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Five image carousel with arrows and progress buttons

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Lab 4: Hi-Fi Prototypes with Figma

ENSE 271 - People-Centred Design - Laboratory

University of Regina - Engineering and Applied Science - Software Systems Engineering

Lab Instructor: [Adam Tilson](#)

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Introduction

In the previous lab we looked at using Figma to make high fidelity wireframes. However, these were only static sites with no interactivity. We will now look at using the Figma Prototyping workflow to add some interactivity to our website mockups, which we can demonstrate using the Present function.

Download the starting files from URCourses, and open up `travel-hyrule-starting.figma`, a mobile tourism site for a fictional land.

We will work together through:

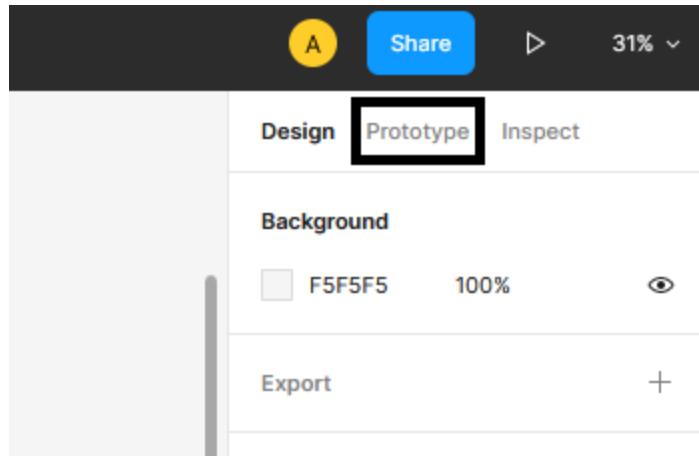
- Setting a home page and previewing
- Connecting the hamburger menu to each of the pages
- Connecting the Weird Stuff page to their subpages
- Add an automatic carousel to the first page
- Add some light boxes to the locations page
- Have a unique interaction on each of the strange
 - A slow auto-fade effect on the shrines page





Prototyping, Home Page and Previewing

To add interactivity to our design, we need to be in prototyping mode. Switch to prototyping mode using the top menu:



A journey through our prototype is called a `flow`. We need to set a default flow starting point, so that when we start our presentation Figma knows which screen to start on. The home screen may already be set as the default flow starting point.





Menu

- TRAVEL Hyrule
- Home
- About
- Locations
- Wildlife
- Weird Stuff
- Strange Shrines
- Divine Beasts
- Odd Towers

Home

TRAVEL Hyrule

A land like no other

Hyrule Kingdom is a truly unique world. There are many different environments, from the lush green mountains to the vast deserts. In the following sections, we will take a closer look at some of the most interesting locations.

Gorgeous Views

There is so much to see in Hyrule. Check out our locations page to see some of the best spots that Hyrule has to offer.

Plenty of Danger

Look out for us in the wild, roaming at night, taking advantage of any opportunity to avoid us.

Interactions

Overflow scrolling

No scrolling

Show prototype settings

Creating a connection

Select a frame or object in a frame and use the circular node to drag a connection to another frame.

Design Prototype Inspect

Flow starting point

Flow 1

Interactions

Overflow scrolling

1. First we need to make this hamburger menu connect the pages together

2. We will put a carousel on the second page.

Menu

- TRAVEL Hyrule
- Flow 1
- Home
- About
- Locations
- Wildlife

Home

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You can configure your present mode to simulate an android phone using the following settings



Laboratory ▾



the pages together

Menu

TRAVEL Hy **Flow 1** ▶ TRAVEL Hyrule

Home

About

Locations

Wildlife

Weird Stuff

Strange Shrines

Divine Beasts

Odd Towers

Home

A land like no other

Hyrule Kingdom is a truly unique world. There's something for everyone to find. From the tall, rocky mountains to the lush forests, to the towering peaks of the land itself. There is something for every adventurer in this ancient land.

Gorgeous Views

There is so much to see in Hyrule. Check out our Locations page for some of the best that Hyrule has to offer!

Plenty of Danger

Check out the safety page to see some of the creatures and monsters who patrol our part of the world.

About

TRAVEL Hyrule

Travel Hyrule

Situated in the heart of the Hyrule Kingdom, Travel Hyrule is a travel agency that offers tours and packages to explore the many wonders of Hyrule. We offer a variety of tours, from short day trips to week-long adventures.

Look out for our travel guides!

Get notifications

Flow 1

Interactions

Overflow scrolling

No scrolling

Show prototype settings

Creating a connection

Select a frame or object in a frame and use the circular node to drag a connection to another frame.

Running your prototype



Android Small ▾

Model

Silver ▾

Preview

Background

█ 000000

Flows

Flow 1

You can preview your page by clicking on the preview icon.

Wiring up the home menu

In prototyping, we can connect a visual element, called a hotspot to respond to a trigger (e.g. tapping, dragging) to cause a transition to another page. This process is called adding a connection, and requires a destination. In addition, we can also cause pages to temporarily overlay the current page.

First we will connect each of the pages to the menu via the hamburger menu icon.

Click this icon on the Home page. A new circle gizmo will appear on the right side of the icon. Hover over it and click on the + and drag it to the menu screen to the left.





Laboratory ▾



Home

About

Locations

Wildlife

Weird Stuff

Strange Shrines

Divine Beasts

Odd Towers

A land like no other

Hyrule Kingdom is a truly unique world. There is endless adventure to find, from the tall fiery mountains in the north-east, to the blistering deserts of the south-west, there is something for every adventurer in this ancient land.

You will see that it is wired correctly if a curved blue line connects the screens.

Menu

TRAVEL Hyrule

Flow 1 >

Home

About

Locations

Wildlife

Weird Stuff

Strange Shrines

Divine Beasts

Odd Towers

Home

TRAVEL Hyrule

28 x 2

A land like no other

Hyrule Kingdom is a truly unique world. There is endless adventure to find, from the tall fiery mountains in the north-east, to the blistering deserts of the south-west, there is something for every adventurer in this ancient land.



The screenshot shows the Figma interface with the 'Prototype' tab selected. On the left, the 'Interaction details' panel is open, showing settings for 'On tap' (selected) and 'Open overlay'. It also includes sections for 'Overlay' (Top left), 'Close when clicking outside', 'Add background behind overlay', and 'Animation' (Move in, Ease out, 300ms). On the right, the 'Prototyping' toolbar is visible, featuring icons for Tap, Menu, Show prototype settings, Removing a connection, and Running your prototype. A callout arrow points from the 'Show prototype settings' button in the toolbar to the 'Show prototype settings' button in the interaction panel.

It is a good idea to preview here to be sure we are happy with our settings. We are going to want to copy this transition to each of our hamburger menus on each of our pages.

To copy a setting you need to click on the left gutter beside the interaction (This is a small window, maybe ten pixels):



The screenshot shows the Figma interface with the 'Laboratory' tab selected. In the top right, there's a sun icon. The left sidebar has a green 'R' icon. The main area shows the 'Interactions' panel with 'Tap' selected. A floating help card titled 'Removing a connection' provides instructions: 'To delete a connection, click and drag on either end.' Another card titled 'Running your prototype' says: 'Use the play button in the toolbar to play your prototype. If there are no connections, the play button can be used to play a presentation of your frames.' A large black arrow points from the text 'You will know you have the interaction selected because it is highlighted in blue:' to the 'Tap' button in the interactions panel.

You will know you have the interaction selected because it is highlighted in blue:

This screenshot shows the 'Interactions' panel in Figma. The 'Tap' interaction is selected, indicated by a blue highlight. Other options like 'Move in' and 'Menu' are shown below. A floating help card for 'Show prototype settings' is visible. The bottom of the panel shows a section for 'Removing a connection'.

Copy it with `ctrl+c`.

Now click on the hamburger on the next page, and `ctrl+v`. You should see the same animation appear in the interactions pane.



Laboratory ▾



The screenshot shows a wireframe prototype of a mobile application. On the left is a sidebar menu titled "ABOUT" with items: Locations, Wildlife, Weird Stuff, Strange Shrines, Divine Beasts, and Odd Towers. The main area has three cards: "About Us" (with a sword icon and text about Hyrule), "Locations" (with a bucket icon and text about traveling), and "Wildlife" (with a shield icon and text about creatures). A toolbar at the top right includes "Running your prototype" and "Delete connection" buttons.

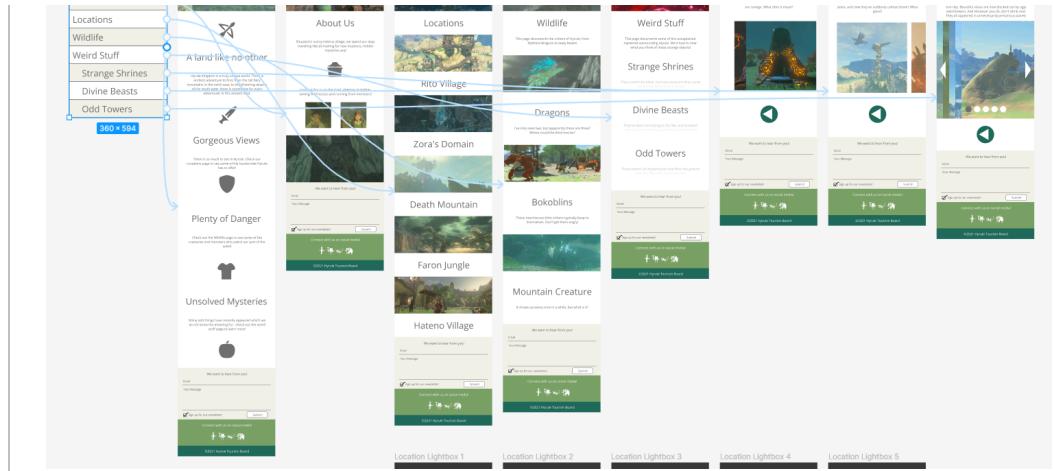
Continue for all hamburger menus.

You also need to wire up the hamburger menu of links back to the appropriate pages. Let's start with the home page.

The screenshot shows the Figma interface with the "Design" tab selected. It displays a flow diagram for the "Home" button in the sidebar. A connection is being drawn from the "Home" button to the "Home" card in the main content area. The "Interactions" panel on the right shows a "Tap" interaction set to "Home". Other panels like "Animation" and "Running your prototype" are also visible.

Once you have configured the interactions as you like, these remain the default for further connections from this page.

And then set the other pages too:



The wires are getting pretty crazy. Don't worry, it will get much, much worse.

Run your preview again, and confirm that all of the links are working correctly.

This is the complete workflow to link pages together. In the next sections we will work on animations to bring the pages to life.

While we're linking pages, notice that the **Weird Stuff** page should link to three sub pages. Link with the following animation settings:





On tap ▾

→ Navigate to ▾ Strange Shri... ▾

Animation

Push ▾

Smart animate matching layers

Ease out ▾ 300ms

Removing a connection X

To delete a connection, click and drag on either end.

Running your prototype X

Use the play button in the toolbar to play your prototype. If there are no connections, the play button can be used to play a presentation of your frames.

This will create a push effect. We don't typically see this on the web, but they may be used in a mobile app.

Repeat for the other two pages.

Each of these pages has a back button, which we can wire back to the weird stuff page. However, we can simply set the interaction style to back, which will return to the previous page and attempt to reverse the interaction as well! (Though I sometimes encountered bugs with it):



The diagram illustrates a navigation flow between four mobile screens. The screens are arranged horizontally. From right to left:

- Weird Stuff**: This screen contains text about mysterious objects and a placeholder image labeled "64 x 64". It features a "Back" button.
- Strange Shrines**: This screen contains text about shrines and a placeholder image.
- Divine Beasts**: This screen contains text about beasts and a placeholder image. A black arrow points from here to the "Weird Stuff" screen.
- Odd Towers**: This screen contains text about towers and a placeholder image.

Alternatively, you could hard code the destination, and just be sure the mirror the direction of the “push”.

The diagram illustrates a navigation flow between four mobile screens. The screens are arranged horizontally. From right to left:

- Weird Stuff**: This screen contains text about mysterious objects and a placeholder image labeled "64 x 64". It features a "Back" button.
- Strange Shrines**: This screen contains text about shrines and a placeholder image.
- Divine Beasts**: This screen contains text about beasts and a placeholder image. A black arrow points from here to the "Weird Stuff" screen.
- Strange Shrines**: This screen contains text about shrines and a placeholder image.

An interaction details panel on the right side shows the following configuration for the transition from the "Divine Beasts" screen to the "Weird Stuff" screen:

- Interaction details**: Set to "On tap".
- Animation**: Set to "Push" (indicated by a green arrow pointing right).
- Easing**: Set to "Ease out" with a duration of 300ms.

This may also be a fun time to try the different easings, e.g.
Bouncy



→ Navigate to ▾ Weird Stuff ▾

Animation

□ Push ▾ ← → ↓ ↑

Smart animate matching layers

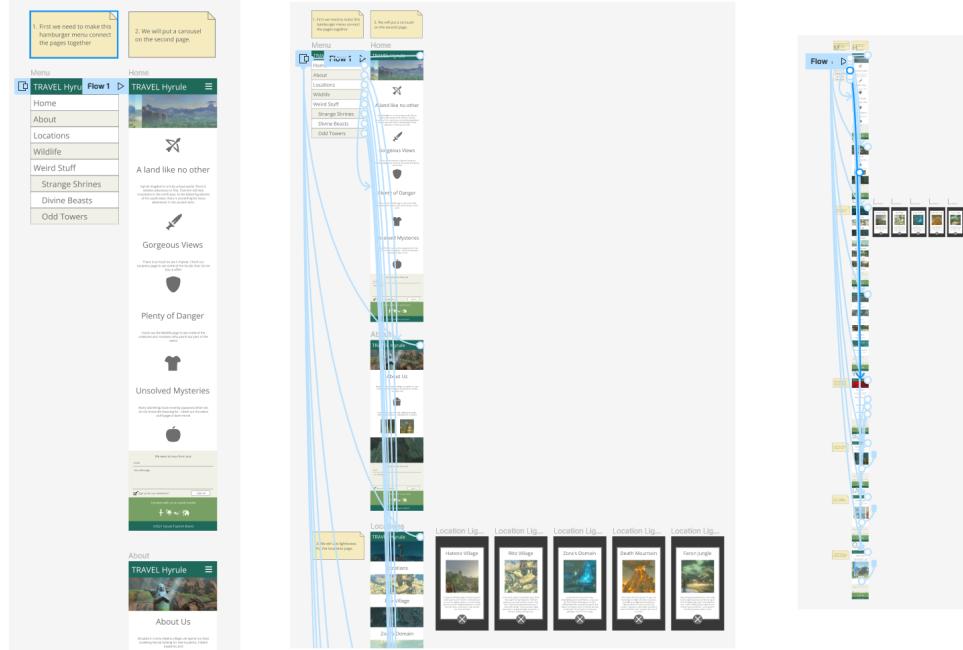
Bouncy ▾ 800ms

Ensure all pages are linked, and test it out, does it go forward and backward as expected? You can try different animations for the three pages, forward and back, to see what you like.

This is all we need to get basic interactivity. However, in the next sections we are going to look at some advanced animations for giving our prototypes some extra polish.



You can do this by box selecting from prototype and dragging full frames around:



Automatic carousel

On the top of the home page, in the image bar, I have placed three images offset slightly to the left. We want to make an animation which automatically transitions through these three images at regular intervals.

To create animations, we need to create a few keyframes. Our animations will be automatically animated between keyframes using interpolation, in a process known as `inbetweening`, or simply `tweening`. Each keyframe is a complete copy of an artboard, with only one or two small adjustments between keyframes. While still in `Prototype`, drag the home page down into some open space so it easier to work with. Next make two copies of the home page, using `ctrl+d`. If you make these copies in `Prototype`, existing links will be copied too, which will save us some time. Delete and reposition the images in the top bar so





2. We will put a carousel on the second page.

Connect the first artboard to the second with the following settings:

!-[Carousel transition]()

Wire up the second to the third screen, and the third screen back to the first. Unfortunately you will update the settings on each

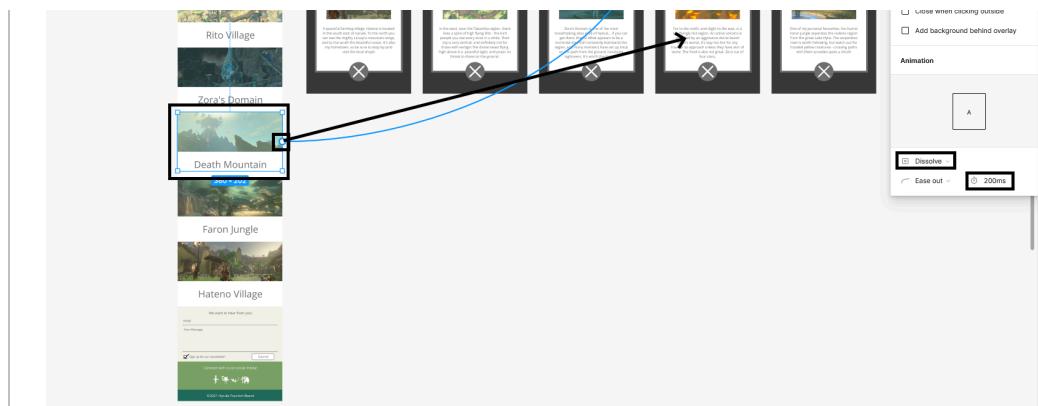


Preview the page. The image should swap automatically every few seconds. Note that if you scroll when a transition is occurring, weird things will happen. This seems to be due to a conflict in two animations playing at once. So far I don't know good workaround.

Lightboxes for the location page

Next let's add some Lightboxes to the location page. Lightboxes dim the screen and show some content highlighted in a popup. We will allow the user to click on the text at various points in the page, and have a pop-up appear with more information.

Move the location page near the four lightboxes, and wire the links together with the following settings:



We can also wire the close buttons back to close the overlay.

3. We will use lightboxes for the locations page.

Test it out. You may click on the **x** to close the lightbox. The dimming effect is caused by a slightly transparent dark filled rectangle placed under the info box in the lightbox, although looks like there is a native ability to do this in Figma, but I did not explore it.

Auto-fade Animation on Shrine page -

In this section we'll make a slow transition on the shrine page. Duplicate the shrine page, and center one of the two shrine



The screenshot shows a Figma workspace with a UI design for a travel website. The main content area displays two cards, each featuring a shrine image and some text. Below the cards is a sidebar with a form for user input. To the right, an 'Interaction details' panel is open, showing settings for an animation named 'A'. The animation is set to 'Dissolve' after a delay of 1ms, with the option 'Preserve scroll position' checked. The easing for the animation is set to 'Ease in at...' with a duration of 300ms.

Preview the page. This effect looks pretty neat. However, notice that page scrolling is strange. This is because the scroll animation is playing over the old fade out, which does not scroll with it. For this reason, these types of animations should be used cautiously, for example, on splash screen pages and single-page views without scroll.

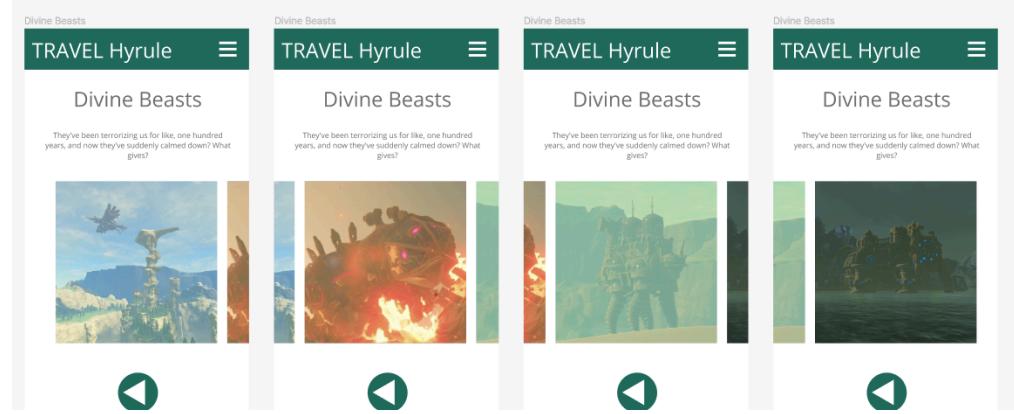
Draggable Gallery Page with Zooming Effect

On the Divine Beasts page we will simulate a draggable scrolling gallery effect. In addition, the image which is currently in view will be enlarged somewhat, to make an effect similar to Coverflow.

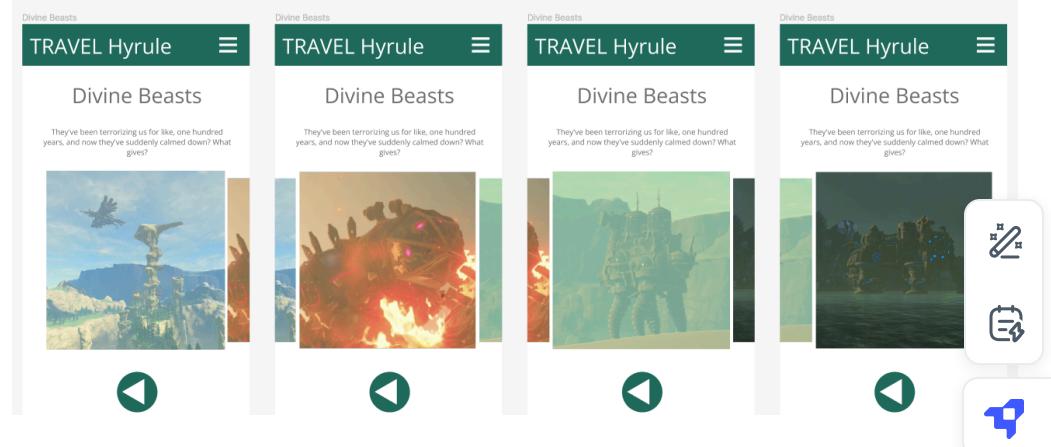
For this effect we will need six total keyframes, but we will make four to start.



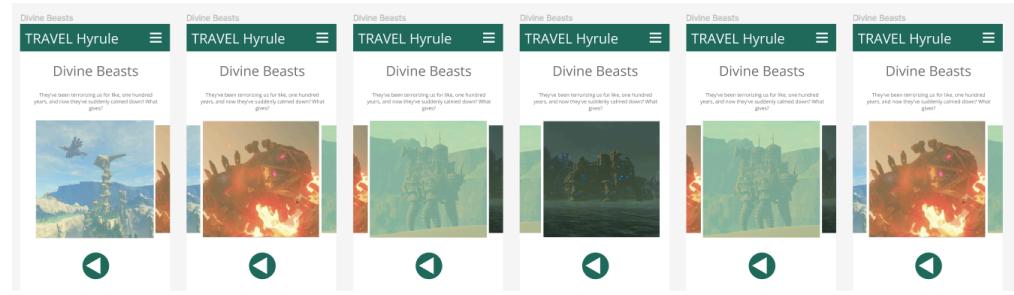
sliding them over!

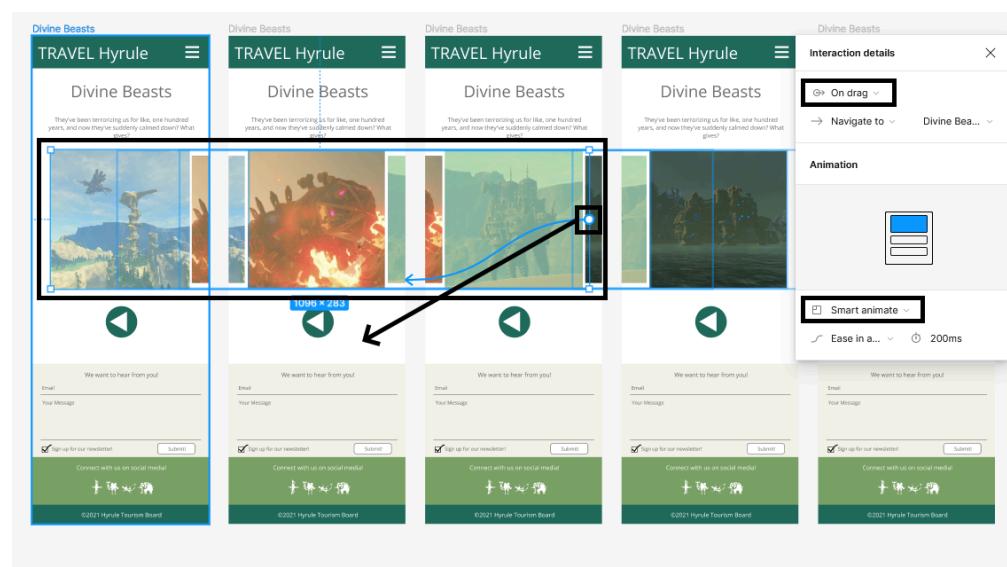


To make this effect even more interesting, we will zoom in on the selected beast in each frame. Double-click on the group, select the image in frame, and scale it up. If you hold shift and alt while you drag, it will stay centered and scale while maintaining the aspect ratio.



We need two more keyframes to complete this animation. Duplicated the third artboard as the fifth, and the second artboard as the sixth.





It may be tricky to find the connector on the banner, look to the right side of it, which will be different in each of the images, due to the positioning.

Once you have the animation settings correct, connect each images to their keyframe to their right, and connect the final image back to the first artboard.

Test the page. Drag through your images all the way to the right and then all the way back to the left. The limitation to this animation is that you can only drag in this specific order, but still creates a neat animation with the overflow zooming effect.

The trick to making this work was using the smart animate feature, which tweens between differences properties in adjacent frames, including scaling, position, and more. Play with this feature to see what you can come up with!

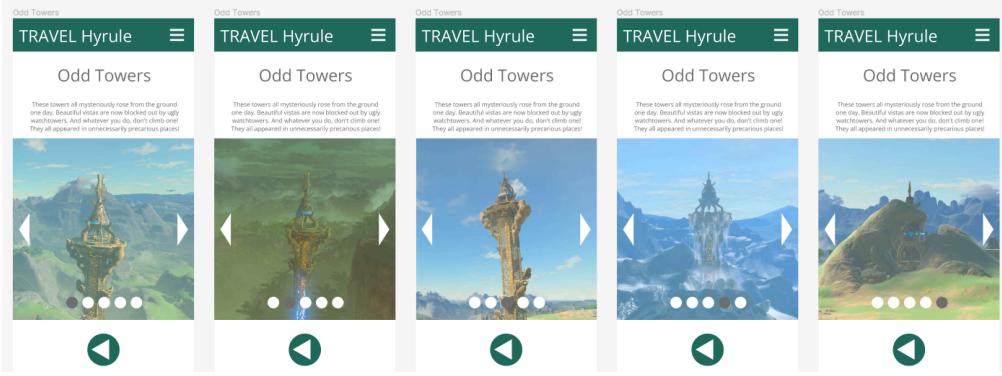
Also note how dragging changes the behaviour of the back button - it now undoes the last animation rather than going to the previous page. If you do not like this functionality, you can instead hard wire the back buttons back to the Weird Stuff page with the push right effect.



progress buttons

The final “Weird Stuff” page will have a five image carousel.

As always, drag it down somewhere you can work, and duplicate it into five keyframes. Have a different image from the set of five images in each keyframe. Also, change the fill on the little circles so that they match up with their keyframe.

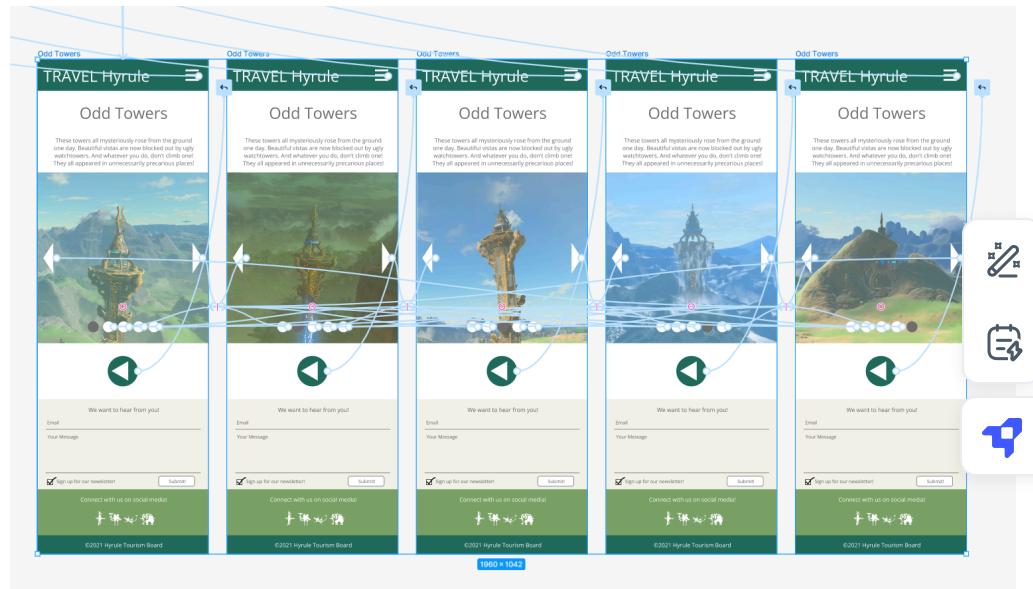


Wiring this pattern is very logical. You simply need to wire up the triangles to the next or previous artboard (and don't forget to wrap around from the last to the first, and vice versa.) Don't forget to set the animation style after drawing the first wire! Also wire up the circles to the corresponding image. These settings work well:





Each page should have six exists (two arrows and four circles) to make the gallery work. When it's all wired up, it will be quite a mess!



Test it out. The arrows are easy test, the bubbles slightly less so, as you would need to test all four exists from each page! I test first page to the remaining four and back, second page to the remaining three and back, third page to the remaining two and back, etc.

And that's it. The full website is accessible, with several interesting effects. Test it out to see if anything is broken. Are all



Assignment

Your project for this lab is to create a virtual tour , a prototype of a simple webpage which simulates touring a real-world (or fictional) location such as a national park, a tourist destination, or a science-fiction or fantasy world from a book, media or game. You virtual tour should include:

- A home page
- Some type of menu (properly connected so that every page is accessible)
- Three landmark pages, which showcases a specific feature of your locale, with a page for each
 - Each landmark should have a name, a set of images and text description
 - The images should be stored in some type of interactive image container
 - You can use ones from the pre-lab, or create your own
 - Use a different type of interaction for each page
 - At least one of the three must include a Smart Animate of a transform, such as size
 - Leave a note in the figma file to explicitly show where you are using the Smart Animate

Please include some images from the landmarks. You can find many images on the web in the creative commons, but for education purposes, it is okay to included copyrighted images as this project as it is for educational / non-commercial





Submission

Please submit your .fig files to UR Courses by the due date.

References





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W. Everhart, [Adobe XD CC Fundamentals](#), Pluralsight, 2018

E. Key, [Prototyping a WordPress Project in Adobe XD](#), Linda from LinkedIn, 2019



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