

## Introduction to Course 5

### Begin to create a mockup

#### Use typography in mockups

#### Use color in mockups

**Video:** Color in UX design  
8 min

**Practice Quiz:** Test your knowledge on color  
4 questions

**Reading:** Work with color in mockups  
20 min

**Reading:** Accessibility considerations for color  
20 min

**Practice Quiz:** Activity: Add color to your portfolio project mockups  
1 question

**Reading:** Activity Exemplar: Add color to your portfolio project mockups  
10 min

#### Use iconography in mockups

#### Understand page layouts - grids and containment

#### Understand page layouts - negative space

#### Week 1 review

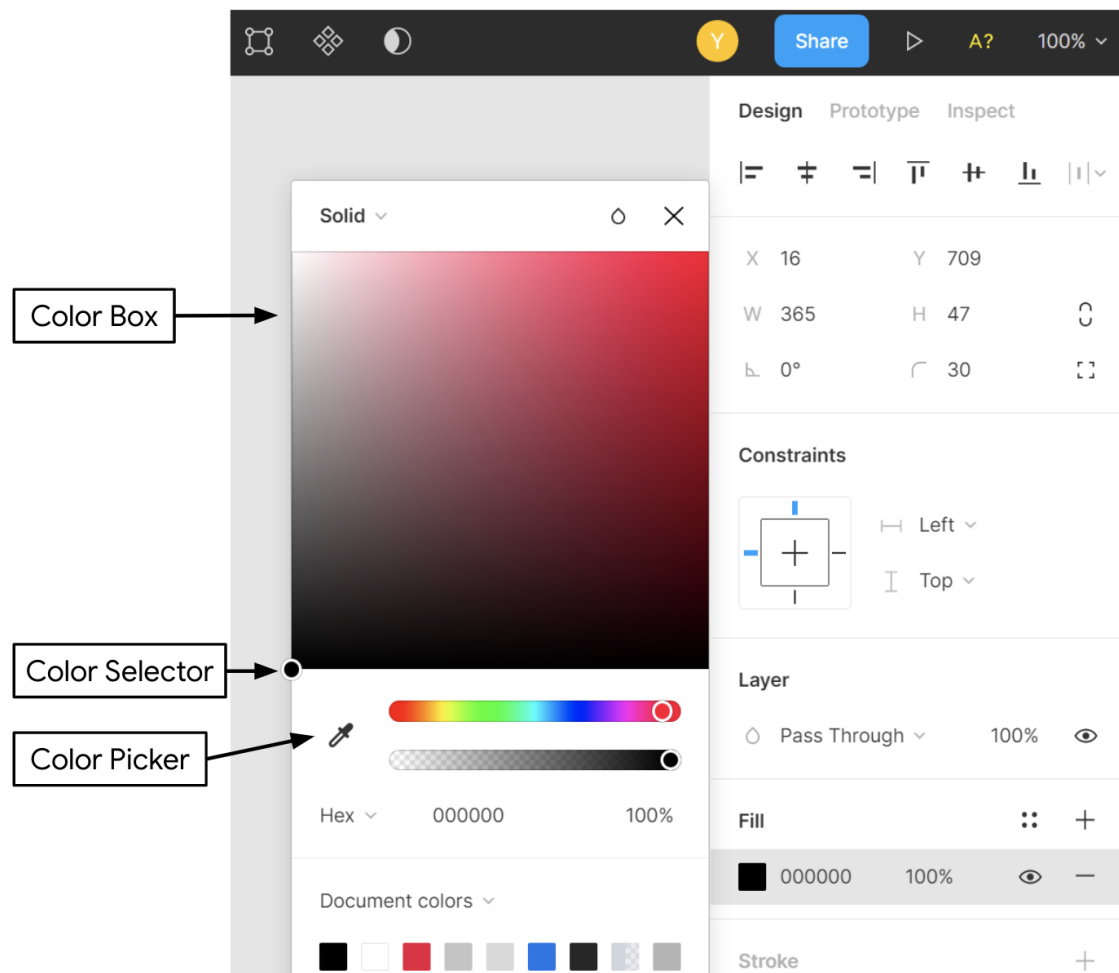
## Work with color in mockups

Have you ever looked at a color and felt an emotional connection? Color is one of the ways that humans relate to objects. From experiencing the changing seasons to watching a truly amazing sunset, color evokes feelings. As a UX designer, it's important to learn how to harness that emotional connection as you add color to designs.

Figma has a dynamic system that allows designers to enhance mockups with color. Let's examine the basics.

### Create and apply colors using Fill

1. Open a file in Figma.
2. Select the **Rectangle** tool. It's listed as the fourth icon from the left in the toolbar, to the right of the Frame tool.
3. Draw a rectangular shape on the **Frame**.
4. Select the shape.
5. In the **Properties** panel, on the right side of the Figma screen, there is a section toward the bottom titled **FILL**.
6. In this section, find the box with the default color, gray (hex code: C4C4C4). Click the **Color Box** to make the color palette appear, as shown in the image below. Choose any color on the spectrum. For example, you can drag the **Color Selector** to the top left corner for a crisp white or to the bottom left corner for a deep black.
7. Below the color box is the **Color Picker**, which is also known as an eyedropper. Using the Color Picker you can take a "drop" of color for one design, image, or text on your Canvas, and apply it to another design element. Try it out in your own design!



### Adjust color values

Now that you know how to change the color of a design element, what else can you do?

#### Gradient

At the top left of the Fill section, you'll notice the word **Solid**. If you click the word Solid, a dropdown menu will appear with some fun things that you can do with gradients. Think of gradient as opacity but from specific directions. The types of gradients you can apply are:

- **Linear:** Full color on one side of the shape that fades out
- **Radial:** Full color at the center of the shape that fades out in a circle
- **Angular:** Full color in one area of the shape that fades clockwise
- **Diamond:** Full color both horizontally and vertically in the shape of a plus sign that fades away towards the edges in the shape of a diamond
- **Image:** Places an image inside of the element that you've created. It's not really a gradient, but this is where the image option lives on Figma.

Each of these gradient types allows you to adjust the direction and color. To learn more about using gradients in Figma, check out this Figma Help article: [Paints in Figma](#).

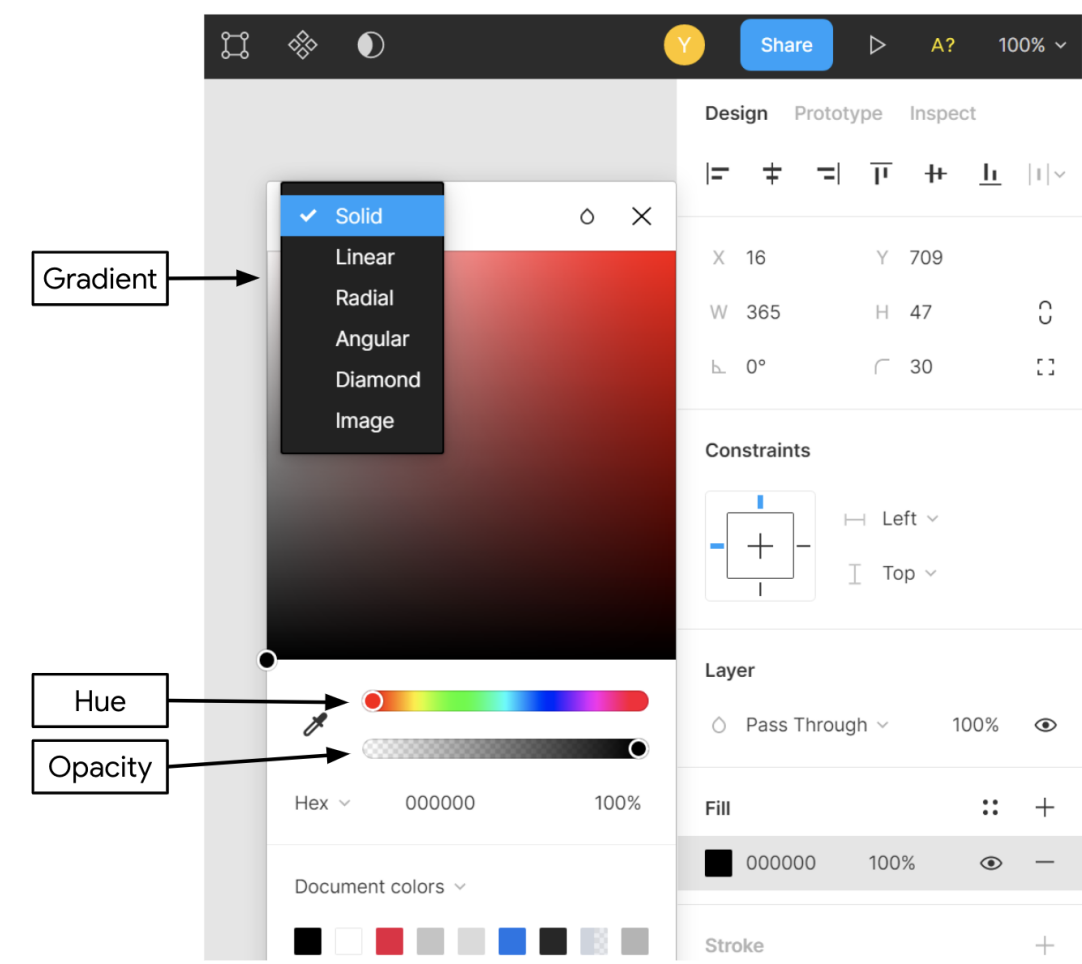
#### Hue

Under the Color Box, there's a rainbow slider bar with which you adjust the **hue** and find the perfect shade of a color for your design. For example, choose an olive green by moving the hue slider to green, then adjusting the Color Selector.

#### Opacity

Below the hue slider is the **opacity** slider. Opacity is the degree to which a color is opaque or transparent. In other words, adjusting the opacity slider will change the intensity of the color. Opacity at 100% is rich, full color, which is also known as opaque. Opacity at 50% is transparent, meaning that the color is light enough to recognize but is also see through. Opacity at 0% means that the color is no longer visible.

One way to think about color opacity is with paint. Applying multiple coats of a red paint will get you close to 100% opacity. Applying just one coat of red paint on a white wall will still be somewhat transparent. And a completely blank wall is 0% opaque!



### Create and apply colors using Stroke

Great job so far! You have learned how to change an object's fill color. Now let's apply the same principles to change the stroke of a shape. The **stroke** of a shape is the boundary or outline of that object. Here's how you can modify the stroke:

1. Select a shape that you've created.
2. In the **Properties** panel, on the right side of the Figma screen, navigate to the **FILL** header and the **Stroke** section.
3. Double-click the word **Stroke**. Or, press the **Plus (+)** button on the right side.
4. Notice the default color, black (hex code: 000000), and the default line thickness (1). The stroke, or line thickness, can range from 1 to 1000. Try adjusting the line thickness number and see what happens in your design!
5. There's also a drop-down menu with the word **Center** visible. This drop-down menu will change where the stroke is placed. By default, the stroke is placed around the shape, like a border. You can change the stroke to be inside or outside of the shape.
6. Click the three dots to the right to open the **Advanced Stroke** menu. Here, you can change the shape of the outline, including the angle.

Applying a stroke to your designs can help colors stand out and can create dynamic shapes within prototypes. Here's an article from Design Code that will help you learn to implement stroke changes to your designs:

[Figma Handbook: Fill, Stroke, and Advanced Stroke](#).

### Set and save color styles

Finding the best colors for your designs can take time and a lot of iteration! Once you settle on color choices, save yourself time in the future by saving the color palette to Figma.

1. In the Layers panel, on the left side of the Figma screen, select the shape that has the color you want to save and reuse.
2. In the Design panel, on the right side of the Figma screen, navigate to the **FILL** header. Click the **Style** icon, which is represented by four dots shaped like a square.
3. A menu will appear called **Color Styles**. Click the **Plus (+)** icon in the top right corner of the Color Styles menu.
4. Name the **Style**.
5. Click **Create Style**.

And that's it! You've now saved a color to reuse again in different parts of your designs. To use a color that you've saved:

1. In the Layers panel, on the left side of the Figma screen, select a shape that you want to match a saved color.
2. In the Design panel, on the right side of the Figma screen, navigate to the **FILL** header. Click the **Style** icon, which is represented by four dots shaped like a square.
3. A menu will appear called **Color Styles**. Select a color style from the list.

If you need help or if you want to learn more, visit Figma's Help Center to explore [creating styles for colors, text, effects, and layout grids](#).

### Learn how to choose colors

Now you know how to add color to your designs in Figma! But how do you choose the "right" color to use?

There is an entire section of design that investigates how color unconsciously affects how we perceive objects. To learn more about applying color theory to your designs and effectively using color, check out these resources:

- Some colors have universal meanings. You can use those meanings to impact the work you create. Toptal has an interesting article that examines [the role of color in UX](#).
- Curious about color theory and don't know where to start? Here's a brief yet thorough beginners' guide to color theory from CareerFoundry: [The Color Guide: An Introduction To Color Theory And Color Palettes](#).
- Learn how to use color to create modern-looking designs with this [article from Google's Material Design](#).
- Not sure where to start with your colors? Coolers has you covered! [The Coolers website](#) will generate complementary colors with a click of your space bar. Chances are, after you go through a few palettes, you'll get a better idea of what colors you want to use in your design.

#### Mark as completed

