

# Viewing Notes (for Sp07: Figma Activity Specification)

## (0.) Introduction

(0.1) Welcome to the course (24s)

(0.2) What you'll learn (41s)

(0.3) Using the exercise files (2m1s)

## 1. Set Up a Figma Project

### (1.1) What is Figma? (3m47s)

0:00-2:14

- Talks about workflow and positions Figma within it
- Generic UX design workflow – difference between UX, UI,
- User flows- how do users move through interactive system (app, website, etc)
- Wireframes – “low fidelity” versions grey boxes, fonts, colours, assets removed

2:14 – 2:35

- Figma vs other similar tools: Adobe Xd, Sketch, InVision, Proto.io, Marvel

2:35 – 3:36

Talking about collaborative interface design tools & nomenclature

- the interactive system has an appearance to the user, the appearance happens within the borders of the **frame**
  - frame also known as a “window”, a “page”, an “artboard”
  - if the interactive system doesn't have a screen (e.g., think Alexa), then the frames might be used instead to show a schematic or photorealistic rendering of the whole device (in which case, things like indicator lights or glowing panels will be illustrated)
- the appearance consists of one or more **components** (e.g., input widgets, like buttons or spinners), and components can have **effects** (e.g., drop shadows, blurs, being greyed out)
  - components can be bitmaps (raster graphical elements) or vector-based components (vector networks)

### (1.2) Sign up and take a tour (3m56s)

0:00-1:41

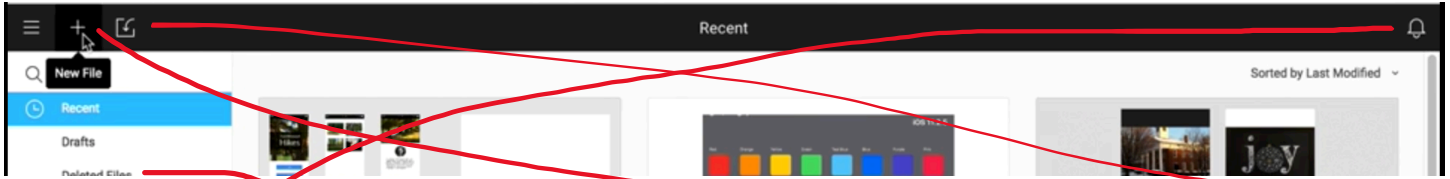
- This part of course takes you through the sign-up process to obtain a Figma account
- Using Figma for this course will not have any cost to you, since you can get a Figma account for free. **It is strongly suggested that you sign up for your account with your York University email account so you can obtain an educational account (see steps below)**
- Once you create your Figma account, you need to take two additional steps
  - Get your account recognized as an **Educational Account**: look under section “4. Education” of <https://www.figma.com/pricing-faq/>, and follow the link “you can [here](#)”
  - Obtain access to free **Educational Teams** (possible once you have a verified Educational Account) see: <https://help.figma.com/hc/en-us/articles/360041061214> (you will need to set up an educational team in order to do the course activities)

1:41-3:56

- This part of course introduces you to the File Browser interface (unfortunately, the video does not provide the name of the interface explicitly, but this is the name in case you want to use the Figma help files)

- When you log in, you will arrive at the **File Browser**.
- Please note that Figma has updated since the course was published on LinkedIn Learning and now the Figma **File Browser** interface looks *slightly* different from the **File Browser** interface shown in the course videos.
  - For example: The items in the top menu bar are shuffled a bit; notifications, new file, import have been repositioned from left to right or conversely

Version of the **File Browser** in the video



Slightly updated version of the **File Browser** (in current version of Figma)



- Towards the end of the video, it says “when I double-click on a file” and then “...You can then see the full interface out here show up.” This other interface is called the **Editor**. It is only briefly mentioned here (and you won’t be able to see it until you create a file in the next steps).

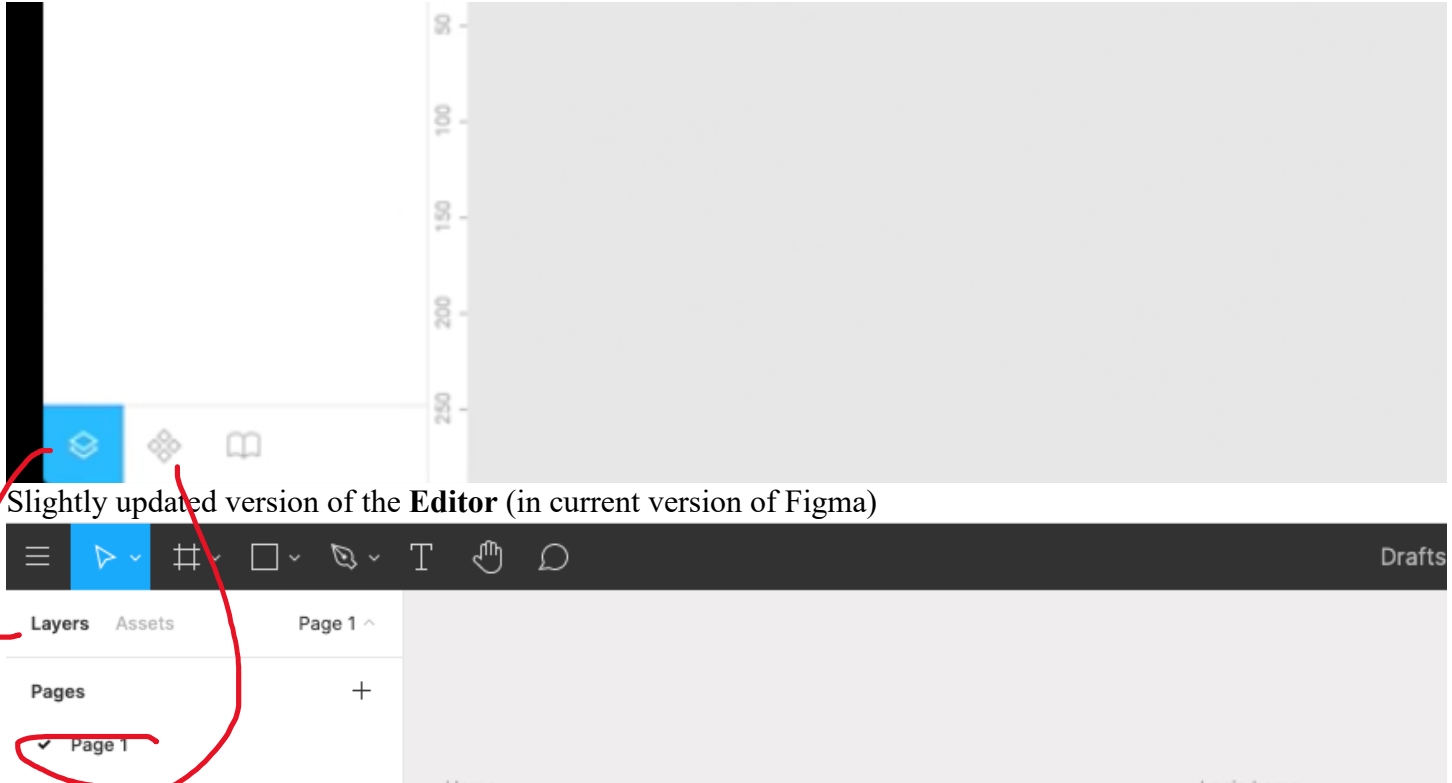
### (1.3) Setting up local fonts (1m42s)

- This is a small task to complete and is recommended

### (1.4) Set up your first file in Figma (3m45s)

- This section covers basic information about the **Editor** view
- Again, there are a few differences between the version of Figma in the video and the current version of Figma

Version of the **Editor** in the video



Slightly updated version of the **Editor** (in current version of Figma)

- This video segment refers to **pages, layers, components**
- This video segment also refers to the **canvas**
- The video segment does a walkthrough of the features and functions (you'll need to map from the older version to the current version)

### (1.5) Import from Sketch (4m26s)

- Sketch is a digital design app from Mac. The video segment talks about importing Sketch files.
- Optional, for your own interest

## 2. Adding Content

### (2.1) Set up frames (4m53s)

### (2.2) Working with pages (3m52s)

Pages provide a layer of organizational control. Pages are a way to organize frames and elements. Use pages to separate interface variants (e.g., mobile, tablet or desktop variants).

Pages are meant to be separate from one another – **you will not be able to create connections among frames if they are not within the same page.**

### **(2.3) Creating an editing shapes (5m38s)**

- Of potential use for the ‘Personal Overview’ component, optional

### **(2.4) Drawing (4m35s)**

- Of potential use for the ‘Personal Overview’ component, optional

### **(2.5) Images and masking (7m29s)**

- Of potential use for the ‘Personal Overview’ component, optional

### **(2.6) Adding and formatting text (5m32s)**

- Useful, watch this

### **(2.7) Organizing with layers (3m21s)**

- Useful, watch this

### **(2.8) Working with components (4m10s)**

- Useful, watch this

### **(2.9) Applying constraints (6m33s)**

- Useful, watch this

### **(2.10) Versioning (3m46s)**

- Useful, watch this

## **3. Prototyping**

### **(3.1) What is prototyping (1m30s)**

- Useful, needed for step 2 in the Sp07: Figma Activity Specification

### **(3.2) Create a prototype (5m21s)**

- Useful, needed for step 2 in the Sp07: Figma Activity Specification

## **4. Teams**

### **(4.1) Setting up a team (4m09s)**

- Useful, watch this
- Note that the “educational” option (not shown in video)

### **(4.2) Creating a project (2m43s)**

- Useful, watch this

### **(4.3) Working with Team Libraries (7m26s)**

- Optional, for your own interest

## **5. Collaborating, Sharing, and Exporting**

### **(5.1) Live Device Preview (3m27s)**

- Useful, watch this

### **(5.2) Sharing (3m27s)**

- Useful, watch this

### **(5.3) Commenting (3m27s)**

- Useful, watch this

### **(5.4) Exporting assets (3m27s)**

- Useful, watch this

## **(6) Conclusion**