

1.



Activity introduction

In this activity, you'll create and fill in text fields in your portfolio project mockups in Figma. You'll also create and define fonts for your mocks.

As you learned in the video, typography is important because if all of the text on a page is the same size and visual style, it's hard for users to quickly understand the page's different sections and find specific information they're looking for. Good typographic choices can make your app intuitive and easy to navigate.

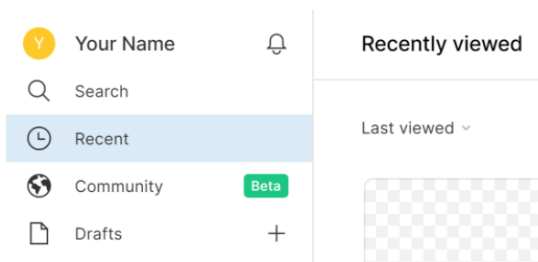
After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.



Step-by-step instructions

Step 1: Open your project in Figma

After opening Figma, your project will be listed under Recent. Click on the project to open it.



Step 2: Identify what spaces on your app need text

In your canvas, pick a specific screen and browse your textboxes. If needed, identify any additional text fields or items that may require text, such as buttons, menus, or help text.

Step 3: Fill in the text boxes

Next, fill in your designs with either sample text (using a lorem ipsum generator from [Lipsum](#) or [loremipsum.io](#)) or actual content that reflects the copy you'd want users to see.

Step 4: Choose your type classification, typeface, and font

Modify and refine your text by defining specific fonts and font families to be used for specific elements in your UI. For example, you may wish to define a specific type of font for your headings and subheadings, a font for body paragraph content, a font for buttons and menu navigation, and a font for help text. As you make your selections, remember:

Type classification is a general system to describe styles of type. Two of the most popular type classifications are serif and sans serif.

A typeface is the overall style of a letter. Typefaces are distinguished by their stroke weight, shape, type of serif, and line lengths. A few examples of typefaces include: Times New Roman, Helvetica, and Cambria.

After you've chosen a type classification and typeface, it's time to select a font.

Remember, font is the size, thickness, and emphasis of letters.

The difference between typeface and font can be a little confusing, so let's take a look at this example.

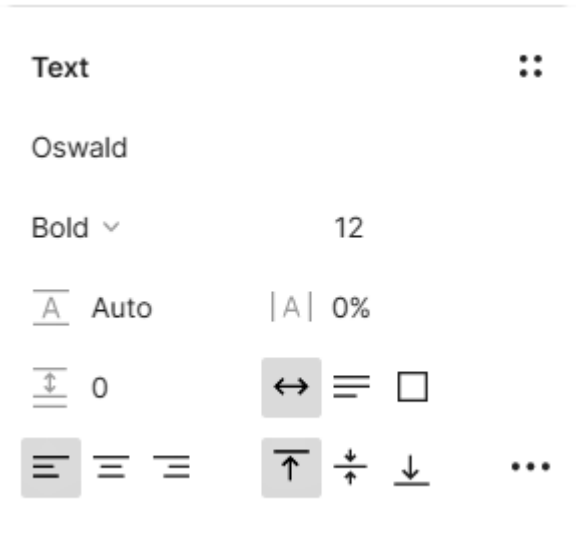
In this case, the typeface is Roboto. The font can be more light or bold, italicized or regular, and even more variations.

The font, on the right side of the screen, is a collection of all the characters of a typeface in one size and one style. For example, Roboto Bold in 12pt size is a font, and Roboto Light in 18pt size is also a font.

Typeface	Font
Roboto	Roboto Thin Roboto Light Roboto Regular Roboto Medium Roboto Bold Roboto Black

You'll want to select your type classification, your typeface, and your font in this step. Make sure to keep them largely consistent throughout your project. If you choose a font for buttons, all buttons should be consistent. It's the same for headers and subheaders.

Below you'll find an example of the font selector in the design panel.



Step 5: Examine your type hierarchy

Now that you've chosen your type classification, typeface, and font, you should examine your typographic hierarchy. This is a method of ordering typefaces and fonts in a layout to create divisions that show users where to focus and how to find information. Be sure to have at least two sizes for text: a smaller size that's used for longer text passages, and a larger size that's used for titles and headings.

Below, you can see two different fonts, both in the same font family, used here for a header, sub-header, and body content.

TODAY'S TOP PIZZA

THE GLORIOUS

This delicious pizza starts with a whole wheat crust and spicy tomato sauce, then is topped with plenty of mozzarella. To finish, we've topped this with basil ...

You should also consider legibility, readability, and brand guidelines. These are visual style choices used to communicate a brand's identity, values, and mission. At its most basic, legibility is related to the design of the typeface (its weight, sizing, spacing, etc.), readability refers to how easy that typeface is to read on the screen (its contrast, color, etc.) and the brand guidelines make sure your choices align with what the client expects.

Step 5: Fill your app with your new fonts

Next, extend these font selections to all the other screens in your app. Keep in mind, this is only a starting point. These instructions are a guideline; however, you can always adjust and change your selections as you continue to work on your designs.

Step 6: Reflect on the completion of this activity

Be sure you've addressed the following criteria in your completed deliverable. Did you:

Create and fill in your text fields in your Figma mock?

Define and adjust font type and size in your Figma mock?

Do you have consistent type classifications, typefaces, and fonts?

Does your work have a clear typographic hierarchy?

Is your work legible?

Does your work follow any brand guidelines that are applicable?

Step 7: Save your work

As you complete these activities, remember to:

- . Take screenshots of the progress you made on your mockup after you add fonts as directed in this activity.
- . Save all of your work to your computer, a hard drive, or a cloud drive like a Google Drive folder to make sure you have all the resources you'll need later in the course for your portfolio.