☰ **Item Navigation**

Learn more about prototyping in Figma

Now that you've learned the basics of how to incorporate gestures and motion into your designs, it's time to dig deeper. When it comes to prototyping, there are many triggers, animations, and interactions that can enhance your designs. The way you use each of these techniques will depend on the goals for your product.

Check out these resources from Figma to explore features you can use to make your user interactions more engaging:

- [Prototype interactions and animations](#) ↗
- [Nine prototype triggers](#) ↗
- [Prototype actions](#) ↗

Mark as completed