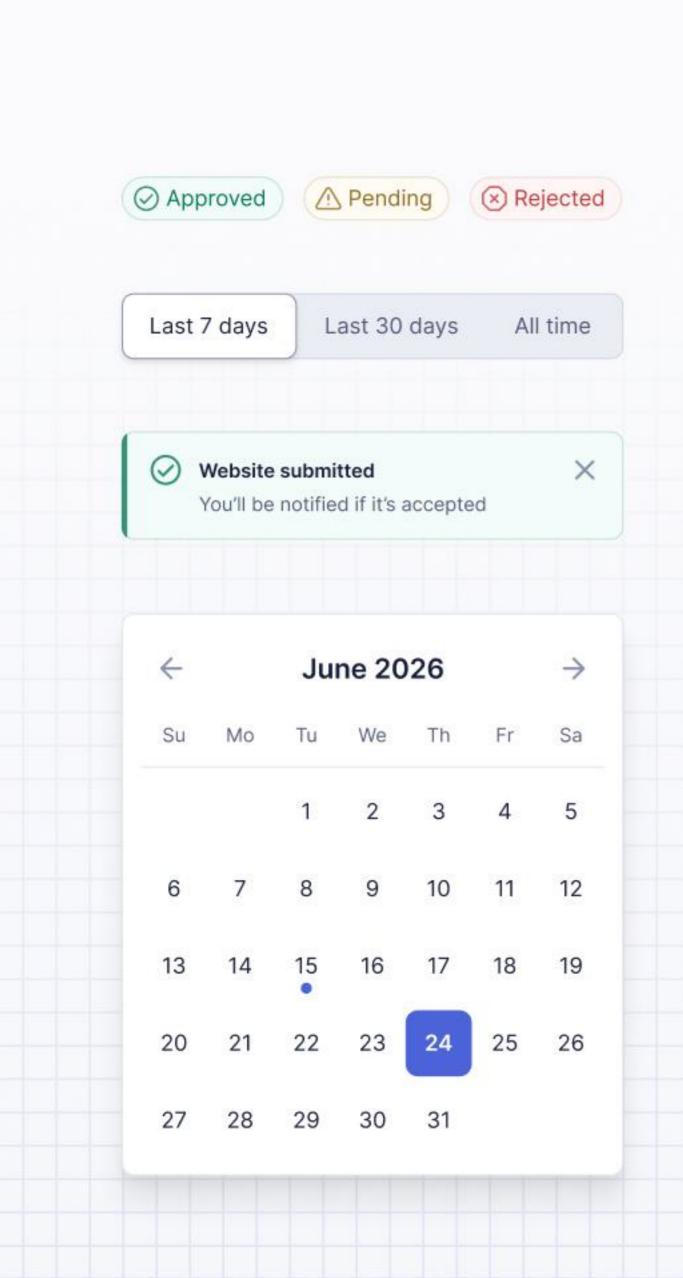
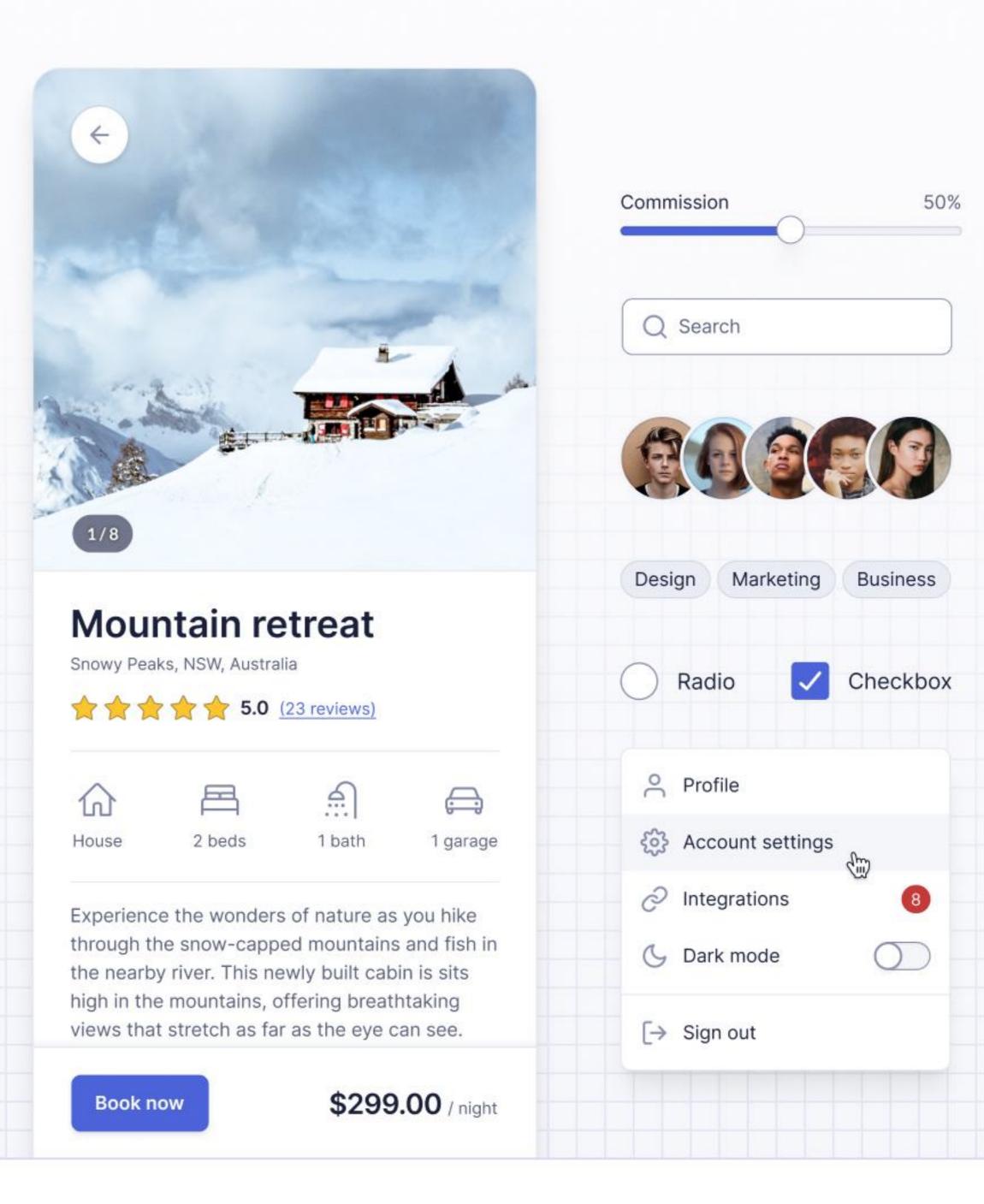


Figma Design System

A lean and powerful Figma design system that's intuitive, accessible, and beautiful.

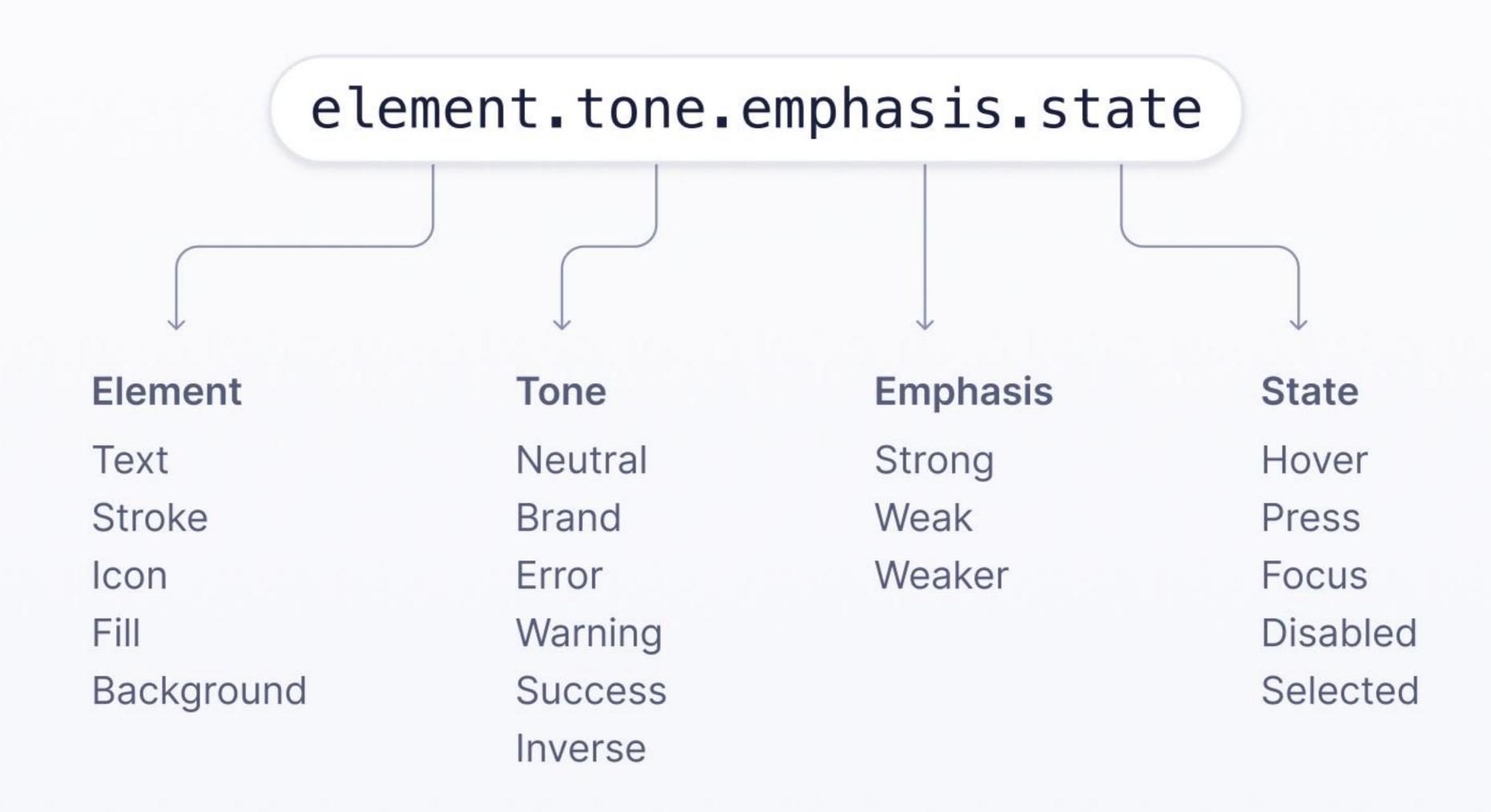






A simple yet powerful colour token system

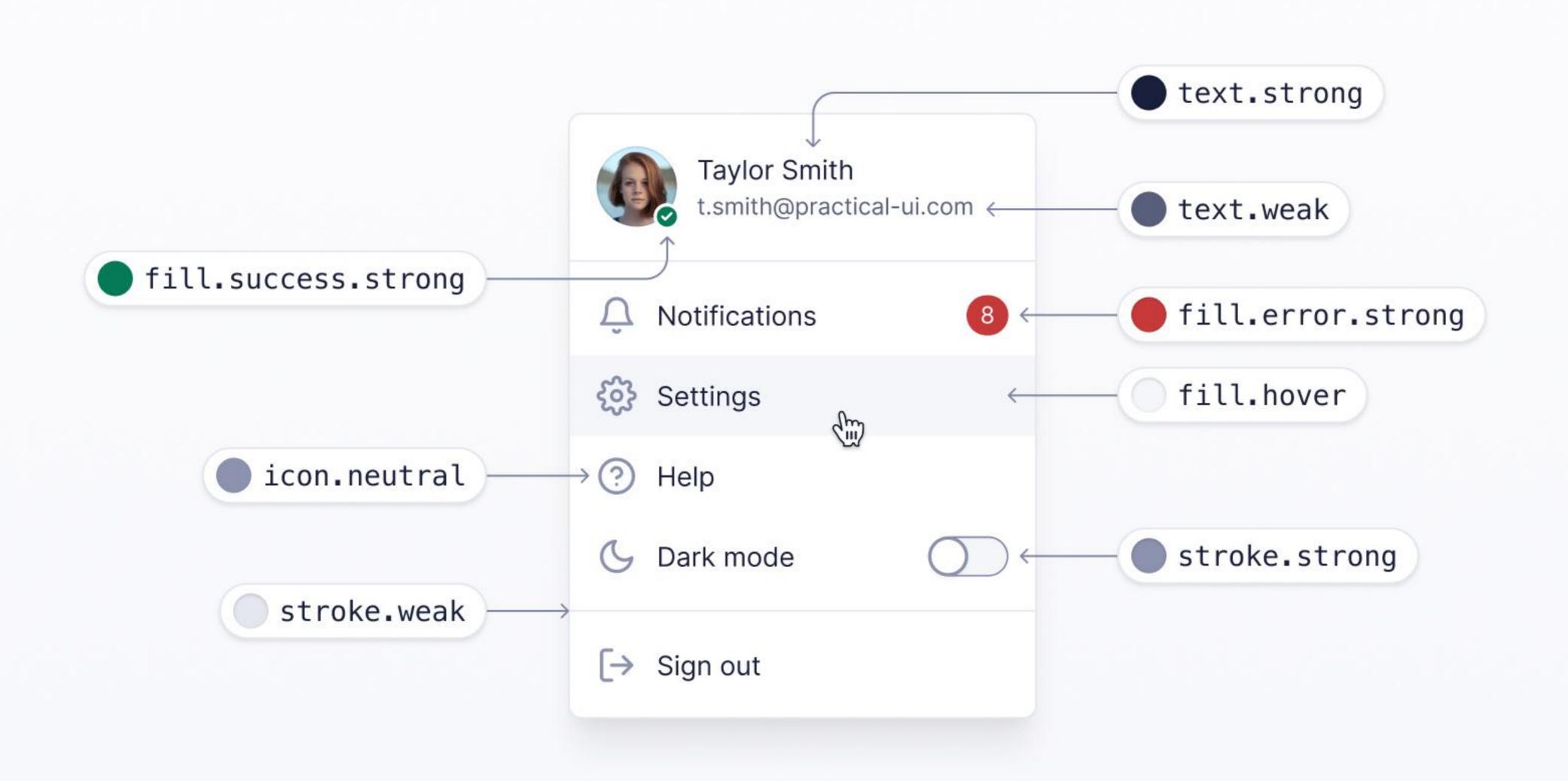
A concise set of variables are named and organised based on how colours are used. Easy to learn, but flexible enough to scale for complex design systems.





A quick example

The following example demonstrates how colours are applied to the dropdown menu component.

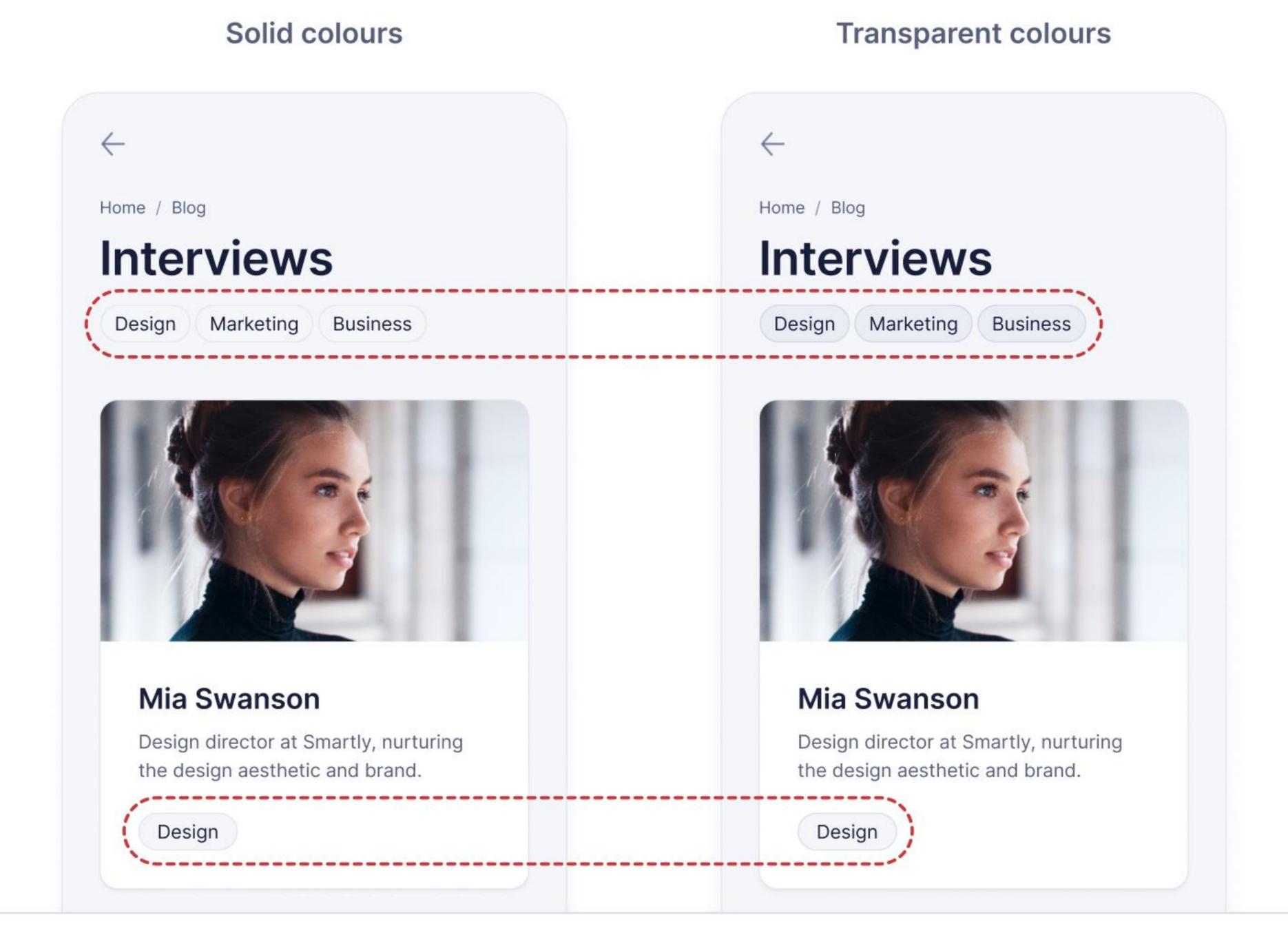




TRANSPARENCY

Solid vs transparent colours

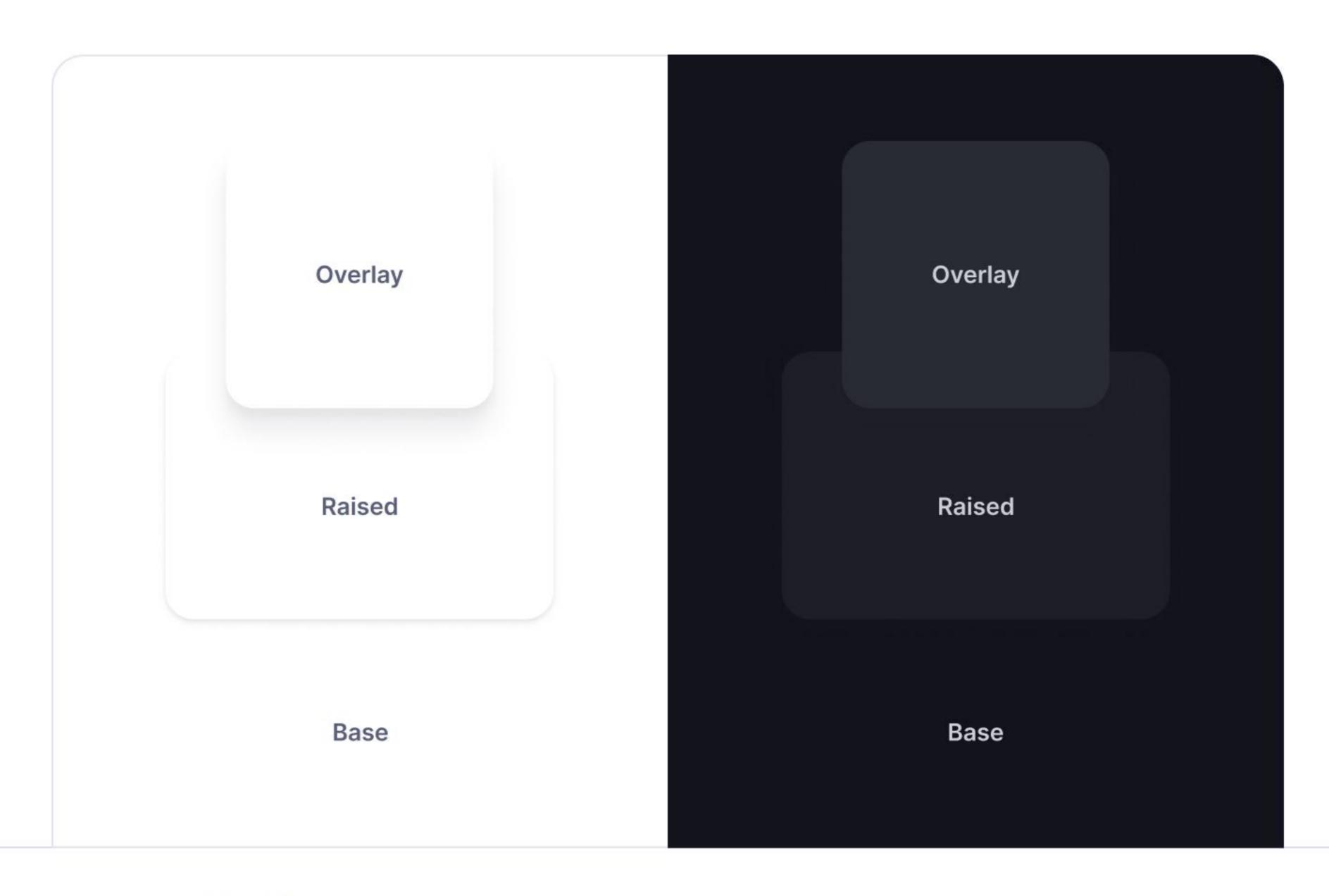
Transparent colours, rather than solid colours, are used to help ensure components look consistent on different coloured backgrounds.



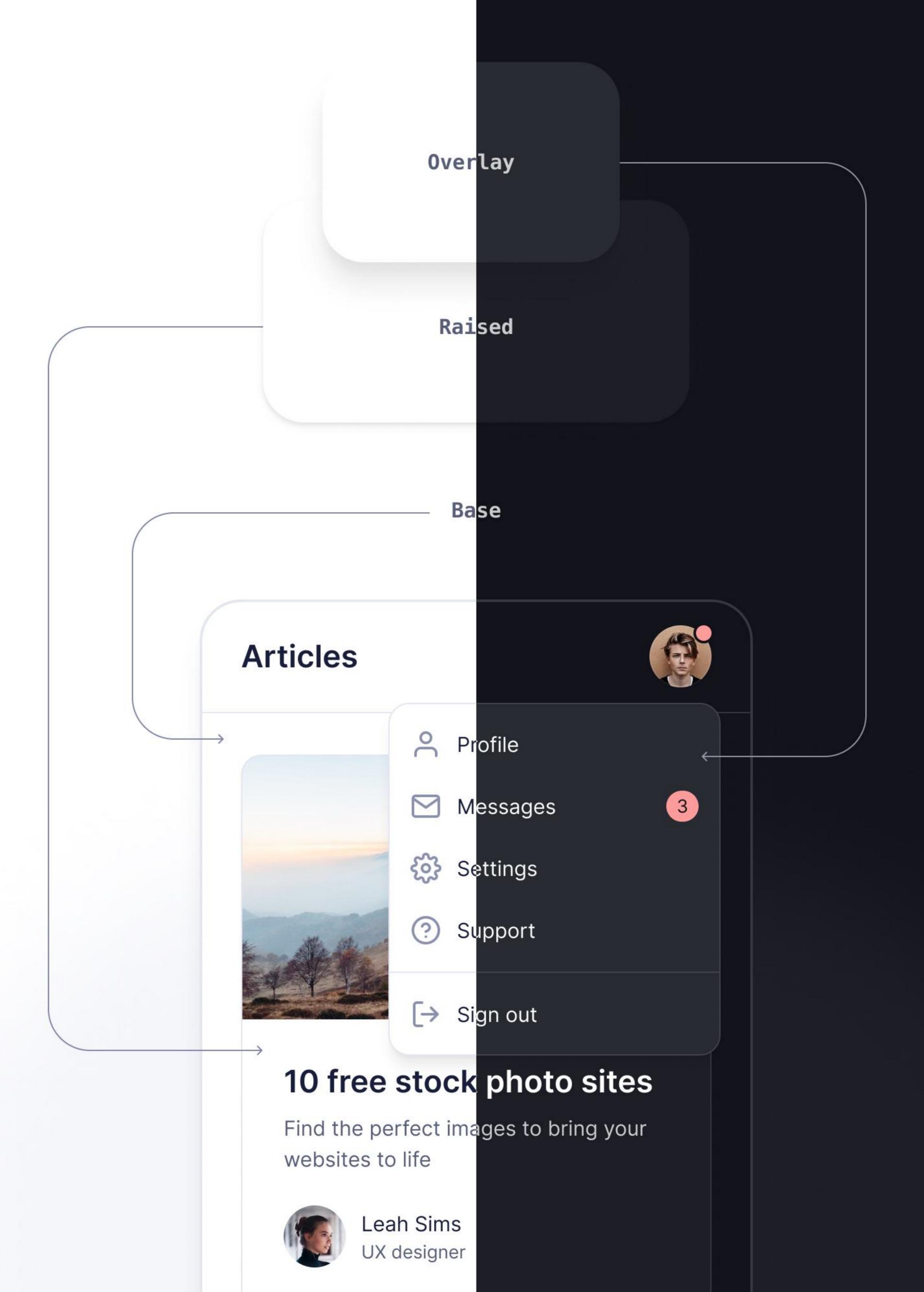


Depth done right

Elevation or depth in interface design is often designed incorrectly. Shadows work well to indicate different levels of elevation in light mode, but they're difficult to see in dark mode. So, progressively lighter background colours are used to help indicate elevation in dark mode.







Interaction states with transparent layers

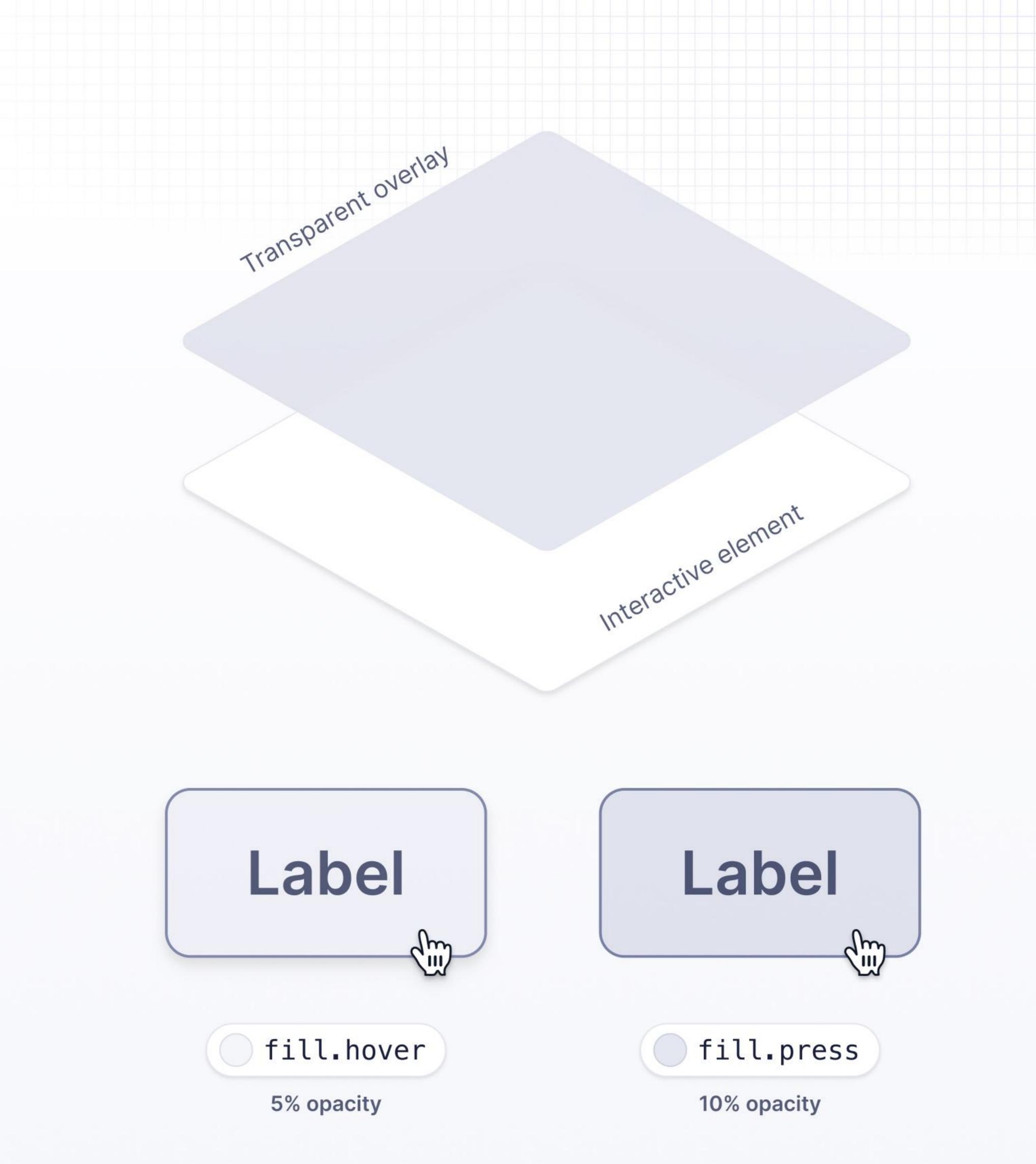
To speed up prototyping, interactive elements change their appearance when they're interacted with.

Hover and press states are indicated using a transparent overlay that sits on top of interactive elements.

This systematic approach works for all sorts of components, from buttons to dropdown menus, and it doesn't require the addition of extra colours.









Based on design guidelines from the book

Designed based on decades of extensive research to be intuitive and inclusive with powerful variables and hundreds of component variants.

