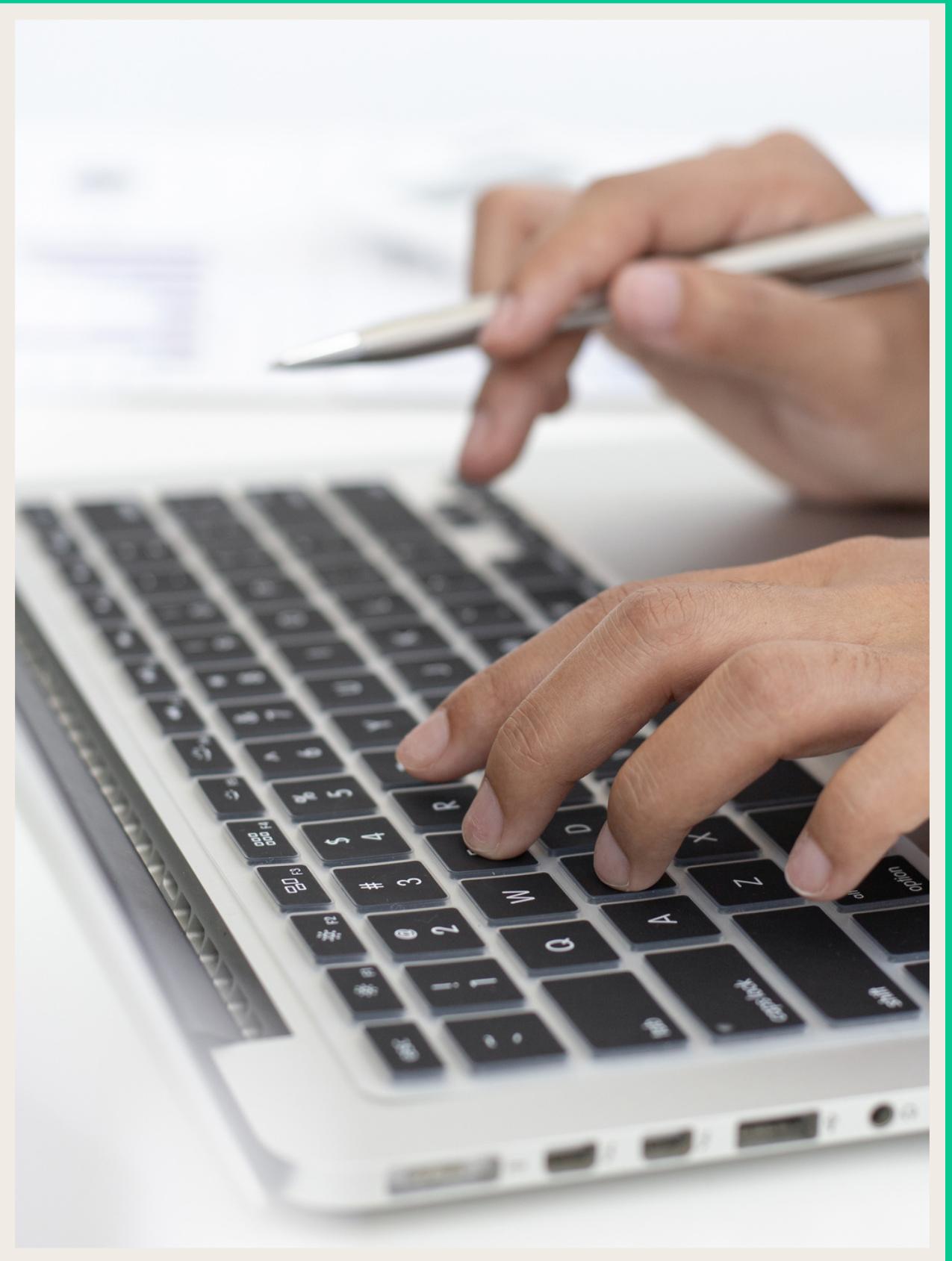
# INTRODUCTION

- Figma is a cloud-based design tool used by designers to create user interfaces (UI) and collaborate with team members in real-time.
- It offers a range of features for designing, prototyping, and sharing digital assets.
- Figma's intuitive interface, powerful collaboration capabilities, and cross-platform accessibility make it a popular choice among design professionals and teams.



# INTERFACE OF FIGMA

- Canvas: The working area where you create and design your projects.
- Toolbar: Contains tools for drawing shapes, adding text, and other design actions.
- Layers Panel: Displays all elements within your design, allowing you to organize and manipulate them.
- Properties Panel: Provides options to adjust properties like size, position, and styling of selected elements.
- Menu: Offers various commands and options accessible from the menu bar for file management, editing, and customization.



# FILES

## Creation

You can create new Figma files to start designing from scratch.

## Management

Figma files are stored in the cloud, allowing for easy access, sharing, and collaboration

## Organization

Files can contain multiple pages and artboards, enabling you to organize your designs efficiently.



# LAYERS

- Hierarchy: Elements are organized hierarchically in the layers panel, facilitating arrangement and manipulation.
- Visibility: Layers can be shown or hidden individually to focus on specific parts of the design.
- Naming: Assigning names to layers helps in organizing and identifying elements within complex designs

# COMPONENTS

- Reusability: Components are reusable design elements that can be used across multiple instances within a project.
- Consistency: Changes made to one instance of a component are automatically reflected in all instances, ensuring design consistency.
- Variants: Components can have multiple variants, allowing for different states or versions such as buttons with hover effects or toggles with active states.



# STYLING ELEMENTS

- Text Styles: Define font properties like font family, size, weight, and color for consistent text formatting.
- Color Styles: Create reusable color palettes for elements like fills, strokes, and backgrounds.
- Effect Styles: Apply effects such as shadows and blurs to elements for visual enhancement and consistency.



# AUTO LAYOUT

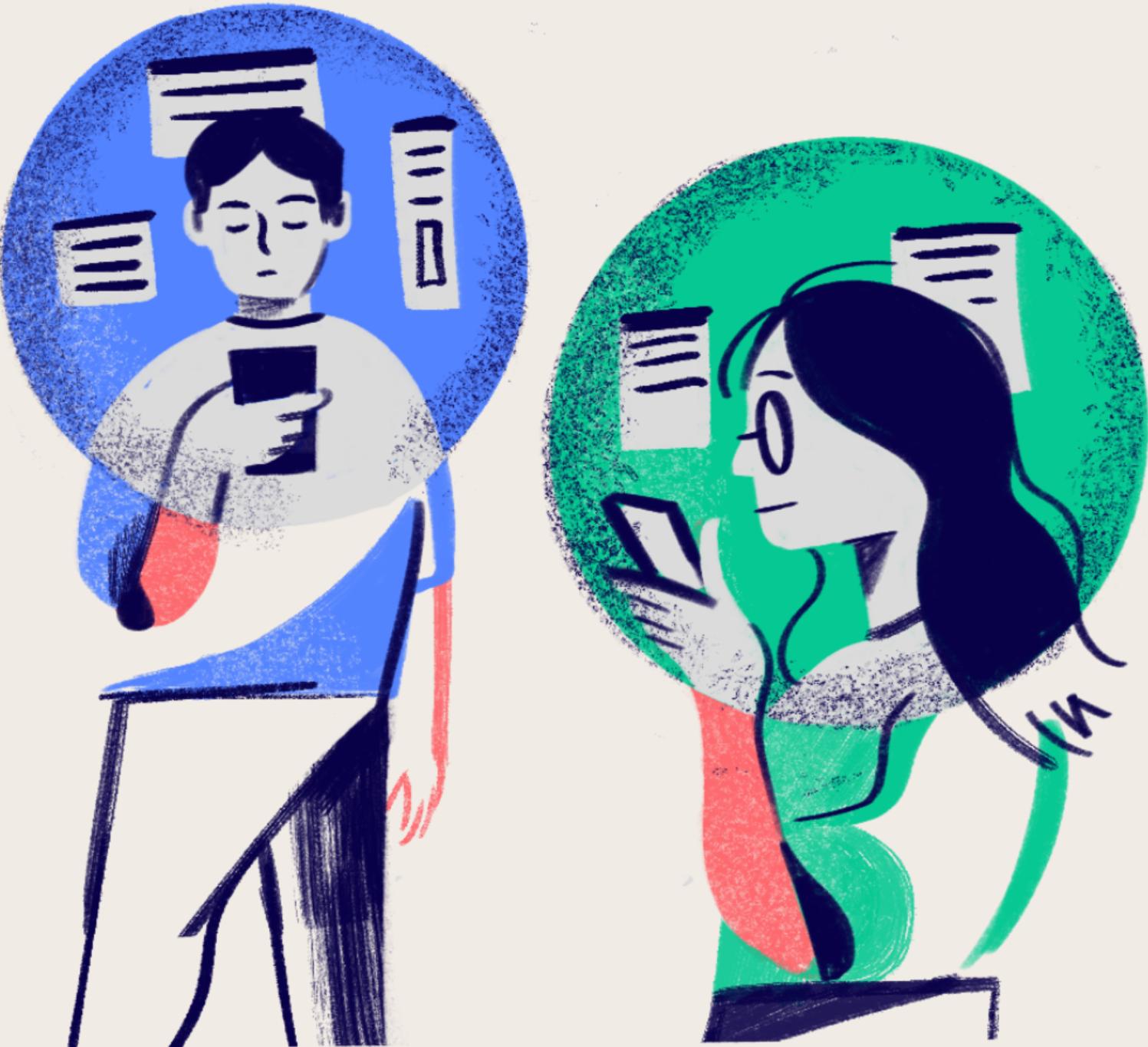
- Responsive Design: Automatically resize and rearrange elements based on content and constraints, enabling responsive layouts.
- Nested Layouts: Create nested layouts like lists and grids with ease, maintaining alignment and spacing between elements.
- Adaptability: Designs created with Auto Layout adapt to different screen sizes and content variations, enhancing usability.

# VARIANTS

- States: Variants allow for creating different states or versions of components, such as button states (e.g., default, hover, active).
- Interactivity: Each variant can have its own set of properties and styles, enabling interactive and adaptive components.
- Efficiency: Variants streamline the design process by reducing the need for duplicate components and manual adjustments.

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**THANK  
YOU VERY  
MUCH!**



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