

GETTING STARTED WITH COMPONENTS IN FIGMA

Created by Hannah Darden, Technical Writer | PTW Master's Student at UALR | B.A. in Web Design and Development

Bringing your wireframes to life is all about making them feel as real as possible, and that's where components come in! Whether it's CTA buttons, slideshows, pop-up menus, or navigation links, components let you create reusable, interactive elements that make your designs more dynamic and efficient. Plus, they save you tons of time!

In this tutorial, you'll take a simple text element and turn it into a fully functional component—one that you can reuse and tweak with ease. If you've dabbled in Figma before and know your way around the basics, you're all set to dive in. Just make sure you have a wireframe ready with elements you want to bring to life and a stable internet connection to keep Figma running smoothly. By the end, you'll have a solid grasp of how components work and how to use them to level up your designs.

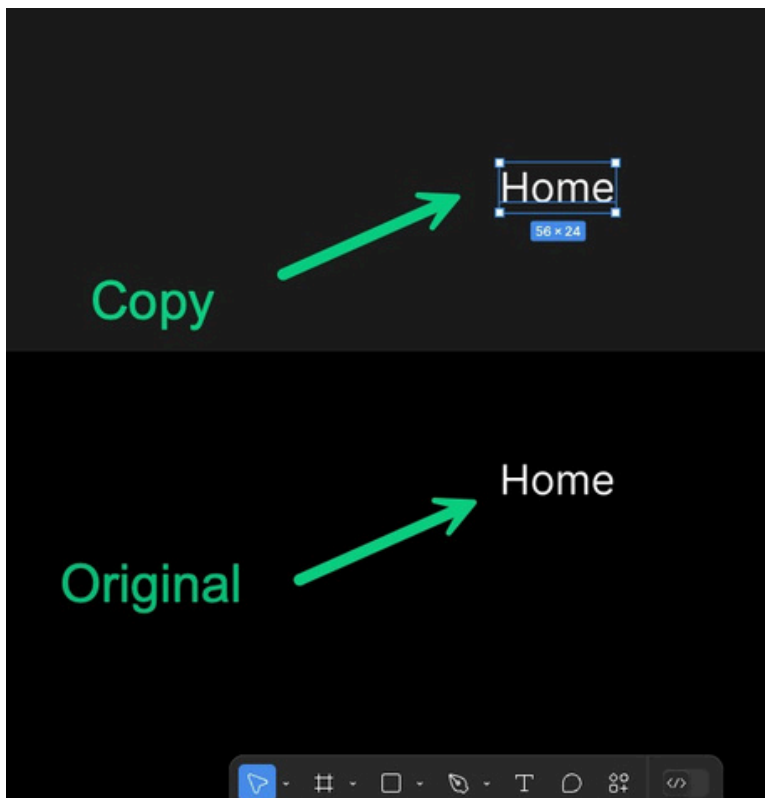
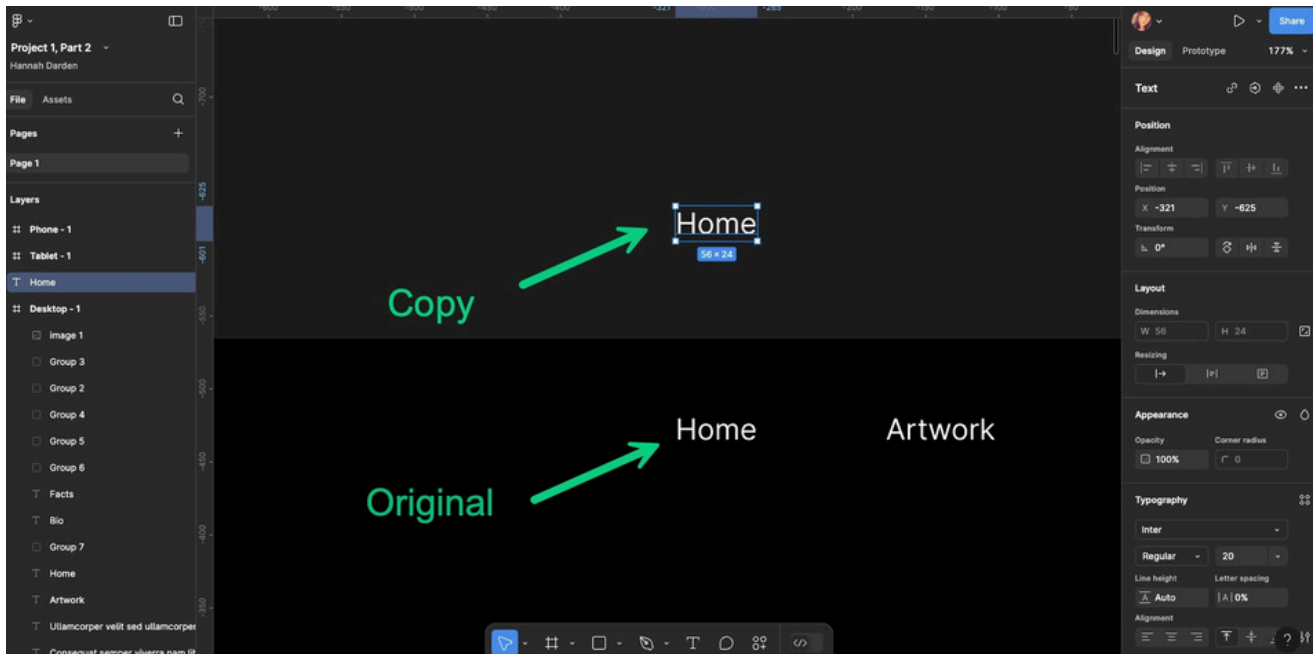
LET'S GET STARTED!

Step 1:

Select the element that you would like to make a component.

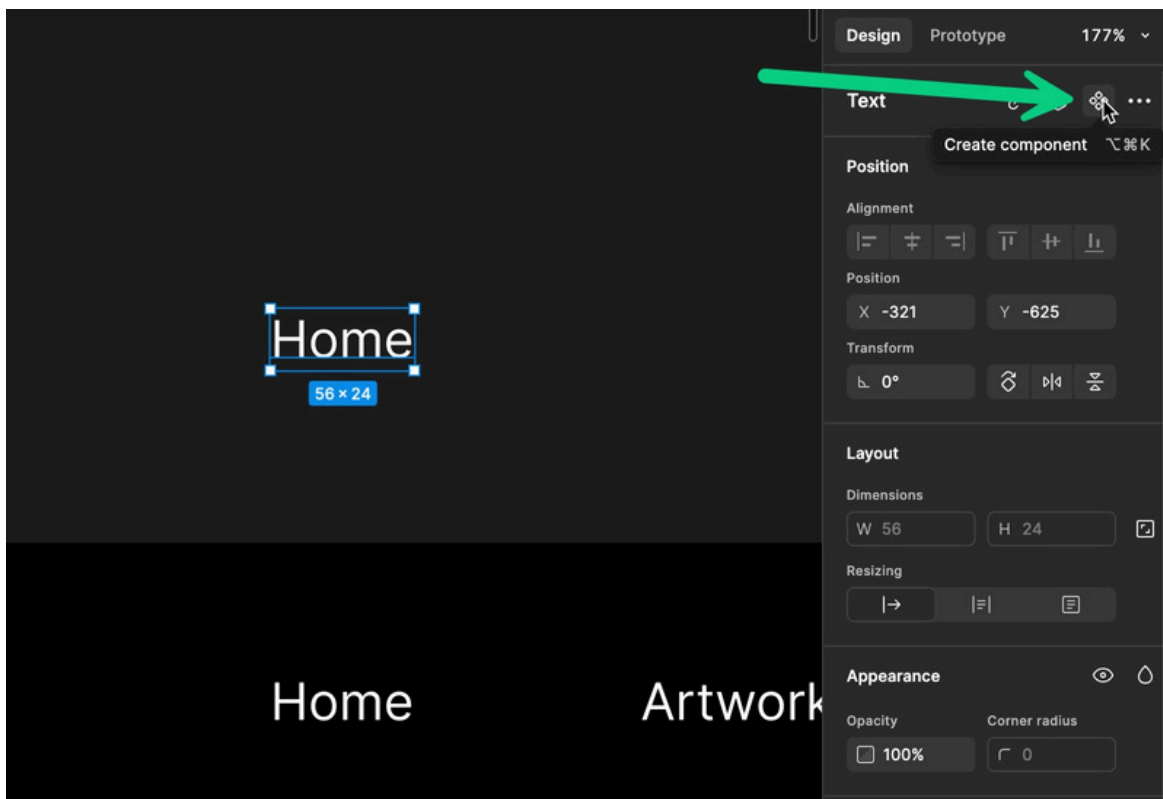
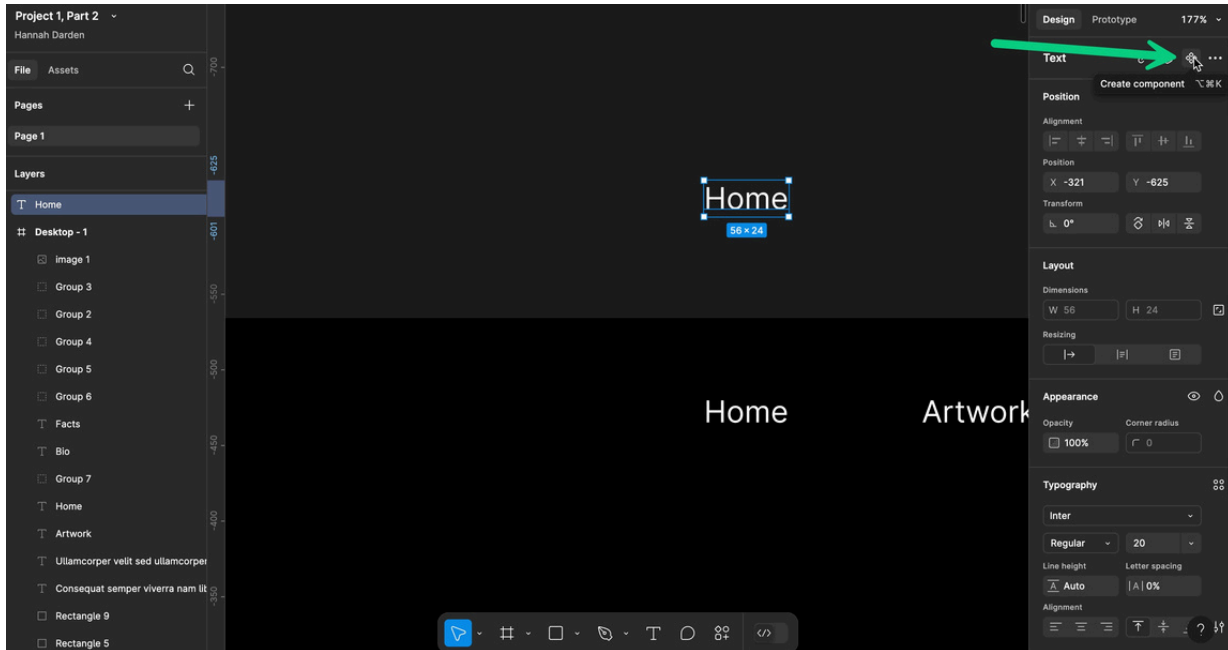
Step 2:

Make a copy of this element, and place it outside of your wireframe.



Step 3:

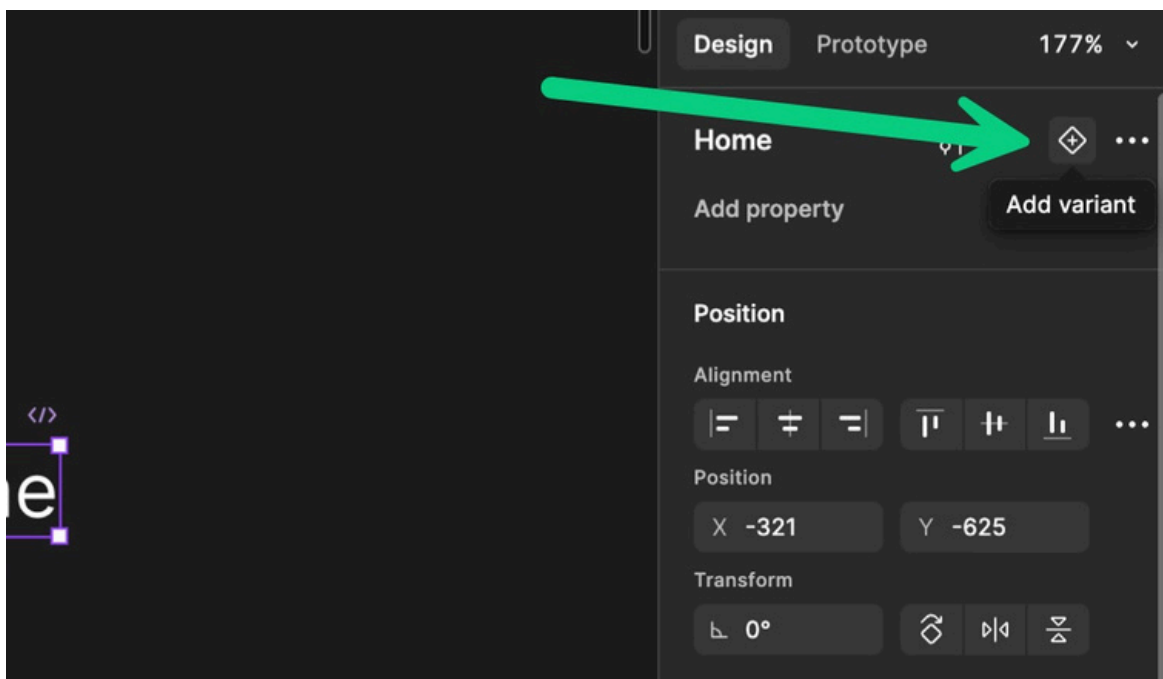
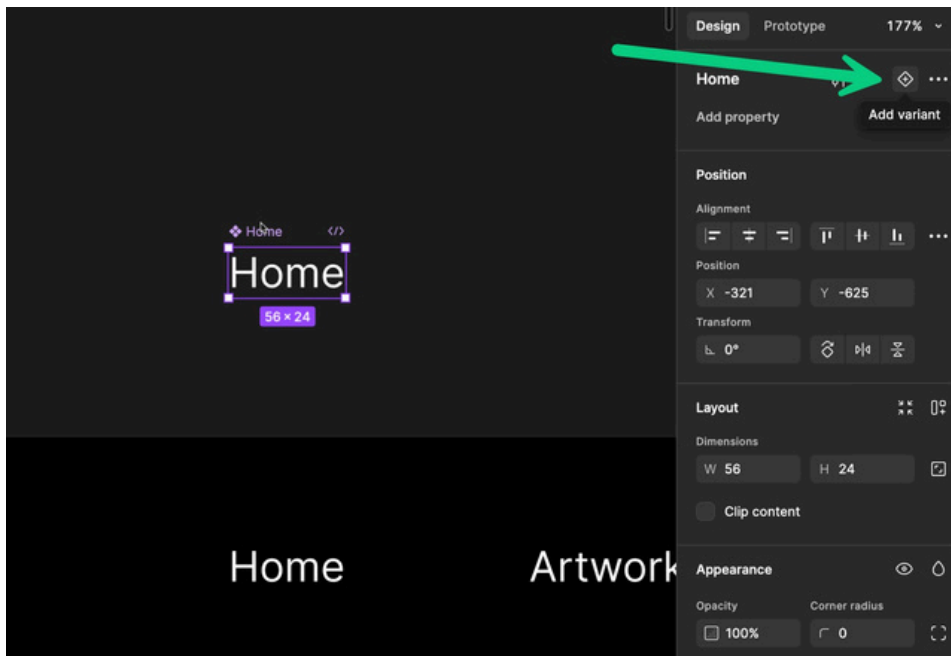
Under the **Design** tab on your right side panel, click the **Create Component** icon with your element still selected.



Step 4:

Under the **Design** tab on your right side panel, click the **Add Variant** icon with your element still selected.

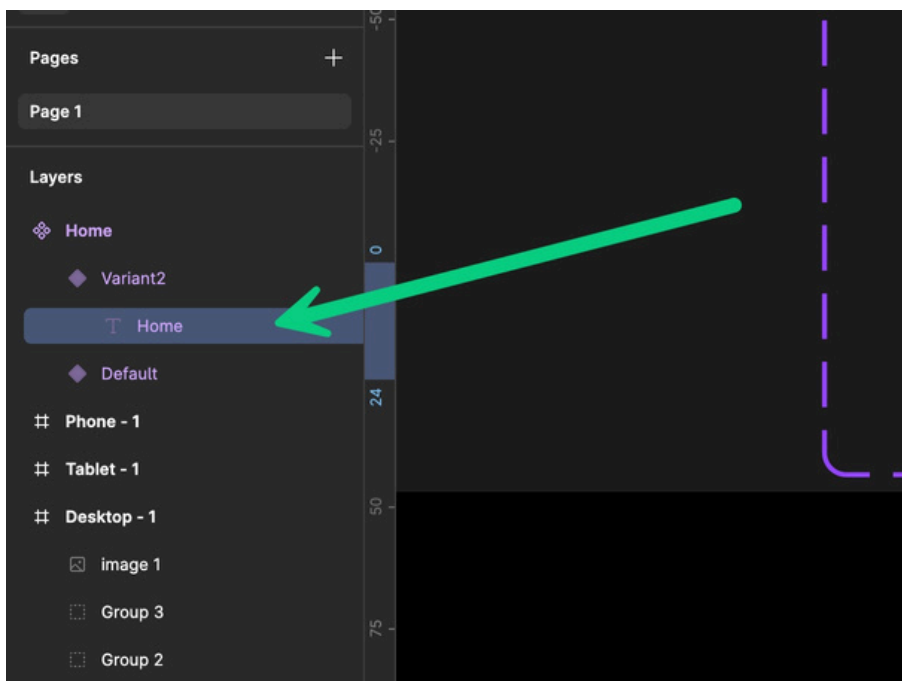
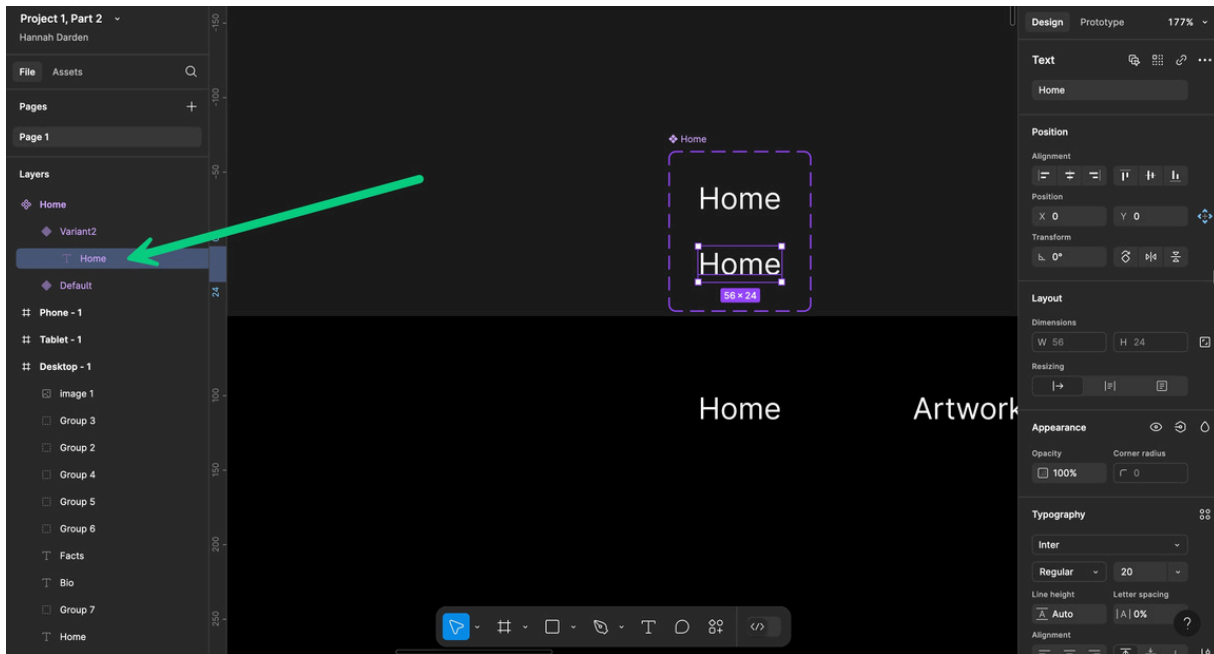
- Adding variants allows you to create multiple variations of the same component within a single container, making it easier to manage different design states (like button sizes, colors, or icon variations) without creating separate components for each variation, thus simplifying your component library and design process.



Step 5:

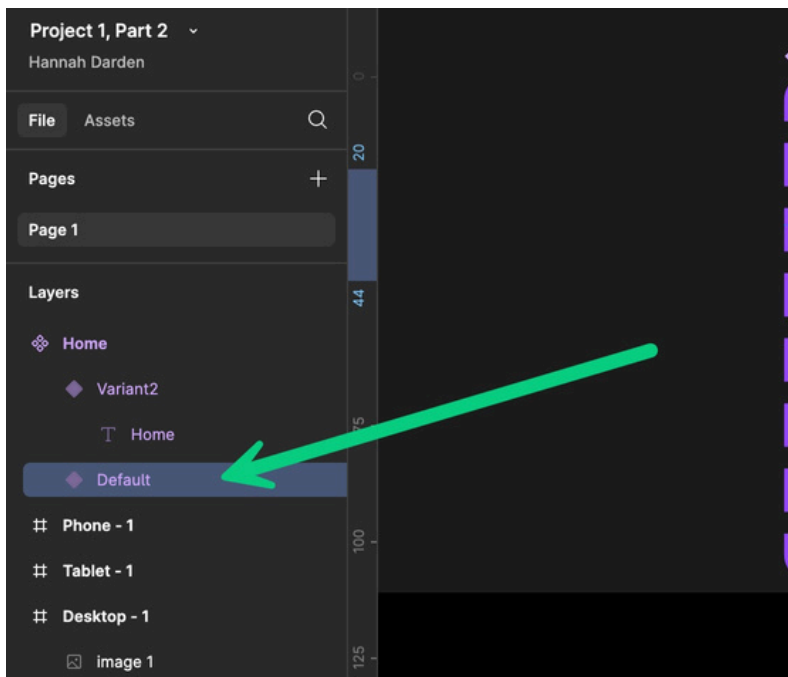
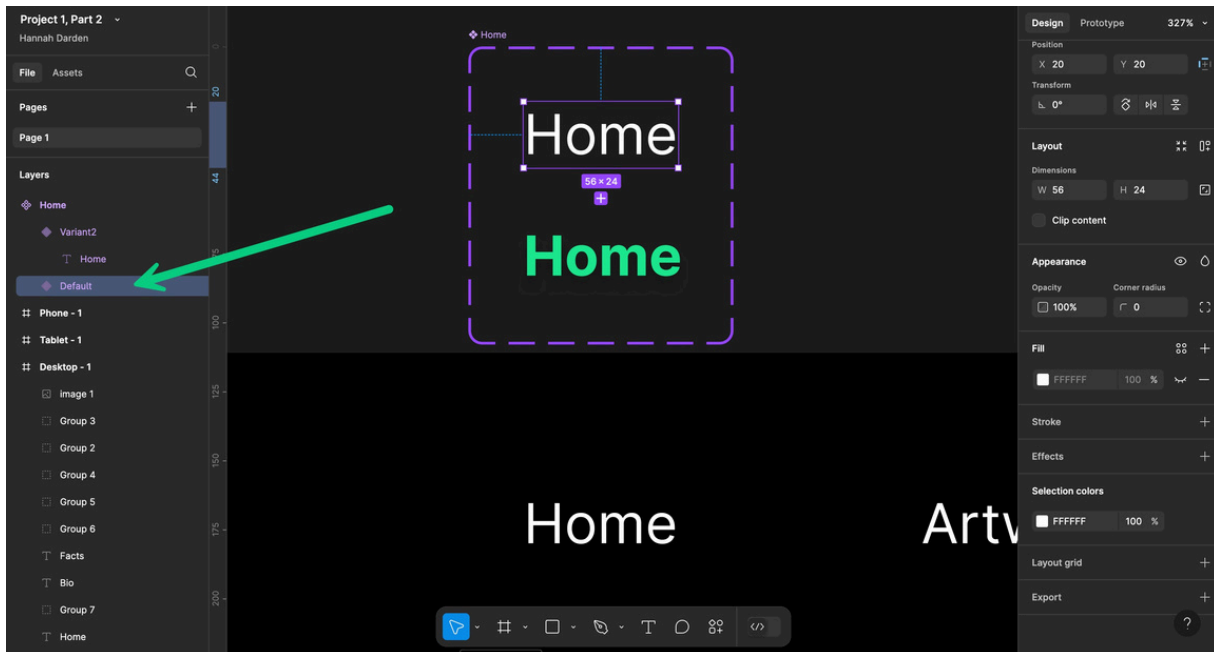
Double click your **Variant 2** to select the text only, then make your design changes.

- Check out this link for [Great Interface Design Choices](#)



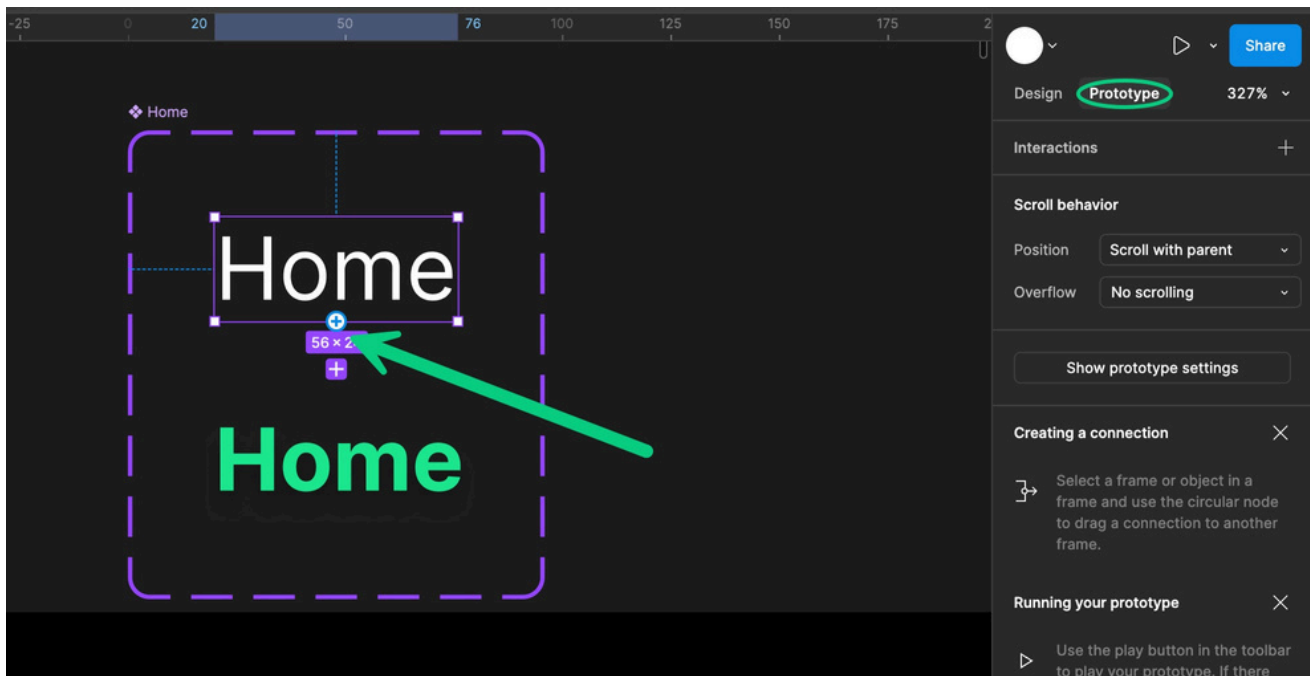
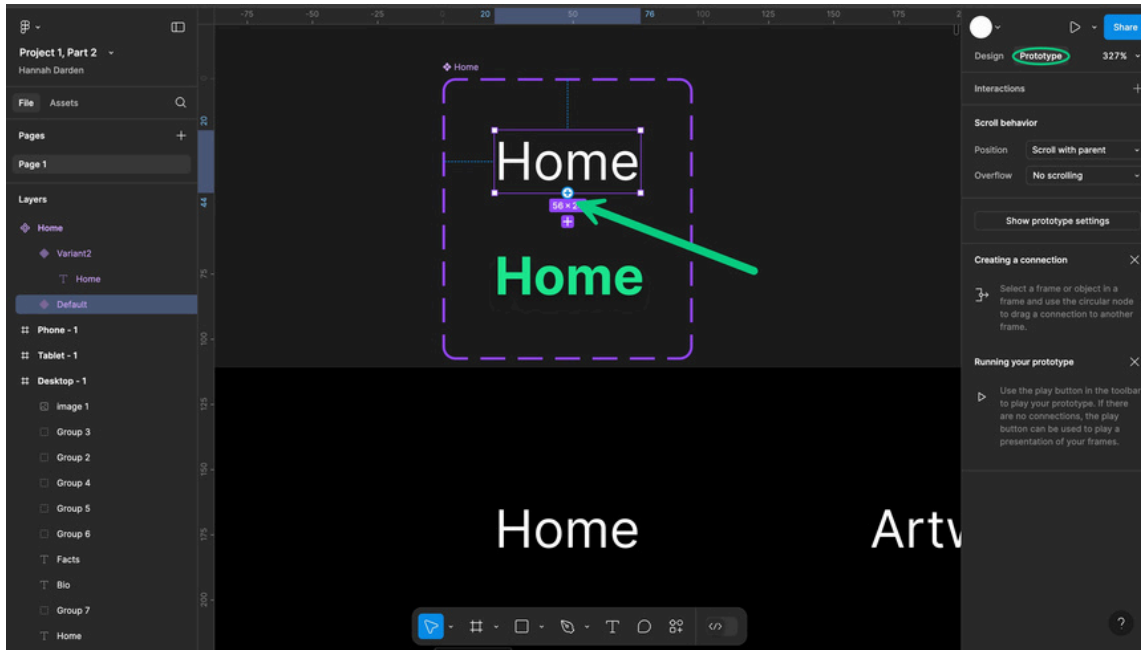
Step 6:

Click on your **Default Variant**.



Step 7:

Make sure the **Prototype** tab on is selected on your right side panel, then click and drag the Plus icon on your **Default Variant** and connect it to your **Variant 2**.



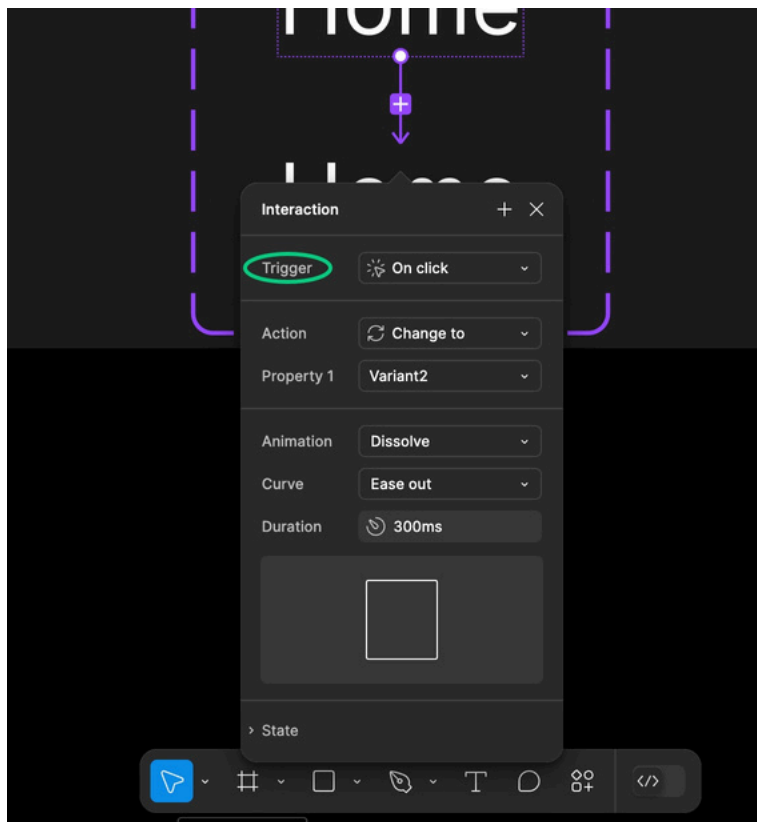
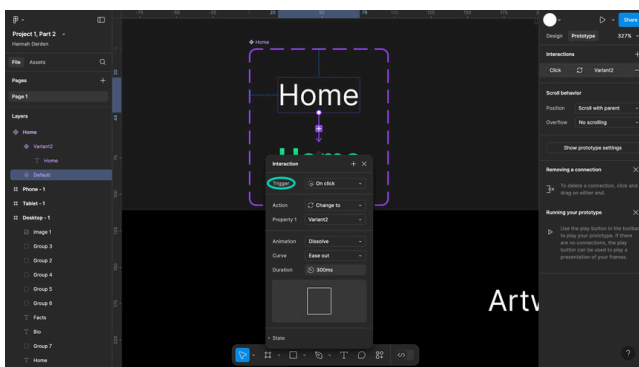
Let's talk about **Triggers** and **Animations**. When you have multiple tabs open in your browser, you may notice how the background of each tab changes when you hover over it—becoming lighter or darker. When you click on a tab, the screen shifts to display its content. This interaction is made possible through **Triggers**, which respond to user actions like hovering or clicking.

How about the way the background color changes smoothly? Almost like it's fading into the new color? That effect is made possible through **Animations**, which control how visual changes occur over time, making interactions feel more natural and engaging.

Step 8:

With the Interaction menu open, click the **Trigger** drop-down, and select when you want your component to change from **Default** to **Variant 2**. You can do this with any interaction, but for this tutorial, we'll be using “**On Click**”.

- Click the **Animation** drop-down if you would like to change how the element appears on your screen.



Step 9:

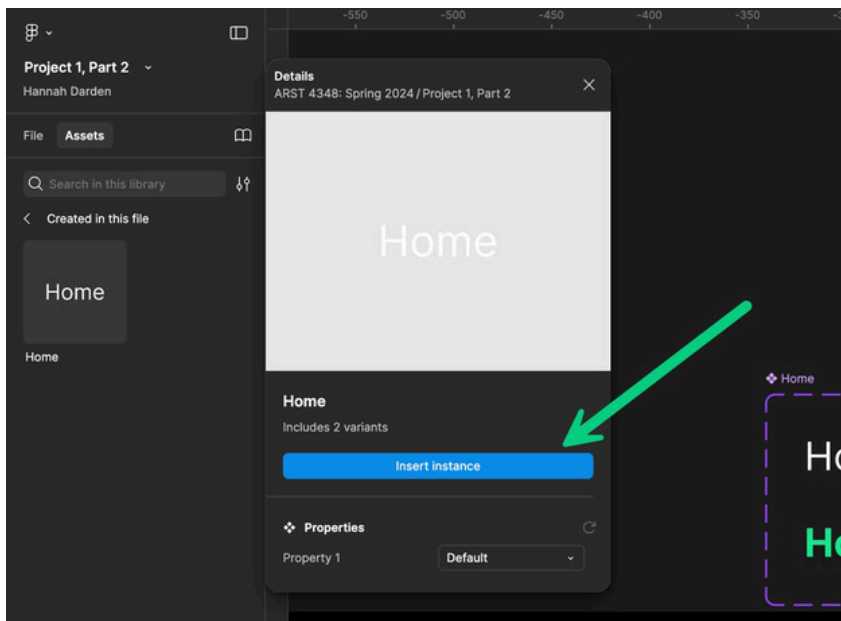
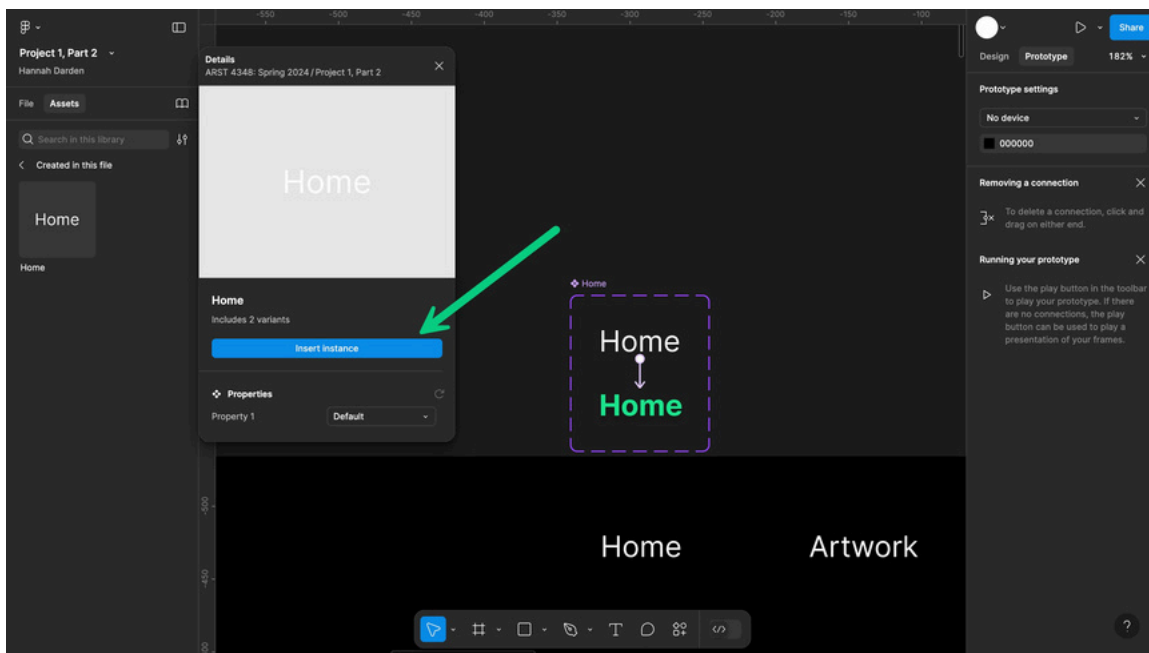
When you are ready to insert your component into your design, click the **Assets** tab on your left side panel.

Step 10:

From your library, click the **Created in this file** icon.

Step 11:

Click your component, and select **Insert instance** from the pop-up menu.



Step 12:

Under the **File** tab on your left side panel, click and drag your component into your Wireframe.

Step 13:

Delete your previous element, and replace it with your component.

Step 14:

To test your component, click **Present** on your right side panel, and **Click** your component.