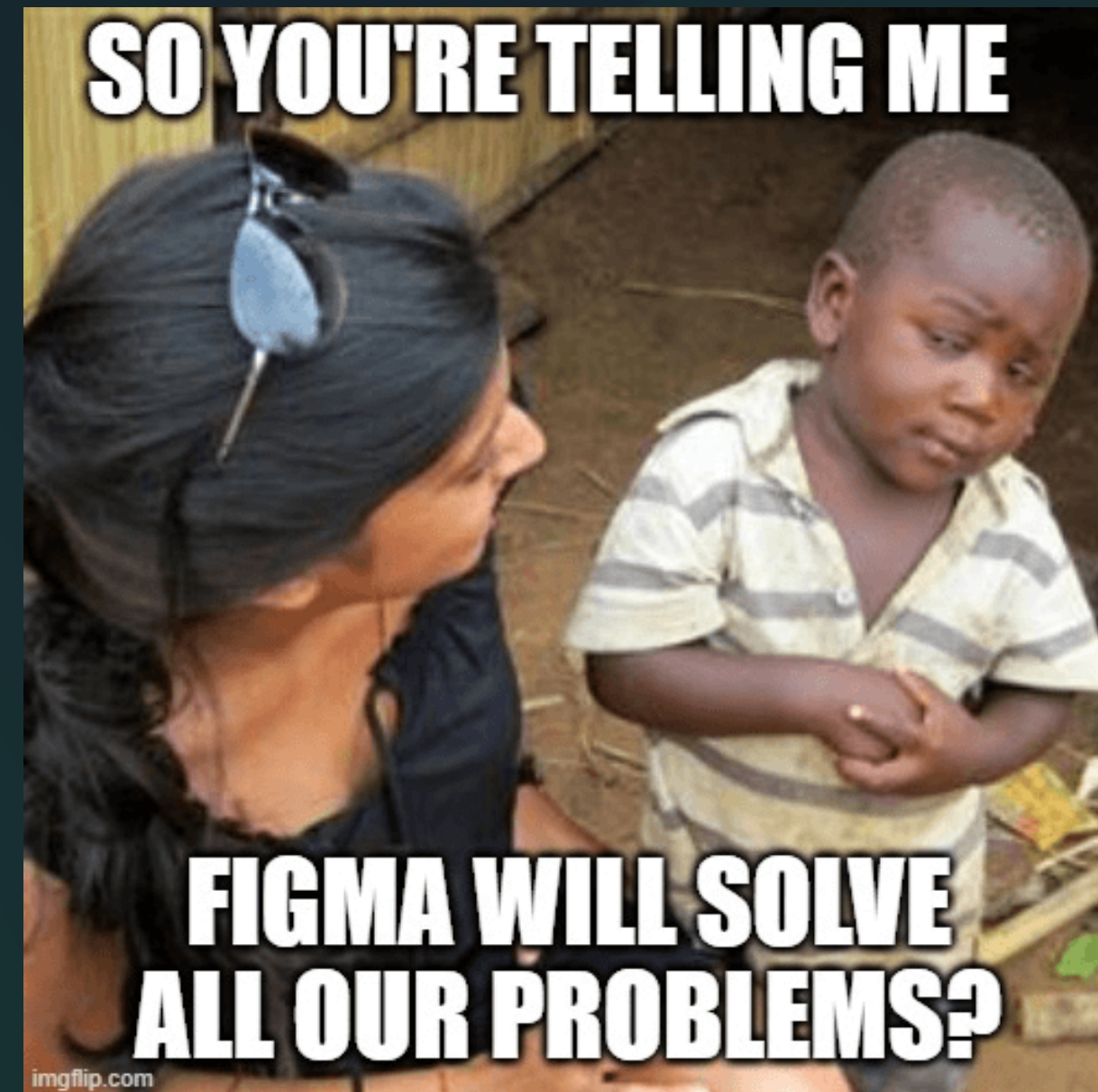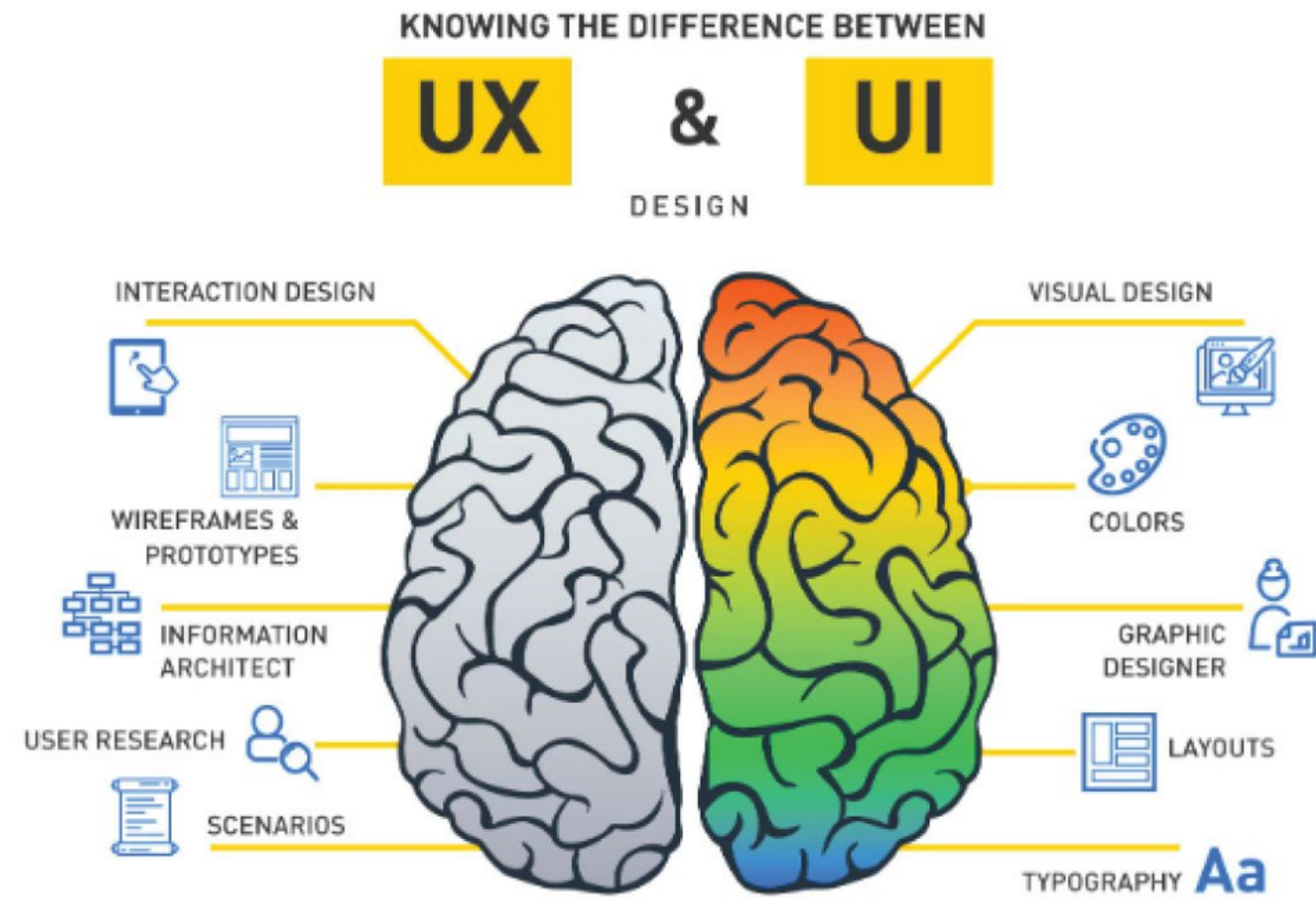# Today's agenda

Figma

- Account setup
- Design file
- Design assets
- Frames
- Grid columns and rows
- Labelling and grouping
- Text
- Autolayout
- Prototype interactions
- Export pages

Difference between UI & UX

Why Figma

What is Figma

- **Figma is a powerful design tool that helps you to create anything: websites, applications, logos, and much more.**

How to Make a Frame in Figma

- Select the Frame tool from the top menu
- Select the Frame size on the right panel

How to Add Grids and Columns in Figma

- Select the frame you wish to grid
- Select Layout Grid on the right panel
- Select Columns and 12 units

How to Use Shapes in Figma

- Select Square Shape tool
- Create a square
- Begin to shape and size it

How to Add Images in Figma

- Drag and drop an image from you local computer
- Import an image from the shapes image upload option
- Resize and place the image on the design

How to Add Text to a Design in Figma

- Select the Text tool
- Add "About" text as the start of the navigation
- Ensure the size and color are 24 and white

How to Label Elements and Create Groups in Figma

- Select your element/s and right click to group or press Ctrl + G
- Name your group
- Places groups inside groups for each section of your page to improve readability once your page gets large

Conclusion

Figma is simple to start using, but there's a lot to learn to use it to its full potential. With the basics of shapes, images, and text, you can easily get started prototyping a website, designing a mobile application, and much more.