

Session 7

Understanding the Figma Tool



Learning Objectives

- Identify the usage of the Figma Tool
- List the steps to set up a Figma Account
- Explain the Figma interface
- Describe how to manage Figma Components
- Explain the process to create a first design in Figma





Introduction to Figma Tool

A UI and UX design application



Compatible with most file formats



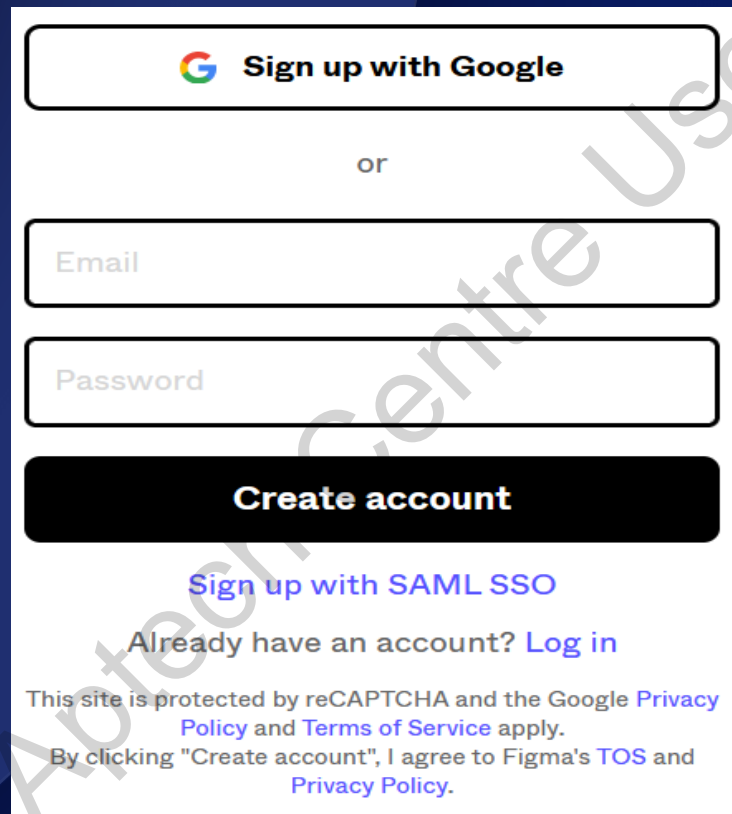
Figma editor includes design tools




Useful for designers to share files and collaborate on a design



Setting Up A Figma Account



The image shows a Figma account creation form. At the top is a button with the Google logo and the text "Sign up with Google". Below this is the word "or". There are two input fields: "Email" and "Password". Below these is a large black button with the text "Create account". Underneath the button are links for "Sign up with SAML SSO" and "Already have an account? Log in". At the bottom, there is a disclaimer: "This site is protected by reCAPTCHA and the Google Privacy Policy and Terms of Service apply. By clicking 'Create account', I agree to Figma's TOS and Privacy Policy."

 **Sign up with Google**

or

Email

Password

Create account

[Sign up with SAML SSO](#)

Already have an account? [Log in](#)

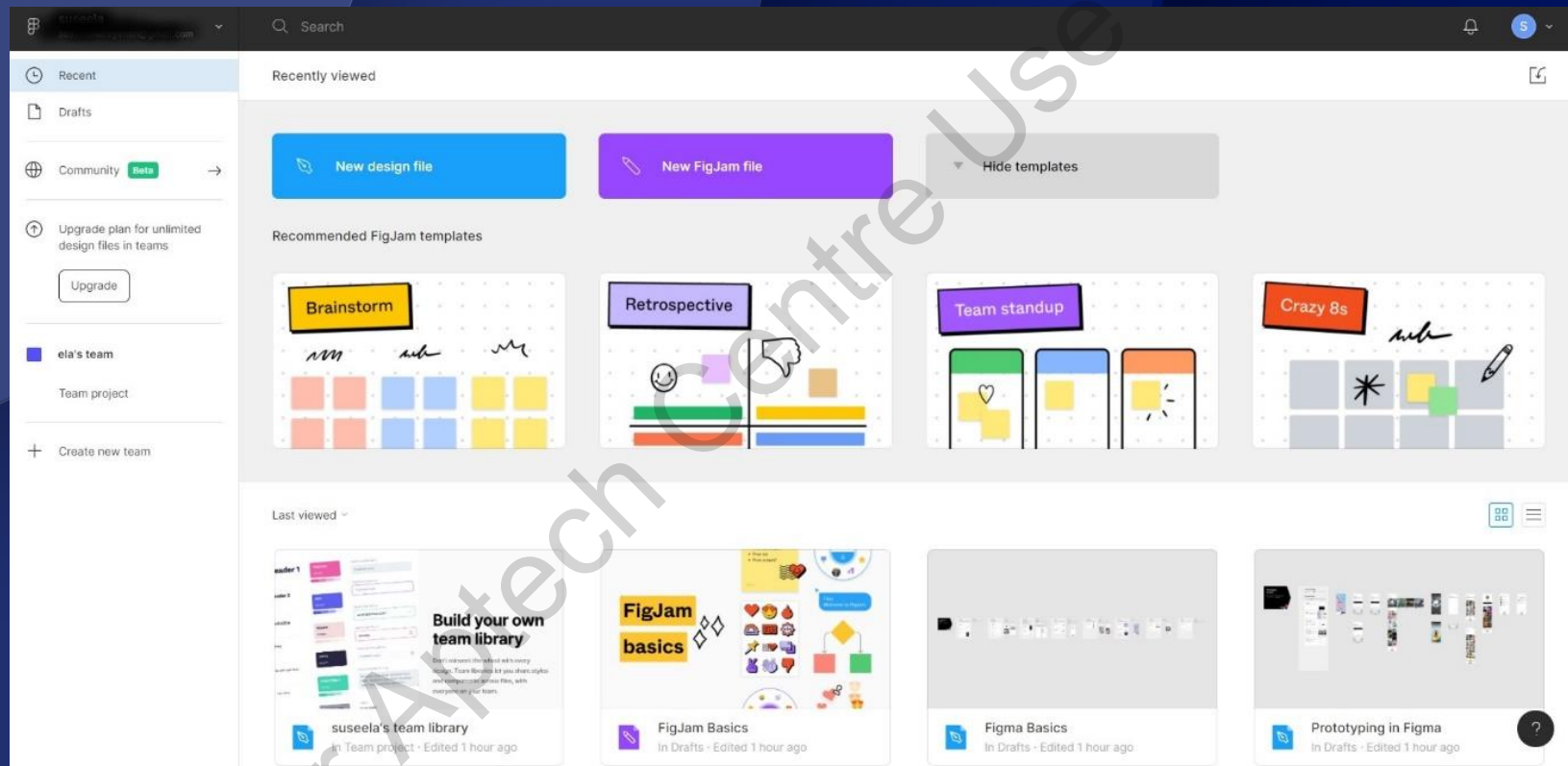
This site is protected by reCAPTCHA and the Google [Privacy Policy](#) and [Terms of Service](#) apply.

By clicking "Create account", I agree to Figma's [TOS](#) and [Privacy Policy](#).

Setting up an Account

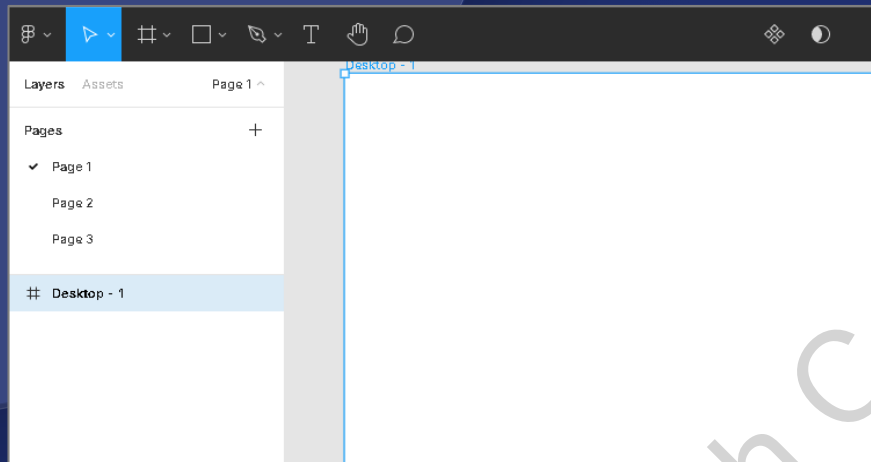


Understanding the Figma Interface

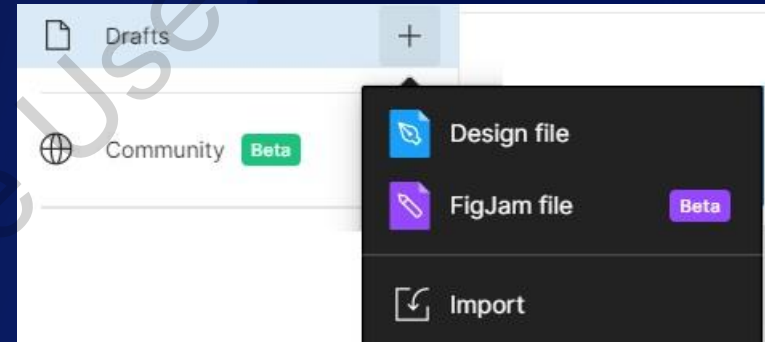


The Figma Dashboard

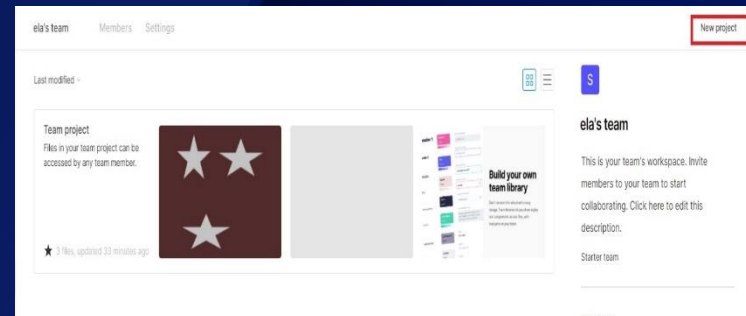
Understanding the Figma Interface



Pages



Files



Projects





Features of Figma

2-2

Managing
Components

Adding Lists

Connecting with
other Figma
Accounts

Using the
Inspect Tab

Using the
Instance Swap
Menu

Viewing Figma
Community
Files and Plugin
Library

Integrating
Zeplin

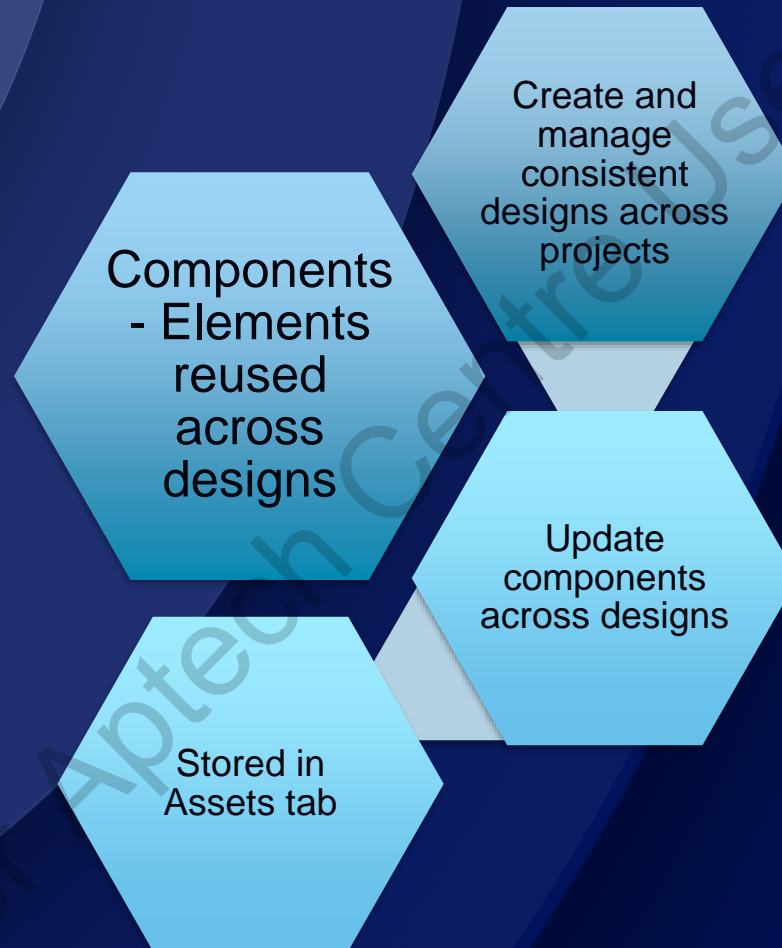
Updating
Projects Real-
time

Intuitive
Prototyping

Sharing Design
Feedback



Managing Figma Components





Creating a Design in Figma

1. Creating a Frame

Adding Grids

Adding Shapes

Adding Images

Adding Text

2. Labeling Elements

Avoids confusion due to overlapping frames and layers.

3. Creating Groups

Organizes designs.



Summary

- Figma is a cloud-based UI/UX design tool with capabilities to generate codes, support interactive prototyping, and create mockup.
- Figma is a browser-based tool, compatible with any OS, and is used to design vectors, applications, and screens.
- Figma supports the idea of teamwork and collaboration. It allows multiple team members to work on a single project in real-time.
- Figma follows a four-level file structure.
- Figma Editor is a modern design tool that provides options to customize designs as prototypes.
- Prototypes can be shared over real-time with team members and reviewed simultaneously. Draft files are saved automatically on the cloud for easy retrieval.
- The Layers and Properties Panel on either side of the frame help in customizing a design and viewing codes.
- Multiple pages can be created in Figma and collated into a bigger project.

