Figma Notes: Lesson 1

Topics Covered:

- Creating Shapes
- Selection Tools
- Editing Shapes

Normal Selection vs. Vector Selection

Normal Selection:

- Basic mode for selecting and transforming shapes.
- Offers limited editing options—mainly move, resize, rotate, or apply fills/strokes.
- Suitable for general design tasks without altering individual anchor points.

Vector Selection:

- Advanced selection mode used for precise shape editing.
- Allows editing vector paths by manipulating anchor points and handles.
- You can enter this mode by selecting a shape and pressing `Enter`.
- Useful for creating custom shapes and fine-tuning curves.

Editing Shapes with Vector Points

- In **Vector Mode**, shapes display editable **vector points (nodes)**.
- You can adjust these points to reshape objects precisely.

Example: Circle

- When a **circle** is selected in vector mode:
    - A white dot labelled **Arc** appears drag it to turn the circle into an arc.
    - Additional dots appear:
        - **Start**: Defines where the arc begins.
        - **Ratio**: Adjusts the thickness or completeness of the arc.
        - **Sweep**: Controls how much of the arc is shown (angle of the arc).

Example: Arrow

- Arrows have unique vector properties:

- o **Stroke**: Controls the outline thickness of the arrow.
- o **Start Point**: Customize the style of the starting end (e.g., flat, rounded, arrowhead).
- o **End Point**: Customize the style of the ending end (e.g., arrowhead, circle).
- o **Advanced Stroke Settings**: Includes dashed lines, caps, joins, and more.

Shape Properties

Star Shape:

- You can customize:
  - o **Count**: Number of star points.
  - o **Ratio**: Distance from center to inner points; controls the sharpness of the star.
- Combine both to create beautiful, unique star styles.

Polygon Shape:

- Key customizable properties:
  - o **Point Count**: Set the number of sides.
  - o **Corner Radius**: Round the corners for a smooth look.
  - o **Rotation**: Adjust the angle/orientation of the shape.

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Selection Tools in Figma

1. **Move Tool**
   a. Allows repositioning of elements.
   b. You can also resize objects using corner handles.
2. **Hand Tool**
   a. Used to pan around the canvas without selecting objects.
   b. Great for navigation in large files.
3. **Scale Tool**
   a. Scales shapes while maintaining proportions.
   b. Useful when resizing groups or components uniformly.

Summary of What I Learned Today

Today, I started my **Figma course** and learned the following:

- How to create and customize shapes
- The difference between **normal selection** and **vector selection**
- How to edit shapes using **vector points**
- Properties of shapes like **circle**, **arrow**, **star**, and **polygon**
- How to use selection tools like **Move**, **Hand**, and **Scale**