**Walk-through: starting to design with Figma**

1. Sign up for Figma (there’s a free version) and sign in.
2. Open new design file.
3. To start creating a website design, select a frame in tools (it looks like a hash mark). You’ll get designs to choose from on the right-hand side. Let's start with desktop.
4. Next we will create sections for our website design. Click on the rectangle tool and drag it to the frame. Use the fill tool on the right to change its color.
5. Next, add some text to the rectangle. Click on the text tool (T), click on the rectangle, and type. You can also adjust the font.
6. Add an image by dragging any image from our computer onto the rectangle canvas.
7. The way to implement and hand this off will be the same as for designing an app, which we will do next.

**Creating an App**

1. As above: open new design file, and choose frame, but this time pick Phone.
2. If you click the Main Menu, the upper left icon, and click on Back to Files, you can choose a template. First click on the bottom left link, Explore Community. This will take you to the Figma community. You can search for your theme. Choose your design and click on Get a Copy or Open in Figma. (Example: search for travel app and pick Travel 2.0).
3. Now let’s edit the design. Double click on any image, including the background image, and replace it with yours (upload from computer). You can change text in the same way, and change the font and size.
4. Next, let’s change the color of a button (or anything with colors). Click the button, go over to fill on the right, and pick a new color.
5. If you want to add a brand logo from your computer, drag and drop it onto the design.
6. We now have a few frames we are working with.
7. To add a UI design from scratch, create another frame or copy and paste one of the template frames by right clicking. You can rename it by double clicking the little tab at the top.
8. Let’s add an image to this new frame. Double clicking the image will bring up some properties, and you also find some properties on the right hand side like corner radius. We can also add text, and we can copy and paste a button. You can also change the text on the button.
9. Now we will add a navigation icon from one template to the other. Add an icon plug-in in Figma. Go to the plugins tool, search for icons, and we can use IconScout. Click on Run. click until you get to login and create an account on IconScout. Click login with web, click grant access. The icons will be open in Figma and you can search which one you want such as front and back arrows. Choose your icon and click insert. Adjust the size and placement of the icon. You can also change the icon’s color.
10. Click through each frame by pressing play.
11. Next we will create an interactive prototype of the app — like a test version of the app. Let’s say we want the user to get from one frame to the other by pressing a button. We would select the button and then click prototype. When you select the button, there's a small circle to the right of the box it’s in. Pull it over towards the place where you want the button to go, and an arrow will appear. Notice there is a pop-up that gives you events such as onclick. Onclick is the default so you can just close it. Press play to make sure that the button takes you to the next frame. We can also connect images to other frames. By the way, you can also choose an animation from the pop-up.
12. Share the design by clicking share. You can choose someone to edit your design. When they open it in their Figma account, they can click on the comment tool to comment on parts of your design, and you can see the comments.
13. If you click back on the design tab, you can click on your design and then on the lower right hand side click export. You can export it as a PNG or SVG, for example. If you get all the layers, it will export as a zip.