



**TRAINER: RISHIKA
TIBAREWALA**

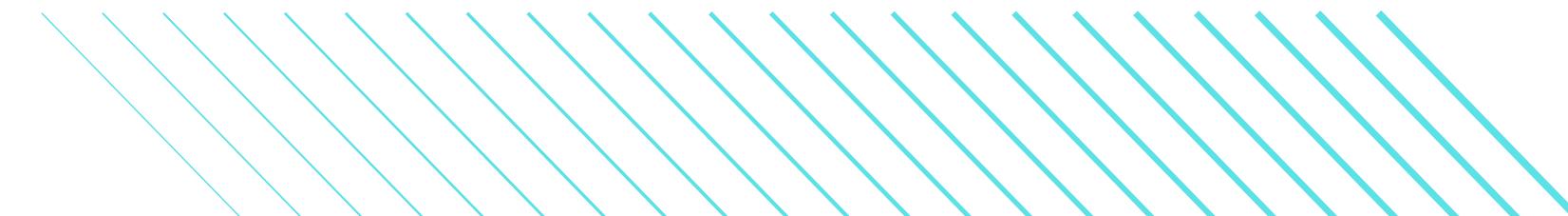
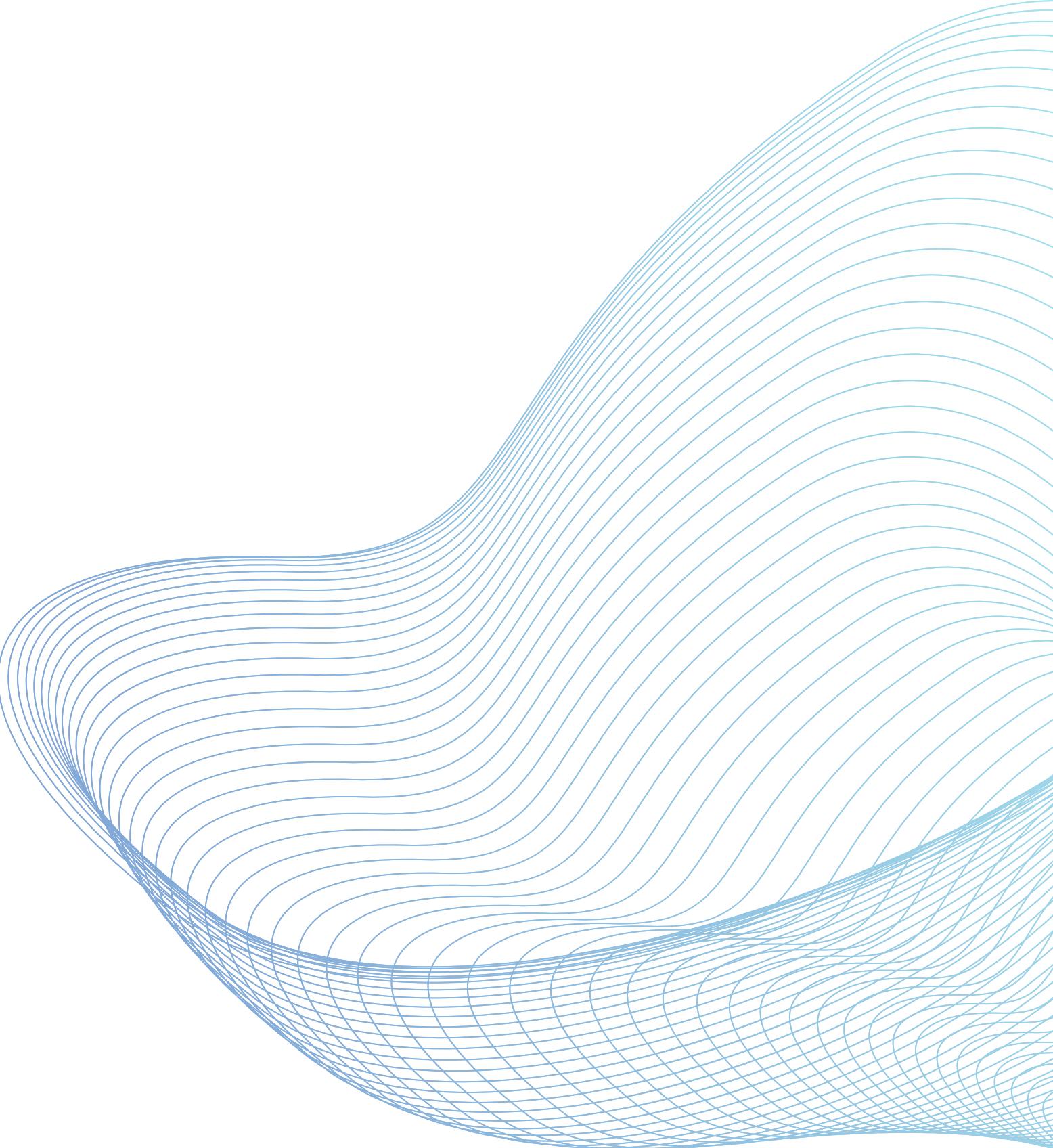
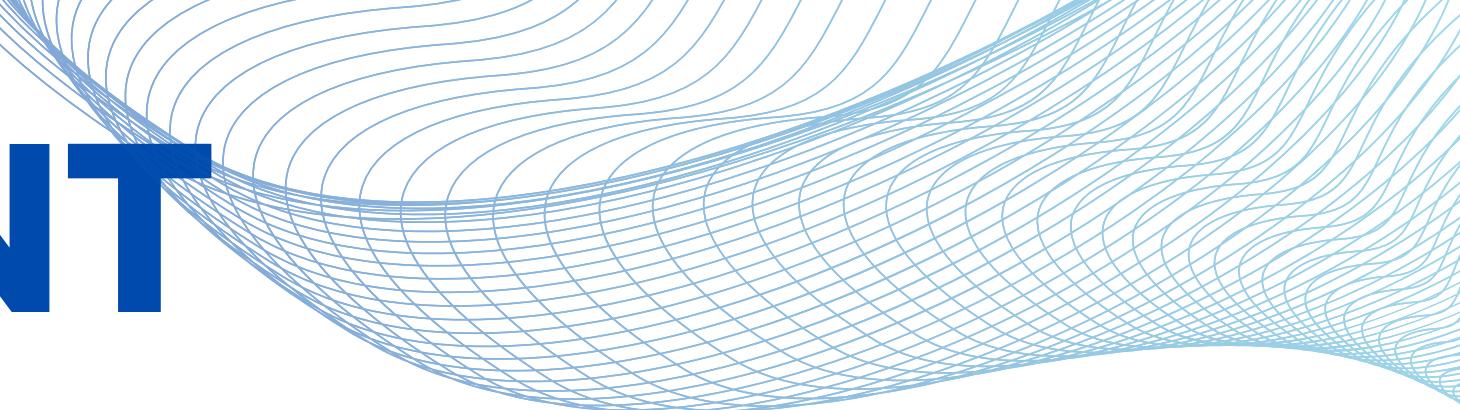


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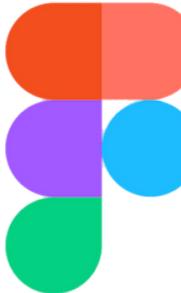
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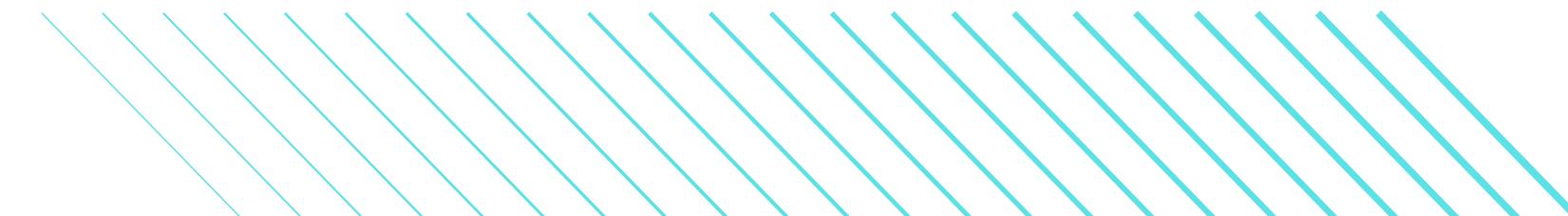
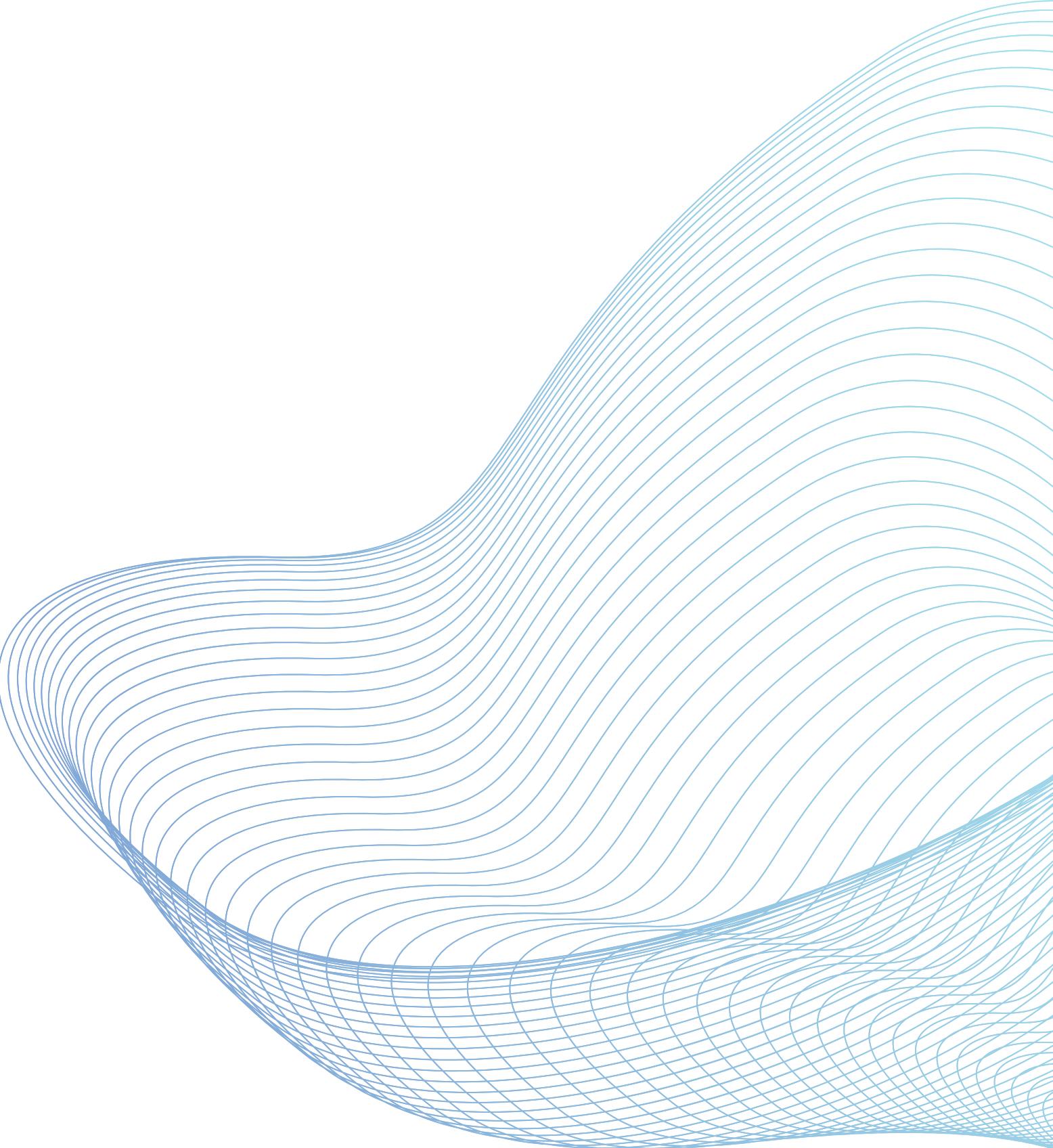


FIGMA

The Figma logo consists of a stylized icon followed by the word "FIGMA" in a large, bold, blue sans-serif font. The icon is composed of four overlapping colored shapes: orange at the top, purple on the left, blue on the right, and green at the bottom.

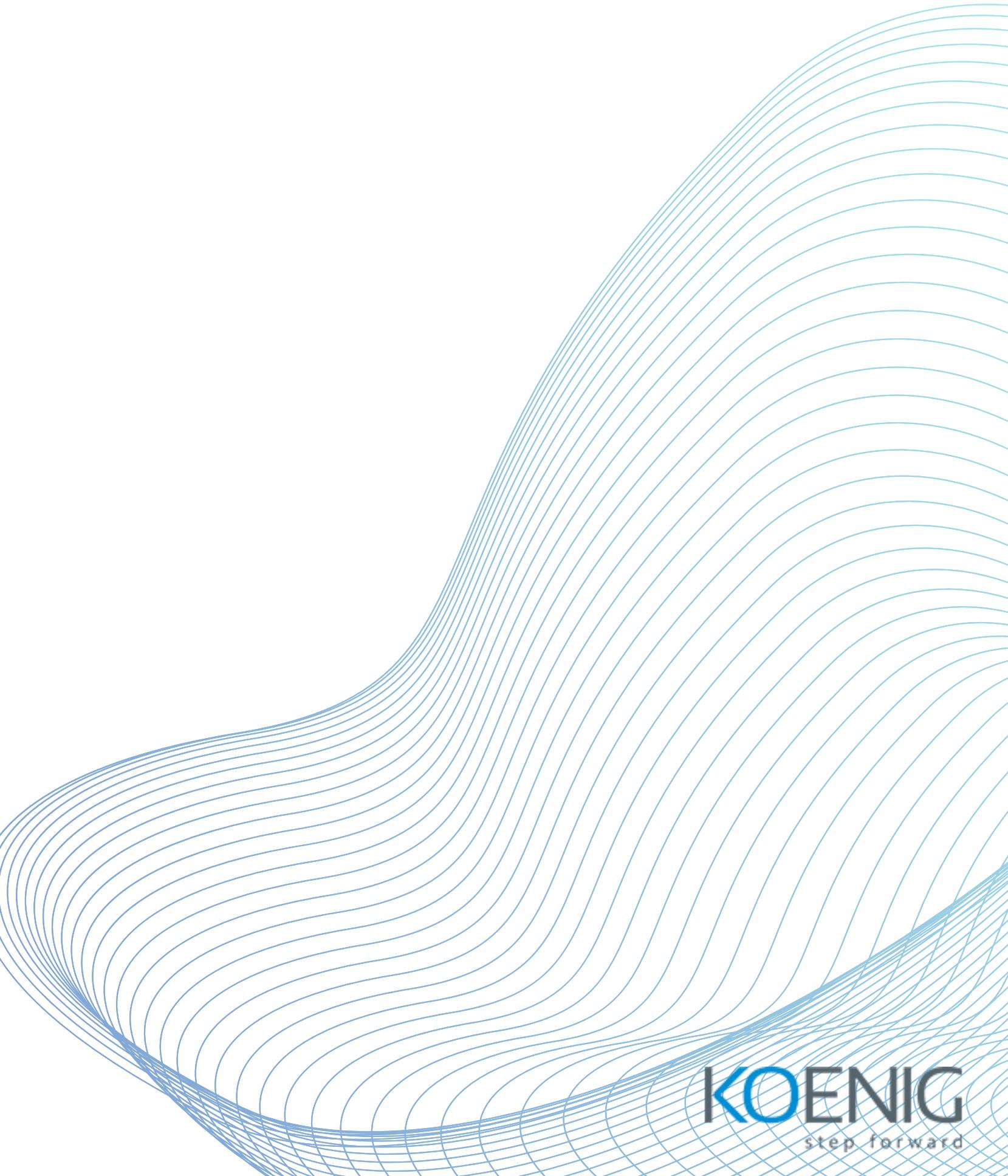
DAY 1

- **GETTING STARTED**
- **BASIC ELEMENTS**
- **CREATING LAYOUTS**



POPULAR DESIGN TOOLS

- Figma
- Adobe XD
- Sketch
- InVision
- Framer
- Miro



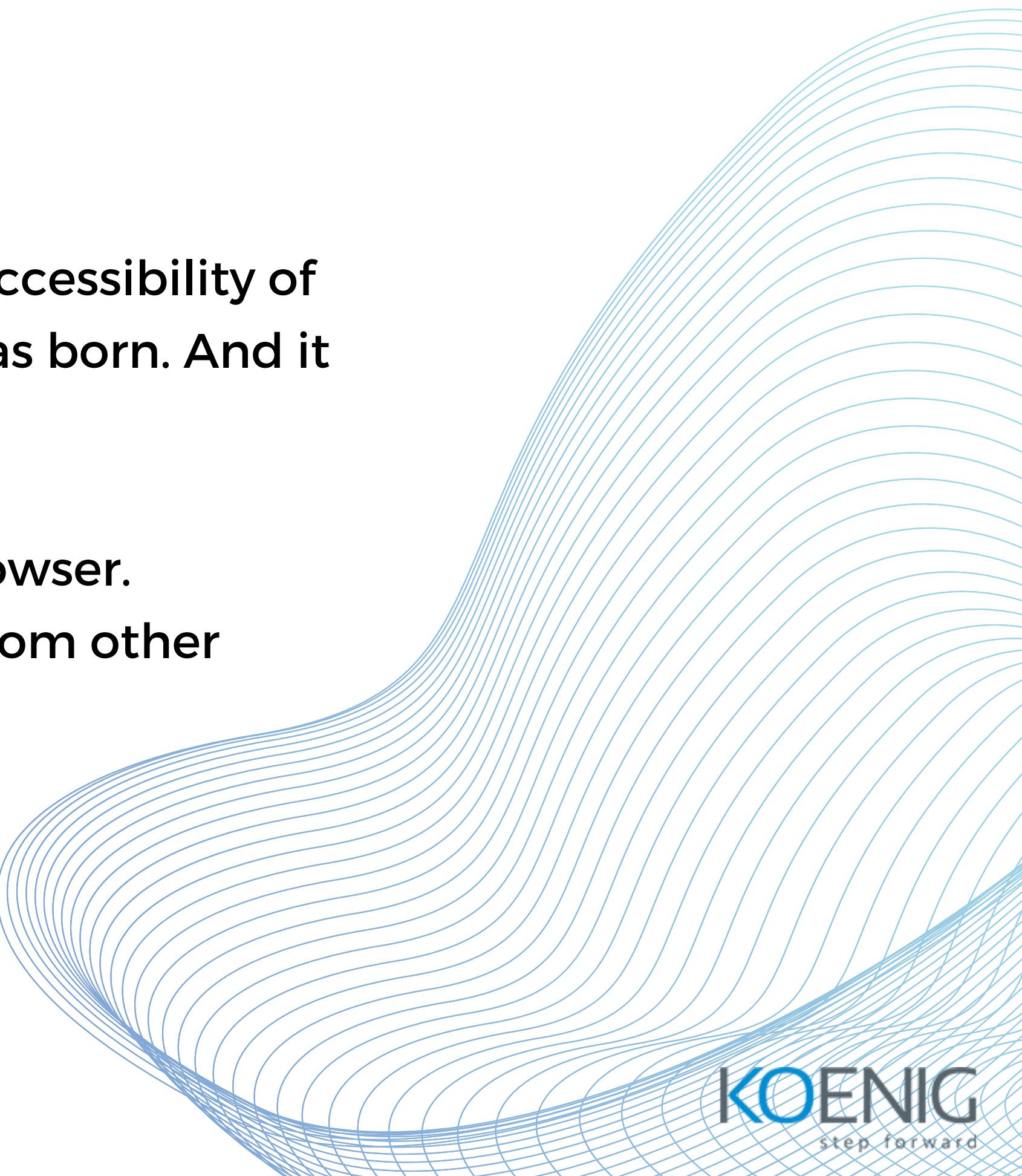
WHY FIGMA?

In 2015, the first design tool that combined the accessibility of the web with the functionality of a native app was born. And it was made free for anyone to get started.

Figma is a vector design tool that runs on the browser.

Key features of Figma which makes it different from other tools:

- Open-Sourced
- Collaborative
- Community-driven
- Borderless
- Transparent



Limitations of other tools:

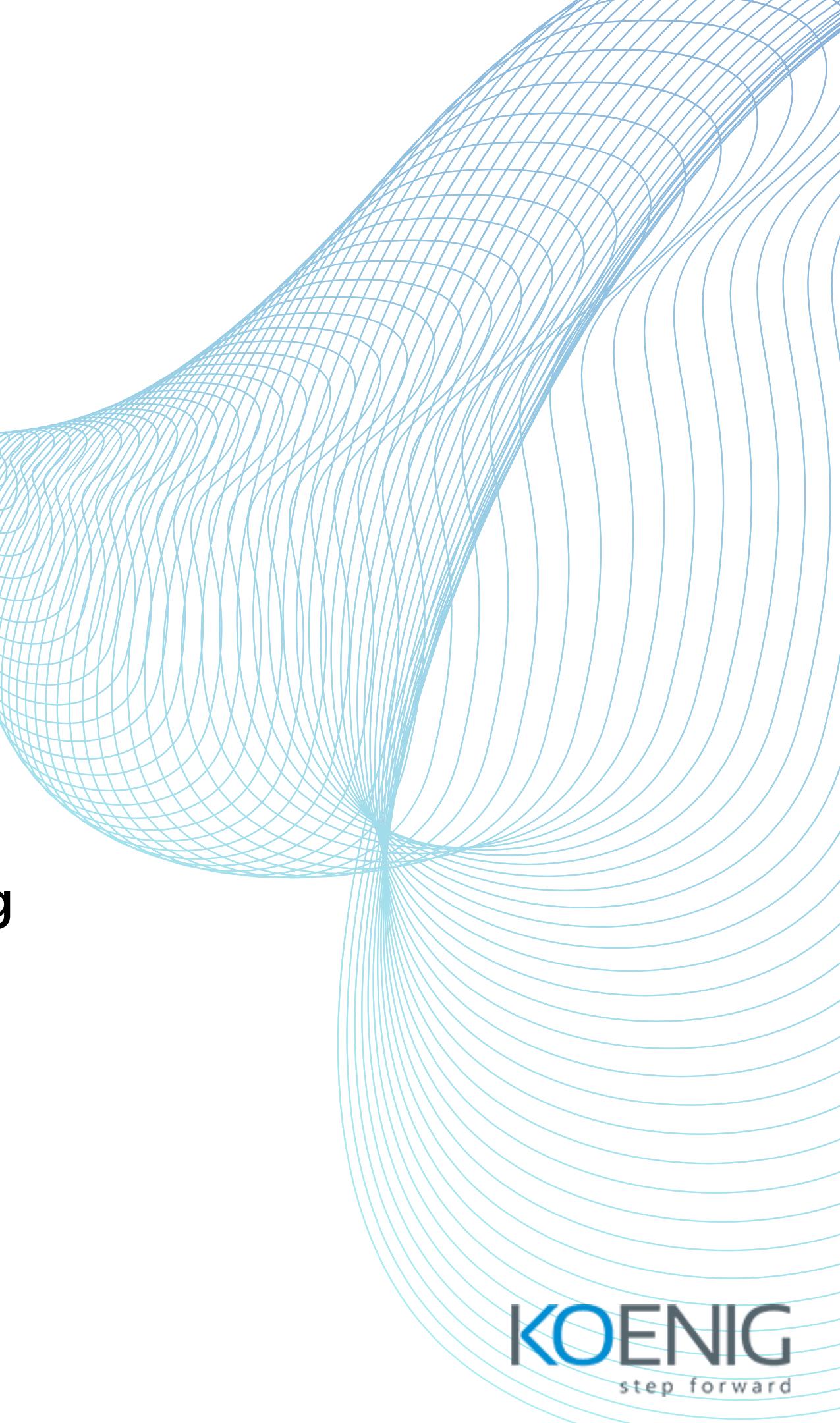
- **Adobe XD** - paid and comparatively complex collaboration.
- With **Sketch**, you need a Mac not only to design with but also to open and inspect files. If you are on Windows, Linux or Chrome OS you're out of luck. Figma is platform-independent, making it a great Sketch alternative.
- **InVision** taught the world to prototype. Figma puts it hand-in-hand with design. Designers are consolidating tools so they can design, prototype, collect feedback and handoff in Figma.
- Designers are consolidating tools so they can design, prototype, collect feedback, and handoff all in one place – Figma. With other tools like **Farmer & InVision** it becomes a difficult task.
- **Miro** is an online whiteboard. FigJam is your team's favorite place to hang out. One place to connect, ideate, and work together.

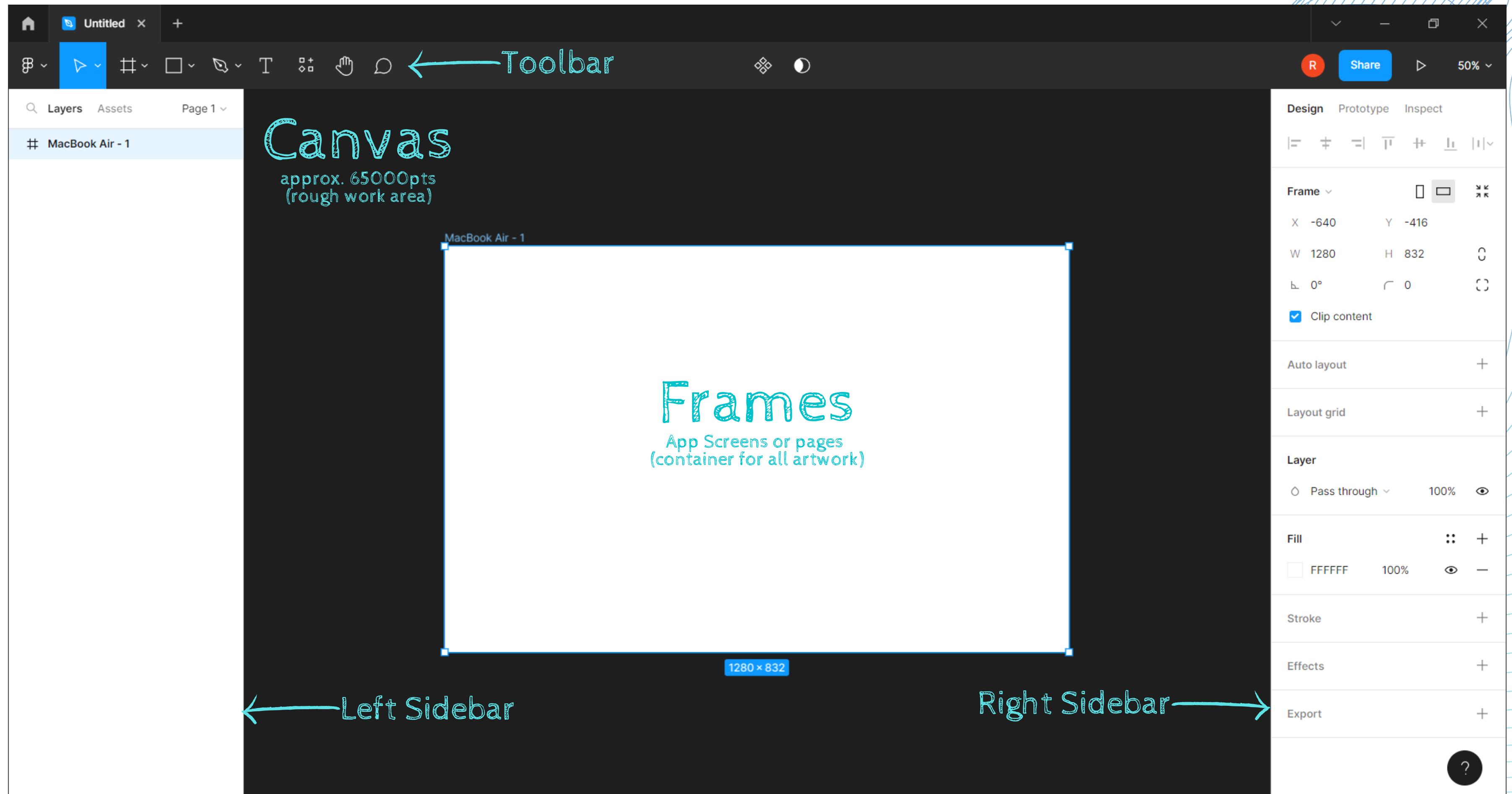
BROWSER / DESKTOP APP

There are no particular technical differences between Figma's desktop and web applications—both of them give you almost the same experience.

Figma won't open when you're offline, whether you're using a desktop app or a web app.

Only limitation that might come up in some browsers is conflict in hot key use.





COLOR SPACE

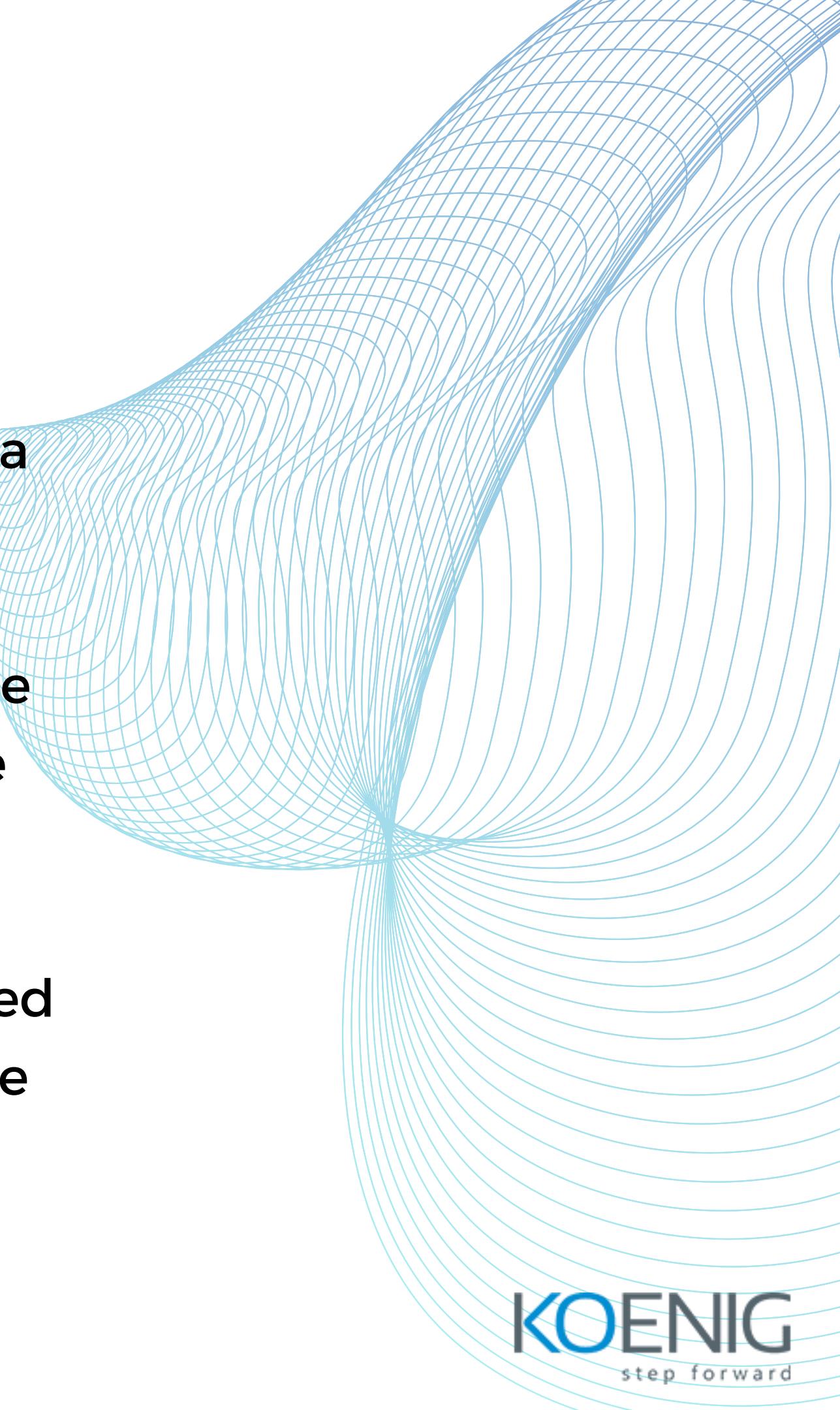
A color space is a specific organization of colors.

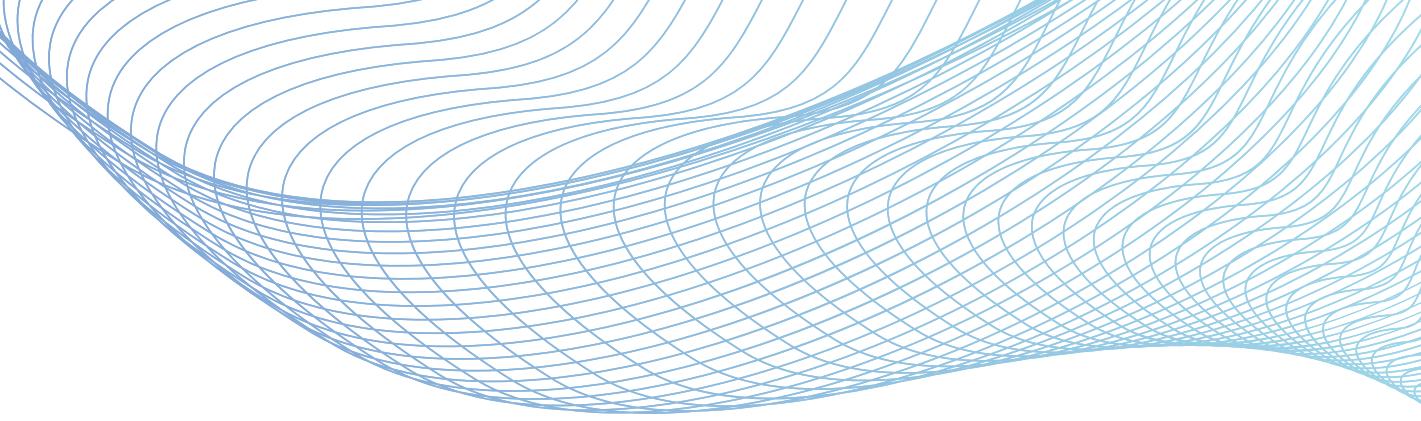
On the Figma desktop app, You can switch between using a managed (sRGB) or unmanaged color profile.

You will need to restart Figma to apply these changes. Make sure you're connected to the internet and your changes are saved before updating.

The sRGB color space (standard red, green, blue) was created jointly by Hewlett-Packard (HP) and Microsoft for use on the Internet.

Figma can only export assets using the sRGB color profile.



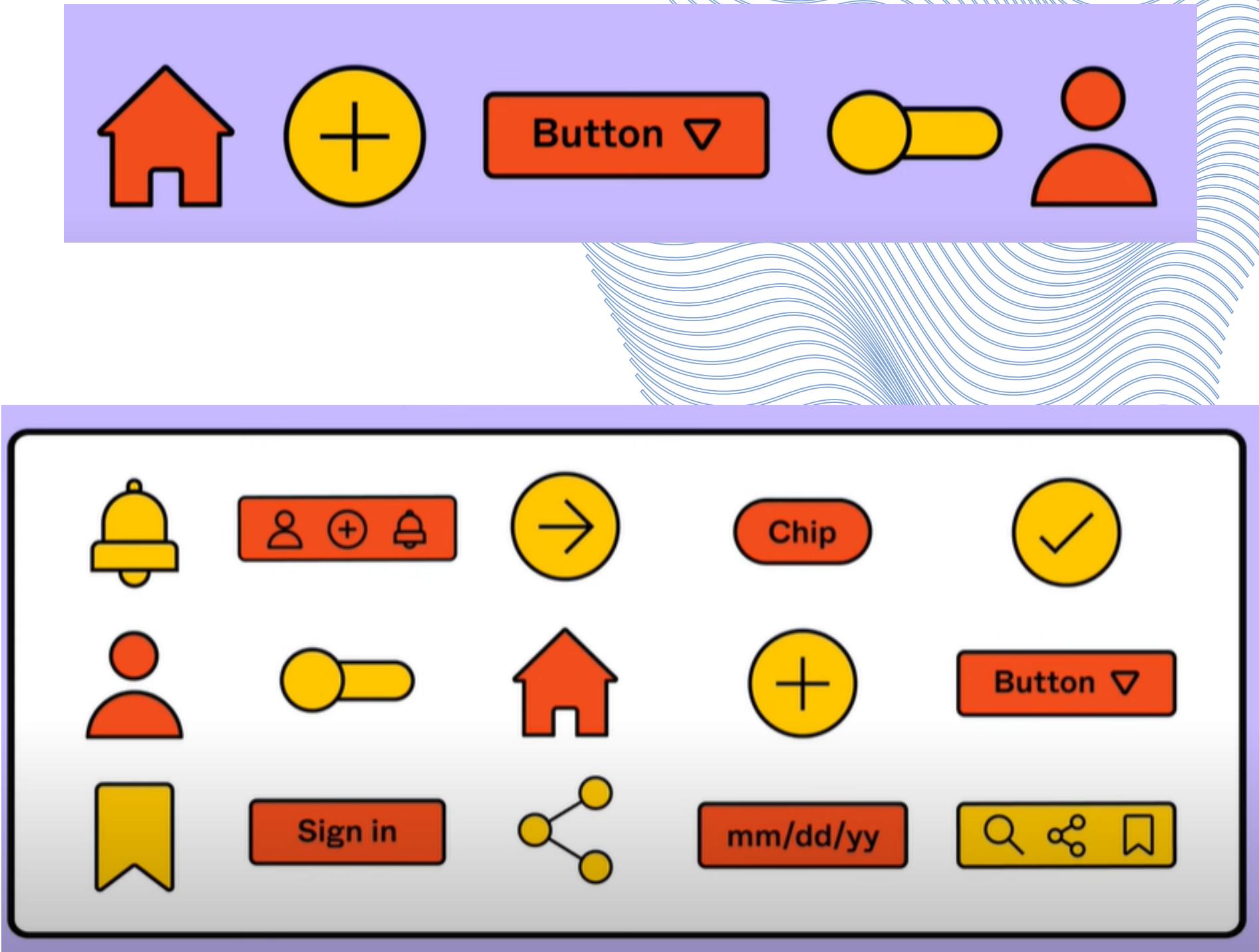


BASIC ELEMENTS

- Move tool
- Shape tool
- Vector editing toolset
- Boolean groups
- Masks
- Fill, stroke and effects
- Text
- Exports

COMPONENTS & LIBRARIES

- Components: Building blocks of the design. Basic UI elements like buttons and icons or more elaborate compositions like toolbars and menus.
- Libraries: Collection of components and styles. It can be used to create, share and use components across files and teams.



FIGMA COMMUNITY

figma.com/community

Figma community is a space where creators can share resources in the form of design files and plugins.

To use the file: Duplicate and add it to drafts.

eg. Wireframe UI kit



VECTOR DESIGN

You can use the **Pen tool**, or any of the **Shape tools**, to **create a new vector layer** in Figma.

When using Shape tools, you can hold modifier keys to draw them in specific ways:

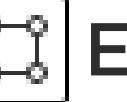
- Hold \uparrow **Shift** while creating a shape to lock the shape's **aspect ratio to 1:1**.
- Hold \nwarrow **Option / Alt** while creating a shape to make it **scale relative to its center** instead of its top-left corner.
- As you click and drag to create a shape, hold **Space** to **move the shape around the canvas** before releasing your mouse click.



EDIT VECTOR

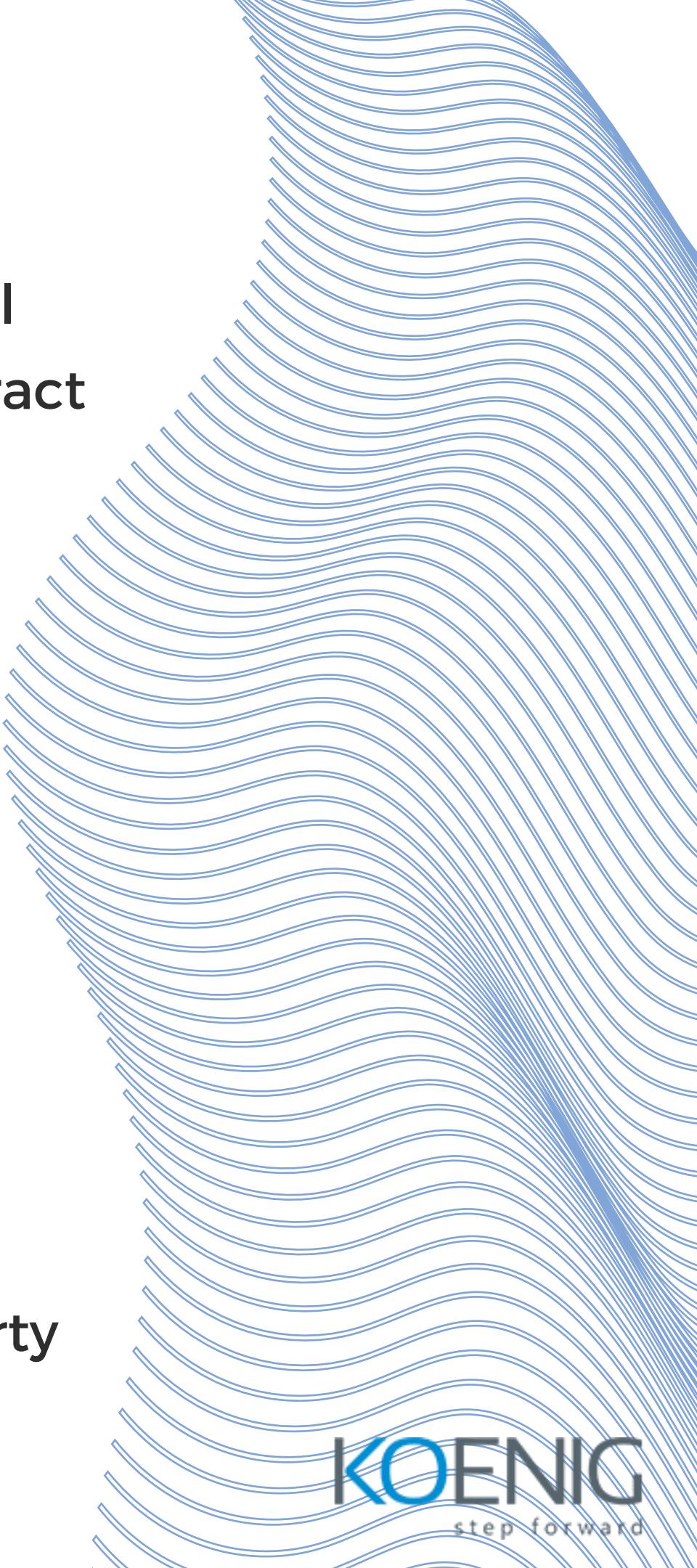
Vector edit mode lets you select, adjust, or change properties of individual points, lines, or entire shapes. When you're editing an object, you can interact with the existing points and the lines between them. You can also use the Pen tool to plot additional points and manipulate those as well.

To enter vector edit mode:

- Select a path and press Return / Enter
- Or, select a path and click  Edit Object from the toolbar

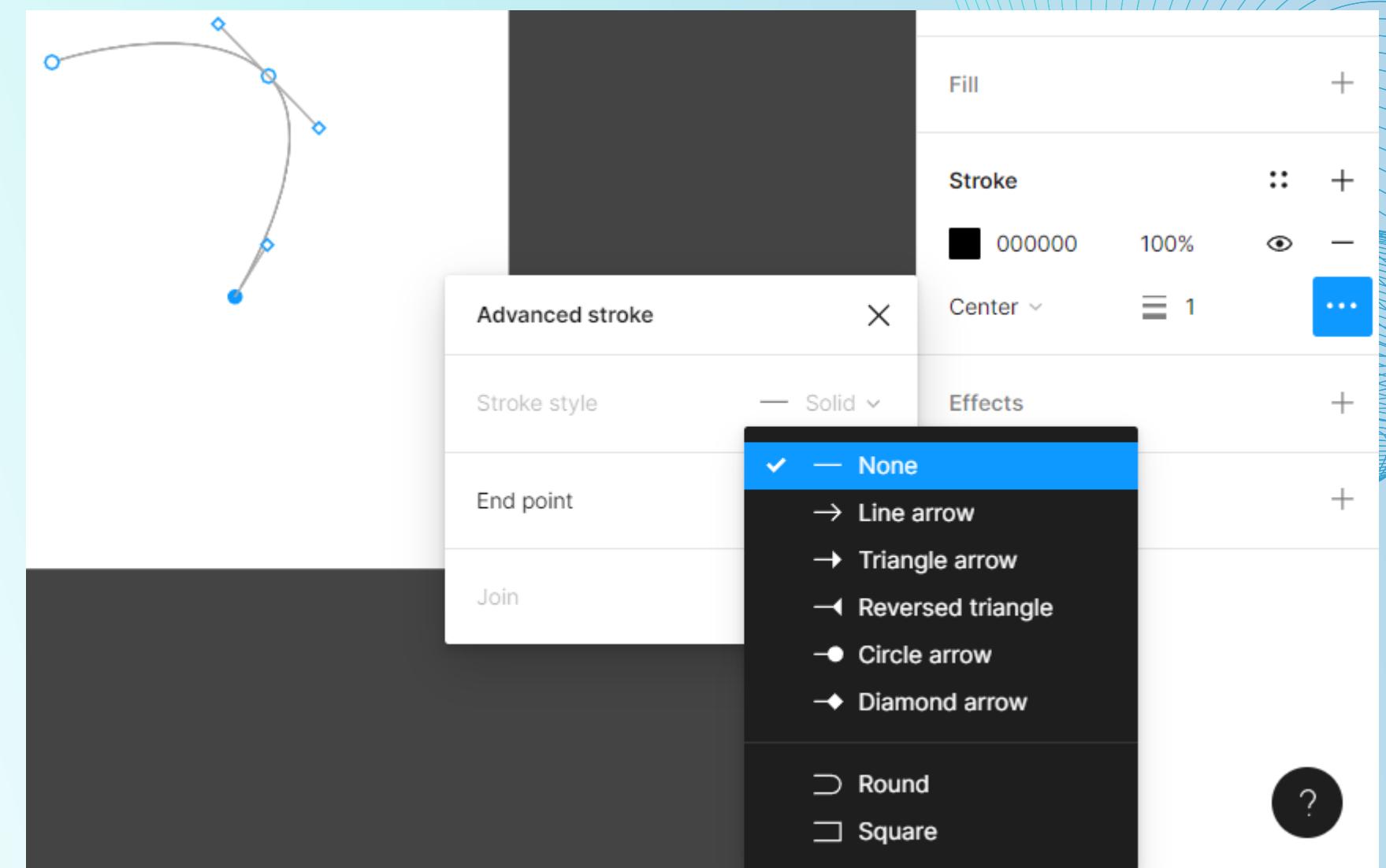
To exit vector edit mode, press Return / Enter again, or click Done in the toolbar.

You can Fill, Edit Bezier Curves, Round Corners (using corner radius property in right sidebar.) and add Caps (styling to end points of any open path.)



CAP TYPES

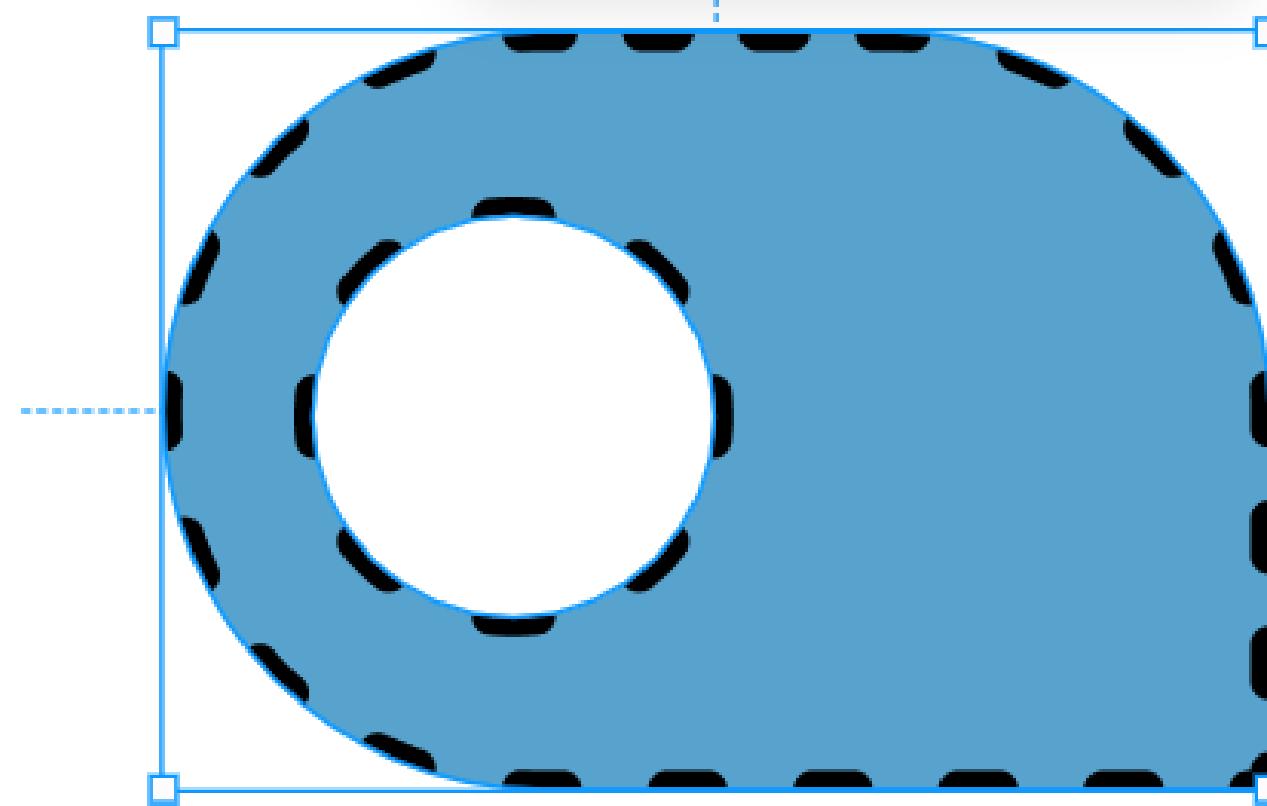
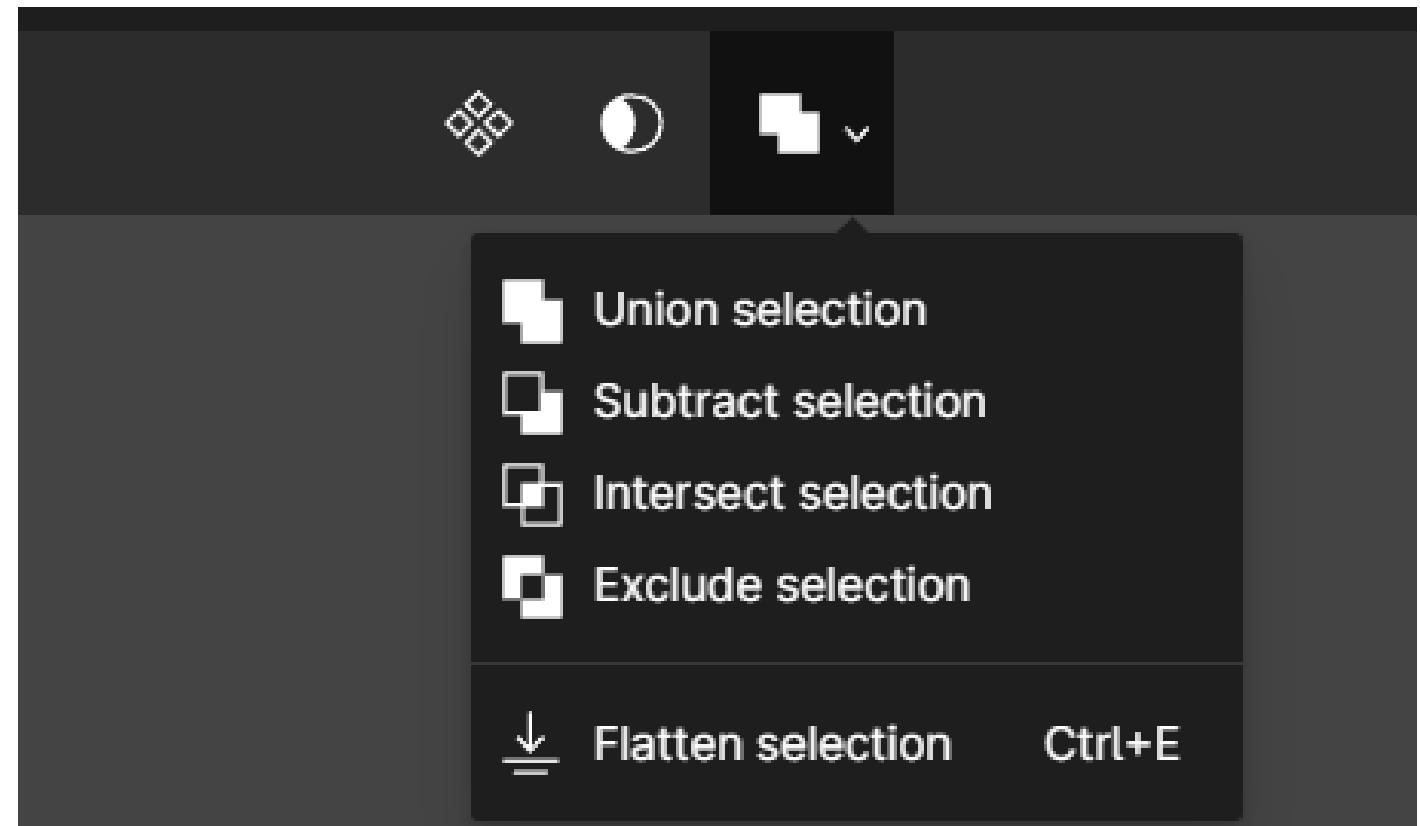
- **None:** Adds no cap to the end of the path.
- **Line arrow:** Adds two 45-degree lines to either side of the end point(s). You cannot change the length of the arrow head lines.
- **Triangle arrow:** Add a triangle arrowhead to both end points. You'll need to enter vector edit mode → to apply an arrow to only one end of the path.
- **Reverse triangle:** A reversed or flipped version of the triangle arrow.
- **Diamond arrow:** A solid diamond cap.
- **Round (default):** Adds a cap half the stroke weight, as well as rounding the end point of the path to 50% the width.
- **Square:** Adds a cap half the stroke weight, while squaring the end point of the path.



BOOLEAN OPERATIONS

Boolean operations combine any set of shape layers through one of four formulas: **Union**, **Subtract**, **Intersect**, and **Exclude**.

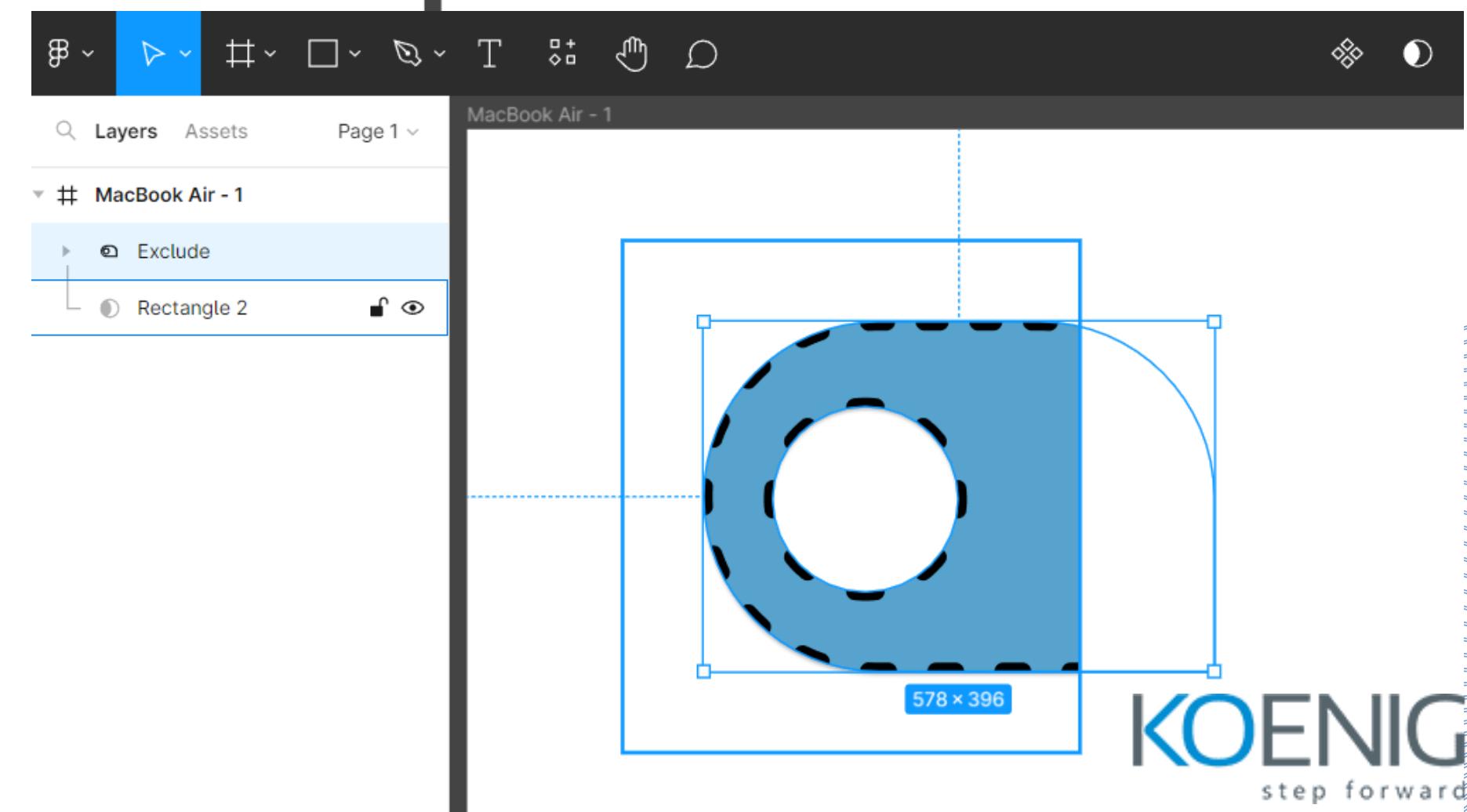
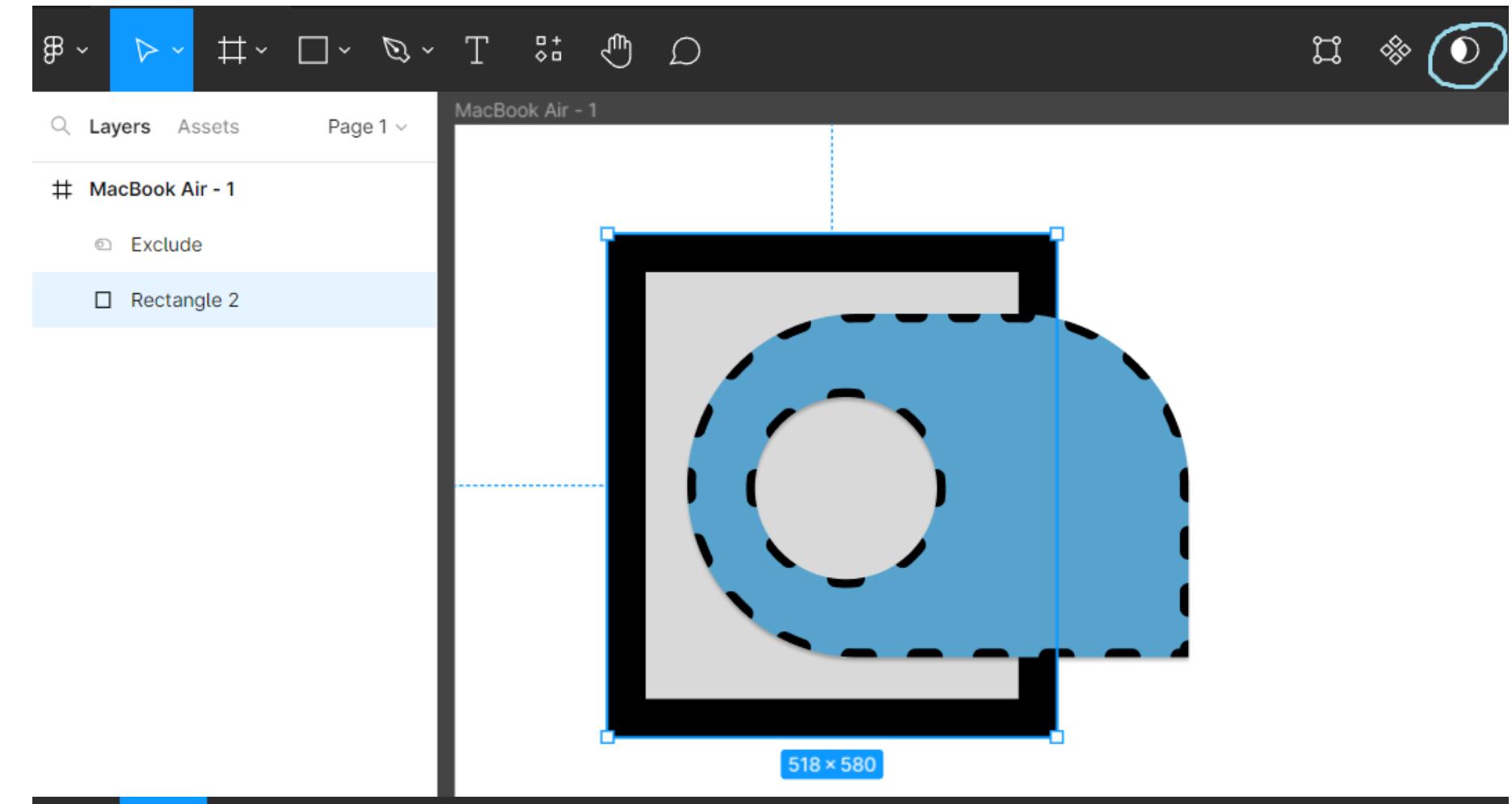
Boolean groups are treated as a single shape layer and share fill and stroke properties and can be combined with other boolean groups through subsequent boolean operations.



MASKS

Masks are used to show specific areas of objects while concealing the rest.

- It's like placing a photograph inside a picture frame with a small opening. You'll see a portion of the photograph peeking through the opening, while the rest is concealed without the need to trim it down to size.
- Masks are a non-destructive action.
- Masks **must contain a fill with an opacity of more than 0%** for effects and masked objects to show.
- Masks are "invisible" on the canvas. Any properties – like stroke, fills, or effects – added to a mask layer are treated as masks as well.
- **Remove a mask: Ctrl+Alt+M / Ctrl+Cmd+M**
- To view mask outline: View-> Mask Outlines



FILL, STROKE AND EFFECTS

The screenshot displays a graphic design application's properties panel and preview area. The main focus is a large blue circle with a black outline and a white center.

Properties Panel (Left):

- Fill:** Solid color (red gradient) selected. Other options include Linear, Radial, Angular, Diamond, Image, and Video.
- Color:** A color picker shows a red gradient. Below it is a CSS color code: `rgba(217, 217, 217, 1)`.
- Document colors:** A palette of six colors.

Effects Panel (Right):

- Fill:** Color `57A3CD` at 100% opacity.
- Stroke:** Color `000000` at 100% opacity.
- Inside:** Set to `10`.
- Effect:** A dropdown menu is open, showing:
 - Inner shadow
 - Drop shadow** (selected, indicated by a checkmark)
 - Layer blur
 - Background blur

Preview Area (Center):

- Constraints:** Set to Left and Top.
- Mask:** Use shape outlines is unchecked.
- Layer:** Pass through at 100%.
- Fill:** Current value is `D9D9D9`, highlighted with a red oval.
- Stroke:** Color `000000` at 100%.

Size: The preview shows a size of `578 × 396`.

TEXT / TYPOGRAPHY

- Serif (with Strokes)
- Sans Serif (without Strokes)
- Script
- Decorative

The screenshot shows a typography editor interface with the following details:

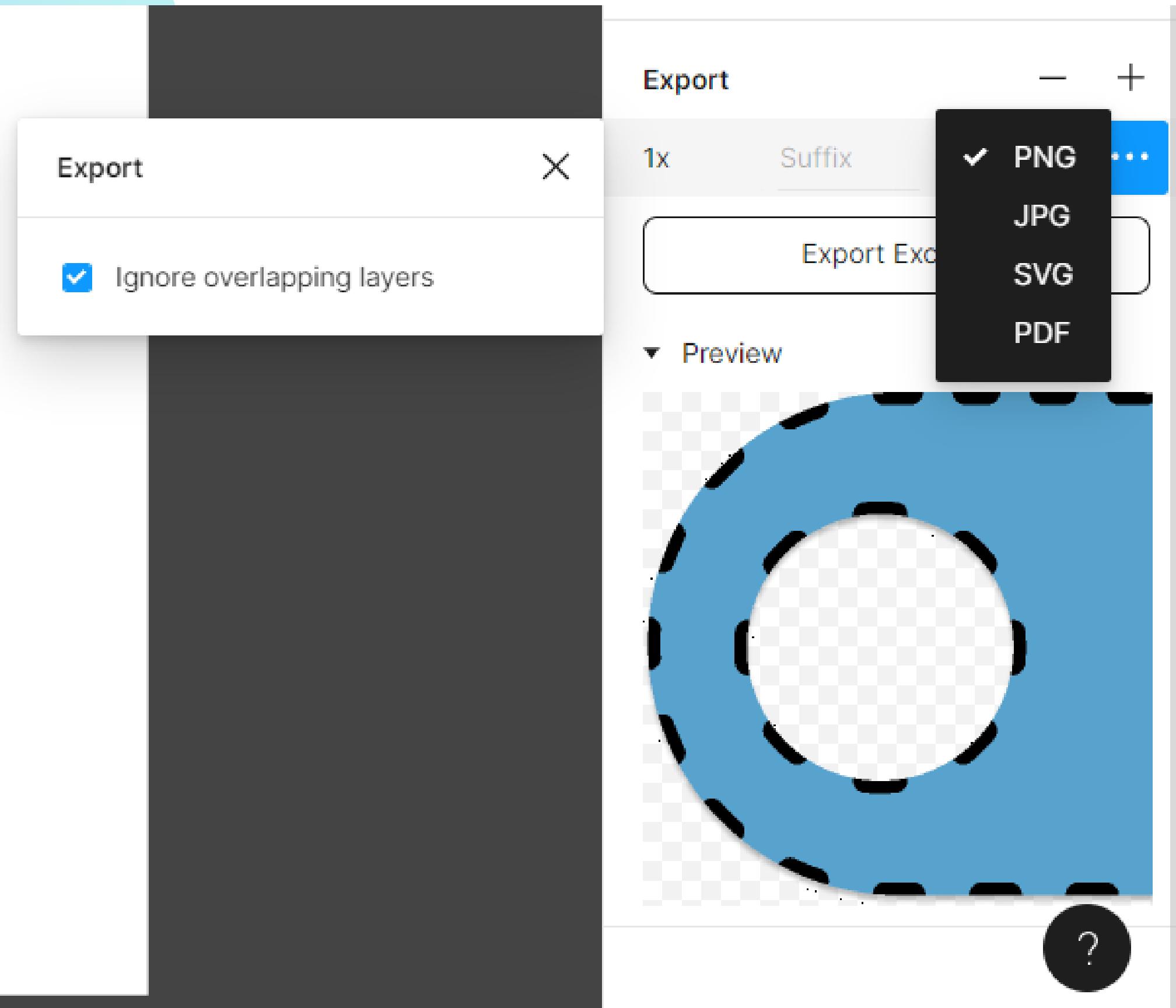
- Type settings Panel:** Shows the text "Hello World!!!".
 - Preview:** Displays the text in a large, bold, black font.
 - Basics Tab:** Selected tab.
 - Details Tab:** Unselected tab.
 - Resizing:** Includes icons for horizontal and vertical resize, fit, and center.
 - Alignment:** Includes icons for horizontal and vertical alignment.
 - Decoration:** Includes icons for underline, overline, and strikethrough.
 - Paragraph spacing:** Set to 0.
 - Paragraph indent:** Set to 0.
 - List style:** Includes a minus sign icon.
 - Case:** Includes options AG, ag, Ag, and AG.
- Layer Panel:** Shows a layer named "I Top" with a bounding box of 330 x 244.
- Text Panel:** Shows the font family "Impact" and size "100".
- Font Panel:** Shows "Regular" weight and "100" size.
- Color Panel:** Shows a black color swatch and "000000" hex code.
- Fill Panel:** Shows a black color swatch and "000000" hex code.
- Transform Panel:** Shows rotation controls.
- Other:** Includes a "Type settings" button and a "KOENIG step forward" watermark at the bottom right.

EXPORTS

Export settings let you to customize how Figma exports your assets. This allows you to define what you want to export and how you want to export it.

Export formats supported by Figma:

- **PNG (Portable Network Graphics)**
- **JPG (Joint Photographic Group)**
- **SVG (Scalable Vector Graphics)**
- **PDF (Portable Document Format)**



LABS

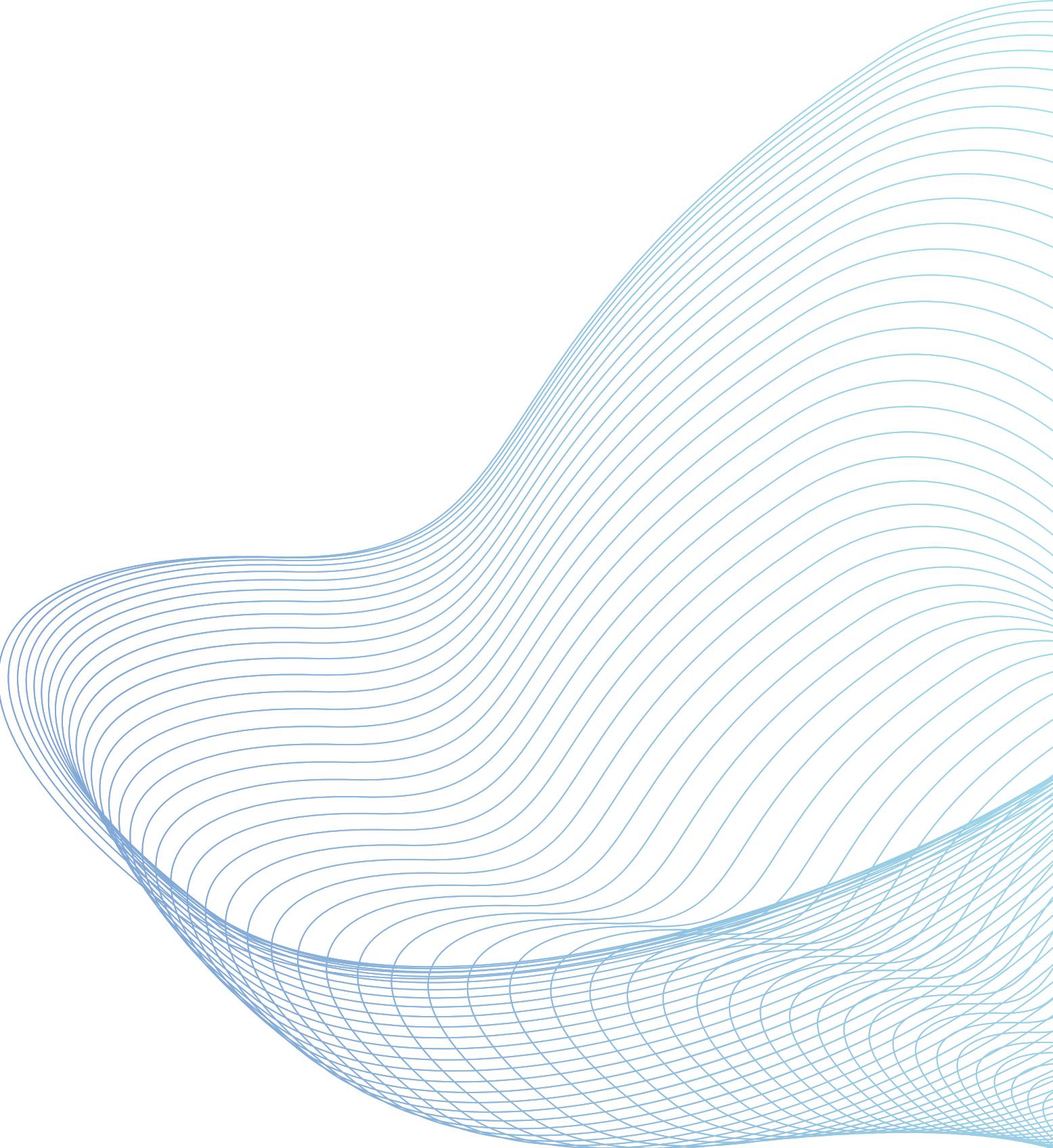
- 1 Create components using move, shape tools and boolean operations in Figma.
- 2 Create graphic with Text and Masking. Create basic layout of app.
- 3 Mark assets for export.

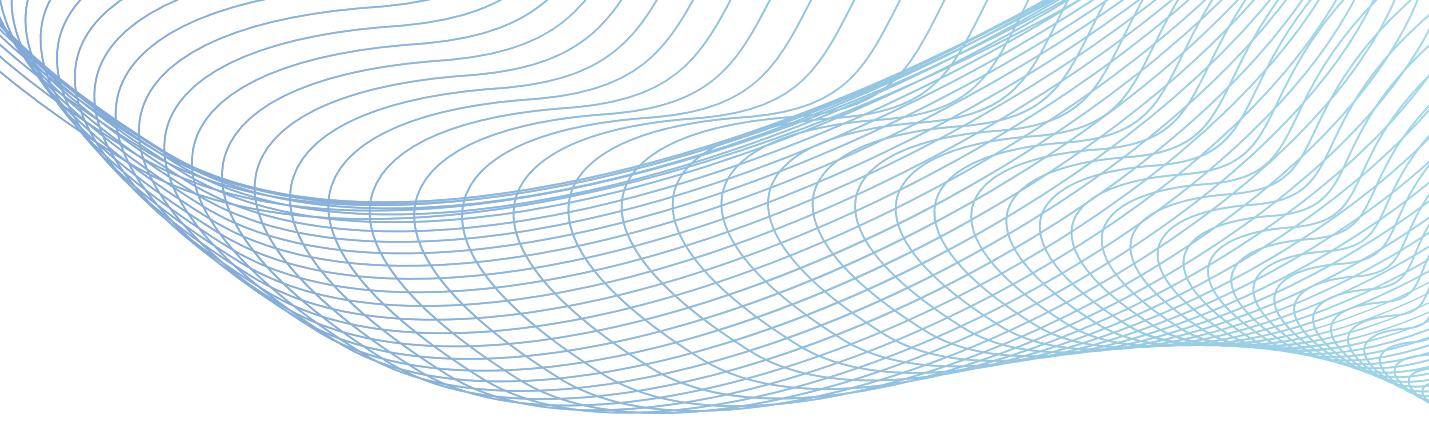


FIGMA

DAY 2

- CREATING LAYOUTS
- BUILDING DESIGN SYSTEM
- WORKING WITH DATA

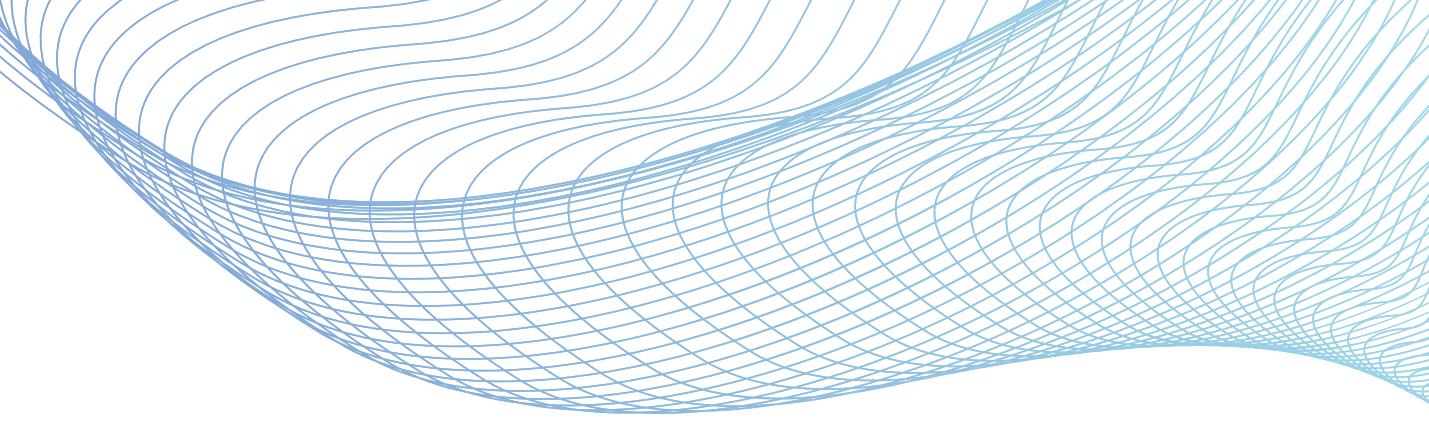




CREATING LAYOUTS

- Tidying up and smart selection
- Groups and Frames
- Constraints
- Layout Grid
- Rulers and guides
- Auto Layout
- Pages
- Links

SMART SELECTION



It helps you adjust spacing and arrangement of multiple items in a selection of objects on the canvas.

Smart Selection works automatically on any selection or group of three or more items with equal, uniform spacing. With items selected, you can adjust spacing, position and size of all these items at once.

- Drag the pink-colored handles in the space between objects to adjust spacing of all items.
- Drag the ring to quickly rearrange items.
- Click one or more items' pink rings to mark them: this allows resizing by pulling on their edges.

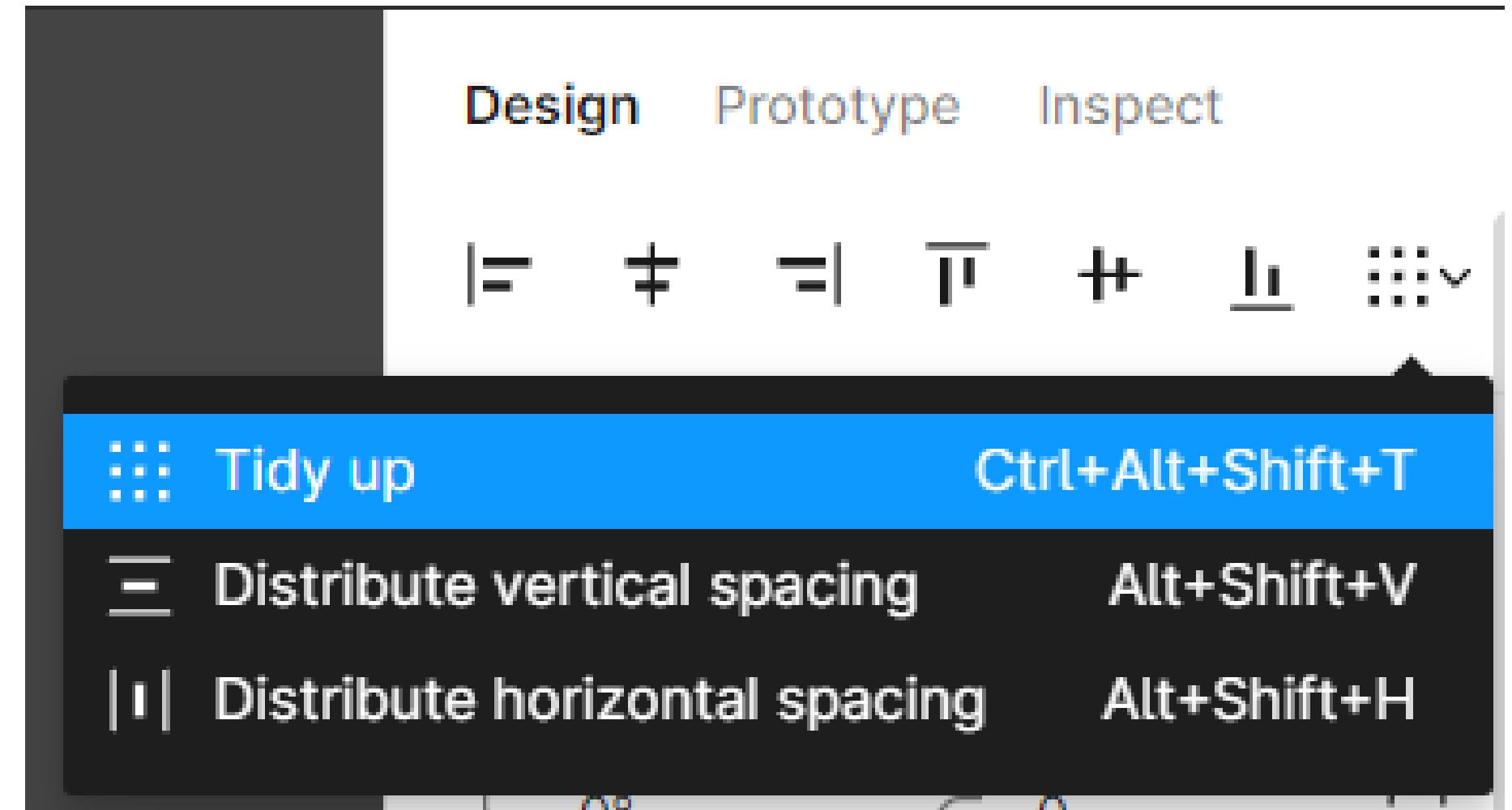
Note: Before using smart selection, for equal spacing of objects, use **align and distribution** options under Design tab in the Right sidebar. You can also use **Tidy Up** for easy arrangement of selected objects.

TIDY UP

To get a Smart Selection out of something messier. Just invoke the Tidy Up action to deftly arrange selected items. Think of it as a **“distribute” function that does a better job.**

- It takes the selected items & shifts them so that they're both near each other and have the same spacing.
- It is helpful with things like tables and toolbars.
- Unlike the traditional distribute function, the spacing will always be even.

Select your screens & then click the Tidy Up button at the **top of the right sidebar**.



GROUPS VS FRAMES

use a group if you want:

- to combine multiple objects together into a single manageable layer
- to group elements together that will maintain a fixed relationship when scaled (ex: a logo or symbol made up of multiple shapes)
- the bounds of the group to auto-adapt to the child objects as you manipulate them.

use a frame if you want:

- to control the frame size independently of its contents
- to define the resizing behavior of child elements
- objects to be clipped by frame bounds, or reside outside its bounds
- nested scrolling behavior in your prototype (ex: horizontal carousel, or a map that you can pan vertically and horizontally)
- to use a layout grid within it

CONSTRAINTS

In Figma, you can fix objects to the left, right, top, bottom, center, scale, left & right, or top & bottom using constraints. Play around with a simple button in a frame to see how objects react to different types of constraints.

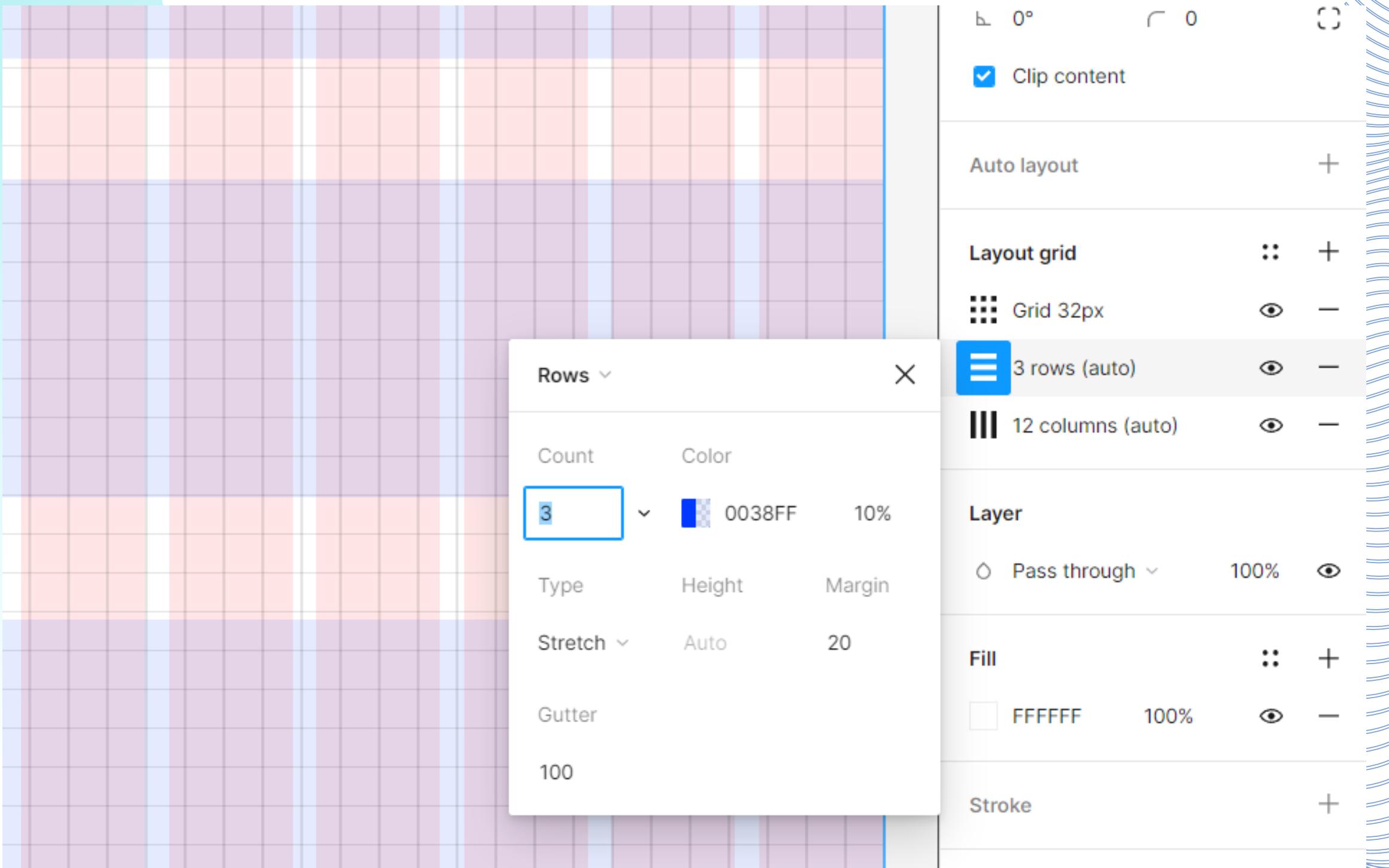
Use cases:

- Pinning a button in bottom right corner of the parent frame. This ensures the button doesn't float around the screen when the screen size expands – it stays exactly where you want it.
- Using components and constraints for a fixed layout in different screen sizes.
- Use constraints with grid to fix buttons or components to the center of the grid. eg. navbar at the bottom of mobile screen.
- Creating post feed or tabular data.
- Horizontal or vertical constraints for fun.

LAYOUT GRIDS

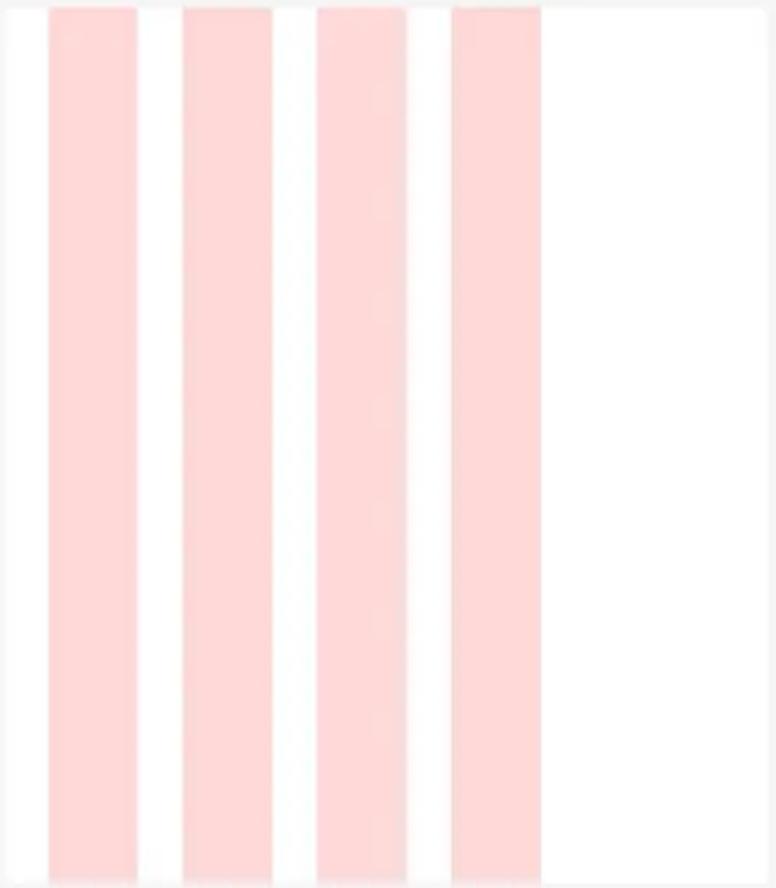
Layout grids can only be applied to frames. There are three different forms of grids to choose from: **grid (uniform grid), column, and row.**

- Margin is the distance between canvas and the grid.
- Gutter is the distance between each row or column of the grid.



Layout grid cheat sheet

Column grid



Left

Column widths

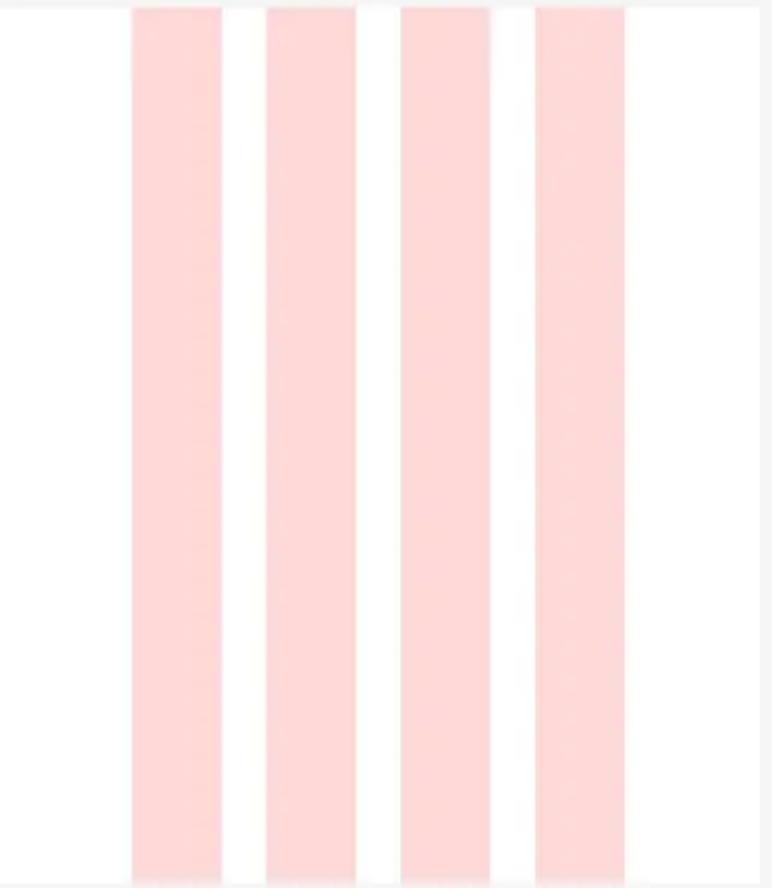
Fixed

Gutters

Fixed

Margins

Fixed



Center

Column widths

Fixed

Gutters

Fixed

Margins

Fluid



Stretch

Column widths

Fluid

Gutters

Fixed

Margins

Fluid

Row Grid



Top

| | |
|----------------|-------|
| Column heights | Fixed |
| Gutters | Fixed |
| Margins | Fixed |



Center

| | |
|----------------|-------|
| Column heights | Fixed |
| Gutters | Fixed |
| Margins | Fluid |



Stretch

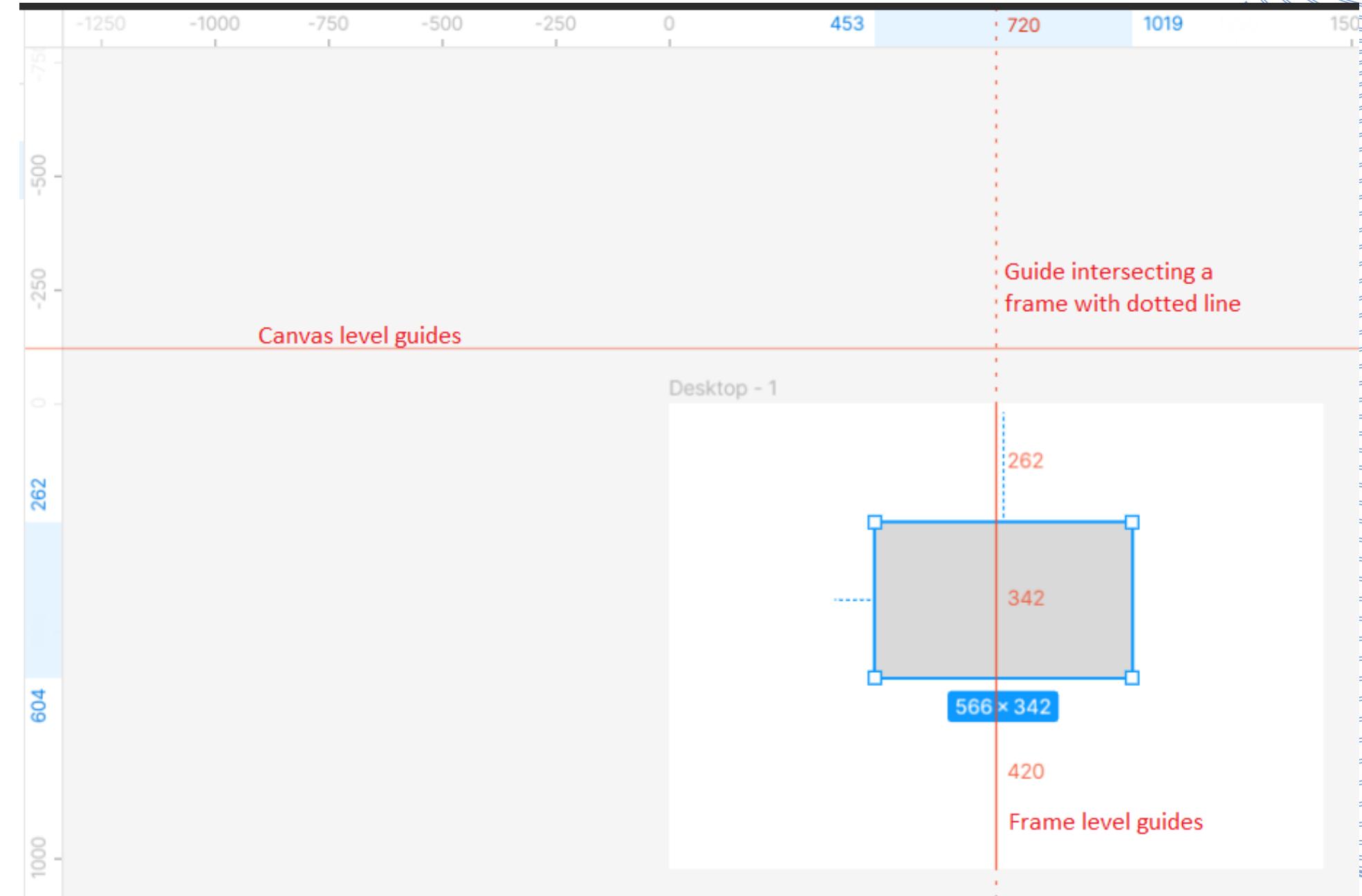
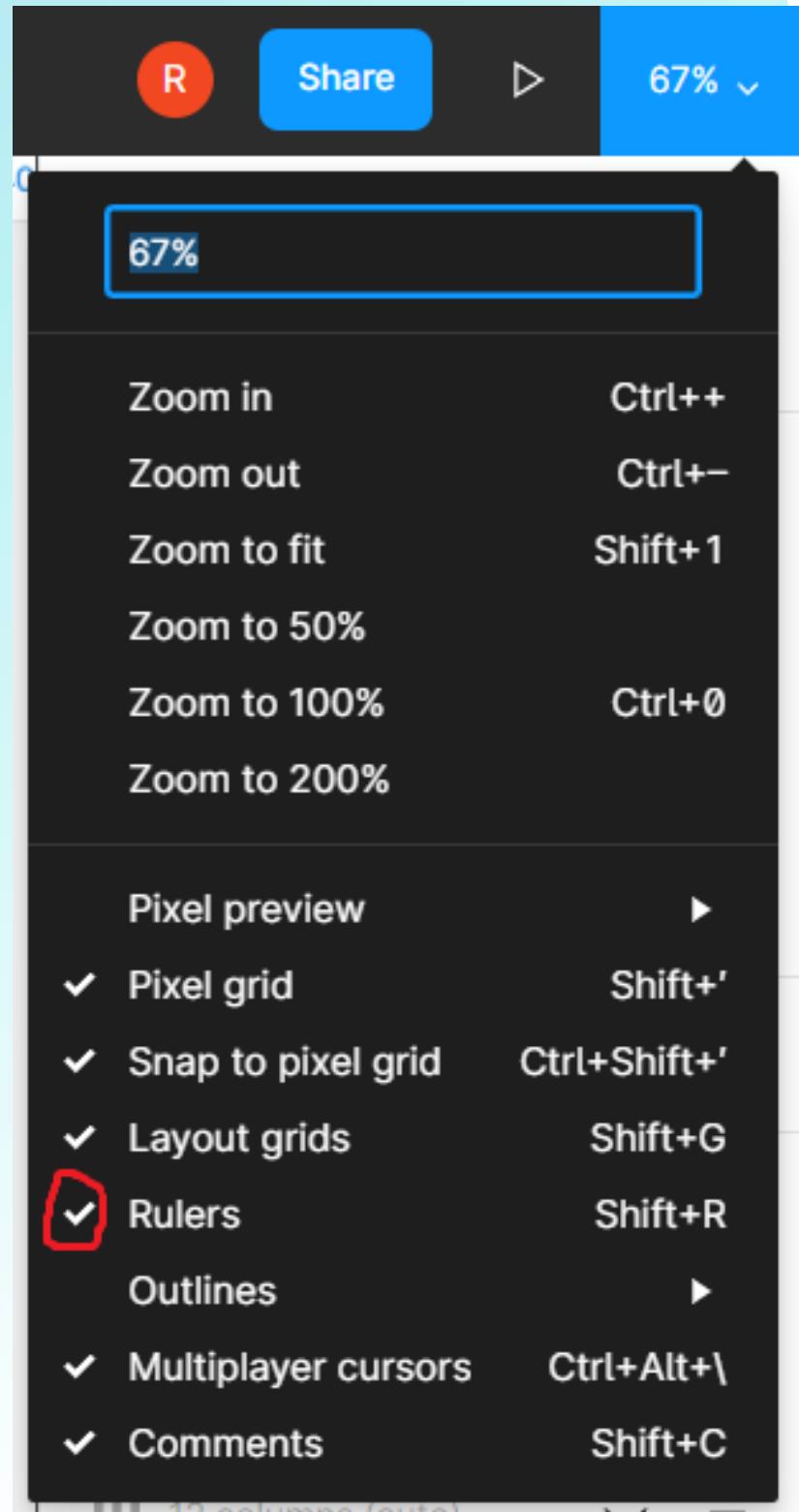
| | |
|----------------|-------|
| Column heights | Fluid |
| Gutters | Fixed |
| Margins | Fluid |

RULERS AND GUIDES

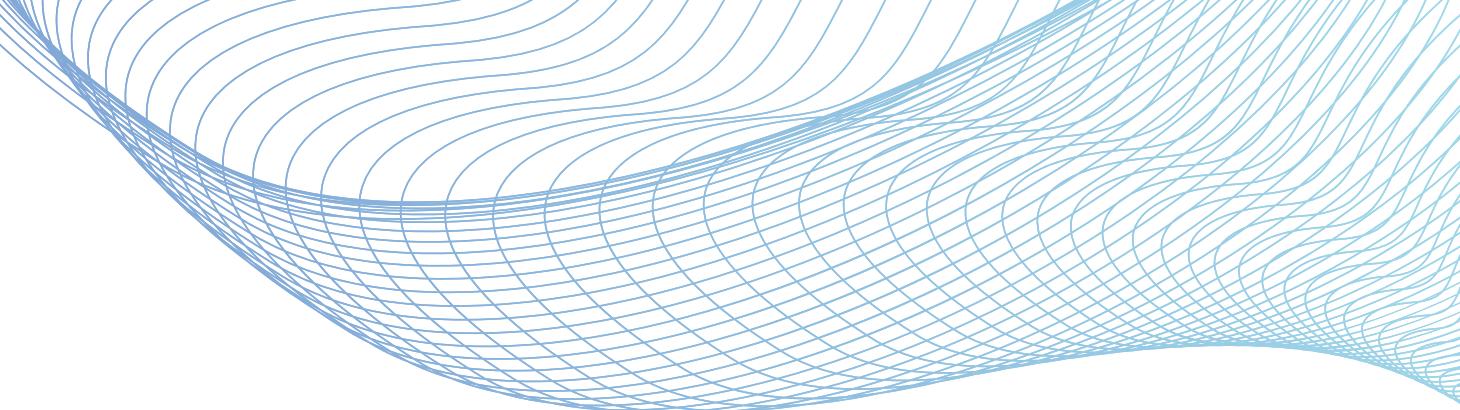
Shift+R is the shortcut key to toggle ruler or check the option of rulers in menu.

Click and drag on the horizontal and vertical rulers to pull guides onto your canvas.

To remove guides use Delete on keyboard or drag it back to origin.



AUTO LAYOUT



You can add auto layout to a frame or a selection of objects.

Note: Auto layout is only supported on frames. If you select objects that are not in a frame, Figma will create an auto layout frame around them.

- Use the keyboard shortcut \uparrow Shift + A.
- In the right sidebar, click next to Auto layout with a frame selected.
- Right-click on a frame or object and select Add Auto layout.

Note: The object's size determines if it can be added to the auto layout frame. If any of the object's dimensions are larger than the parent frame, you won't see the option to add it to the auto layout.

Use the modifier key to bypass Figma's default behavior and add larger objects to an auto layout. Or, to add objects to a nested auto layout:

- Mac: ⌘ Command
- Windows: Ctrl

NEST AUTO LAYOUT

You can nest an auto layout frame within another auto layout frame. This allows you to combine horizontal and vertical layouts to create complex interfaces.

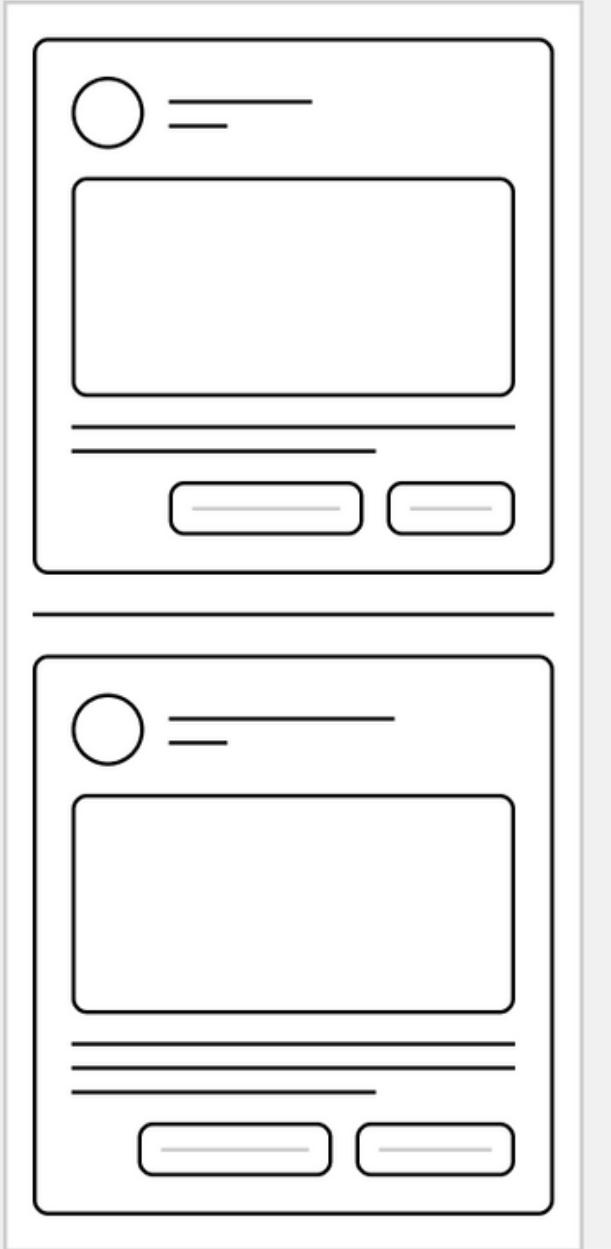
Button



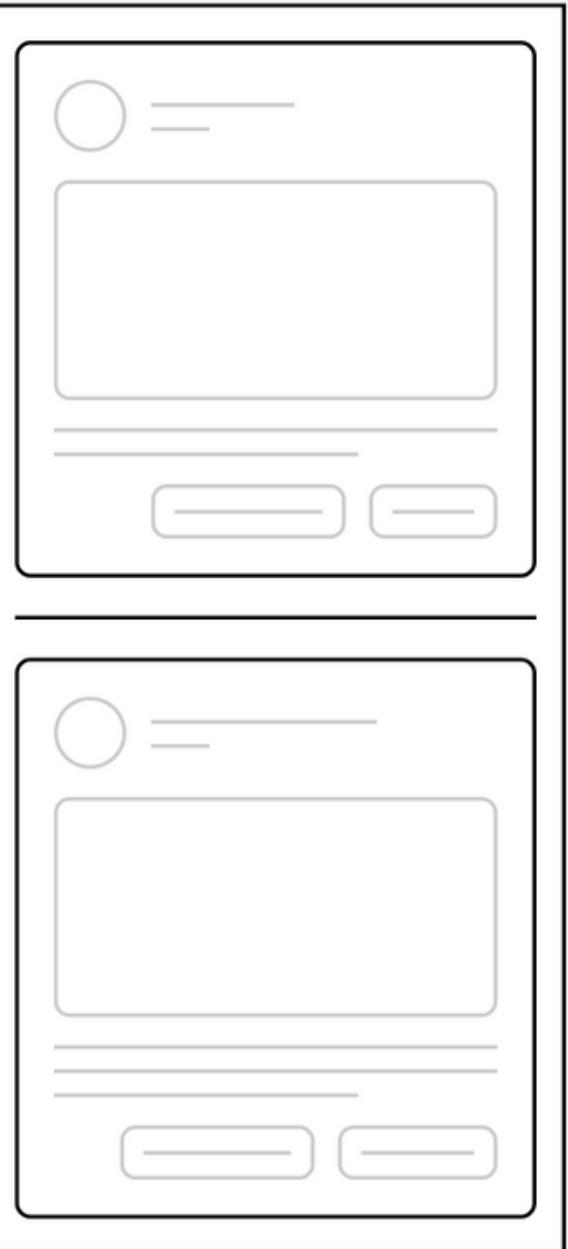
Button Row



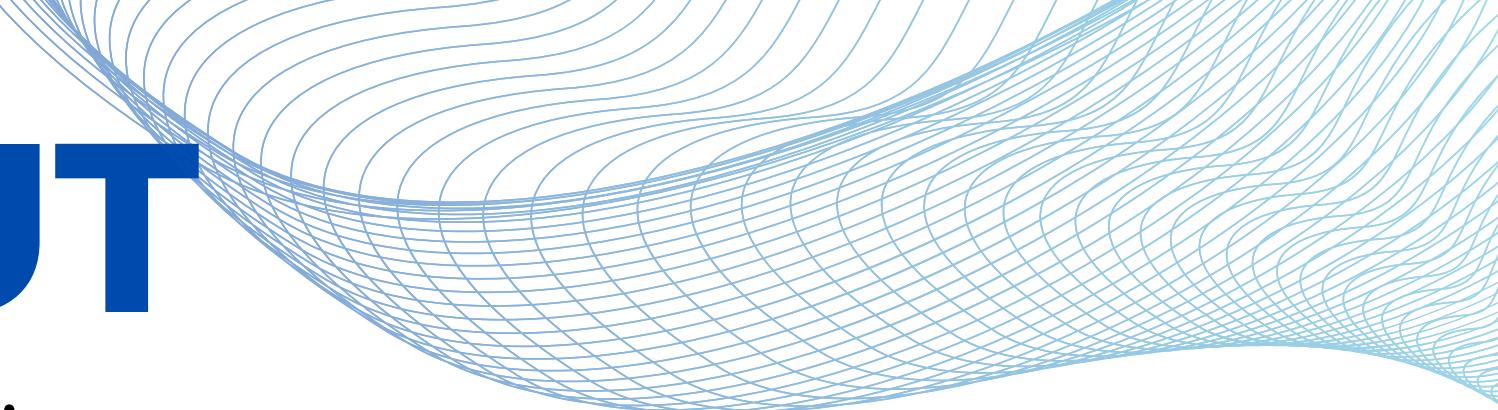
Post



News Feed



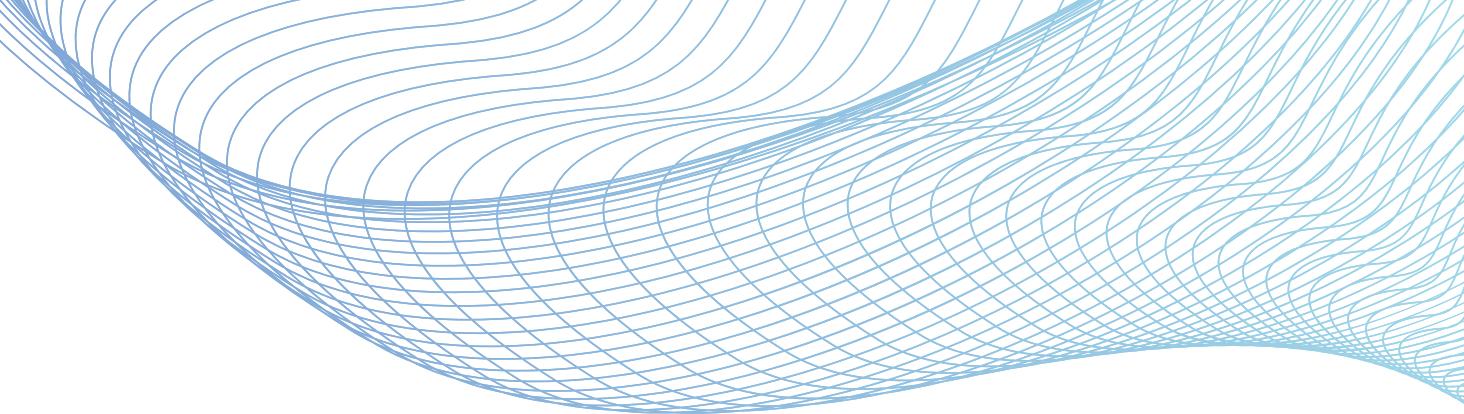
NEST AUTO LAYOUT



In the earlier example, there are four levels of auto layout:

1. **Button:** Each button is a horizontal auto layout. This allows the button to **grow and shrink as we change the label text.**
 2. **Button Row:** We then add both buttons to another horizontal auto layout. This allows objects to respond when we make any changes to a sibling's contents.
 3. **Post:** We then add our buttons to a vertical auto layout with the other objects in the post. This includes a description, an image and the user's profile.
 4. **Timeline:** We've added a vertical auto layout to create our timeline. The auto layout frame is the top-level frame which sits on the canvas.
- **Note:** Using add auto layout keyboard shortcut will create a new auto layout frame around your current selection. To remove auto layout use keyboard shortcuts:
 - Mac: ⌘ Option + ⌄ Shift + A
 - Windows: Alt + ⌄ Shift + A

PAGES



Figma Pages – an extra layer of organizational control. Now you can divide your brainstorms, iterations, and final assets into separate, accessible documents without ever leaving the file.

Pages menu will collapse as soon as the designer is done manipulating Pages—although you'll have the option **to lock it open** if you **control click the panel**.

Privacy note: If you share a Page with someone, they'll be able to see the rest of the file the Page is located in.

Tip: To move a component between Pages, right click it and select ‘Move to Page’

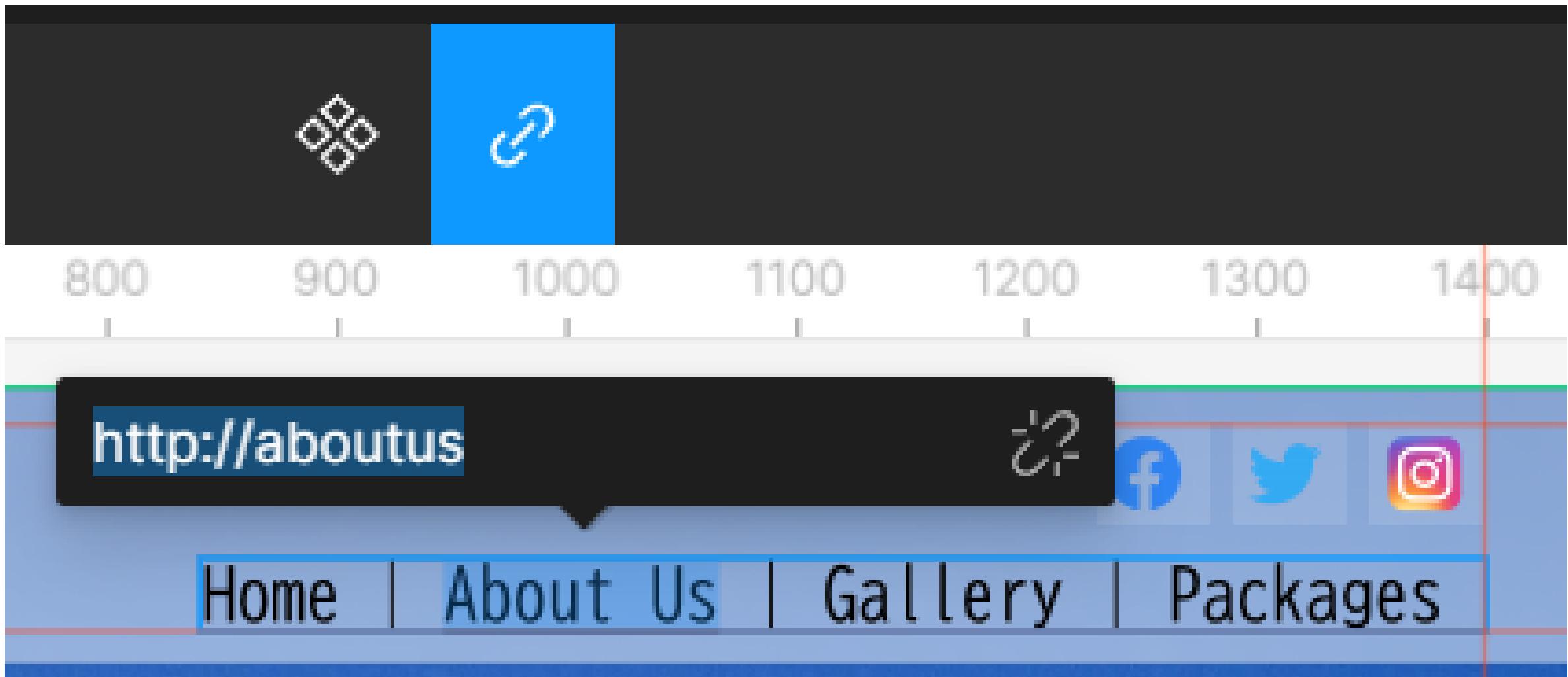
There's no limit to the number of Pages you can create. If you're duplicating giant design files again and again on many Pages, it could impact your performance.

LINKS

You can add a link to an entire text layer, or to a selection of text within the layer.

To add links to a design component -> Prototype section in right sidebar is used.

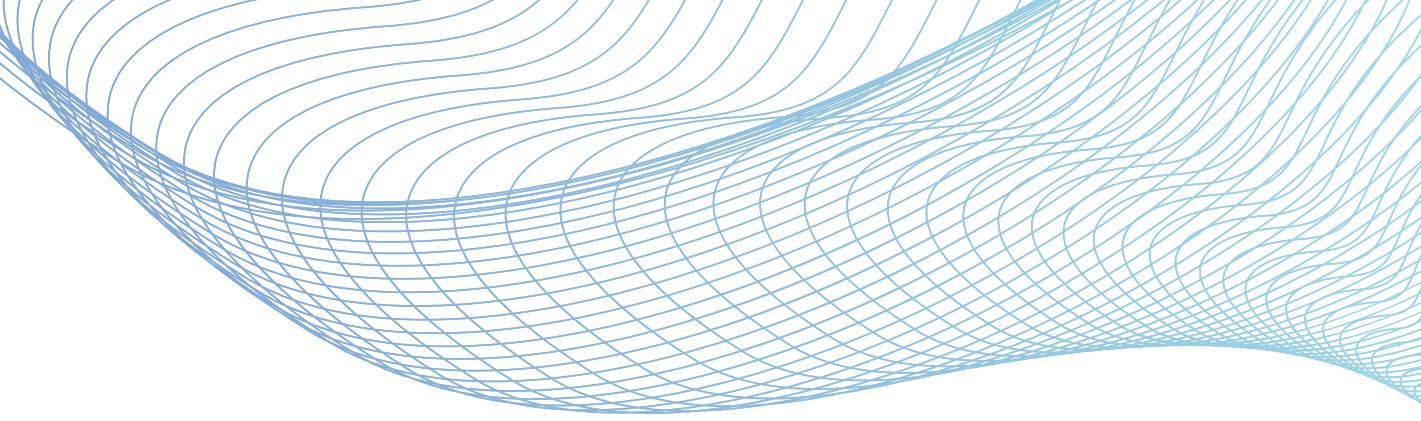
Shortcut key to create link after selecting text -> Ctrl + K (Windows) / Command + K (MacOS)



LABS

4

Create a news feed or Timeline using the concept learnt till now, including, smart selection, tidy up, constraints and auto layout.



BUILDING DESIGN SYSTEMS

- Components updated with variants
- Styles
- Team Library
- Version History

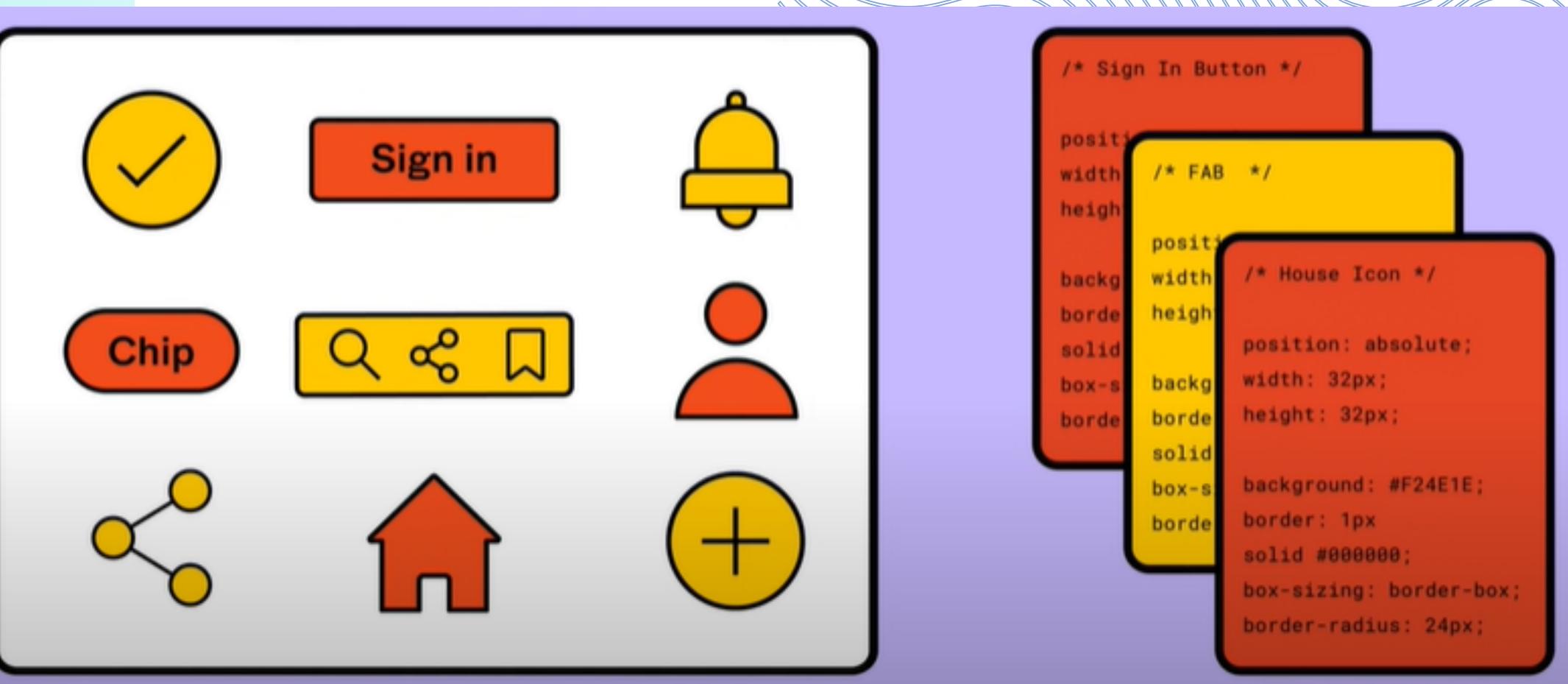
DESIGN SYSTEMS

It is the combination of components & libraries with standards and guidelines for implementing them in code.

Single source for designers and developers.

Helps to create consistency at scale.

eg. Brand boards



VARIANTS

Variants allow you to group and organize similar components into a single container. As you create components and build out your design system, you'll find the need for components that are similar to each other, with only slight differences.

For example: you might have multiple components for buttons, with separate components for **various states and sizes**, as well as **light and dark modes**.

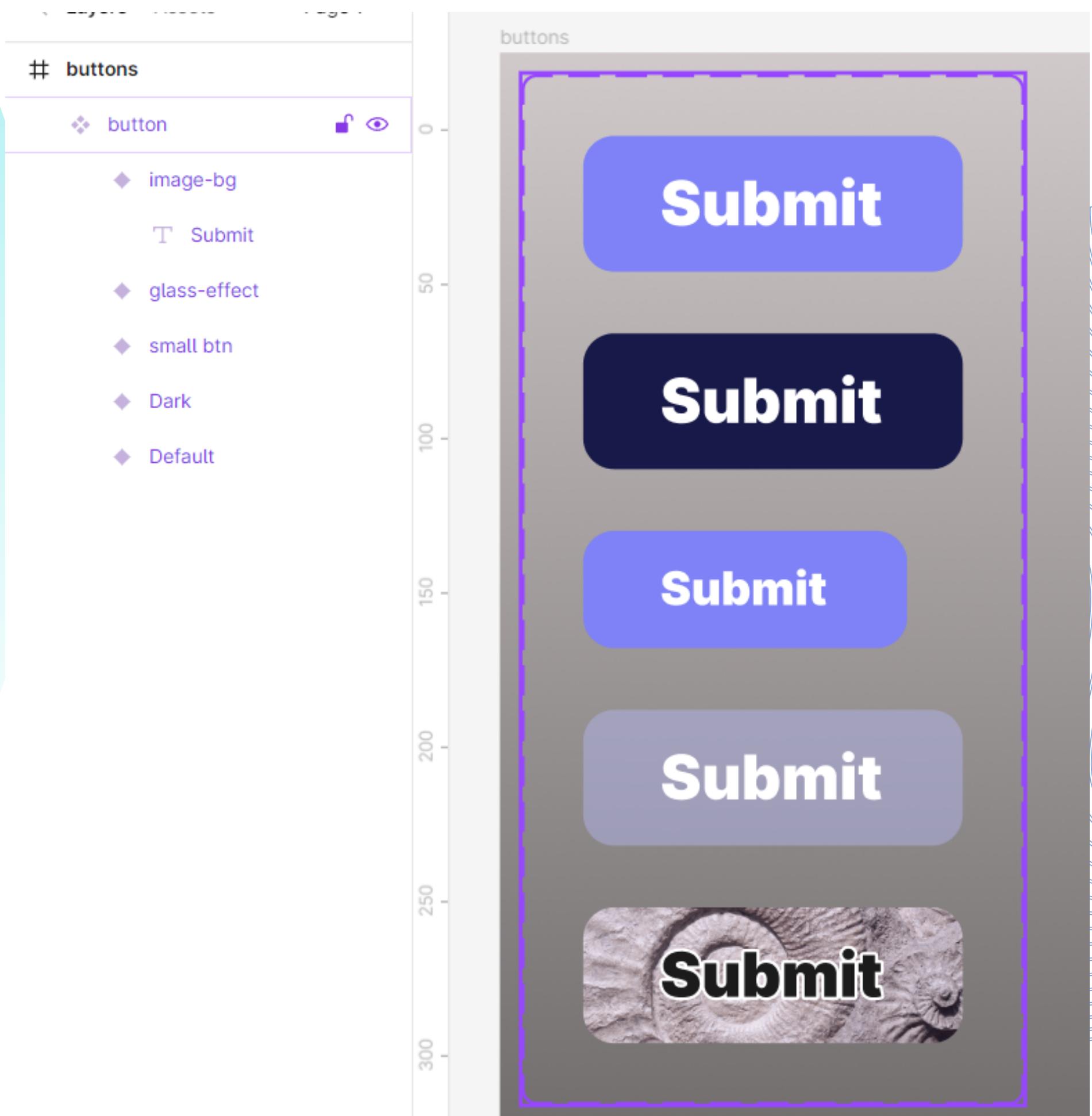
Note: It is not recommended to use variants to group different icons. If you have different sizes of the same icon, then you could combine these as variants instead.

You can add as many properties and values as you need and customize them to suit your design system.

Note: Figma places variants in a single container called a **component set**. Component sets can only contain components.

Tip! By default, component sets have a dashed-purple stroke and no fill. You can adjust the fill and stroke properties of the component set to better suit your brand or style guide.

VARIANTS



STYLES

Use styles to define the color, text and any effects applied to objects; or to define the structure and appearance of layout grids.

Create styles for:

- **Paints and colors:** fill, stroke, background color
- **Text:** font family, size, line height, spacing
- **Effects:** drop shadow, inner shadow, layer blur, background blur
- **Layout grids:** row, column, grid

Whenever you make a change to a style's properties - like updating a text style's color from red to blue - Figma will apply those changes to any objects using that style.

Like components, styles can be shared by publishing them to your **team library**. This allows you to easily establish and maintain consistent styles across your team projects.

LAYOUT AND EFFECT STYLES

The screenshot displays two overlapping panels from a design application interface:

Left Panel: Create new grid style

- Name:** New grid style (highlighted with a blue border)
- Description:** What's it for?
- Show more options**
- Create style** button

Middle Panel: Create new effect style

- Name:** New effect style
- Description:** What's it for?
- Show more options**
- Create style** button

Right Panel: Effect styles

- Stroke:** B0B2E8, 50% (highlighted with a blue border)
- Selection colors:**
 - B0B2E8, 50%
 - FFFFFF, 100%
- Effect styles:** No effect styles.
- Browse libraries...** button

PAINT AND TEXT STYLES

The screenshot displays a software interface for creating color and text styles. On the left, a 'Create new color style' dialog shows a preview of a solid blue color, a 'Name' field containing 'Main-color', and a 'Description' field with the placeholder 'What's it for?'. A 'Create style' button is at the bottom. In the center, a 'Create new text style' dialog shows a preview of the text 'Rag 123' in bold black font, a 'Name' field containing 'New text style', and a 'Description' field with the placeholder 'What's it for?'. It also includes 'Effects' and 'Export' sections, a help icon, and a 'Create style' button. To the right, a 'Text styles' panel lists the newly created 'New text style' and provides a 'Browse libraries...' option. At the bottom, a summary bar shows the selected color (blue) and text style (black).

Create new color style

Name: Main-color

Description: What's it for?

Create style

Fill :: +

Color styles

Search

No color styles.

Browse libraries...

FFFFFF 100%

Name: New text style

Description: What's it for?

Effects

Export ? Show more options Create style

Text

Text styles

Search

No text styles.

Browse libraries...

Content

Submit

Fill :: +

1F1F1F 100%

TEAM LIBRARIES

When you first create styles and components, you can only access them in the current file. **Publish styles and components to a library to share them with others or use them in other files or projects.**

Who can publish styles and components:

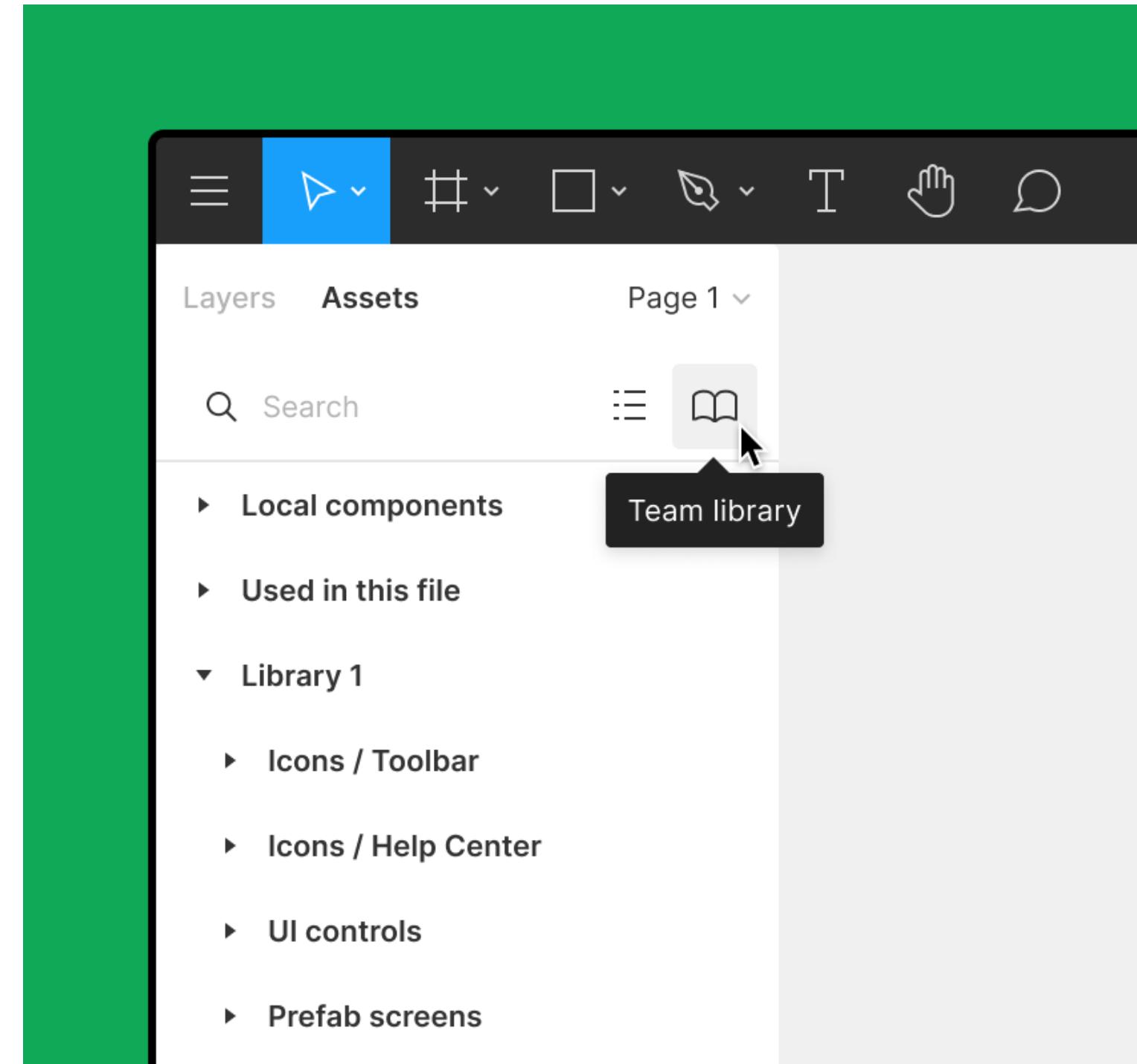
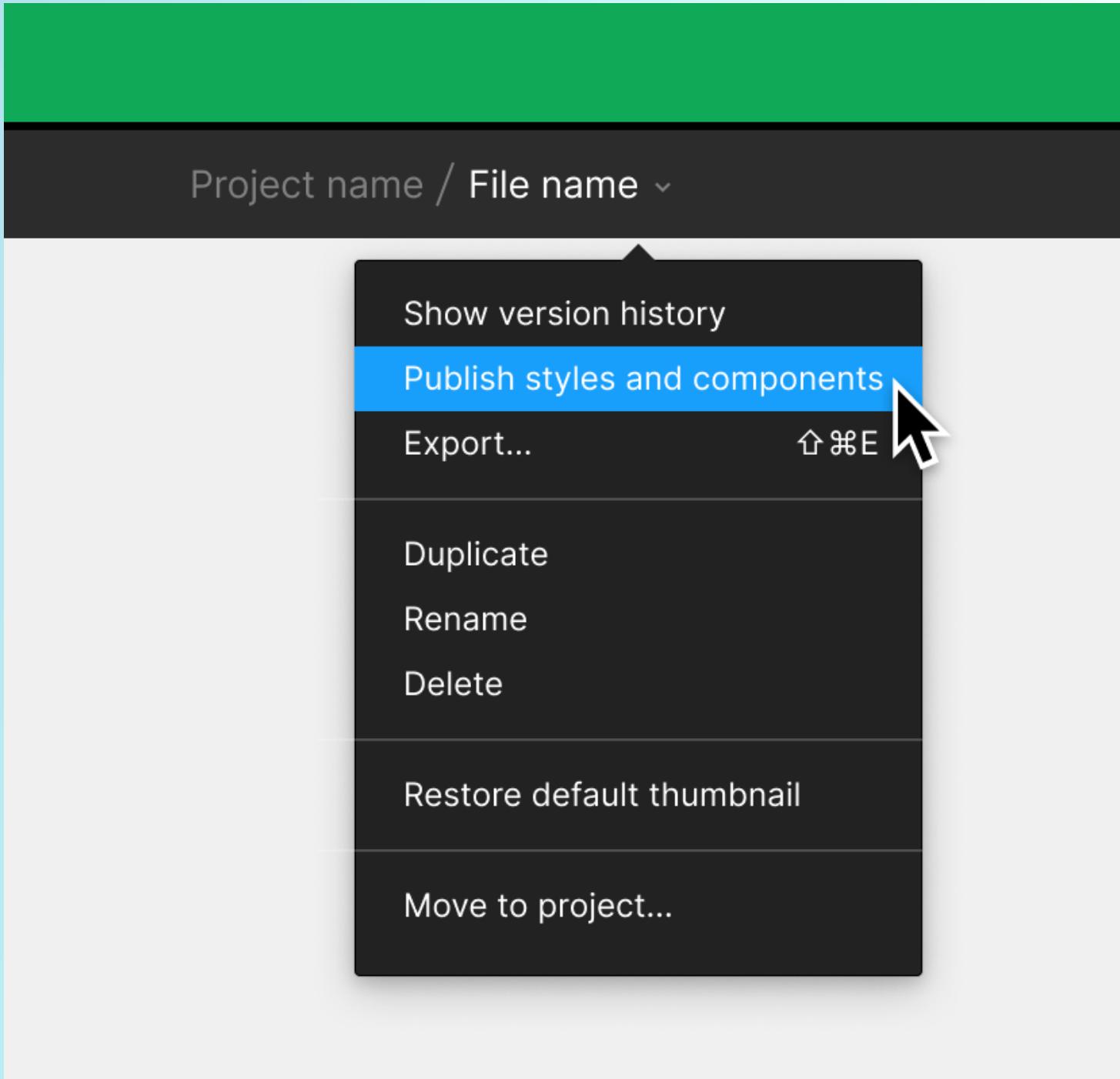
- **Starter plan:** team members with can edit team permissions can publish styles.
- **Education plan:** team members with can edit team permissions can publish styles and components.
- **Professional plan:** only team members with an editor design role on the team can publish styles and components.
- **Organization and Enterprise plans:** only members with editor design role can publish styles and components.

NOTE: Component libraries are a paid feature. You can create and use components on the free Starter plan, but you can't publish them to access them in other files.

PUBLISHING LIBRARIES:

Use the keyboard shortcut

- Mac: ⌘ Option + 3
- Windows: Alt + 3



VERSION HISTORY

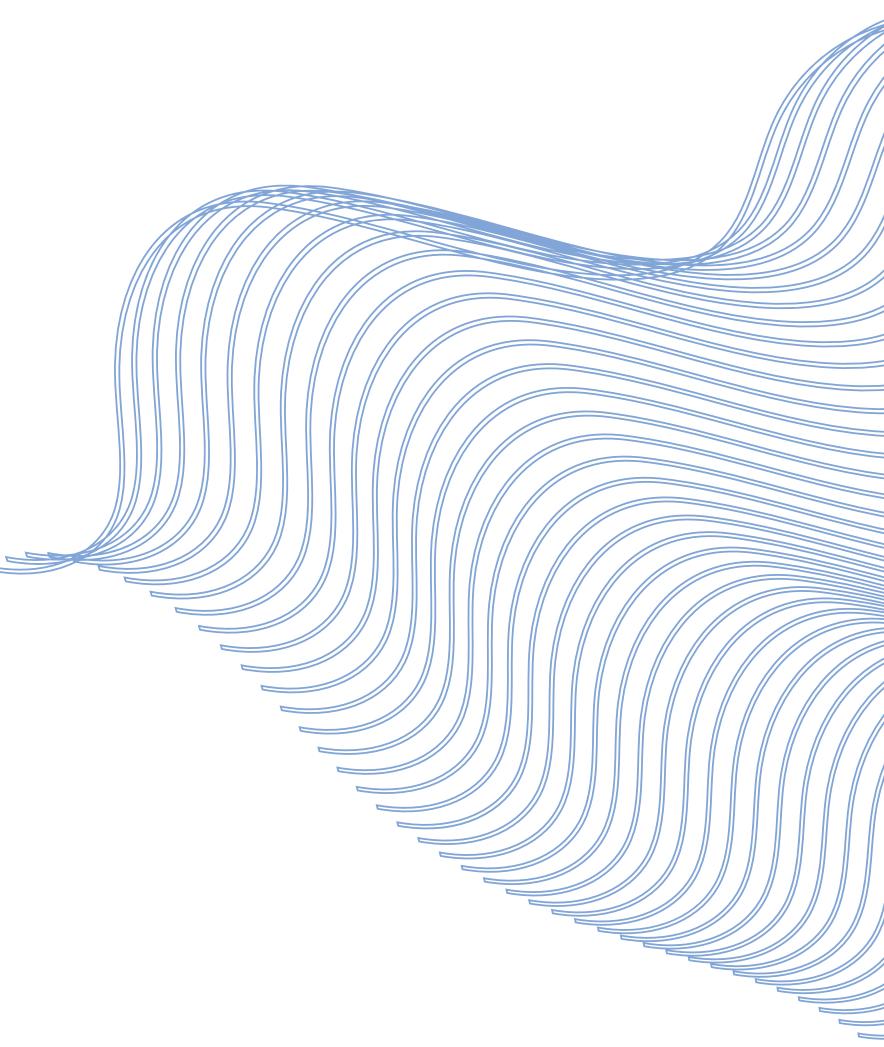
Keep track of changes you've made to your files with version history.

Explore a timeline of events dating back to the file's creation.

- View a version to pan around and see a snapshot in time.
- Restore previous versions to edit layers and export assets.
- Duplicate versions to create development-ready files for handoff.
- Share a link to a specific version with other Editors.
- Create versions to make it easier to view and access a set of changes.
- Add names and descriptions to autosaved versions.

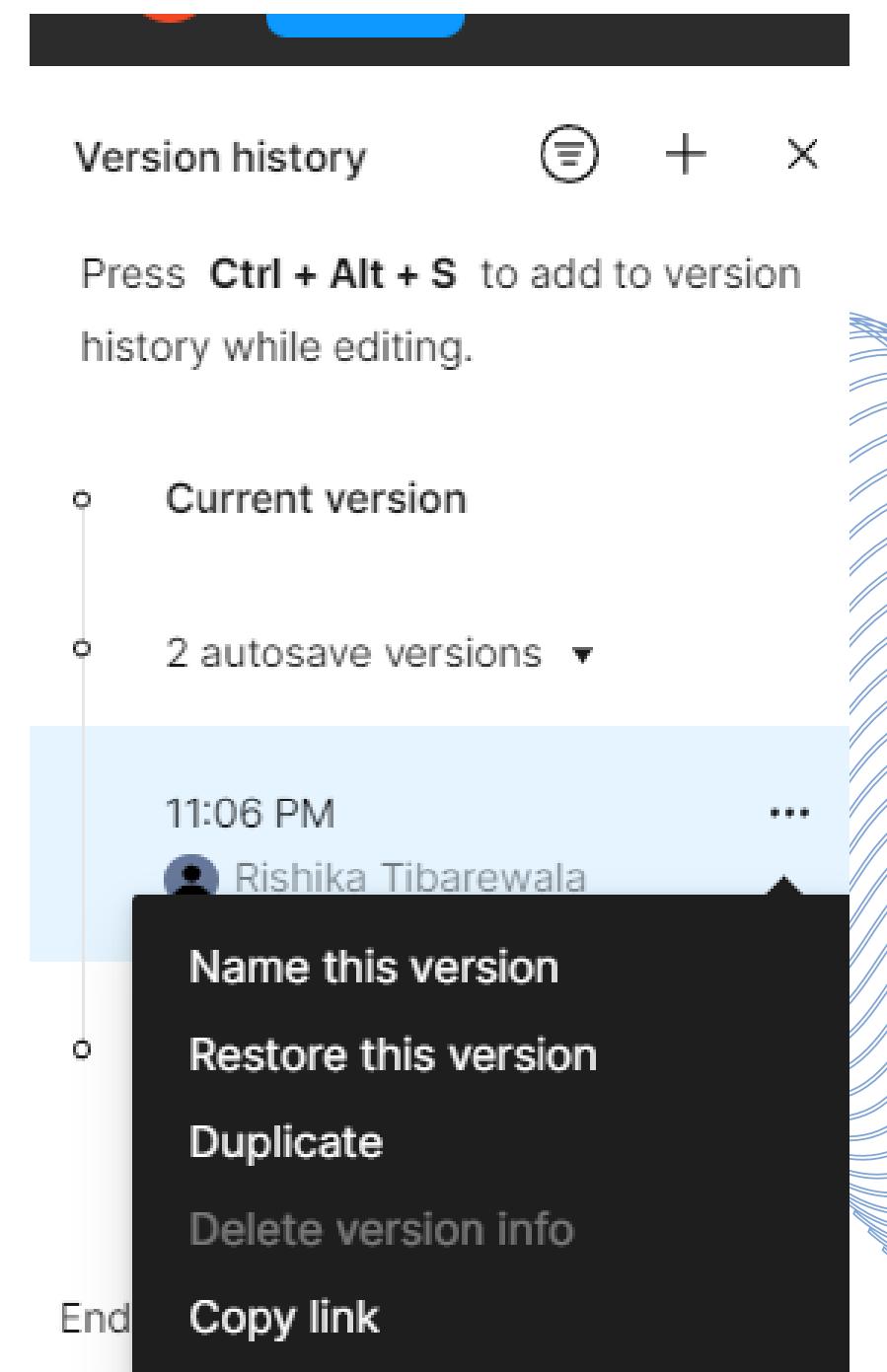
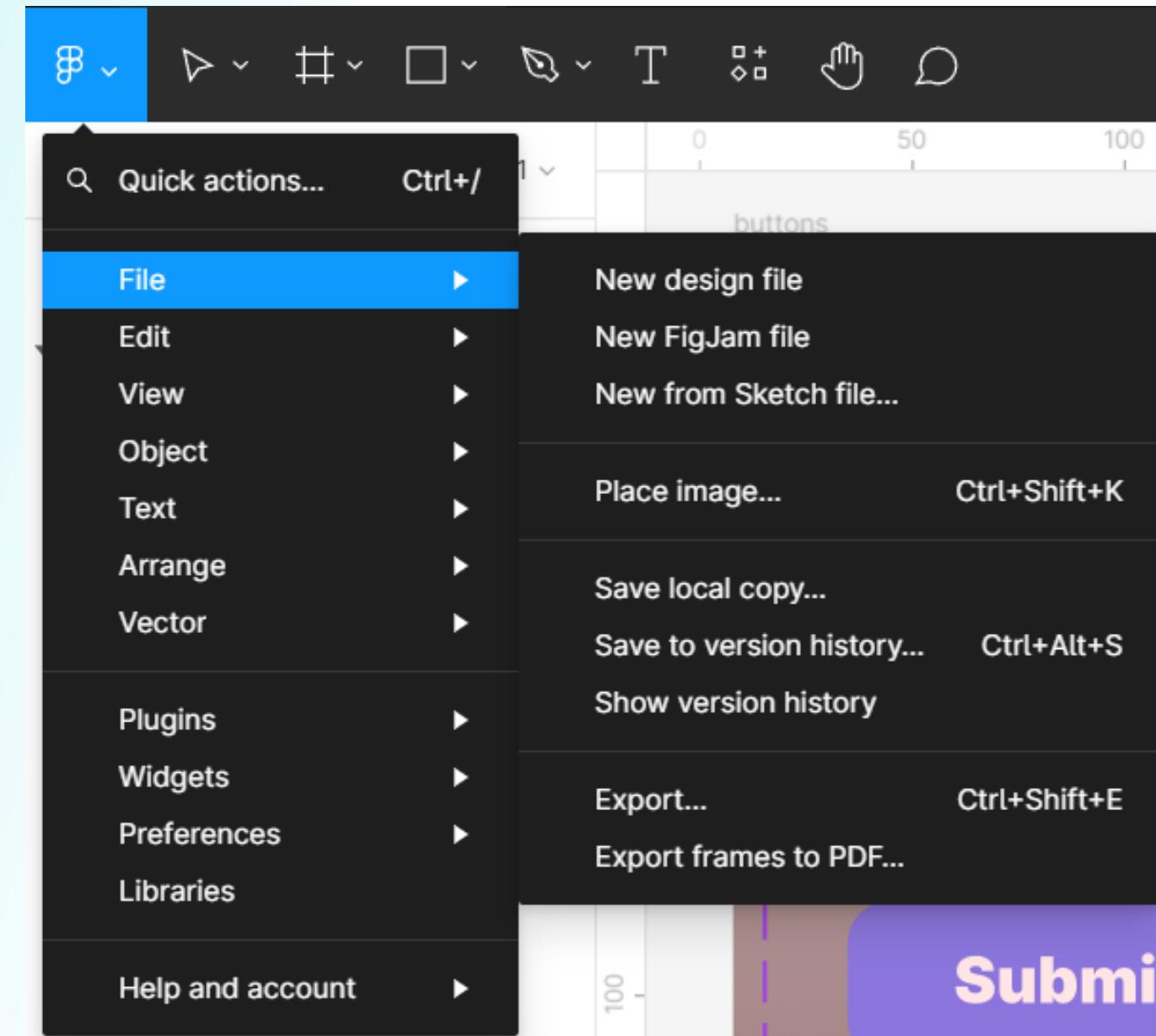
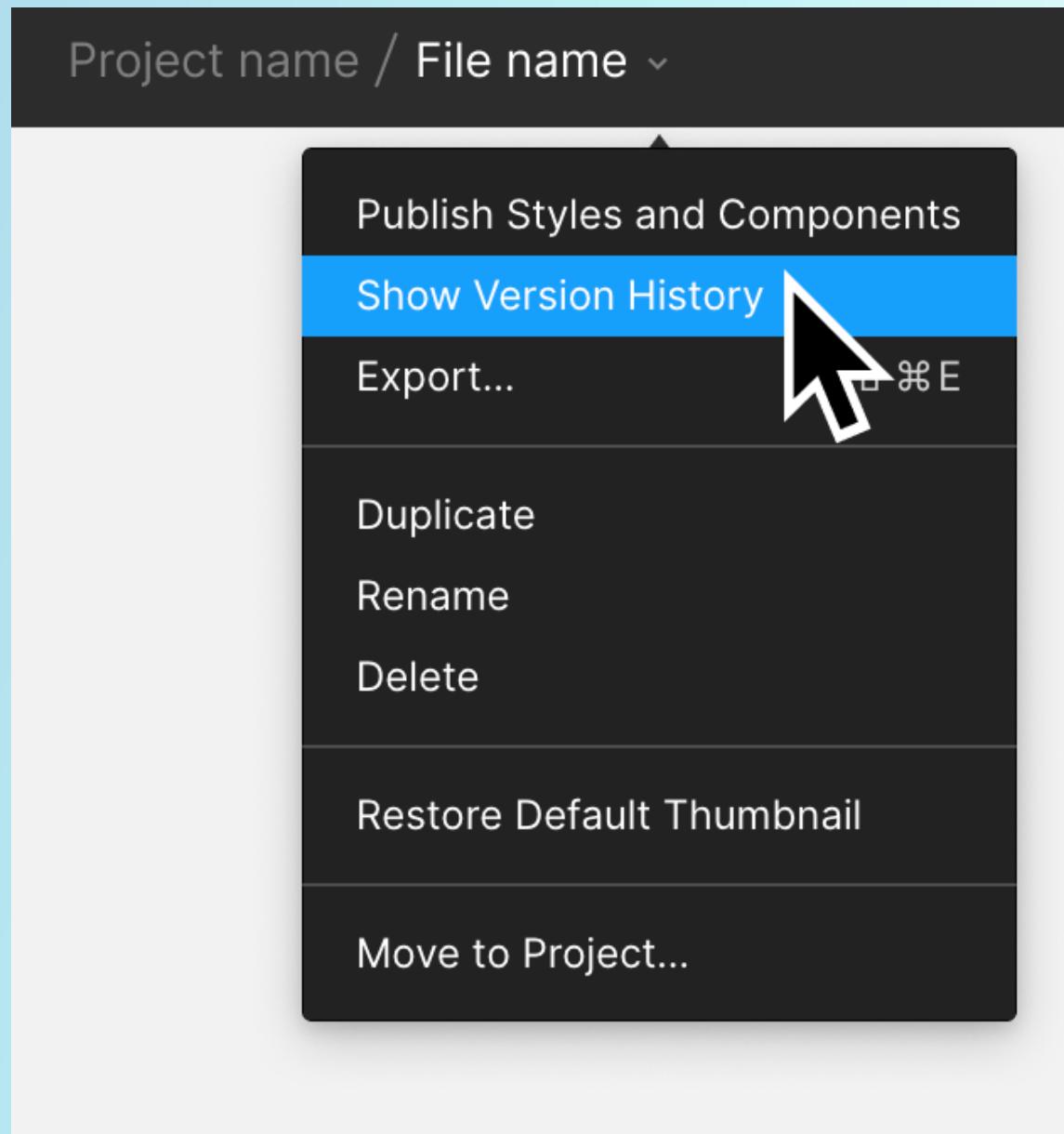
Figma saves your work by adding checkpoints to the file's version history. It records a new checkpoint **after 30 minutes of inactivity in the file**. If more than one person is editing a file, **both contributors will need to be inactive for 30 minutes for Figma to create a version**.

NOTE: Users working in their Drafts or in free Starter teams can only access up to 30 days of version history.



ACCESS AND CREATE VERSION HISTORY

Note: Figma adds autosave checkpoints to your file in the event that you lose your internet connection or Figma crashes.



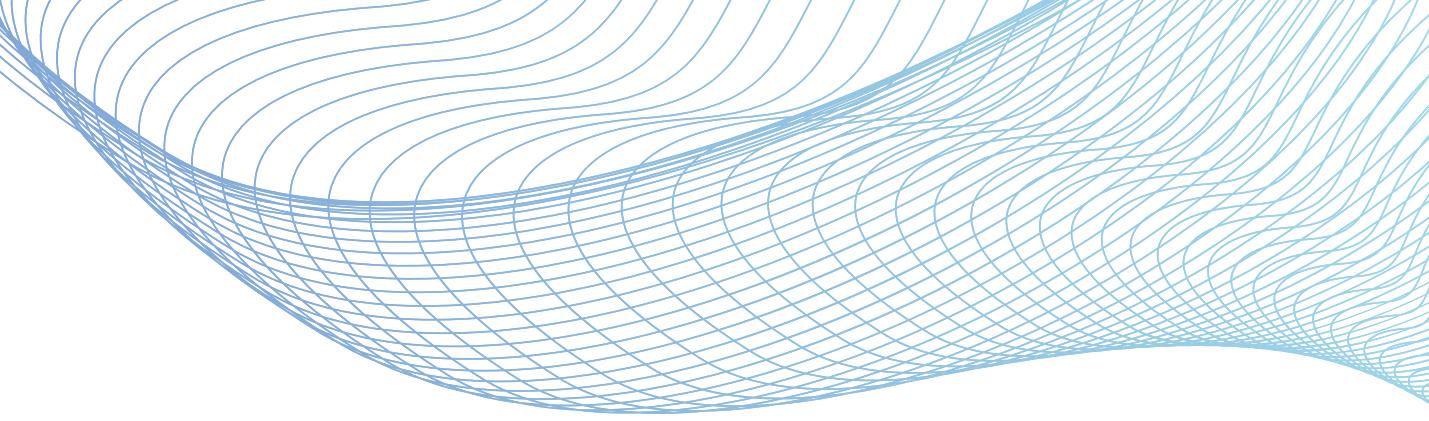
keyboard shortcuts to create a new version:

- Mac: ⌘ Command + ⌥ Option + S
- Windows: Ctrl + Alt + S

LABS

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Create a brand board with design element variants and publish the styles in team library



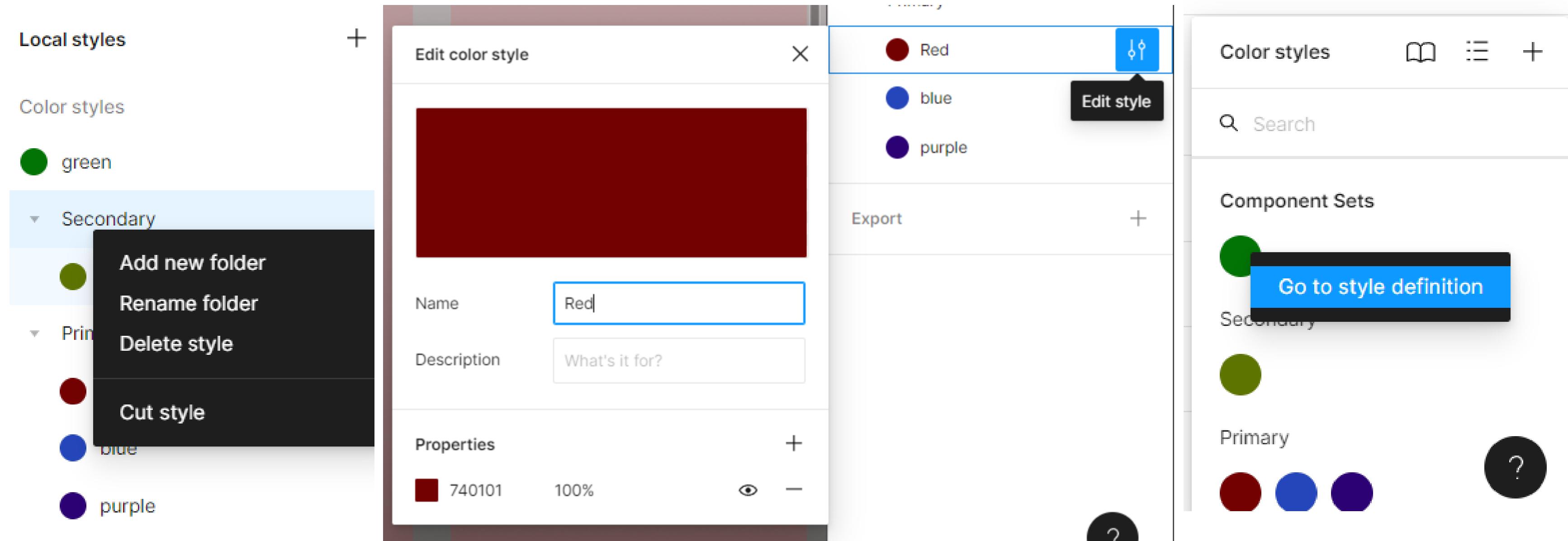
WORKING WITH DATA

- Sorting data
- Getting data into Figma
- Data mapping

SORTING DATA IN FIGMA

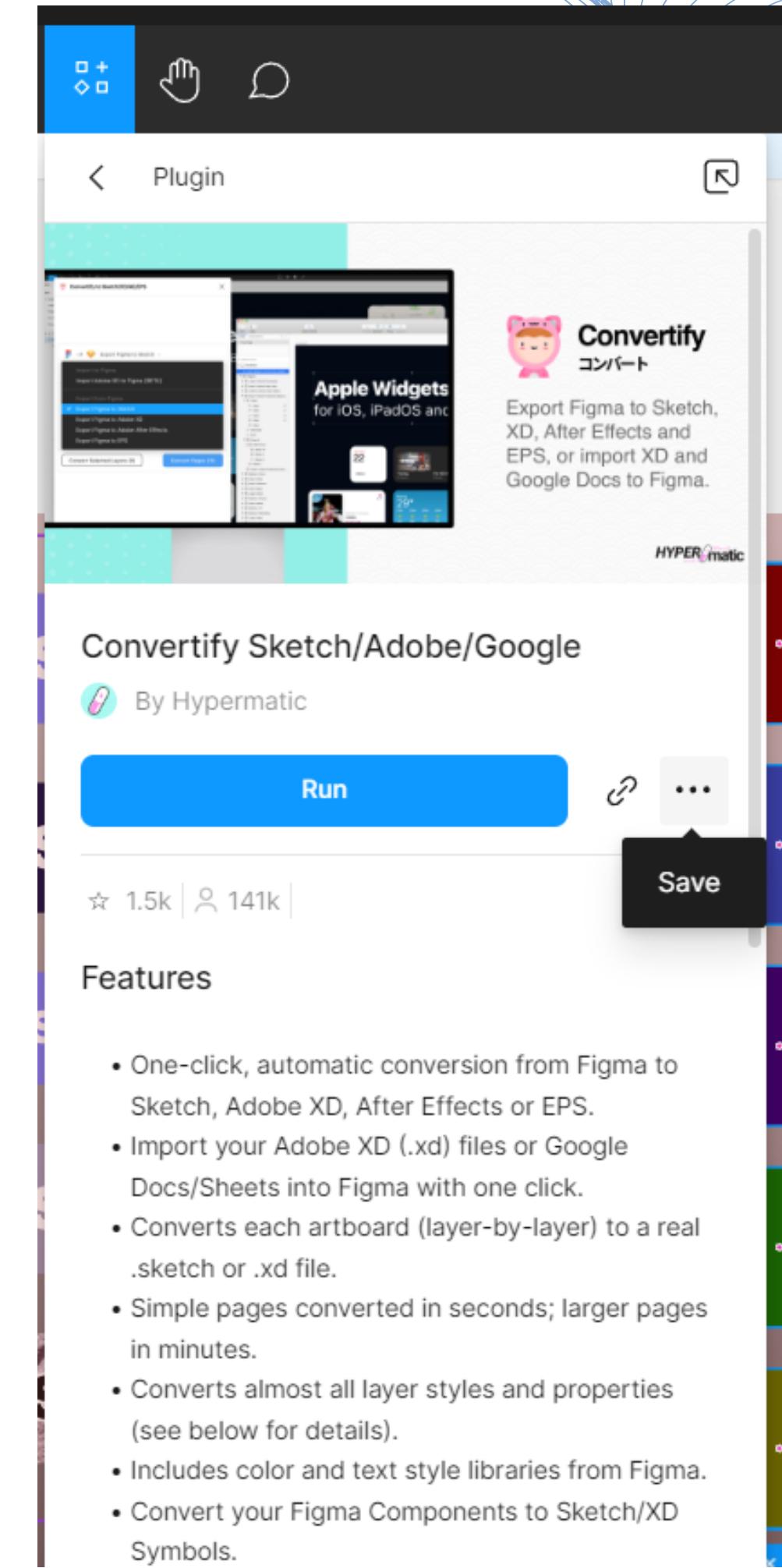
You can **arrange styles in groups/ folders** and re-arrange them according to your requirement.

For styles in library, right-click on the style and select - Go to Style Definition to make changes.



GETTING DATA INTO FIGMA

Using **plugins** like Convertify,
you can import and export
data to and from figma.



PROTOTYPING

450 500 550 60

Design Prototype Inspect

Flow starting point —

Flow 1

Interactions

Click → None

Overflow scrolling

No scrolling

Show prototype settings

Creating a connection

Select a frame or object in a frame and use the circular node to drag a connection to another frame.

- None
- On click
- On drag
- While hovering
- While pressing
- Key/Gamepad
- Mouse enter
- Mouse leave
- Mouse down
- Mouse up
- After delay

—

Interaction details

On click

None

Navigate to

Change to

Open overlay

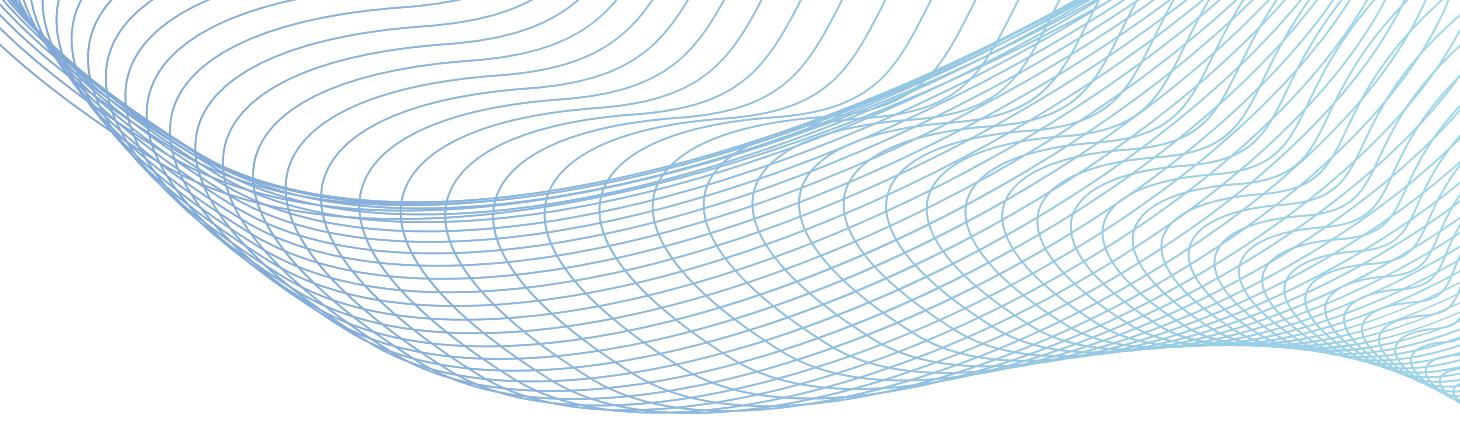
Swap overlay

Close overlay

Back

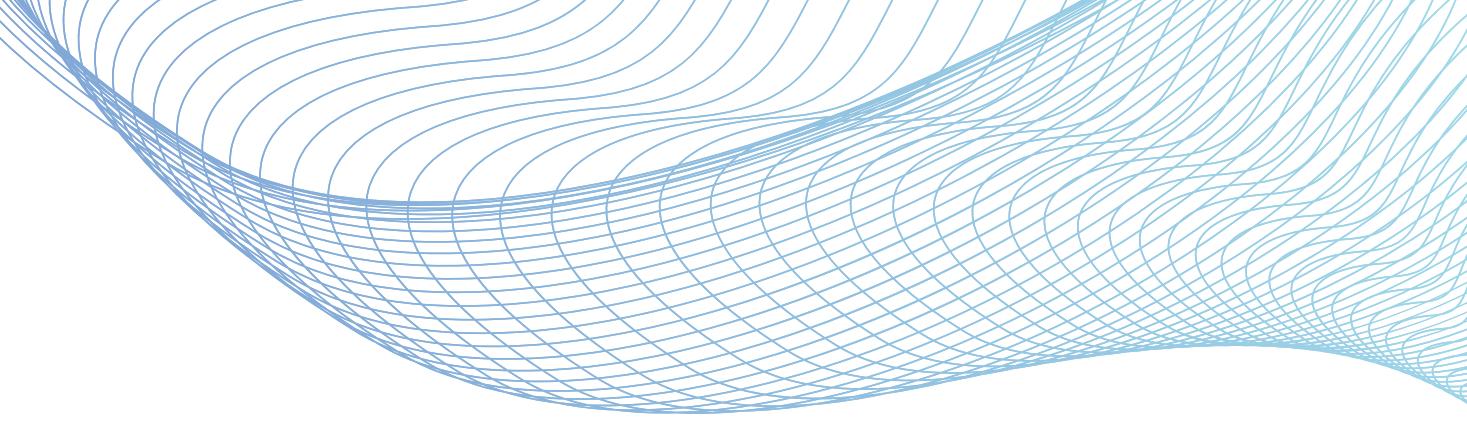
Scroll to

Open link



SHARE, IMPORT AND EXPORT

- You can import - JPEG, PNG, SVG and sketch files in Figma.
- You can export assets in - JPEG, PNG, SVG and PDF formats
- You can share prototypes or embed them or share them to Figma Community.



TIPS:

- To ignore Auto-layout press spacebar while placing the element.
- Use Left and Right constraint with grid for good responsive layout.
- Press Ctrl + L or Command + L to quickly copy Figma file links.
- Nudge amount can be used to position elements (Default is 10).
- From inspect copy paste SVG to Figma file.
- Double click text box for auto width.
- Shift+E to toggle between design and prototype mode.
- Command + Shift + O or Ctrl + Shift + O for polygon tool to convert it to outline and remove extra space inside bounding box.

LABS

6

Create a working prototype
with image carousel and
news feed.



**THANK
YOU!**