**Art Gallery UI Design in Figma – Step-by-Step Guide.**

**Introduction**

This document outlines the process of designing an **Art Gallery App UI** using Figma. The app includes multiple screens:

* **Home Page**
* **Explore Page**
* **Payment Page**
* **Sign-Up Page**
* **Login Page**
* **View Page**

Each section provides a detailed step-by-step process for designing the respective screen.

**1. Setting Up the Figma Project**

Before designing the screens, follow these steps:

1. Open **Figma** and create a **New File**.
2. Set the frame size based on the platform (e.g., **Desktop (1440x1024px)** or **Mobile (375x812px)**).
3. Rename the project to **"Art Gallery UI"** for easy reference.
4. Create a **color palette** and **typography styles** for consistency.

**2. Designing the Home Page**

**Step 1: Create the Layout**

1. Select a **Frame** for the home page (**Desktop/Mobile size**).
2. Add a **Header Section** with the app **logo** on the left and a **navigation menu** (Home, Explore, Artists, Contact) on the right.

**Step 2: Hero Section**

1. Insert a large **banner image** showcasing an artwork.
2. Overlay a **text heading** (e.g., "Discover Exquisite Art") and a **Call-to-Action button** ("Explore Now").

**Step 3: Featured Artworks**

1. Create a **grid layout** to showcase featured paintings.
2. Each artwork should include:
   * Image
   * Title
   * Artist Name
   * Price

**Step 4: Footer**

1. Add contact details, social media links, and copyright information.

**3. Designing the Explore Page**

**Step 1: Search and Filter**

1. Add a **search bar** at the top.
2. Include **filter options** (e.g., Price Range, Category, Artist).

**Step 2: Display Artworks**

1. Use a **grid/list format** to display available artworks.
2. Each artwork should have a **hover effect** for interaction.

**4. Designing the Payment Page**

**Step 1: Cart Summary**

1. Display selected artworks with their details (Image, Title, Price).

**Step 2: Payment Details**

1. Add fields for **Card Number, Expiry Date, CVV, and Billing Address**.
2. Include payment options like **Credit Card, PayPal, UPI**.

**Step 3: Checkout Button**

1. Add a **"Pay Now"** button.
2. Display a confirmation message after successful payment.

**5. Designing the Sign-Up Page**

**Step 1: Create Form Fields**

1. Include fields for **Name, Email, Password, and Confirm Password**.
2. Add a **checkbox for Terms & Conditions**.

**Step 2: Sign-Up Button**

1. Use a **primary button** ("Create Account").
2. Include a **link to the login page** for existing users.

**6. Designing the Login Page**

**Step 1: User Input Fields**

1. Add fields for **Email** and **Password**.
2. Include a **"Forgot Password"** link.

**Step 2: Login Button**

1. Create a **primary login button** ("Sign In").
2. Provide an option to log in with **Google/Facebook**.

**7. Designing the View Page (Single Artwork Page)**

**Step 1: Display Artwork Details**

1. Show a **large image of the artwork**.
2. Display **Title, Artist, Description, and Price**.

**Step 2: Interaction Options**

1. Add an **"Add to Cart"** button.
2. Include a **"Wishlist"** button for saving items.

**Final Touches**

* **Prototype**: Link the screens using Figma’s **Prototype Mode**.
* **Testing**: Check **UI responsiveness** and **user interactions**.
* **Exporting**: Save design files as PNG/SVG for further development.

**Conclusion**

This document provides a structured approach to designing an **Art Gallery UI** in Figma. By following these steps, you can create an interactive and visually appealing art gallery application.

This guide