

Products ▼

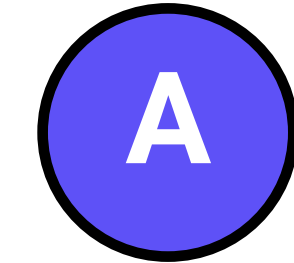
Enterprise ▼

Pricing ▼

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Company ▼

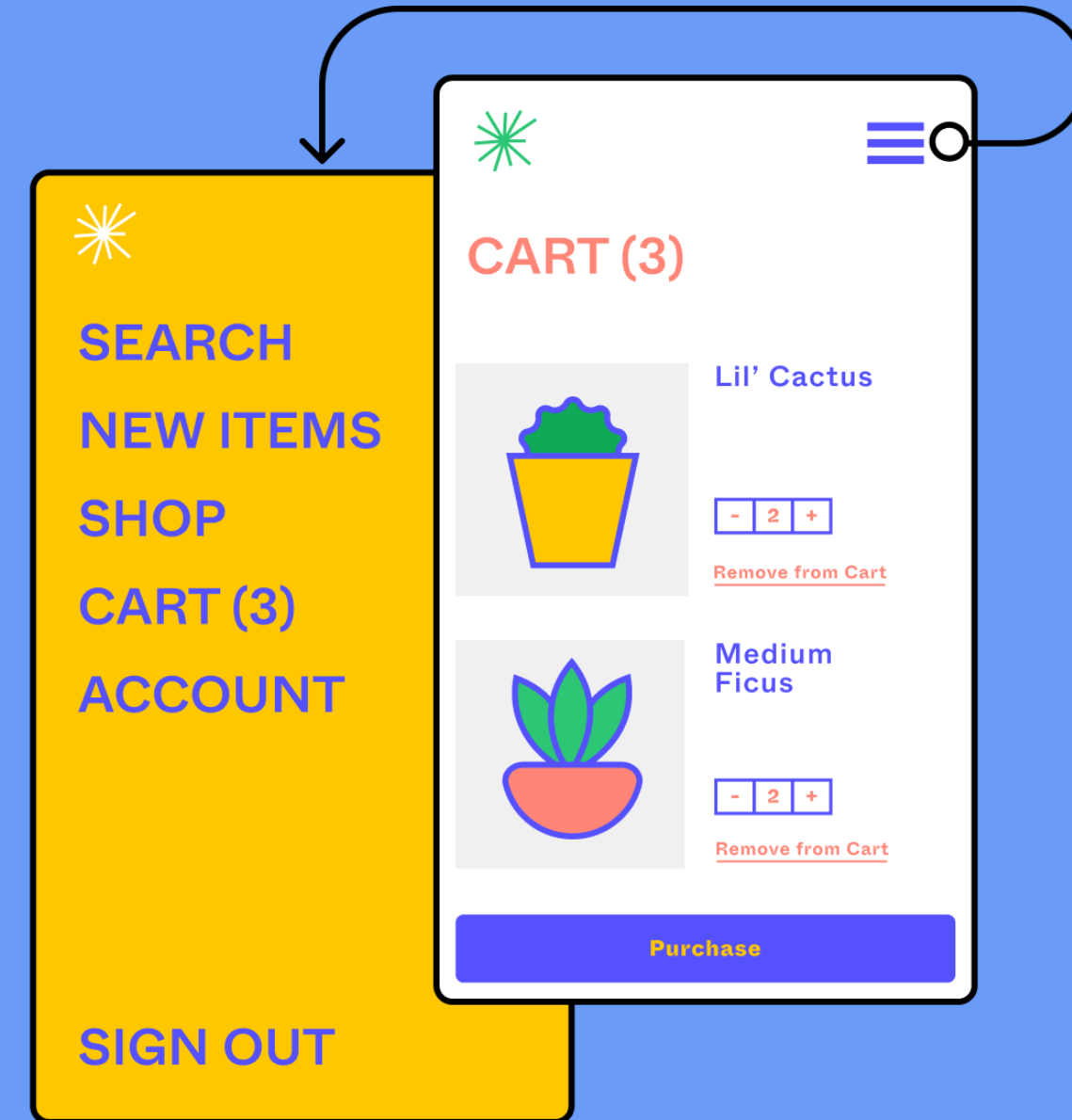
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Prototyping features

Prototype while you design, and vice versa

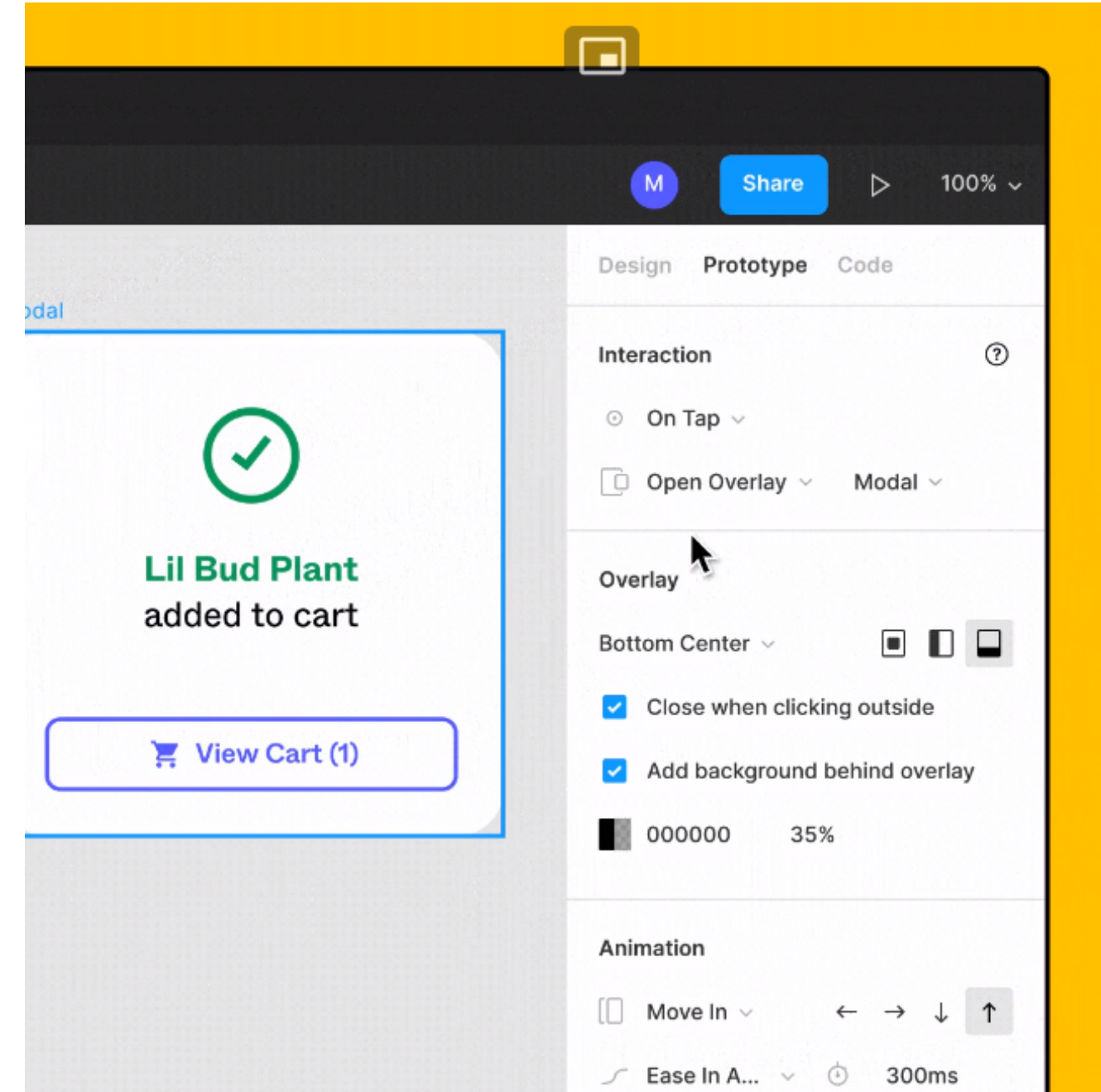
Bring your ideas to life in animated prototypes.
Test concepts earlier and more often. Create a
better blueprint for development.



Create prototypes that feel like the real experience

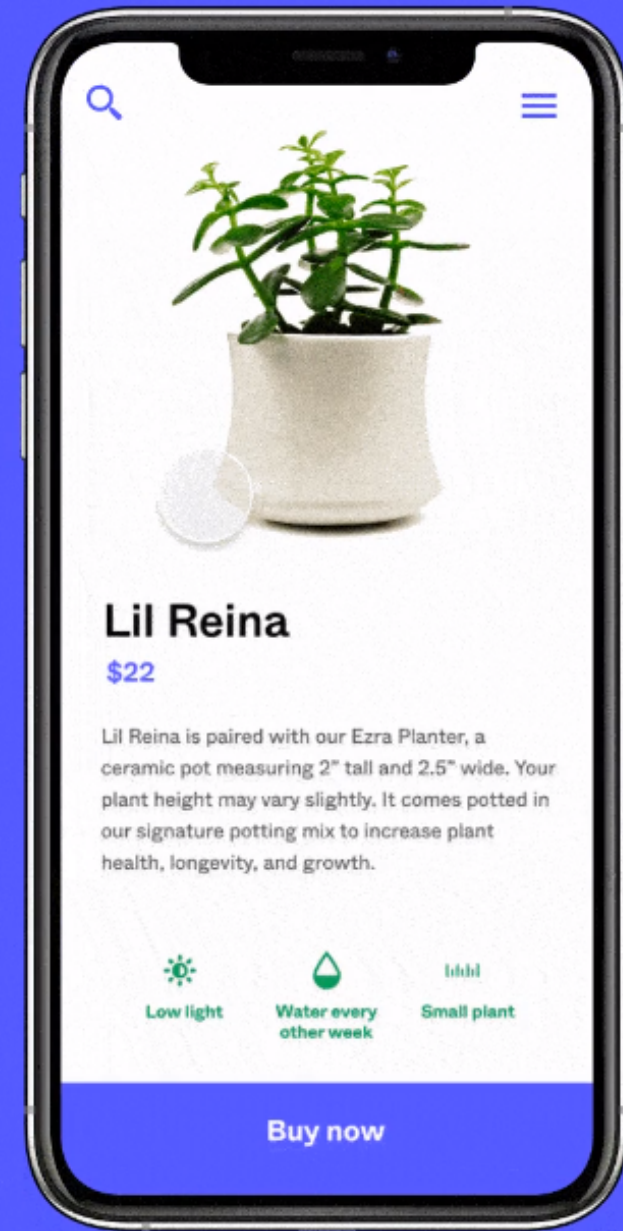
Turn your static design files into an interactive experience—no coding required.

- Intuitive build: Simply connect UI elements and choose your interactions and animations.
- Interactions: Define subtle interactions, like on click, while hovering, while pressing a button, and more.
- Mobile-optimized: Details like device frames and momentum scrolling make your prototypes feel like the real experience.



We run a really fast design process. We're constantly building, testing, and iterating. Being able to pull together a prototype in Figma so quickly and easily is massive for us.

Beth Horne, Senior User Researcher at Bulb



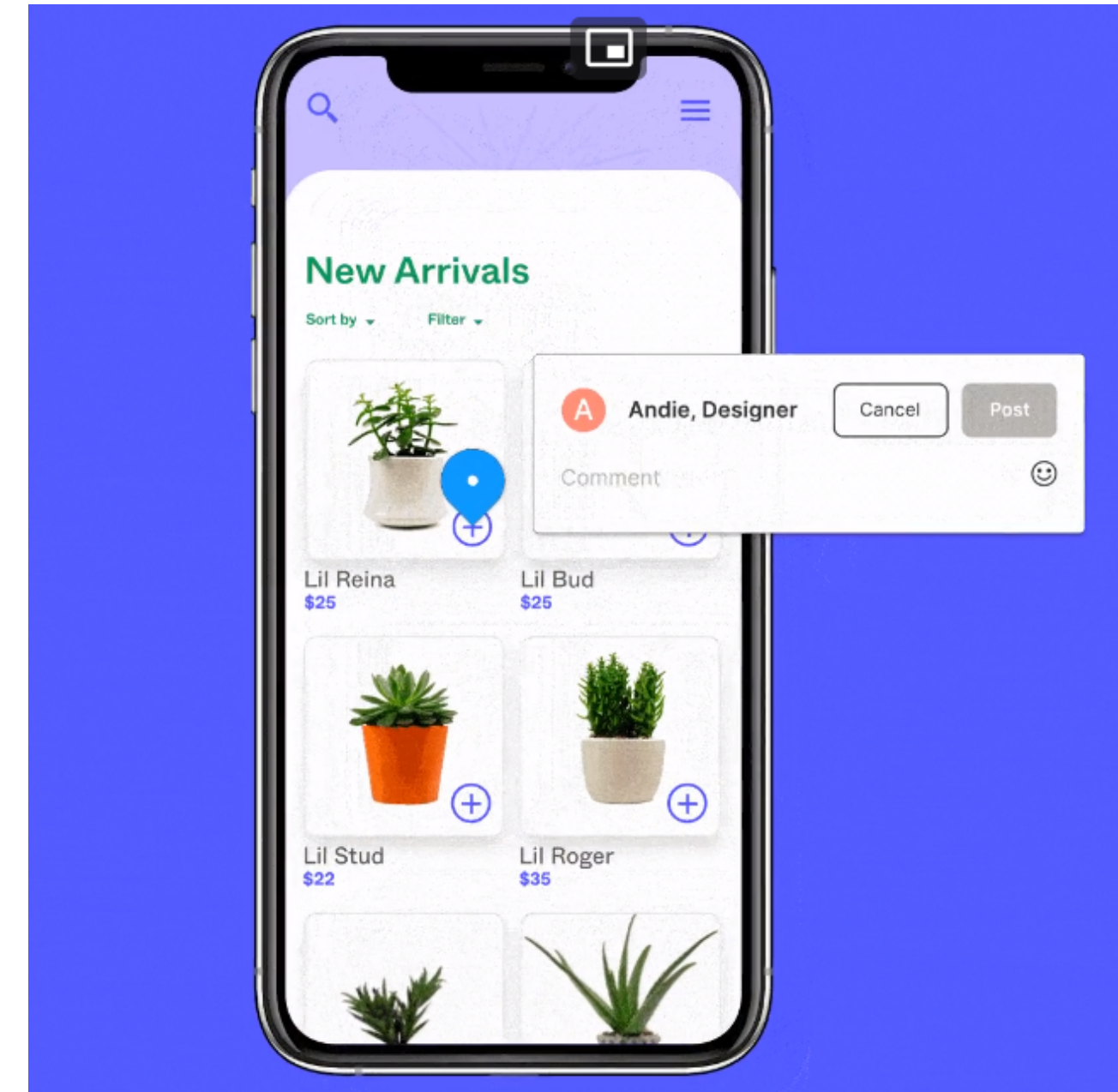
Other ways to use Figma prototypes

- Observe a test subject in research sessions
- Create presentation slides to pitch your work
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- Create presentation slides to pitch your work

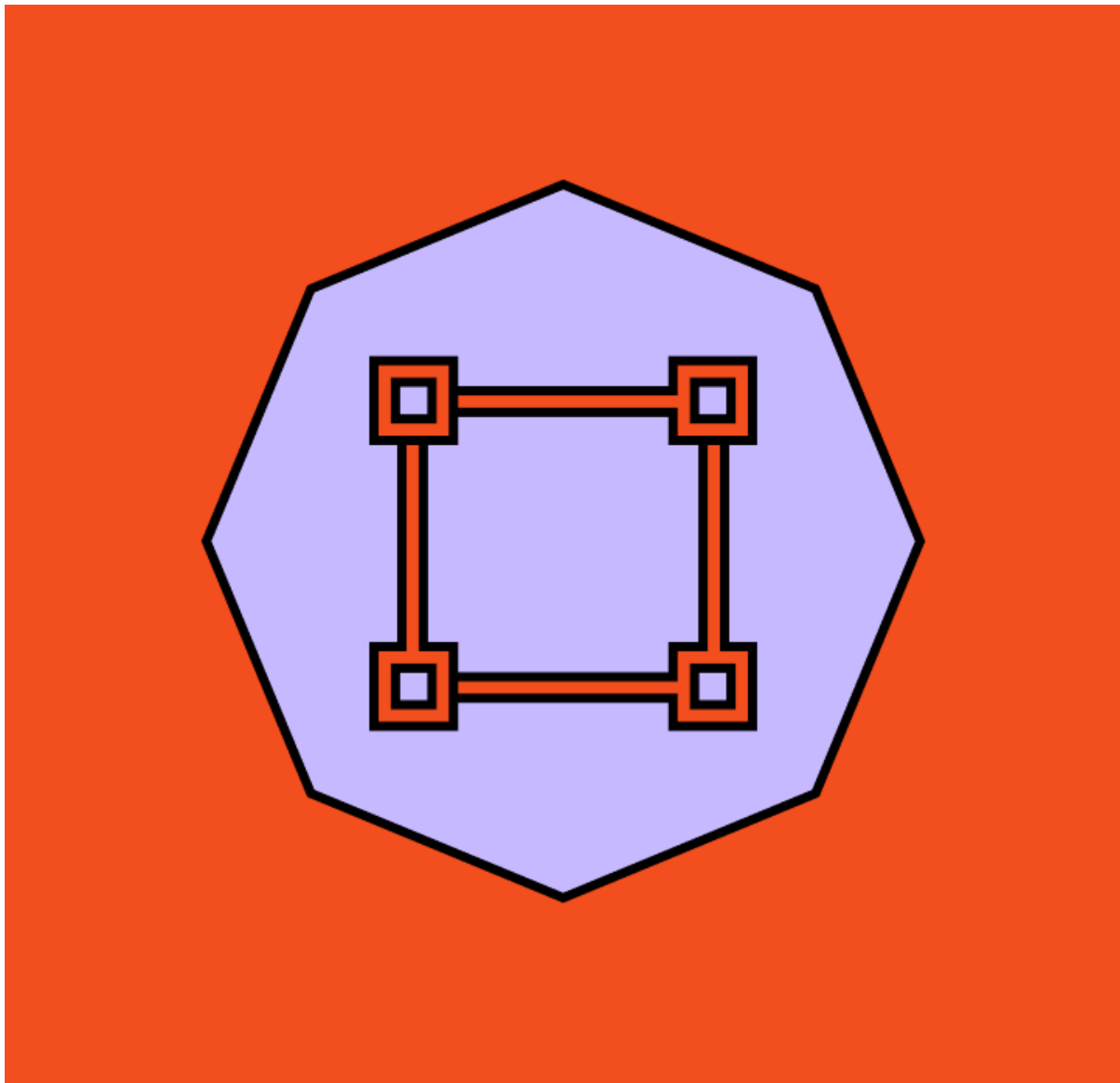
Do it all in one single tool

No more jumping between tools. Design, prototype, share, and collect feedback all in Figma.

- All-in-one platform: Toggle between your design file and live prototype. Design edits appear instantly in your prototype.
- Shareable prototype: Share a link to your prototype. View it anywhere with Internet.
- Embedded commenting: Comment in a prototype. They carry over into the design file—so nothing gets lost.

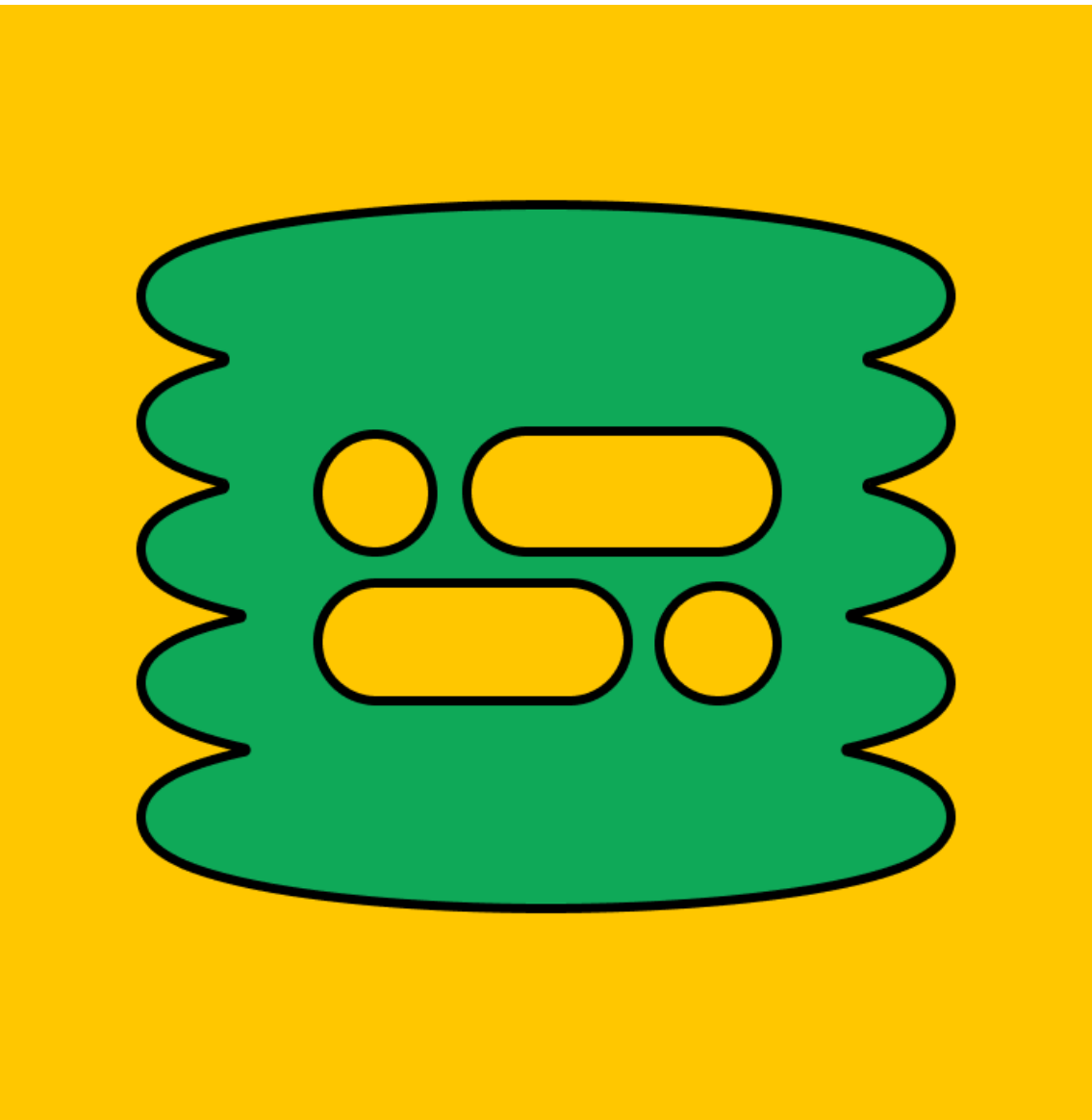


See how Figma can help you design from start to finish



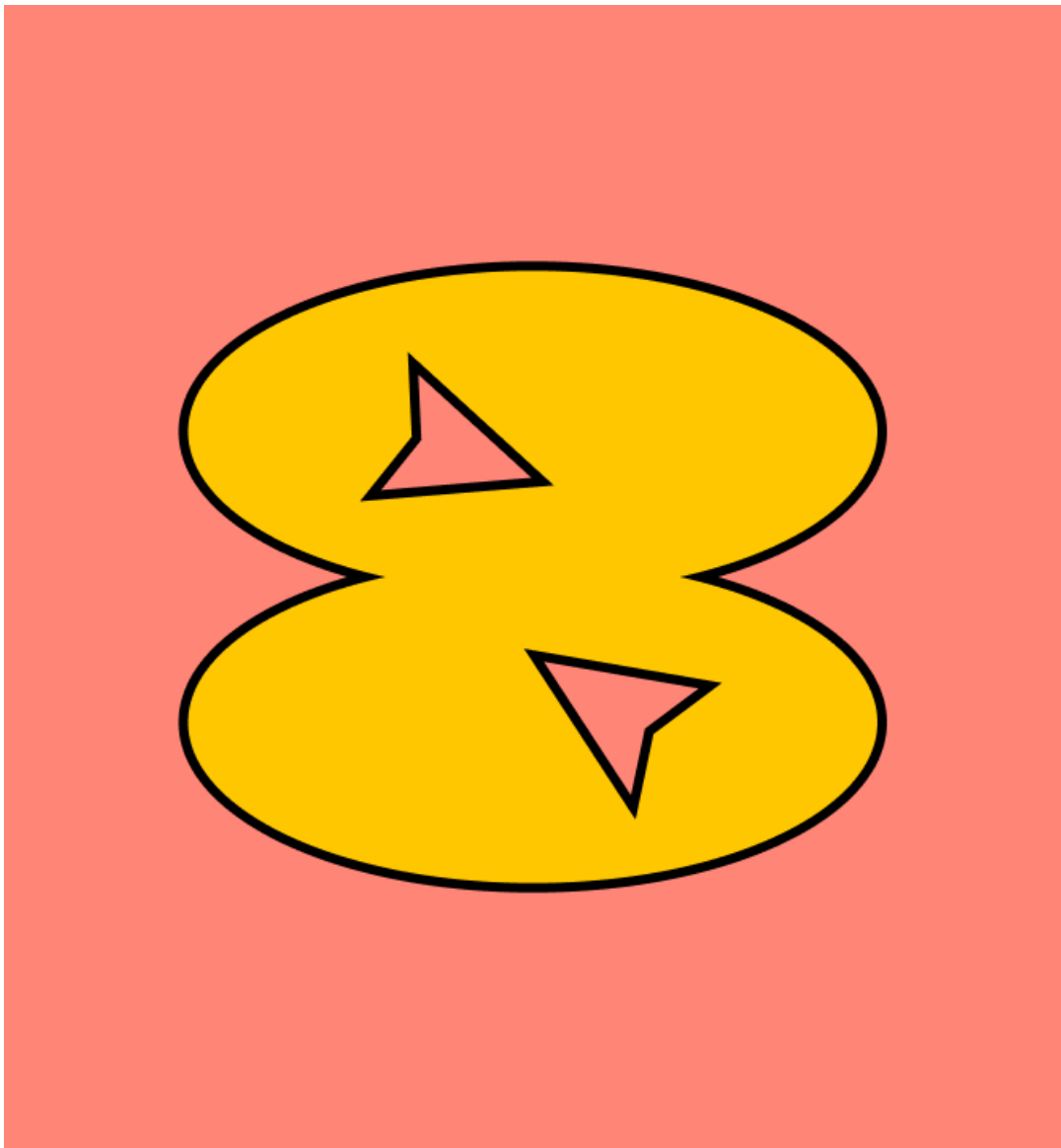
Design

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Design systemes

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Collaboration

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Use Cases

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