UI Designing using Figma

Description:

Students will learn how to design user interfaces with Figma in this course. They will be introduced to the Figma interface in the first session, which includes how to use features to make the designs responsive. Students will also be taught how to make components to establish a library of design elements that can be reused across projects. They will learn real-time team communication and how to work on a project with other designers. Also, the research and prototyping process is explained in the later part of the course. Through a practical hands-on approach, students who complete this course will be able to apply their knowledge to solve real-world user interface problems.

Start Date:

Doubt Clear Time:

Course Time:

Features:

Online Instructor-led learning

Practical Implementation

Integrate academic knowledge with the tech

Real-time Project

Live Class Recording

Live Doubt Clearing

Assignment in all the Module

Quiz in every Module

Career Counselling

Completion Certificate

What we learn:

Introduction to Figma

Uses Figma

Advantages of Figma

Overview of Figma Interface

Pen tools

Masking in Figma

Plugs in Figma

Figma components

Animations using Figma

Requirements:

Interest to learn

Dedication

System with good internet connection

Instructor:

>Introduction:

>>Course Introduction

>>For whom is this course designed?

>>Course Overview

>>Course Outcome

>>What is UI design?

>>Where can it be used?

>>Why should you learn it?

>>What can you do with Figma?

>>Who can use Figma?

>>Why use Figma?

>>What are some other similar design tools?

>Assignment 1:

>>List out features of Figma and how they are different from its competitor designing too

>Getting started with Figma:

>>Which plan is best for you?

>>Running Figma in browser and desktop app

>>Figma setup

>>Sign up for Figma

>>Install fonts

>>How to navigate? (sample file)

>>Why should you start with a sample file?

>Assignment 2:

>>State the difference between Fonts, Typefaces and Typography

>>Install any of your favorite fonts and explain the entire process.

>Interface Overview:

>>What is layer and layer panel?

>>What is a properties panel?

>Assignment 3:

>>Go through the sample file. Make one more page and name it 'Shapes'.

>Setup the first file:

>>What are frames?

>>Shapes & Corner radius adjustment

>>Colors

>>Pen tool

>>Masking

>>Importing Icons and other Graphics

>>Text and Fonts

>>Components

>>Constraints

>>Layers

>>Assets

>>Export

>Assignment 4:

>>On the page 'Shapes', make a frame of size 1200*900.

>>Make a rectangle, give it some color and stroke of your choice.

>>Make a button of size 100*60 with text.

>Requirements for designing an app and brief about the research:

>>What are research methods?

>>Why is research necessary?

>>Gather info and do competitive research

>>Set a user flow

>>How to create wireframes?

>>How to decide on a theme? What does it include?

>Assignment 5:

>>What kind of information is acquired in primary and secondary research?

>Factors to consider while designing an app:

\>\>Navigation

\>\>Usability

\>\>Picking colors and fonts

\>\>Visual Hierarchy

\>\>Taking feedbacks

\>Assignment 6:

\>\>Explain various vital factors that are considered while designing.

\>How to make use of already created components:

\>\>Community

\>\>Plugins, Icons, Files

\>Assignment 7:

\>\>What are plugins? How can they be accessed?

\>Project:- Start designing/home page demo:

\>\>Buttons

\>\>Scaling

\>\>Navbar

\>\>Hero banner

>>Different sections like features and testimonials

>>Footer

>>Prototyping

>>Basics of Animation in Figma

>>Hover Interaction

>>How to add designers or clients?

>>How to export a file?

>Assignment 8:

>>Design every possible state of a button.

>>Try to find out the logo design process of an application you use the most.

>>Visit a website of your choice to study how their product resonates with the website d

>Conclusion:

>>What makes Figma different from other tools?

>>Future journey as a UI/UX Designer