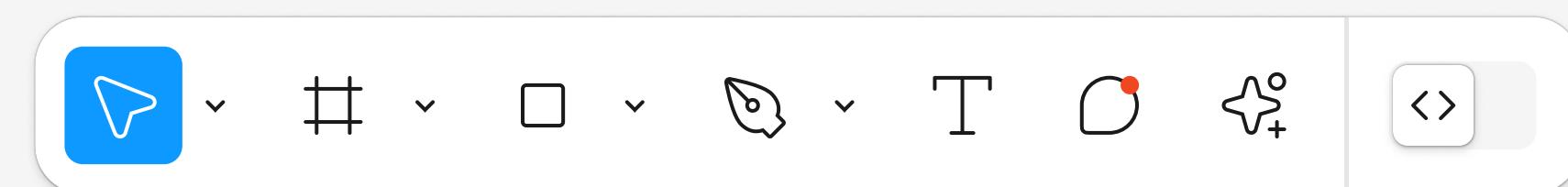


# Figma knows me better than my girlfriend

 Figma is not a tool, it's a life style

Filip Kovalsky



0

Hours of work in Figma in the last 12 months

That's more than with my girlfriend.

More than with my friends.

Time spent

1485 hours

Figma

624 hours

Girlfriend

# Pros and cons. Figma compared to girlfriend.

Pros	Cons
Doesn't argue	Didn't find any
Has variables	
Makes autolayout on demand	
Real-time collaboration with zero drama*	

\*If your coworker is not a complete ass

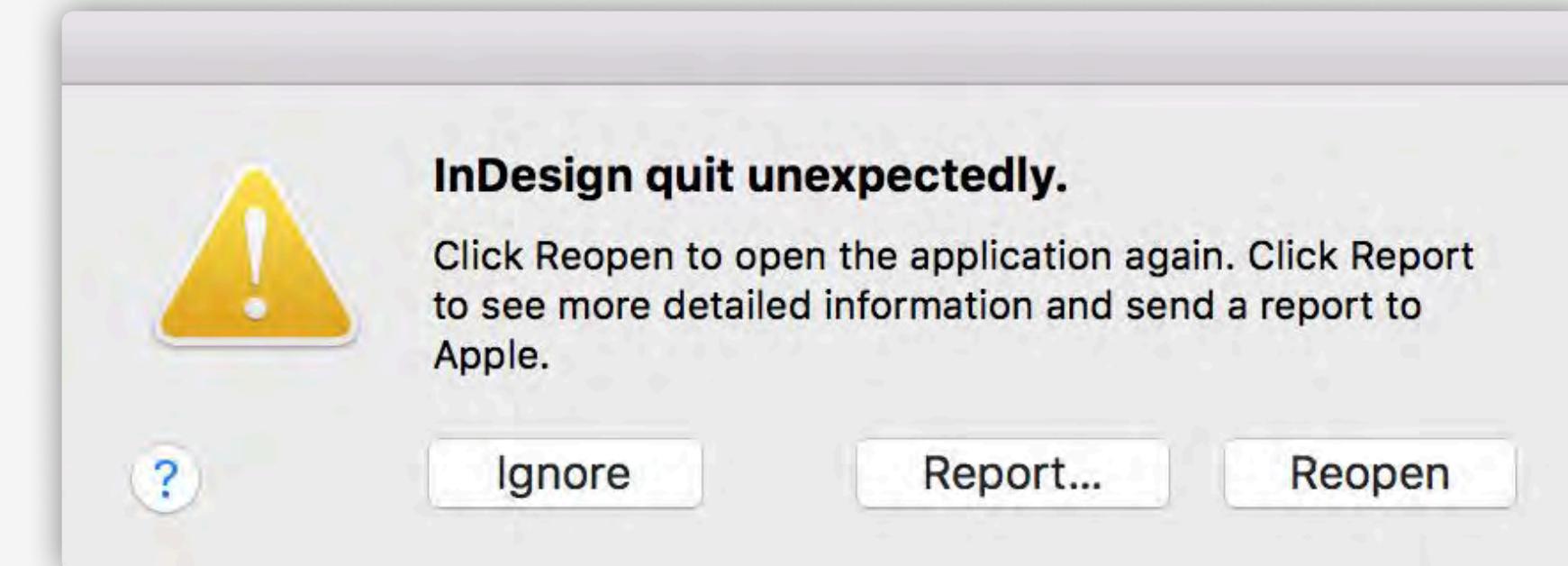
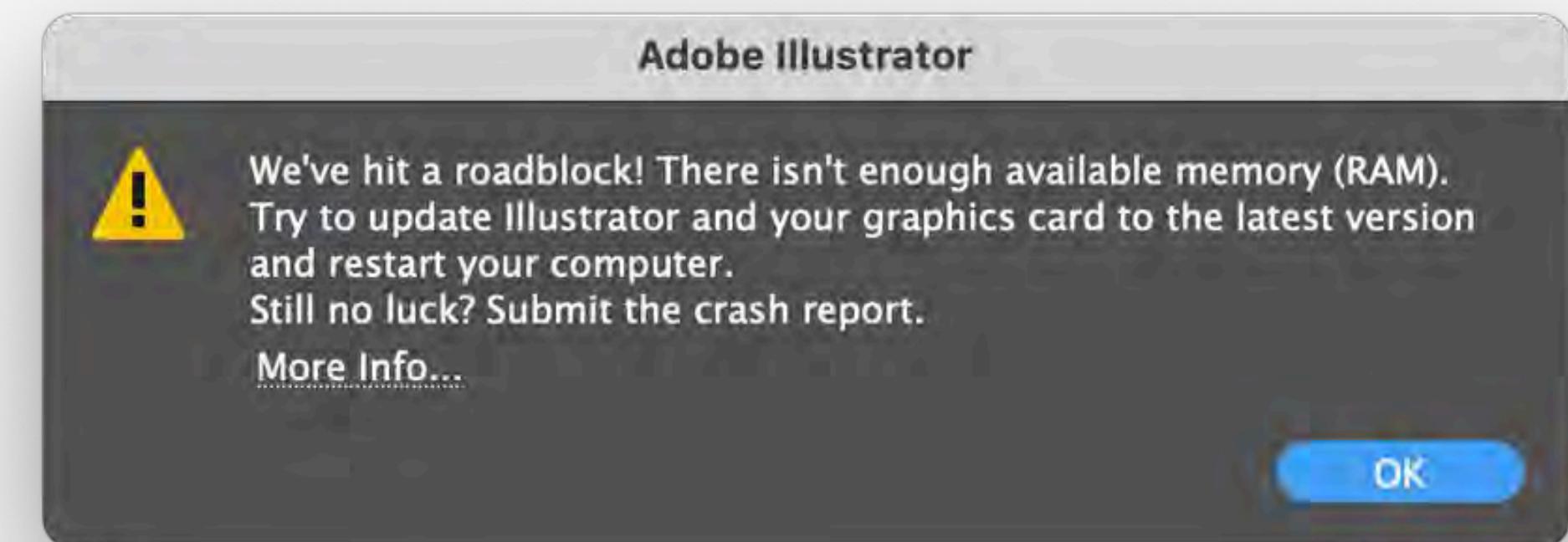
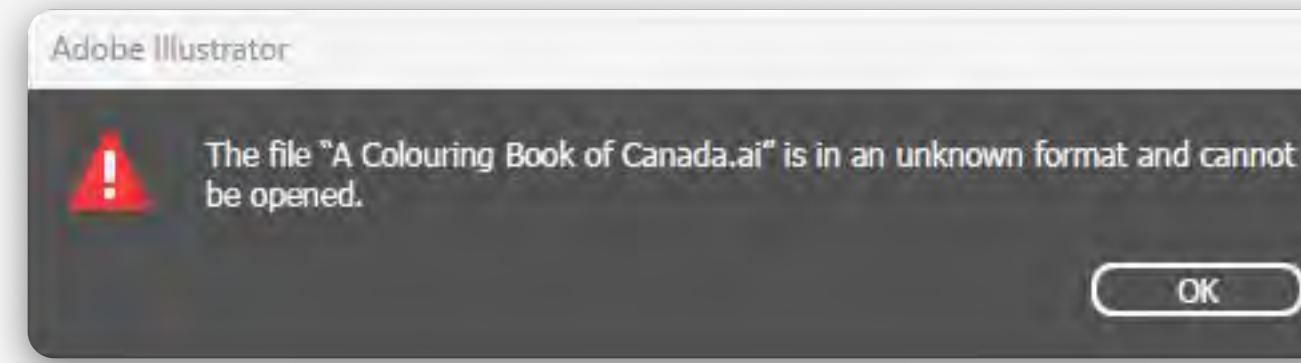
# Simplicity, not simplification

Simplicity is not about less. It's about what matters. [Follow](#)

From manifesto

# Tools shape thoughts

How do you want to design meaningful things with tools that constantly distract you?



# Train station

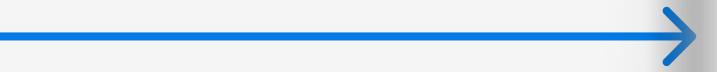


Imagine designing on a bench in a busy train station...



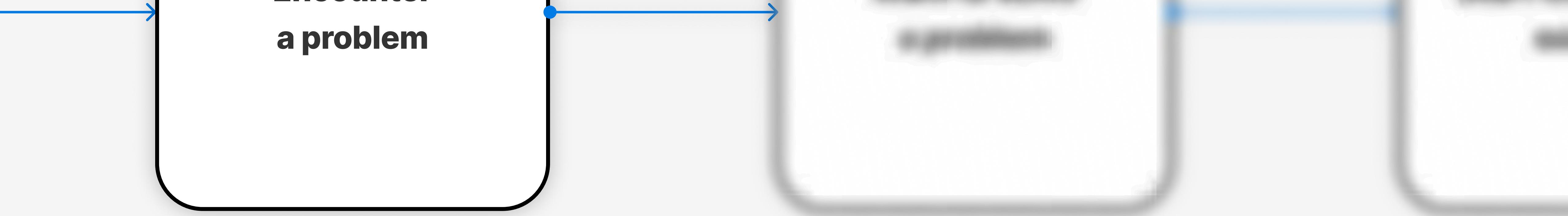
step 1

**Working on  
a project**



step 2

**Encounter  
a problem**



step 3

**Want to solve  
a problem**



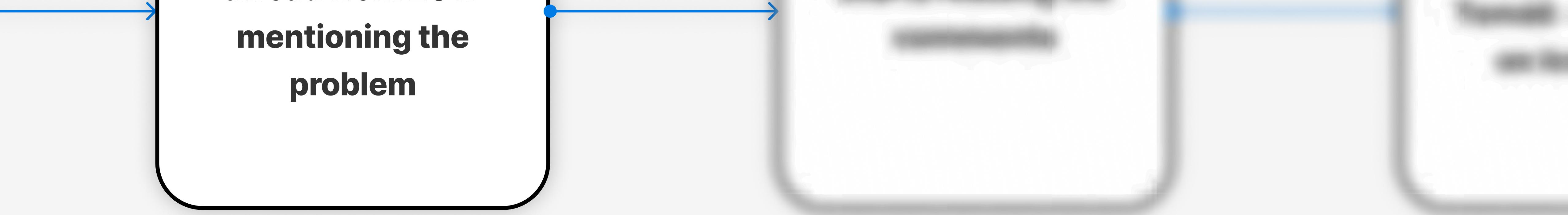
step 4

**Start Googling the  
solution**



step 5

**Open a Reddit  
thread from 2017  
mentioning the  
problem**



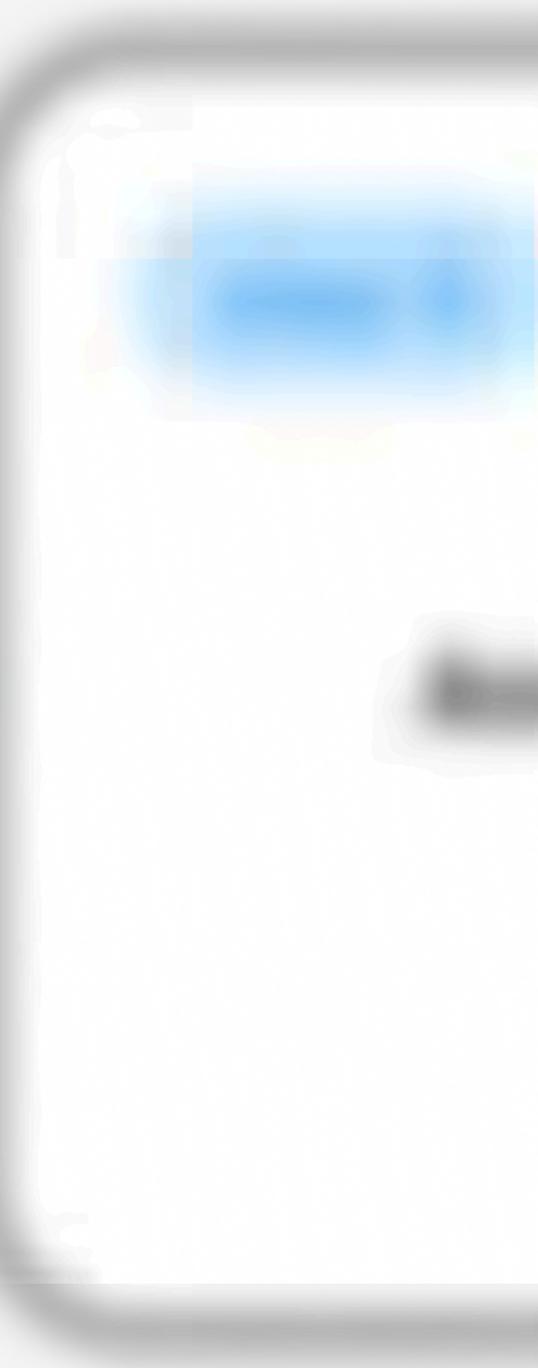
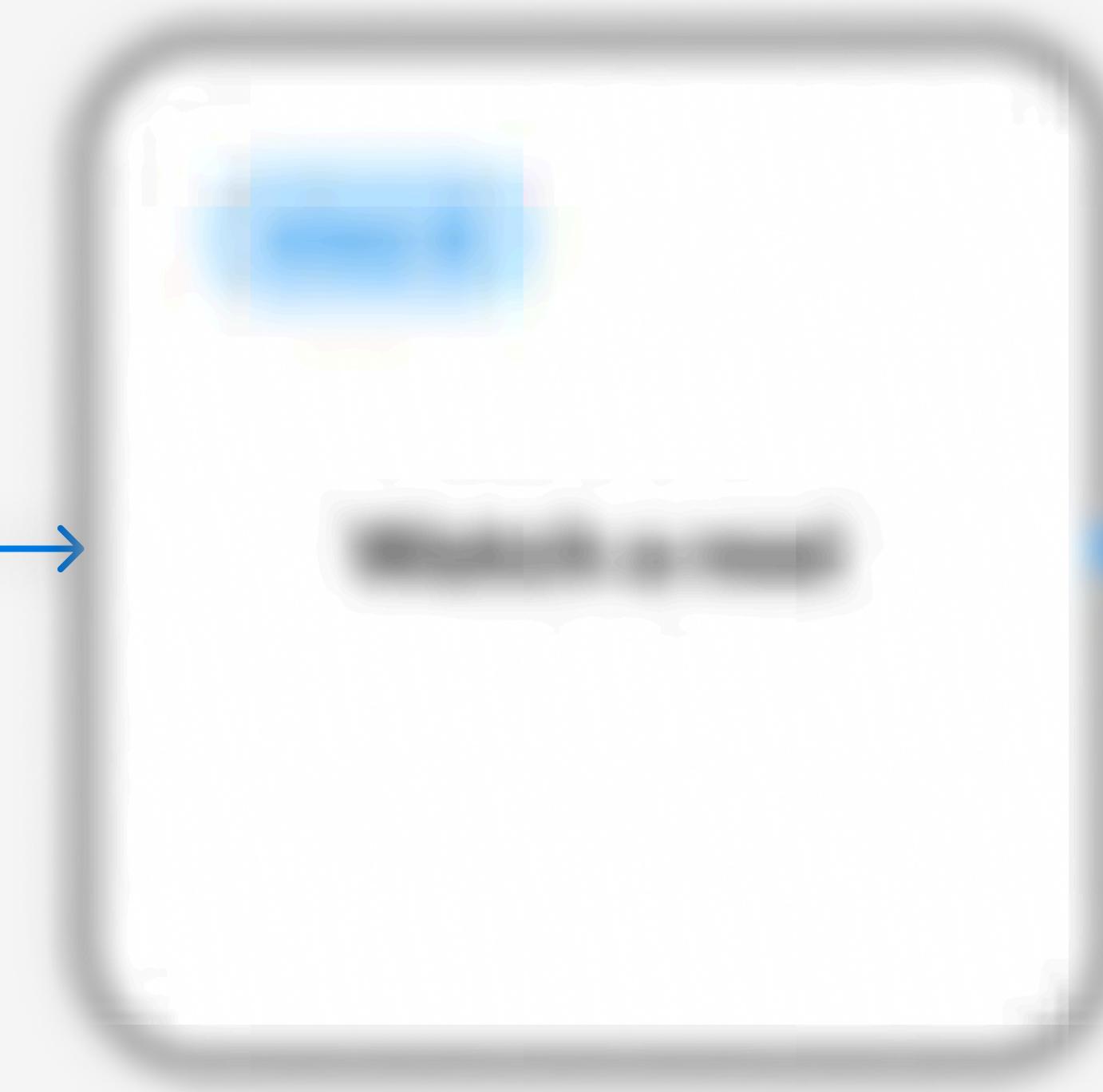
step 6

**Start reading the  
comments**



step 7

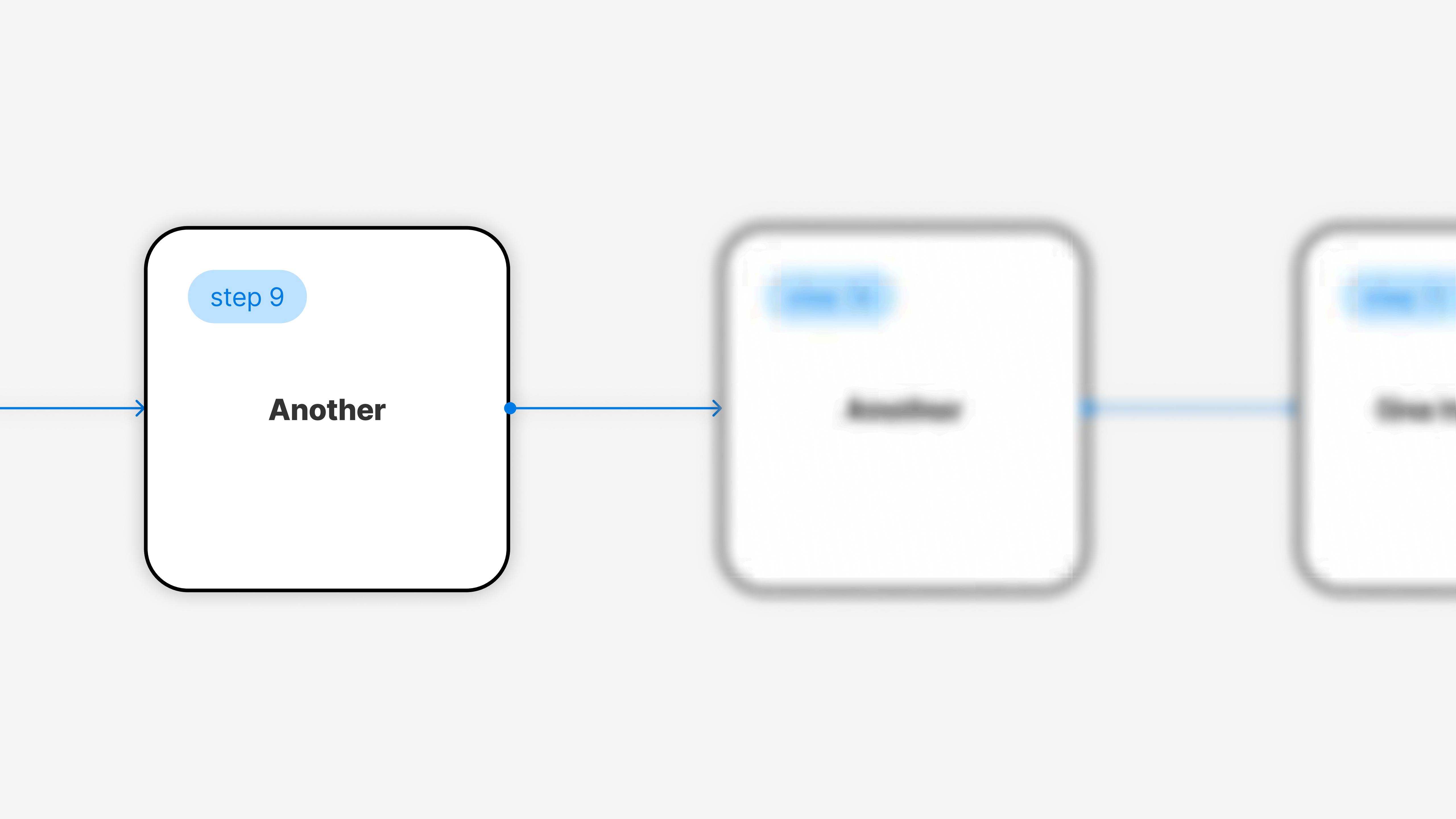
**Notification from  
Tomáš - sent reel  
on Instagram**



step 8

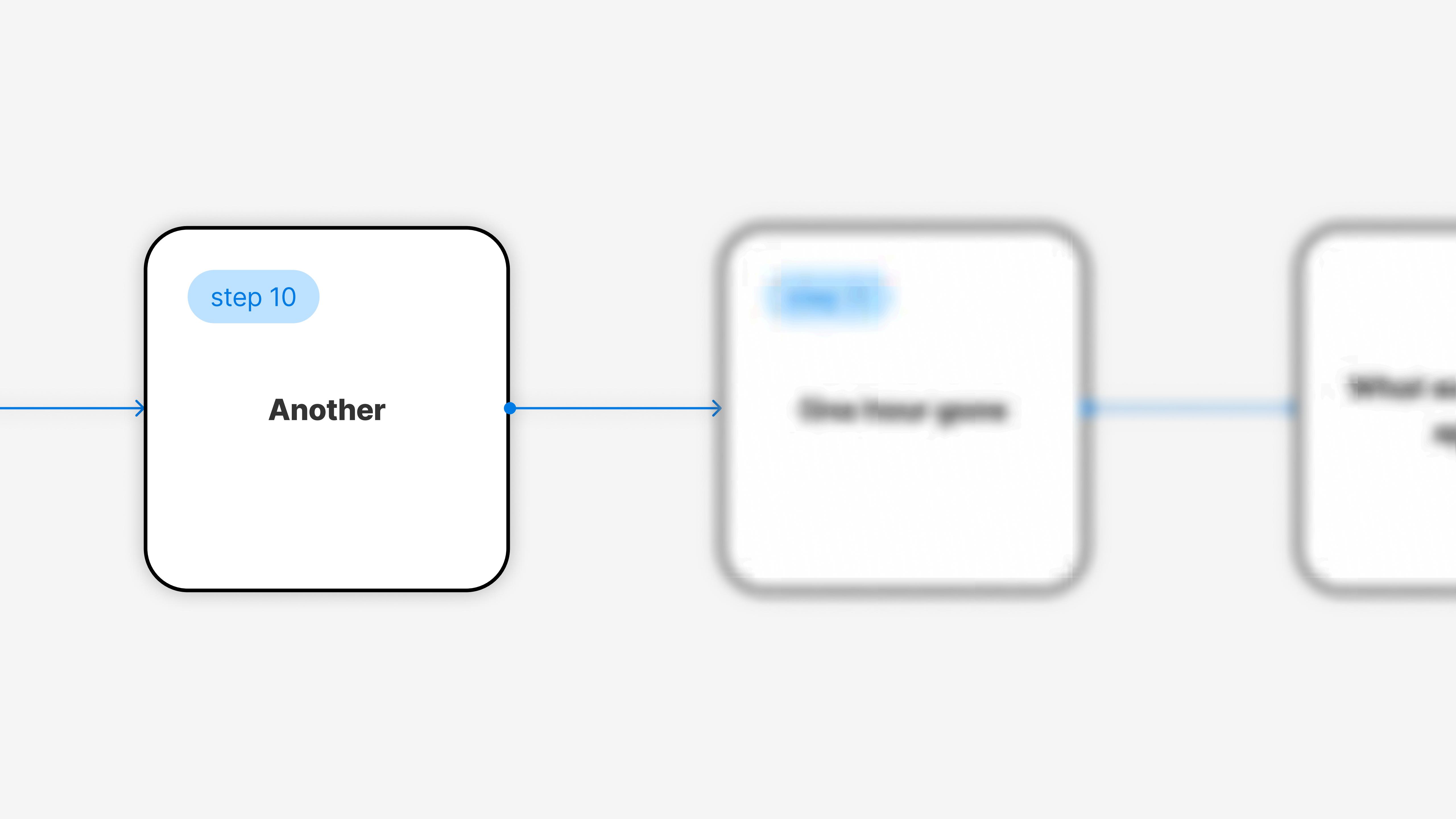
**Watch a reel**





step 9

**Another**



step 10

**Another**

step 11

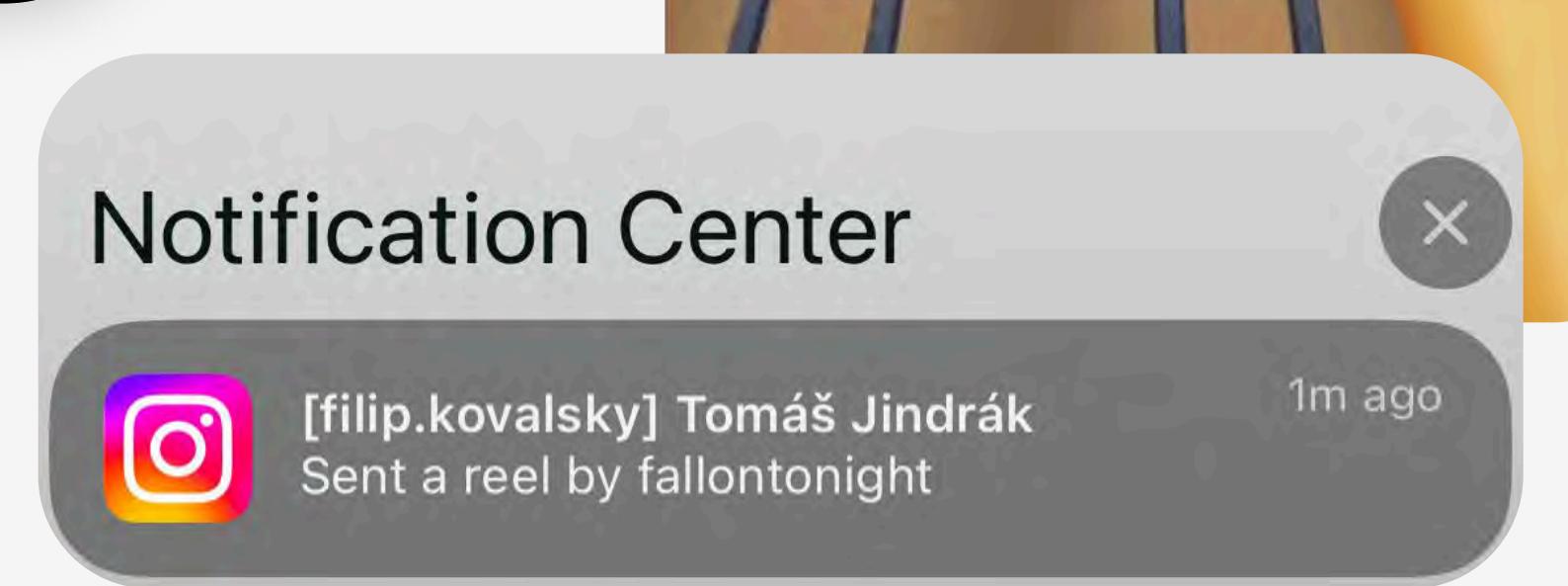
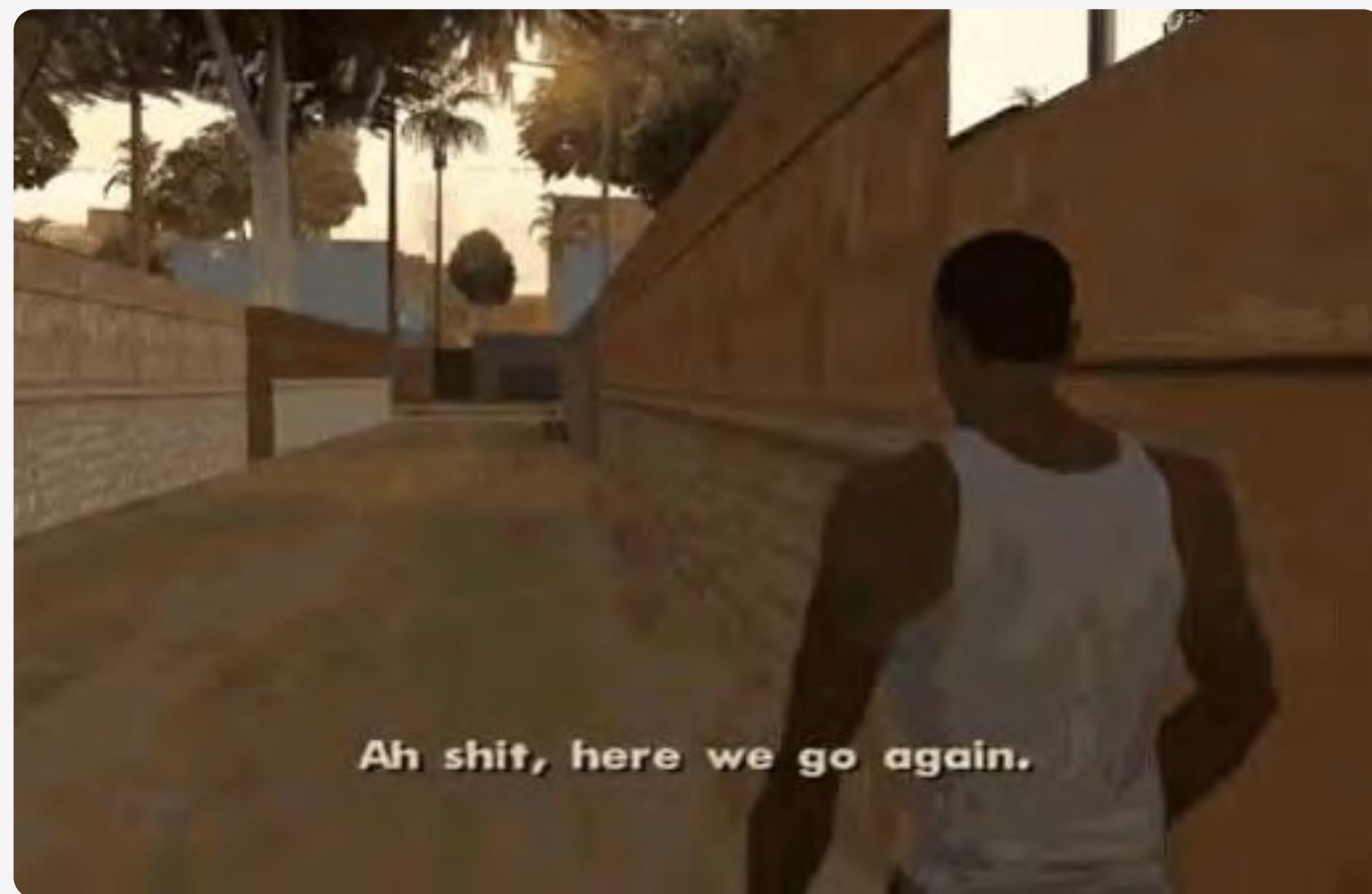
**One hour gone**



**What was I solving  
again?**

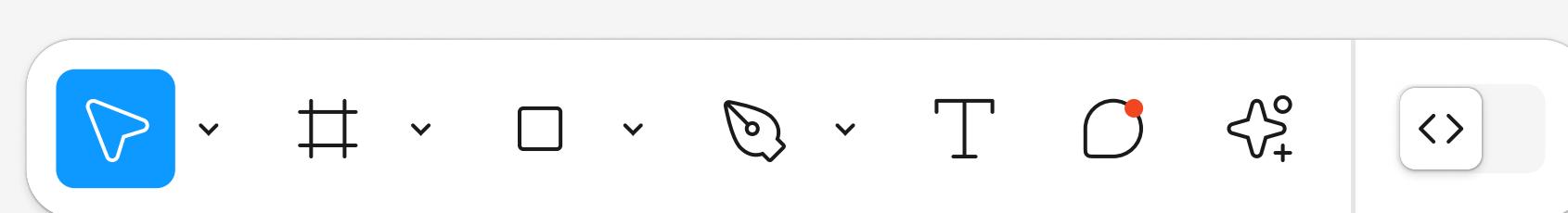


# We are all doomed.



# Why good tool matter

Good tools make you better - not because they're pro, but because they don't get in the way.



# What I've learn with Figma



Components Just symbols - they are relations

Variants You learn to think in scenarios

Auto layout Understand what adaptability means

Comments Learn how to communicate clearly

# False value vs. real value

Looks good  is good

# Iterations, iterations...

Move file to trash



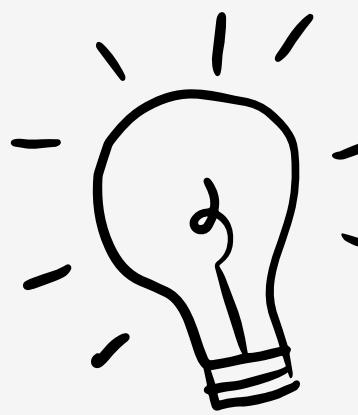
You're about to move the file **English presentation (10)** to trash.

Anyone with edit access on the project can restore it later from the **Trash** section.

Cancel

Move file to trash

# The skill gap trap

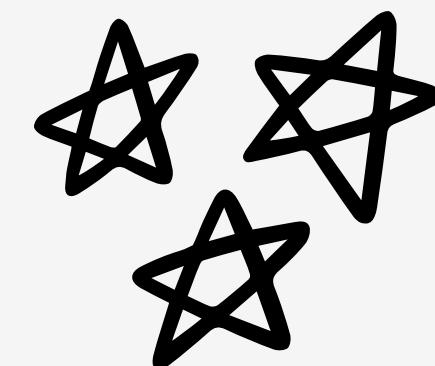


IDEA

Great idea.

No clue how to make it real.

- The curse of every design student



Required skill

# The Figma illusion

Just because I know how to use a lawnmower  
it doesn't make me a landscaper.

Button

Karen

Comment

K

Karen 1 minute ago

This button might benefit from a slight increase in scale to better support user conversion touchpoints. Let me know if you need me to draw it.

- Karen, Senior Brand Synergy Officer

X

...

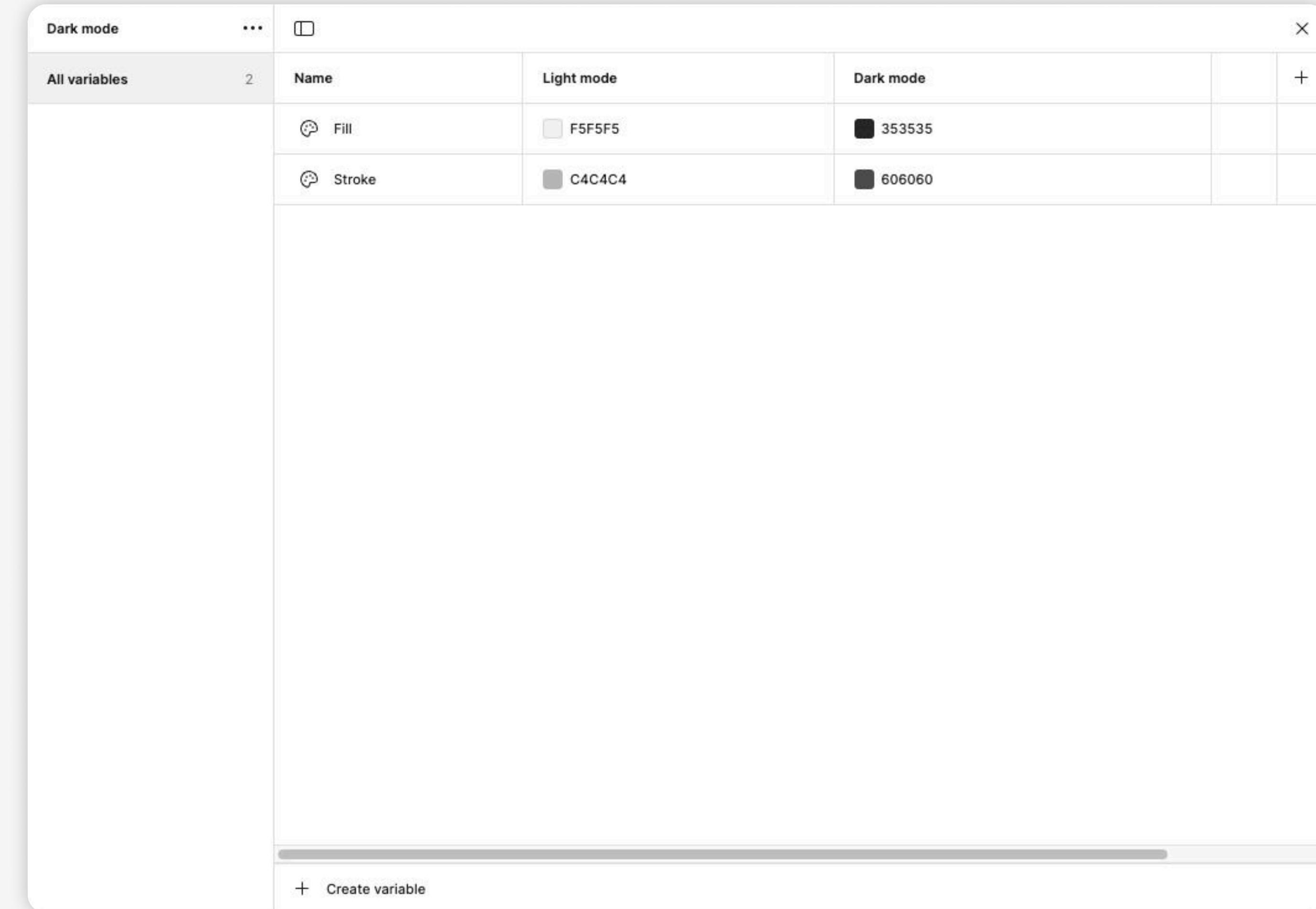
**Thank you**

**It was a little therapy.**

**...but at least I didn't have to pay \$50 a month for Adobe**

## **After-credit scenes**

## No styles - use local variables



The screenshot shows a variable editor interface with the following data:

Dark mode	Name	Light mode	Dark mode	+
All variables	Fill	F5F5F5	353535	
	Stroke	C4C4C4	606060	

At the bottom of the editor, there is a button labeled "+ Create variable".

## No styles - use local variables

The screenshot shows the Figma design interface with a floating variable editor window titled "Dark mode". The editor displays two columns: "Name" and "Light mode" (containing hex codes) and "Dark mode" (containing hex codes). The "Variables" panel on the right shows a global variable "F5F5F5" set to 100%. The "Styles" panel is collapsed.

Name	Light mode	Dark mode
Fill	F5F5F5	353535
Stroke	C4C4C4	606060

Variables panel:

- F5F5F5 (100%)

Styles panel:

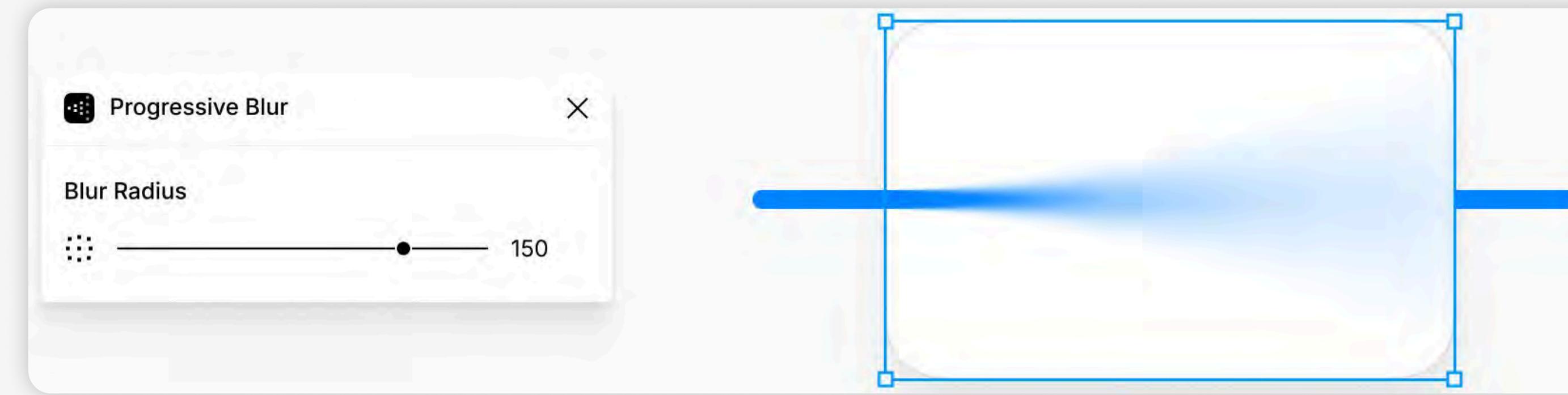
- Collapsed

## No styles - use local variables

The screenshot shows a 'Colors' panel from a design tool, likely Figma. The panel title is 'Colors' and it has a tab for 'All variables'. The main area displays a list of variables categorized by color palette: Primary, Neutral, positive, negative, warning, and info. Each variable has a name, a preview color swatch, and a value. The 'Primary' palette contains a single variable named 'Primary' with a value of 'FFF9E6'. The 'Neutral' palette contains variables for visibility (True), base (Primary/500), and a series of 15 shades from 50 to 950. The 'info' palette contains variables for 100, 200, 300, 400, 500, 600, 700, 800, 900, and 950. A '+' button at the bottom right allows for creating new variables.

	Name	Value
Primary	Primary	
Neutral	visibility	True
positive	base	Primary/500
negative	50	FFF9E6
warning	100	FFF3CC
	200	FEE89F
	300	FEDC6C
	400	FDCF3A
	500	FDC40A
	600	CF9F02
	700	9D7801
	800	6A5201
	900	332700
	950	191300
info		

## Progressive blur



## Noise and texture



# Specs

① ◇ **ESDSV Alert**  
Width: # ESDS Sizing/ platform/iOS default width (343)  
Border weight: 2  
Border radius: # ESDS Shape/ border radius/module (4)

② ◇ **Decorative Icon**  
Depends on: **ESDS-V Icon**  
Name: <Instance name>  
Size: 20×20

③ T **Title**  
Text color: # ESDS Color/ Text/Primary (#0E1114)  
Text style: Heading/5

④ ++ **Icon button layout container**  
Height: # ESDS Sizing/ icon/small (16)  
Width: # ESDS Sizing/ icon/small (16)

⑤ ◇ **Dismiss Icon**  
Depends on: **ESDS-V Icon**  
Name: <Instance name>  
Size: 16×16  
Color: Primary

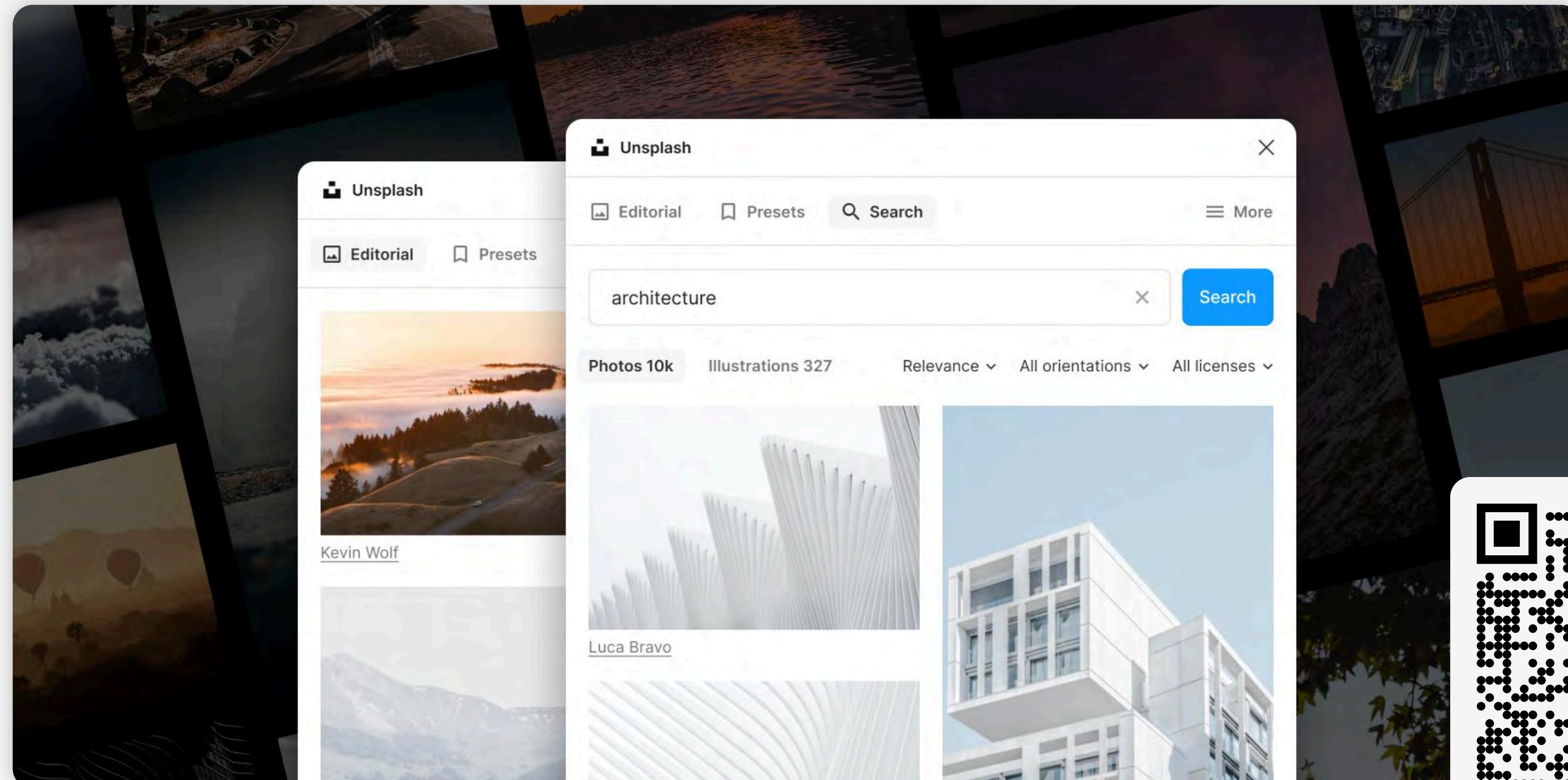
⑥ T **Details**  
Text color: # ESDS Color/ Text/Primary (#0E1114)  
Text style: Body/Small

⑦ ◇ **Details drawer**  
Depends on: **ESDSV Details**  
State: Open

Anatomy section



# Unsplash



# SPELLL

A screenshot of a Figma interface showing a spell check overlay. The main canvas has a black background with white text. On the left, there's a text input field containing "SPELLL" with a blue selection border. Below it is the text "Avoid embarrassing spelling mistaks" with the word "mistaks" underlined in red. A spell check overlay titled "Spelll - Spell Check for Figma" is open, showing the suggestion "Change **mistaks** to: mistakes". It includes "Ignore" and "Accept" buttons, language settings for "en-US", and a check count "2/2 checl". At the bottom right is a QR code.

SPELLL

Avoid embarrassing spelling mistaks

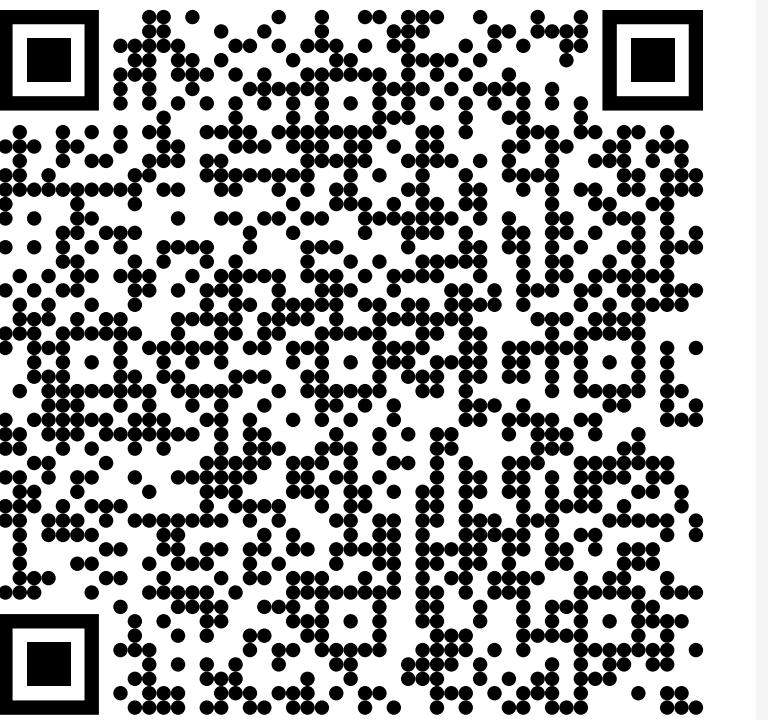
Change **mistaks** to:

**mistakes**

Ignore Accept

en-US 2/2 checl

@tkmadeit for updates support@spelll.des



## Easy Color and token generator (free trial + paid)

The image shows a screenshot of the "Easy Color and Token Generator" Figma plugin. On the left, there's a promotional banner for the plugin, featuring a blue and white logo, the text "Easy color & token generator", and a "lifetime" badge. Below the banner, a welcome message reads: "Welcome to a world where colors come alive! Easy Color and Token Generator is not just a plugin; it's your new secret weapon in Figma." At the bottom of the banner are two social media icons: a GitHub icon and a "youthmind" logo.

The main interface of the plugin is a color palette tool. It includes a color wheel, a vertical color bar, and a color picker input set to "#878BFF". Below the color wheel are several color palette generation options: "Complementary", "Split", "Triadic", "Analogous", "Square", and "Monochromatic". Underneath these are two color swatches labeled "Primary" (#878BFF) and "Secondary" (#FFFFB7). At the bottom are two buttons: "Generate" and "Add Semantic Color →".

To the right of the main interface is a "True V" color palette chart. This chart lists 12 color swatches with their corresponding L\*, a\*, b\* values and hex codes. The colors transition from light yellow at the top to dark purple at the bottom.

At the bottom right of the image is a large QR code.

Color	L*	a*	b*	Hex
50	17.3	1.08	50	#F5F5FF
100	15.25	1.23	100	#E5E6FF
200	12.91	1.45	200	#D1D3FF
300	10.26	1.83	300	#B8BAFF
400	8.02	2.33	400	#9EA1FF
500	6.39	2.93	500	#878BFF
600	2.96	6.32	600	#3838A8
700	1.99	9.4	700	#000080
800	1.35	13.86	800	#0000A0
900	1	18.75	900	#0000C8
1000	1.08	20.26	1000	#0000E0

## 3D for XR



- Quickly mockup for 3D, VR & AR
- Optional 3D user & gesture capture
- Convert any content into a 3D plane
- Curve or transform to 3D & export
- Precision camera controls
- Transparent & full scene export
- Custom colors , helper grids & more...

