

The following is a workshop I held geared for Yahoo designers with very little programming experience.

Framer was pretty nascent at the time and I wanted to lightly introduce it as yet another prototyping tool option, as most Yahoo designers used InVision.



Introduction to Prototyping with FramerJS

yo/framersworkshop

Lauren Tsung



What is it?

Why use it?

Sketch to Framer Workflow

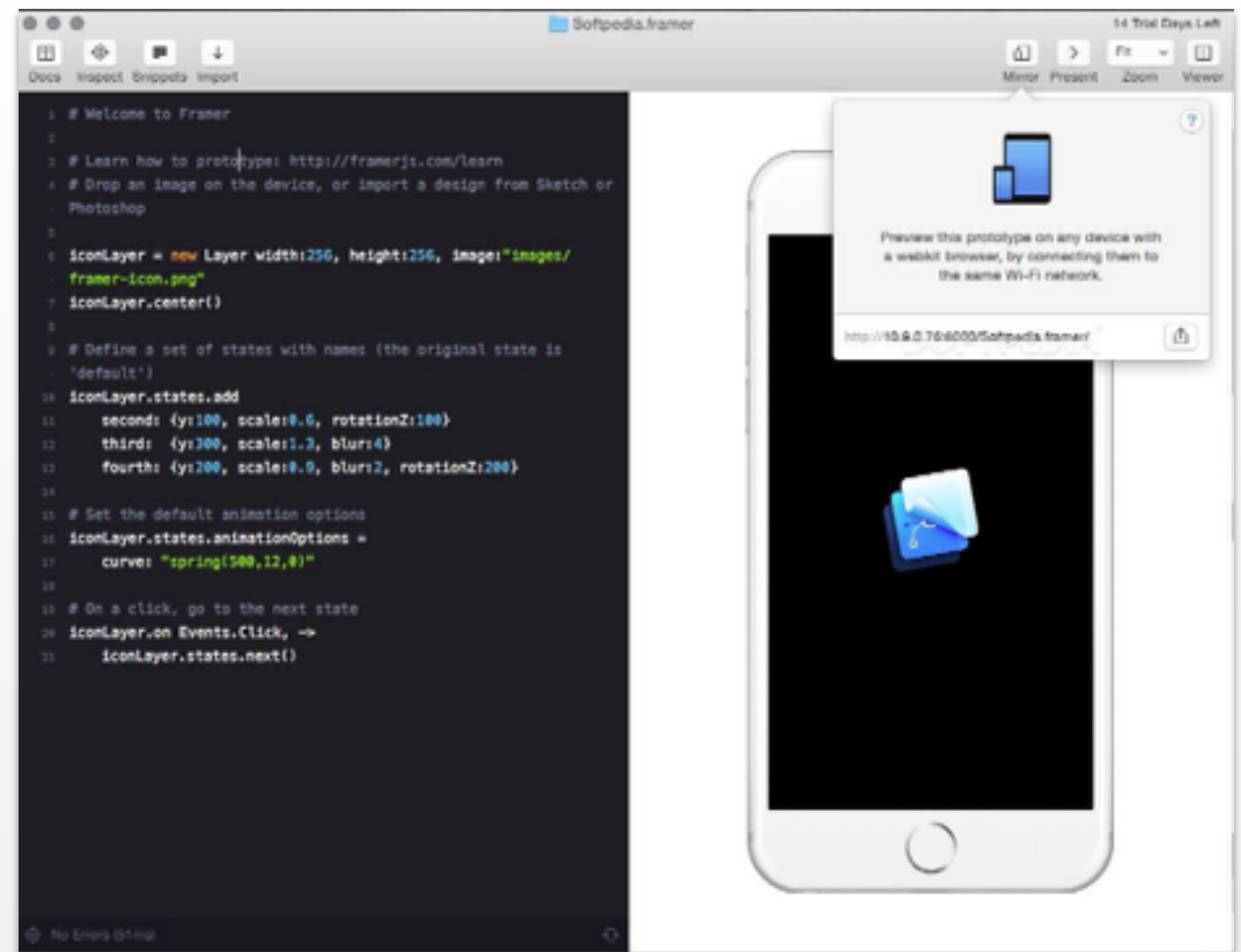
Practical Example

Quick Tips

What is it?

User-friendly coding
with  *CoffeeScript*

Make native-like
animations to using “real
data” via a database



Why Use It

Prototyping as a Spectrum

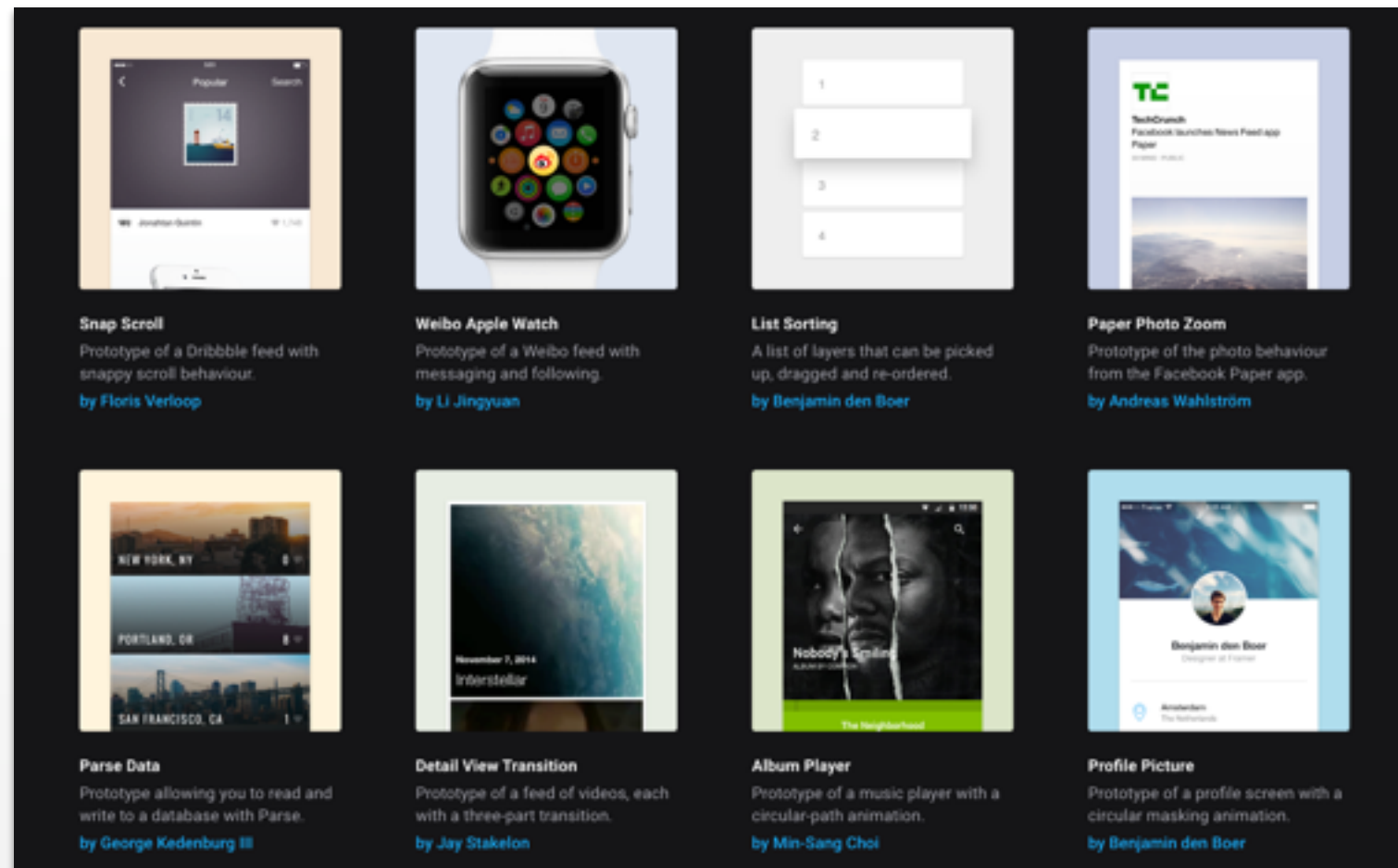


LOW FIDELITY

PRODUCTION

Bonus if already familiar
with web prototyping

Why Use It



Cool examples for multiple platforms

www.framerjs.com/examples/

Sketch to Framer Workflow



design

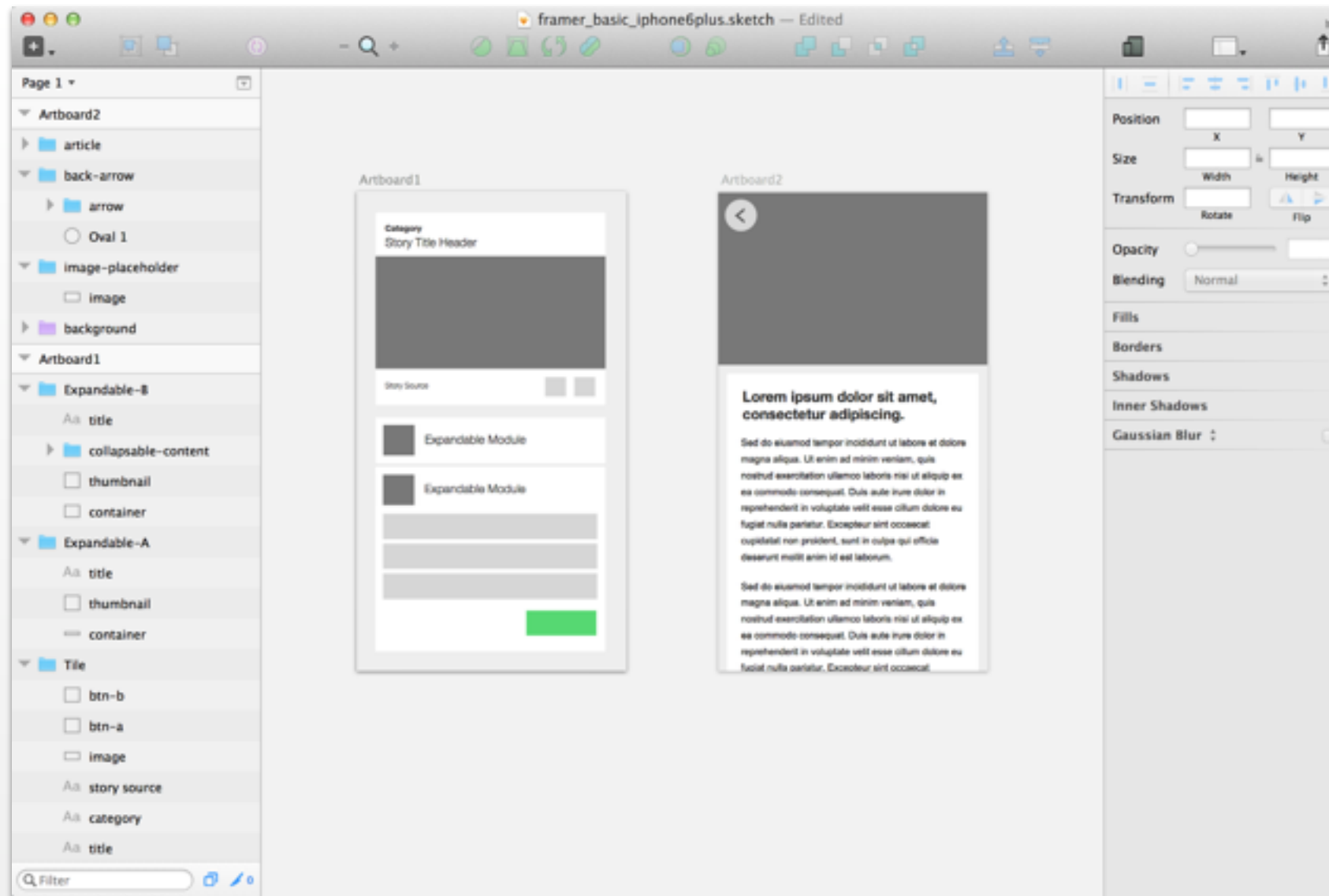


import design
code and preview

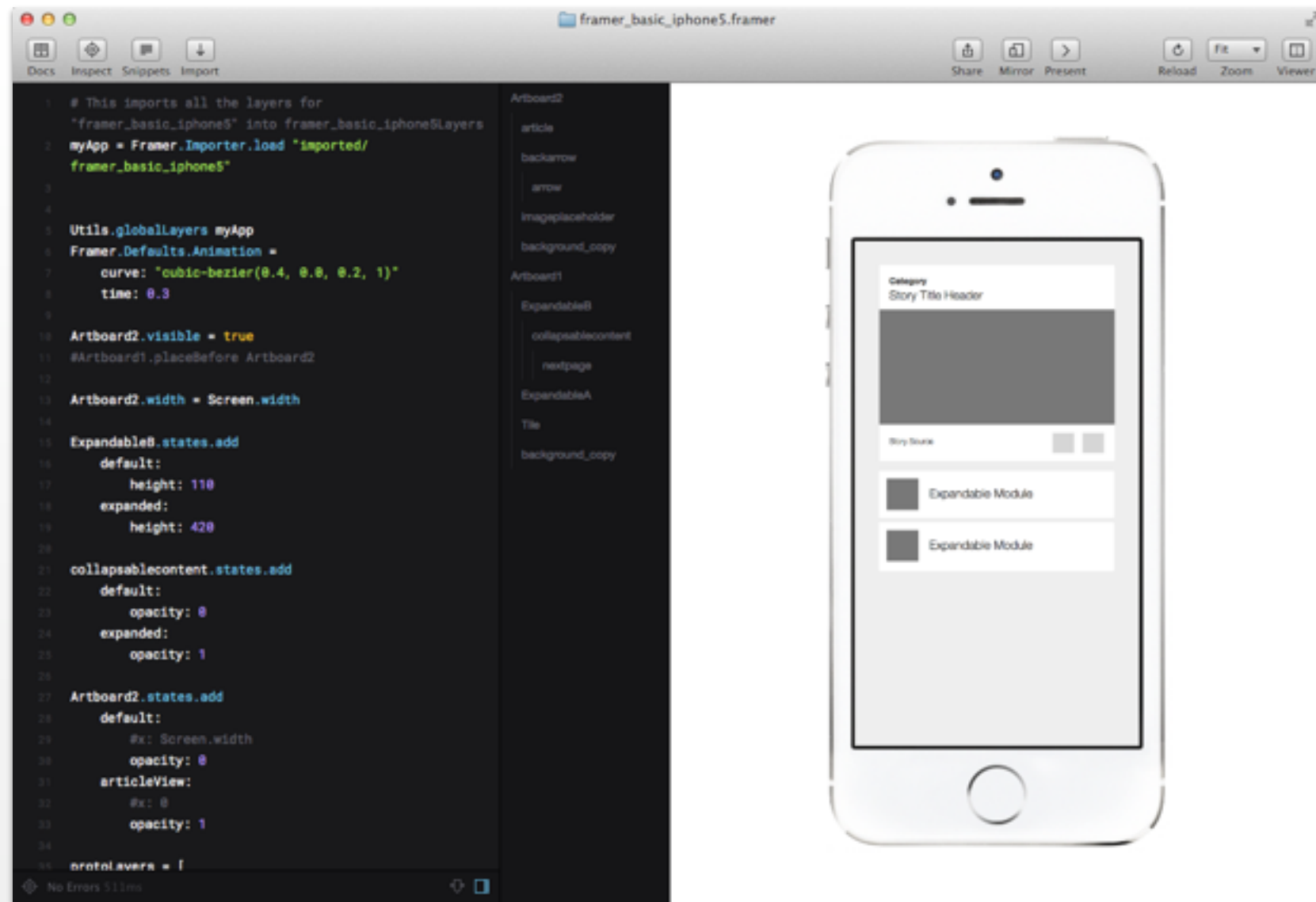


mirror development
share/view

Our Sketch File



Our Framer Project



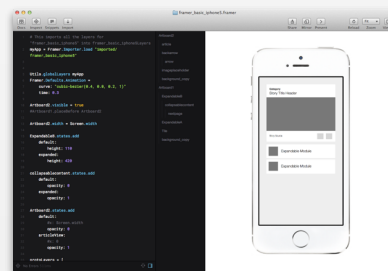
Mirroring Framer Studio with Frameless



Use **Y!Guest** wireless on both your machine and mobile device



Frameless should prompt a connection
Choose the project you want to mirror

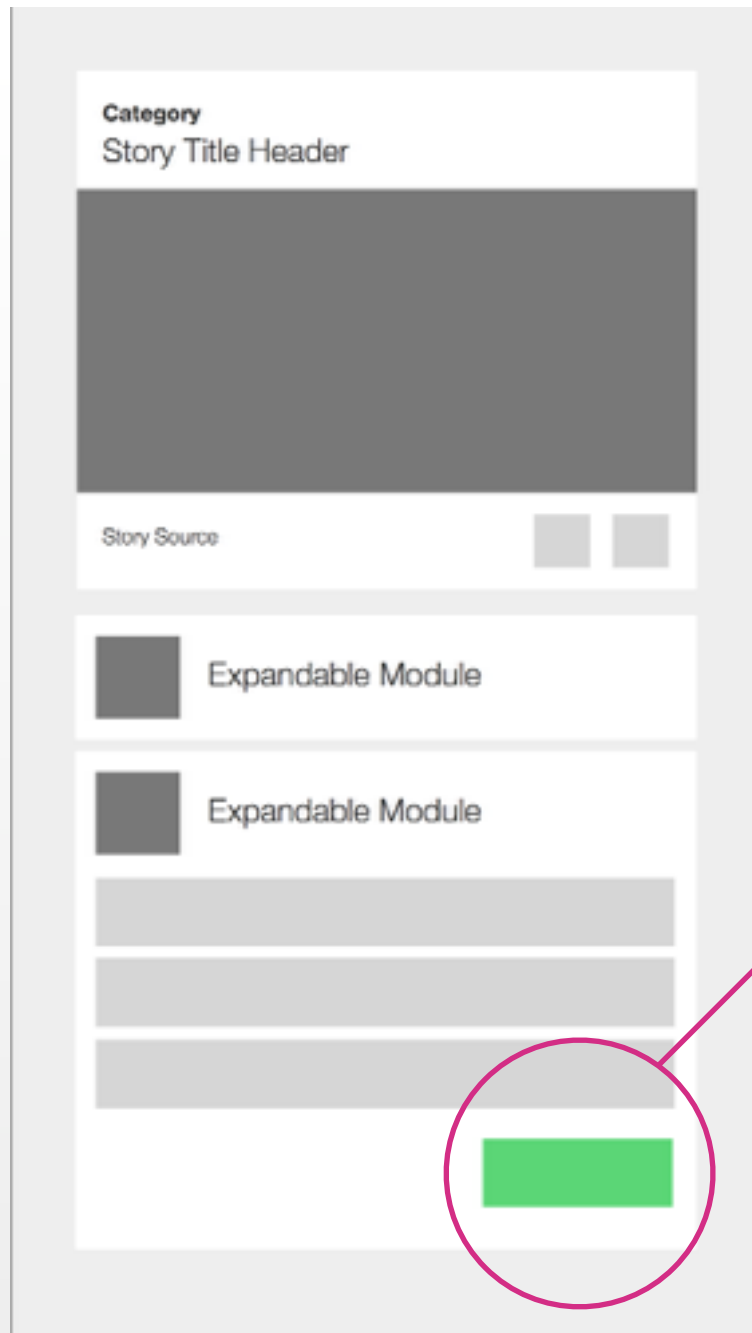


Otherwise, click
Mirror > Open in Browser.
Copy that address into Frameless

Example:

http://10.0.0.5:8000/UEYYAZ/framer_basic.framer/

Sketch Tweaks



Change to the
color of your choice

Then, re-import this
Sketch file to Framer Studio

Framer Code Tweaks

ORIGINAL

NEW

```
26
27 Artboard2.states.add
28   default:
29     #x: Screen.width
30     opacity: 0
31   articleView:
32     #x: 0
33     opacity: 1
34
```

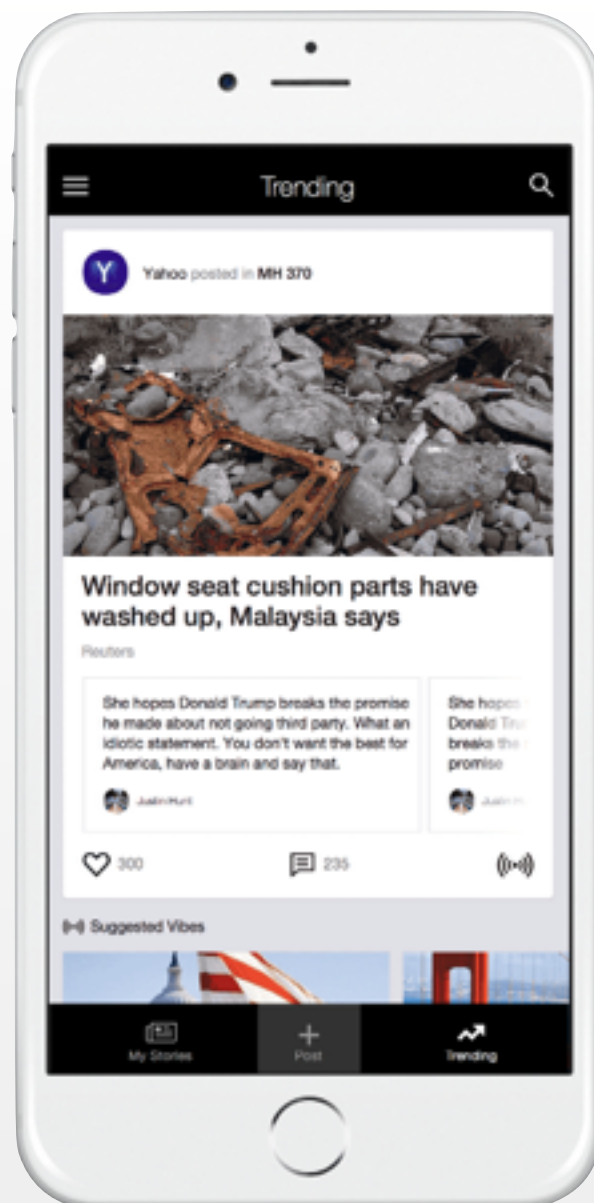


```
26
27 Artboard2.states.add
28   default:
29     x: Screen.width
30     #opacity: 0
31   articleView:
32     x: 0
33     #opacity: 1
34
```

Basic Fade

Sliding

Practical Example



Vibe



<http://share.framerjs.com/h8n457tqnfef/>

Prototyped only for iPhone 6+

Quick Tips

Take a look at

www.framerjs.com/learn/basics

www.prototypingwithframer.com

Deconstruct examples

www.framerjs.com/examples

Practice HTML+CSS for web prototyping

Thank you.