

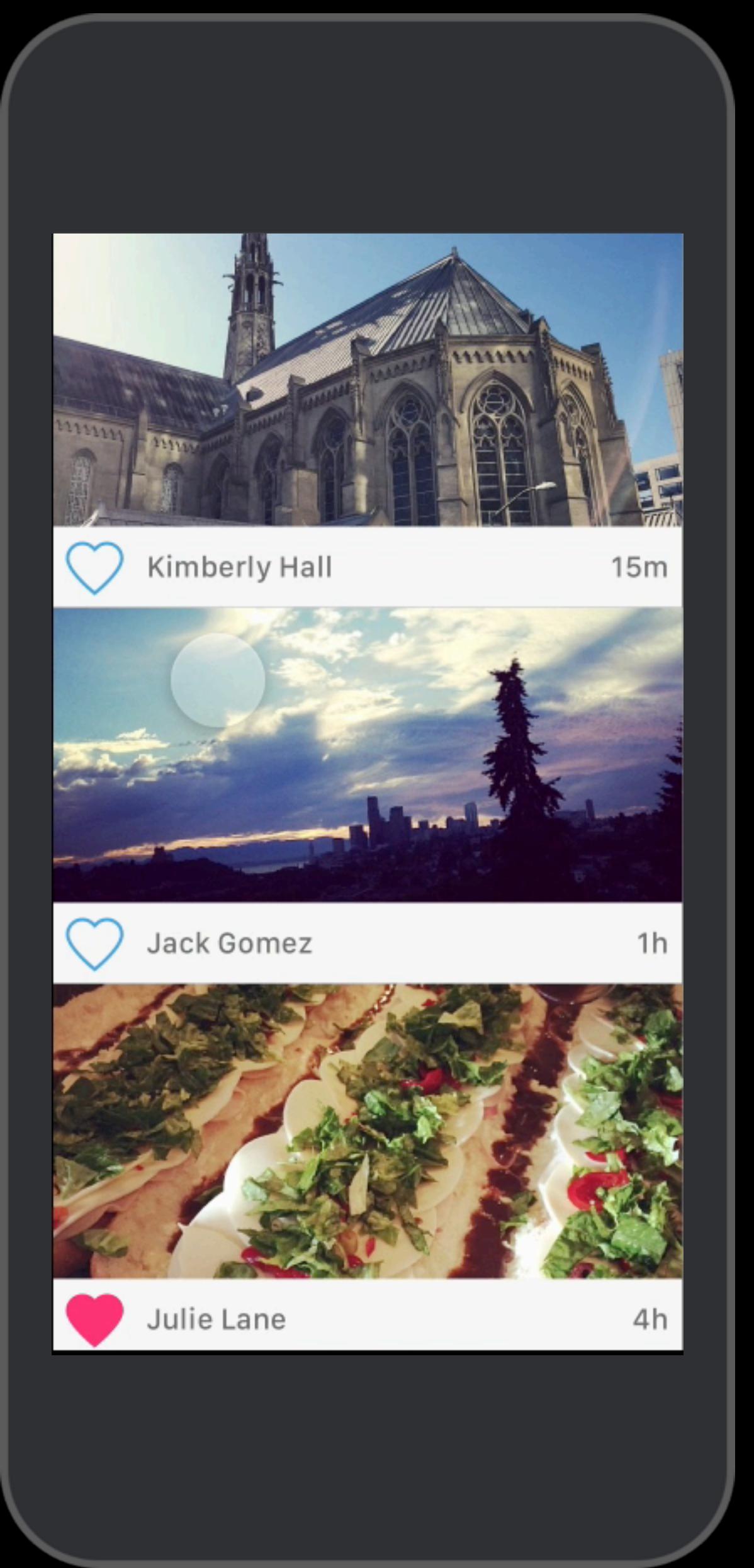
Getting Started with Framer

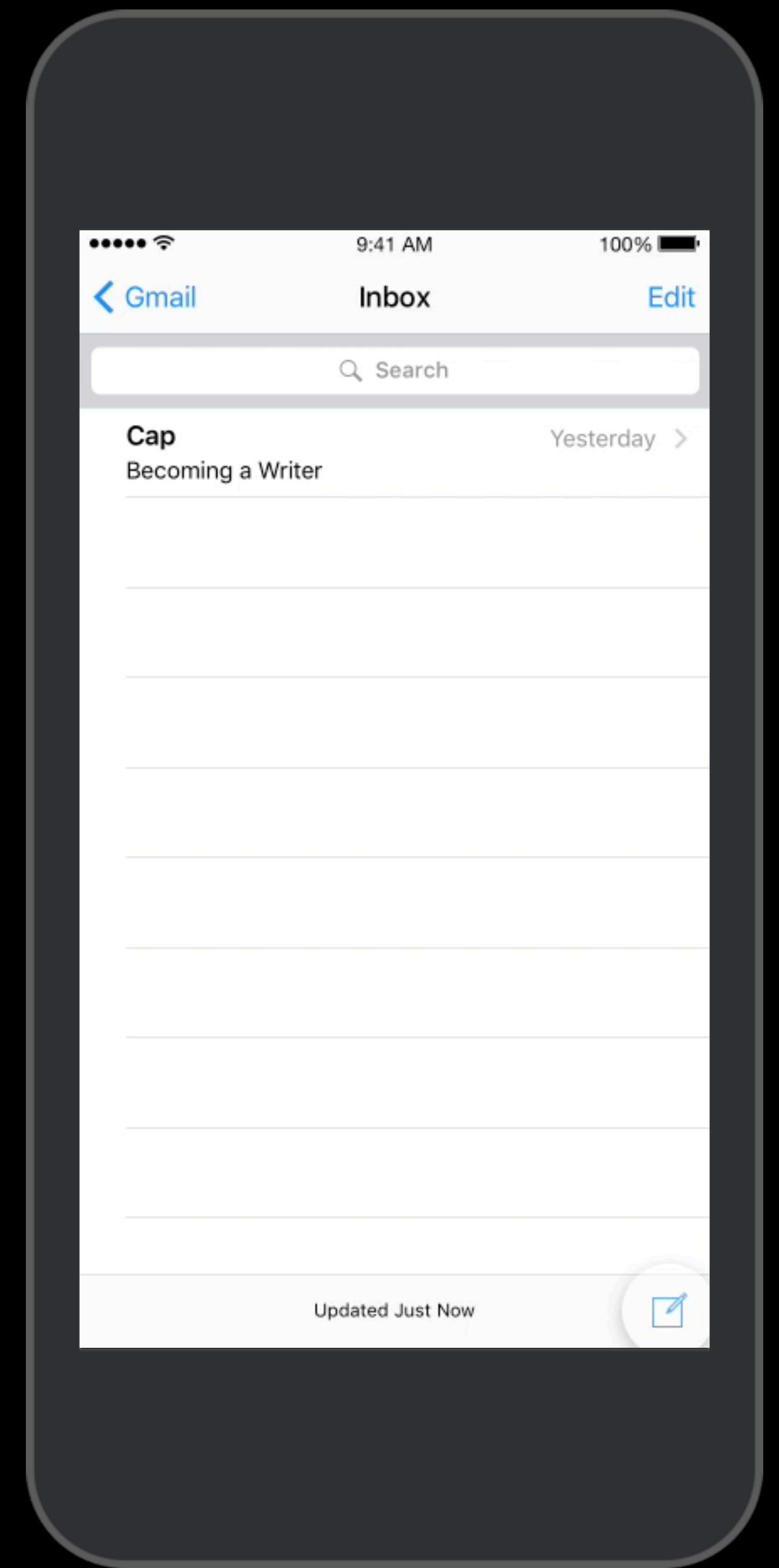
Ryan Smith

IxD at Disney Parks & Resorts

How hard is it to learn Framer?

1. Layers
2. Animations
3. Events

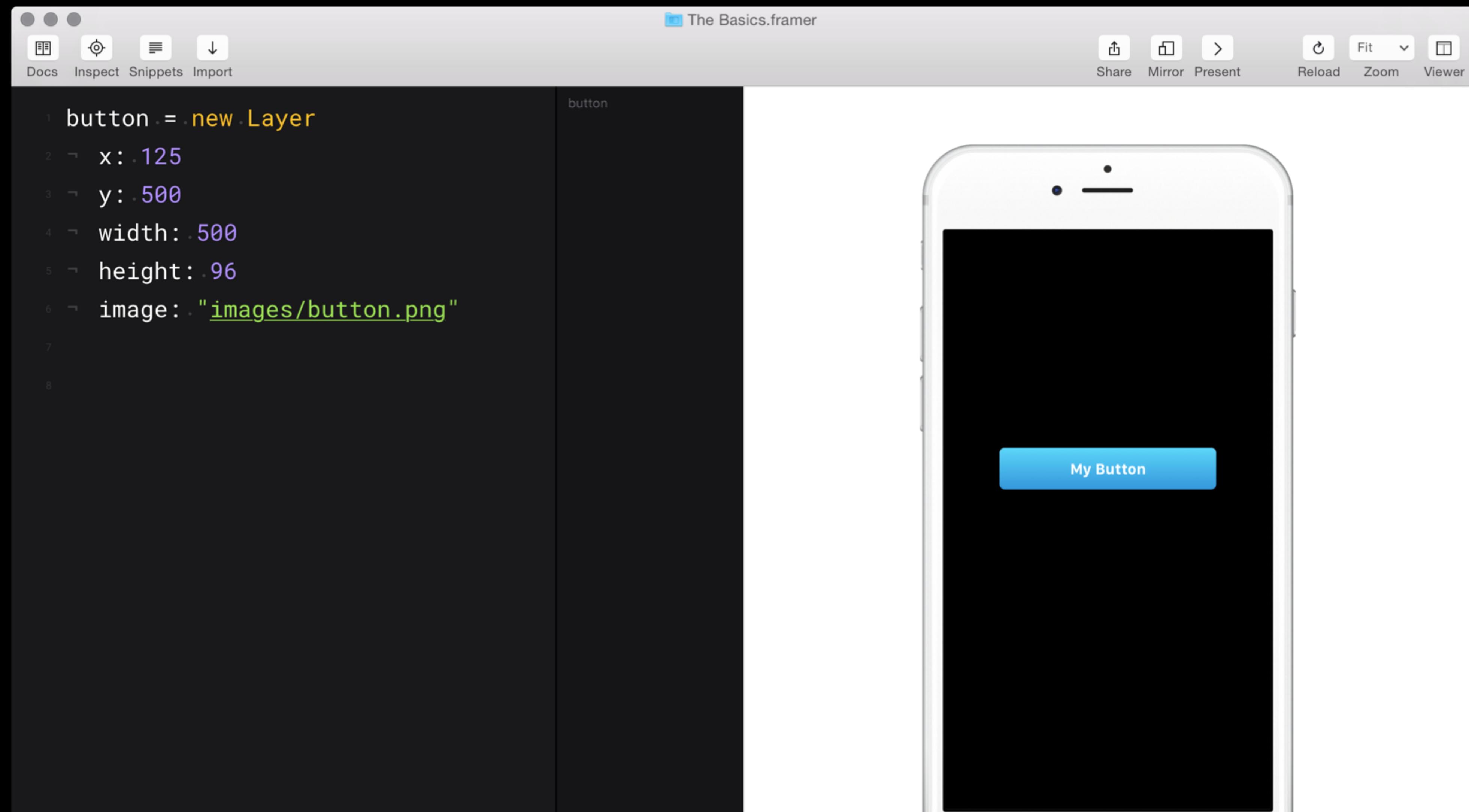




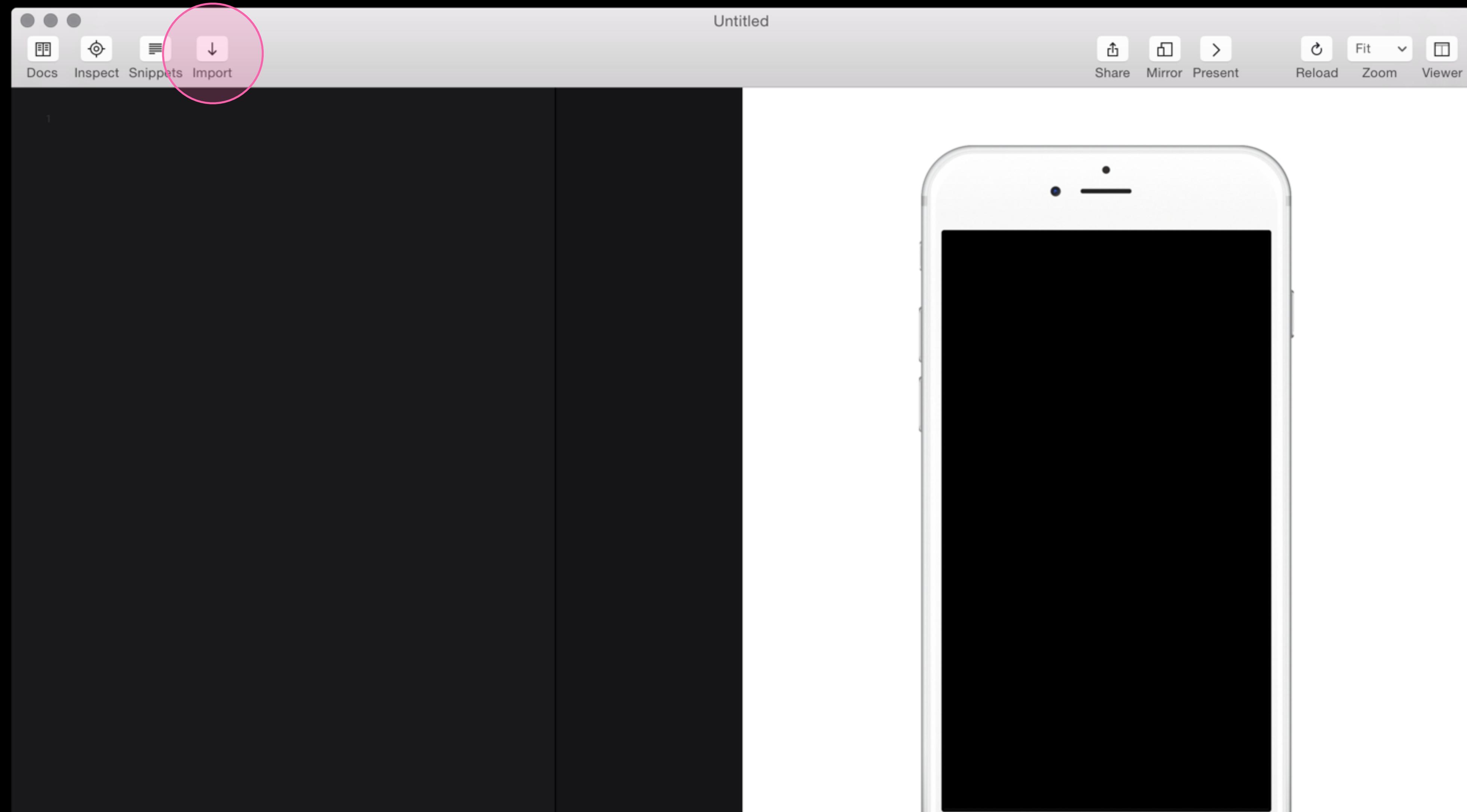


1. Layers
2. Animations
3. Events

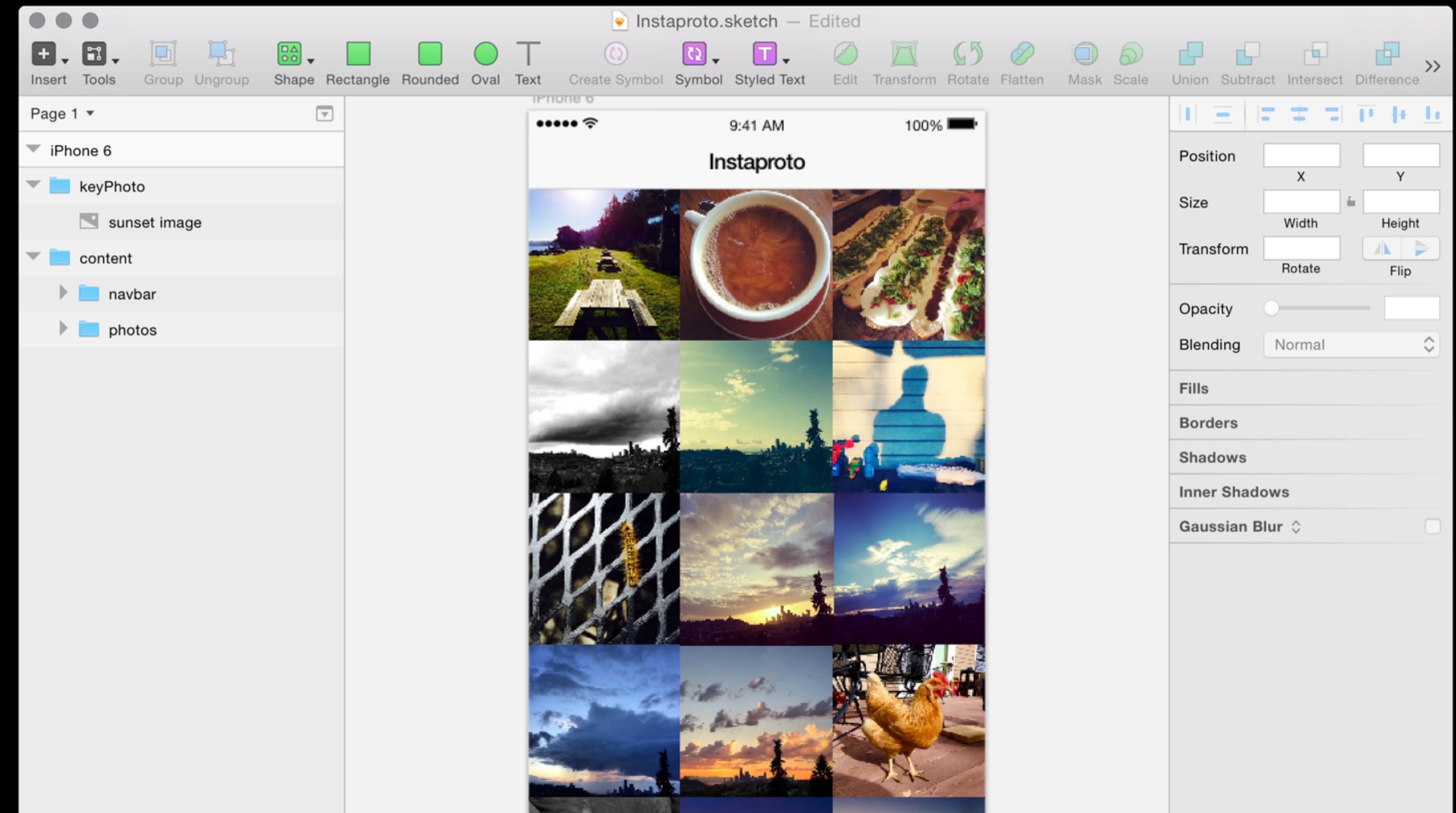
Creating Layers



Import



Folder Groups

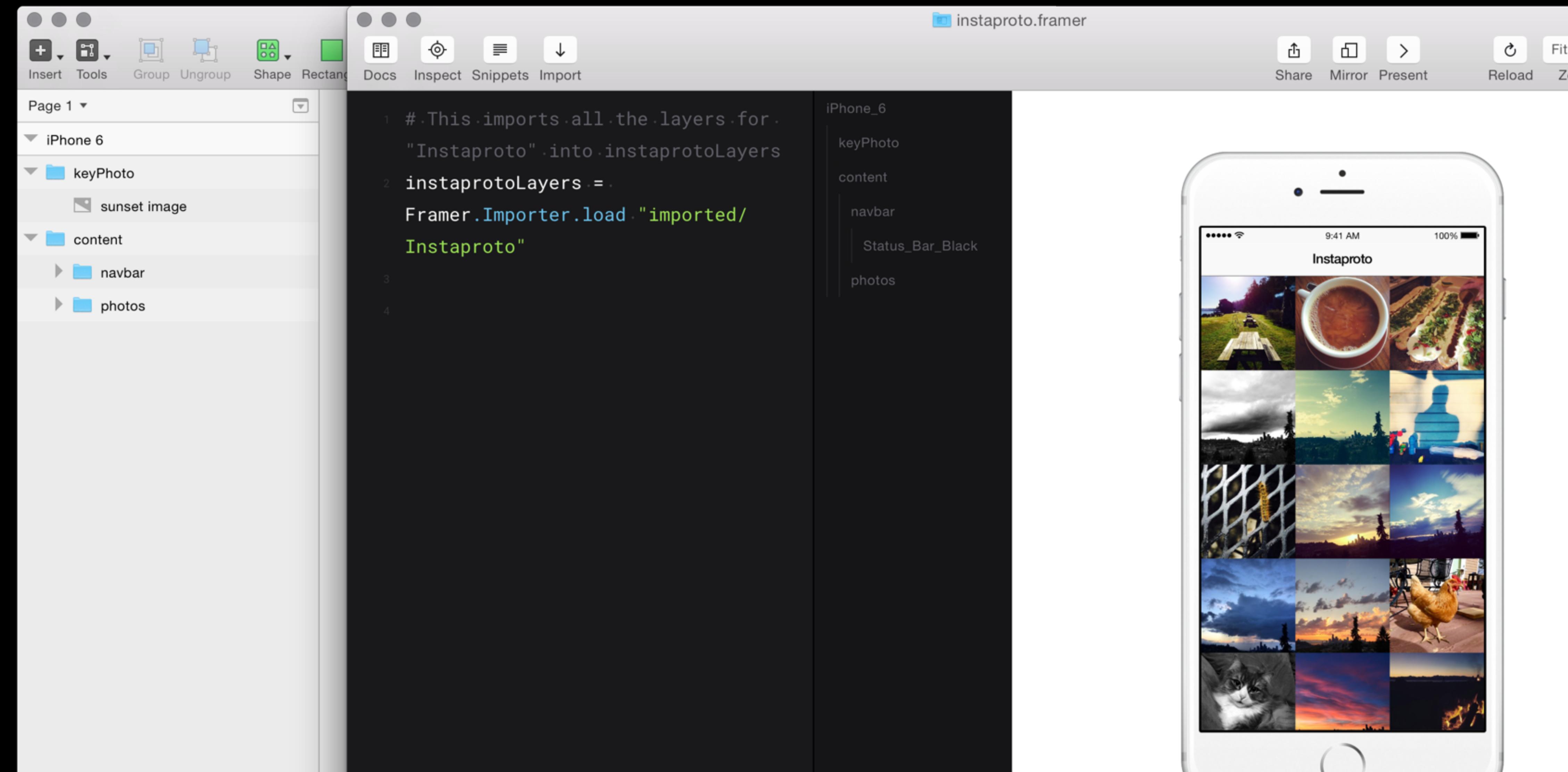


Import

The screenshot shows the Framer application interface. The top bar includes standard Mac OS X window controls and a menu with options: Docs, Inspect, Snippets, Import, instaproto.framer, Share, Mirror, Present, Reload, Fit, Zoom, and Viewer. The main workspace displays a code editor on the left and a preview on the right. The code editor contains the following Framer script:

```
1 # .This.imports.all.the.layers.for.
  "Instaproto".into.instaprotoLayers
2 instaprotoLayers = .
  Framer.Importer.load."imported/
    Instaproto"
3
4
```

The preview area shows a white iPhone_6 device. The screen displays a grid of 15 images, likely representing the imported content. The top navigation bar of the preview screen shows the time as 9:41 AM, battery level at 100%, and the title "Instaproto". The sidebar on the left lists the components of the template: keyPhoto, content, navbar, Status_Bar_Black, and photos.



Import

The screenshot displays the Framer application interface. The top navigation bar includes icons for Docs, Inspect, Snippets, and Import. The main workspace shows a code editor with the following content:

```
1 # .This.imports.all.the.layers.for.  
2   "Instaproto".into.instaprotoLayers  
3  
4 instaprotoLayers =  
5 Framer.Importer.load."imported/  
6   Instaproto"  
7  
8
```

A pink rectangular selection highlights the first two lines of code. To the right of the code editor is a sidebar with a tree view and a list of components:

- iPhone_6
- keyPhoto
- content
- navbar
- Status_Bar_Black
- photos

Below the sidebar is a preview of an iPhone 6 displaying the "Instaproto" app. The app's interface features a grid of 15 small images, including a landscape, a coffee cup, a sandwich, a cloudy sky, a silhouette, a fence, a sunset, a cat, a rooster, a sunset, a cat, a sunset, and a campfire.

```
# This imports all the layers for "Instaproto" into instaprotoLayers
instaprotoLayers = Framer.Importer.load "imported/Instaproto"
```

```
# This imports all the layers for "Instaproto" into instaprotoLayers  
instaprotoLayers = Framer.
```

```
# This imports all the layers for "Instaproto" into instaprotoLayers  
sk = Framer.Importer.load "imported/Instaproto"
```

Import

The screenshot displays the Framer application interface, specifically the 'Import' tab, with the file 'instaproto.framer' open.

Code View:

```
1 #.This.imports.all.the.layers.for."InstaProto".into.  
  instaprotoLayers  
2 sk = Framer.Importer.load."imported/InstaProto"
```

Inspector View:

The Inspector view shows a hierarchy for an 'iPhone_6' screen:

- keyPhoto
- content
- navbar
- Status_Bar_Black
- photos

Preview View:

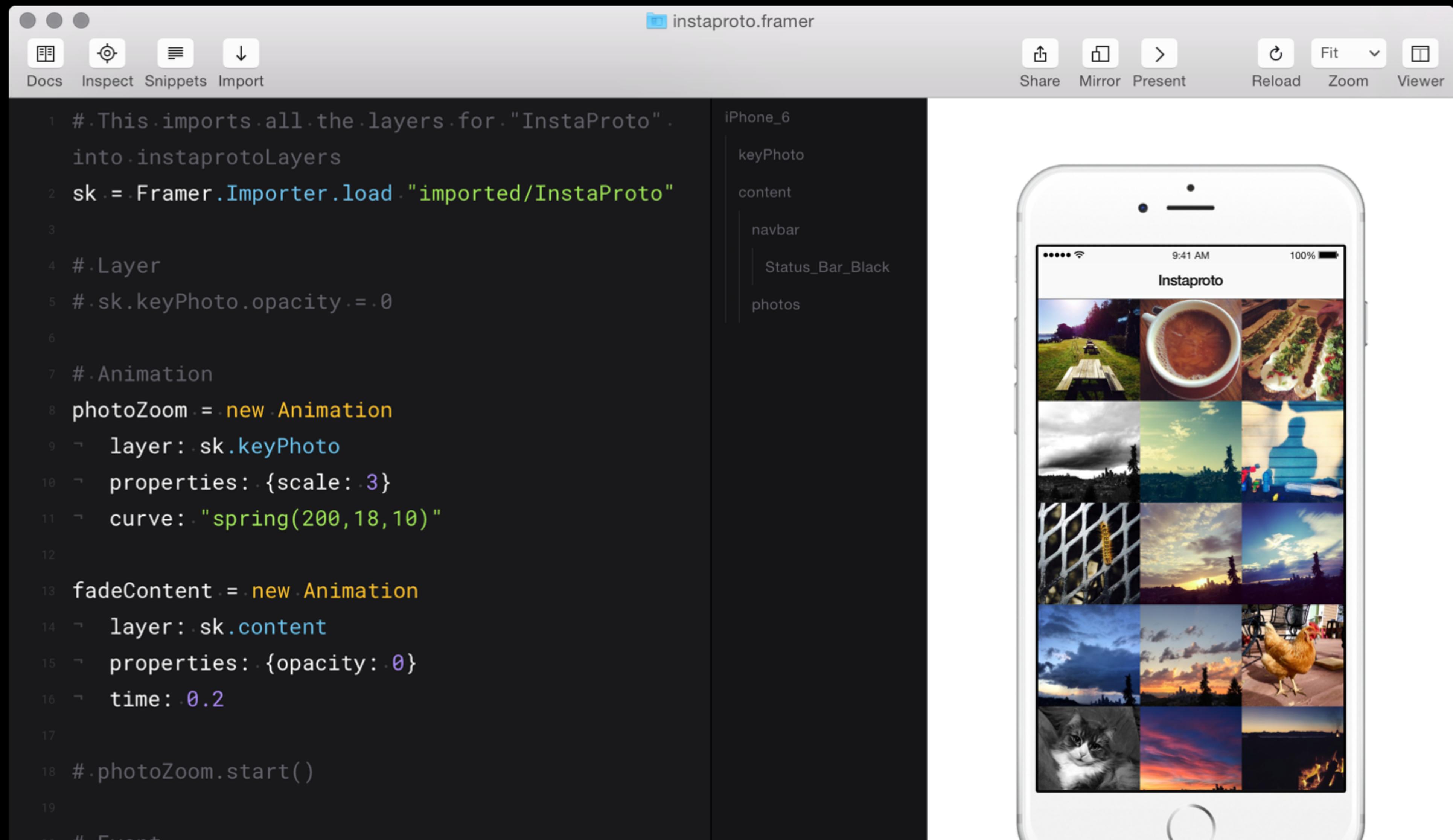
The preview window shows a 4x4 grid of images from the 'Instaproto' app. The images include various photos such as landscapes, food, animals (a chicken), and abstract shots. The top status bar of the preview shows the time as 9:41 AM and battery level at 100%.

1. Layers
2. Animations
3. Events

1. Layers
2. Animations
3. Events



Animations



The screenshot shows the Framer application interface. The top bar includes icons for Docs, Inspect, Snippets, Import, Share, Mirror, Present, Reload, Zoom, and Viewer. The main area displays a code editor with the following Framer script:

```
1 #.This.imports.all.the.layers.for."InstaProto".  
  into.instaprotolayers  
2 sk = Framer.Importer.load."imported/InstaProto"  
3  
4 #.Layer  
5 #.sk.keyPhoto.opacity.=.0  
6  
7 #.Animation  
8 photoZoom = new Animation  
9  layer: sk.keyPhoto  
10 properties: {scale: 3}  
11 curve: "spring(200,18,10)"  
12  
13 fadeContent = new Animation  
14  layer: sk.content  
15 properties: {opacity: 0}  
16 time: 0.2  
17  
18 #.photoZoom.start()  
19  
20 #.Event
```

To the right of the code editor is a preview window titled "iPhone_6" showing the "Instaproto" app interface. The app has a black header with the title "Instaproto". Below the header is a grid of 15 images. The images include various photos such as a landscape, a cup of coffee, a meal, a cloudy sky, a person, a fence, a sunset, a chicken, a cat, a sunset, and a fire.

1. Layers
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1. Layers
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Events

The screenshot shows the Framer interface with the following components:

- Top Bar:** Contains icons for Docs, Inspect, Snippets, Import, and a file icon labeled "instaproto.framer". On the right are buttons for Share, Mirror, Present, Reload, Fit, Zoom, and Viewer.
- Code Editor:** Displays the following JavaScript code:

```
7 #.Animation
8 photoZoom = new Animation
9   layer: sk.keyPhoto
10  properties: {scale: 3}
11  curve: "spring(200,18,10)"
12
13 fadeContent = new Animation
14   layer: sk.content
15  properties: {opacity: 0}
16  time: 0.2
17
18 #.photoZoom.start()
19
20 #.Event
21 sk.keyPhoto.on Events.Click, ->
22   photoZoom.start()
23   fadeContent.start()
24
25
26
27
```

- Inspector:** Shows a tree structure for an iPhone_6 component:
- keyPhoto
- content
- navbar
- Status_Bar_Black
- photos
- Preview:** An iPhone simulator displaying a 4x6 grid of various photos, including landscapes, food, and animals. The top status bar shows "9:41 AM", "100%", and signal strength. The title bar says "Instaproto".



1. Layers

```
button = new Layer  
x: 125  
y: 500  
width: 500  
height: 96  
backgroundColor: "#eaeaea"
```

2. Animations

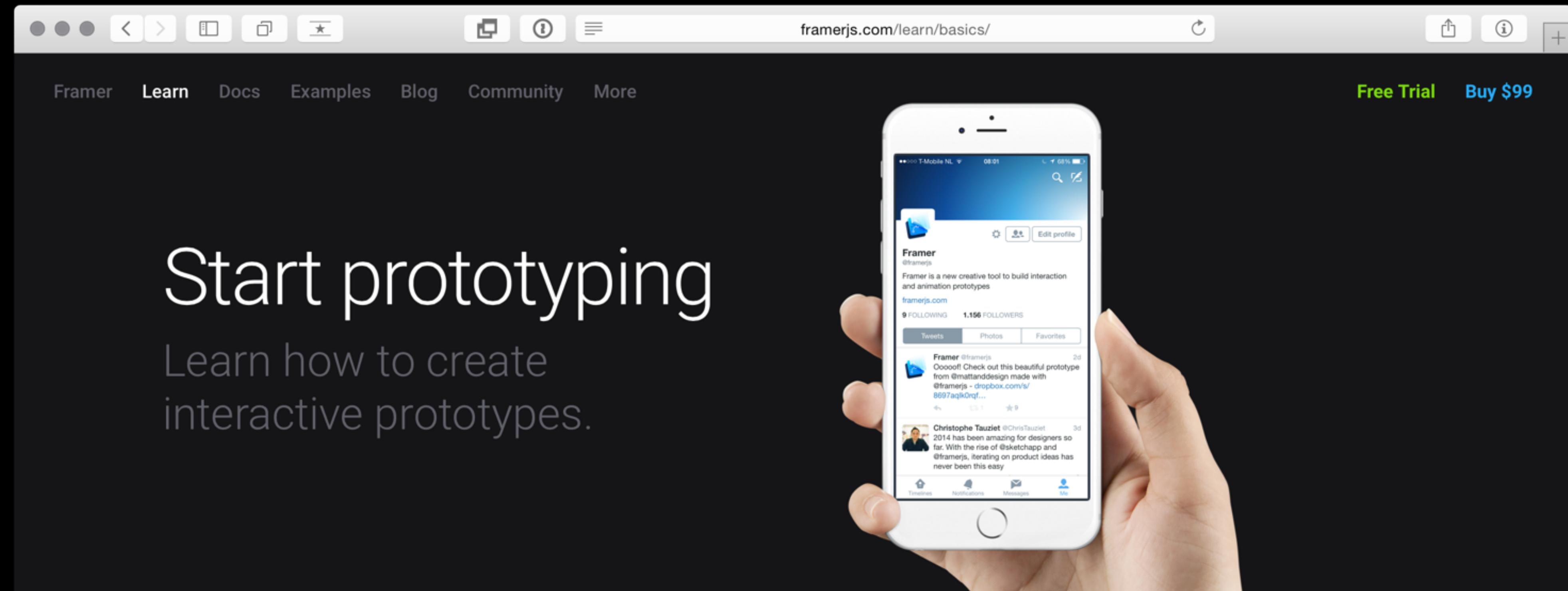
```
photoZoom = new Animation  
layer: sk.keyPhoto  
properties: {scale: 3}  
curve: "spring(200,18,10)"
```

3. Events

```
sk.keyPhoto.on Events.Click, ->  
photoZoom.start()  
fadeContent.start()
```

More Resources

framerjs.com



Framer Basics

Learn how to create interactive prototypes with Framer



Import Designs

Learn how to import layers from Photoshop or Sketch



Preview Prototypes

Learn how to preview your prototype on mobile devices



CoffeeScript Basics

Learn all you need to know about CoffeeScript for Framer

More Resources

framerjs.com

The screenshot shows the Framer website's 'Examples' page. The header includes navigation links for Framer, Learn, Docs, Examples, Blog, Community, More, and buttons for Free Trial and Buy \$99. The main content area is titled 'Examples' with the subtitle 'Made with Framer'. It features four cards, each displaying a mobile prototype and its title, description, and author:

- Contacts Scroll**
Prototype of a scrollable and sortable list of people.
by Benjamin den Boer
- Photo Filter**
Photo filter app with sliders to adjust the intensity levels.
by Benjamin den Boer
- Video Player**
Prototype of video player with a slider to scrub the progress.
by Benjamin den Boer
- Swipe Filters**
Prototype of a photo filter app with scrollable filters as pages.
by Giel Cobben

Thanks

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