



4/12/2024

FIGMA

UI / UX Fundamentals for Web and Mobile



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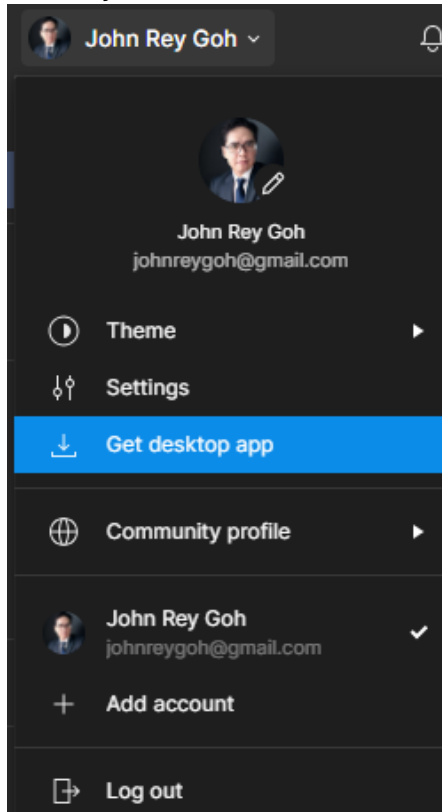
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Getting started with Figma

1. Signup for a Figma Account <https://www.figma.com/>
2. You may use the web version or download the desktop version



3. In simplest terms, Figma creates prototypes for UI/UX that the users and clients can see and test to get a feel of the interactions. It does not create the entire code of the UI/UX for you.
4. UI vs UX
 - UI (User Interface): This is about the actual elements that people interact with on a device. This includes the buttons, text, images, sliders, and all other items that you can see and interact with on a screen. The goal of UI design is to visually guide the user through a product's interface. It's about making sure that the interface is intuitive, aesthetically pleasing, and efficient.
 - UX (User Experience): This involves the overall experience a user has when interacting with a product or service. It's not just about how it looks; it's also about how it works. UX design is concerned with the entire process of acquiring and integrating the product, including aspects of branding, design, usability, and function. It focuses on what happens when someone uses the product, how they feel about the interaction, and how easy it is for them to accomplish their desired tasks.

5. User Flows vs Task Flows

- **User Flows:** This refers to the path taken by a typical user on a website or app to complete a specific task. The flow charts out every step the user takes, from starting an action (like logging in) to finishing it (like making a purchase). User flows are more concerned with the user's journey through various scenarios and options, focusing on their experience. They help designers understand the different ways users navigate through a product and the different decisions they might make along the way.
- **Task Flows:** This is more focused on the actions required to complete a single specific task, without considering the user's choices or the various paths they might take. It's a straightforward, step-by-step sequence of actions necessary to achieve a goal. Task flows are very linear and don't vary much; they provide a clear, simplified map of how to perform one task efficiently.

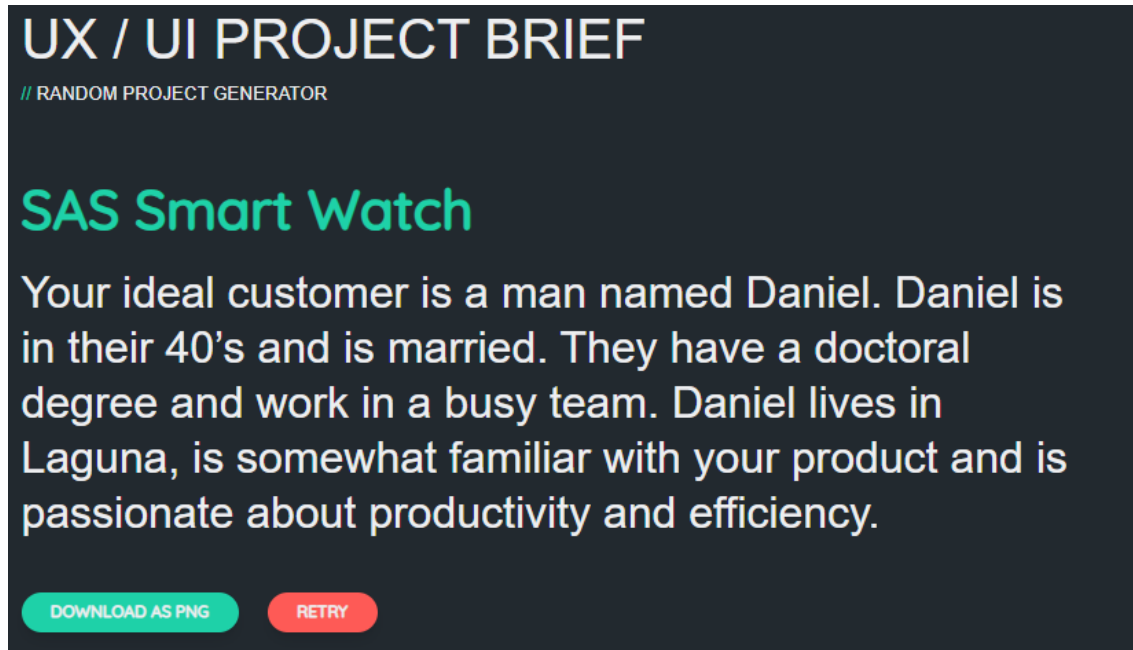
In essence, user flows are about capturing all the possible routes a user might take to complete various tasks, depending on their decisions. Task flows zoom in on the most direct route to complete one particular task without deviation. Both are tools used in UX design to ensure the product makes sense from the user's perspective and is easy to use.



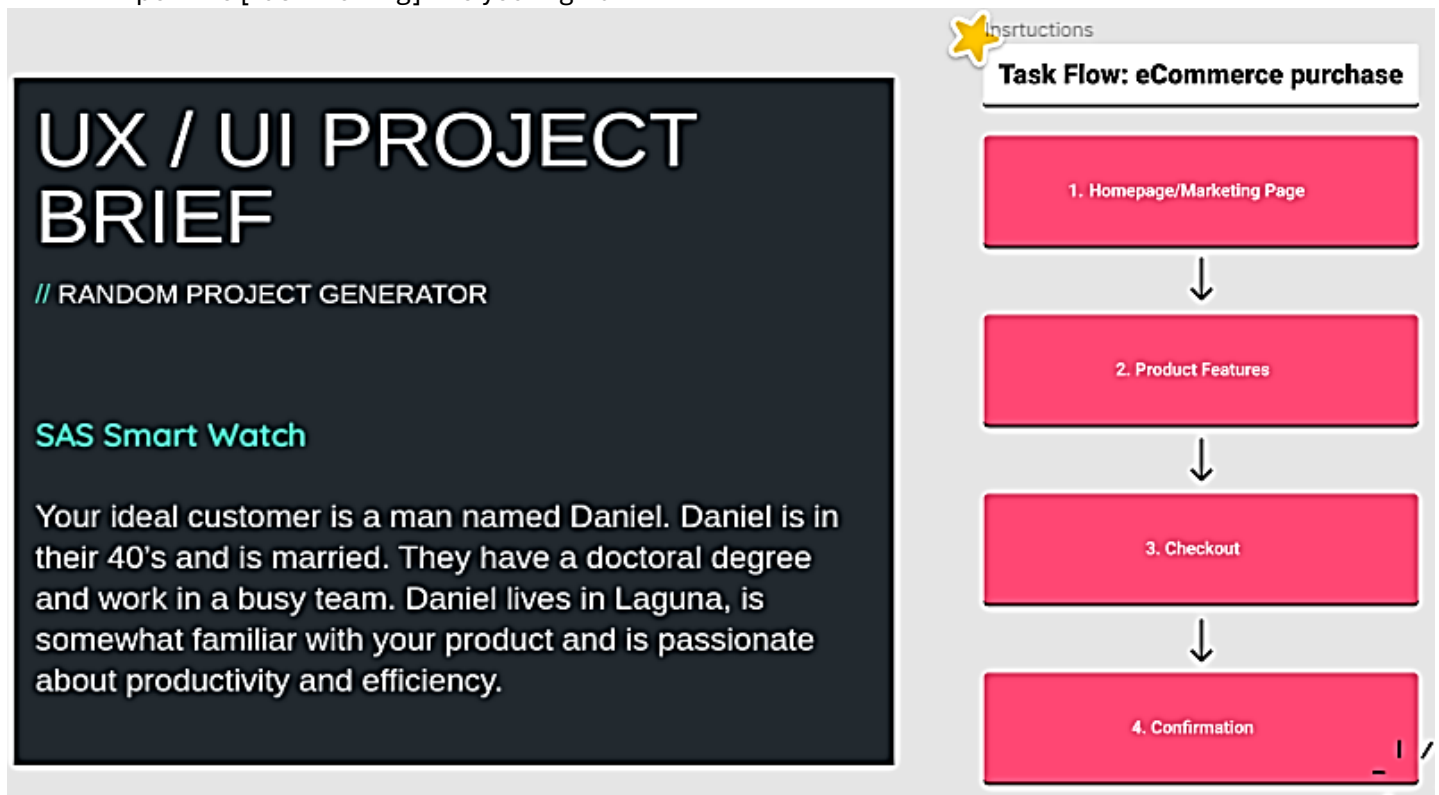
Project 1: Create a Project Brief

- Visit: www.randomprojectgenerator.com
- Enter your name & location and hit the 'generate my project' button.
- Save your brief onto your computer/phone. We'll reference this later.
- Deliverables: Let the trainer assess your work

Example:

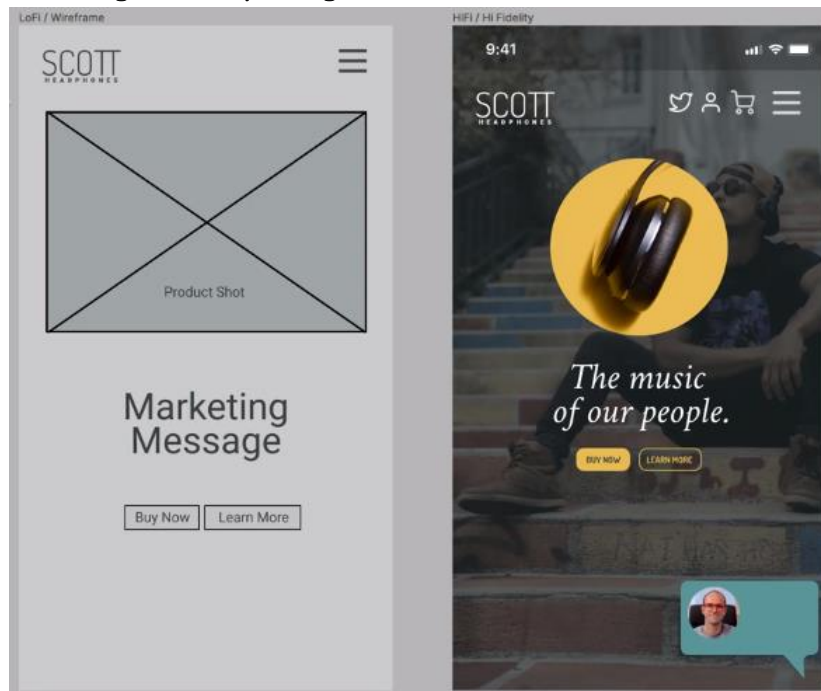


- Import the [Task Flow.fig] into your figma



WireFraming – Low Fidelity

What is Lo-Fi Wireframe vs High Fidelity in Figma



Lo-Fi Wireframe (Low Fidelity Wireframe)

- Purpose: Lo-Fi wireframes are typically used in the early stages of the design process. They are basic and provide a simplified outline of a product's layout without any stylistic features, color, or real content.
- Detail: These wireframes are more about placement and sizing of elements rather than look and feel. They often use placeholders for images and generic text (like lorem ipsum) to map out the structure.
- Speed and Flexibility: Creating Lo-Fi wireframes is usually quick and allows for easy adjustments, making them ideal for brainstorming sessions and early validations of concepts with stakeholders.


High Fidelity (Hi-Fi)

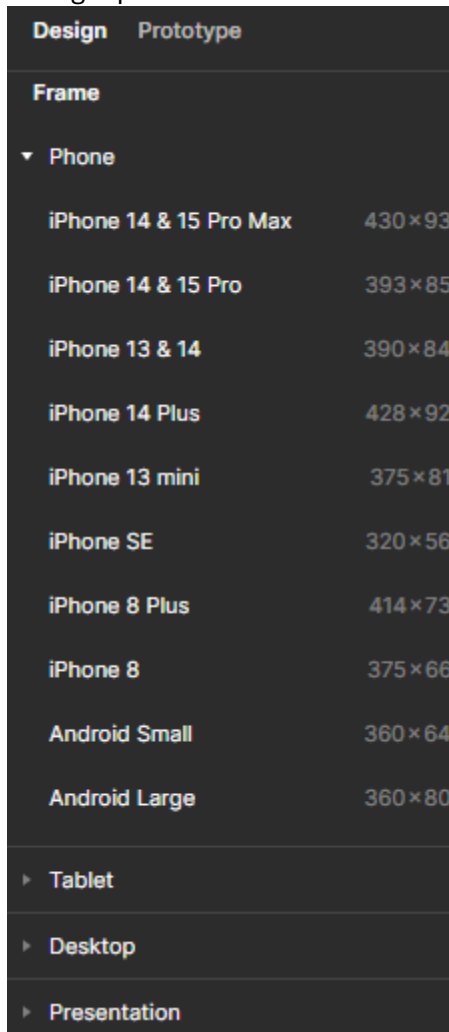
- Purpose: High Fidelity designs are more detailed and closer to the final product. They are used in later stages after the basic structure and usability have been established through Lo-Fi wireframes.
- Detail: Hi-Fi designs include real images, actual content, full color schemes, typography, and even interactions. These elements help in representing the actual look and feel of the final product.
- Use: High fidelity designs are often used for user testing where the visual and interactive experience needs to be as close to the real product as possible. They also provide developers a clear guide for building the product.

In Figma:

- Lo-Fi Wireframes: You can quickly create Lo-Fi wireframes using basic shapes, lines, and text. Figma provides tools and libraries that make it easy to assemble these elements without focusing on aesthetics.
- High Fidelity: For Hi-Fi designs, Figma offers advanced tools such as grids, constraints, and styling options that allow designers to create detailed, polished designs. You can also incorporate prototypes with transitions and animations to simulate user interactions.

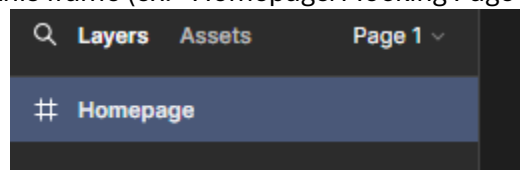
Creating our design file & introducing frames in Figma

1. Figma Home → drafts → new design file
2. Click on the frame tool  → draw a frame in your workspace.
3. Aside from manually drawing a frame, when you click on the frame tool, you can select a preset design of the right panel:



Notes:

- ✓ You may think of a frame as a page.
 - ✓ You can have/draw multiple frames in a single design file.
 - ✓ Each frame has its own set of properties
4. In this activity, we will be using either iPhone8 or Android Small, so create a frame with those sizes
 5. Then we will set a name for this frame (ex. “Homepage/Mocking Page”)



6. Create another frame and name it “Product Details”.

Shortcut notes:

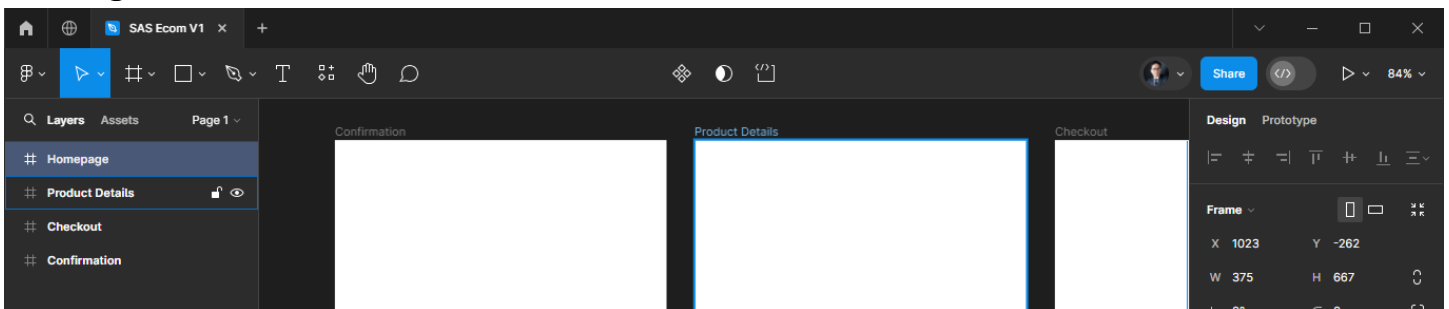
- ✓ You may copy-paste frames
- ✓ You can hold ‘spacebar’ in keyboard to temporarily trigger the ‘hand’ tool to move the position of the entire workspace

7. Create two more frames for ‘Checkout’ and ‘Confirmation’

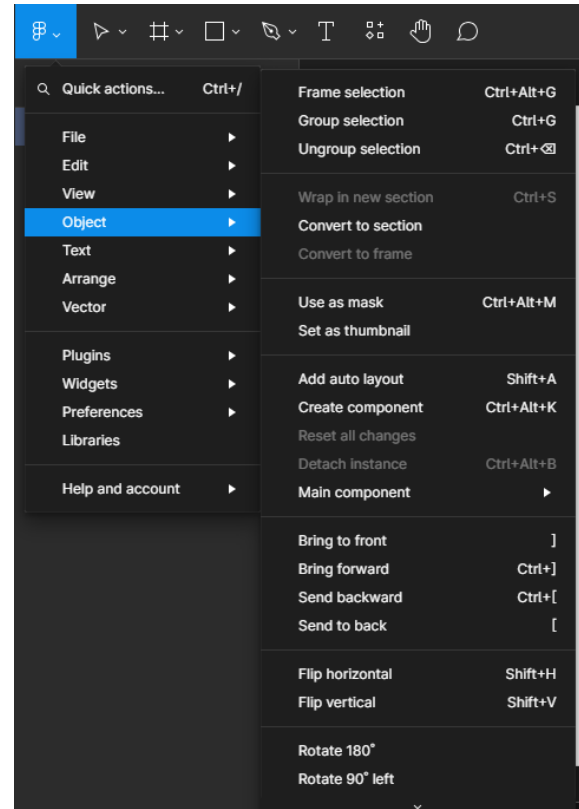
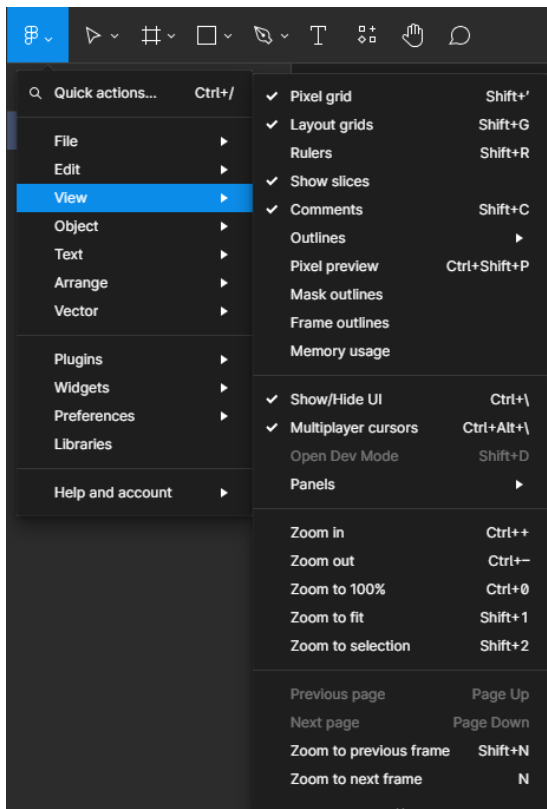
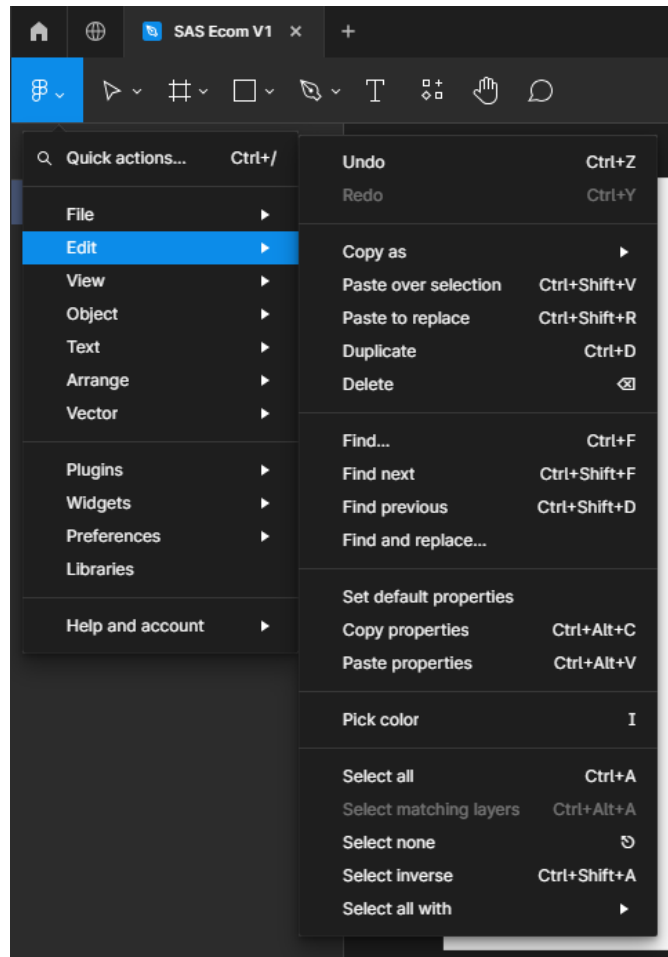
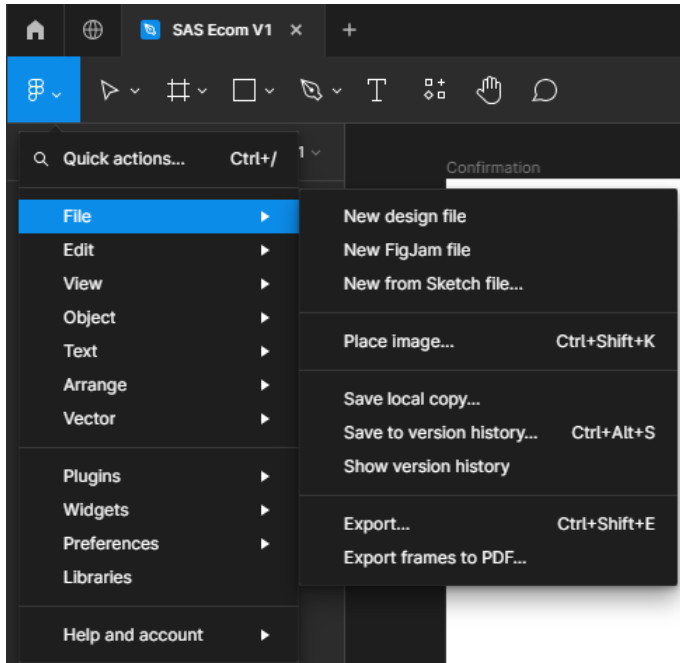


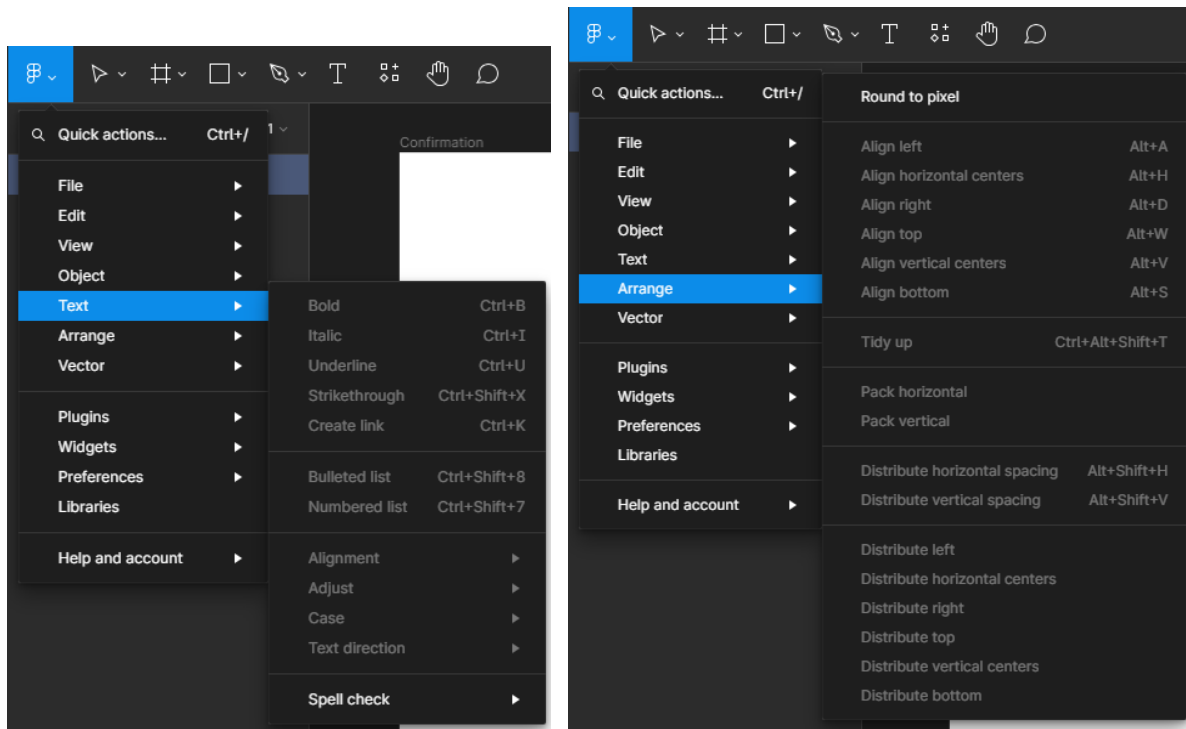
8. Name and Save your document (ex. “SAS Ecom V1”)

The Figma Environment



- ✓ Figma Design Tab
- ✓ Figma Menu Bar
- ✓ Layers Tab
- ✓ Assets Tab
- ✓ Design Tab
- ✓ Prototype Tab
- ✓ Workspace Area





Types, Color and Icons

The basics of type & fonts in Figma

Using the Type Tool

Auto-width

1. Click the type tool from the menu, then click anywhere in the frame where you want the text to appear.
2. Start typing.

Fixed

1. Click the type tool from the menu, then draw the text area in the frame where the text should appear.
2. Start typing.

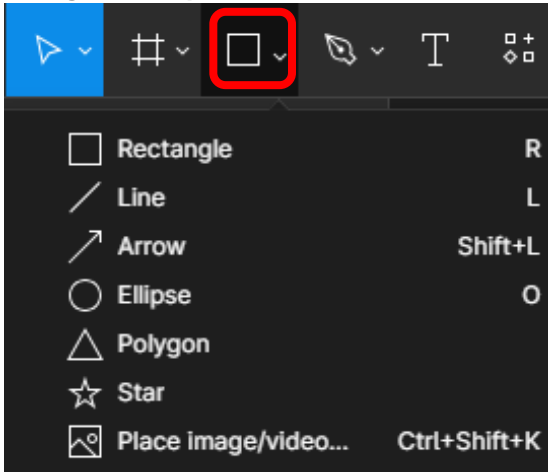
Activity 1



- ✓ Recreate the ff content in your Homepage.
- ✓ Try to explore the properties for text
- ✓ Adjusting the numerical values for text properties can be done by arrow keys UP and Down, or by using SHIFT + arrow key UP/DOWN

Rectangles Circles Buttons Rounded corners in Figma

Using the Shapes Tool



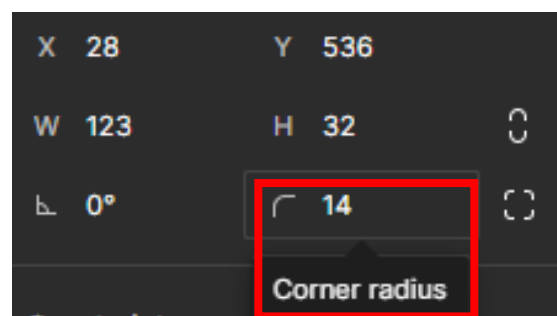
Add a rectangle in place of the “Product Shot”. Then try reordering the rectangle and the text.

To reorder:

- ✓ Rclick on the object → bring to front / send to back
- ✓ Rearrange from the layers tab pane by drag-drop
- ✓ Figma menu → object → bring forward / send backward / ...

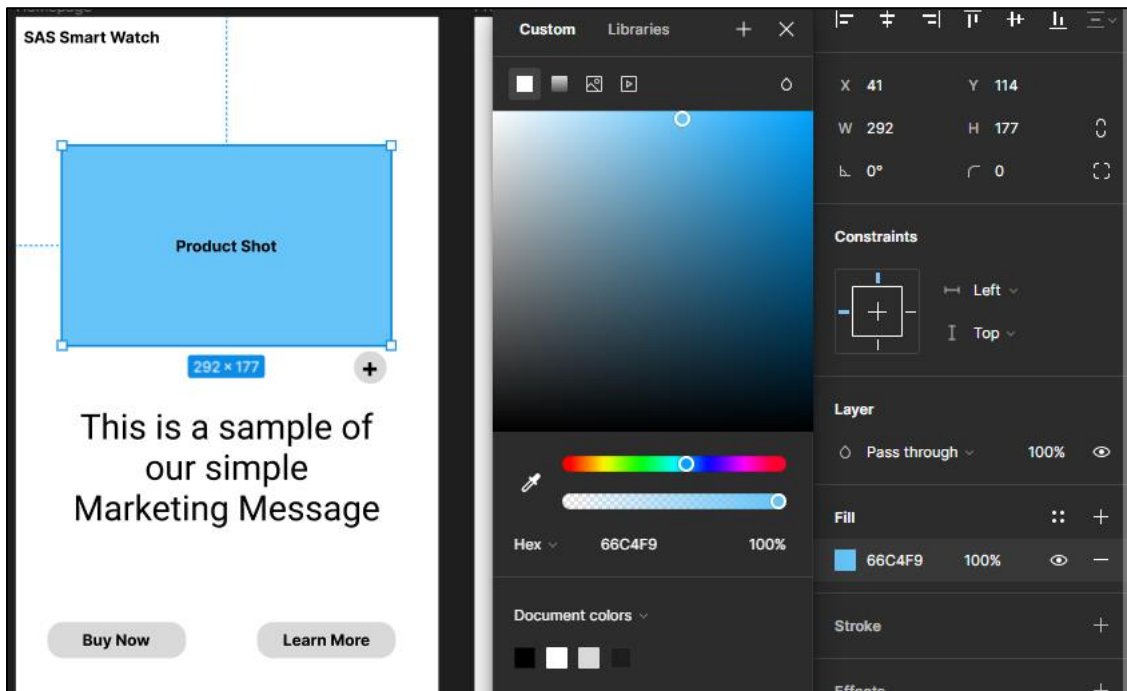


- ✓ Add rectangles to represent buttons for the “Buy Now” and “Learn More” texts.
- ✓ To make the rectangles have rounded corners, you may zoom in the rectangle until you see the white dot by the corner that you can drag to round all the corners.
- ✓ You can also use the Corner Radius property from the design tab.



- ✓ You can also round just one corner by holding ALT as you drag the corner handle, or by selecting and modifying it on the design panel as well (right of the corner radius)
- ✓ Don't forget to add the circle with the plus. Explore the circle properties as well. Hold shift as you create the circle to build a perfect circle.

How to use color in Figma

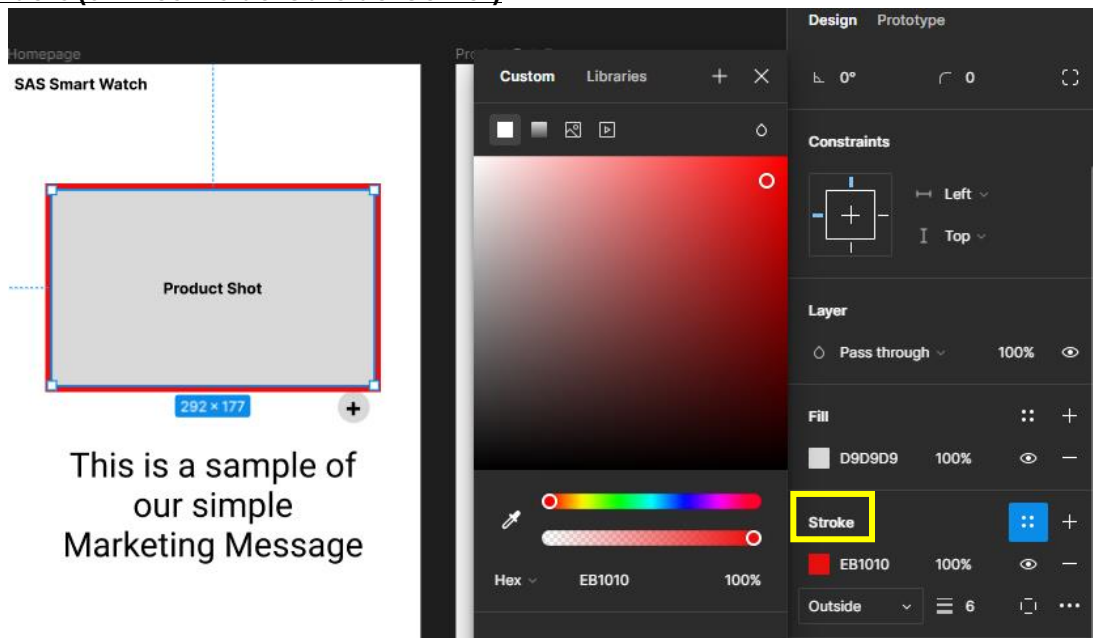


Note:

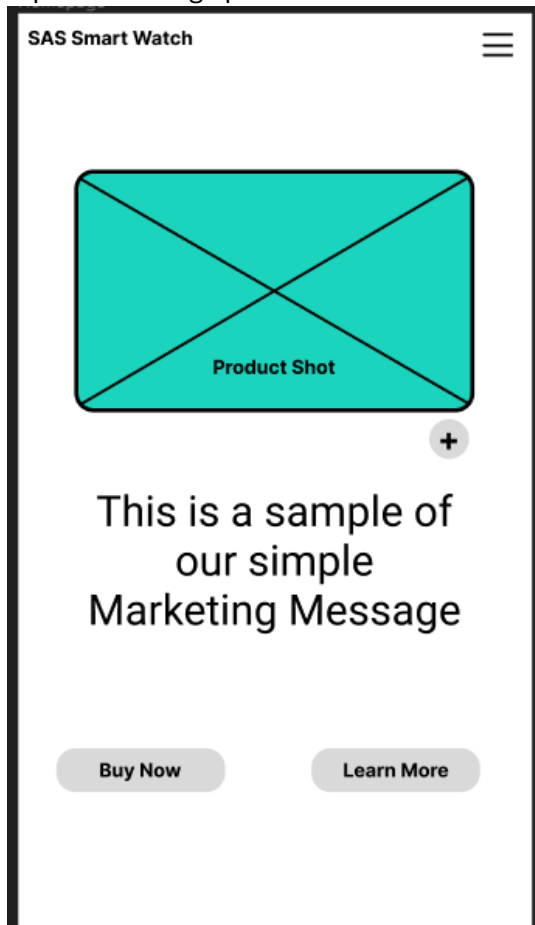
- ✓ Although our lo-fi wireframe project is best suited for gray, let us try exploring color properties.
- ✓ Try changing the transparency also
- ✓ Use the eyedropper tool (shortcut: just press the “i” in keyboard)
- ✓ You may use Hex/RGB/CSS/HSL/HSB. You may get color codes for these online too.
- ✓ Aside from the solid color option, you can also use gradients, image background and video background (paid only). Try exploring.
- ✓ Once done exploring, revert the colored objects back to gray.

Strokes plus updating color defaults in Figma

Strokes = Borders (or lines Inside/Outside/Center)



Add Strokes to the rectangle, add 3 lines on upper right to represent Menu icon and add lines on rectangle to represent image placeholder.

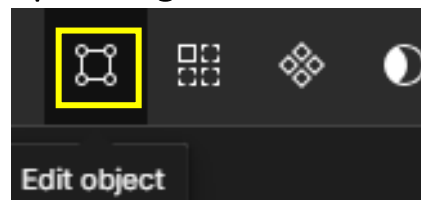


- ✓ Once you have made changes to an object (example, a rectangle), you can set that as a new default for all newly created shapes.
- ✓ You can also copy-paste properties from figma menu → edit → copy/paste properties.
- ✓ Set strokes and line weight (thickness) to the lines created.
- ✓ You may also use other images as placeholders.

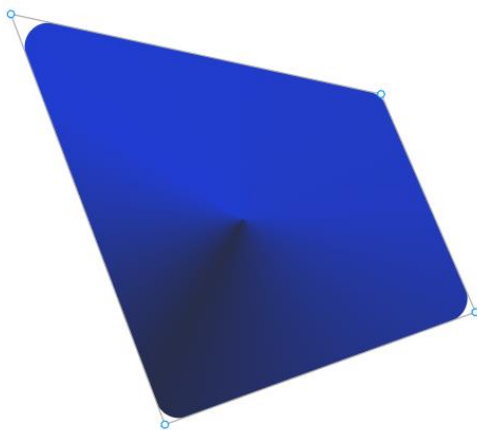


- ✓ Images/Videos can also be inserted using the shape tool

Object editing and how to escape in Figma



Edit a simple rectangle shape object

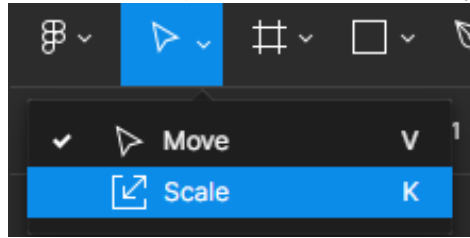


- ✓ Click on a shape (or any other object) then click the “edit object” tool on the menu. This will allow you to enter the edit mode of an object. You can skew, recolor, etc.
- ✓ Once done, you may click the done button that will appear on the menu bar if in edit mode, or just 2x click on an empty section of the frame.



Scale vs Selection Tool in Figma

To scale up/down an object (which includes other objects inside it, like text), use the scale tool:



Using the Move/Select tool (V), when you marquee highlight multiple objects, usually only the single selected object gets selected and changed.

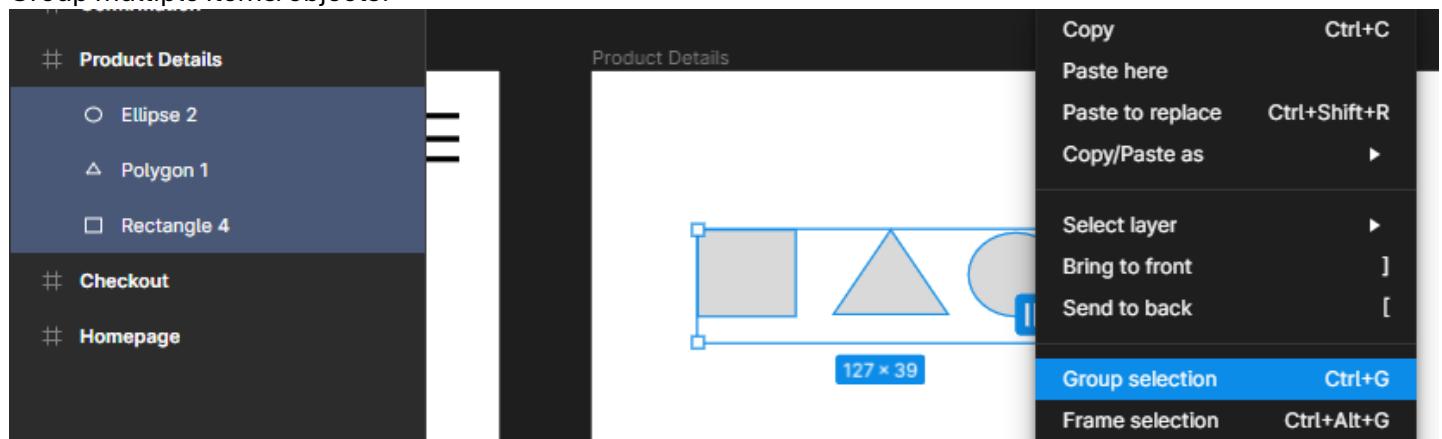


But in using Scale tool, everything the marquee highlight covers get selected and changed.

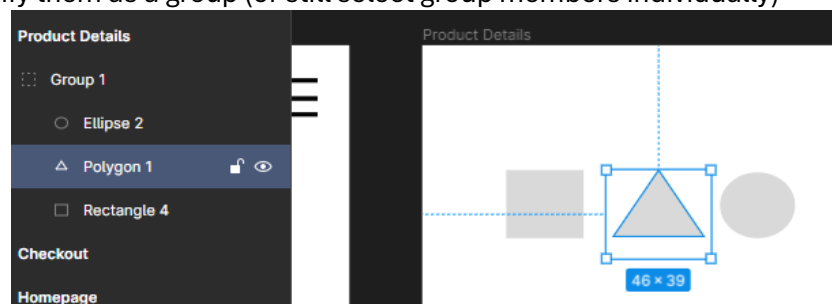


Frames vs Groups in Figma

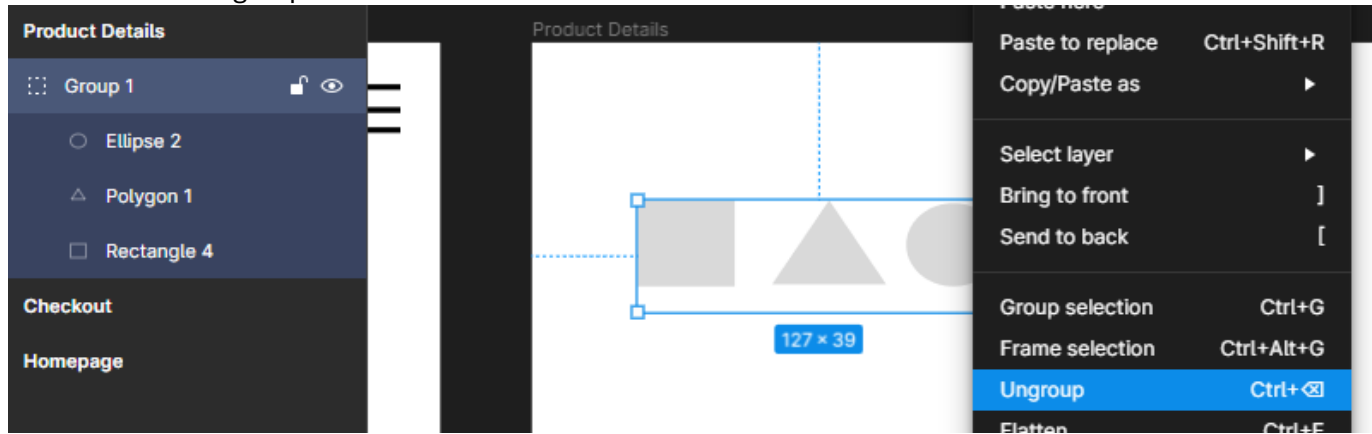
Group multiple items/objects:



You can move and modify them as a group (or still select group members individually)



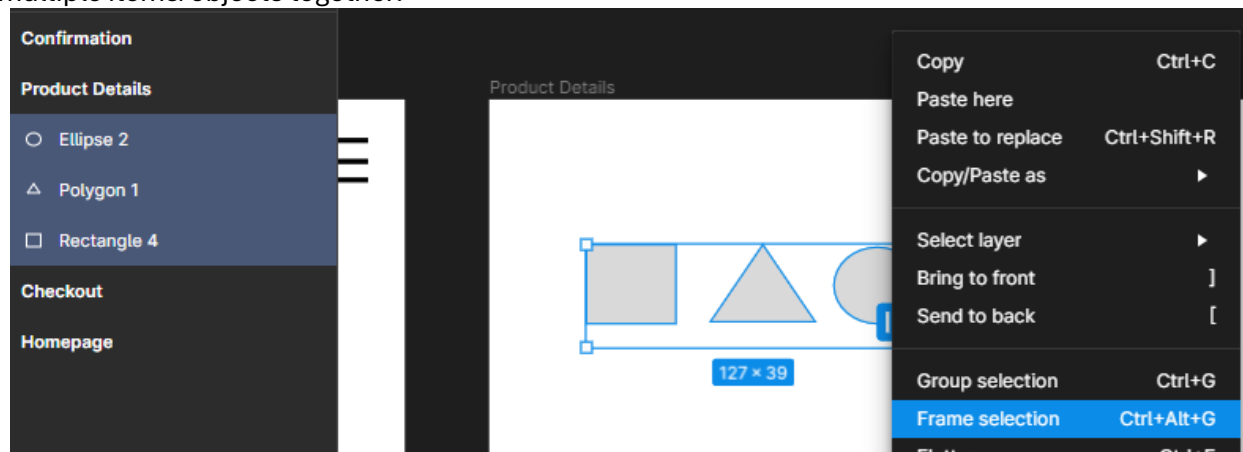
You can then also ungroup them



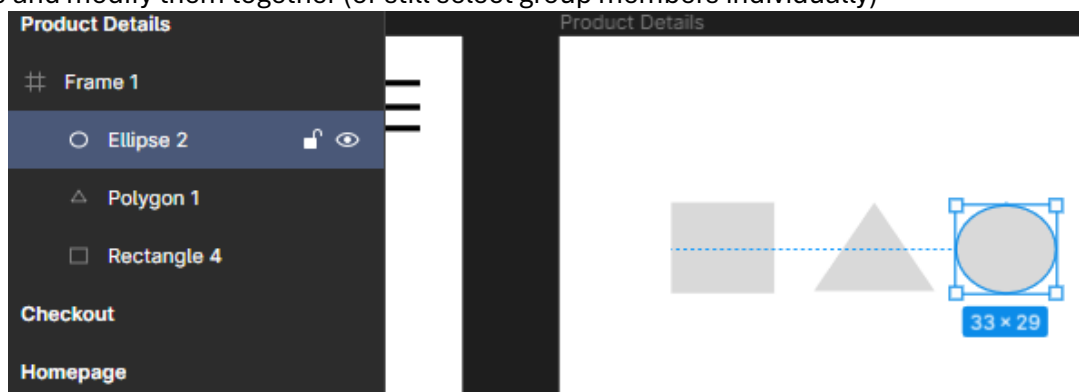
Note:

- ✓ Groups are automatically deleted once it has no members inside.
- ✓ Groups will always contain and cover 100% of the surface area of any members inside it.

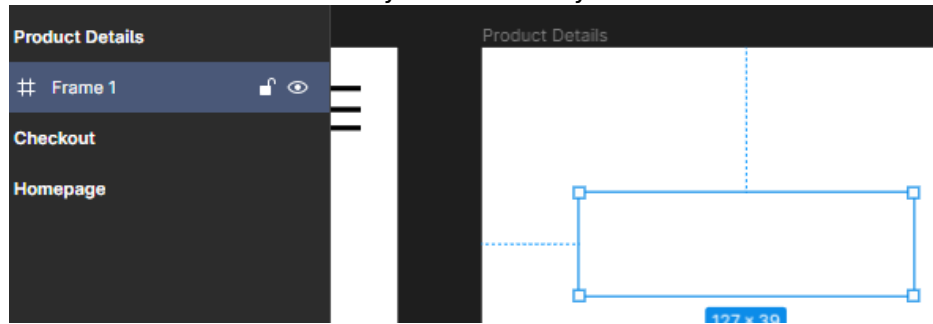
Frame multiple items/objects together:



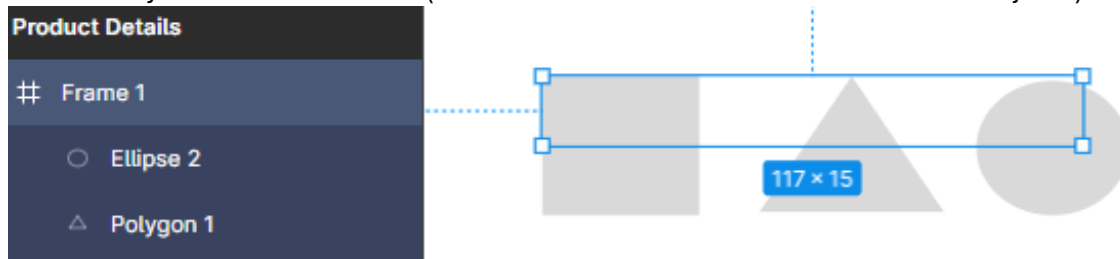
You can move and modify them together (or still select group members individually)



But unlike groups, frames can still exist even if they don't have any members inside



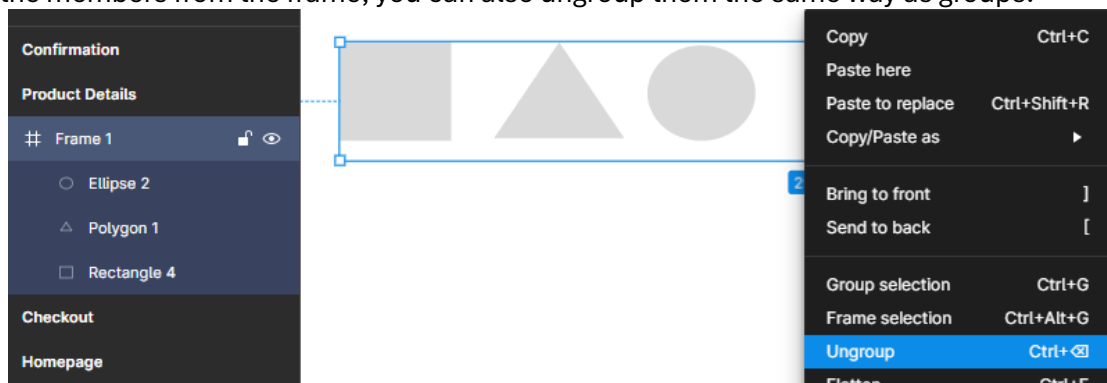
It can also act as a way to mask some areas (not contain 100% of the surface area of the objects)



Another benefit of frames is that the objects can be anchored in respect to the frame's internal position by using constraints.



To separate the members from the frame, you can also ungroup them the same way as groups.

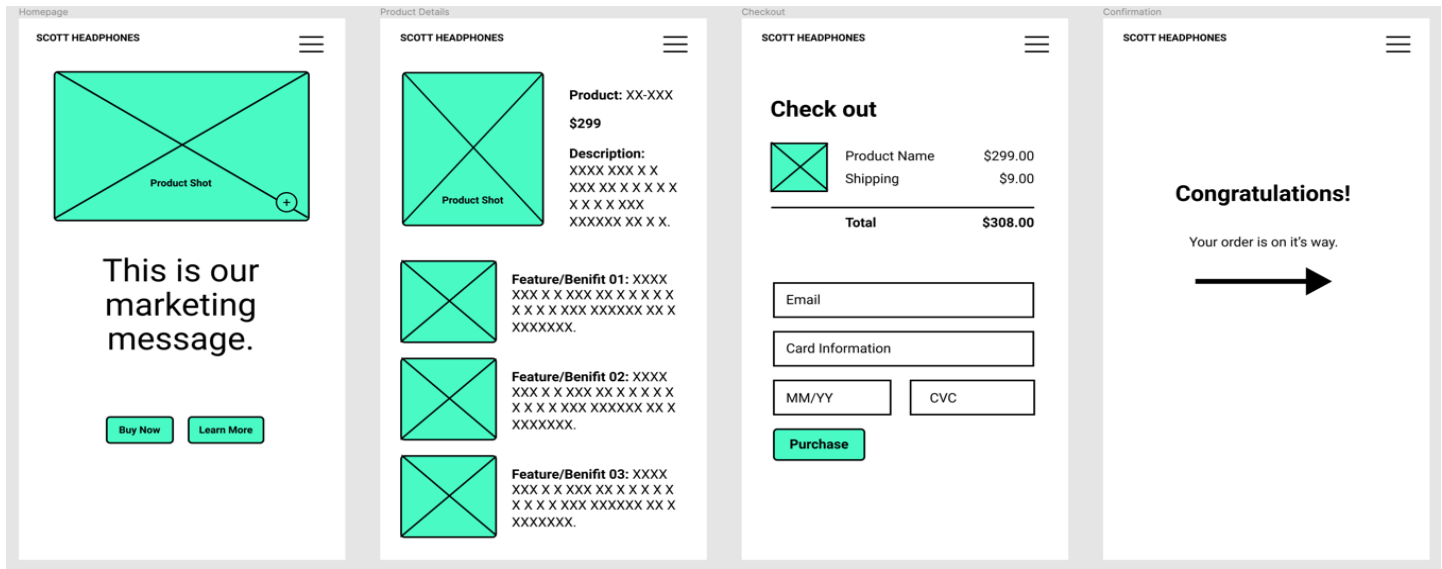


Note:

- Frames can hold objects larger than itself, very useful for handling objects like multiple card views, or chat views.

Activity 2

- Using the skills we've learnt so far, create your own wireframe.
- Your wireframe should be the same as or close to this:



- Requirements:
 - 4 pages as per the task flow:
 - Homepage/Marketing Page
 - Product Details
 - Checkout
 - Confirmation
 - Choose your own color & font.
- Deliverables: Let the trainer assess you work

Free Icons

Where to get free icons online:

- FontAwesome - Offers a comprehensive library of icons that can be easily integrated into web projects as fonts or SVG files.

<https://fontawesome.com/>

- Flaticon - Provides a vast array of icons in different formats such as SVG, EPS, PSD, and PNG.

<https://www.flaticon.com/>

- Icons8 - A large library of icons with tools to customize icons before downloading.

<https://icons8.com/>

- Noun Project - Features millions of icons created by a global community. Icons are available in multiple formats, though SVGs require a paid subscription.

<https://thenounproject.com/>

- Iconfinder - Offers both free and premium icons for all types of design projects.

<https://www.iconfinder.com/>

- Material Icons - These are open-source icons from Google's Material Design language, ideal for integration in web and mobile interfaces.

<https://mui.com/material-ui/material-icons/>

- SVG Repo - A large collection of free SVG icons, perfect for scalable web elements.

<https://www.svgrepo.com/>

- Iconmonstr - Known for its wide range of simple, bold icons suitable for web and interface design.

<https://iconmonstr.com/>

- Feather Icons - Offers beautifully simple open-source icons, each meticulously designed on a 24x24 grid.

<https://feathericons.com/>

- Simple Icons - Provides free SVG icons for popular brands, perfect for blogs, portfolios, and more.

<https://simpleicons.org/>

Pros and Cons of Different Icon Formats

1. SVG (Scalable Vector Graphics)

Advantages:

- Scalability: SVGs are vector-based, which means they can be scaled to any size without losing quality.
- File Size: Generally smaller file size, especially for simple designs.
- Editability: Can be edited with any vector graphic editing tool and directly manipulated via CSS and JavaScript.
- Resolution Independence: Displays crisply on any display, including high-resolution screens.
- In figma, svg is popular since they have smaller sizes than PNG and although they don't default to transparent background, since in figma they come in a frame, you can remove them from the frame to make transparent background.

Disadvantages:

- Complexity: More complex graphics can result in larger file sizes and may require more processing power to render.
- Browser Support: Older browsers may not fully support all SVG features.

2. PNG (Portable Network Graphics)

Advantages:

- Transparency Support: Supports transparent backgrounds, which is great for overlays and complex website layouts.
- Color Depth: Provides a higher color depth than GIFs, supporting 16 million colors.
- Compression: Lossless compression keeps the original quality intact.

Disadvantages:

- Scalability: Not scalable like SVGs. Scaling up can result in pixelation.
- File Size: Can be larger than JPEGs and SVGs for complex images.

3. JPEG (Joint Photographic Experts Group)

Advantages:

- Efficiency: Very efficient for photographs and realistic images due to its high compression rates.
- Popularity: Widely supported and recognized format.

Disadvantages:

- Lossy Compression: Quality deteriorates each time the image is saved due to its lossy nature.
- No Transparency: Does not support transparent backgrounds.

4. GIF (Graphics Interchange Format)

Advantages:

- Animation: Supports simple animations.
- Transparency: Supports simple binary transparency (one color can be fully transparent).

Disadvantages:

- Color Limitation: Limited to a palette of 256 colors, which makes it unsuitable for color-rich images.
- File Size: Can be large for more detailed animations.

5. ICO (Icon)

Advantages:

- Specific Use Case: Specifically used for favicons in browsers and icons for files and folders in operating systems.
- Multiple Sizes: Can contain multiple sizes within a single file, allowing the system to select the appropriate size.

Disadvantages:

- Limited Use: Primarily used only for specific system icons, not versatile for web or mobile applications.

6. WebP

Advantages:

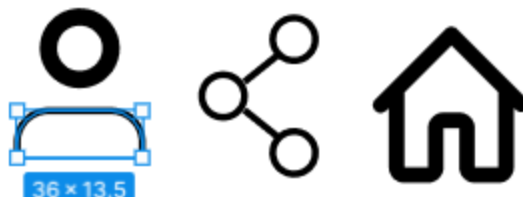
- Efficient Compression: Offers superior lossless and lossy compression for images on the web.
- Feature-Rich: Supports transparency and animation.

Disadvantages:

- Browser Compatibility: Not all browsers fully support WebP format, though support is increasing.

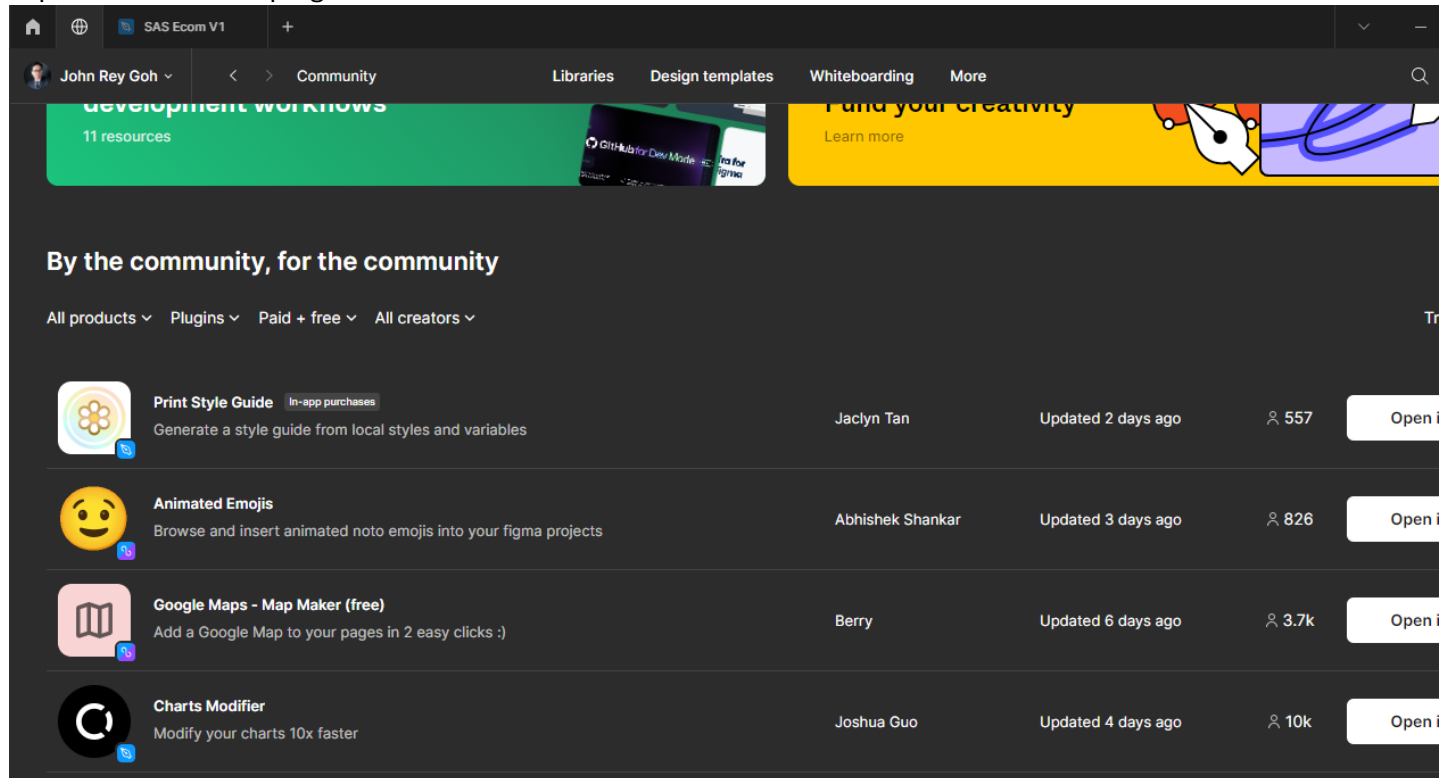
Matching the stroke of Icons

You can use the stroke property to modify icons (preferably SVG files) by accessing their corresponding vector parts.

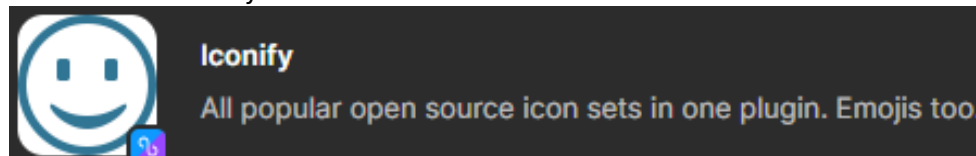


Figma Plugin for Icons

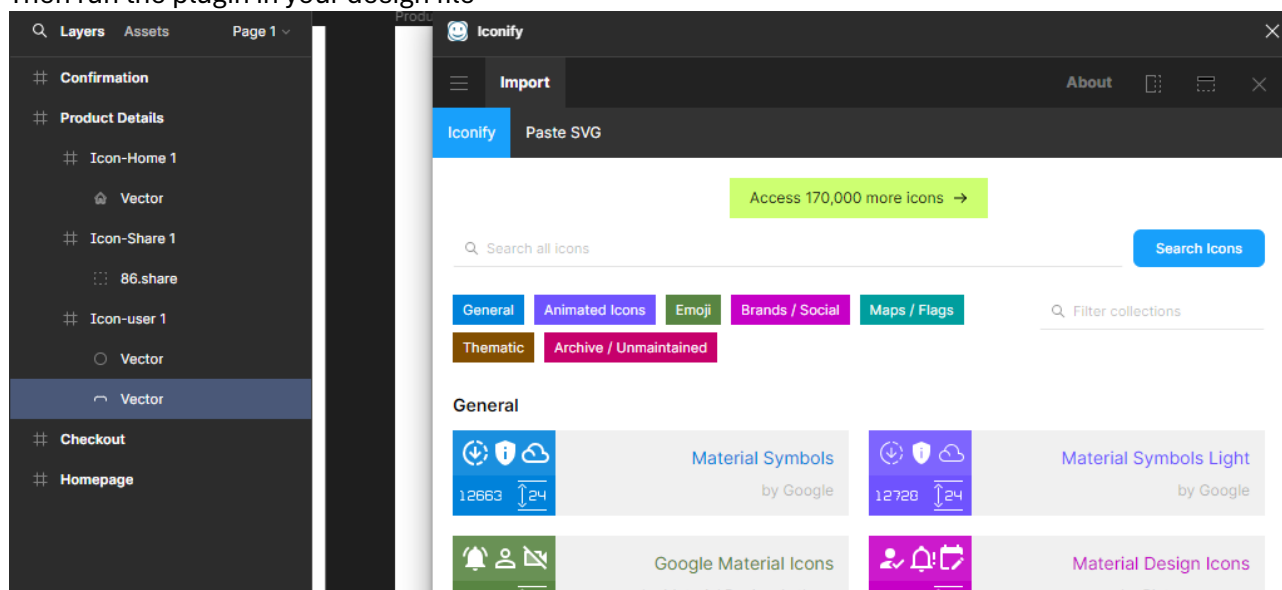
Explore community → plugins



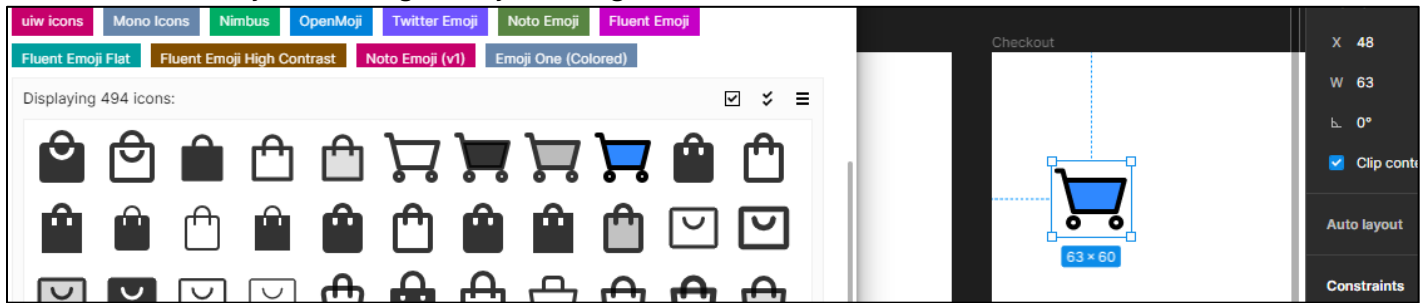
Let us install iconify



Then run the plugin in your design file

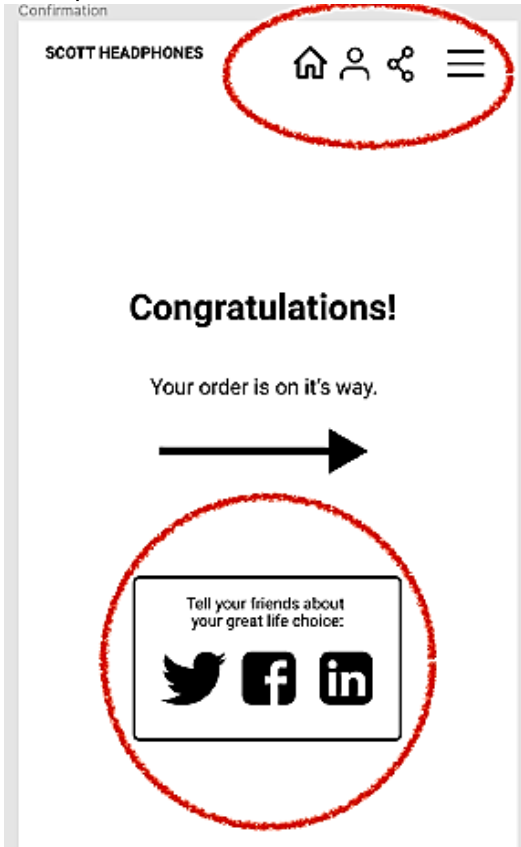


Select an icon then you can drag it into your design file



Activity 3

Example:



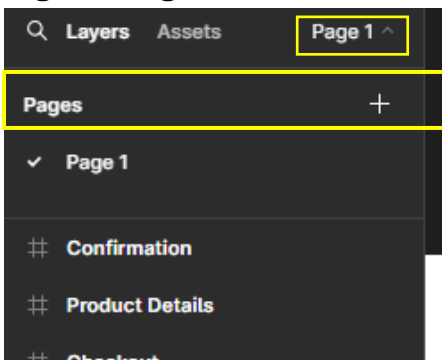
1. Top Nav Icons

- o Ensure you have the 3 top navigation icons added (Home, User, Share)

2. Social media icons

- o Using a free icon website and/or icon plugin, find existing social media icons.
- o Add some text that explains the social icons & their purpose.
- o Choose appropriate icons for your persona/industry.
- o Add them to the confirmation page.

Figma Pages



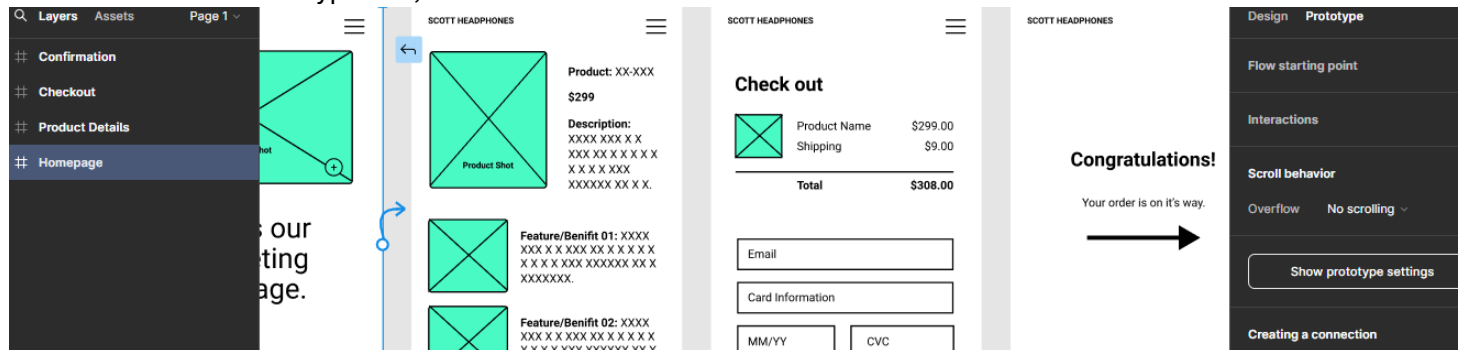
You can separate and isolate frames, components and even views (like Mobile and Desktop frames) using pages.

Prototyping Basics

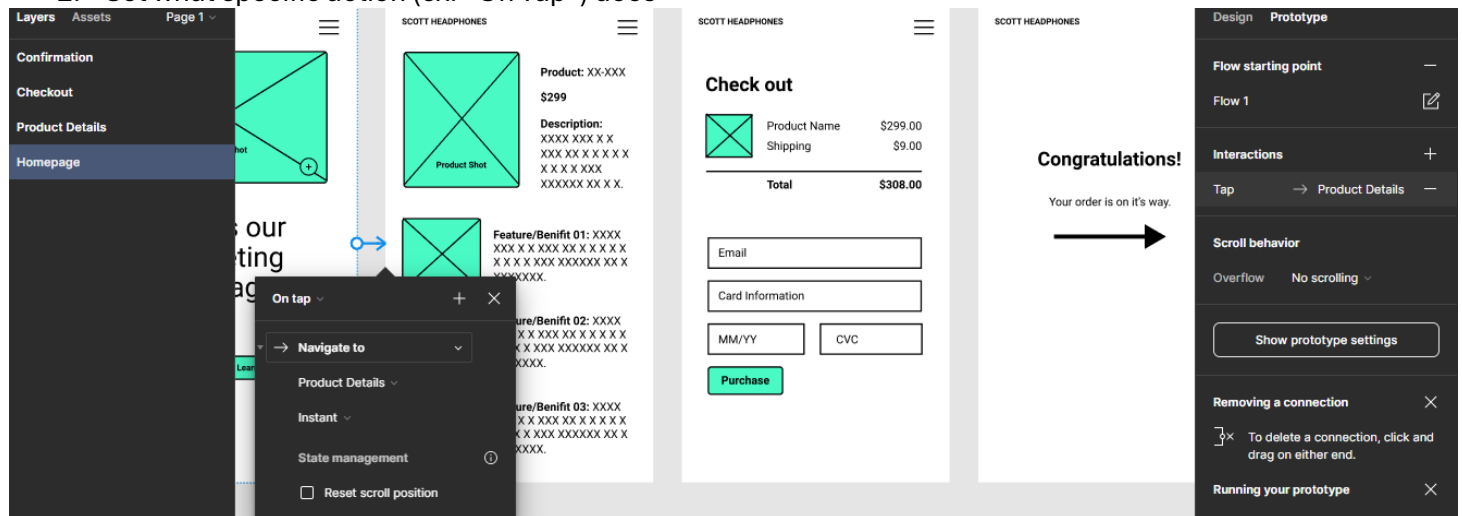
How to prototype in Figma

Prototyping in Figma is a powerful feature that allows designers to create interactive, dynamic mockups of their designs to simulate how a final product will function. This is particularly useful for testing user interfaces and experiences before development begins.

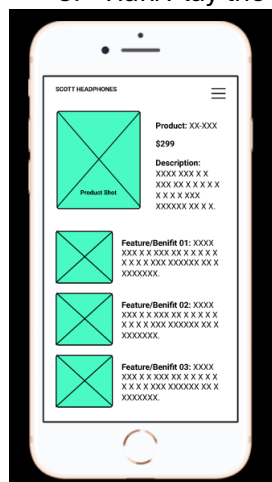
1. Select the Prototype Tab, and link frames



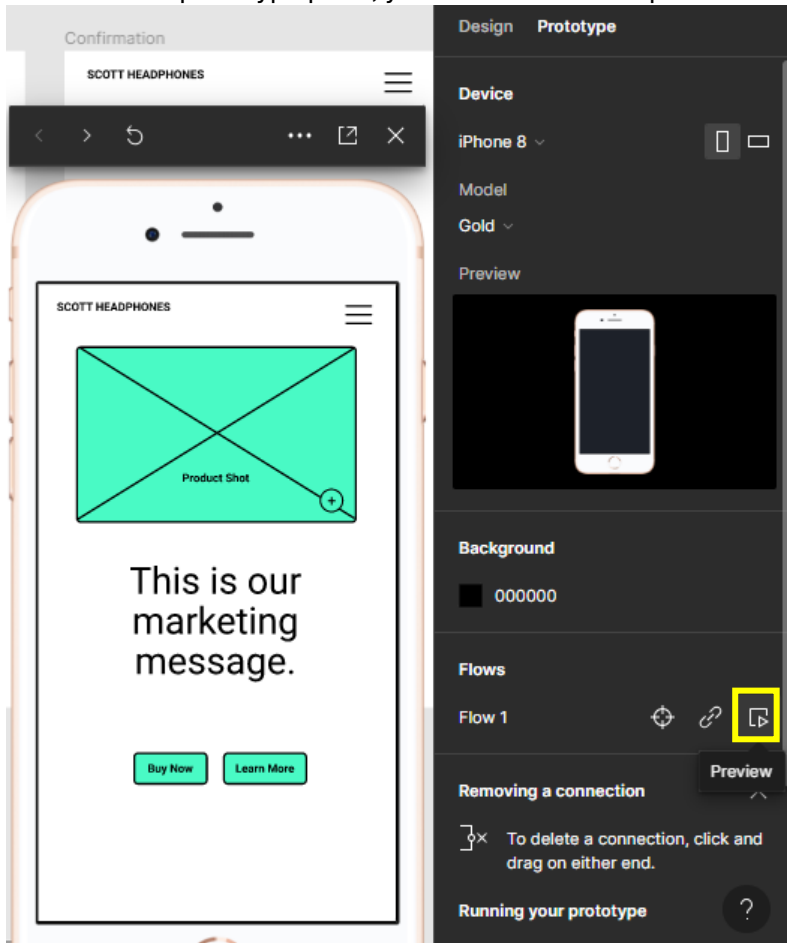
2. Set what specific action (ex. “On Tap”) does



3. Run/Play the prototype

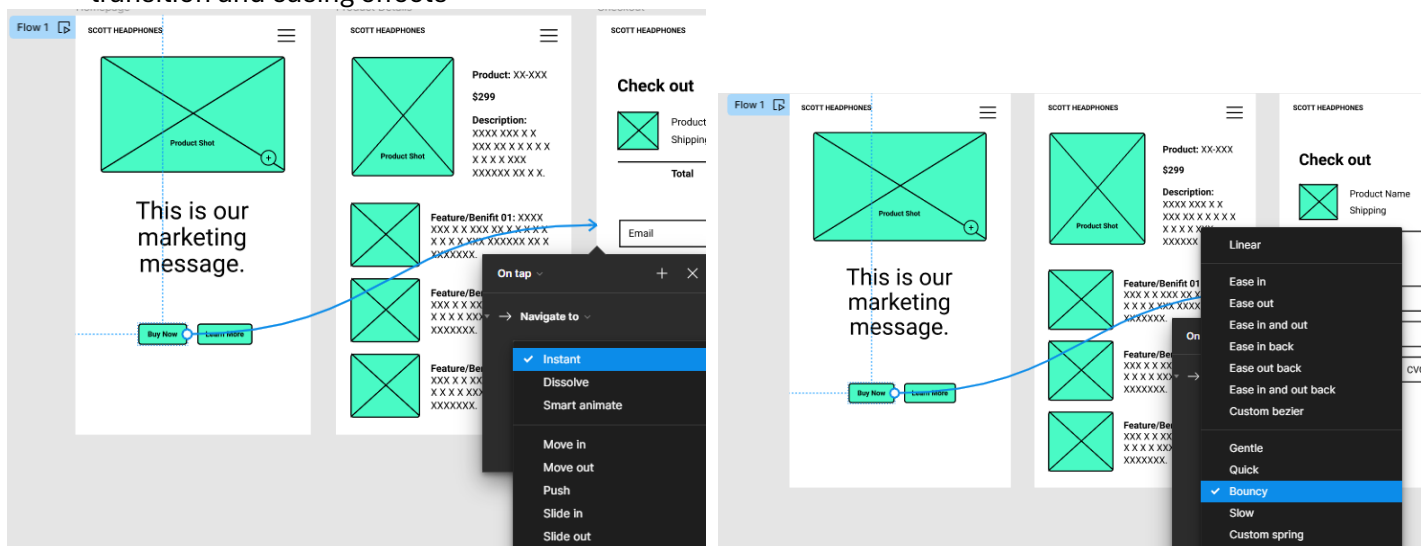


4. In the prototype pane, you can also use the preview button to test the flows



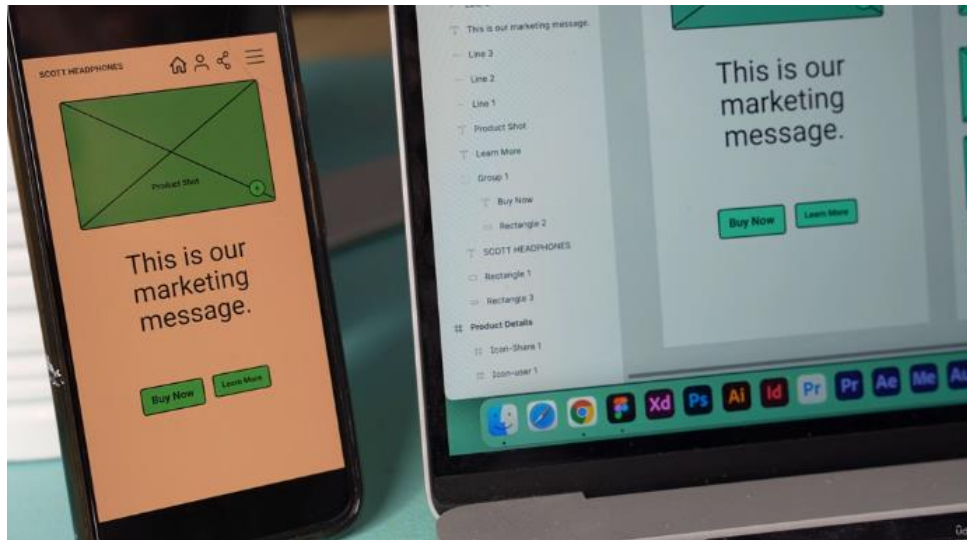
Prototype animation and easing in Figma

1. Aside from tapping the entire frame, you can also add actions to other shapes and objects, try adding transition and easing effects



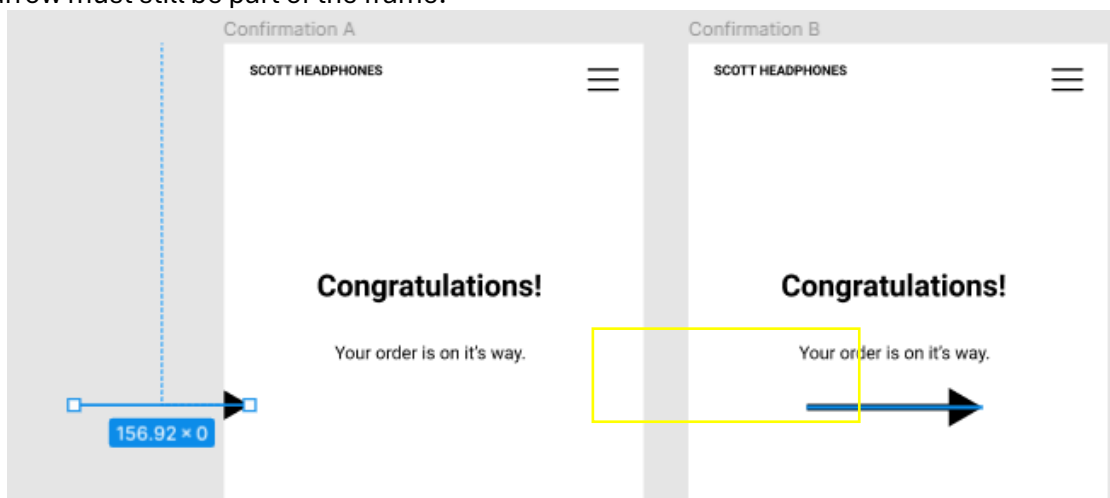
Activity 4

- Download Figma Mirror from either the Google Play or App Store.
- Note: If the app doesn't work, go to this URL on your phone directly: www.figma.com/mirror
- Login with your Figma account.
- Test the design on your phone.
- Make any adjustments to your design to ensure you have clickable buttons and readable fonts.



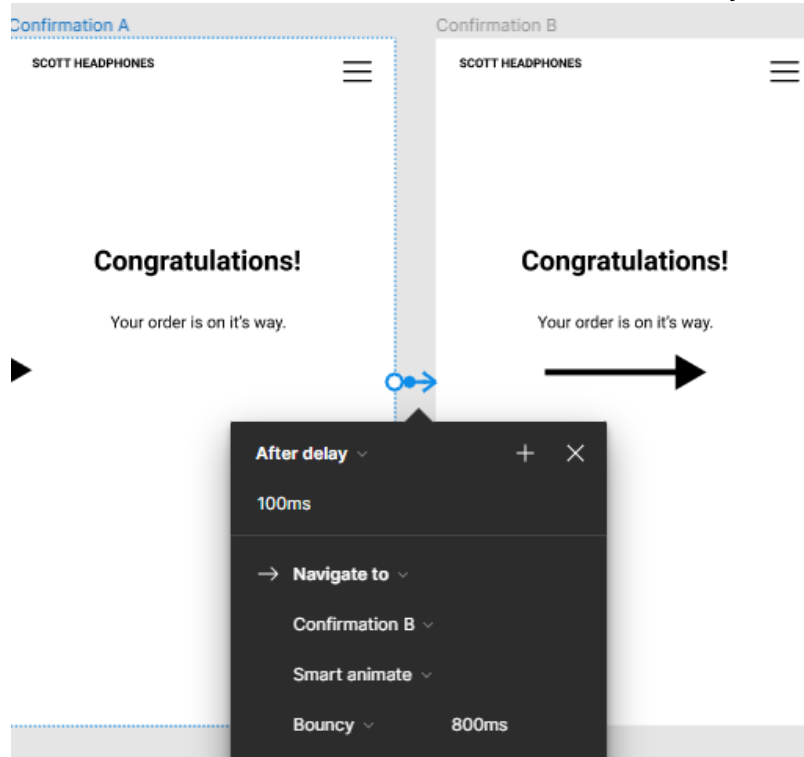
Smart Animation & delays in Figma

1. Aside from navigation actions, certain objects in frames can also mock up some movements.
2. Smart animations usually can be used when there are 2 or more objects with the same name in different frames.
3. Example, we can simulate the Arrow moving (from left to right) during the confirmation frame
 - a. Make a duplicate of the confirmation frame, then position the arrow from outside of the frame. But the arrow must still be part of the frame!



- b. Rename the frames to ConfirmationA and ConfirmationB
- c. Set the transition of the purchase button → confirmationA frame to Instant
- d. Remove the transition of the checkout page → confirmationA frame

- e. Automate the transition of confirmationA → confirmation to “after delay” 100ms

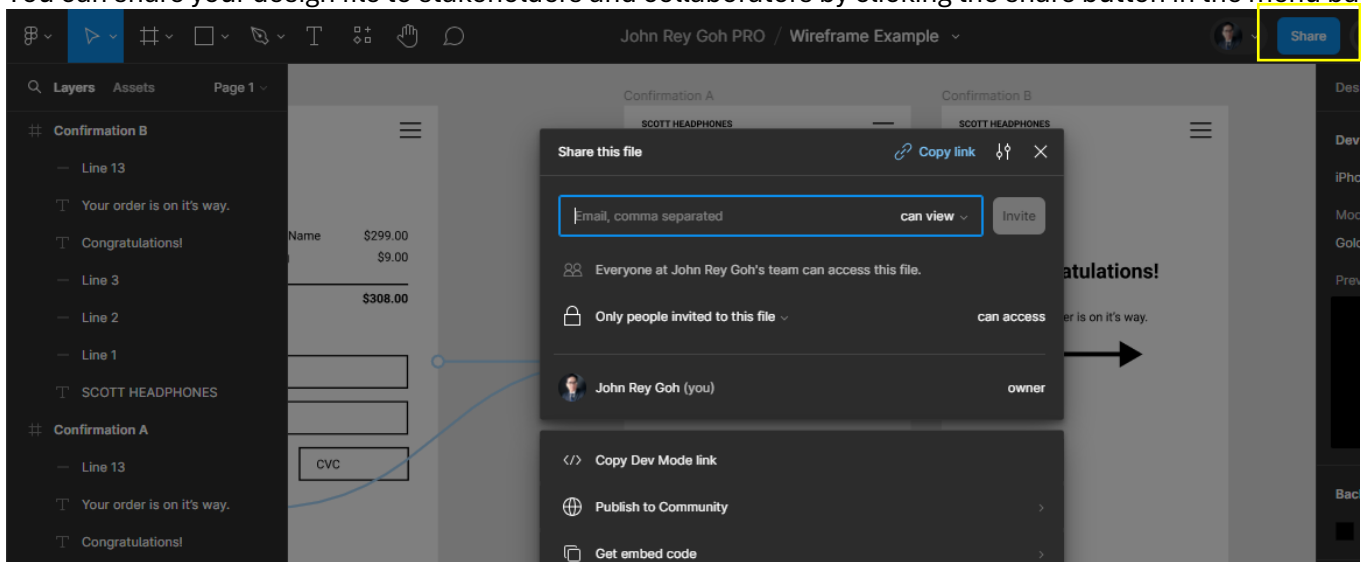


Activity 5

- Create some kind of animation on the confirmation page to indicate a successful purchase.
- If animation is new and tricky for you, just recreate the arrow animation.
- If you're feeling brave, see if you can mix it up a bit.
 - Still something simple.
 - From the top?
 - Arrow? Ball? Square? Tick?

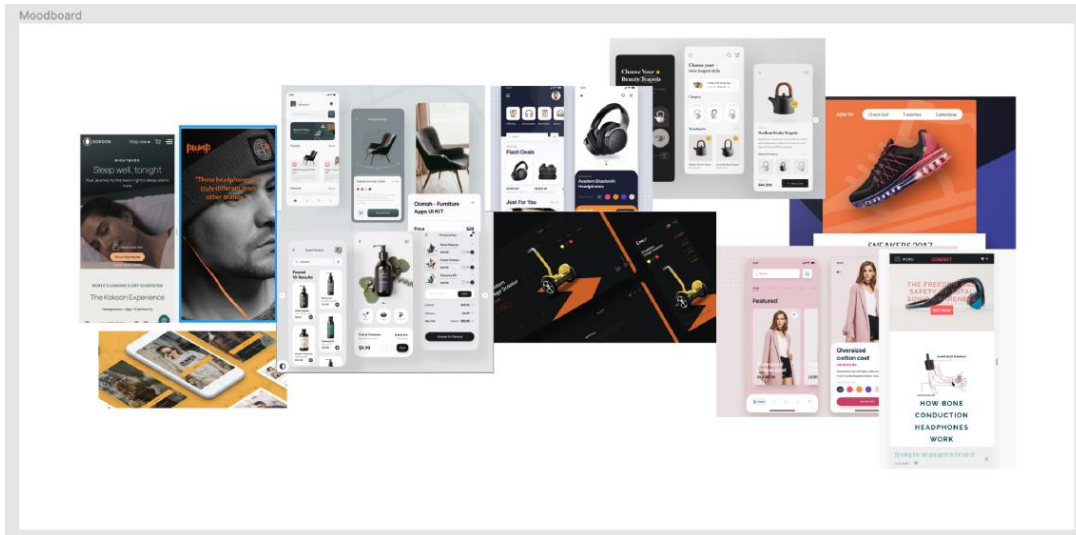
Sharing and Commenting

You can share your design file to stakeholders and collaborators by clicking the share button in the menu bar



Transitioning from Lo-Fi to Hi-Fi

1. Getting inspiration from moodboards
 - a. <https://www.canva.com/create/mood-boards/>
 - b. <https://www.adobe.com/express/create/mood-board>
 - c. create a moodboard using figma
 - dump a couple of pictures to a frame
 - use a moodboard plugin



2. Getting more ideas from other sites
 - a. <https://dribbble.com/search/uxdesign>
 - b. https://www.behance.net/search/projects/ui%20kit%20ux?tracking_source=typeahead_search_suggestion
 - c. <https://stock.adobe.com/ph/search?k=ui+kits>

Activity 6

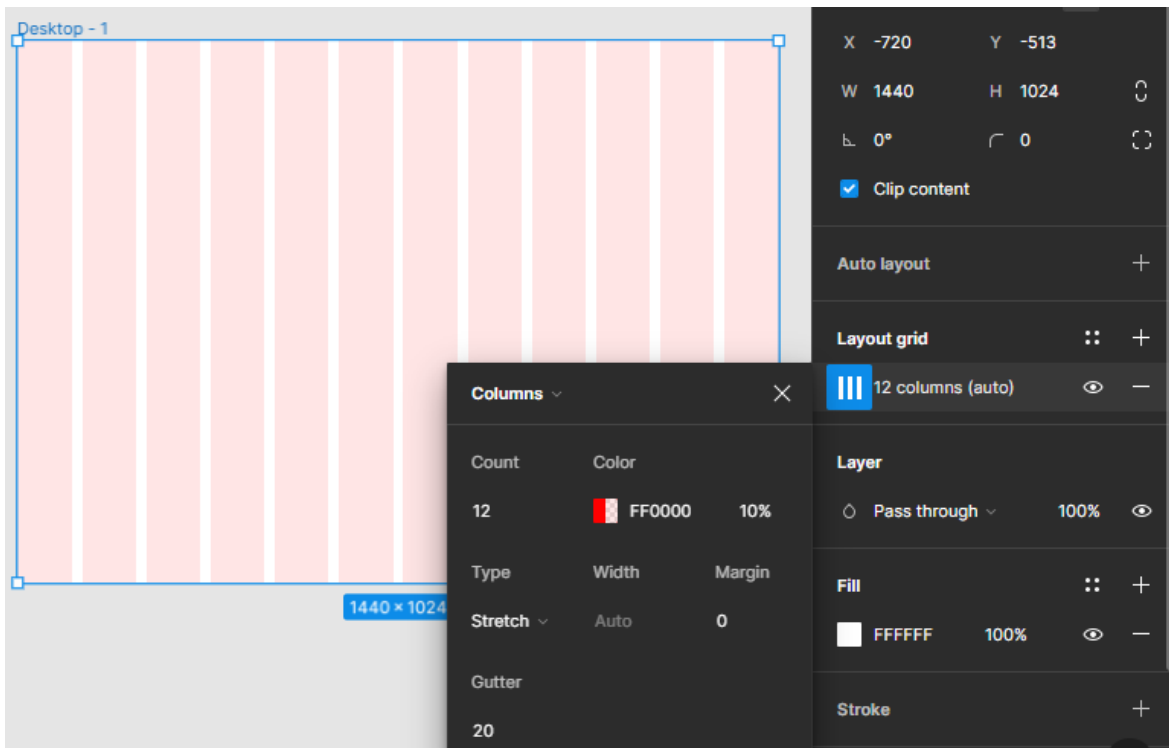
- Create a moodboard for your company.
- Add it to a page called 'Moodboard'
- This can be a simple screenshot dump or something a little fancier like the Figma Community example.

How to work with Columns & Grid in Figma

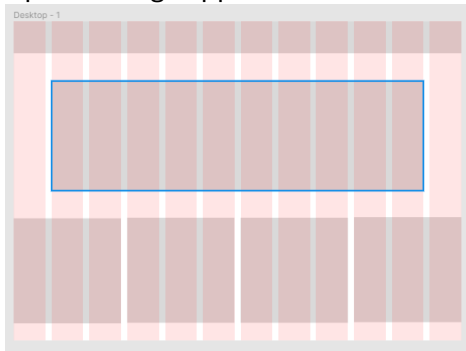
With Columns & Grids, we can have better visual estimates of our objects especially when moving between different size screens (mobile and desktop)

Quick Demo:

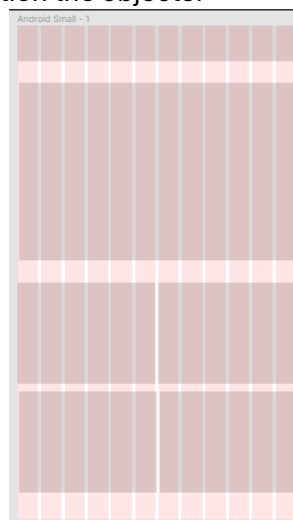
1. Add pages: Mobile-LoFi, Mobile-HiFi, Desktop-LoFi, Desktop-HiFi
2. In the Desktop-HiFi page add a frame, then look for the layout grid property in the Design tab pane
3. You can set it to either grid, column and row. You can configure it to use other settings like number of rows/columns, margins, etc. for this activity, set it to 12 columns.



- You can add objects with additional positioning support due to the hairlines of the columns and grids.



- In the Mobile-HiFi page, create a frame then use 12 columns as well, adjust the gutter (white space between) as needed. Then try to position the objects.



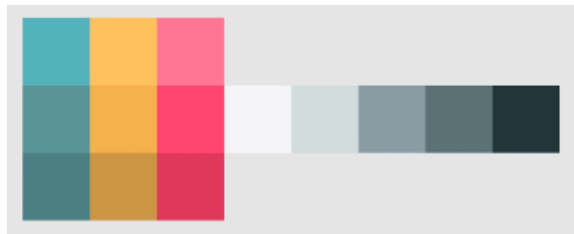
- To toggle grid visibility, use Shift + G

Colors

Color Inspiration & the eyedropper in Figma

1. We can get color palettes from online sources like:
 - <https://colorhunt.co/>
 - <https://coolers.co/palettes/trending>
 - <https://colorkit.co/palettes/>
2. We can then screenshot it or snip it and place it somewhere in our design file.
3. We can use the eyedropper to pick out colors from the palette anytime afterwards.
4. Be careful of colors of text over colored shapes, as the text might not be readable to most. Try using online accessibility color checkers like: <https://accessibleweb.com/color-contrast-checker/>
5. You may also try using plugin for color palettes in figma.

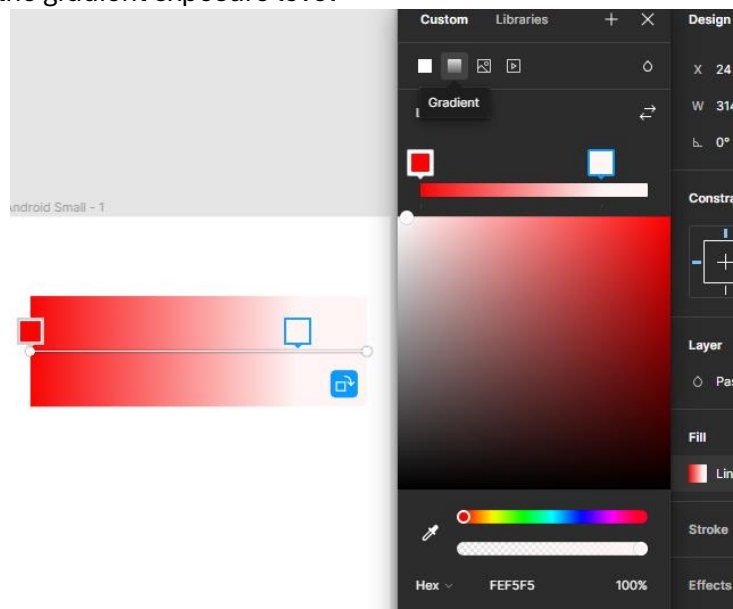
How to create a color palette in Figma



1. Using rectangles, you can create a color palette.
2. For the colored palette, start with the middle 3 colors. Replicate the palette above and below and adjust brightness or other color adjustments available.
3. Then create a 5-level light-dark palette.
4. Check for complimenting colors online.

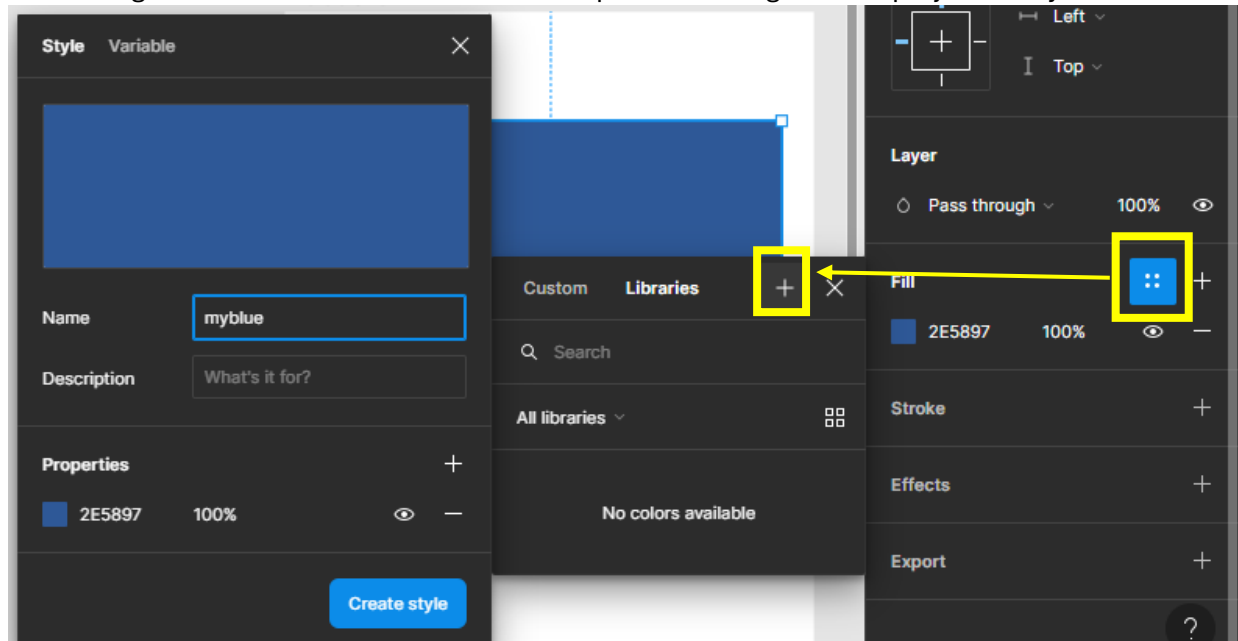
How to make gradients in Figma

1. Select an object the look for the fill property in the design tab pane, switch it from using solid to using gradient.
2. You can then select gradient type (linear, angular, radial)
3. Choose colors and the gradient exposure level



How to create & use Color Styles in Figma

We can store and give aliases to our colors so we can update it throughout our project easily.



Activity 7

- Create your Mobile & Desktop Hi Fidelity pages in Figma.
- Add the 4 frames from our task flow.
 - Homepage
 - Product Details
 - Check Out
 - Confirmation.
- Add columns to mobile & desktop.
- Choose a draft color palette (primary, secondary, accent & greys).
- Choose your own colors here. You can pull these from your moodboard or color inspiration websites.
- Create a grid of colors.
- Create Color Styles for each of the color swatches.

Text and Fonts

What fonts can I use plus font pairing in Figma

1. We have to make sure the fonts you use is applicable and available to the platform. A popular option is to use google fonts: <https://fonts.google.com/>
2. You can also check out font pairings on sites like:
 - <https://www.fontpair.co/>
 - <https://fontjoy.com/>

What common font sizes should I choose in web design

Mobile Web Typography Guidelines

- Body fonts should be about 16px
- Text input sizes should be at least 16px
- Secondary text should be about 2 sizes smaller than your paragraph text
- Material Design's default font size is 16px Roboto and secondary font size is 14px
- iOS's default font size is 17px SF Pro and secondary font size is 15px

Desktop Web Typography Guidelines

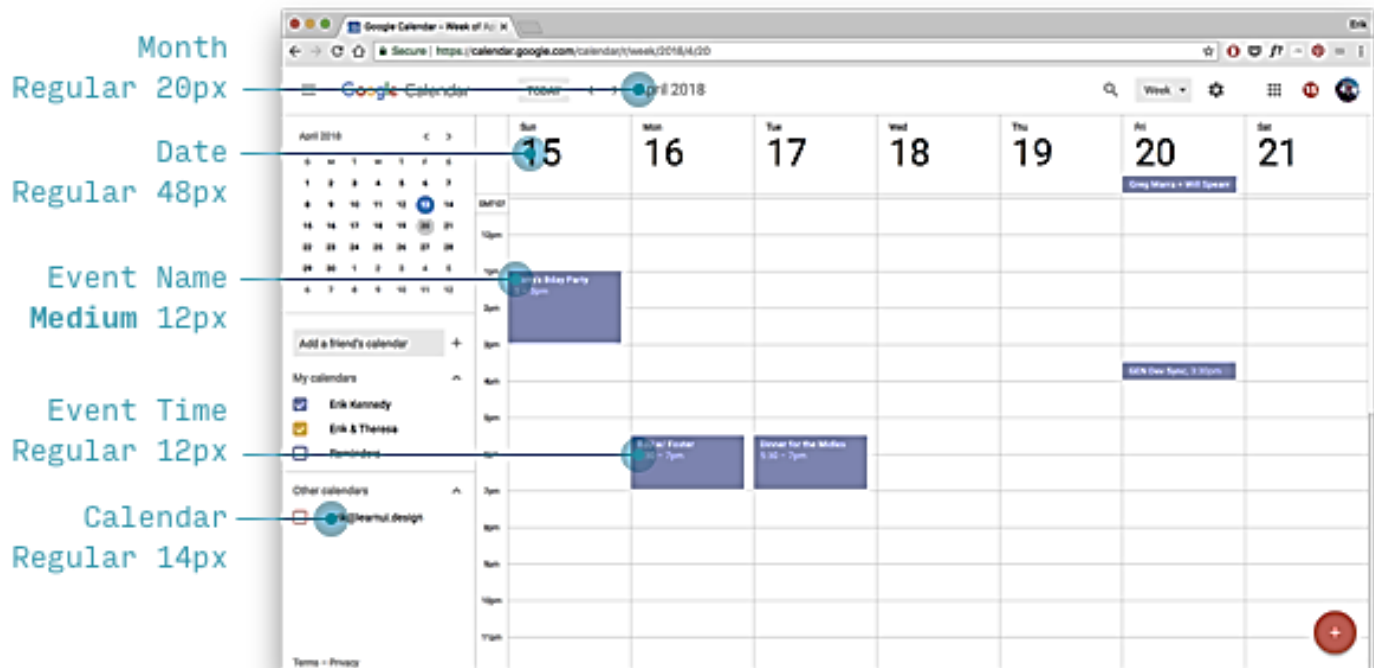
Text-Heavy Pages

Long story short, for text-heavy pages, you want larger font sizes. If folks are reading for long periods of time, be nice: don't make them strain their eyes. Now, each font is different, even at the same size, but we're talking:

- 16px – absolute minimum for text-heavy pages
- 18px – a better font size to start with. You're not printing out a single-spaced Word document; you're writing for people sitting a couple feet from their decade-old monitors.
- 20px+ – may feel awkwardly large at first, but is always worth trying out in your design app. The best-looking text-heavy site on the web, Medium.com, has a default article text size of 21px.

Interaction-Heavy Pages

Now, for interaction-heavy pages, smaller text sizes are perfectly acceptable. In fact, depending on the amount of data your user is taking in at once, even 18px text is uncomfortably large. Look at your (web) inbox, look at twitter, look at any apps you use that require scanning over reading, look at apps that show you data – you're going to be hard-pressed to find sustained paragraphs of 18px text. Instead, 14px-16px is the norm. But there won't be just one font size.



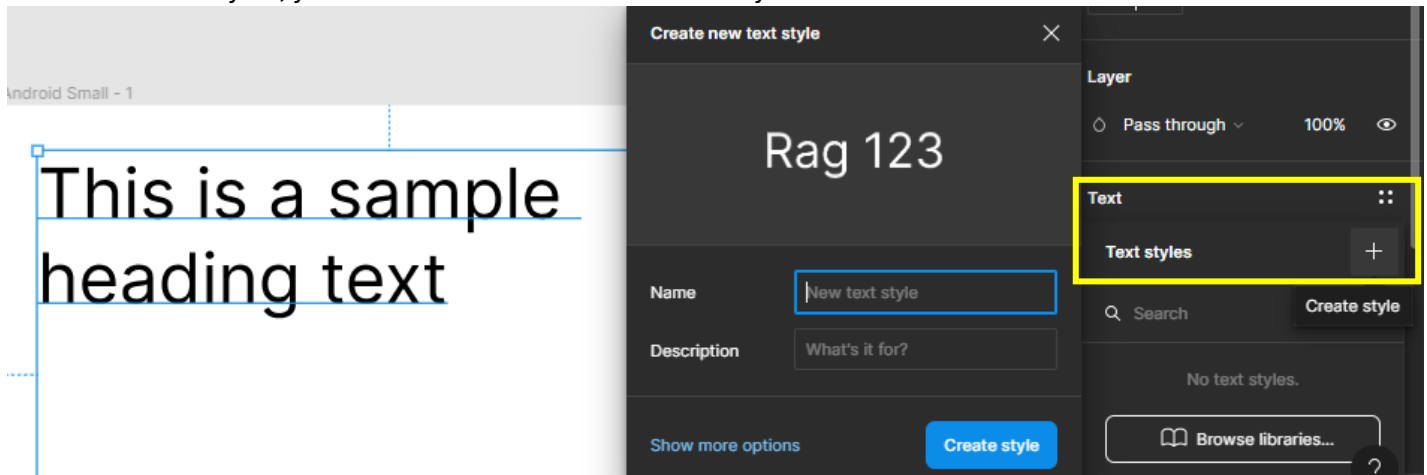
As Few Font Sizes as Possible

One of the single biggest typographical mistakes from beginning UI designers is to use way too many font sizes. Even the most interaction-heavy pages can typically look just fine with about 4 font sizes total.

- Header font size. This is the biggest font size on your page. Use it for the headline or section titles. If you have both a headline and section titles, you should almost certainly be using two different font sizes here.
- Default font size. This is the most common font size on your page, and should be used for all body text – as well as most controls, like text boxes, dropdowns, buttons, and menus. The key header mistake beginning designers make here is to use many font sizes for elements that should all be one font size.
- Secondary font size. This is a font size – usually about 2pt smaller than your default font size – that you use for less-important details of the site. Supporting information and stats, sometimes captions, etc.
- Tertiary/caption/label/wildcard font size. Very often you will need one more font size. Sometimes it's because your information is so hierarchical you need a tertiary style even more subdued than the secondary style. Other times, you might use uppercase for labels or buttons – and because of the increased visual weight of the uppercase, you want to use a slightly smaller size for the text itself (remember: balance up-pop vs. down-pop). So this fourth font size is a bit of a wildcard. Not every design needs it, but many do. My only warning: as much as possible, default to consistency.

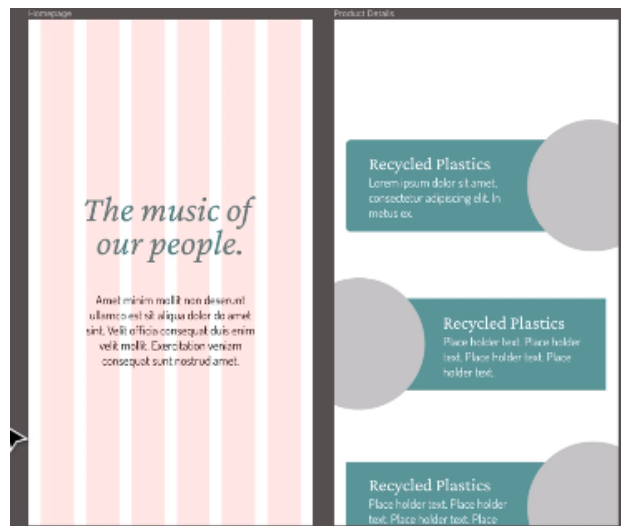
How to make Character Styles in Figma

Similar to color styles, you can also create text/character styles and store them like reusable favorites



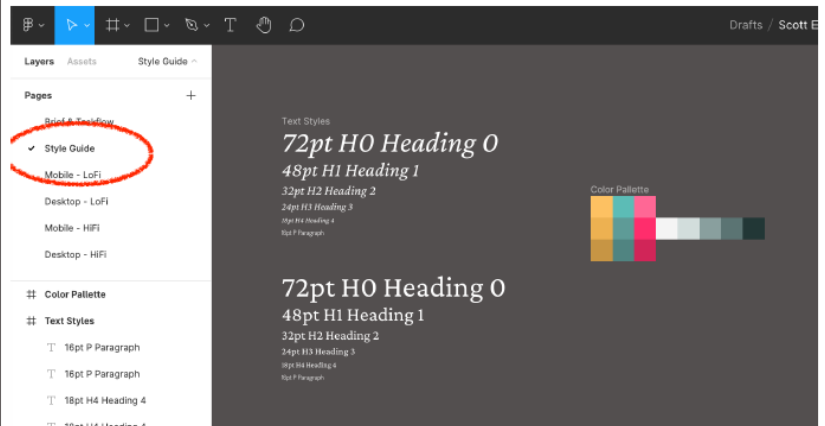
Adding placeholder text

1. <https://loremipsum.io/>
2. Figma plugin: Content Reel



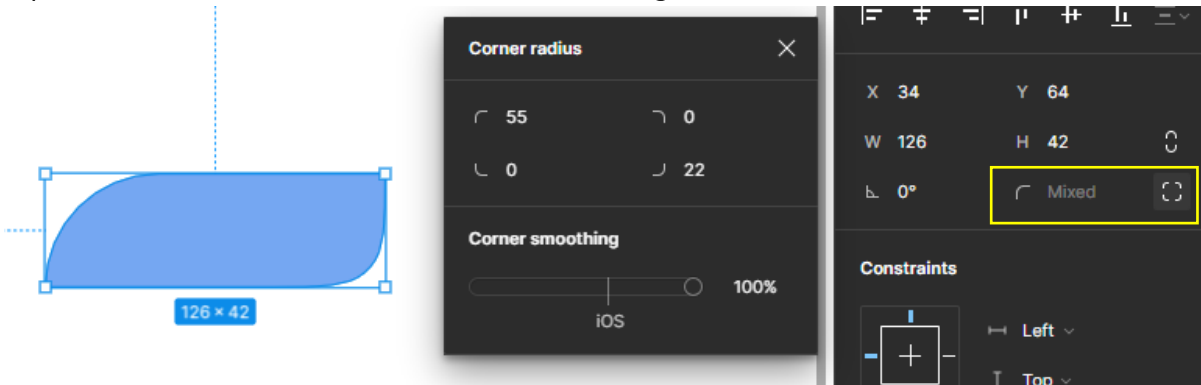
Activity 8

- Create your logo.
- Homepage:
 - Add your marketing message.
 - Add your placeholder body copy.
 - Create your text styles.
 - Move your text styles & color palette to a new Style Guide Page
- Research and create 3-4 feature UI cards.



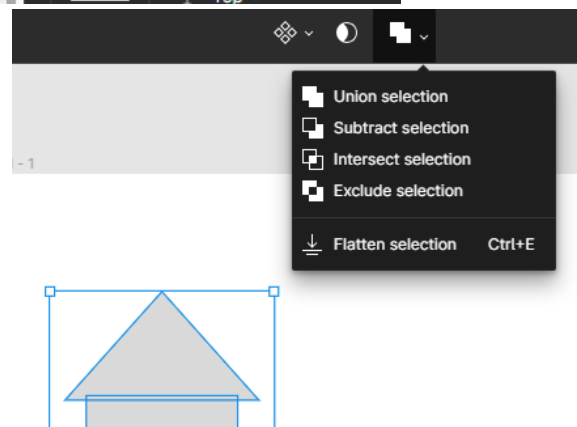
Drawing

Squircle buttons with ios rounded corners in Figma



Boolean Union Subtract Intersect Exclude Pathfinder in Figma

- Union: joins together multiple shapes
- Subtract: removes a selected shape
- Intersect: gets only the part where the shapes intersect
- Exclude: remove the part where the shapes intersect



What is the difference Union vs Flatten Figma

Union:

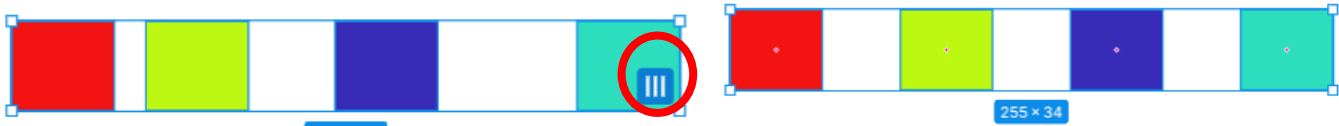
- The Union operation is one of the boolean operations in Figma that combines multiple shapes into a single shape.
- When you apply a Union to several overlapping shapes, it merges them into one cohesive shape. The boundaries where the shapes overlap are removed, creating a new outline that encompasses all the original shapes.
- This operation is useful when you want to create complex shapes by combining simpler ones without losing the ability to edit the individual components later. Union allows you to manage the overall shape as one while still retaining its constituent parts as editable within the boolean group.

Flatten:

- Flattening in Figma turns a vector network, which may consist of multiple layers and shapes, into a single, flat vector shape.
- This operation is irreversible in the sense that once you flatten the shapes, you cannot edit the individual components separately. All the individual vector points and paths are merged into one layer.
- Flattening is typically used when you are satisfied with your design and want to reduce complexity, streamline layers, or prepare the graphic for export where a simpler vector path is beneficial (like for icon design or complex illustrations).

Smart Selection & Tidy up in Figma

You can highlight multiple shapes (probably misaligned, etc) then a small button will appear to “tidy” them up. Usually just handles, spacing, margins and alignment.

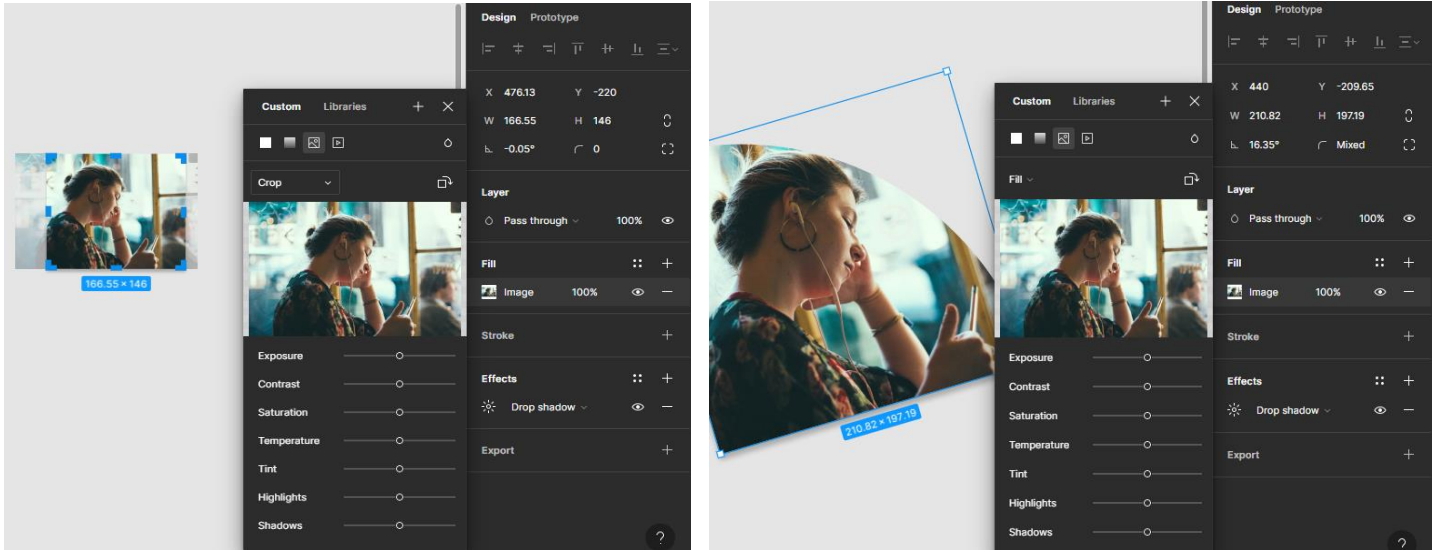


Activity 9

- Make Buttons with Text
 - With or without squircle edges.
- Create 3 icons from the list below.
 - If you're up for the challenge, I'd like you to see if you can create 5 or maybe even all of them!
 - Burger menu icon
 - Account icon
 - Share icon
 - Search icon
 - Home icon
 - Chat icon
 - Edit icon
 - Settings
 - Like icon
 - Map icon
 - Phone icon
 - Shopping cart icon
- Note:
 - It can be good to start with a 48x48 square to use as a guide.

Images

Editing and Cropping images in Figma



Free image & plugin for Figma

Unsplash URL: <https://unsplash.com/>

Features: Offers a vast collection of high-resolution photos freely contributed by photographers worldwide.

Pixabay URL: <https://pixabay.com/>

Features: Provides a large variety of free stock photos, vectors, and art illustrations.

Pexels URL: <https://www.pexels.com/>

Features: Known for high-quality stock photos and videos shared by talented creators.

Flickr URL: <https://www.flickr.com/>

Features: While not all images on Flickr are free, it has a substantial section of photos that are available under the Creative Commons licenses.

StockSnap.io URL: <https://stocksnap.io/>

Features: Offers a wide range of photos that are free to download and require no attribution.

Burst by Shopify URL: <https://burst.shopify.com/>

Features: Provides free stock photos for entrepreneurs. Photos are primarily intended for use in online stores and businesses but can be used for other purposes as well.

Rawpixel URL: <https://www.rawpixel.com/>

Features: Known for unique, diverse, and creative images and design resources. Some resources are free, with a premium section available.

LibreStock URL: <https://librestock.com/>

Features: A search engine that scans and indexes photos from more than 40 free stock photo websites.

Note: There are also figma plugins that can browse and get free images for you, or even ai-generate images.

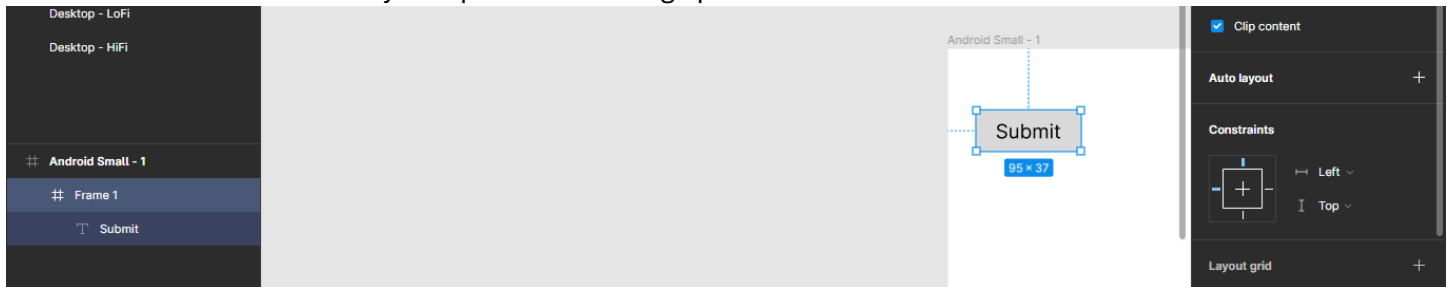
Activity 10

- Add images to your mobile hi fi design.
- Experiment with using any free image plugin.
- Remember to keep your brief & persona in mind when making image choices.

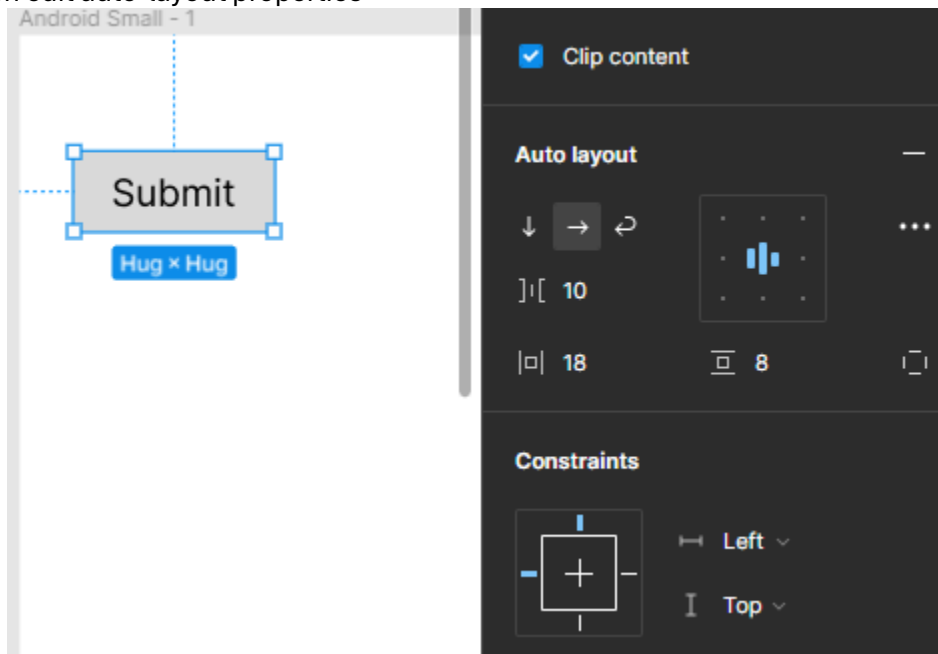
Autolayout & Constraints

Auto Layout for spacing

1. You can highlight multiple objects like a rectangle and the text (forming a single button object in a frame), then select the auto layout option in the design panel

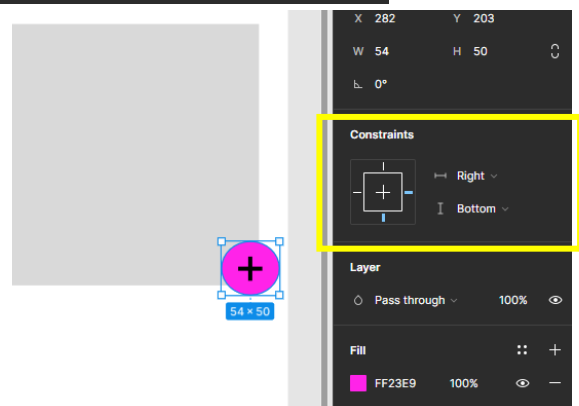


2. You can then edit auto-layout properties



How to use constraints in figma

1. You can anchor positions of object(s) inside a frame using the constraints property in the design tab panel.
2. So even if the frame is resized or moved, the object will move along with its defined constraints



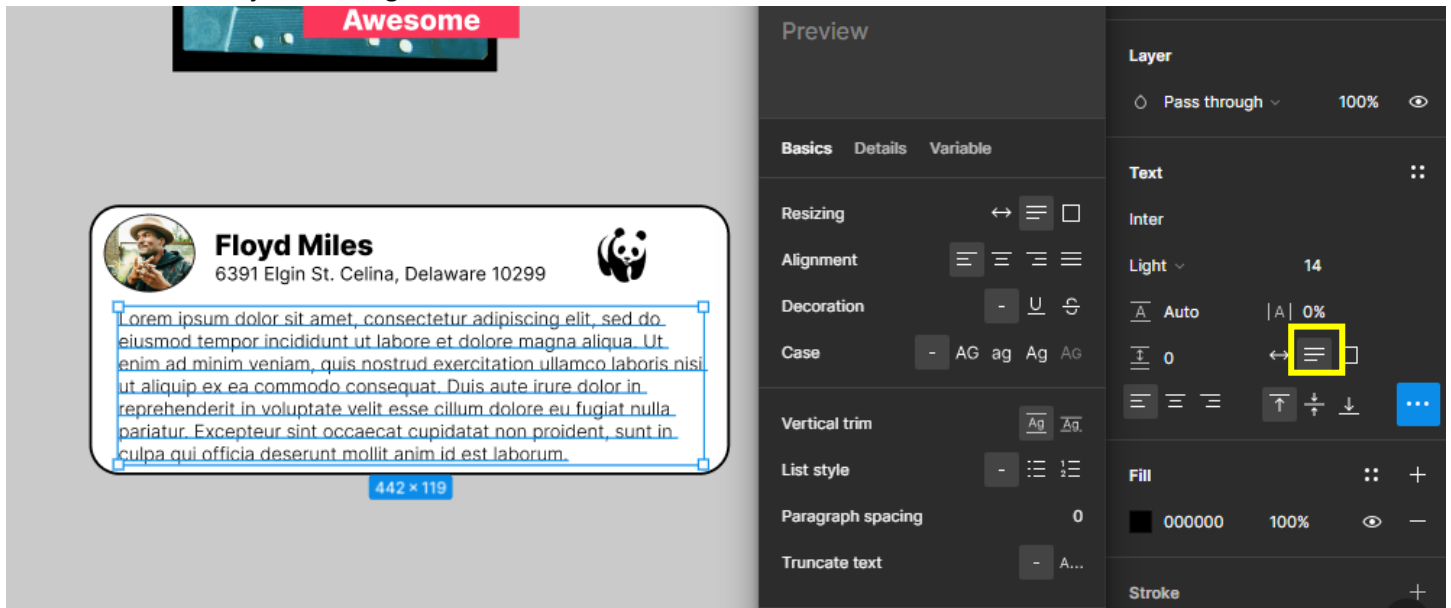
Combining Nested frames Auto Layout & Constraints in Figma

Notice how we can put frames inside frames, along with other objects then set their constraints so their positions are anchored even if we resize the parent frames.



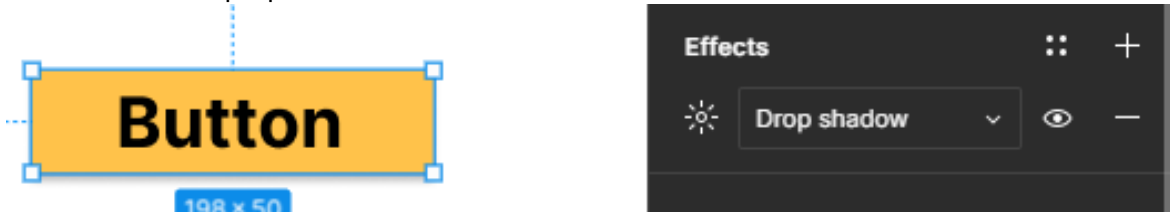
Adding Text Box Autoheight to Autolayout in Figma

The text box had been set to Autoheight then the entire UI card was selected and incorporated in auto-layout. The whole frame now adjusts its height as its text content increases and decreases.



Nice drop shadow & Inner drop shadow effects in Figma

Select any object → design panel → effect [+] → then choose drop shadow (other effects are also available). You can then set the effect properties from here.

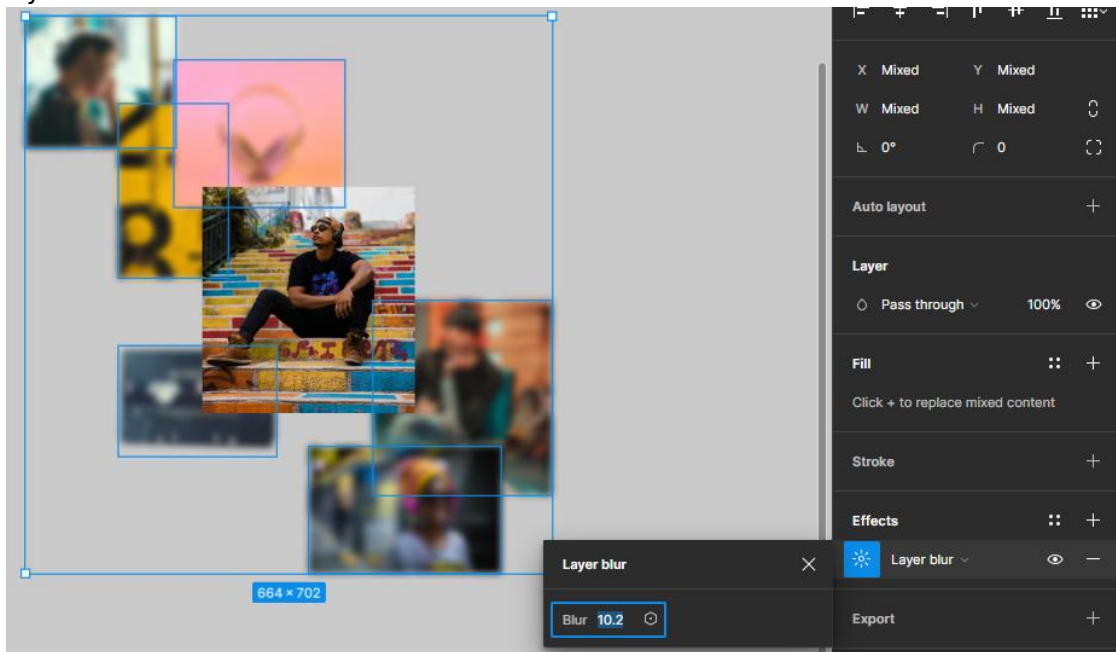


Effects

Blur Layer & Background Blur & Image Blur in Figma

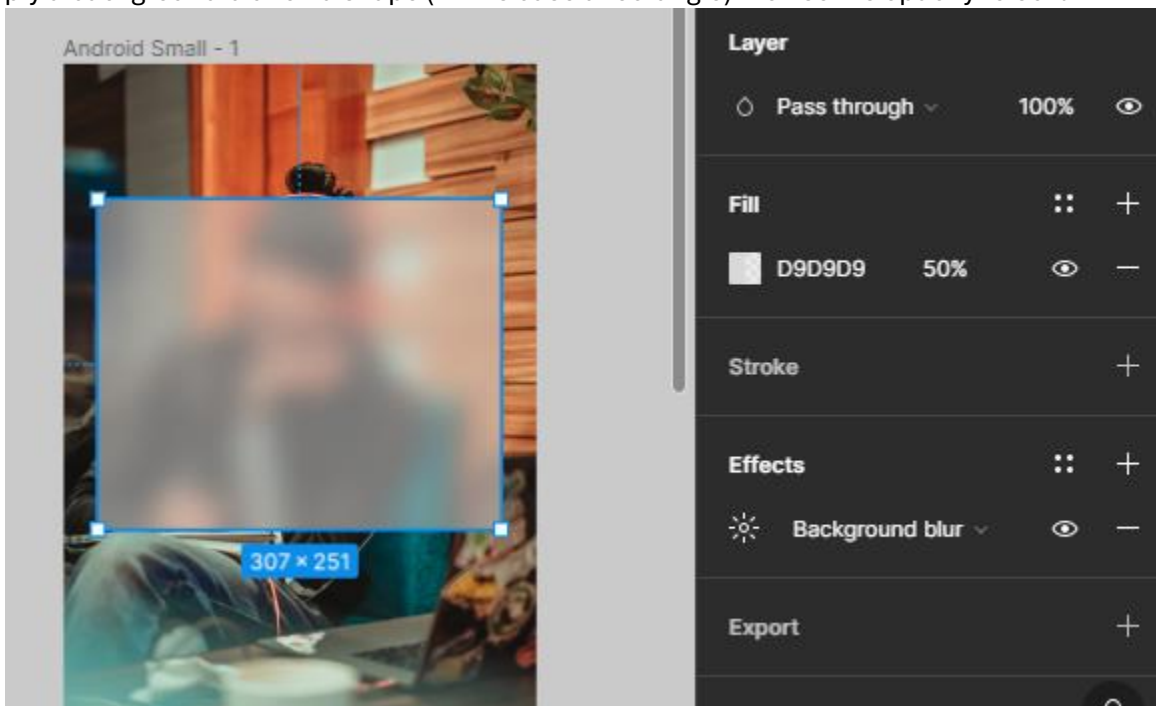
You can select a layer, background or an image then in the design tab panel → effects [+] blur

Sample blur layer



Sample blur background

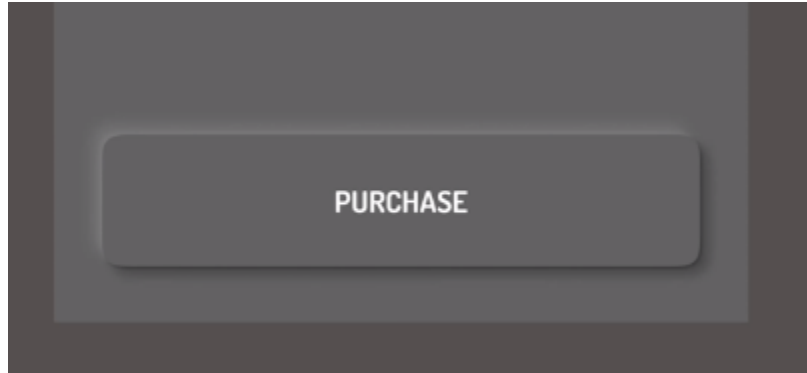
You can apply a background blur on a shape (in this case a rectangle) then set its opacity to 50%



How to make Neumorphic ui buttons in Figma

Neumorphic buttons are part of a design trend called "neumorphism" which blends the words "new" and "skeuomorphism." Neumorphism is a stylistic approach that aims to emulate physicality through user interfaces by using selective shadows to simulate 3D effects on flat surfaces. This design style emerged around 2019-2020 and gained popularity for its soft, extruded, and realistic-looking interfaces.

You can do one in figma by blending multiple drop shadow techniques (1 shape = 4+ drop shadows) and color blending



Activity 11

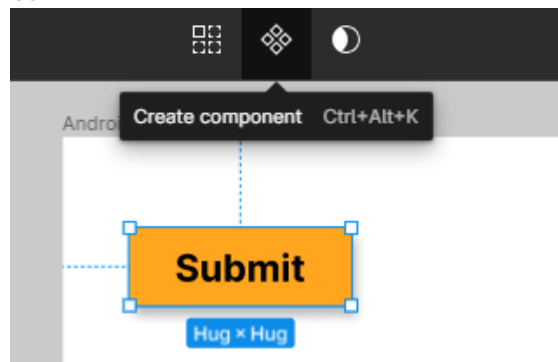
- Go through your design & add at least one of each of the effects.
 - Drop shadow
 - Inner shadow
 - Layer Blur
 - Background Blur
- Do at least one Neumorphic UI design.

Components and Instances

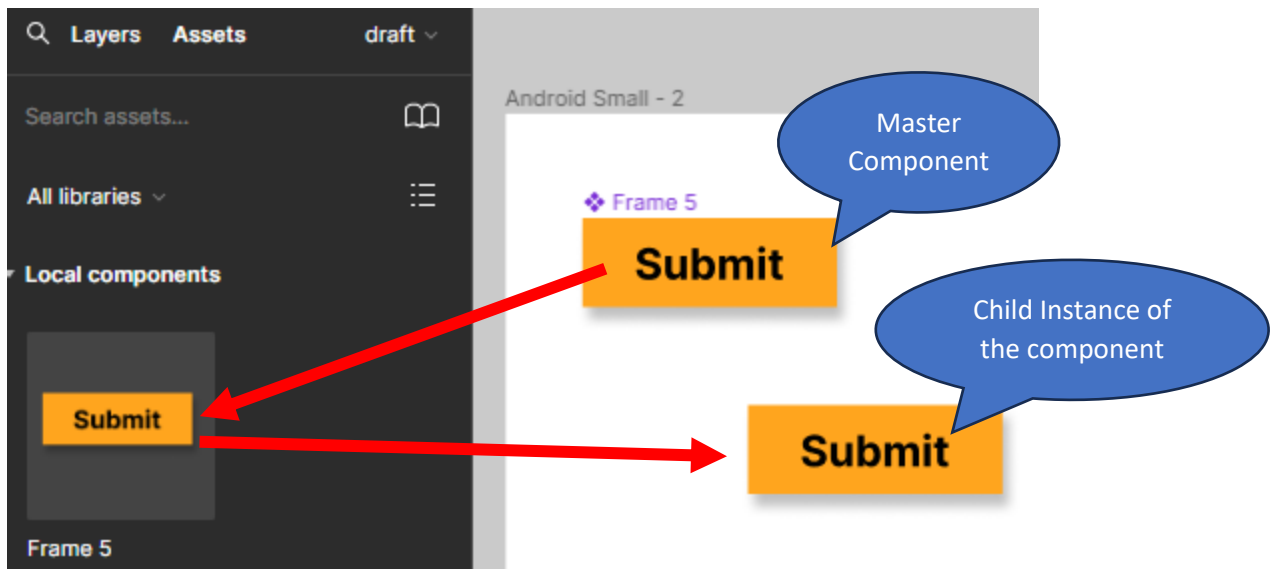
What are components in Figma

Components are reusable objects (or a frame of multiple objects) which are stored in your project.

1. To create a master component, select an object (or a frame of multiple objects) then click create component from the menu bar



2. The newly created component now appears in the assets panel. From here, we can now use child instances of this component.



Updating & Changing & Resetting your components

Notes:

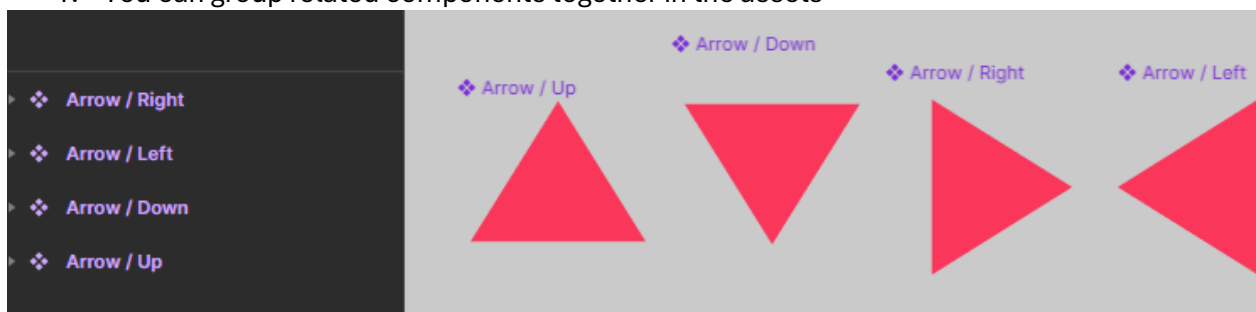
1. Changes made to the master components updates the component objects in the assets pane and all child instances of that component are affected by the change.
2. Modifications to the child instances of the component does not affect the master component.
3. You can easily replace modified child instances with fresh ones

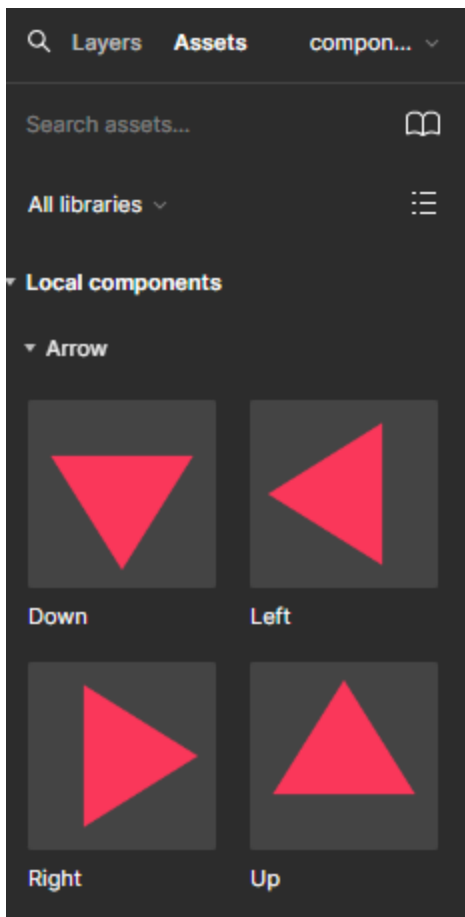
Where should you keep your main components in Figma

1. Although components are automatically added to the assets tab, it is recommended to add a dedicated page for your **master** components.
2. Then the child instances of the components can be present on their own pages

Intro to the forward slash / naming convention in Figma

1. You can group related components together in the assets



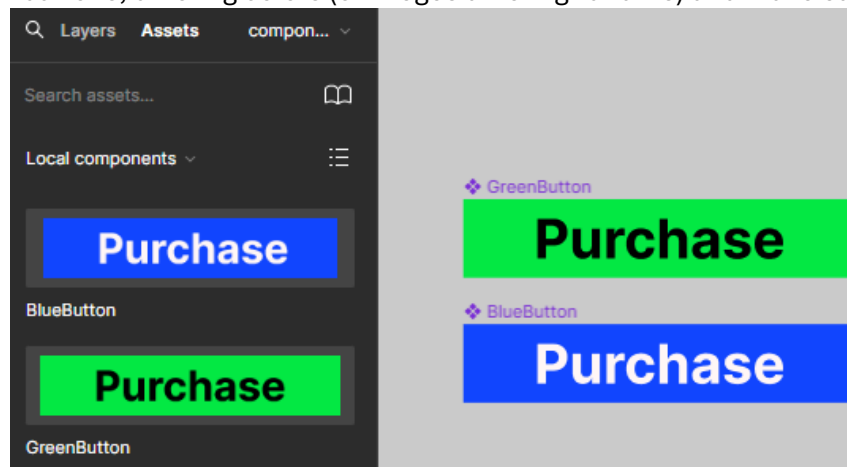


Activity 12

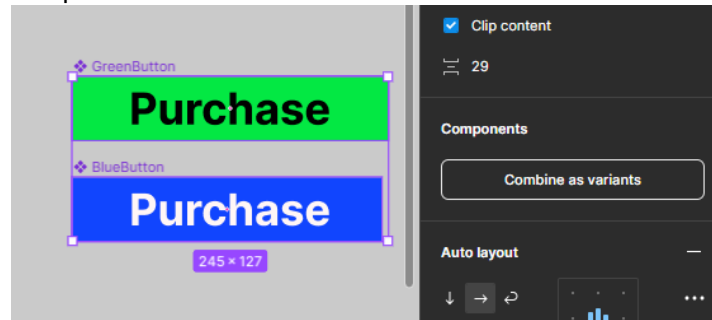
- Create a new page called 'Components'.
- Create 2 logo components, one for dark and one for light interfaces.
- Create 2 button components for submit
- Create 2 footer components
- Use the forward slash / naming convention to group them in the assets panel.

How to make a form using variants in Figma

1. Variants are variations (like colors) of an object/shape. For example, 3 buttons with different colors (red, blue and green) can be combined to form a single button with 3 different color variation.
2. Quick demo:
 - a. Create 2 buttons, differing colors (or 2 logos differing variants) and make each a component



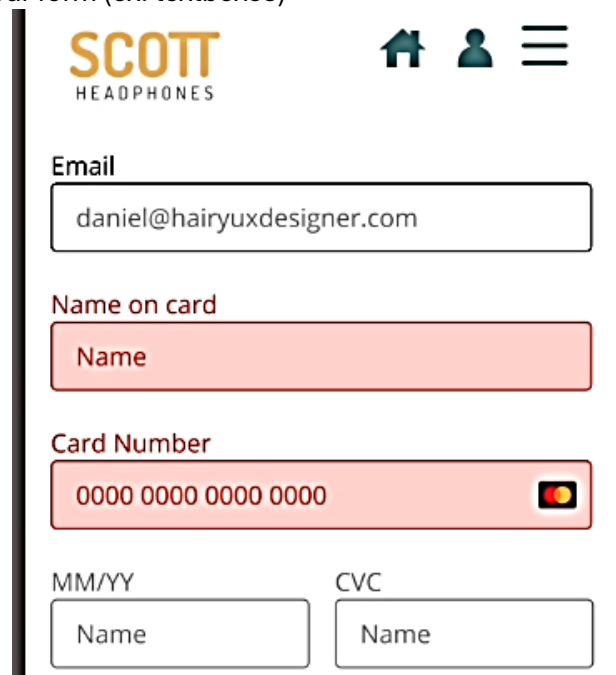
- b. Highlight the components then combine them as variants from the design panel



- c. You can then toggle between variants from the design panel

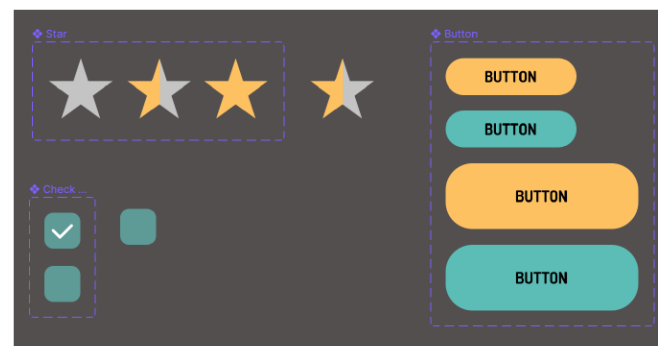


3. Implement variants for our form (ex. textboxes)



Activity 13

- Create 3 Variants:
 - Star - with 3 variants.
 - Checkbox - with toggle switch.
 - Button - with multi dimensional variants (e.g. color & size)
- Create a form on your checkout page using a component variant



Animation and Micro Interactions

Animations vs Micro Interactions

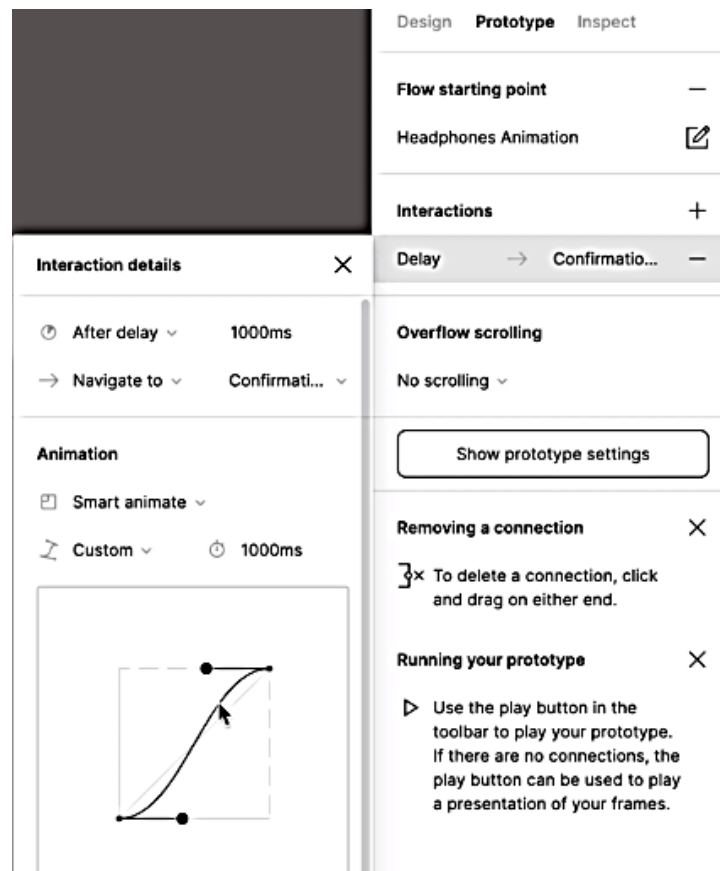
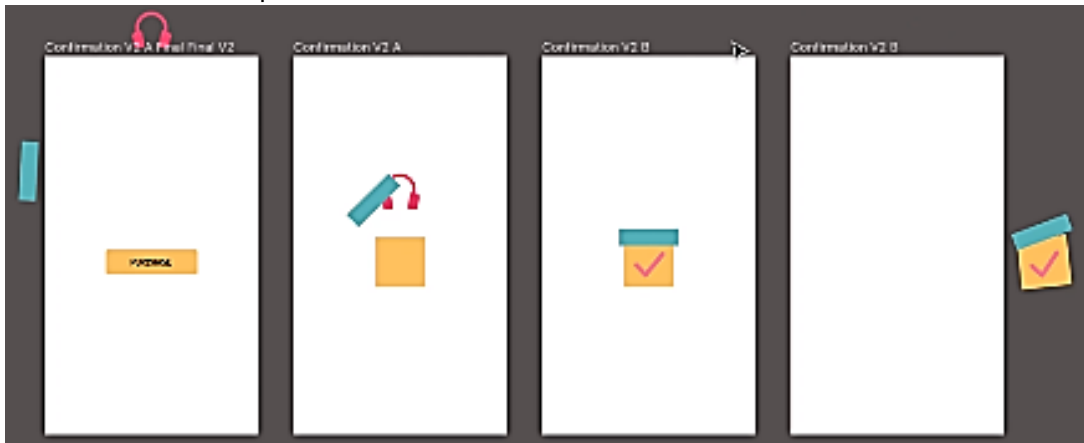
Check samples here:

<https://lottiefiles.com/>

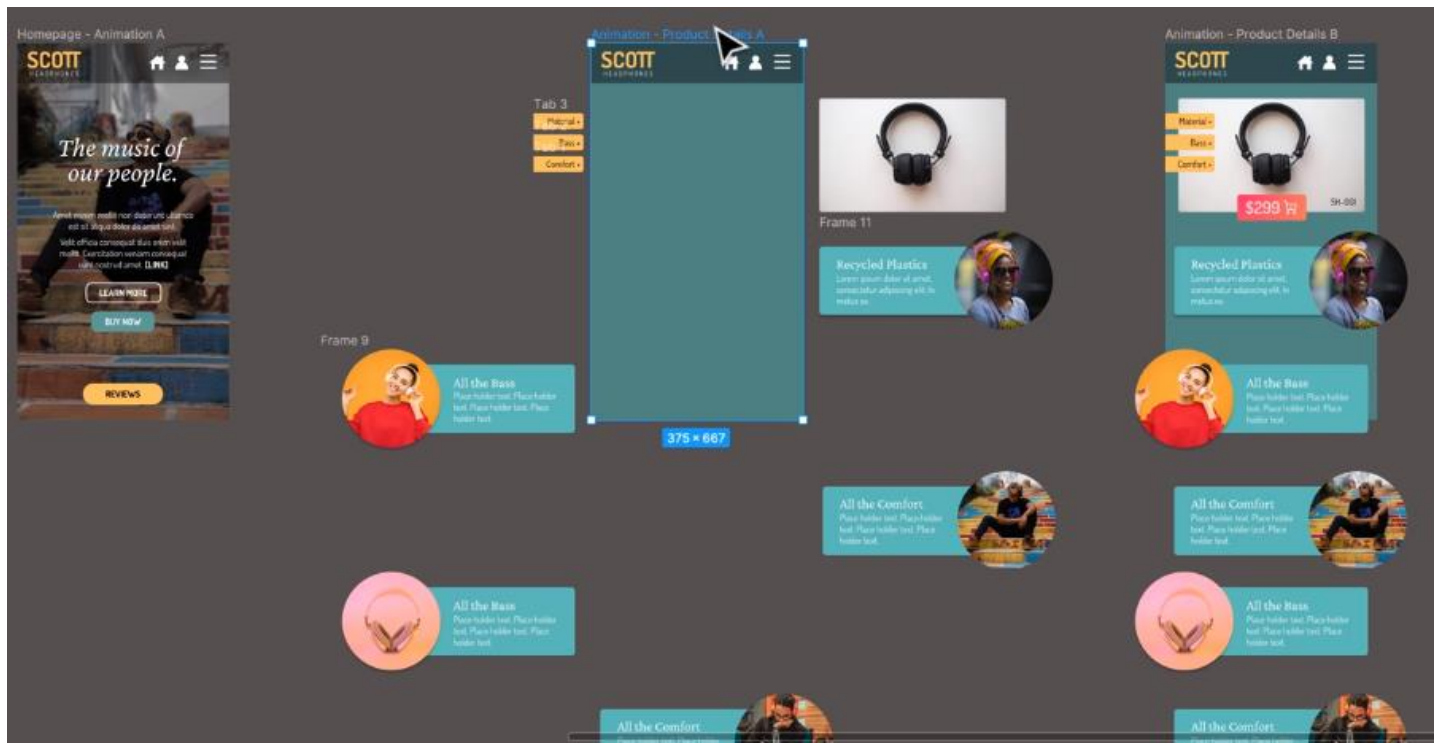
<https://lottiefiles.com/search?q=microinteractions&category=animations>

Animation with custom easing in Figma

1. Let us do another animation where you can play around with custom easing.
2. Example, when you click a button, you will see an animation of your product being placed into a box.
3. Create the frames and shapes for the animation



How to make animated transitions in Figma

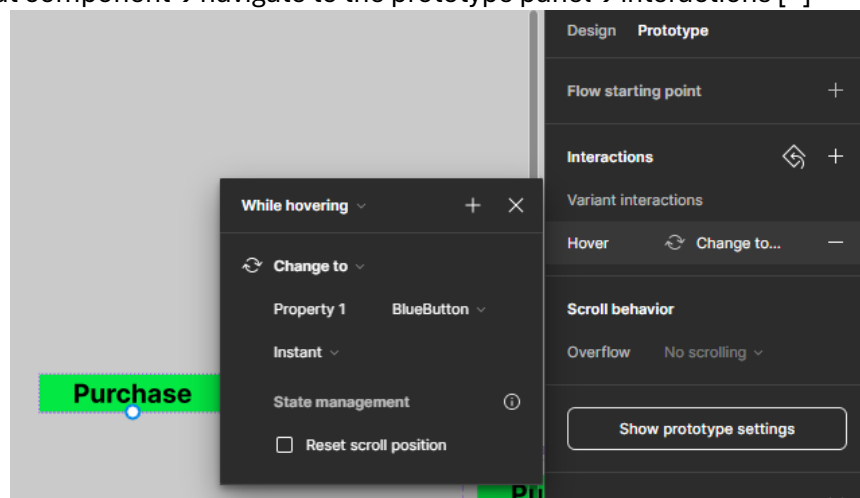


Note: when dragging objects outside (visually) the frame but you still want to keep them “part” of the frame technically, you can hold the spacebar once you started dragging them out.

You can then connect the 3 frames thru prototyping and control how the objects move.

Micro interactions using interactive components in Figma

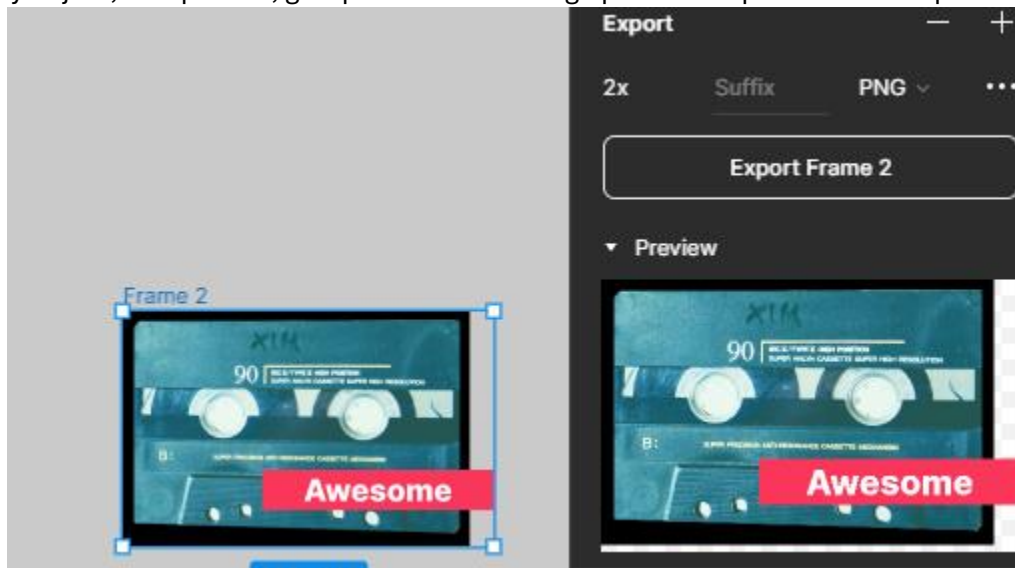
1. We can toggle between variants of a component triggered by user interaction (ex. click, hover, mouse over, etc)
2. Create a component with variants (ex. button with color variants, textboxes with color variants or toggle buttons, check boxes, etc)
3. Then select that component → navigate to the prototype panel → interactions [+]



Exporting

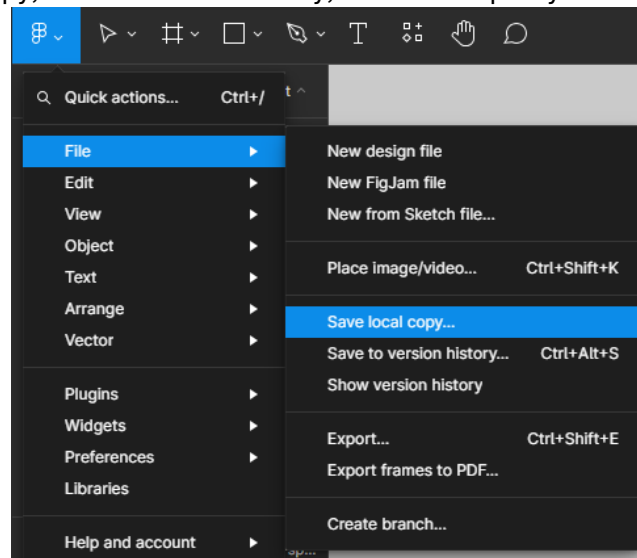
How to export Images out of Figma

1. Select any object, component, group or frame → design panel → export → select options as required.

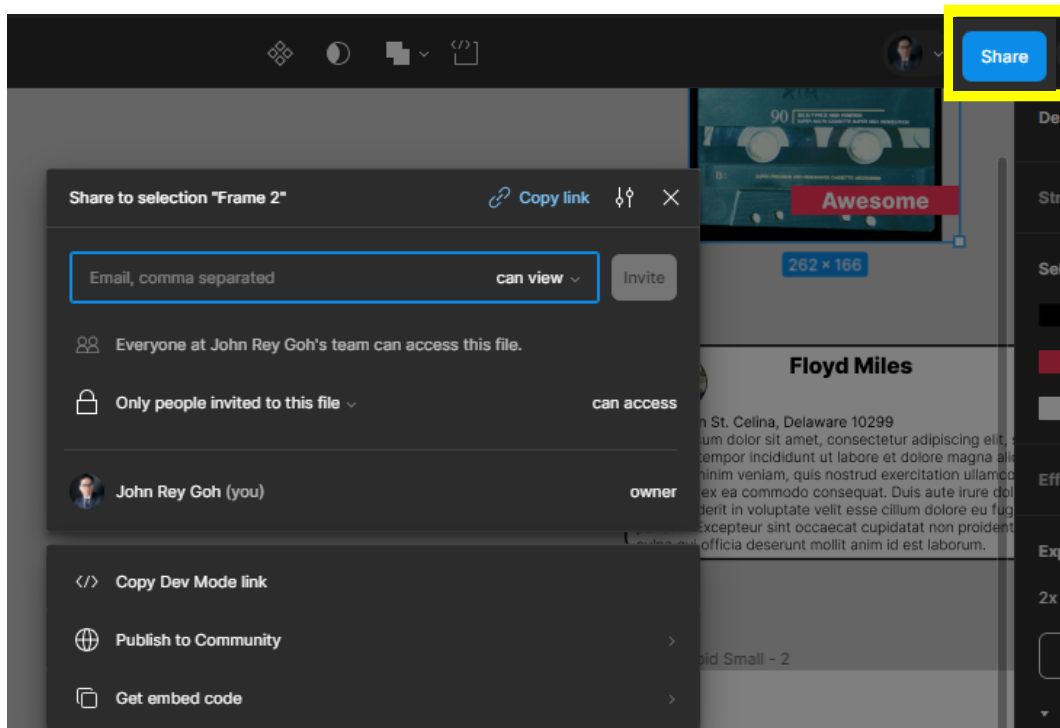


How to share you document with clients & stakeholders

1. You can save a local copy, control version history, and even export you design file here:



2. By clicking the Share button you can also invite and share your work with others



Activity 14

- Complete designing your Hi-Fi task flow

Activity 15

- In a folder, export and organize all you have done
 - Mobile Lo-fi (and/or Desktop Lo-fi)
 - Mobile Hi-fi (and/or Desktop Hi-fi)
 - Icons
 - Images
 - MoodBoard
 - Color Palette