

# FIGMA DESIGN COURSE

## VIDEO # 01

Figma is a software in which we can design UI and UX (User Interface and User experience). It is accessible both online and offline. It is a free software, created by Microsoft and Pixar. But now, it is owned by Adobe.

Figma is divided into two parts, "FigJam" which is used for UX design and "Figma" which is used for UI design.

## VIDEO # 02

User Interface is the Interface of anything that is shown on a screen.

UX Research Process :

Idea → Define Problem → Interviews → Persona

The combination of UI and UX is called a product. The final product is sent for user testing, if any issue or bug is found, the product will be sent back for fixing. After the finishing of the product, it is then approved for the Market.

## VIDEO # 03

Figma vs Adobe XD :

majority of the population uses figma because of the following features :

- free
- Unlimited sharing
- Desktop + WebApp
- Multiple file saving on Cloud

## VIDEO # 04

How to Download Figma :

- Search figma on google → open first link → go to products → click download
- select Desktop app for windows

After downloading the .exe, click on install button and the installation will begin.

After installation create an account and then log in, verify email and open the Desktop App.

select start for free and click i'll start on my own.

## VIDEO # 05

The first screen is called welcome screen.

Design	Prototype
-- screens	-- linking
-- webpage	

The Design File covers the UI while FigJam covers UX.

We can create different pages for different sized screens.

- Use  $\text{ctrl} + \text{mouse wheel}$  for zoom in and out
- Use  $\text{ctrl} +$  (zoom in)
- Use  $\text{ctrl} -$  (zoom out)

Click play button to check out the prototype of the model.

## VIDEO # 06

What is product Design :

- Identifying market opportunity
- Defining the problem
- Developing the solution
- Validating the solution

## Product Design Process :

- Empathise with your user
- Define the problem
- Ideate your product
- Prototype : The solution
- Test the solution with users

After completing all these steps, we measure success rate via hotjar, google analytics or mode.

Important insights of video:

- It is not a linear process
- There's no one size fits for all
- It's a never ending process

## VIDEO # 07

### Golden Rules of UI Design :

- Consistent User interface.
- Allowing users to easily navigate using shortcuts.  
(ctrl+c, ctrl+v, ↑↓ up/down keys )
- Providing info feedbacks.
- Design a dialogue when done.  
for example: Show thank you screen when done.
- Prevent errors (AMAP)
  - ↳ - Reduce all pain points
  - Show phone dial pad when using dialer.

- Easy undo process
- Minimize memory load
  - ↳ - fast loading of site.
  - using HTTPS so website will download in cache memory.
  - Smaller the website faster the download.

### Key Principles of UI Design : (6 Principles)

- 1) Clarity : site should be simple not confusing.
- 2) Familiarity : Don't go for uniqueness because a user uses many websites and it will be easier for user if different sites have most things in common.
- 3) User control : Provide guidance to user  
for example : provide an option like quantity +/-
- 4) Hierarchy : Website should be organized, using good color combination while having minimum colors. Should not have any negative spaces and font sizes should fit.
- 5) Flexibility : The simpler and lesser the options, the more flexible will be website.
- 6) Accessibility : most men act like colorblind so color contrast should be good, visible and site should not be too complex.

## VIDEO # 08

Planning a figma project :

- Login Figma
- Generate project

Working on a given scenario (persona)

1- Initial Requirements:

- Figma : works like Paint.

2- Brands : It include awareness and marketing  
A website should be also be a mobile app and an ecommerce startup.

3- Competitors : eg: Apple, Samsung

4- Flowcharts : For web layouts  
create new figma file  
create template and keep as draft.

Flowchart of App:

- make splash screen with appearance of company logo.
- login or signup to the app

- After login or signup, direct the user to home page.

Benefits of designing flowchart:

- can be displayed to the client for understanding of the idea.
- we can add any other feature with ease.
- Helps in planning before working on it.

## VIDEO # 09

All about vector shapes.

Vector shapes:

- ① vector graphics
- ② Raster images (Pixel based)

- Vector shapes remain same (Geometric).
- Raster images will get blurred when changed in size (organic).

benefits of vector shapes:

- does not pixilate (blurred)
- can be edited without quality loss.
- lighter than raster.

Shape tools:

- 1) □ tool : click 250 x 60 pixels for fixed size

To change size, click ↑ then move with w.

- 2) line : creates line

- 3) Arrow : creates arrowed lines

4) Pen tool : It makes organic shapes / irregular shapes.

- click and drag to make a shape
- use bend tool to bend shapes

### Screen Sizes :

Every screen have different sizes so calculate the sizes and the work.

### Effects :

- 1) inner shadow :  can be directed to different angles.
- 2) drop shadow : is displayed out of the element.
- 3) large blur : blurs out line
- 4) background blur : blurs shape.
  - "-" to remove an effect
  - "+" to add an effect.

### Organize shapes :

- Grouping : right click → group
- color : select shape → color → change color fill
  - pick colors
- stroke : outline (both inside or outside)
- copy : press Alt
- Alignment : only work while ungrouped

## VIDEO # 10

### Managing Fill and stroke

→ zoom :  $\text{ctrl} + \text{mouse key}$

→ Fill : (-) transparent  
(+ color)

choose the color: then copy its code  
then paste it to get desired color.

→ layer opacity :  
It changes the transparency of  
the selected layer.

→ Color Opacity:  
It changes the transparency of  
a select color.

includes : - Fill opacity  
- brightness (light / dark)

→ Document colors : colors which are  
previously used in that document.

Solid = Solid color

lines = gives lines

Gradients : radial = rounded

Angular = Angled

diamond = diamond shaped

line = linear

Strokes : (outline)

→ Strokes per side (top, bottom, left, right)

for saving color :

Click file → ... → + → none →

→ create style.

## VIDEO # 11 :

Note : "Less is more."

"The less design is the best design."

Elements:

### 1) colors

↳ main colors      use minimal colors  
keep 3-5 colors only

main colors consists of :

- 60% Primary color (used in background)
- 30% Secondary color (used in text)
- 10% Accent color (used in other elements)

### 2) Typography (Text styling)

To select a color, click "⊕" symbol

To remove (detach style), click -, ~~select~~ Select solid color.

For changing color, select color code  
then choose desired code (color).

## Typography:

Typography is the use of fonts, text styles, and typographic principles to create visually appealing text in the designs.

## VIDEO # 12 :

### Advanced typography.

How to add text : select type tool and type  
The box that comes up is called Fixed box.

Select text → choose font style / family  
for fonts, use google fonts.

for screen → Sans Serif

line spacing → space b/w lines.

letter spacing → distance b/w letters.

Alignments → centre, top, left, right.

Select a text and decorate it using  
the menu that pops up.

font scale website : provides with font sizes.

1.618 — Golden Ratio

Adjust line heights according to the 8 rule

## Saving a text setting:

- Click ":" on right side of text bar
- + → enter name for this setting
- enter description.

## VIDEO # 13: 21 - GROUP

what are frames and groups.

**Group :** It is a combination of all selected elements

**Frame :** will be attached and detached from a group when taken out or in the desired boundary of frame.

- short cut for group:  $ctrl + G$
- short cut for ungroup:  $ctrl + U$

**clip content option** works as clipping mask : elements outside the frame will not be visible.

frame range can be change in similar way like we change sizes of different shapes.

## VIDEO # 14 :

### Wireframing essentials in figma

~~Open new design file.~~

common screen sizes : 1366 px or 1440px

wireframing will help visualize the structure and layout of the website.

Tool → Sigma

It helps designers to create and manipulate frames easily.

For a desktop site : choose the right frame and size to create a perfect design.

minimalist design : Attracts visitors

- larger images
- less text

A good website should contain perfect placement of elements like heading, buttons, and images effective design.

Design process

- careful consideration
- good placement of elements
- planning before designing
- less text more image

## VIDEO # 15

Auto layouts in Figma.

Auto layout : Defines directions

↳ shortcut → shift + A

It can automatically arrange selected shapes.

- ]|C → gap b/w two elements
- 101 → padding of an element
- "r" → border radius

when we add or remove an object in a frame its size will increase or decrease automatically.

- Auto layout provides individual padding for ~~both~~ all directions.

Creating a button :

Select a text then press shift + A

→ add color and stroke → adjust padding.

The size of this kind of button will be automatically adjusted.

A frame is like a parent and object is like a children. frame can control object's movements.

## VIDEO # 16

### All about Plugins

3rd party features are called plugins.

plugins provide extra features to the software which are not available as default.

To add a plugin:

Right click → plugin → search  
→ plugin name → select / install.

Important Plugin names:

- Iconify
- Persona Generator
- Type scales
- Easometric.

## VIDEO # 17

### Figma components

Components are fixed objects in design allow changes in all child elements which changing only a parent element.

To create a component, right click an object and click create component.

### How to resize :

- create a card then select auto layout then frames.
- select parent card and then fix its width
- Select child card and it will be adjusted according to parent card.

for more accuracy:

Define max and min width/height for both cards.

\* A nested layout contains content within a content.

- To use nested layout :
- select fill container
- hug

### How to manage gaps of Auto layout objects:

- set ~~make~~ Gap to Auto
- All elements will adjust accordingly
- including grouped elements.

### Example of Absolute position:

to place an element on top corner of an icon.

Select element → click absolute position  
then adjust element to any location.

- main component mark : (:-)
  - ↳ can be named
- child component symbol: (○)
  - ↳ can not be named

**Variants:** Allows for different styles or properties while maintaining same structure.

To make variants:

- Select object the click plus sign (add variant)

→ (+) for new property

~~default~~ Default : original condition

Hover : The changes element gets when cursor is placed / hovers on element.

How to overwrite a component:

→ select child component

click push changes to main component.

## VIDEO # 18

Interactive buttons using components

create a button

↳ use auto layout

→ create component

- go to properties
- select variant as type
- hover ~~when~~
- turn icon on / off

go to prototype → interaction

- while hovering
- change its to hover.

Multi variant buttons:

To create :

- select button
- variant
- shape

for variant :

- copy button
- select variant type
- icon
- animation : smart animate.

## VIDEO # 19

Splash screens are screens which are shown to user when the actual site is loading.

It consists of the skeleton of the body of website.

A well-designed splash screen will keep the user engaged during loading of the site.

This video is a project related video and there is nothing much to create notes of.

## VIDEO # 20

It is also a 2nd part of Video 19 and is based on making project.

## VIDEO # ~~20~~ 21

### Basics of Prototype.

- Prototypes make buttons clickable.
- To open prototype, click play button
  
- Basic function of prototype is to link pages.

### How to link :

click on object and drag arrow to the page you want to show up when button is clicked.

### To animate :

click arrow, goto : throw different setting of animations.

## VIDEO # 22

## Advanced Prototype

- Start with 4 frames (example)
- make button
  - ↳ make component set
- click button → prototype → event
- select action like hover or click
- Interact → transitioning  
dissolve then ease out
- Do same with all frames
- Enter time delay for navigation  
e.g.: 100ms, when not clicking on button, the page or screen changes itself.

## Smart Animation:

Automatic changing of screen is referred to as smart animation.

- Interaction → Delay → set time 1000 ms  
change opacity

Adding a pop up: make a new frame and rename.

- make a close button on it

- select close when you want button to end.
- Add background of desired choice
- set event on close button as "when clicked".

## VIDEO # 23

- Create new page for mobile screen
- Right click on mouse and select auto layout.
- Edit as desired.

When Hover:

- Create button states (variant)
- It is made by components
- Components → variant → prototype.

Tap on variant and edit hovering effects.

For hovering:

- click prototype → interaction → event
- while hovering → animation → choose smart animation.
- Add plugins by iconify.

These important properties which engage more users are:

- Texts
- Images
- Linkages (via buttons)

## VIDEO # 24

Build dynamic decks with booleans and swaps.

- components without variants
- Boolean consists of True / False

Instance swap:

It is used when we have a component within a component.

- Select all components then click (⋮) and click create component set.

Text :

- Double click
- select layer
- Text
- create text properties.

Boolean :

- Boolean has no variants.
- Create boolean property → name
- is icon visible ? → True.

# VIDEO # 25

Collaborate, share and comment

## ① sharing prototype with client

- click website screen
- share prototype
- Team : move file to edit
- copy link
- paste in browser

## ② Sharing prototype with developer

- Move project from draft
- Ask to edit
- convert frame to PDF.  
All frames will be exported

## ③ Share reference:

- In comments Share pic
- copy and paste function also works.
- commenting and exporting.