



# FRAMER



Why, What, When, How



Why Prototype?

*Speed, Clarity, Testing*



## Why

### Speed

Prototyping is iterative and meant to be done in volume.

### Clarity

Prototyping helps keep teams on the same page.

### Testing

Prototyping helps to ensure your design is on the right track.



So what is Framer?

*It's a code based prototyping framework.*



What

*“I’m a designer  
and you want  
me to code?”*





# What



Framework

\_\_\_\_\_ Built on. \_\_\_\_\_



Is a language that compiles into JavaScript.

\_\_\_\_\_ Built on. \_\_\_\_\_



Is an object-oriented programming language.



## Framer

Framer is an open source JavaScript framework for rapid prototyping.

## Generator

Is an application that allows you to import layers directly out of Photoshop and Sketch.

## Framer Studio

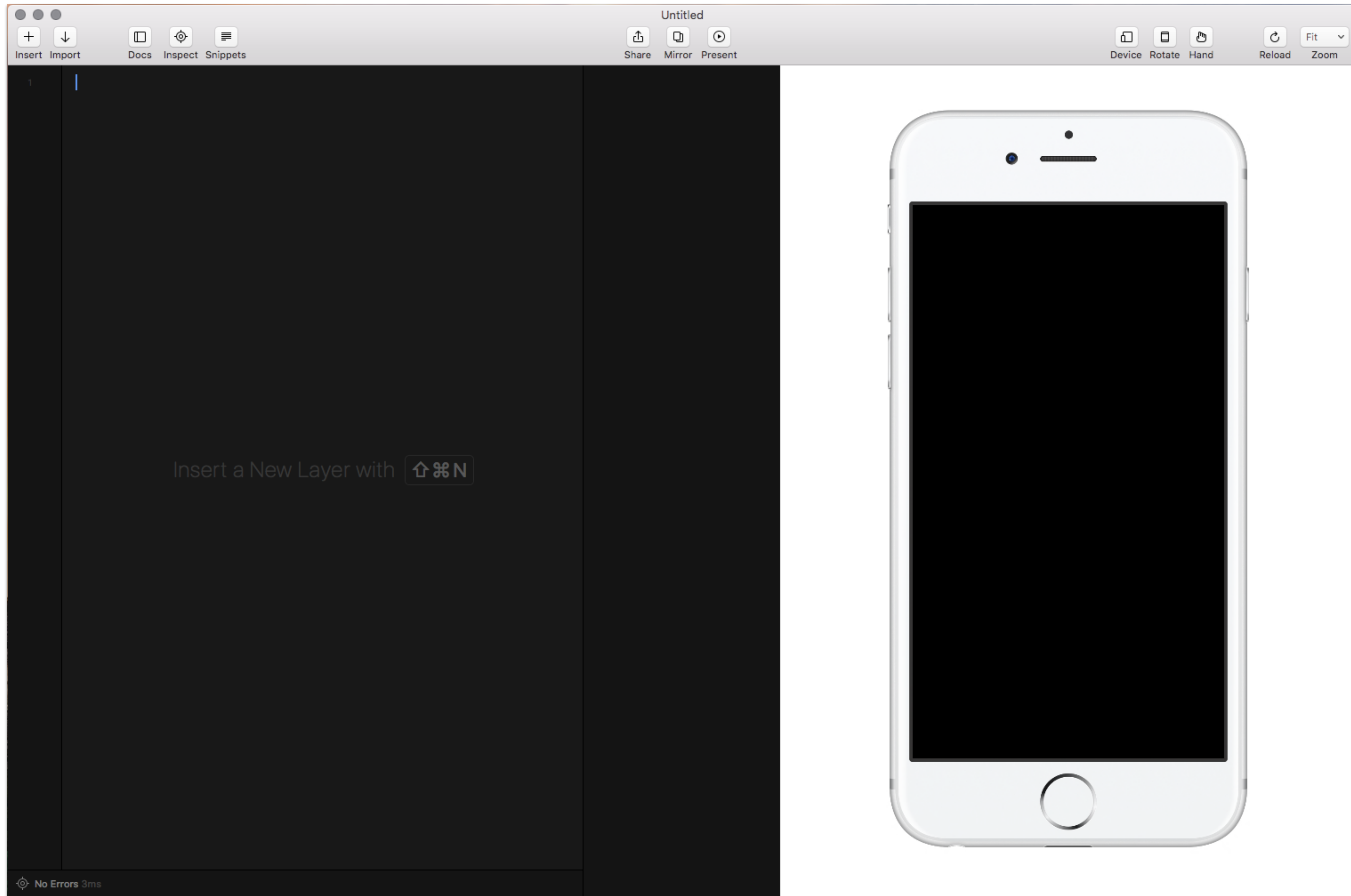
Is an application that allows you to write Framer code and share prototypes with users and colleagues.





What

# Framer Studio







What

Framer is good at:

Sequential time based animations.

Dynamic creation of content.

API data integration.



Is Framer for mobile apps only?

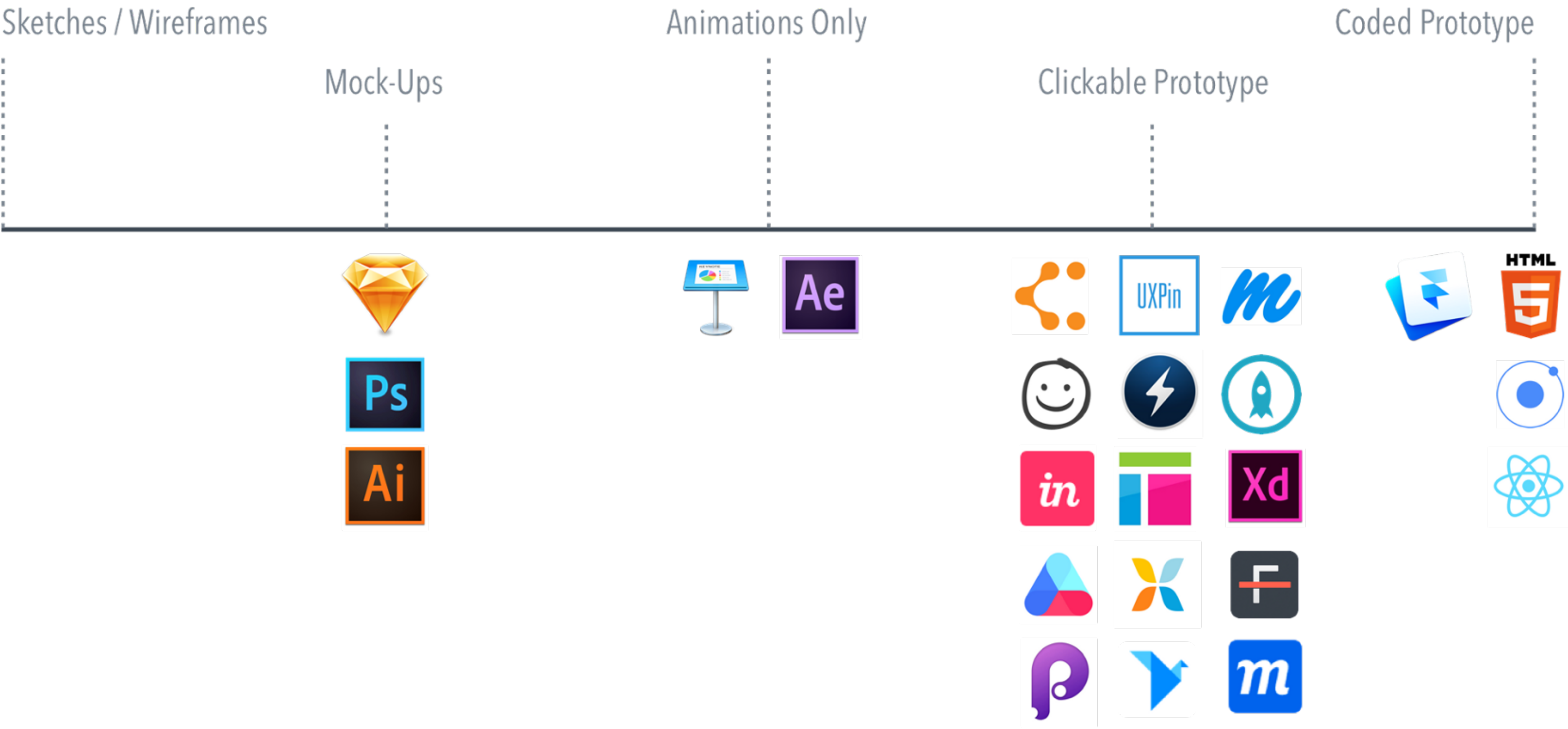
*No, you can prototype anything from  
watches to desktop browsers.*



*OK, so at what point does Framer  
come into the design process?*



# When





*So how do I get my designs into Framer?*





+



=





# Rules of Engagement

Using art boards can cause issues in some cases

Design on one page and build your project on a new page

Framer only sees groups

Name everything and no spaces

Case matters

@1x at @2x, it's all @2x in Framer





## Summary

Interface tour.

Look at layers and properties.

Show events and states.

Show how animations work.

Animate images with events.

Create a on-boarding tutorial in sketch and import it into Framer.



*Cool, so let's get into it!*



# Continued Education

Framer on YouTube

Noah Levin Skillshare course

[framerjs.com](#) - Learn

[framerjs.com](#) - Gallery

Prototyping with Framer



Thank you :)



Twitter - @paulhershey



# FRAMER



Workshop

# What we're going to do

Talk about Sketch and how to prep files for Framer.

Import files and make updates to the Sketch files.

Create a pagination component.

Reorder our layers in Framer Studio and sync our dot navigation.

Sync animations to our pagination with the `Utils.modulate` component.



Workshop Files

<http://bit.ly/28TQeJj>





# Utils.modulate

