

# Figma

*A design software application*

*Presenter: Sam*

# Content

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Preview

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What?

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Why?

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When?

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Features

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Getting Started

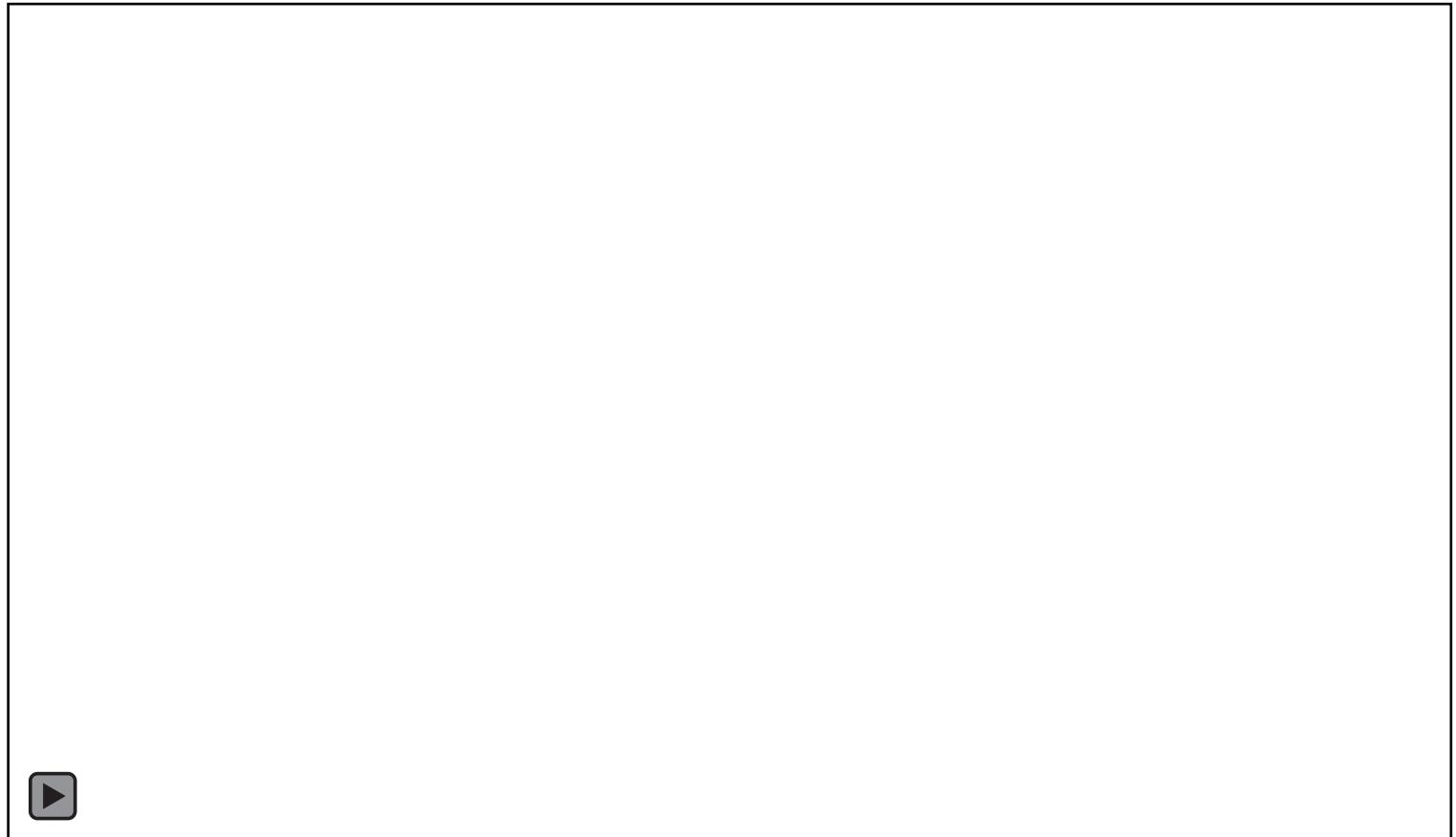
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Further Reading

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References

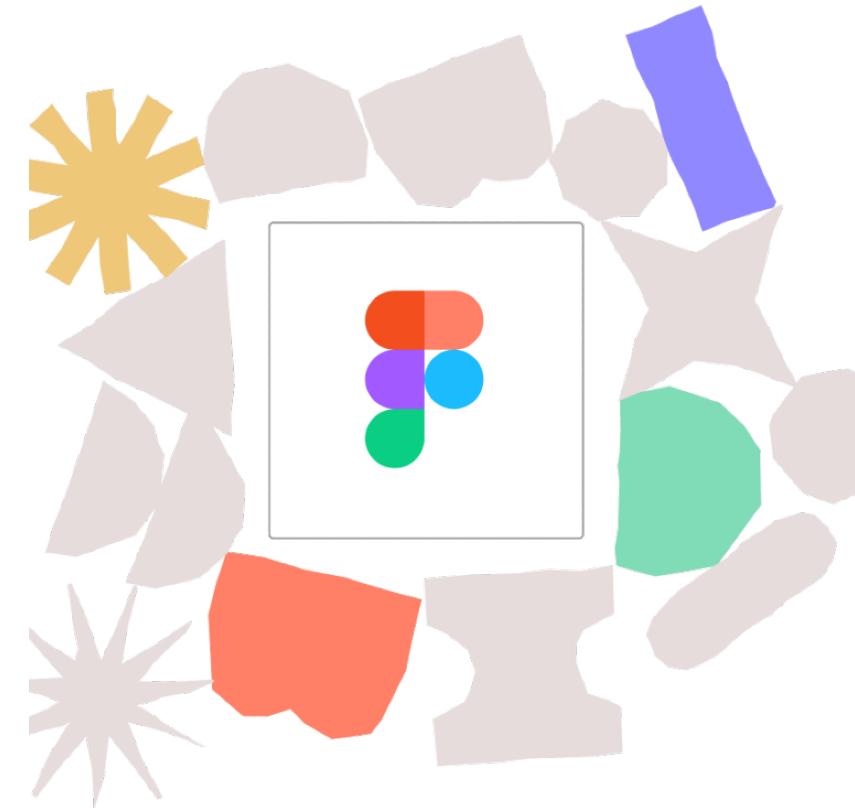
# Preview



# What is Figma?

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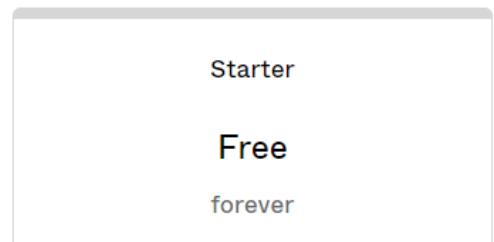
- A web-based graphics editing
- A user interface (UI) design application
- A prototyping software tools
- Any kinds of graphic design work
- Typically use for Hi-Fi design



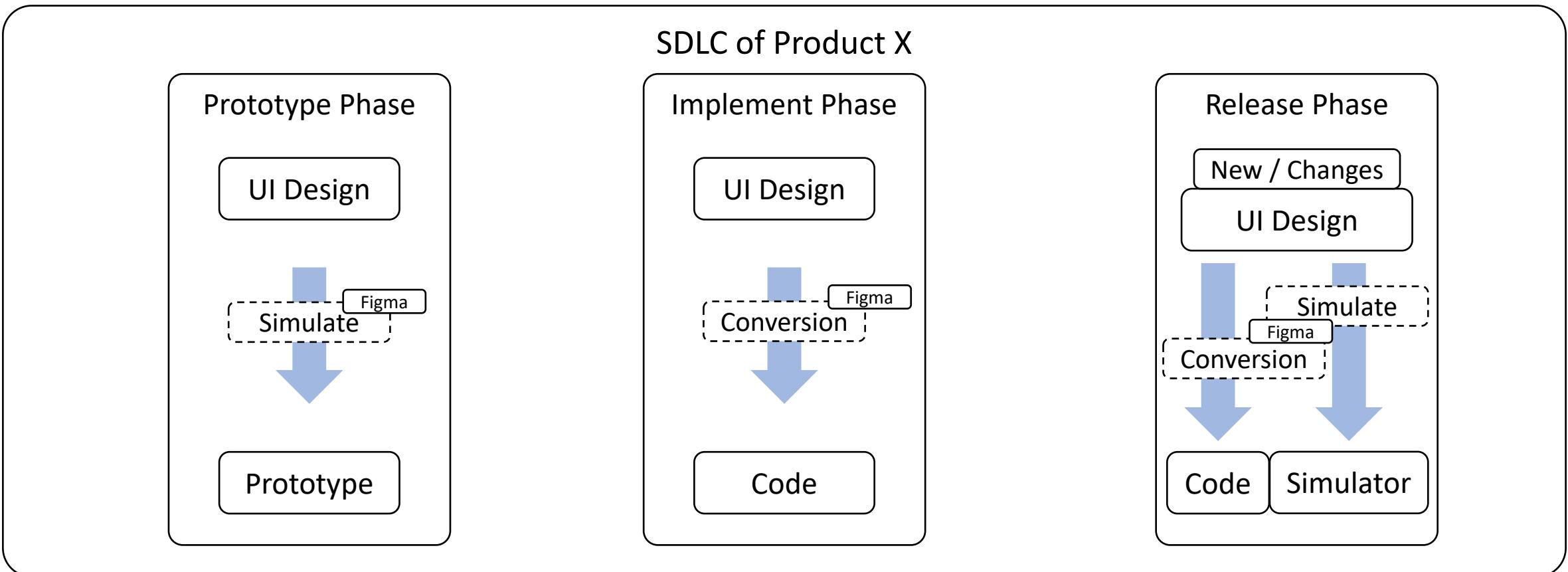
# Why Figma?

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- Web-Based -> No software installation needed -> Easy Access
- Work done are automatically save
- Support Native Application -> Offline Work
- Free for Starter!
- Features



# When? (Possible Workflow)



- + Solidify Ideas w/o Implementation
- + Mimic End-Product User Experiences
- + Save Time - Front-End Implementation
- + Reduce Disruptive Changes

# Features for Starter

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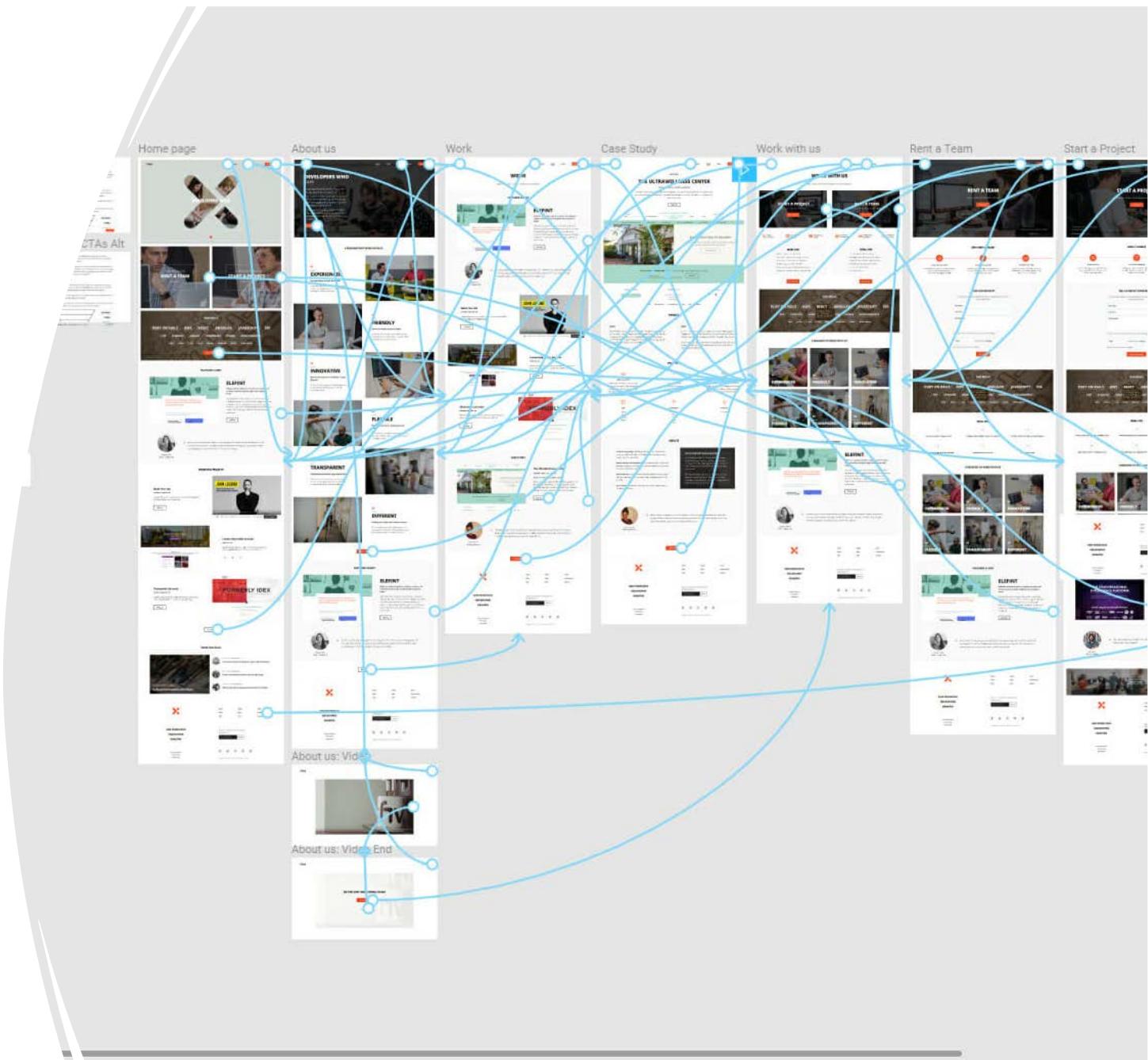
- Designer Basic
- Useful Functions
- Prototyping & Presentation
- Getting Started
- Further Reading
- References

Note: To understand better is to experience the software



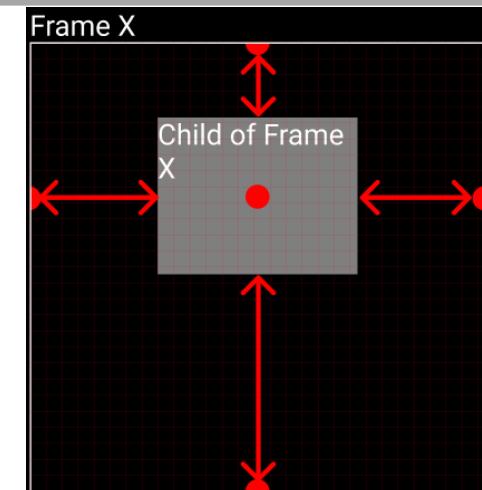
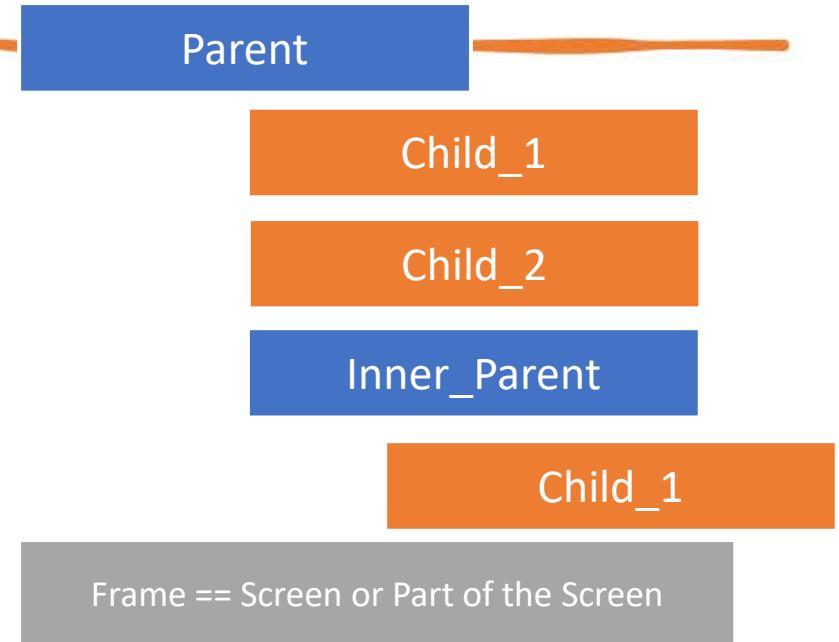
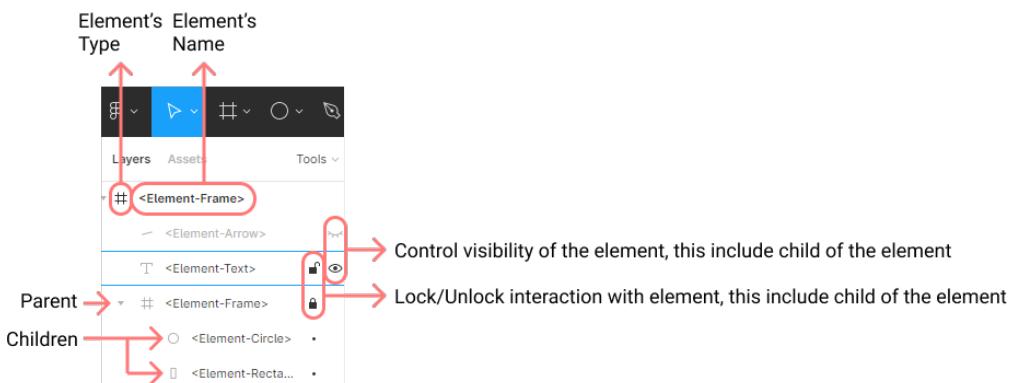
# Designer Basic

- Design Editor
- Import / Export



# Design Editor

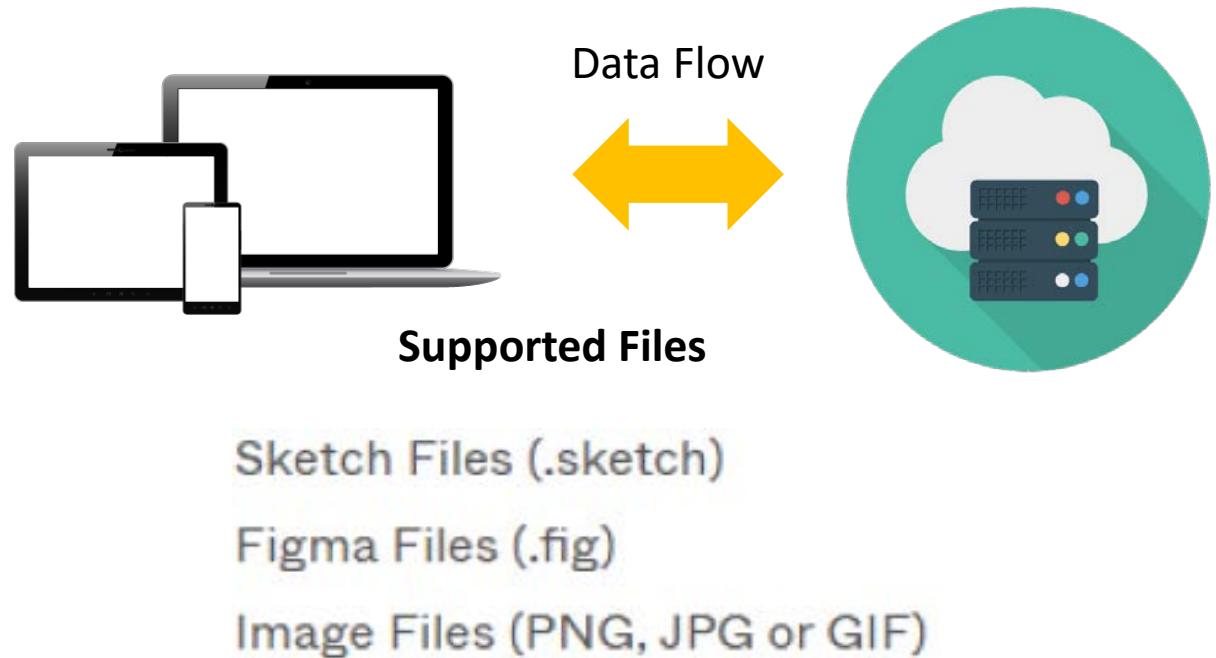
- Layer (Similar to Photoshop layering)
- Elements
  - Shapes, Text, Drawing, Frame
- Properties
  - Position, Relative, Constraint, Colour, Dimension, etc



# Import & Export

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- Import
  - Drag and Drop Style
  - .fig , Figma editor file
- Export
  - Offline Editor (Figma Desktop)
  - Local Asset Storage
  - Share with Other
  - (Assignment Submission .fig)

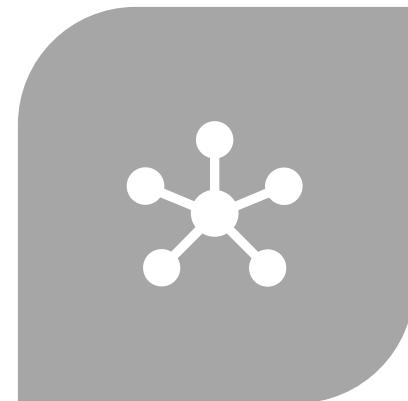


# Useful Functions

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VERSION HISTORY



COMPONENT

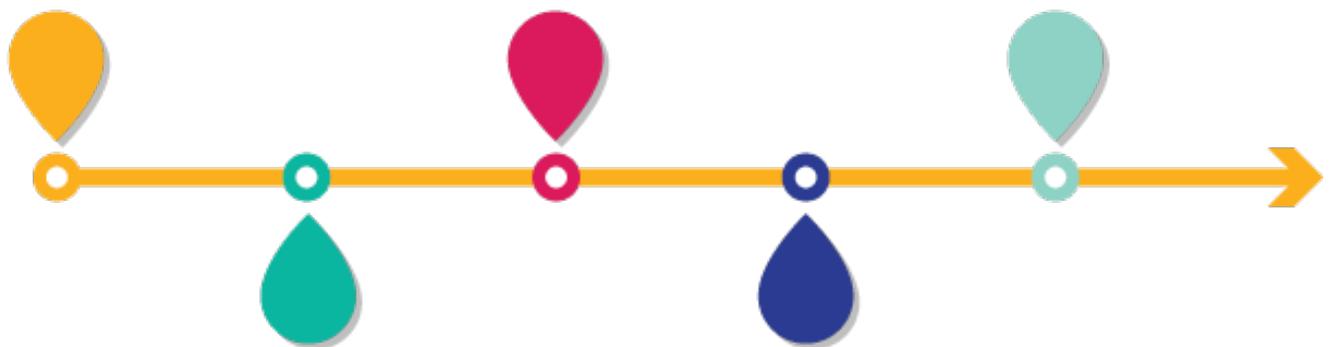


AUTO-LAYOUT

# Version History

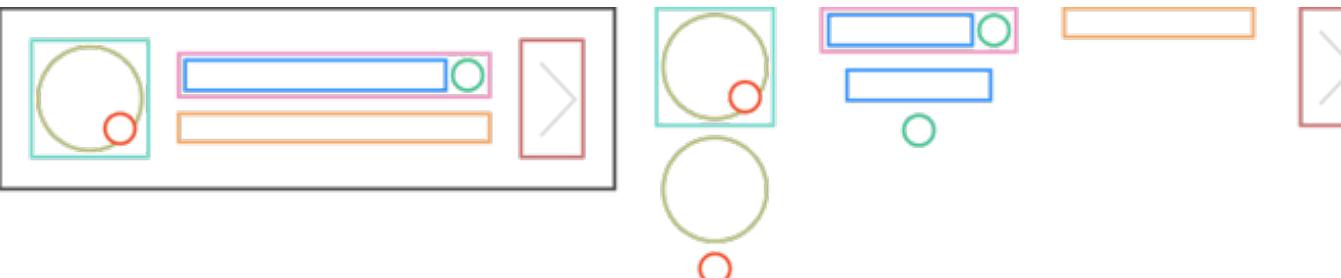
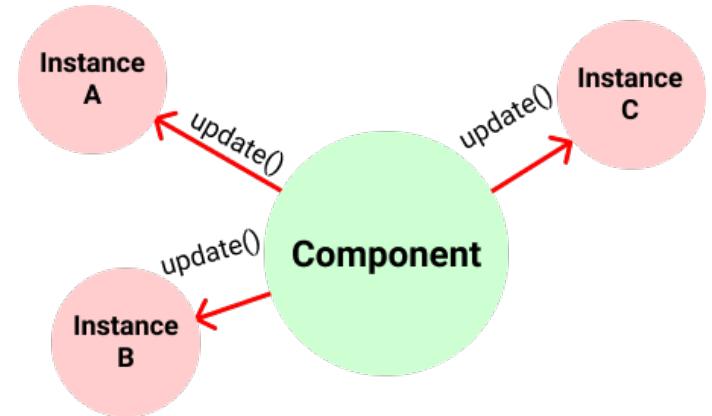
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- Backup design
- Retrieve past design
- Manage design
- Retrieve lost design
- Present older design
- Limitation:
  - Free Version – 30 days history



# Component

- Reusability
  - Scalable
  - Component changes will propagate to all instance of it
  - UI element will be instance of the component
- Example : Common buttons, icons, bars, etc



A screenshot of the Figma component editor for a "Button" component. The editor shows a grid of button instances. On the right side, there are tabs for "Variant" (which is selected), "Primary", "Secondary", "Property 2", "Large", "Small", "Property 3", "Default", "Pressed", "Inactive", "Property 4", "False", and "True". There's also a "Description" field and a "Variants" section with a "Variant" dropdown. At the bottom, there are buttons for "Auto Layout" and a plus sign icon for adding new components.

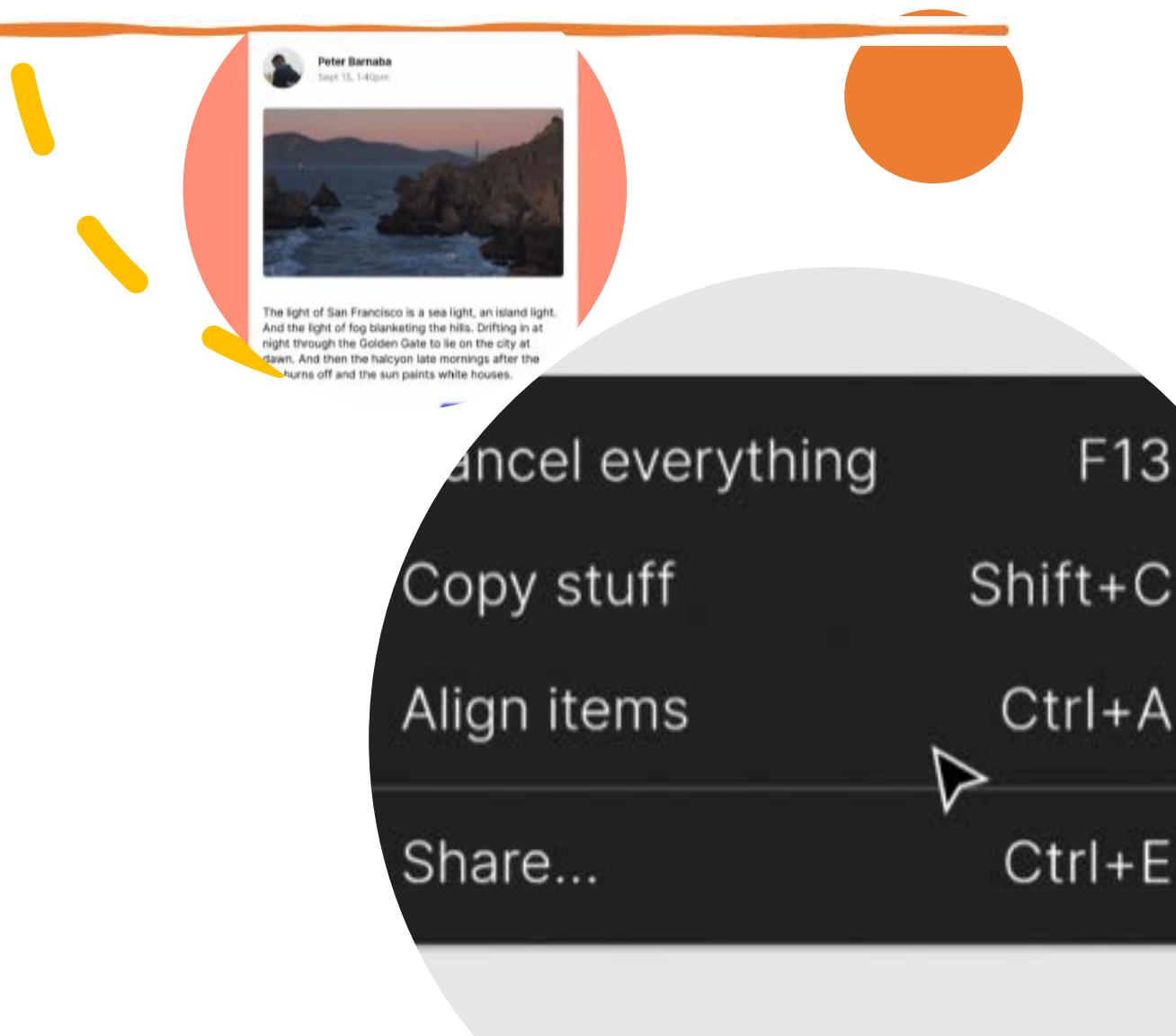
# Auto-Layout

- A intelligence way to improve productivity
- Reordering similar component in the frame
- Identify background , foreground and its object
- Adapt to dynamic changes to certain extent

Example:

Adding more text element into the content will result in adaptive changes to affected elements as well.

Note: Trial and Error Required



# Prototype & Presentation

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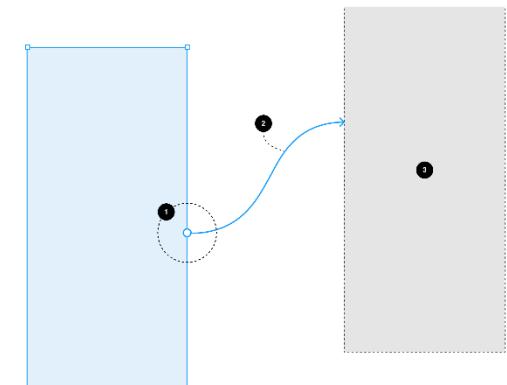
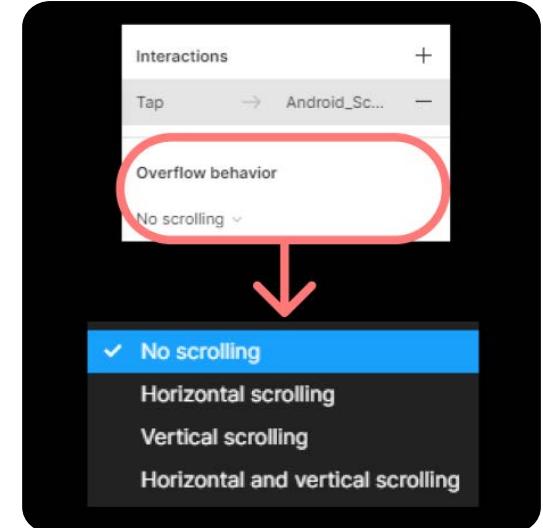
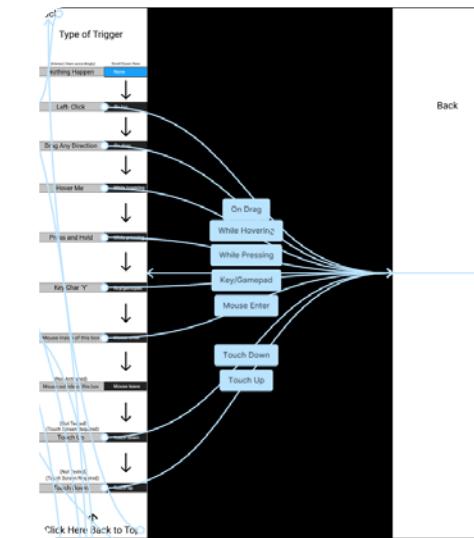
- Basic Tools
- Sample Lo-FI & key steps
- Sample Hi-FI & key steps
- Applications

# Basic (Navigation)

- Each Interactable Element are to connect to another Interactable Element
- Result in interactable element during prototype presentation
- Preserve Scrolling if necessary

Example:

Screen A's Login Button On-Tap -> Screen B



# Basic (Trigger -> Actions)

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## Type of Trigger

- ✓ On tap
- On drag
- While hovering
- While pressing
- Key/gamepad
- Mouse enter
- Mouse leave
- Touch down
- Touch up
- After delay

## Type of Action

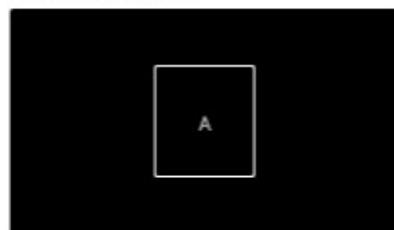
- Navigate to
- Open overlay
- Scroll to
- Swap overlay
- Back
- Close overlay
- Open link

Click the link below to experiment with all the basic trigger and actions above! Do try on your own too!

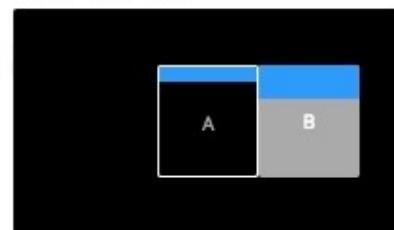
# Basic (Animation & Transition Effect)

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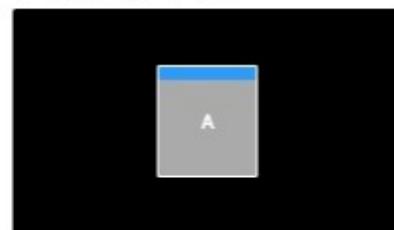
Dissolve



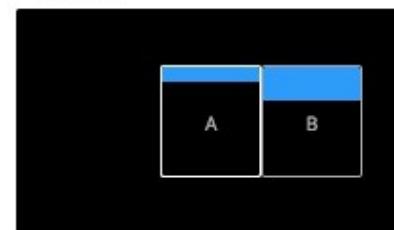
Move In



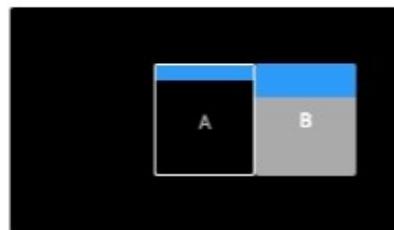
Move Out



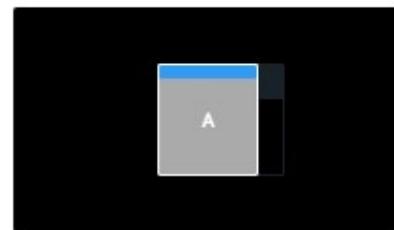
Push



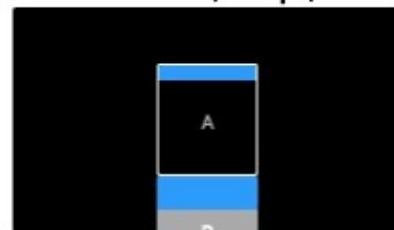
Slide In



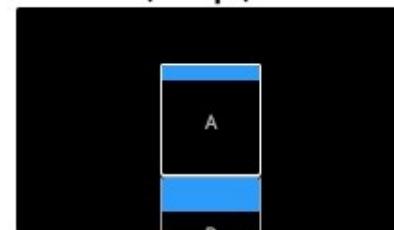
Slide Out



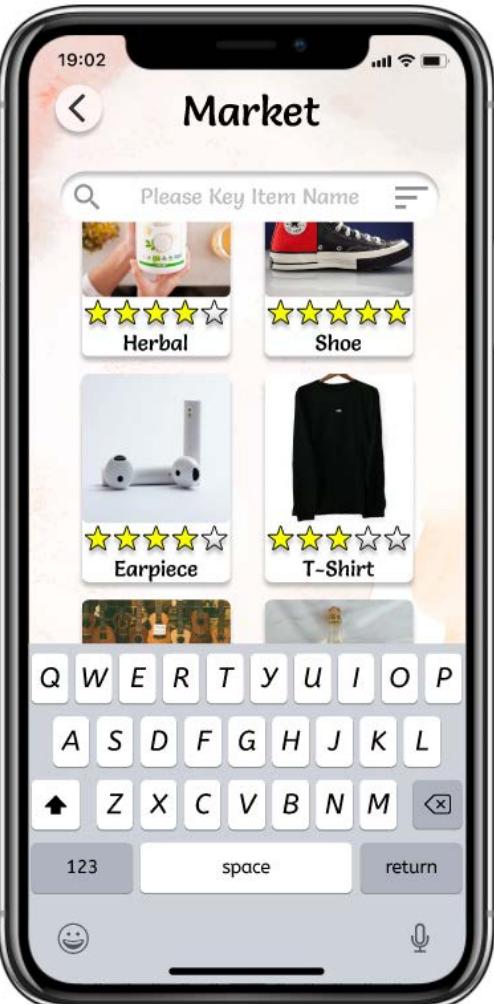
Slide In (Top)



Push (Top)



# Basic (Presentation)



Switch Orientation & Pre-set Prototype Frame Size

Device

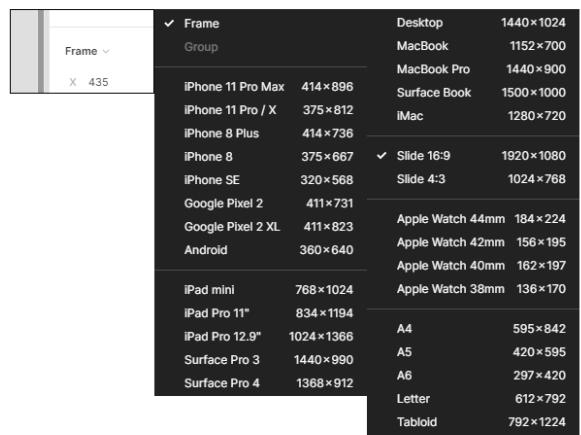
Google Pixel 2



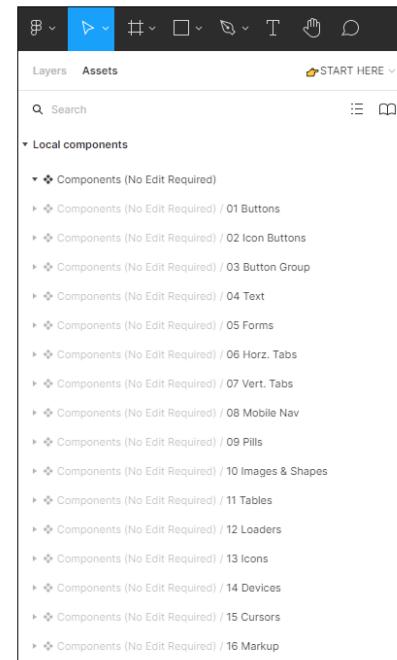
iPhone 11 Pro Max	414×896	✓	Slide 16:9	1920×1080
iPhone 11 Pro / X	375×812		Slide 4:3	1024×768
iPhone 8 Plus	414×736			
iPhone 8	375×667		Apple Watch 44mm	184×224
iPhone SE	320×568		Apple Watch 42mm	156×195
Google Pixel 2	411×731		Apple Watch 40mm	162×197
Google Pixel 2 XL	411×823		Apple Watch 38mm	136×170
Android	360×640		A4	595×842
iPad mini	768×1024		A5	420×595
iPad Pro 11"	834×1194		A6	297×420
iPad Pro 12.9"	1024×1366		Letter	612×792
Surface Pro 3	1440×990		Tabloid	792×1224
Surface Pro 4	1368×912			
Desktop	1440×1024			
MacBook	1152×700			
MacBook Pro	1440×900			
Surface Book	1500×1000			
iMac	1280×720			

# Key Steps Lo-Fi in Figma

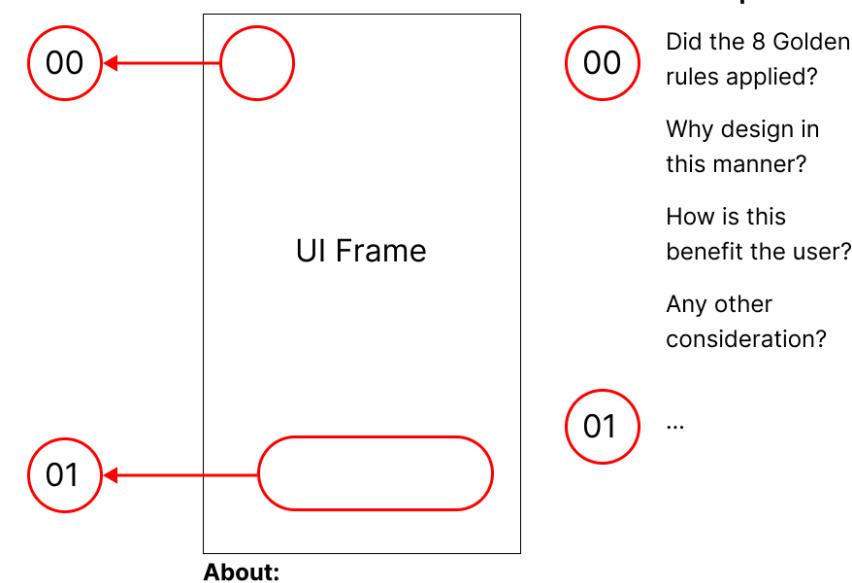
Select the Right Size Frame for your design



Select given assets and create your design  
(Create your DIY assets if necessary)



Build your UI design with the given assets  
and DIY assets if exist



1. What is this UI about?
2. What do user expect?

# Sample Lo-Fi

Name: ABC  
Matric No: 123

## Given Title:

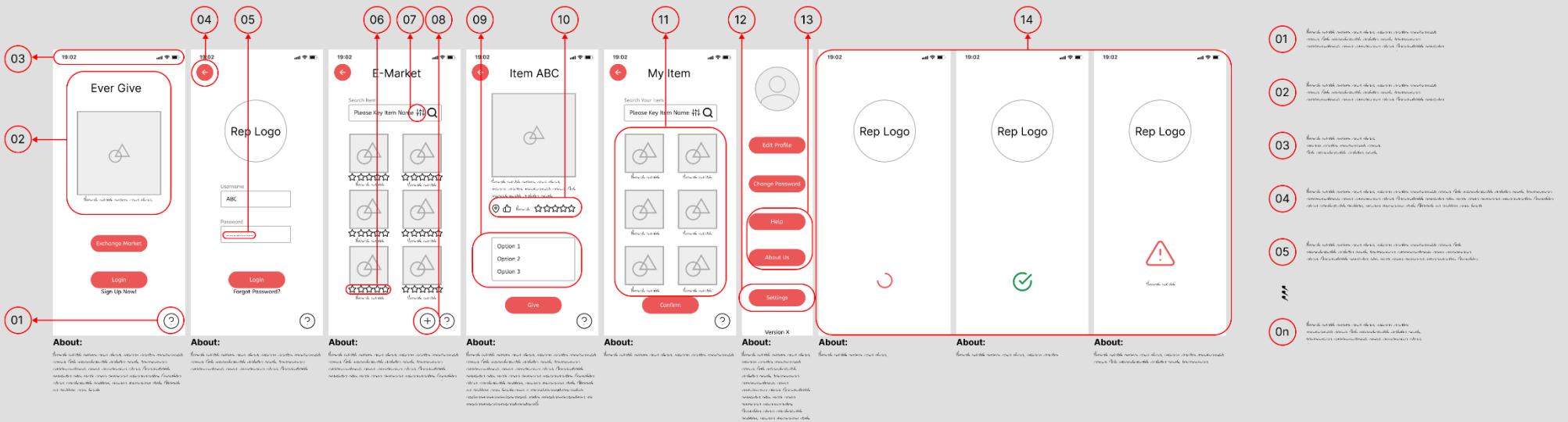
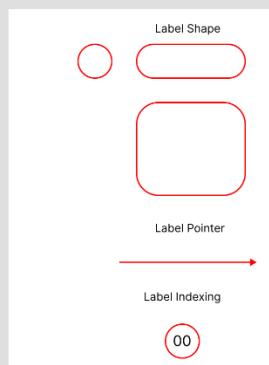
Create a digital platform for Giving

### Assumption:

1. The User is using iPhone Pro/X aspect ratio
2. The User has registered an account
3. The User has registered an Exchange Item
4. Location will direct to Google Map Application
5. Assume the collector is hired by the company of the system
6. The collector must collect the item once confirm
7. The User must place the item outside their designation location given by the system

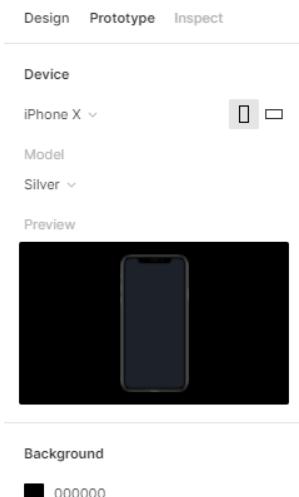
### Background:

Waste has been a big problem, given the pandemic has been ongoing for sometime, the government has decide to use giving approach to help citizen to reduce the waste, by giving reusable unwanted item to those who need them through exchanging.

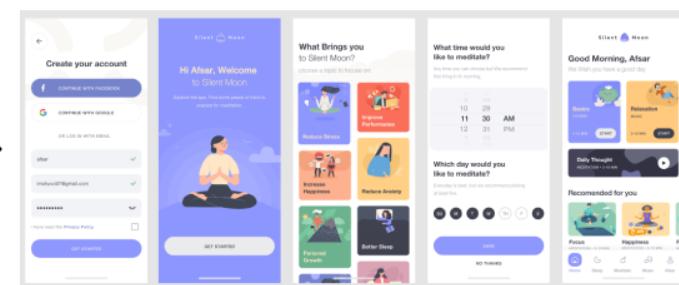


# Key Steps Hi-Fi in Figma

Setup Prototype  
Defined Assets  
Frame



Assets into UI



Interact UI

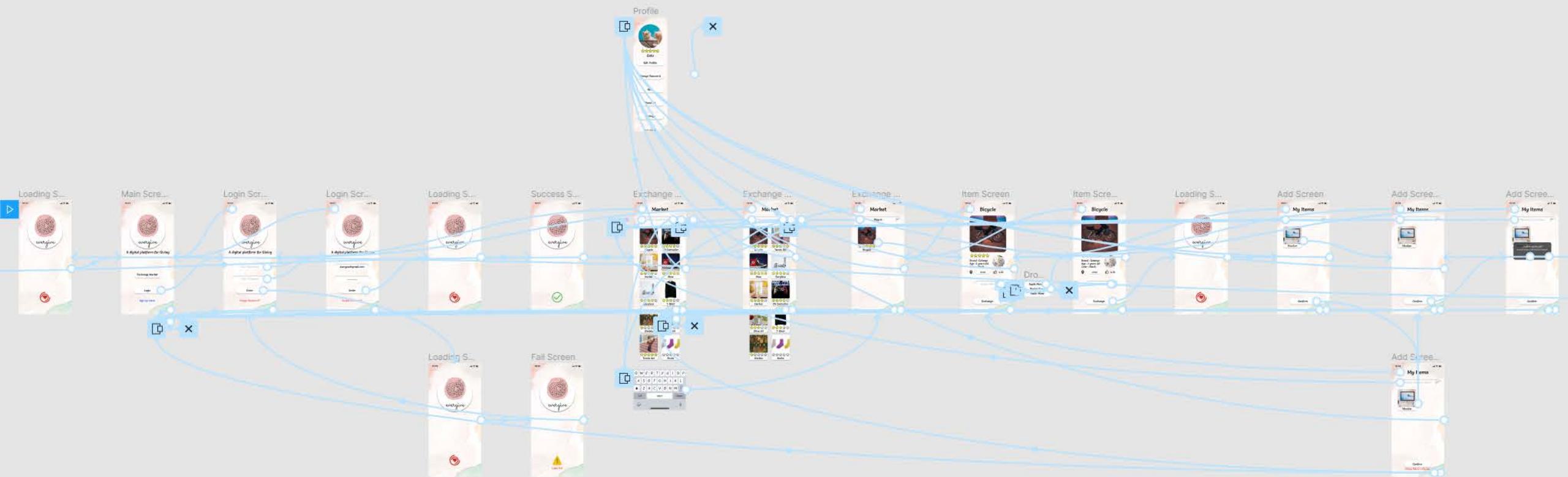


Present UI



Note: Not recommended to prototype all possible UI, the key distinct UI should be sufficient as long it shows the key concept and ideas.

# Sample Hi-Fi with Prototype

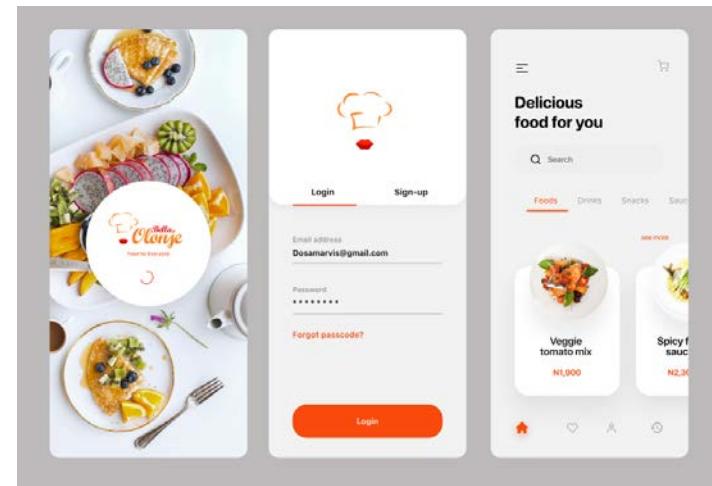
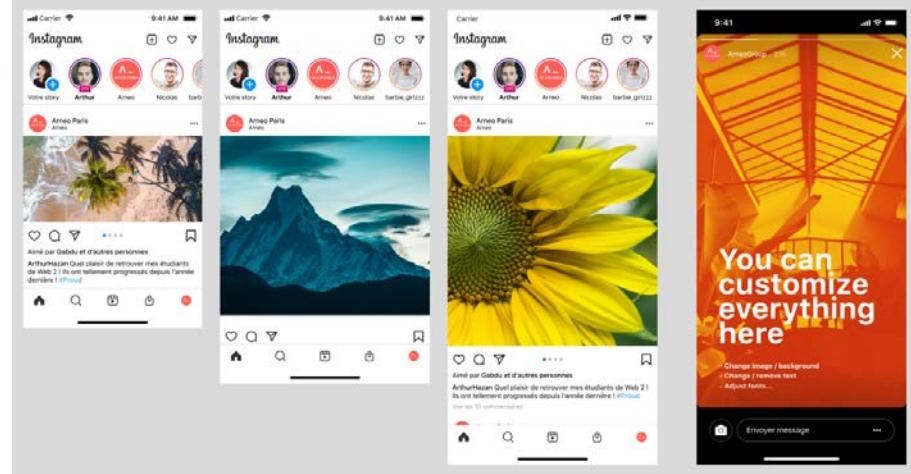


# Application

Desktop

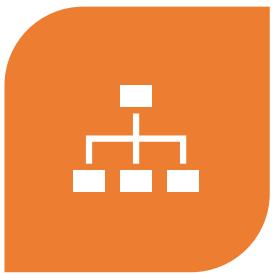


Mobile



# Getting Started

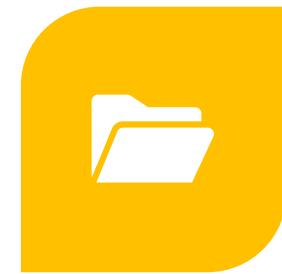
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FIGMA'S  
ORGANISATION  
(SIMPLIFIED)



DRAFT

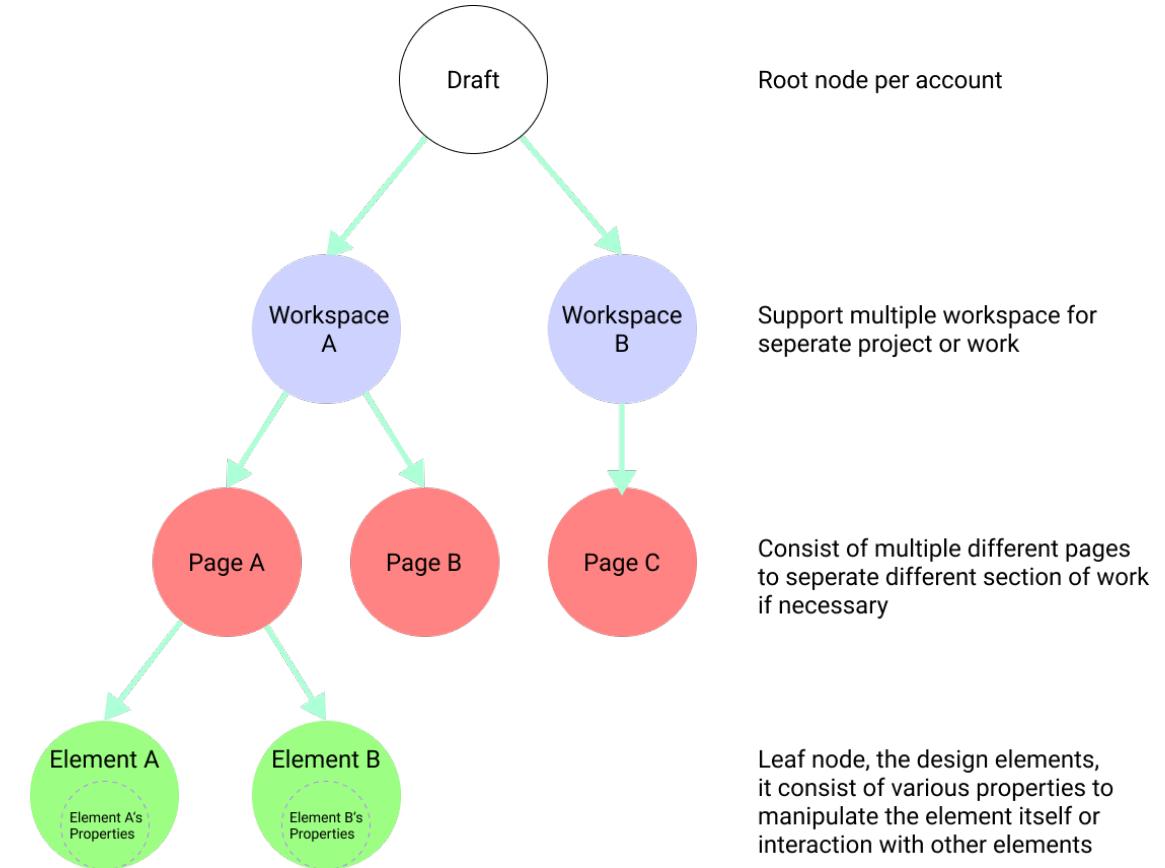


WORKSPACE

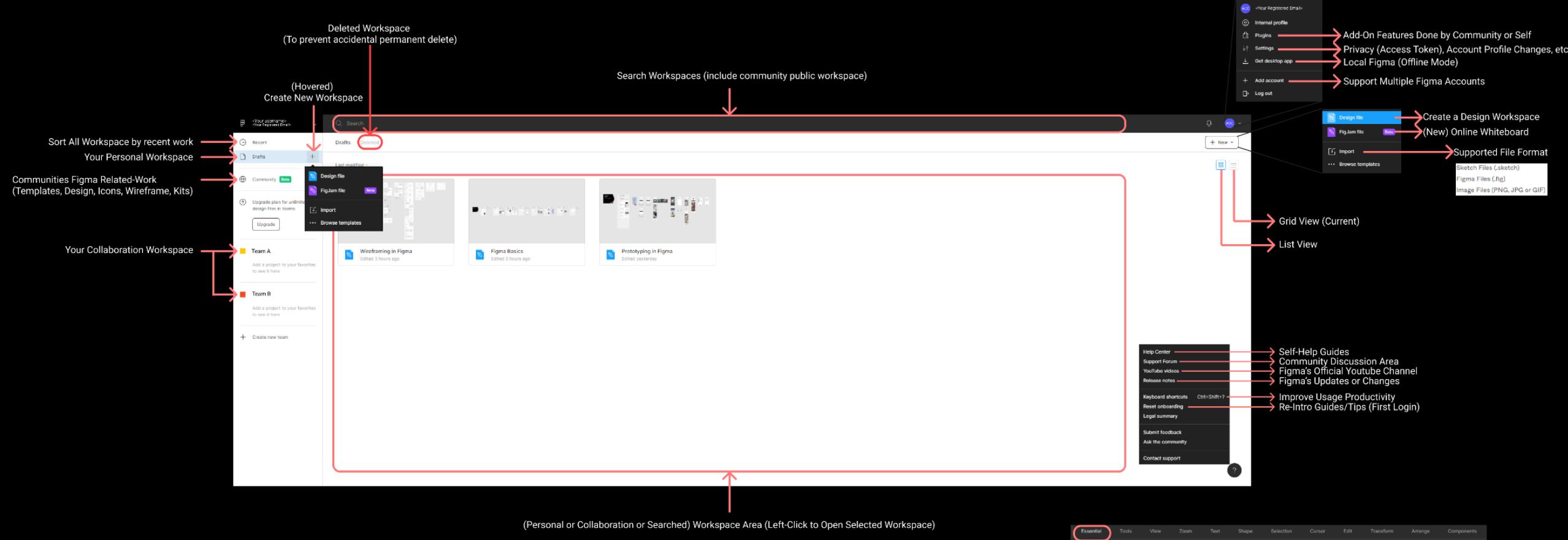


ASSIGNMENT

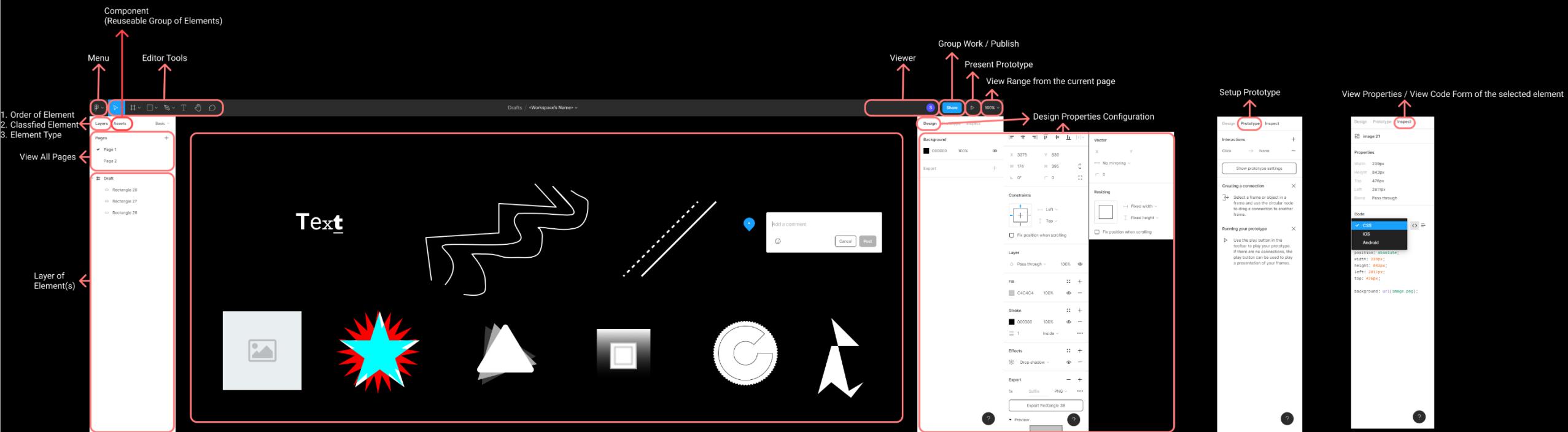
# Figma's Organisation (Simplified)



# Draft



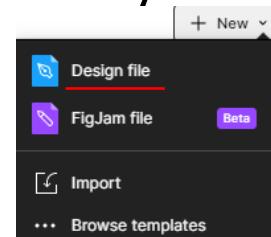
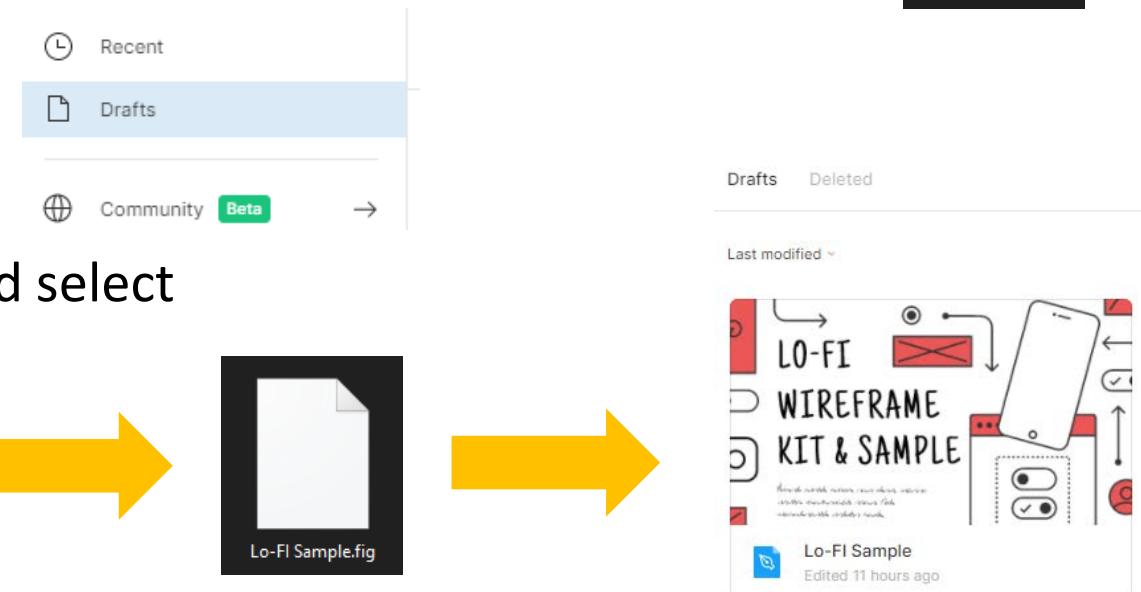
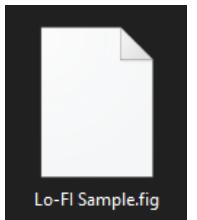
# Workspace



# Assignment (Lo-FI with Figma)

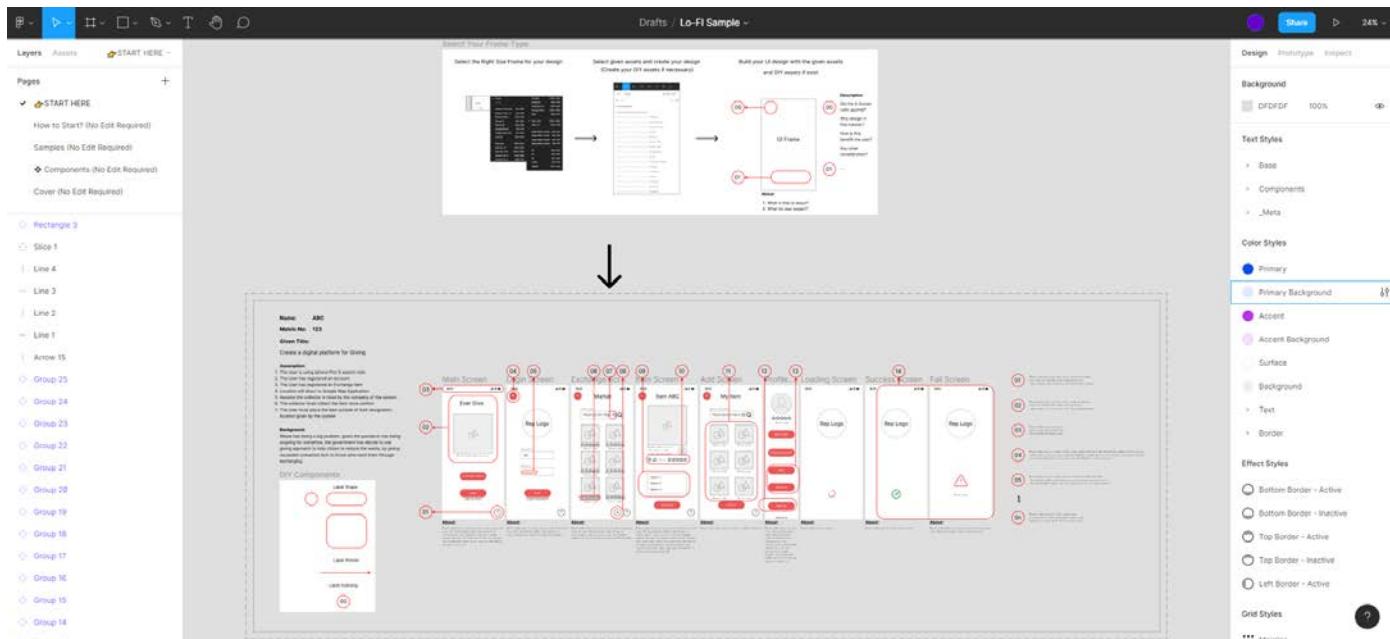
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1. Make sure you have register a Figma account. (How to register guide: <https://help.figma.com/hc/en-us/articles/360039811114-Create-a-Figma-account>)
2. Download 'Lo-FI Sample.fig' file from the NTU Blackboard and save into your local directory
3. Login into Figma and navigate to draft page.
4. Import a design file in the draft workspace and select 'Sample.fig' on your saved directory



# Assignment (Lo-FI with Figma) (cont't)

- Once imported, the imported workspace will be created and directed to that page as shown below

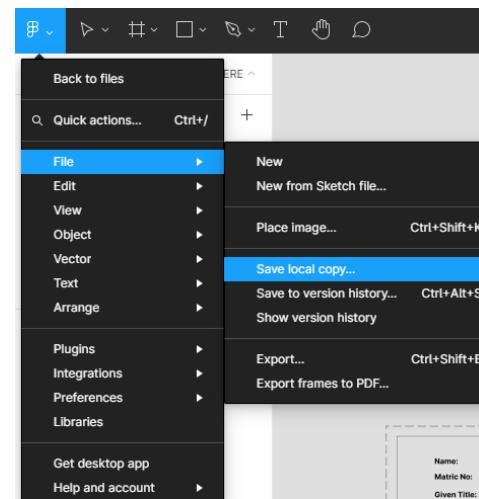
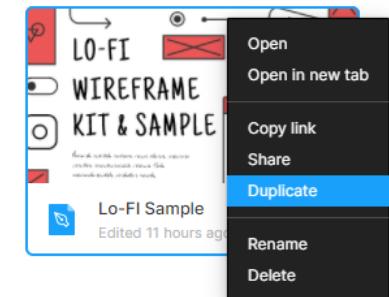


- Experiment with the given Lo-FI sample.

# Assignment (Lo-FI with Figma) (cont't)

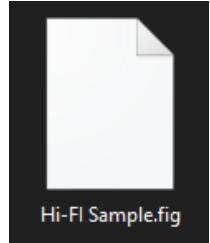
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7. Duplicate the Lo-FI sample, delete the duplicate file's sample and start working on your design.
8. How to Submit?
  1. Make sure your name, matriculation number and class index is stated clearly in the top left corner of your design.
  2. Download your finished design file (.fig) into your local drive and submit to NTU Blackboard.
  3. Rename your file in this format: \_\_\_\_\_
  4. Submission Deadline: DD-MM-YYYY (Week XX)
9. All the best & enjoy your design experience!

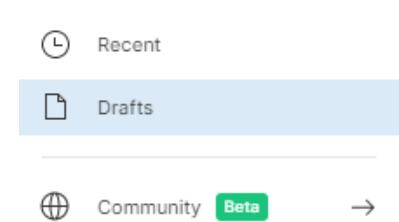


# Assignment (Hi-Fi with Figma)

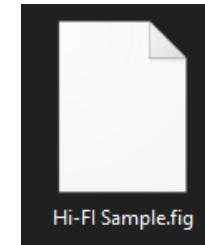
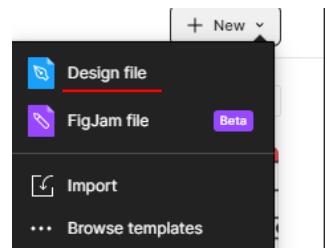
1. Download 'Hi-Fi Sample.fig' file from the NTU Blackboard and save into your local directory



2. Login into Figma and navigate to draft page.

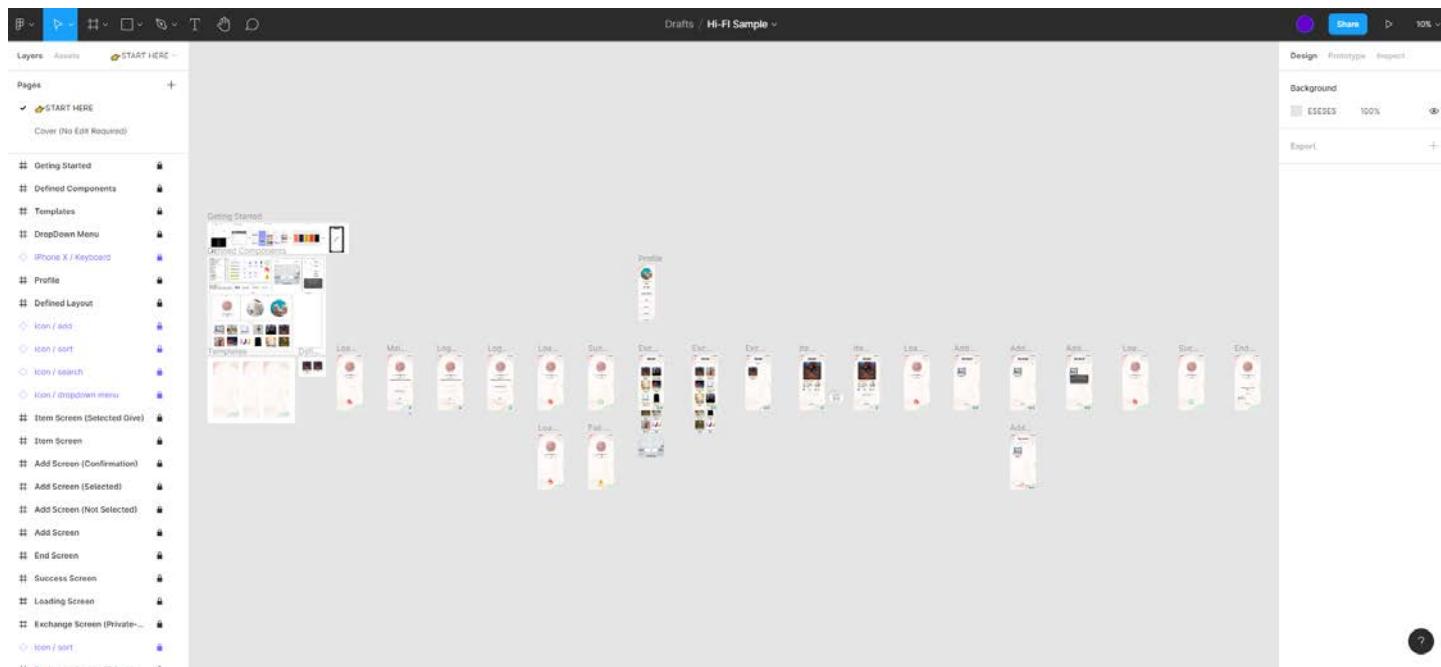


3. Import a design file in the draft workspace and select 'Lo-Fi Sample.fig' on your saved directory



# Assignment (Hi-Fi with Figma) (con't)

- Once imported, the imported workspace will be created and directed to that page as shown below:

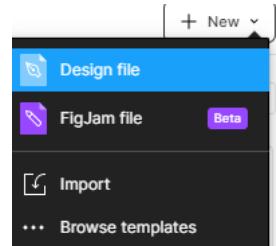


- Experiment with the given Hi-Fi samples

# Assignment (Hi-Fi with Figma) (con't)

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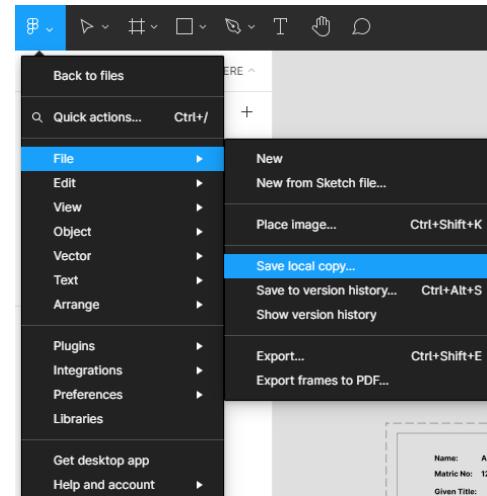
6. In Figma, create a new design file and rename your file in this format \_\_\_\_\_



7. Follow the key steps as shown in earlier slides (Slides 22)

8. How to Submit?

1. Make sure your name, matriculation number and class index is stated in your first presentation screen clearly.
2. Download your finished design file (.fig) into your local drive and submit to NTU Blackboard.
3. Make sure your file in this format: \_\_\_\_\_
4. Submission Deadline: DD-MM-YYYY (Week XX)



9. All the best & enjoy your design experience!

# Further Reading

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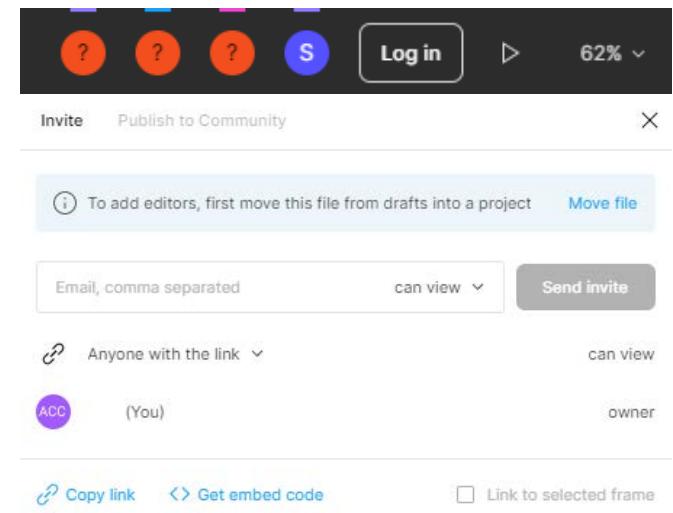
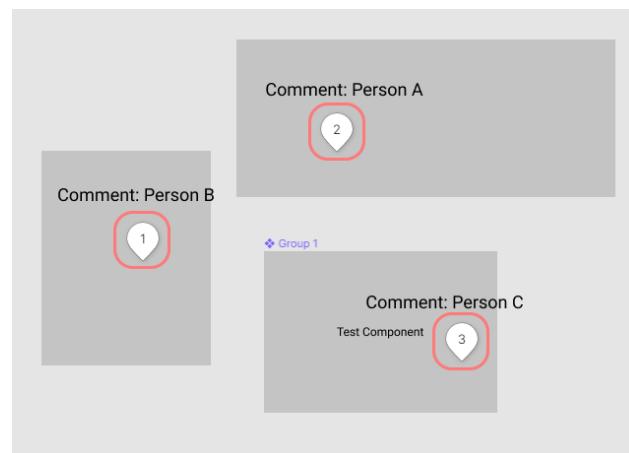
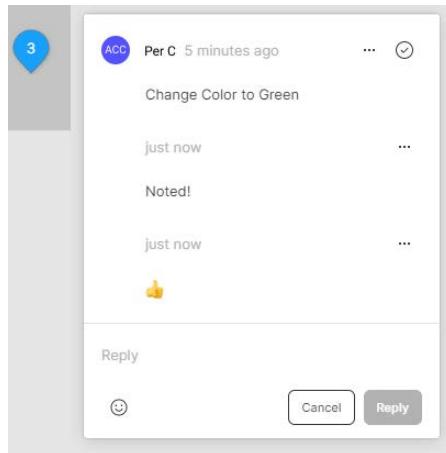
- Collaboration Work
- Plugins
- Integration with Figma
- Design-To-Code
- Alternatives UI Design Tools



# Collaboration Work

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- Work in a team
- Provide comments for feedback, improvement, or changes
- Shared your work with public
- Publish for community used

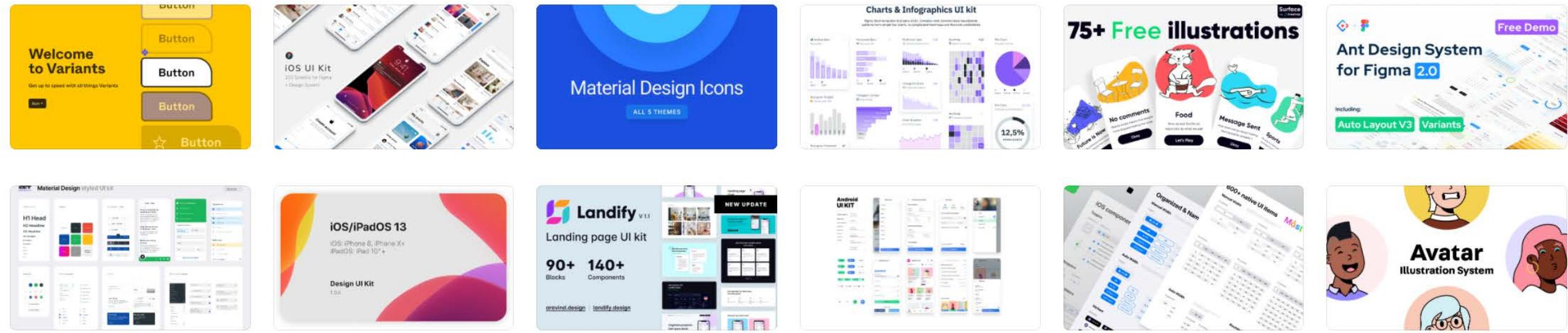


**URL Format:** <https://www.figma.com/file/> <Unique Workspace Value> / <Workspace's Name> ?node-id= <PageID>

# Plugins

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- Improve design productivity (i.e pre-design assets such as Icons, Button, etc)
- Support more language -> Design-To-Code

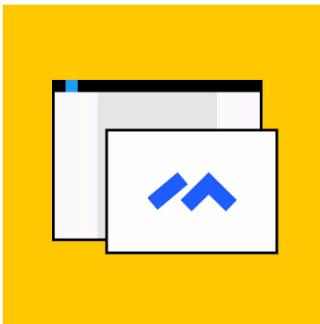


# Integration with Figma

## Prototyping & User Testing

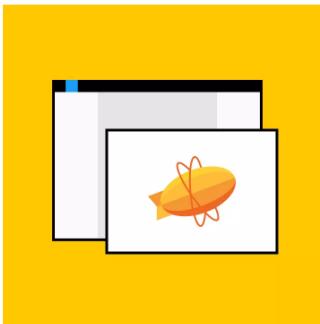
### Featured Integrations

Design and prototype in tandem in Figma. Add specialized interactions or conduct user testing with our integrations.



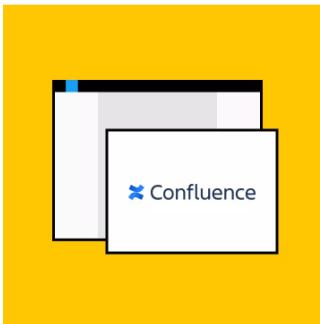
#### Maze

Test your prototypes with real users. Gain insight and build better products with usability metrics and valuable feedback.



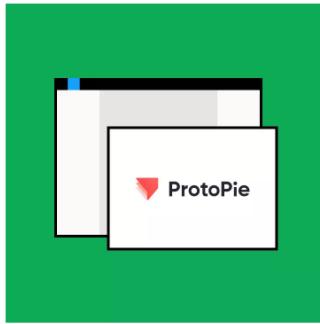
#### Zeplin

Export Figma frames to Zeplin for tailored specs, assets and code snippets to share with your developers.



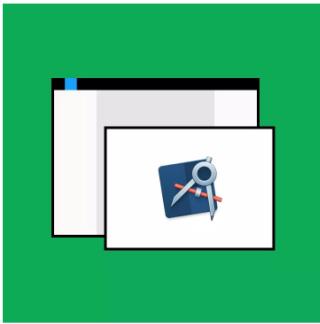
#### Confluence

Add live embeds of your Figma files and prototypes to Confluence.



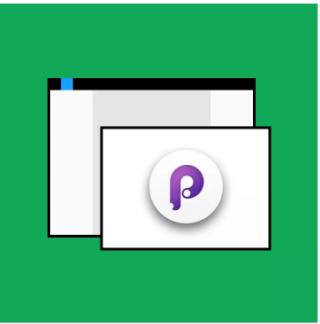
#### ProtoPie

Turn your Figma designs into prototypes. Add basic animations or try your hand at conditional interactions.



#### Flinto

Add animated transitions, micro-interactions, scroll-based effects and more to your Figma designs.

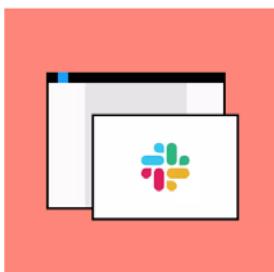


#### Principle

Turn your Figma designs into animated and interactive prototypes.

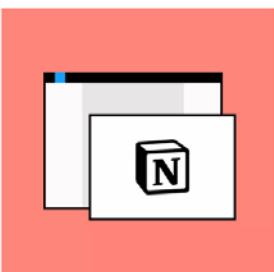
### Collaboration & Productivity

Bring your team into Figma to get their feedback and open up your design process. Use our productivity integrations to make sure they can also find your design files wherever else they work.



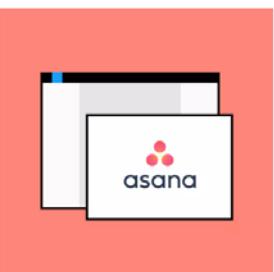
#### Slack

Connect Figma to Slack to get relevant notifications on your files.



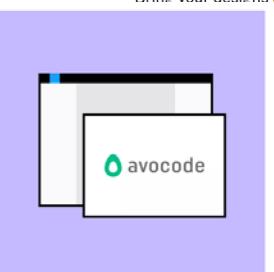
#### Notion

Add live embeds of your Figma files to Notion.



#### Asana

Add live embeds of your Figma files to Asana projects.



#### Avocode

Translate your designs to code, and keep them in sync with Figma with versioning support.



#### Storybook

Embed Figma files or frames into the Storybook add-on panel.



#### GitLab

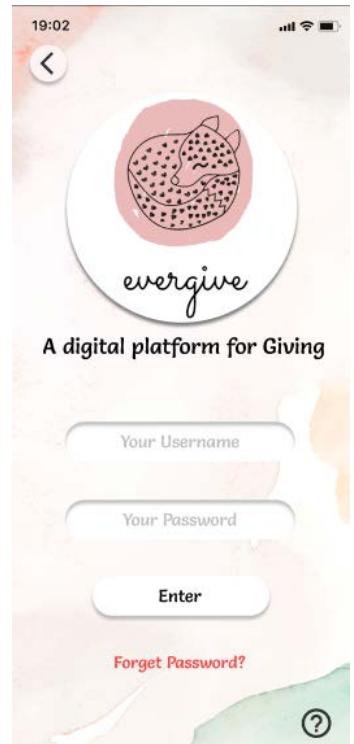
Seamlessly upload your designs from Figma to GitLab issues.

### Developer Handoff

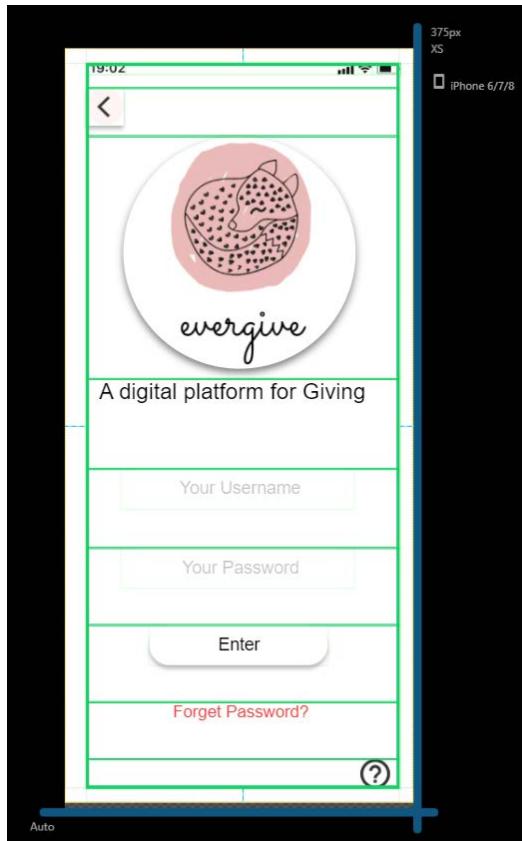
Invite developers into Figma to inspect files, grab code snippets, or export assets. Bring your designs even closer to code with our developer focused integrations.

# Design-To-Code

Design from Figma



Convert  
Design to Code



Fine Tune

```
4 <head>
5   meta charset="utf-8" />
6   meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no"/>
7   <link rel="stylesheet" type="text/css" href="https://stackpath.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" integrity="sha384-wvXKopZZVQK6TAMSPV1QH0Q#C6D0zxE+QPKCAF1NEev0EH3S1O"/>
8   <link rel="stylesheet" type="text/css" href="/css/common.css" />
9   <link rel="stylesheet" type="text/css" href="/css/fonts.css" />
10  <link rel="stylesheet" type="text/css" href="/css/loginScreen.css" />
11  </head>
12
13  <body>
14    <div class="login-screen-group login-screen-group-pos1">
15      <div class="login-screen-flexbox login-screen-flexbox-item">
16        <div class="login-screen-flexbox1 login-screen-flexbox1-pos1">
17          <div style="--src:url(/assets/78d0f061a52727e69f49e20bc6384dc5.png)" class="login-screen-img login-screen-img-pos1">
18            </div>
19          <div class="login-screen-flexbox1-space1"></div>
20        <div style="--src:url(/assets/926f4a0a94645e4cc88e28462173a9.png)" class="login-screen-img login-screen-img-pos1" />
21        <div class="login-screen-flexbox1-space2"></div>
22        <div style="--src:url(/assets/91e8fe0742770c893456ddc23042cf94.png)" class="login-screen-img login-screen-img-pos2" />
23        <div class="login-screen-flexbox1-space3"></div>
24    </div>
25  </div>
26</body>
```

Export Code & Assets

Code Export

React    HTML    SCSS    React Native (Beta)    Assets

4f6312d7eb8351509fe074d832062e5.png    5ed51016a0ec7799f825ec3ac16d4d8.png    9e954c4f081e1293cd87a349a5e48bd.png    26cdce00952e1aa42a6598e042f956c.png

②

A screenshot of the 'Code Export' interface. It shows tabs for React, HTML, SCSS, React Native (Beta), and Assets. The React tab is selected. It displays a large block of generated CSS and JavaScript code. Below the code are several file icons with their corresponding file names: 4f6312d7eb8351509fe074d832062e5.png, 5ed51016a0ec7799f825ec3ac16d4d8.png, 9e954c4f081e1293cd87a349a5e48bd.png, and 26cdce00952e1aa42a6598e042f956c.png. A question mark icon is also present.

Note: Trial & error and experience required for optimize conversion and reduce fine tune. This approach reduce the workload for front-end development only

# Alternatives UI Design Tools to Explore (Paid or Free)

Adobe XD



InVision



Axure RP



Moqups



Lucidchart



Balsamiq



Marvel



Whimsical



# References

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- Figma's Official YouTube Channel : <https://www.youtube.com/channel/UCQsVmhsa4X-G3IHIUtejzLA>
- Best Practises : <https://www.figma.com/best-practices/>
- Templates References : <https://www.figma.com/community/explore?tab=files>
- Possible Applications :
  - Design : <https://www.figma.com/design/>
  - Prototyping : <https://www.figma.com/prototyping/>
  - Design System : <https://www.figma.com/design-systems/>
  - Convert into Code : <https://www.figma.com/community/plugin/747985167520967365/>
  - Other : <https://www.figma.com/blog/five-ways-to-use-figma-that-you-probably-never-thought-of/>
- Guides :
  - Web Design Sample/Framework: [https://www.figma.com/community/web\\_design](https://www.figma.com/community/web_design)
  - Mobile Design Sample/Framework: [https://www.figma.com/community/mobile\\_design](https://www.figma.com/community/mobile_design)
  - General : <https://help.figma.com/hc/en-us>