

Figma to Code

Learning Design with Dev Mode

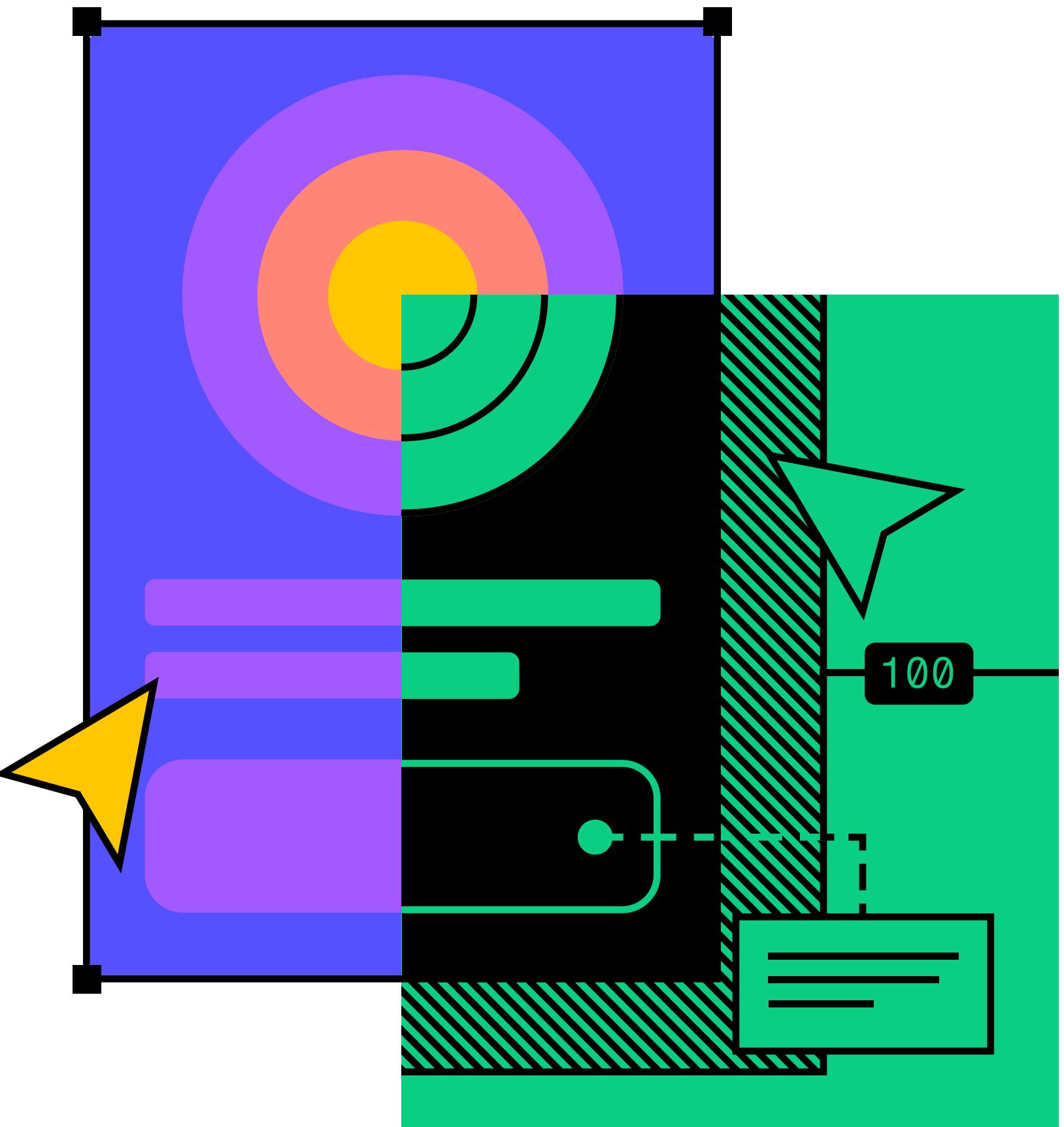


A few notes before we get started . . .

Thank you for coming!

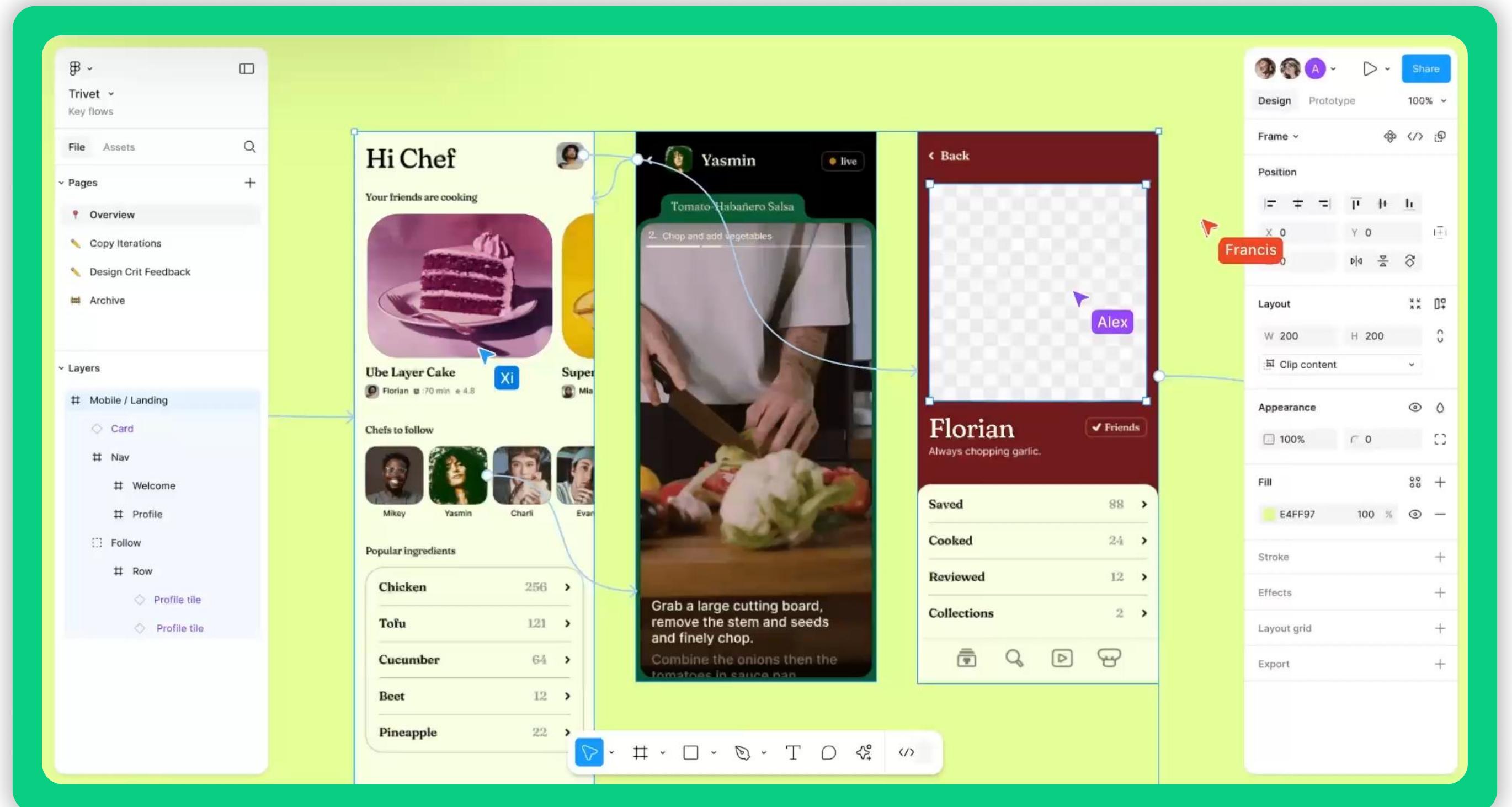
During this workshop we'll:

- Get access to Figma Dev Mode
- Cover Figma fundamentals
- Learn & work with Dev Mode
- Build a quick project
- Bring the project to life!



What is Figma?

“Making Design Accessible to All”



WHAT IS FIGMA?

Figma Design

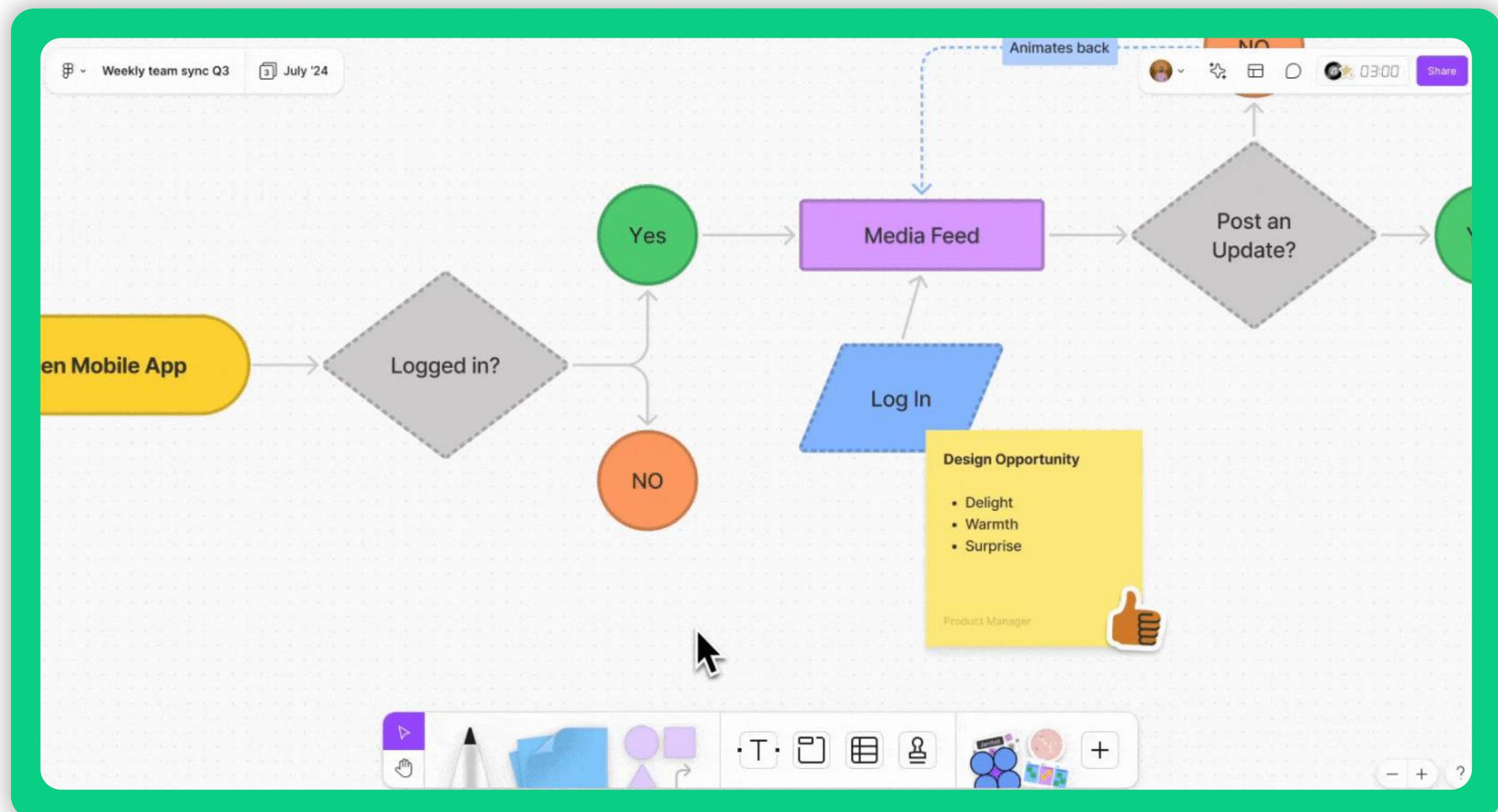
- Online multiplayer canvas
- Free, popular, and industry leading tool for designers, PMs, and developers
- Create, share, and test designs
- Make websites, mobile apps, wireframes, or other digital products

Figma Design

FigJam

Figma Slides

Dev Mode



WHAT IS FIGMA?

FigJam

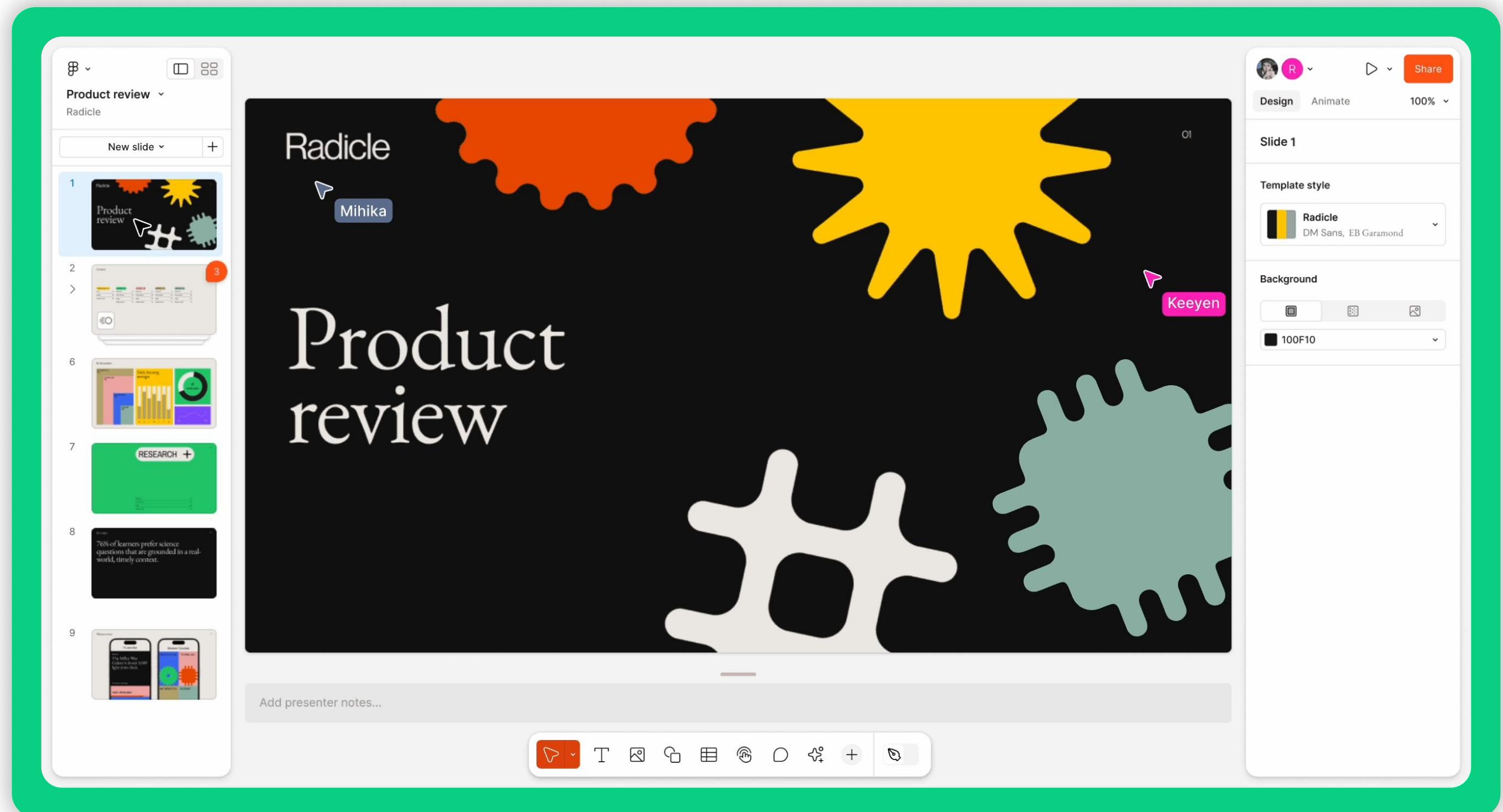
- Online multiplayer whiteboards
- Use for meetings, brainstorms, diagrams, planning, and research
- Use text, shapes, drawings, images, sticky notes, widgets, and other elements to visually represent ideas

Figma Design

FigJam

Figma Slides

Dev Mode



WHAT IS FIGMA?

Figma Slides

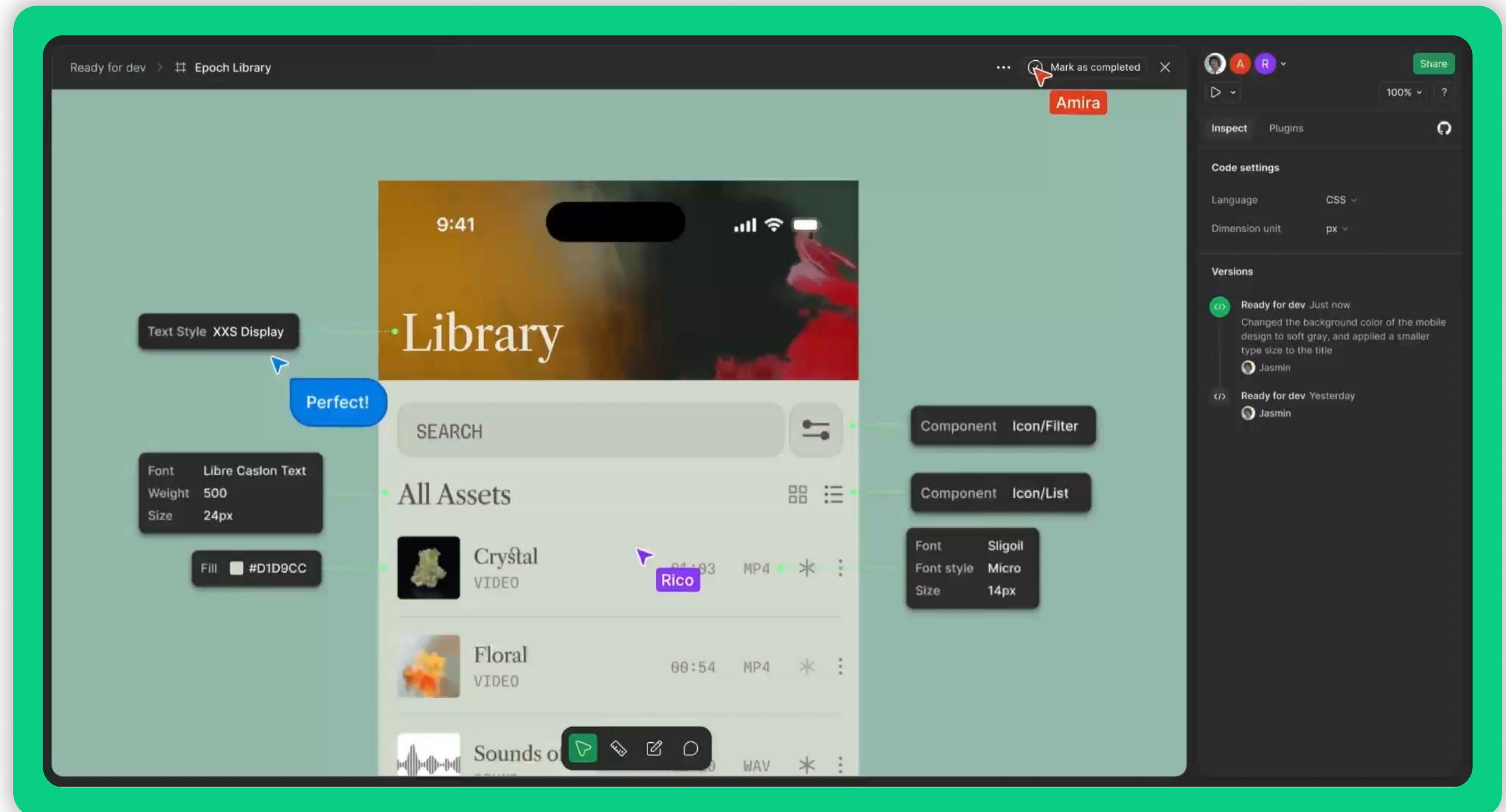
- Online multiplayer slide creation tool
- “Figma Design”-like integration
- Create concurrently with other users
- Integrate interactive widgets to gather feedback
- Embed prototypes for class presentations

Figma Design

FigJam

Figma Slides

Dev Mode



WHAT IS FIGMA?

Figma Dev Mode

- Online multiplayer developer assistant
- Advanced inspection and codegens
- Review designs that are ready for dev with statuses and annotations
- Workflows with integrations like JIRA, Storybook, GitHub, and VS Code.

Figma Design

FigJam

Figma Slides

Dev Mode

Today, we'll be using
Figma Design
& Dev Mode

Why Learn Figma?

Figma is the industry standard tool for designing products, used by the vast majority of Fortune 500s and startups.

Where Do I Get Started?

Save time now. Figma's preloaded design kits and design systems ensure you're not starting from scratch.



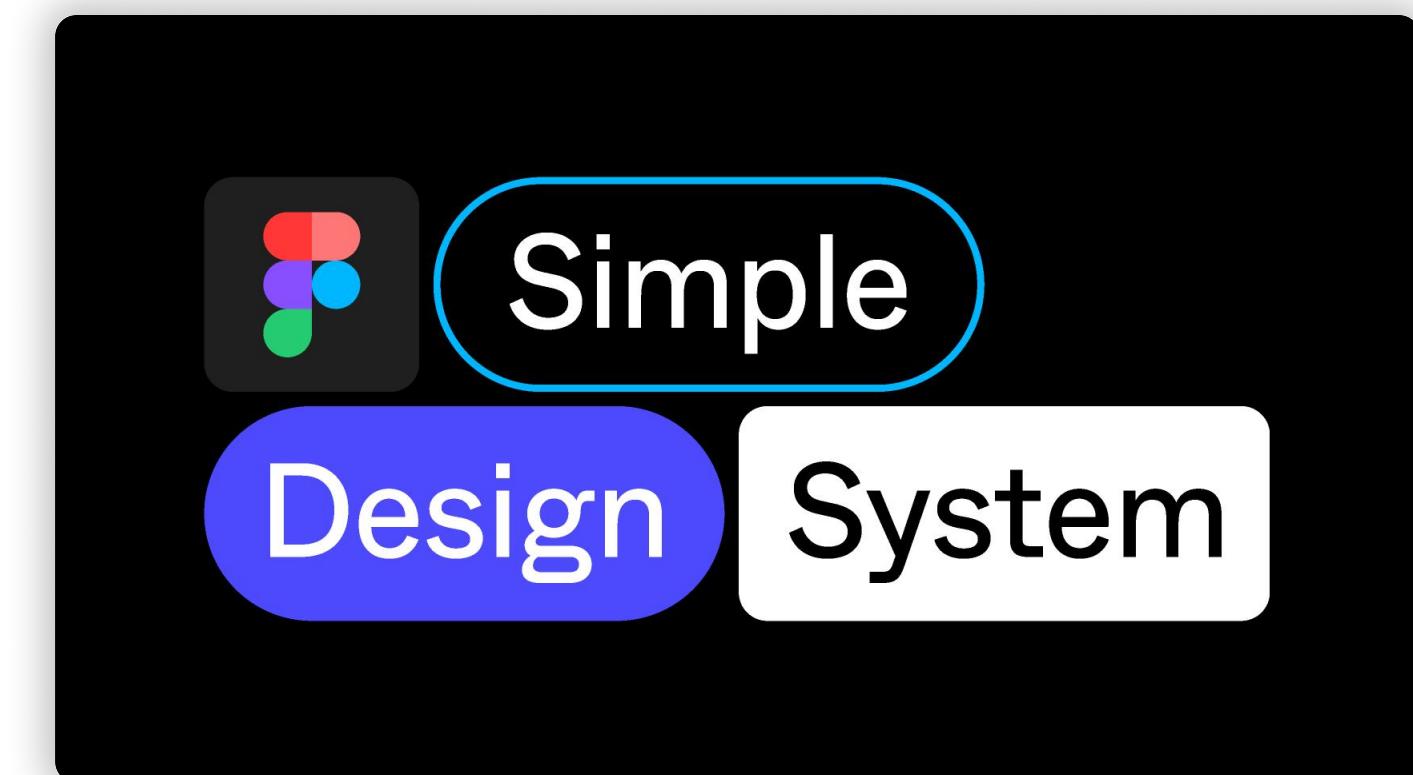
iOS and iPadOS 18 by Apple

Create highly accurate iPhone and iPad design components and user flows, all in one kit.



Material 3 Design Kit by Google

Build clean and comprehensive applications with the popular Material Design System.

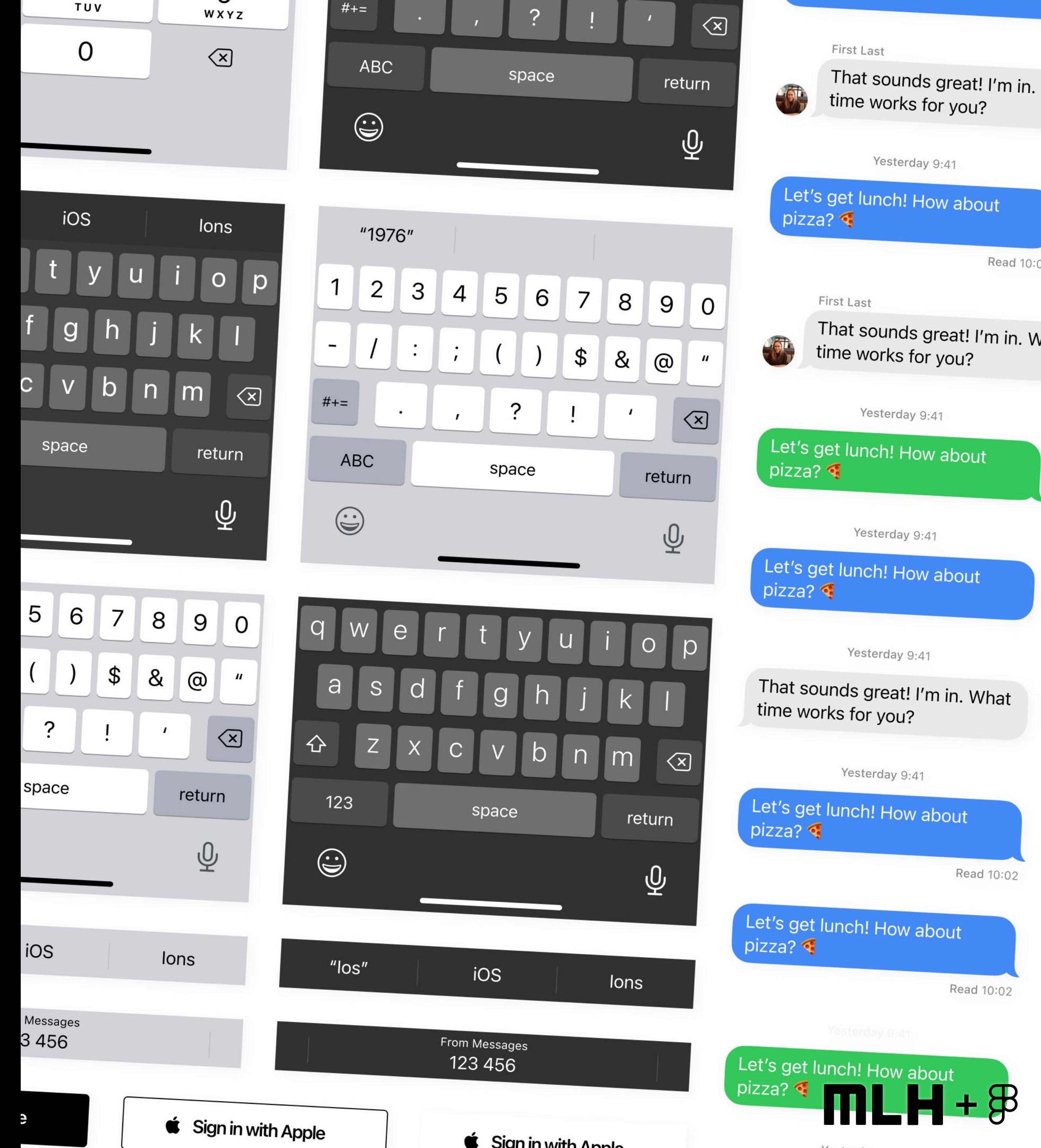


Simple Design System by Figma

Design and build efficiently with Figma's best practices and pre-built components.

iOS and iPadOS

Apple's official design system for creating beautiful and user-friendly apps on iPhones and iPads. It provides all the tools and components you need to follow Apple's design guidelines and deliver consistent experiences across devices.

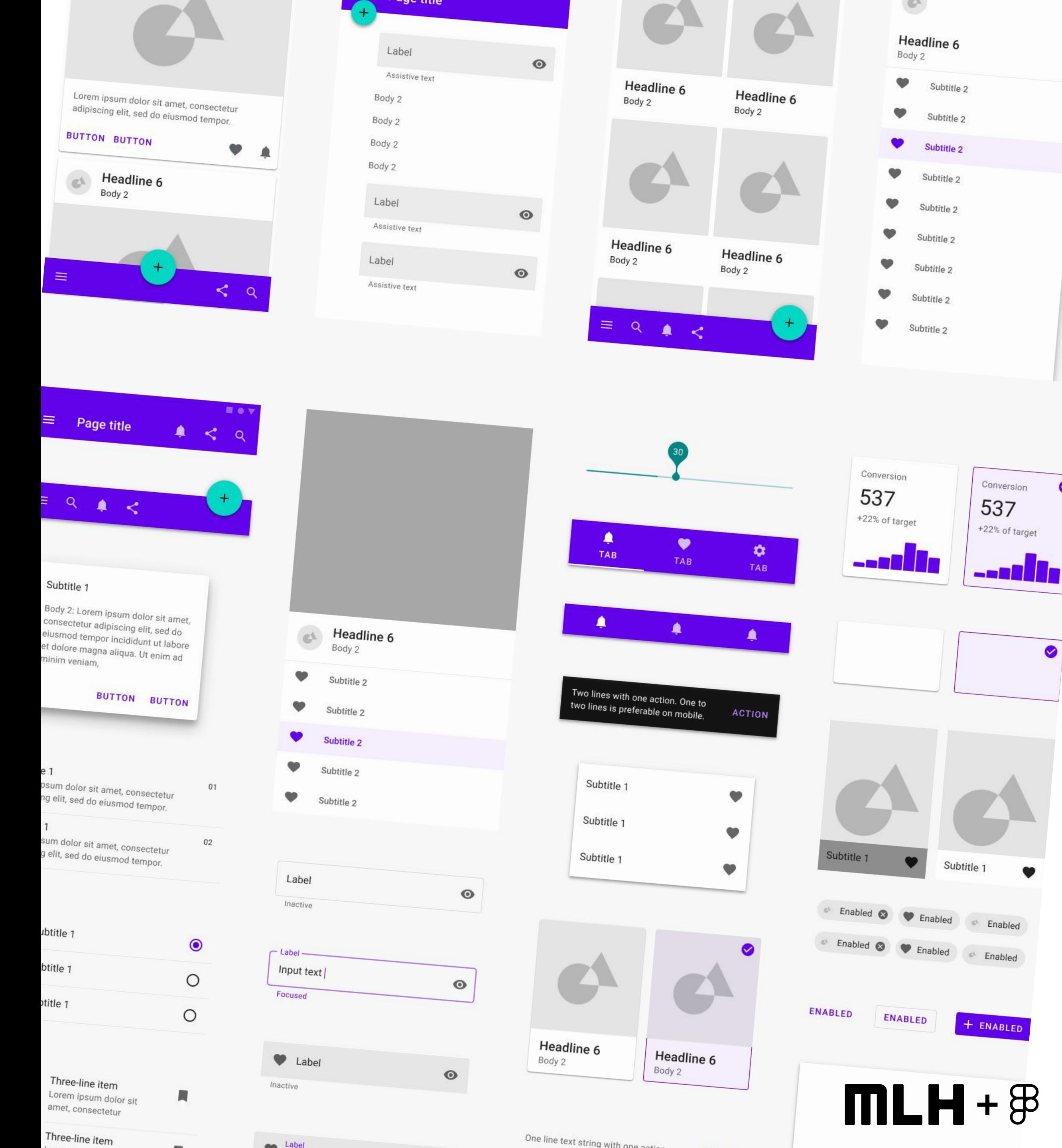


Material 3

Design

By Google

Google's design system, helping you create apps that look great and work well on Android devices. It includes ready-made components, styles, and layouts to build user-friendly and modern apps, aligning with Google's Material Design principles.



Simple Design System

By Figma

A clean and easy-to-use design system made for Figma. It offers a simple collection of components and styles to help you create well-organized and visually consistent designs, perfect for both beginners and professionals.

The screenshot displays the Figma Simple Design System interface. On the left, a sidebar titled 'information' lists '2 working days' and includes a 'T&Cs' link and a 'Shipping information' button. The main content area features a 'Components are low in stock' alert with a 'Browse components' button. A navigation bar at the top includes 'Tag x', 'Tag x', 'Tag x', 'Tag x', 'Tag x', and 'Tag x' buttons, along with a 'Button' section showing a dark button, a red button with a star, and a black button. Below the navigation is a page navigation bar with 'Previous', page numbers 1, 2, 3, ..., 68, and 'Next'.

- Components are low in stock**

Hurry! Stock is running low on our website for Figma components. Don't miss out on getting your hands on these popular items before they sell out.

Shop now to secure your favorite Figma components before they're gone. Grab them while you still can!

[Browse components](#)
- What are the terms and conditions for purchasing online orders?**

Experience seamless international delivery with us. When you shop on our website, you are bound by our terms, covering payment processing, shipping durations, and return guidelines. Kindly familiarize yourself with our comprehensive terms to ensure a smooth ordering process.
- What are your opening hours?**
- How fast do you ship products?**
- Can I cancel my order once it has been placed?**

MLH +

Learn a skill for the future.

Why not use V0 or ChatGPT?

→ Design! Tailor your designs and build the intent behind what you're creating (i.e. for the consumer/end user).

How does this work in the real world?

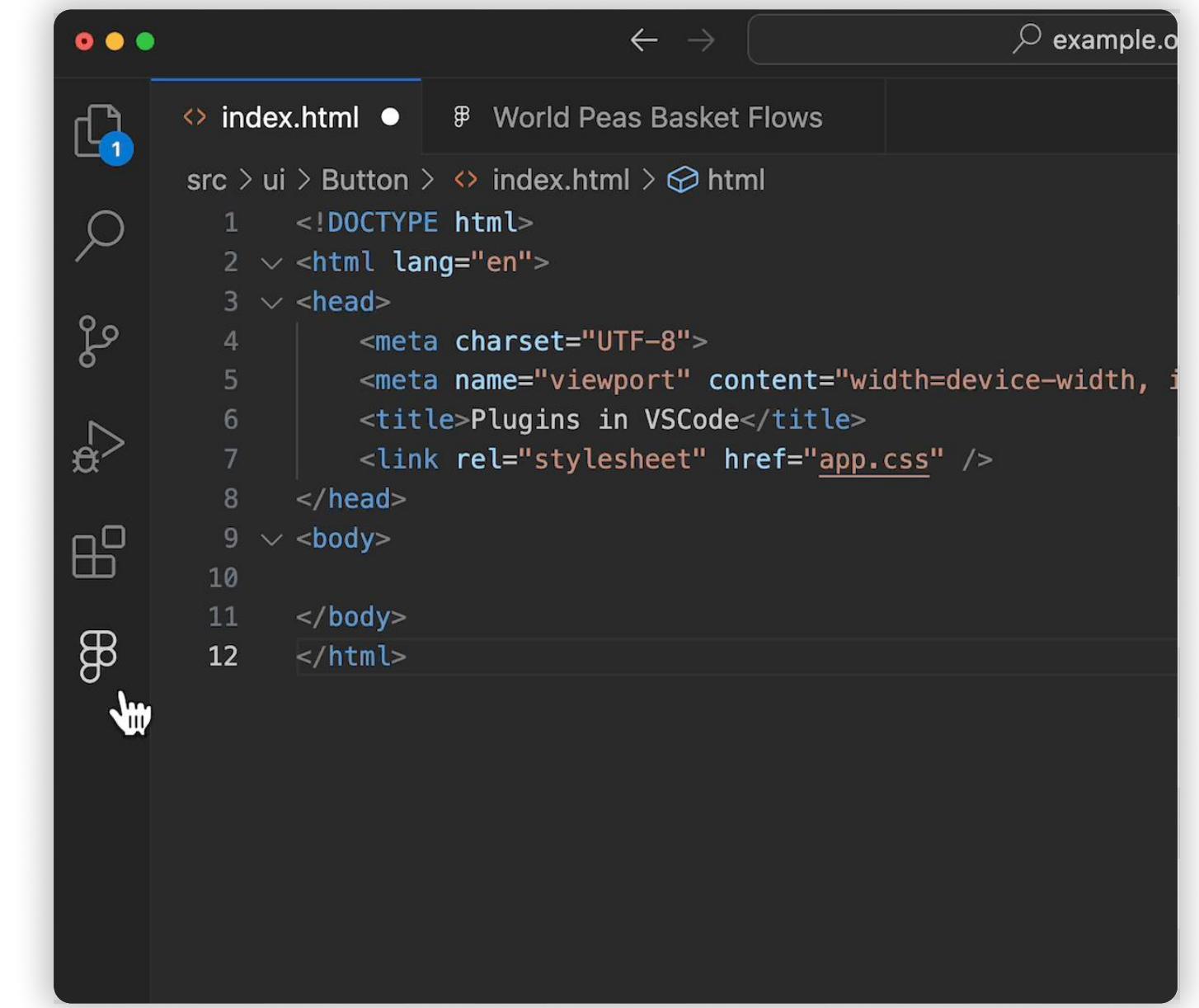
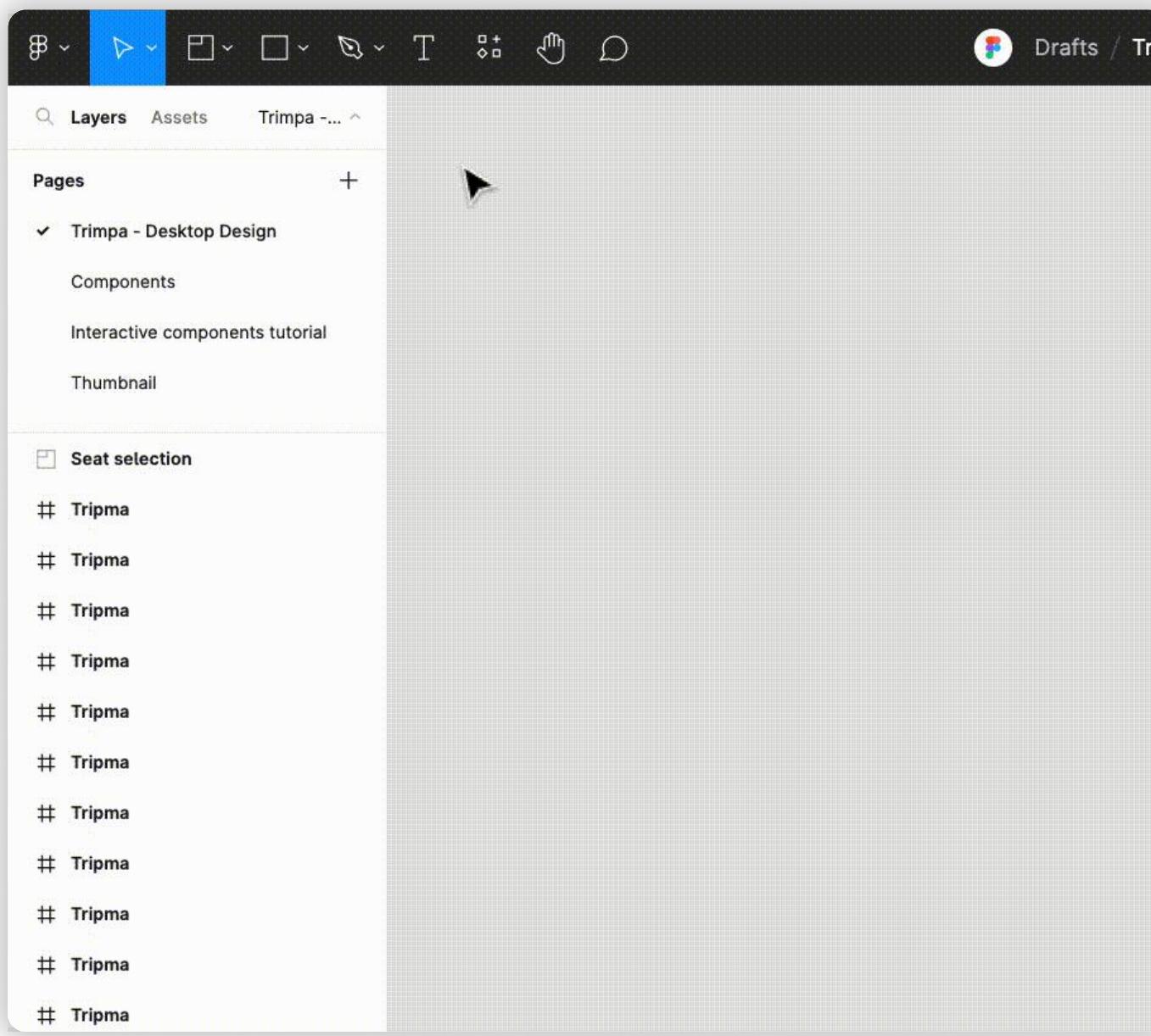
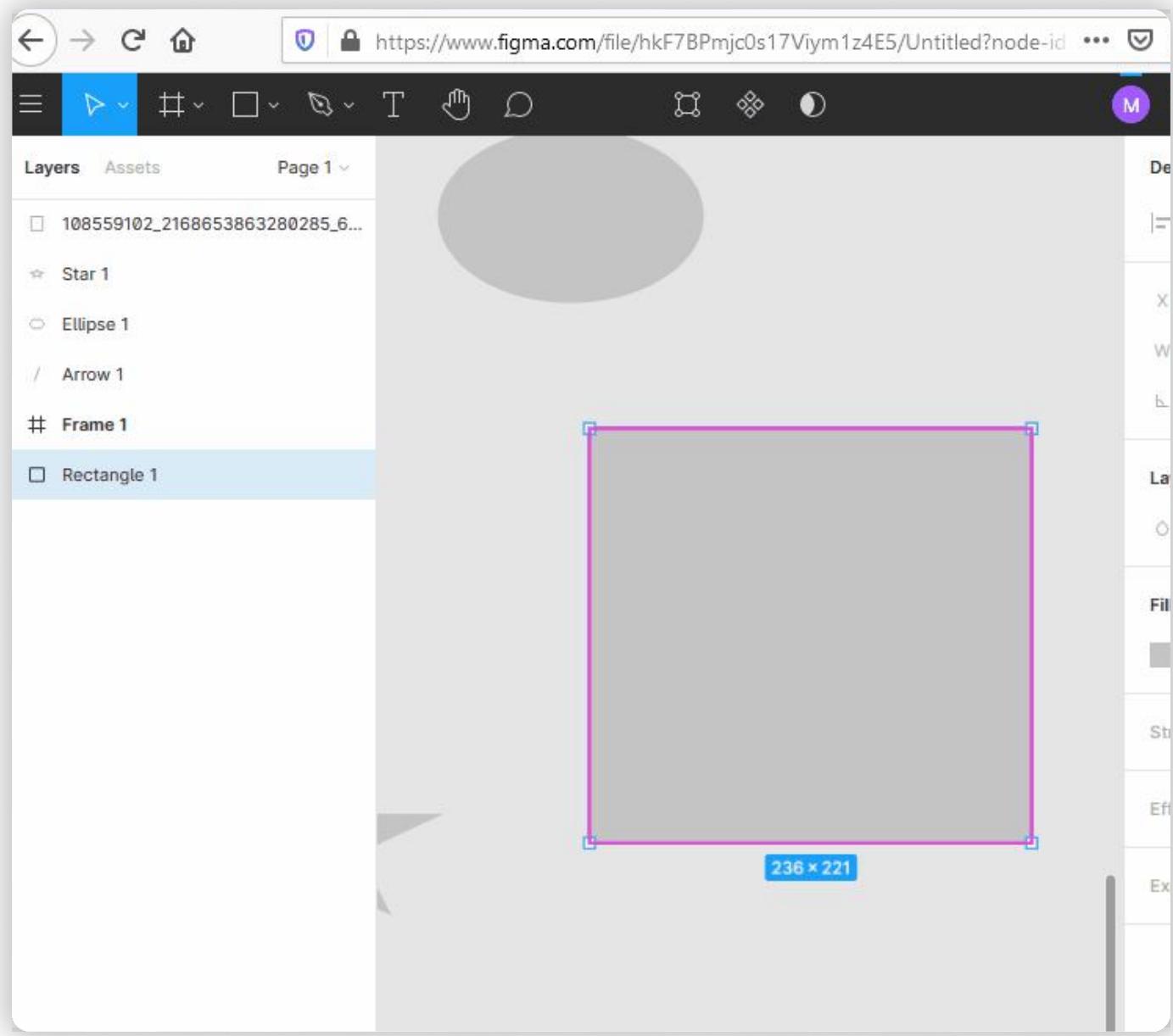
→ Most teams that are creating online products are prototyping and designing in Figma.
→ On professional teams, once designs are ready, designers hand off to developers. Knowing how to use Figma is a marketable skill.

Where Can I Use Figma?

Chrome... Firefox... Windows... Mac...

Mobile App... VS Code?

Where Can I Use Figma?



🌐 Web Browser

Interact with Figma on any modern web browser including Chrome, Edge, and Firefox.

📱/💻 Desktop & Mobile

View Figma files on your mobile devices, or edit them on Mac, Windows, or Linux.

VS Code Extension

Enhance your developer workflow by using Figma straight from VS Code.

Get Access to Dev Mode

A great tool, free for students!

Get Figma Dev Mode

Figma Dev Mode is only available for:

- Education Plans
- Professional Plans

Apply for free!

mlh.link/figma

4 : 59

Get the free Figma Education plan for your classroom

Part of a K12 or Higher Education Institution? Log in with your school email to continue.

You're currently signed in as **Your Name**
(YourName@School.edu) [Log out](#)

Are you a student, educator, or administrator?

Student Educator Administrator

What type of institution do you attend or work for?

The information you submit here, as well as your use of and access to the Figma Education plan, is governed by our [Terms of Service](#) and [Privacy Policy](#). By submitting this form and using the Figma education plan, you confirm that you are at least 13 years old.

Yes, I agree No, I do not agree

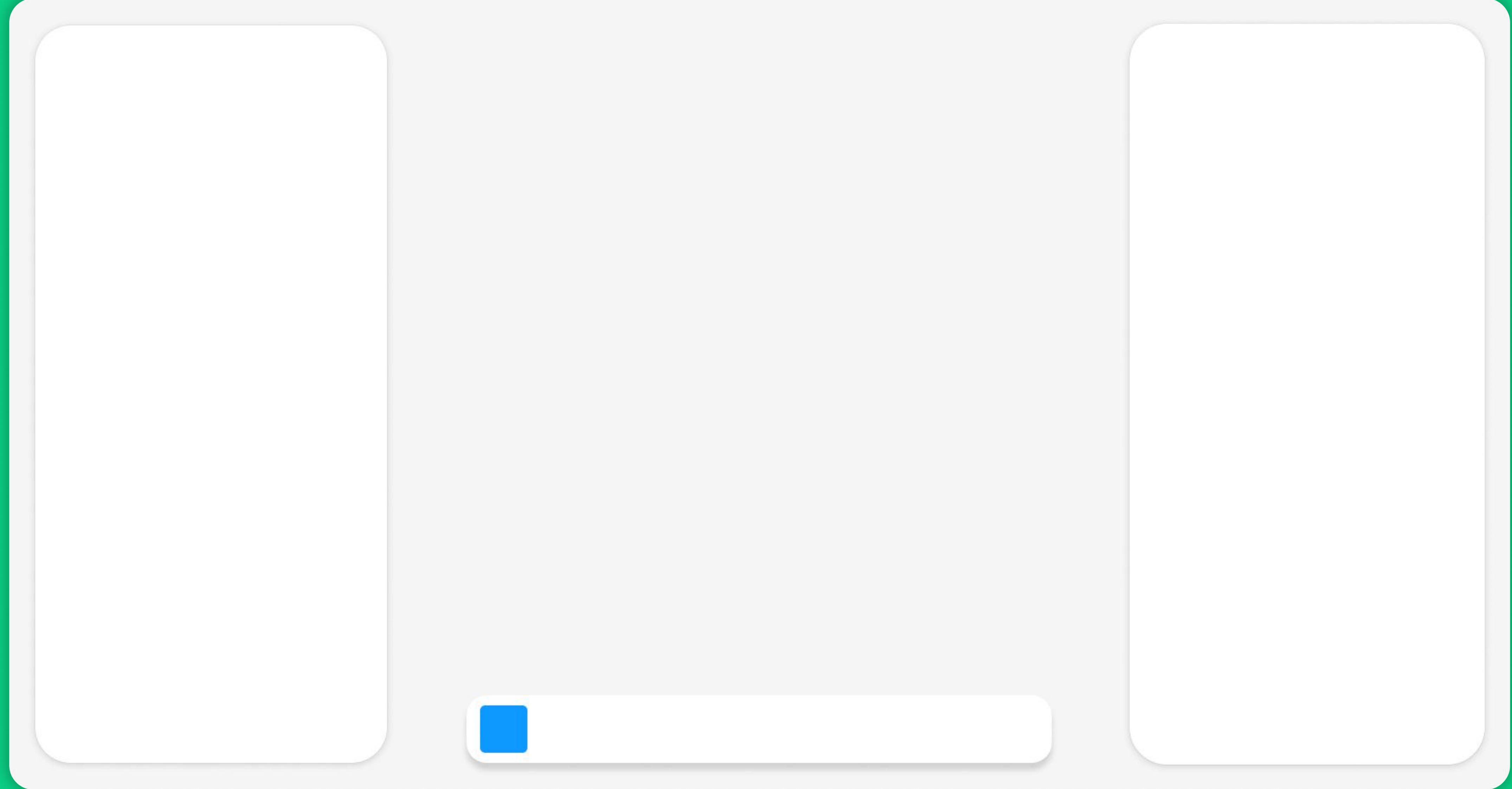
I confirm I am a student, educator, or administrator enrolled or working at the institution I provided. You must retain proof of enrollment which Figma may ask for to verify your eligibility to access the Figma Education plan. If you have misrepresented your eligibility to access the Figma Education plan in violation of our terms of service, you agree to pay Figma for any service fees that were initially waived due to the information you provided about your status as a student or educator.

Yes, I agree No, I do not agree

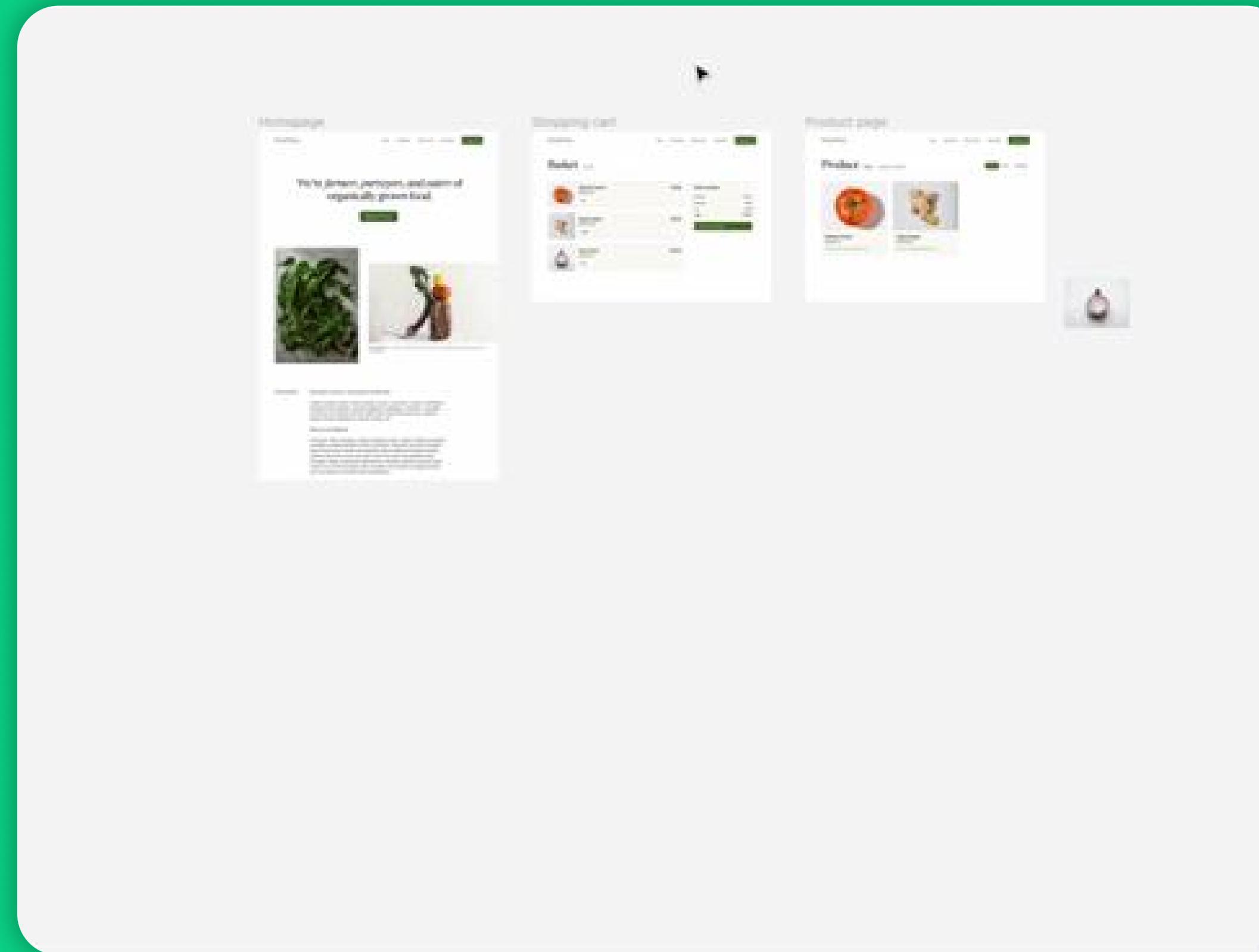
Submit

Figma Design Basics

Learn the essentials of the go-to tool for designers



Design files have 4 distinct regions: a **toolbar**, left & right **sidebars**, and the **canvas**.



The **canvas** is your working area

Pan to move around

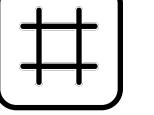
- Mouse: Hold down **Space** + , and drag
- Trackpad: Slide using 2 fingers 

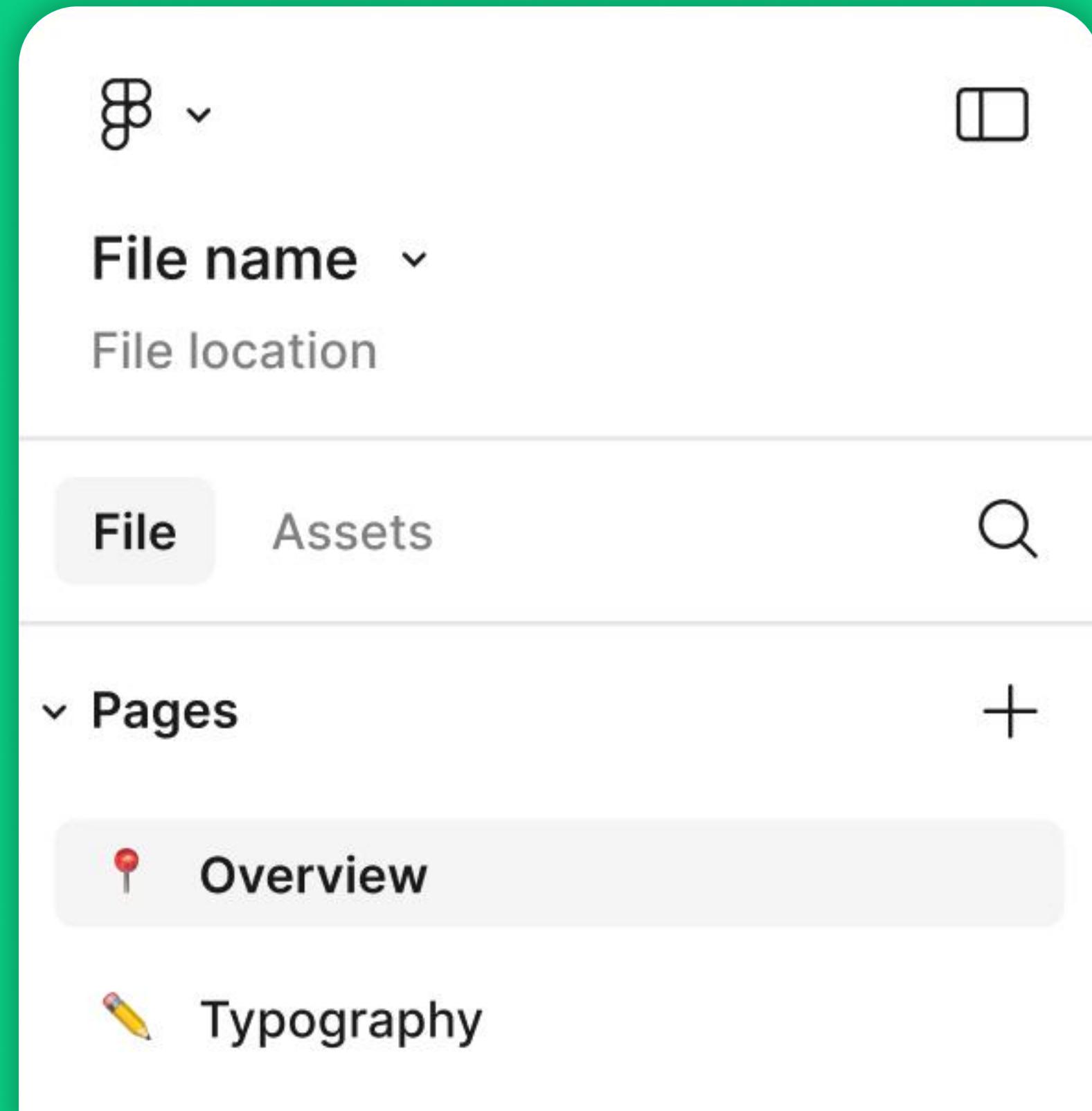
Zoom in and out

- Mouse: Scroll while **⌘ Command** / **Ctrl** + **Space**
- Trackpad: Pinch  with 2 fingers



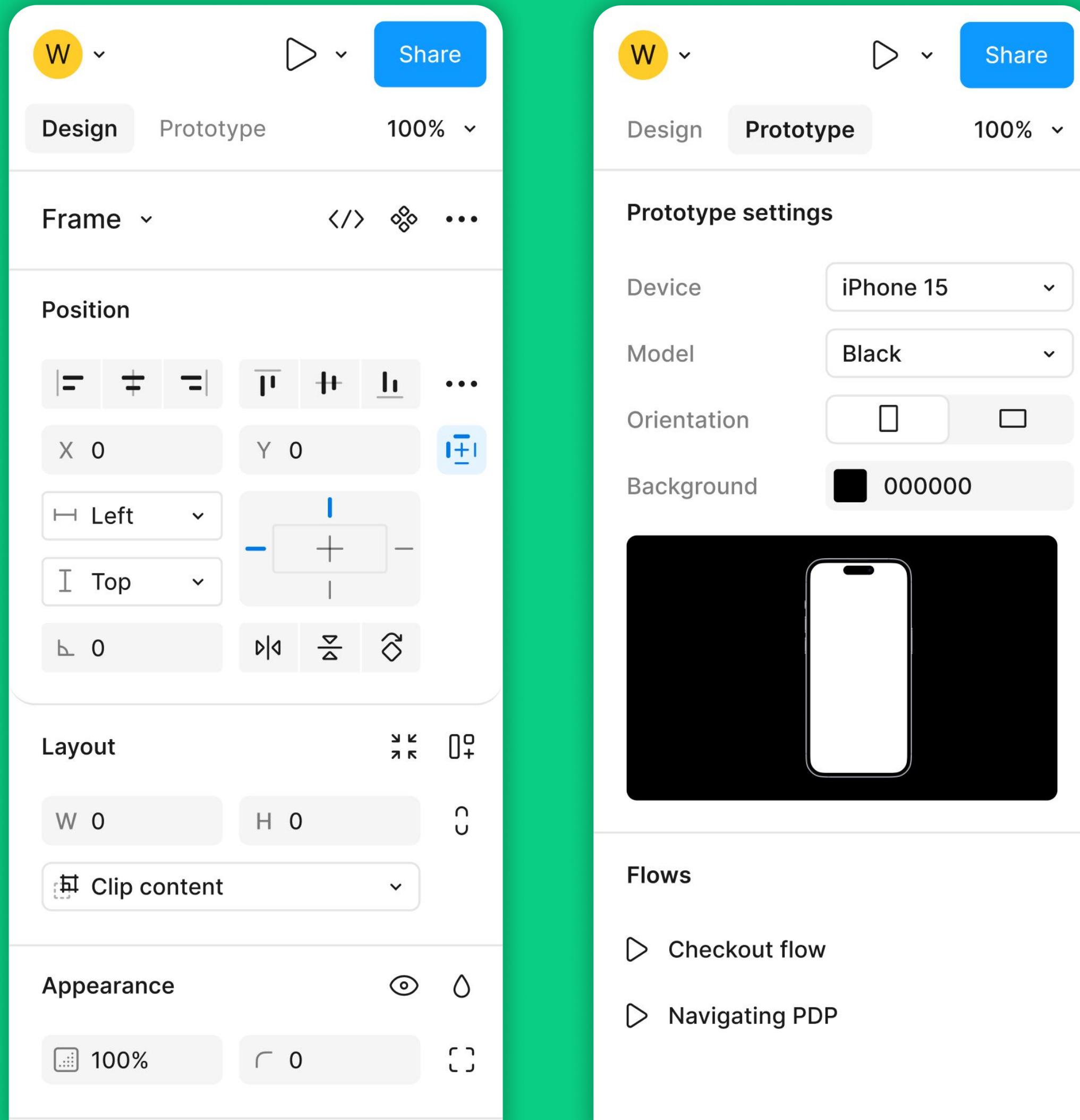
The toolbar is the hub for interacting with the canvas.

-  **Move (V)**: Select and move objects around on the canvas
-  **Frame (F)**: Create frames, the main building blocks of Figma (containers)
-  **Shape (R)**: Create various shapes. The default is a rectangle
-  **Pen (P)**: Create vector shapes and icons
-  **Text (T)**: Create or edit a text layer
-  **Comment (C)**: Create annotations on the canvas
-  **Actions (⌘+K / Ctrl+K)**: Productivity tools including AI tools, plugins, and more
-  **Dev Mode (↑D)**: Toggle in and out of Dev Mode



The **left sidebar** gives access to **layers, pages, & assets**

- **Assets Panel:** View local components or find components from kits or libraries
- **Main Menu:** Access functions, actions, and settings
- **Pages:** Organize ideas into different “documents”
- **Layers:** Arrange objects in relation to each other



The **right sidebar** is where you can access more info about your designs

- **Design:** View and edit the design properties of layers
- **Prototype:** View and edit prototype interactions, flows, and settings

NOTE

- When nothing is selected: you can view local resources, like color or text styles
- When a layer is selected: you can explore properties of the selection

And there's so much more...

Want to learn more? Visit mlh.link/FigmaResources

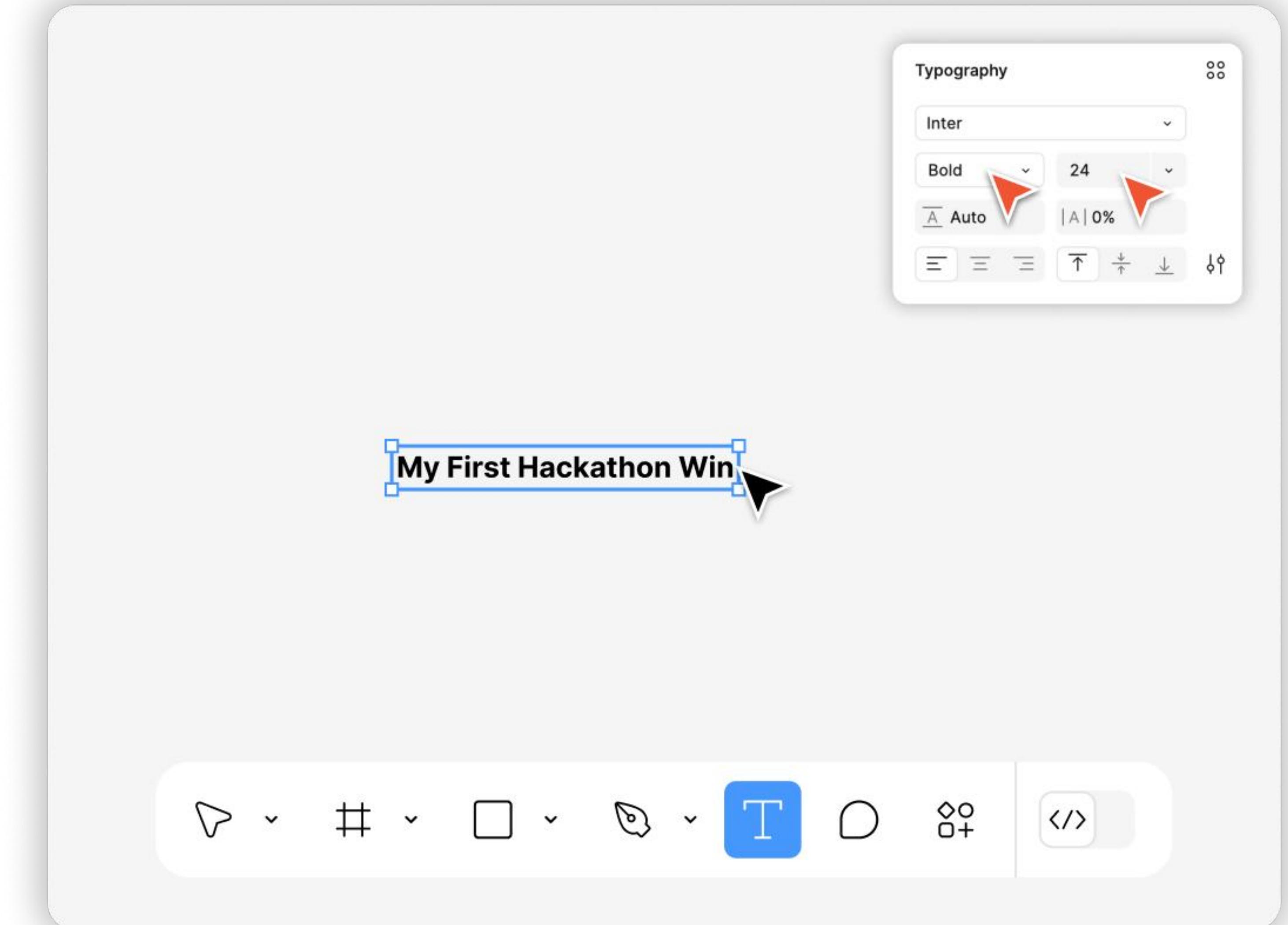
UI Card Project

Understand the basics? Lets test them with a quick demo project!

UI Card Project

Part 1: Create Card Component

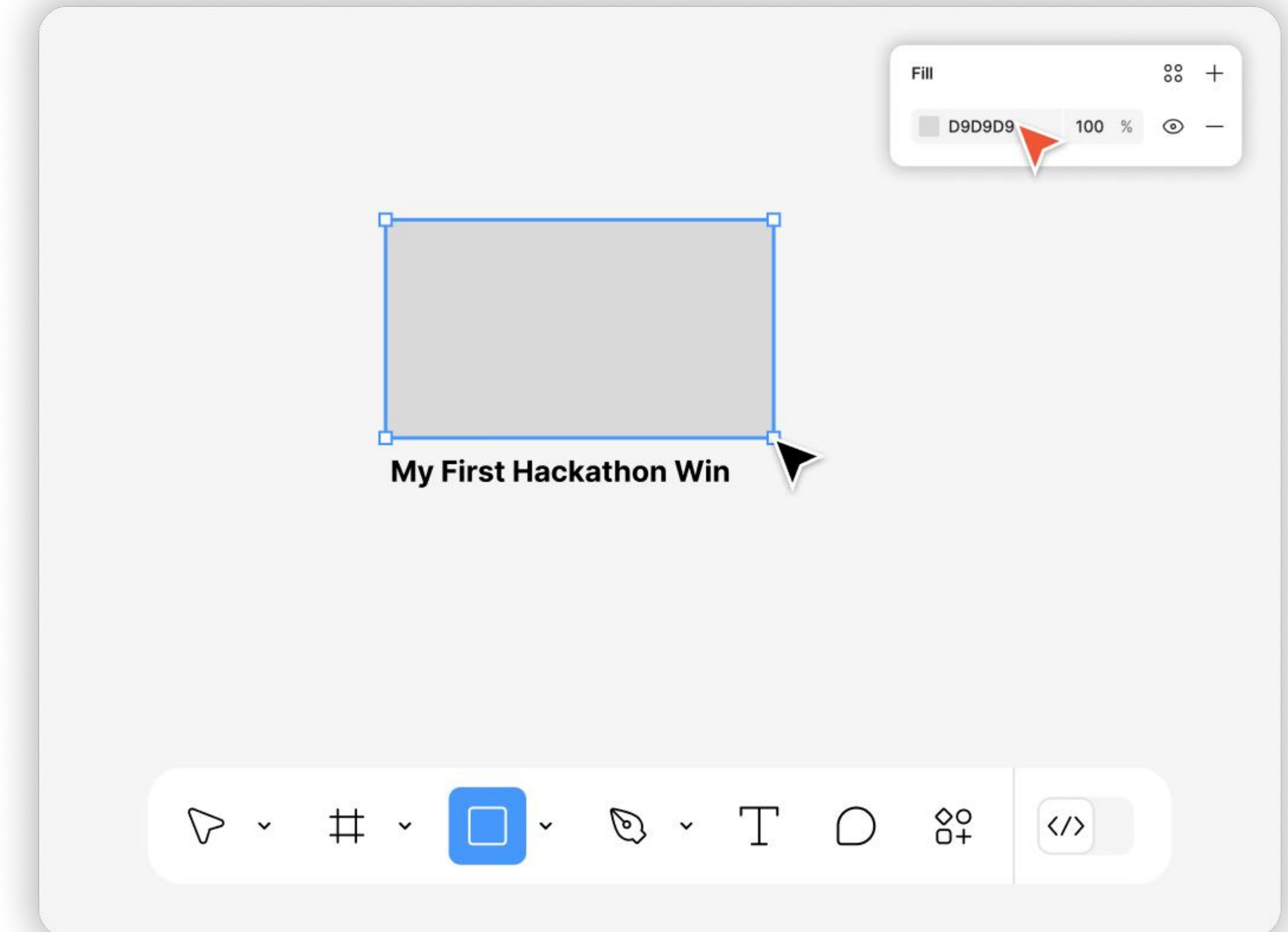
- Create a **Text Box (T)** and type a title.



UI Card Project

Part 1: Create Card Component

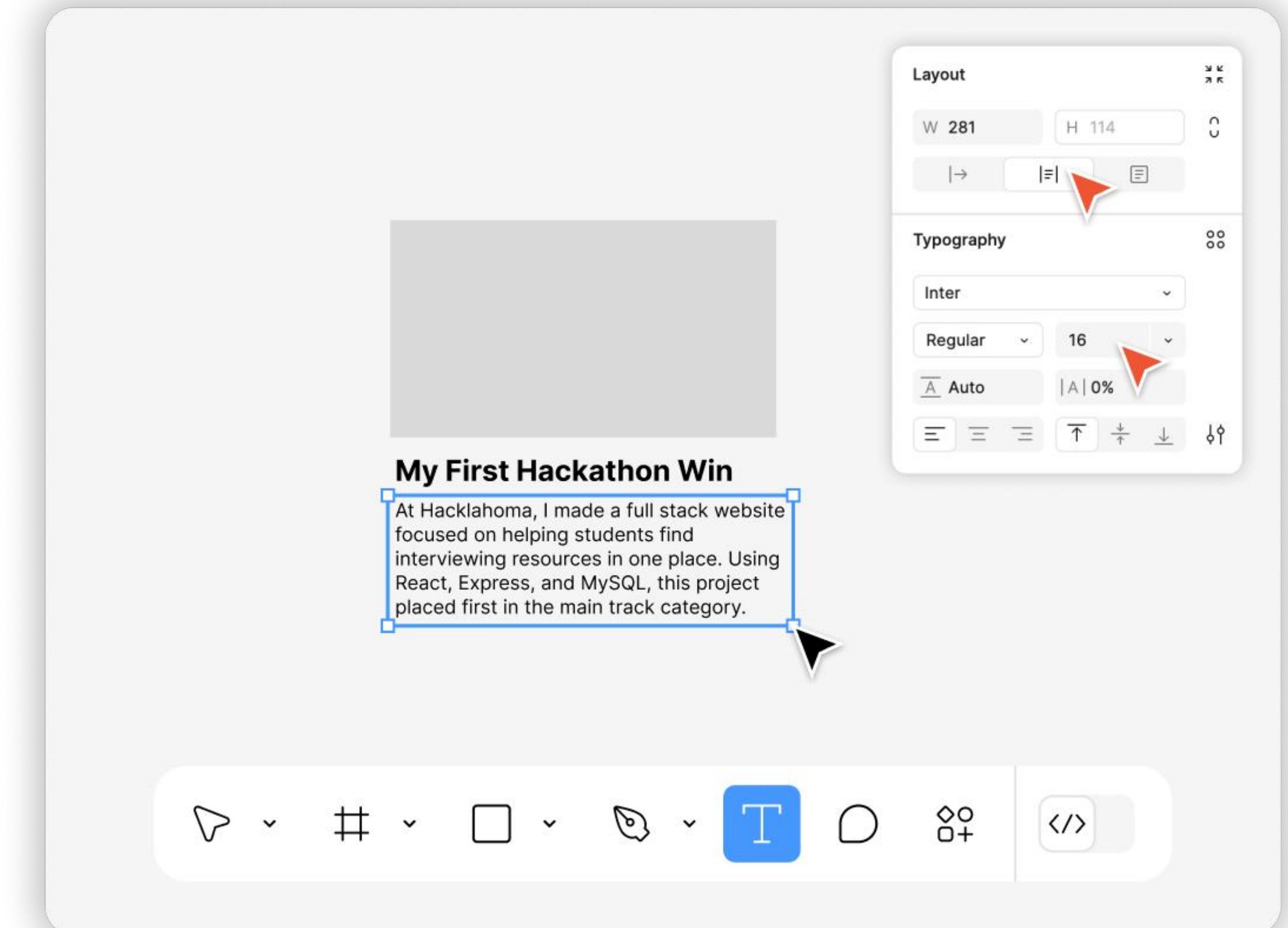
- Create a **Text Box (T)** and type a title.
- Create a **Rectangle Shape (R)** above.



UI Card Project

Part 1: Create Card Component

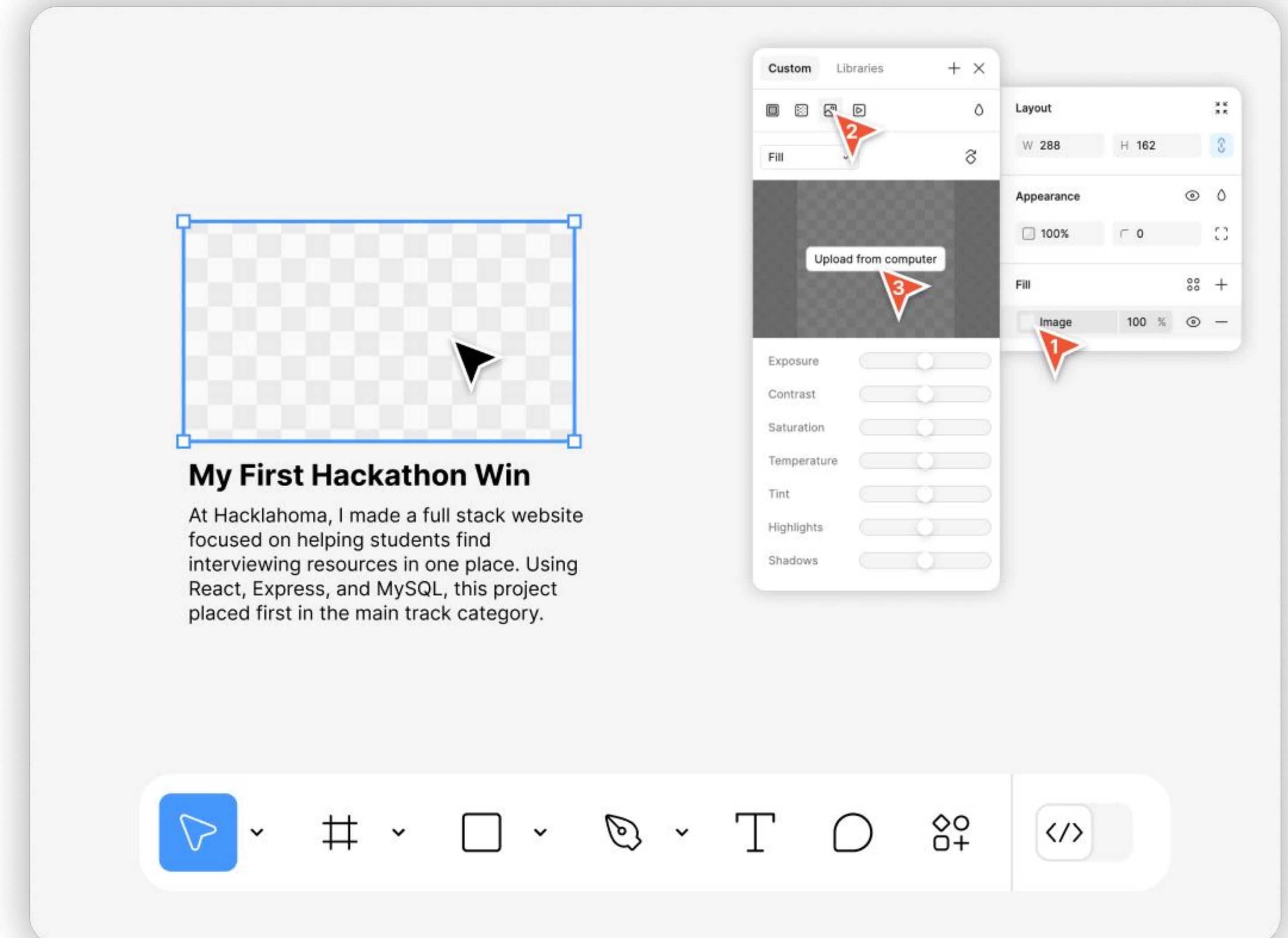
- Create a **Text Box (T)** and type a title.
- Create a **Rectangle Shape (R)** above.
- Add a description below the title using a **Text Box (T)** again.



UI Card Project

Part 1: Create Card Component

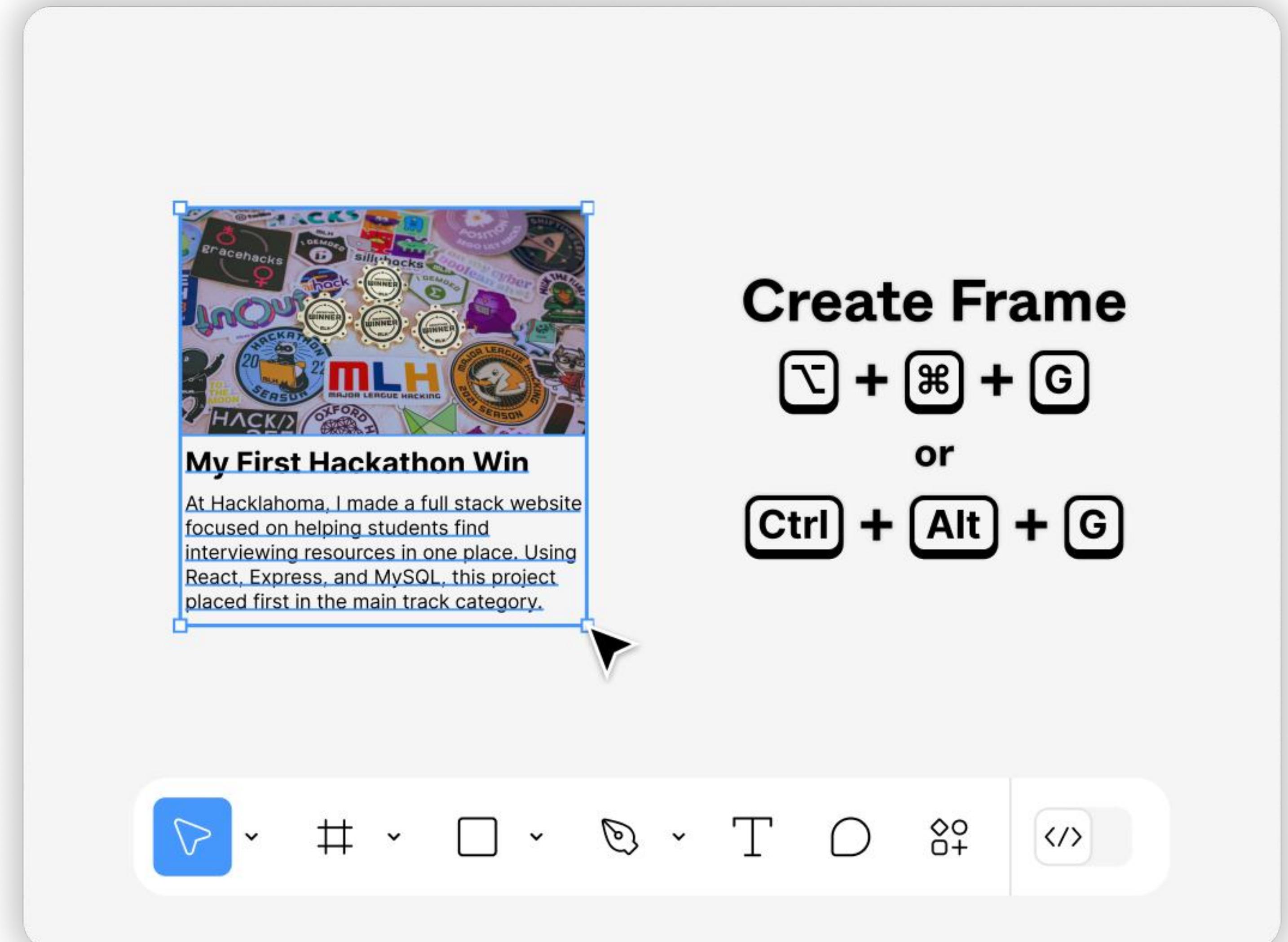
- Create a **Text Box (T)** and type a title.
- Create a **Rectangle Shape (R)** above.
- Add a description below the title using a **Text Box (T)** again.
- Place an image in the rectangle.
 1. Select the rectangle.
 2. Click on fill color code.
 3. Switch to the image icon.
 4. Press “upload from computer”.



UI Card Project

Part 1: Create Card Component

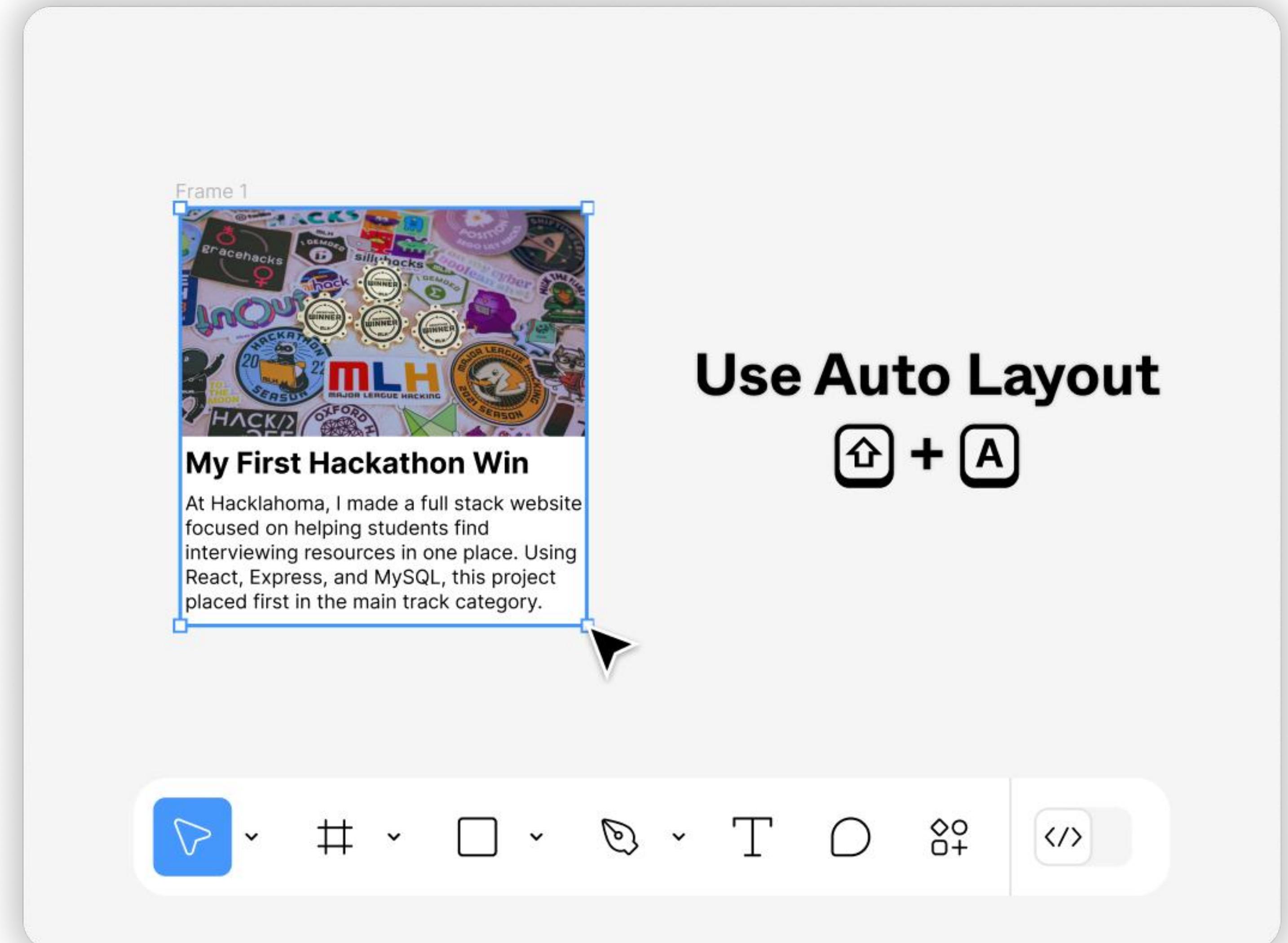
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- Add a description below the title using a **Text Box (T)** again.
- Place an image in the rectangle.
 1. Select the rectangle.
 2. Click on fill color code.
 3. Switch to the image icon.
 4. Press “upload from computer”.
- Create a **frame** (keybinds provided ->).



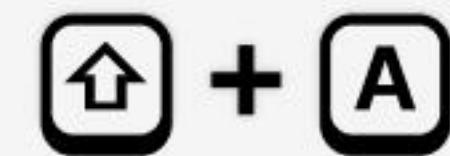
UI Card Project

Part 1: Create Card Component

- Create a **Text Box (T)** and type a title.
- Create a **Rectangle Shape (R)** above.
- Add a description below the title using a **Text Box (T)** again.
- Place an image in the rectangle.
 1. Select the rectangle.
 2. Click on fill color code.
 3. Switch to the image icon.
 4. Press “upload from computer”.
- Create a **frame** (keybinds provided ->).
- Use **auto layout** (keybind provided ->).



Use Auto Layout

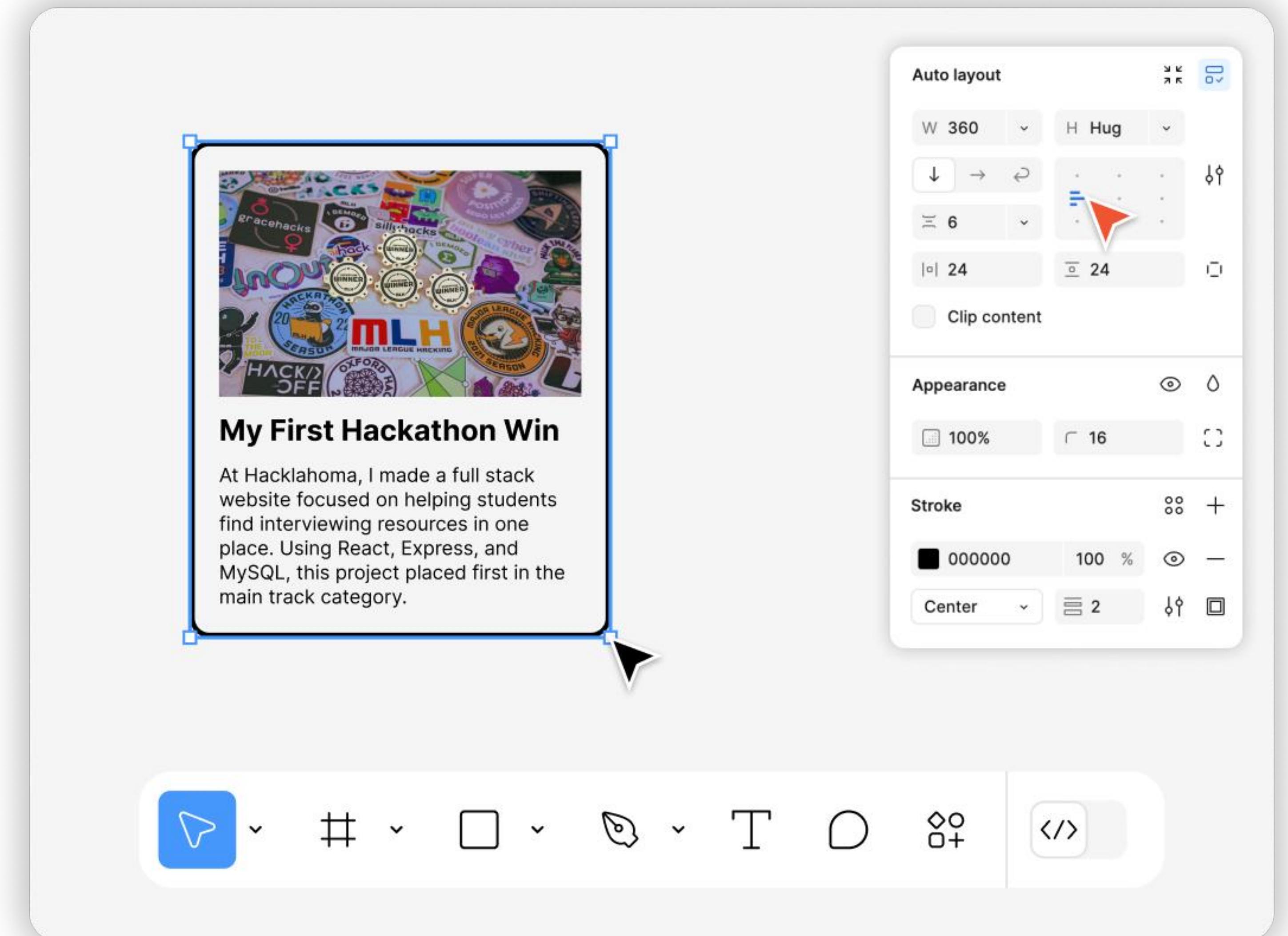


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UI Card Project

Part 1: Create Card Component

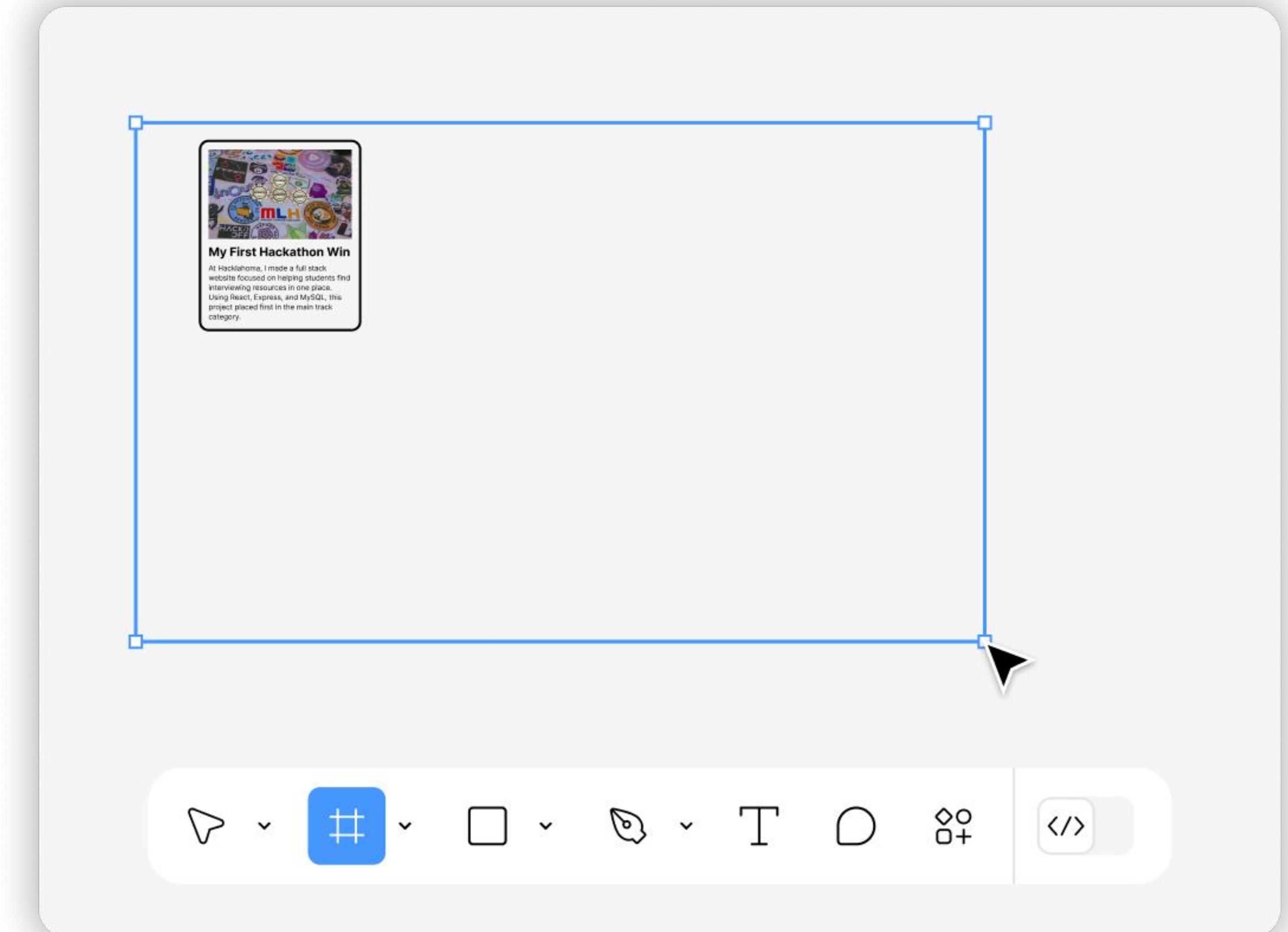
- Create a **Text Box (T)** and type a title.
- Create a **Rectangle Shape (R)** above.
- Add a description below the title using a **Text Box (T)** again.
- Place an image in the rectangle.
 1. Select the rectangle.
 2. Click on fill color code.
 3. Switch to the image icon.
 4. Press “upload from computer”.
- Create a **frame** (keybinds provided ->).
- Use **auto layout** (keybind provided ->).
- Add styling (border stroke, align left, change dimensions, edit padding & gap, add corner radius, etc.).



UI Card Project

Part 2: Create Card Container

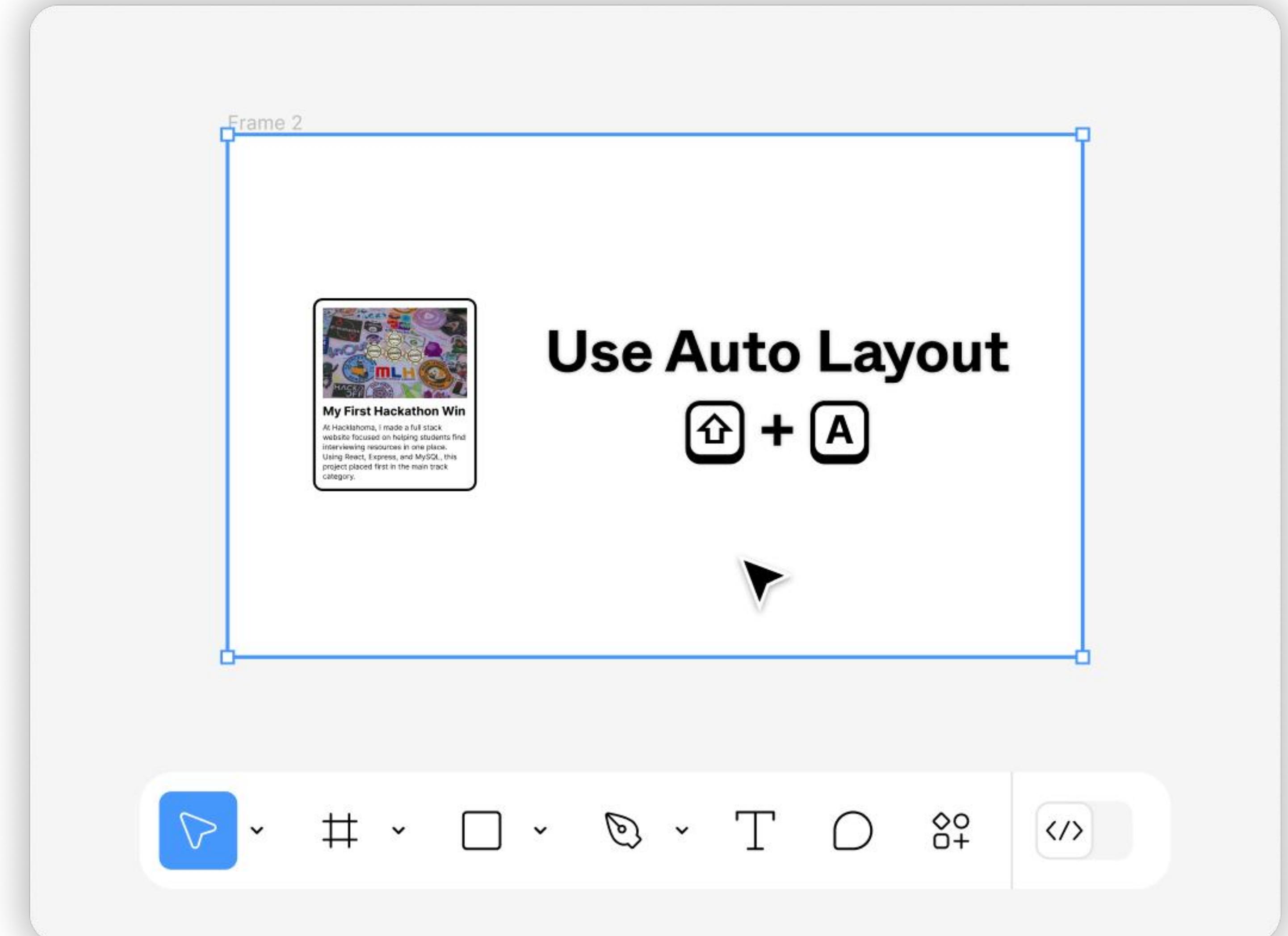
- Create a large **Frame (F)** including the UI card



UI Card Project

Part 2: Create Card Container

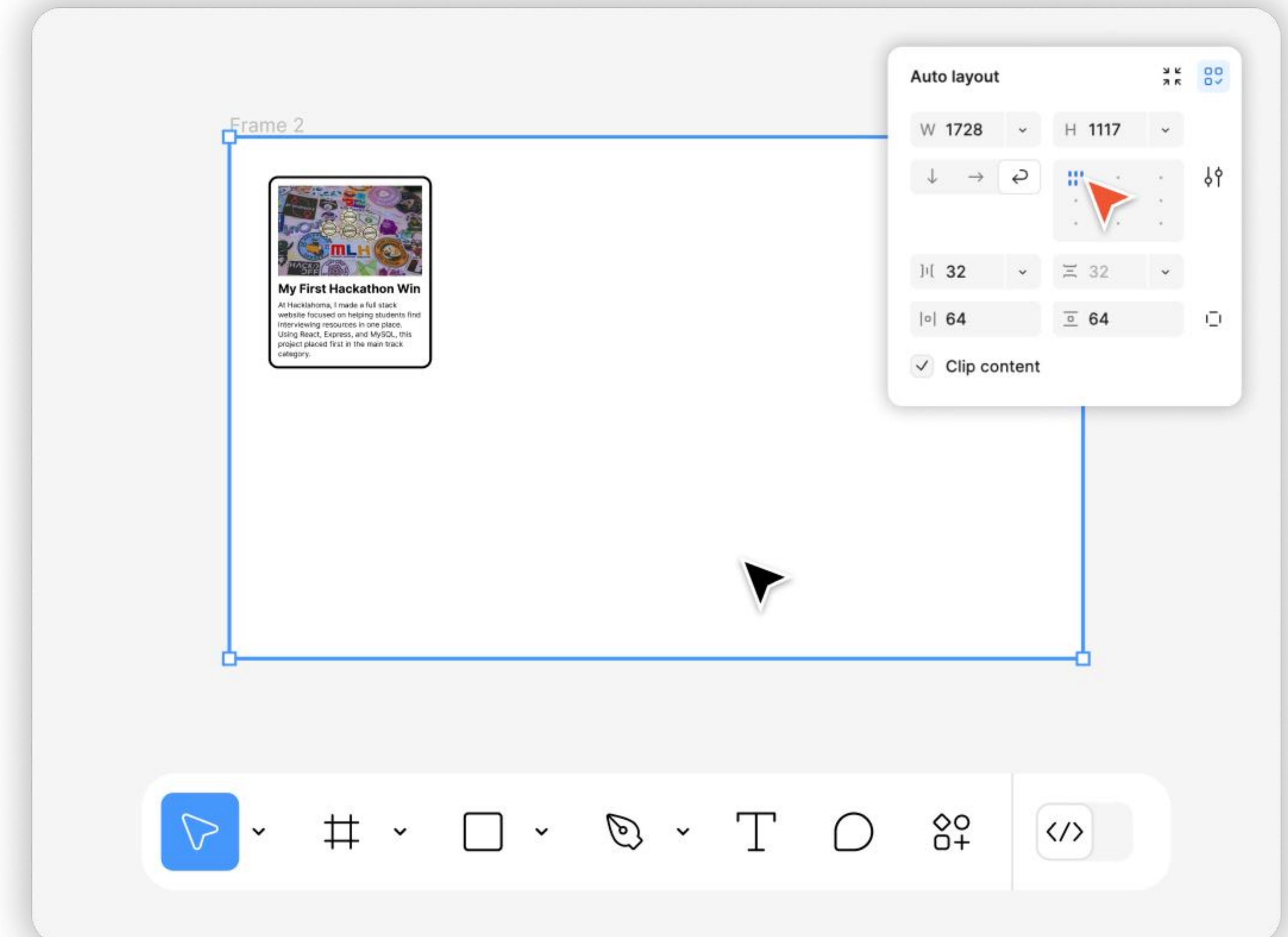
- Create a large **Frame (F)** including the UI card
- Make the frame auto layout.



UI Card Project

Part 2: Create Card Container

- Create a large **Frame (F)** including the UI card
- Make the frame auto layout.
- Add general web layout styling.
 1. Enable layout wrap
 2. Set alignment to top left
 3. Adjust padding and spacing

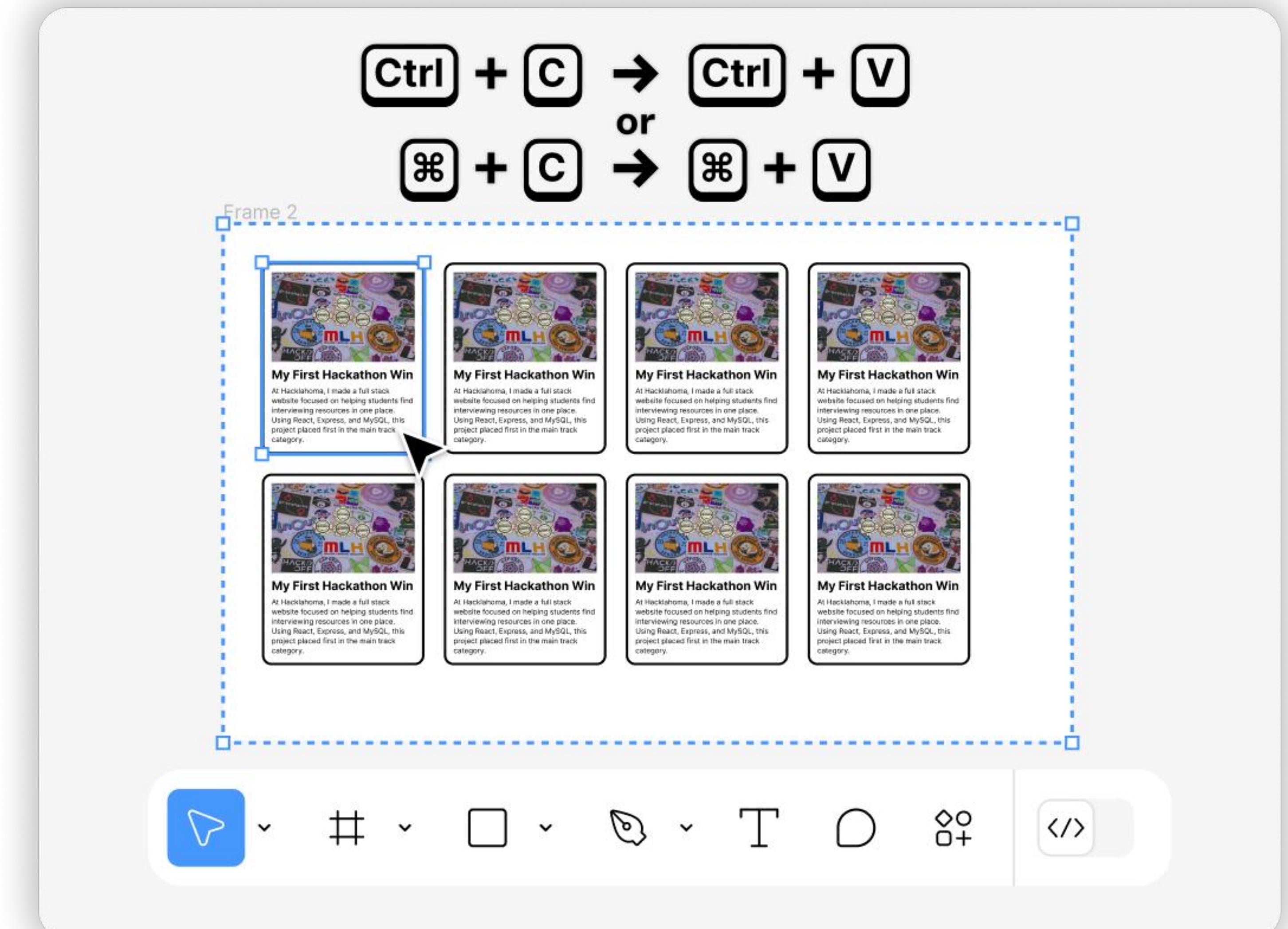


UI Card Project

Part 2: Create Card Container

- Create a large **Frame (F)** including the UI card
- Make the frame auto layout.
- Add general web layout styling.
 1. Enable layout wrap
 2. Set alignment to top left
 3. Adjust padding and spacing
- For demo purposes, copy & paste duplicates of the first UI card.

Ta da! That'll be all the designing for now.



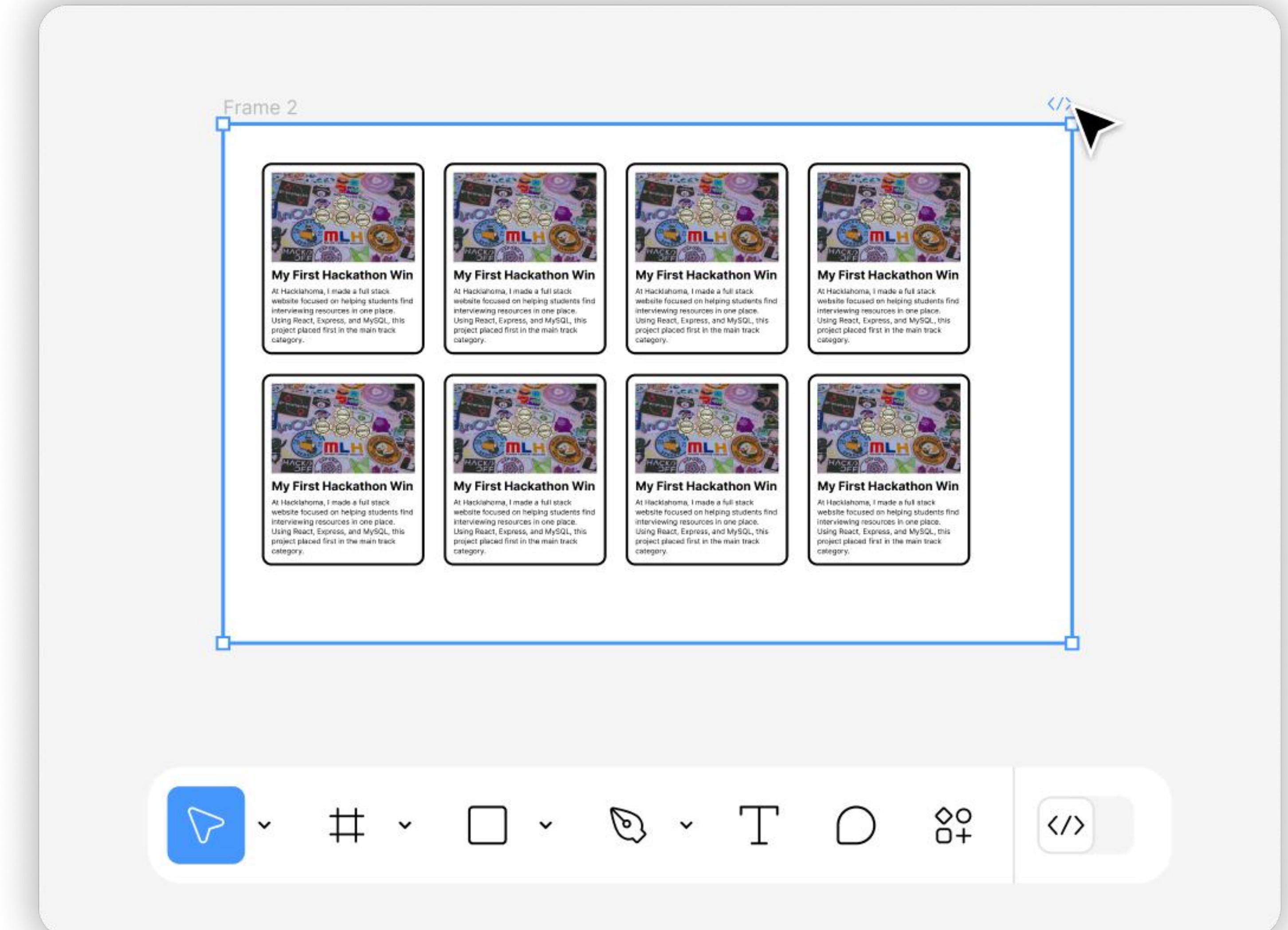
Dev Mode Basics

Learn the essentials of the go-to tool for designers

UI Card Project

Part 3: Design to Product with Figma Dev Mode

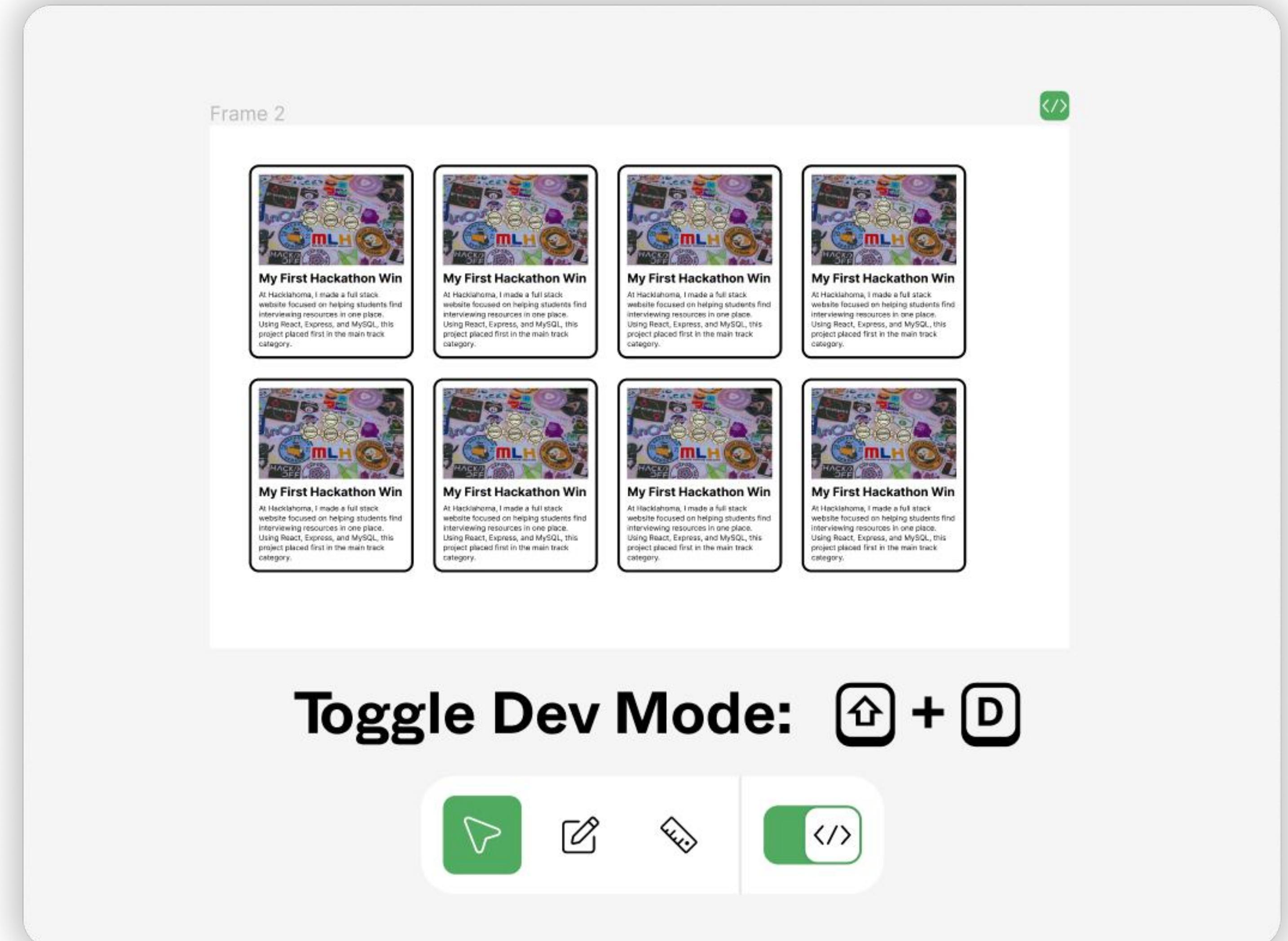
- Time to start working with Dev Mode!
- Select a frame directly on the canvas, and click the **Dev Mode (</>)** icon on the top right of the page to ready the frame for development (RFD)



UI Card Project

Part 3: Design to Product with Figma Dev Mode

- Time to start working with Dev Mode!
- Select a frame directly on the canvas, and click the **Dev Mode (</>)** icon on the top right of the page to ready the frame for development (RFD)
- Switch to Dev Mode by toggling the Dev Mode (</>) button or via the keybind.

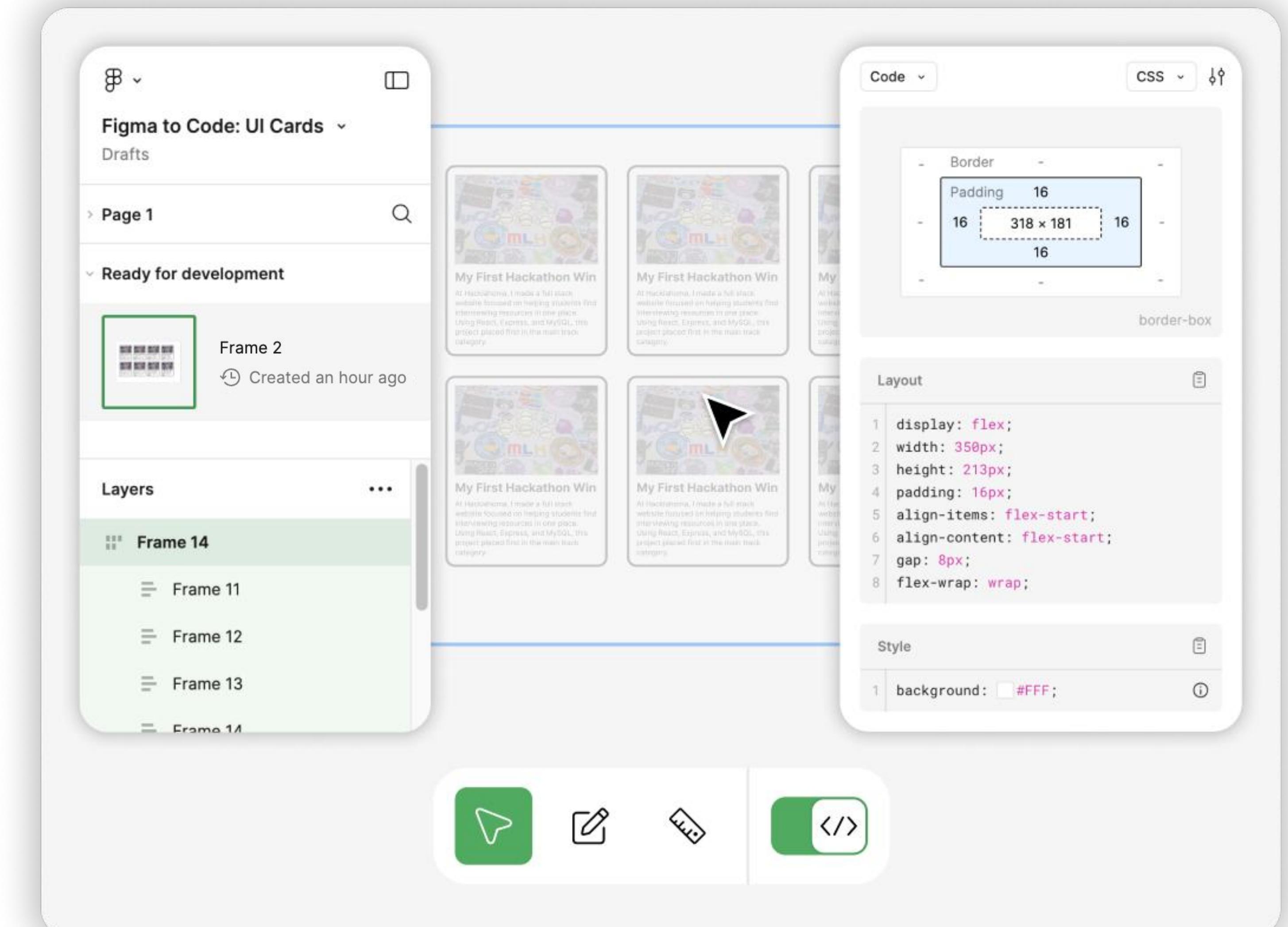


Toggle Dev Mode: +

UI Card Project

Part 3: Design to Product with Figma Dev Mode

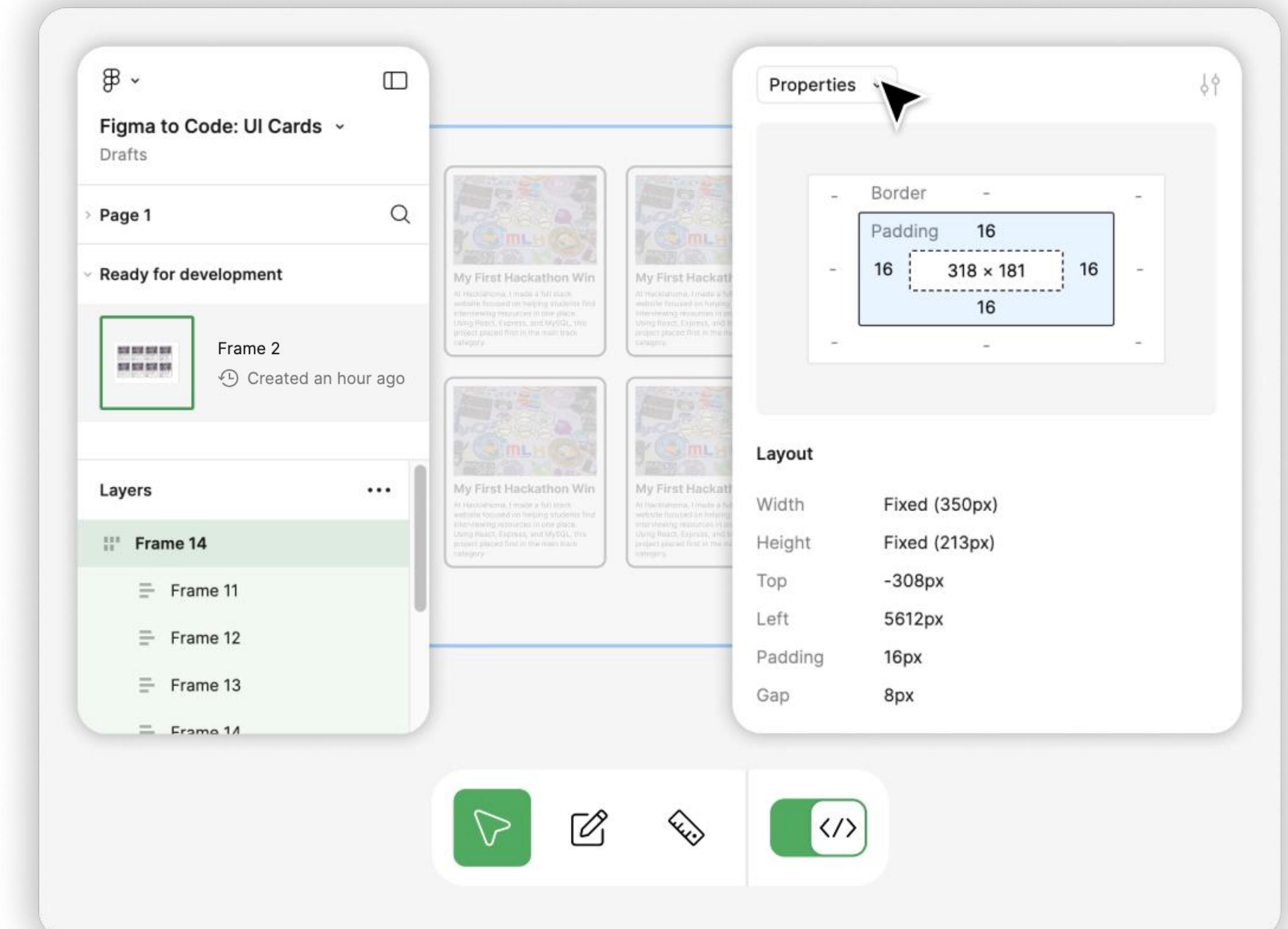
- Time to start working with Dev Mode!
- Select a frame directly on the canvas, and click the **Dev Mode (</>)** icon on the top right of the page to ready the frame for development (RFD)
- Switch to Dev Mode by toggling the Dev Mode (</>) button or via the keybind.
- Select the frame that's RFD, and view the codegen (CSS by default)



UI Card Project

Part 3: Design to Product with Figma Dev Mode

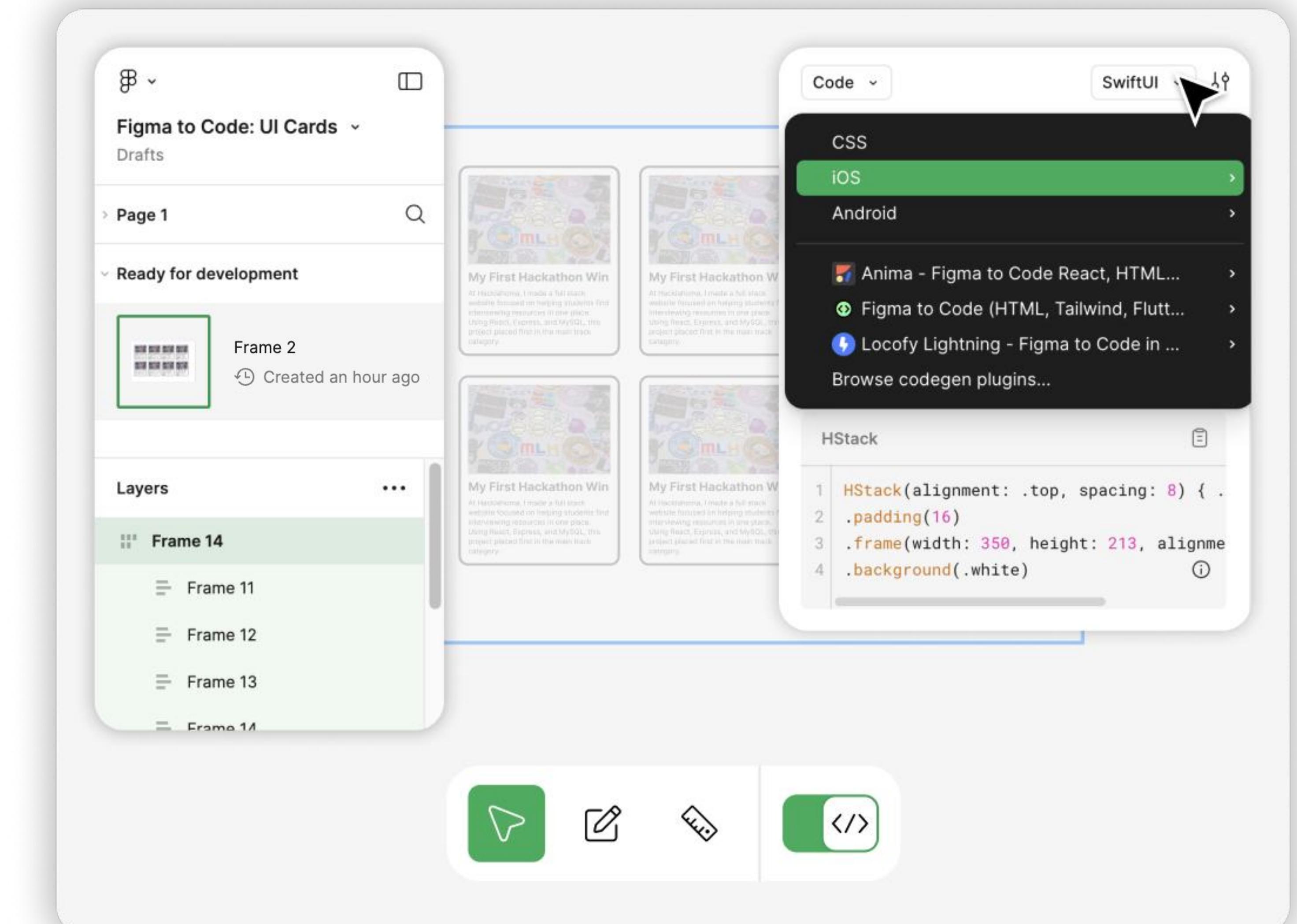
- Time to start working with Dev Mode!
- Select a frame directly on the canvas, and click the **Dev Mode (</>)** icon on the top right of the page to ready the frame for development (RFD)
- Switch to Dev Mode by toggling the Dev Mode (</>) button or via the keybind.
- Select the frame that's RFD, and view the codegen (CSS by default)
- Select “Code” to toggle “Properties”



UI Card Project

Part 3: Design to Product with Figma Dev Mode

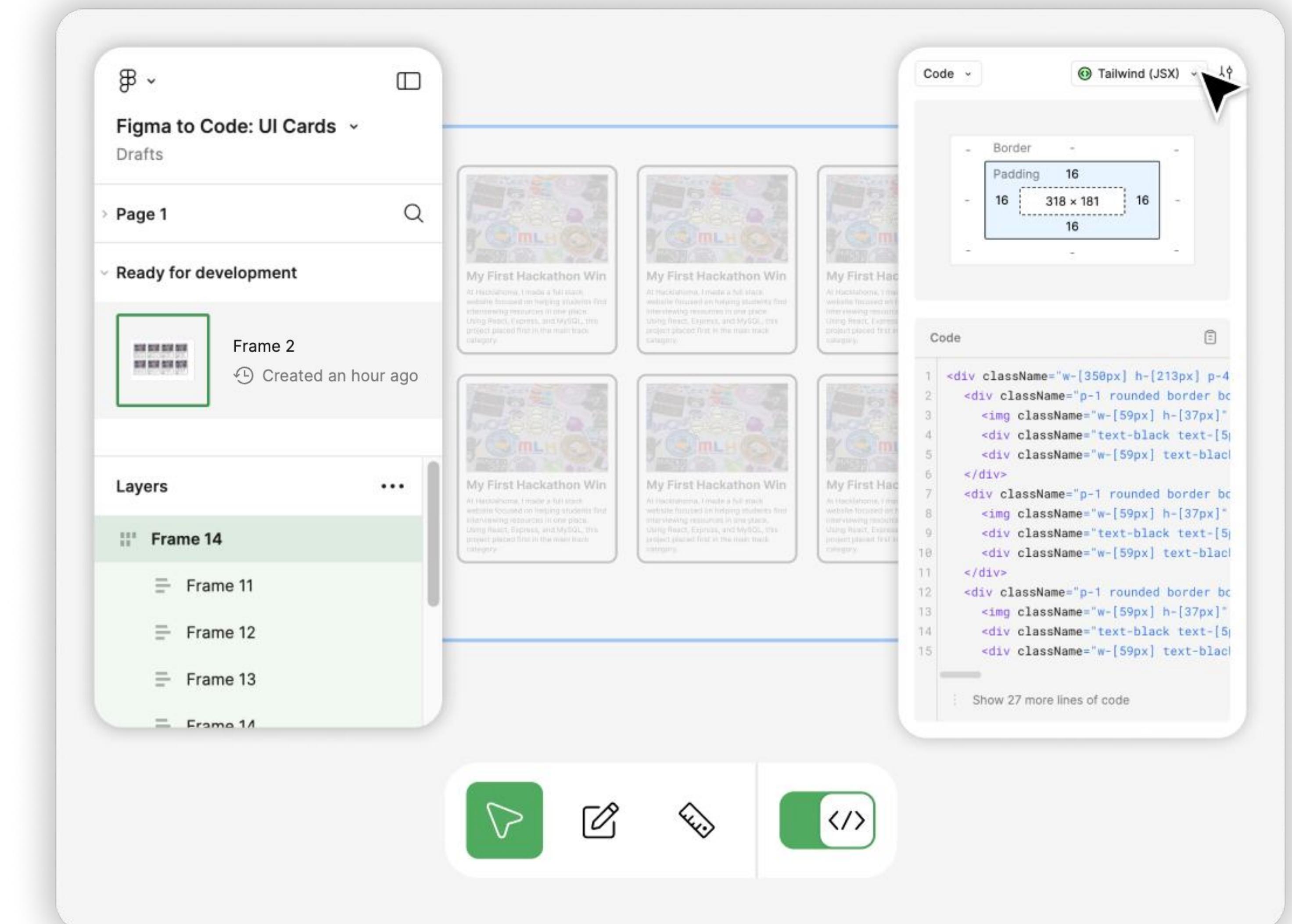
- Open the codegen dropdown (top right) and select SwiftUI (iOS)



UI Card Project

Part 3: Design to Product with Figma Dev Mode

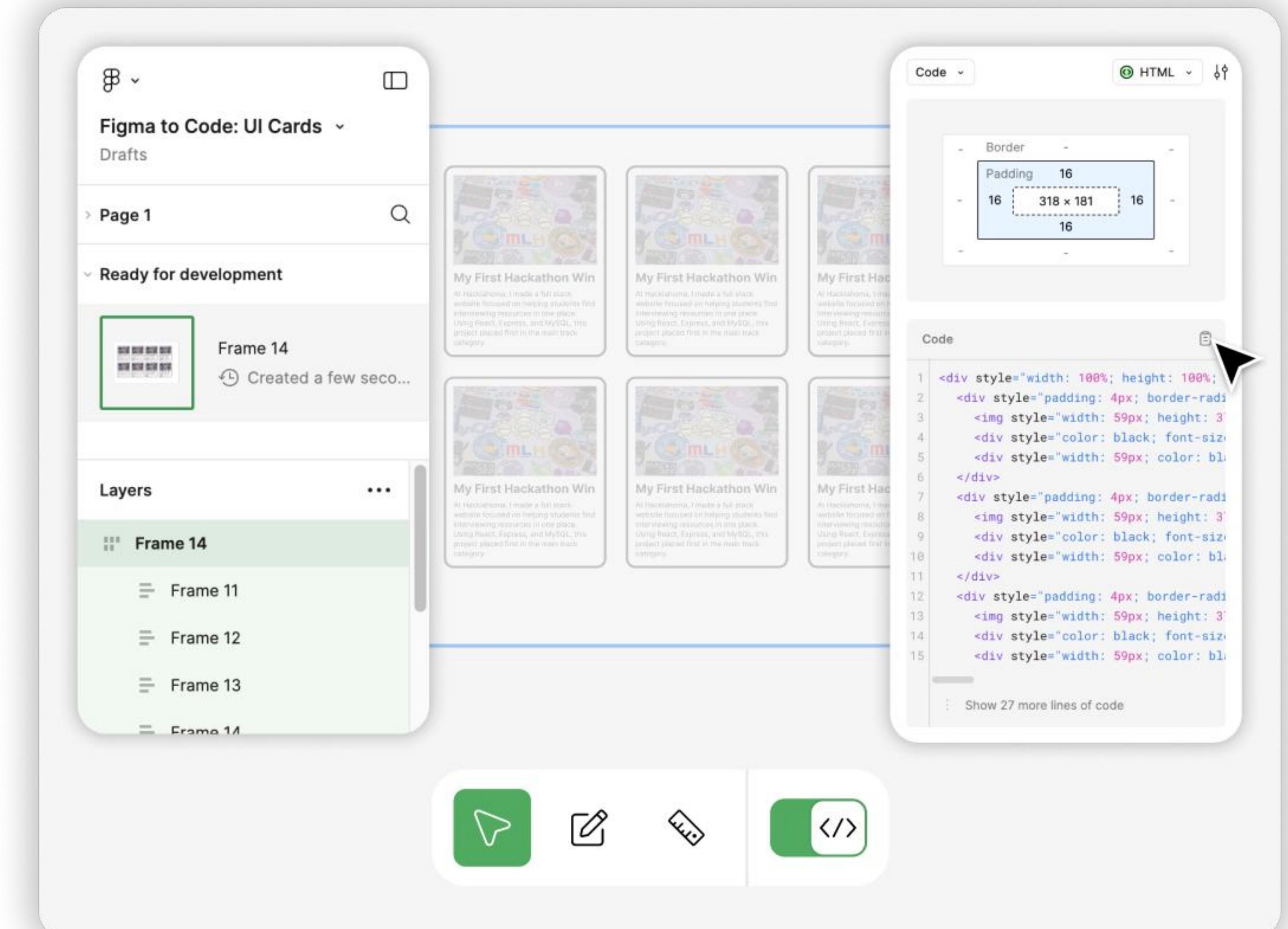
- Open the codegen dropdown (top right) and select SwiftUI (iOS)
- In the codegen dropdown, select a third-party codegen (i.e. Tailwind/React JSX)



UI Card Project

Part 3: Design to Product with Figma Dev Mode

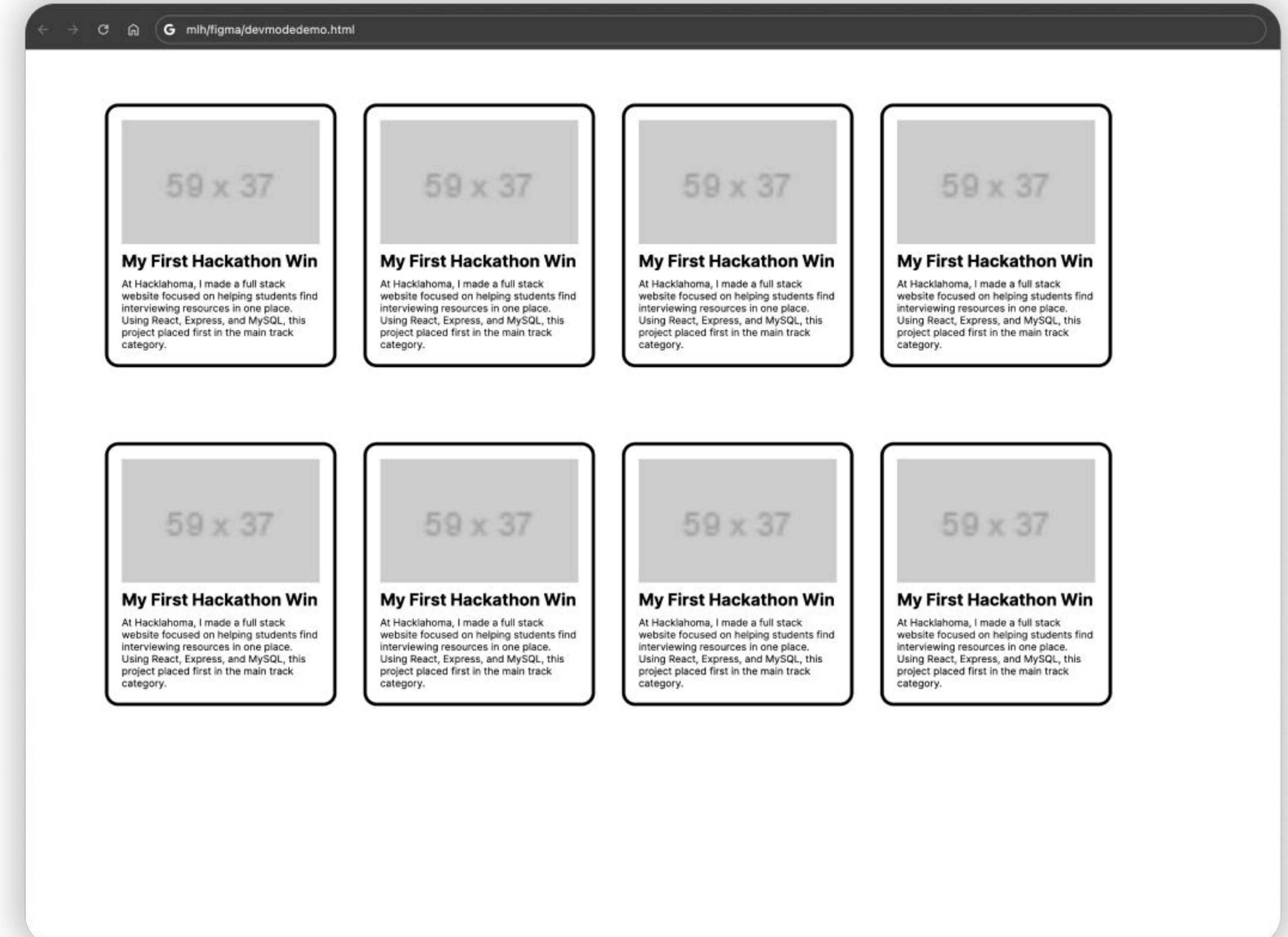
- Open the codegen dropdown (top right) and select SwiftUI (iOS)
 - In the codegen dropdown, select a third-party codegen (i.e. Tailwind/React JSX)
 - Select a third-party codegen plugin to export to HTML
 - Copy output code for last step



UI Card Project

Part 3: Design to Product with Figma Dev Mode

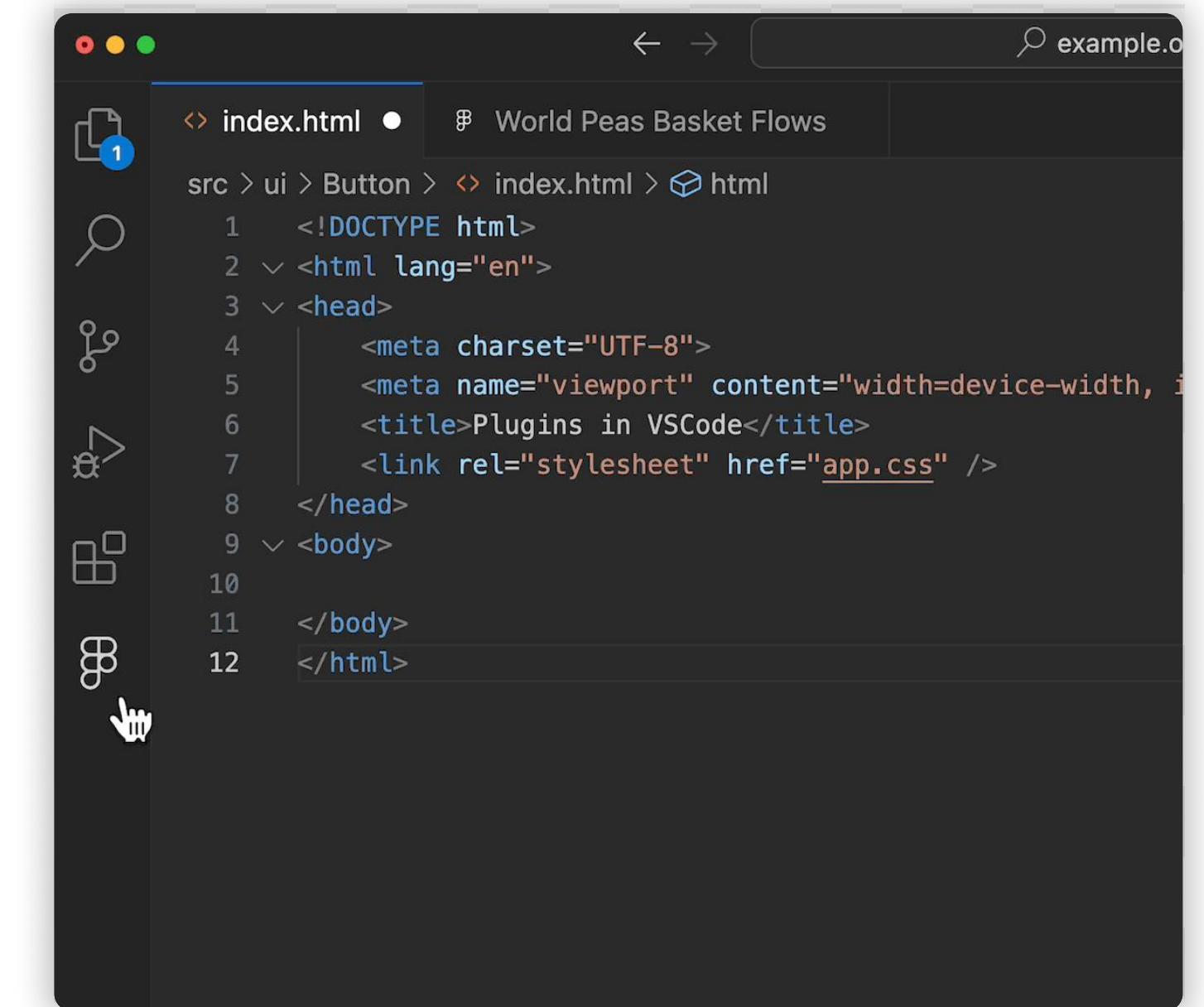
- Open the codegen dropdown (top right) and select SwiftUI (iOS)
- In the codegen dropdown, select a third-party codegen (i.e. Tailwind/React JSX)
- Select a third-party codegen plugin to export to HTML
- Copy output code for last step
- Finally:
 - Create a new **.html** file
 - Open in a text editor (IDE/Notepad)
 - Paste code from codegen
 - Open **.html** file with a browser



Voilà, that is it!

We designed a web mockup in Figma Design, and converted it to code with Dev Mode!

- Want to experiment with Dev Mode further? Try it in VS Code!
- Loved Figma Design or Dev Mode and want to learn more? Try Figma Learn or Figma's Resource Center.



```
index.html
src > ui > Button > index.html > html
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta name="viewport" content="width=device-width, i
6      <title>Plugins in VSCode</title>
7      <link rel="stylesheet" href="app.css" />
8  </head>
9  <body>
10
11 </body>
12 </html>
```

 **Figma for VS Code**

Tell us how we did!

We'd love to hear more about your experience at this workshop!

Complete our brief survey at
<https://mlh.link/figma-survey>
or use the QR Code pictured.

Thanks and Happy Hacking!

