

UIUX with Figma

Module 6

Building Components and Variants

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Jan. 2023

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Working With Components

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Extending components with variants

What are components?

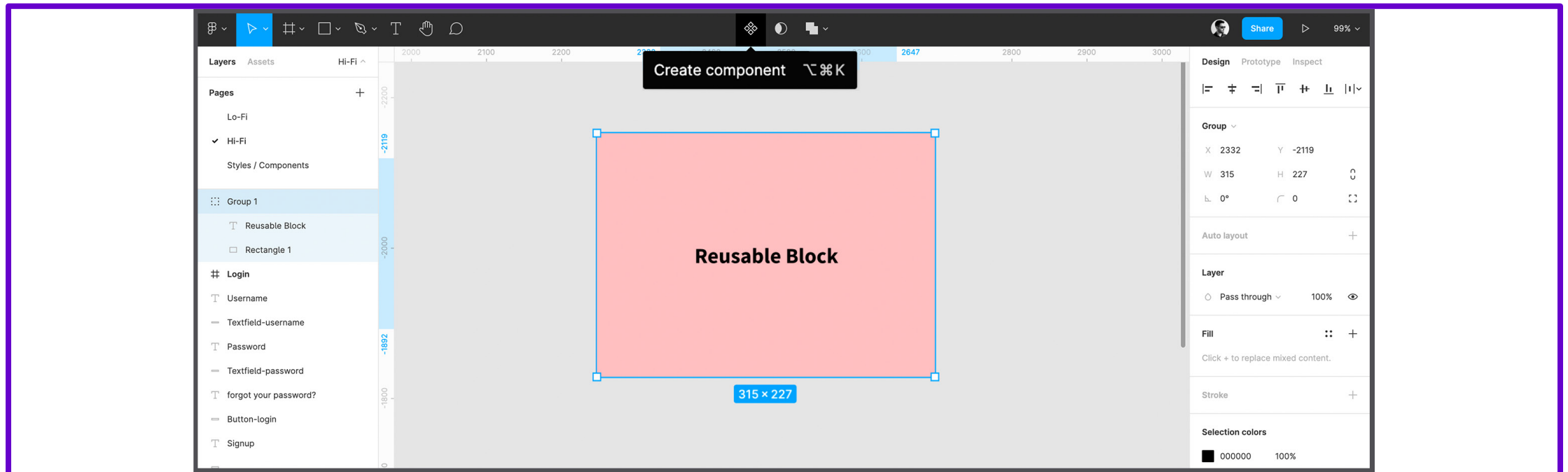
Using styles, you set **uniform property rules** for the elements of our design, namely colors, text styles, and effects, that then you could easily implement anywhere in your interface

Components are based on the same concept, but instead of object properties, as with styles, **they include the object itself.**

This means that you can transform any element – from a simple shape or button to a complex layout – and **reuse it in your designs as many times as you need.**

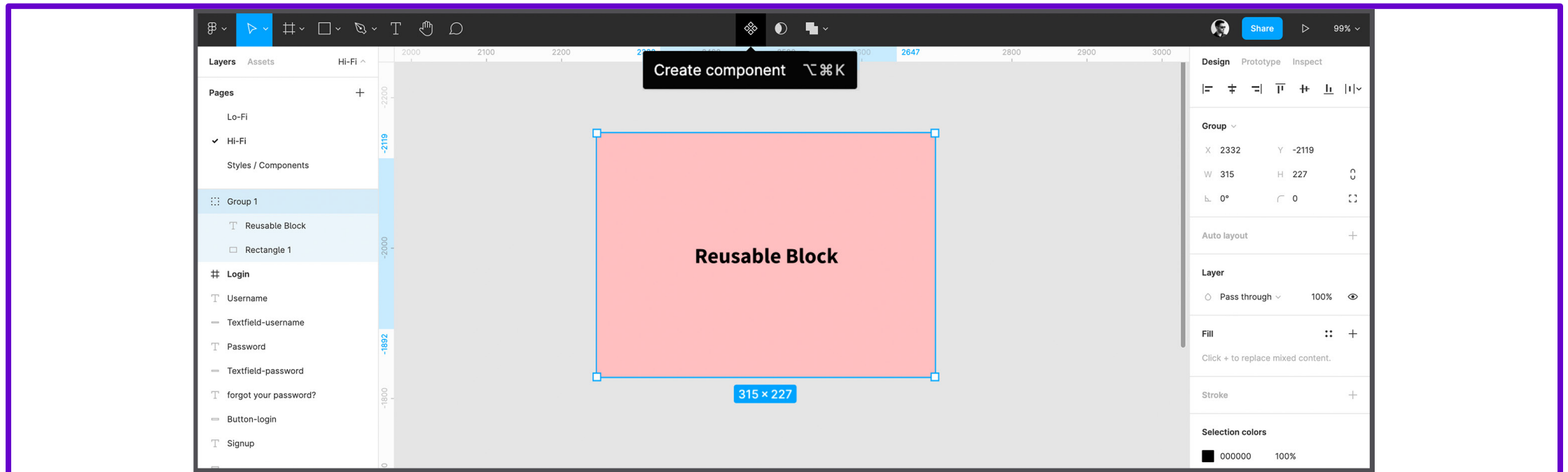
Creating a component

To convert an element to a component, simply select it and use the Command + Option + K (macOS) or Ctrl + Alt + K (Windows) keyboard shortcut



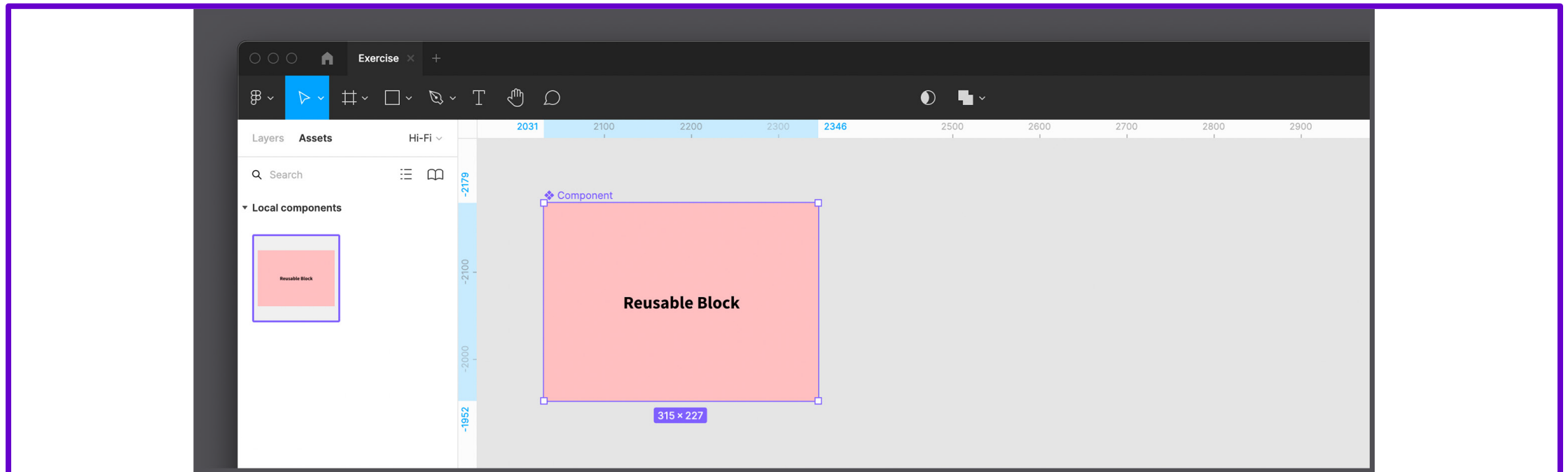
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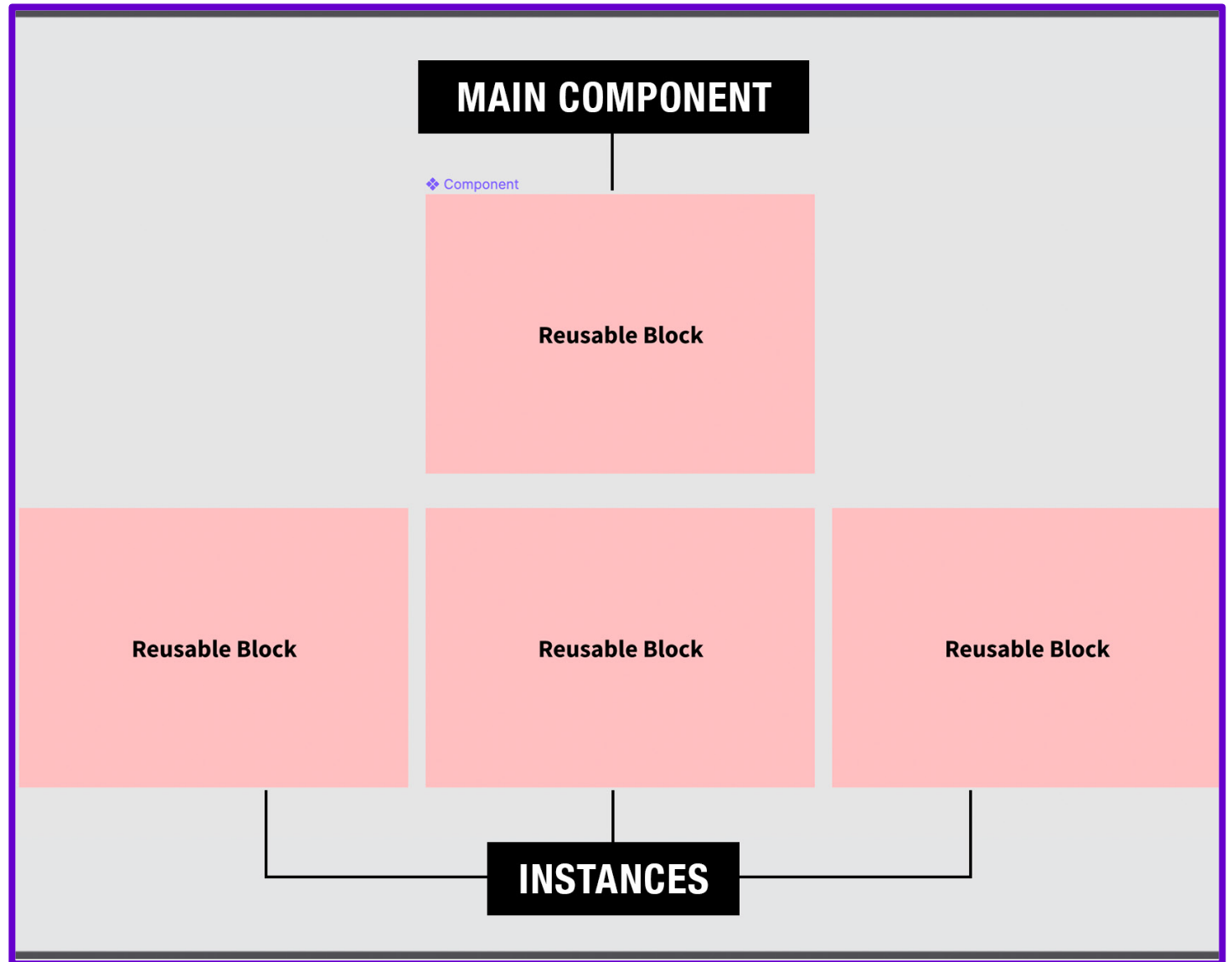
The Assets panel

If you switch from Layers to Assets in the left-hand side panel, you will see the component that you just created in the library



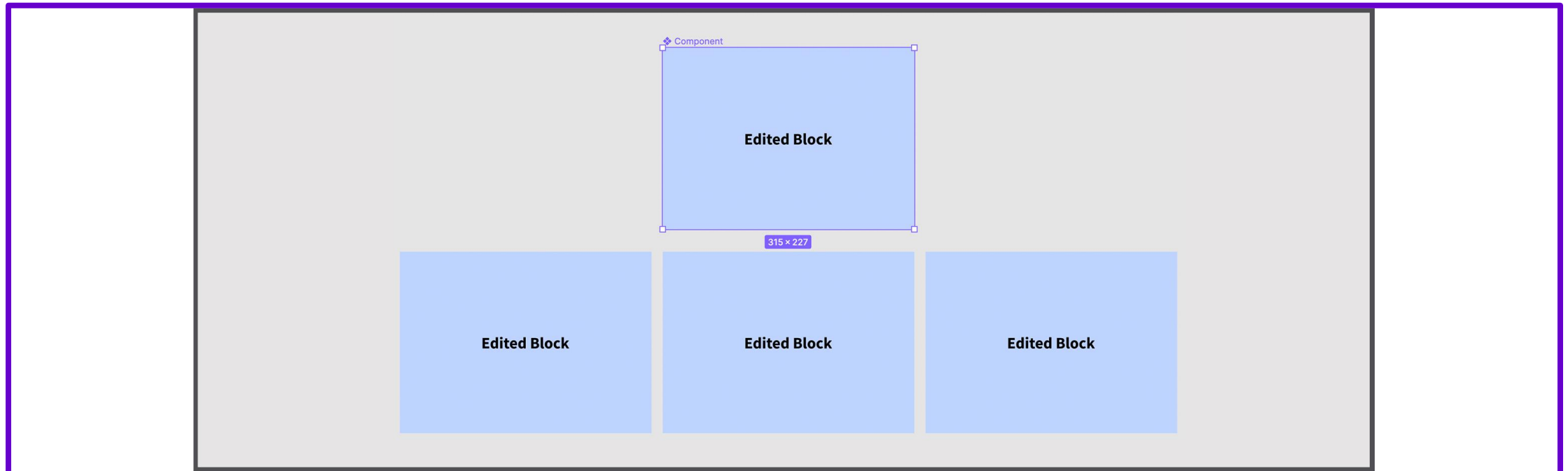
The main component and its instances

You can reuse your component as many times as you like by dragging and dropping it from the library into your workspace. All the elements created in this way will be instances of the component **and will automatically inherit any properties of the main component.**



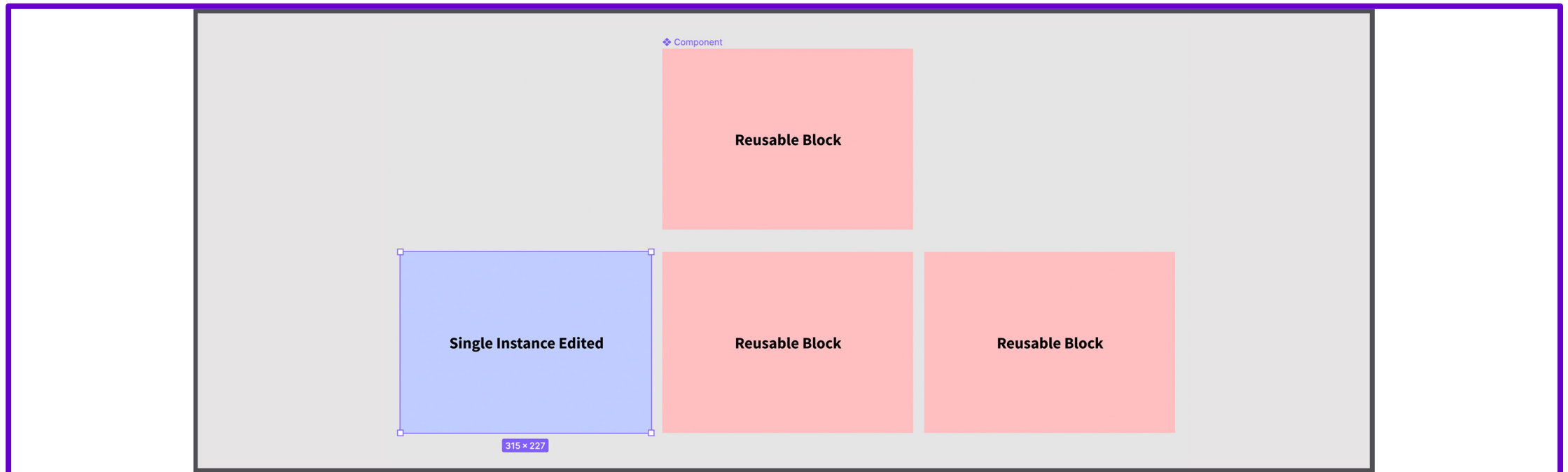
Editing the main component

A component acts as a parent for all the instances created from it. Thus, if you change something in a main component, these changes will be applied in the same way to all its instances.



Editing a single instance

if you change any property of an individual instance, those changes will be applied exclusively to that instance, without affecting the others and the main component itself



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The problem with number of components

When you are working on a more **complex project** or creating an entire design system, the **number of components immediately begins to grow very fast.**

This means that your Assets library will be full of similar components, and it **will be very difficult for you to navigate them and maintain them.**

To solve this problem, Figma has another great feature called **Variants**

Why use variants?

You can think of **variants** as a set of components that share same properties with different values and are used for the same purpose.

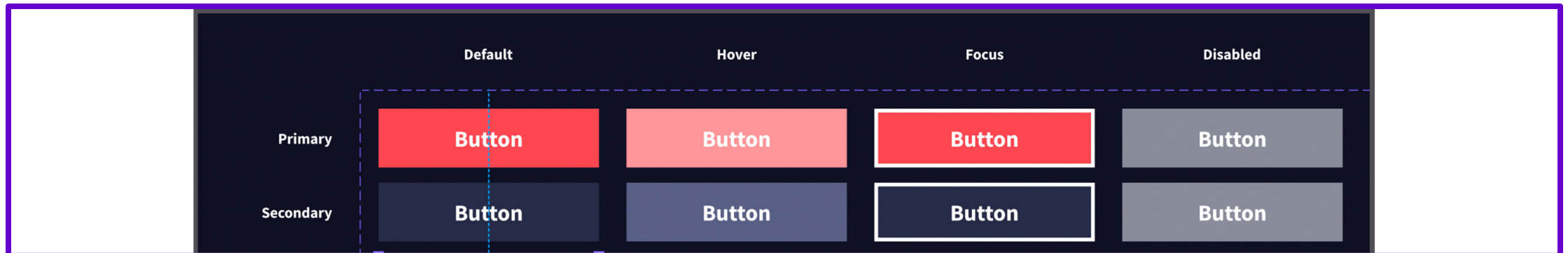
Usually, all the components in this set differ from each other only in small details, and grouping them **reduces the complexity of our Assets library and makes it flexible and easy to navigate.**

Implementing variants:

Variants of Button Component

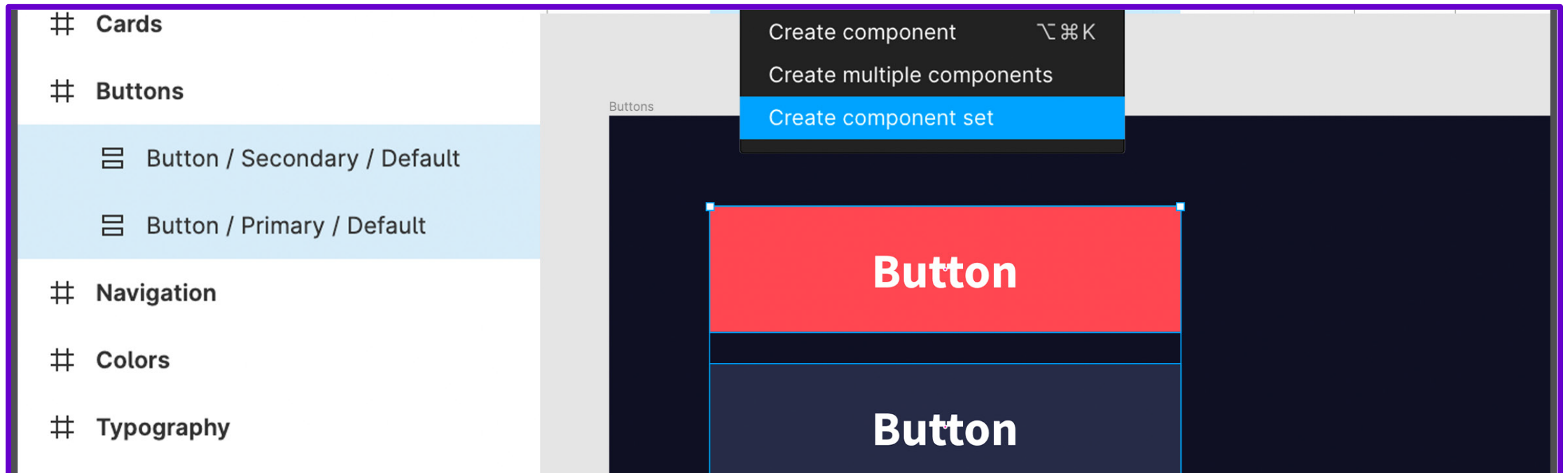
You know that you need to create at least two buttons, primary and secondary, but each can have a set of **different sizes** – for example, **small, medium, and large** – which triples the number of components

Also, each button certainly has **different states** that you need to show when prototyping, such as **Hover** (when the mouse pointer hovers over an element), **Focus** (when an element is selected) or **Disabled/Inactive** (when an element is disabled and not clickable).



Implementing variants: Creating a component set

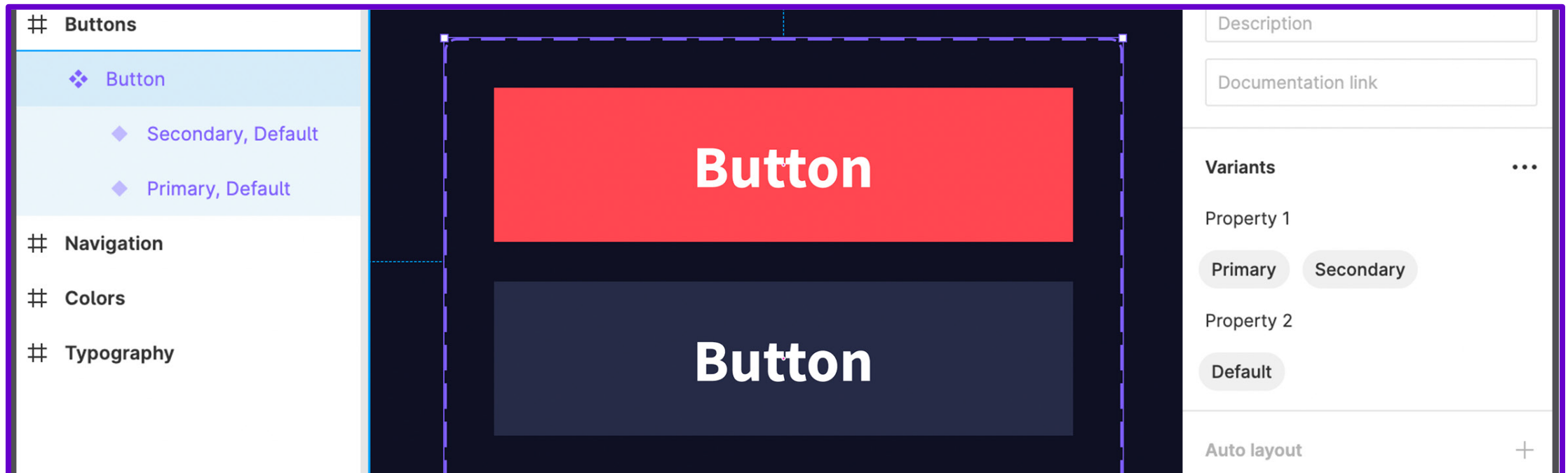
Instead of creating components from each of the buttons individually, select both, and now a new Create component set option will magically appear on the top panel, as shown in the following figure



Implementing variants:

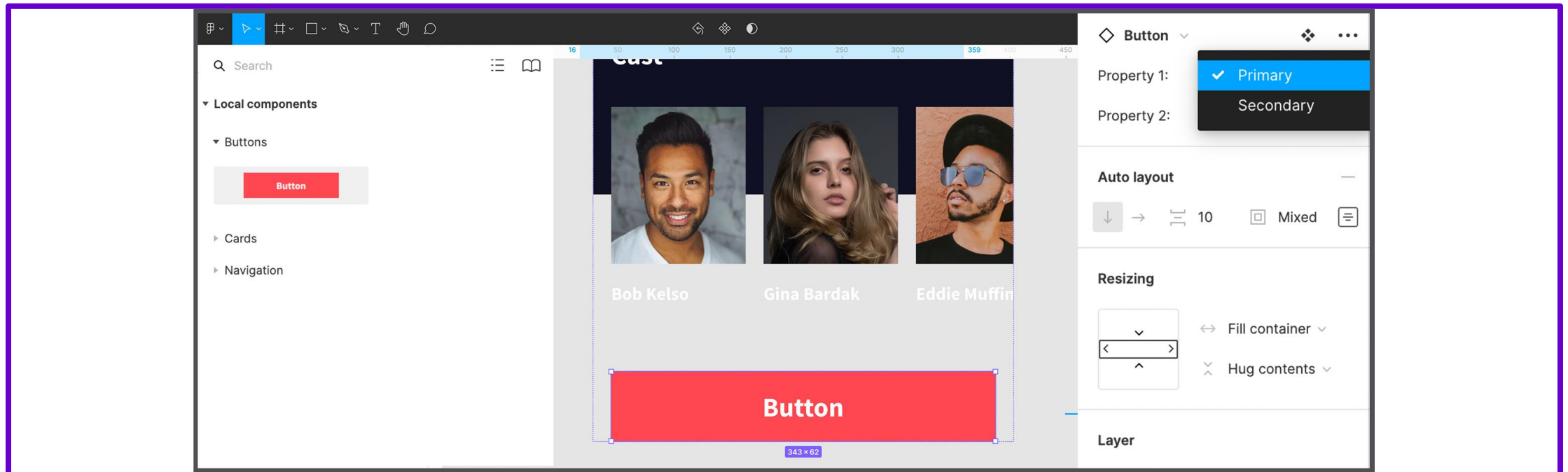
An overview of the component set

After creating a component set, a lot happened in the Buttons frame that you had not seen before. The elements are now combined with a dashed stroke, and if you look at the layers, you will notice that they have merged together. In addition, when this area is selected, the right sidebar



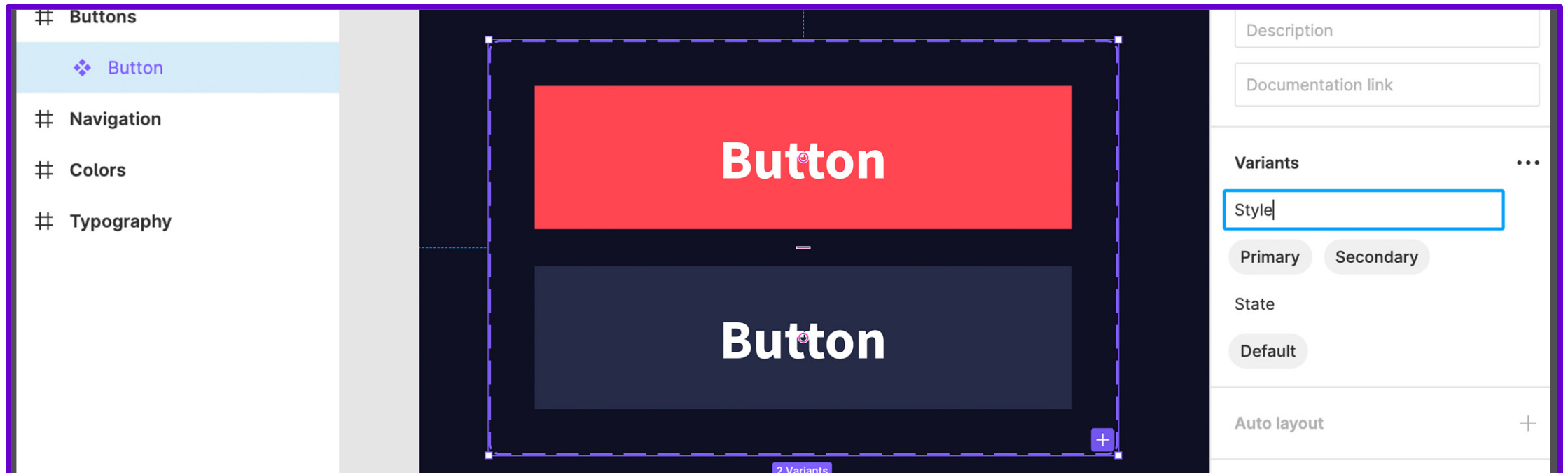
Implementing variants: Switching between two button's properties

If you open your Assets library, you will again find an unusual situation there – instead of two button components, there will only be one.



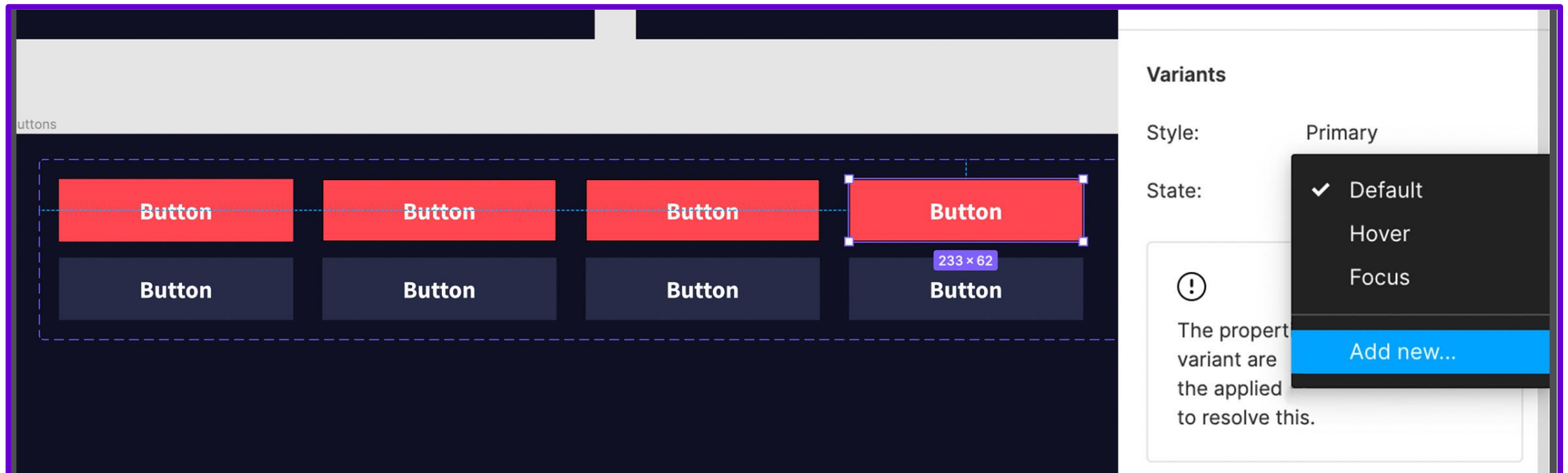
Implementing variants: Renaming our variants

In the right-side panel, change the names of Property 1 to Style and Property 2 to State. This will make your button component even more accessible and easier to use



Implementing variants: Renaming our variants

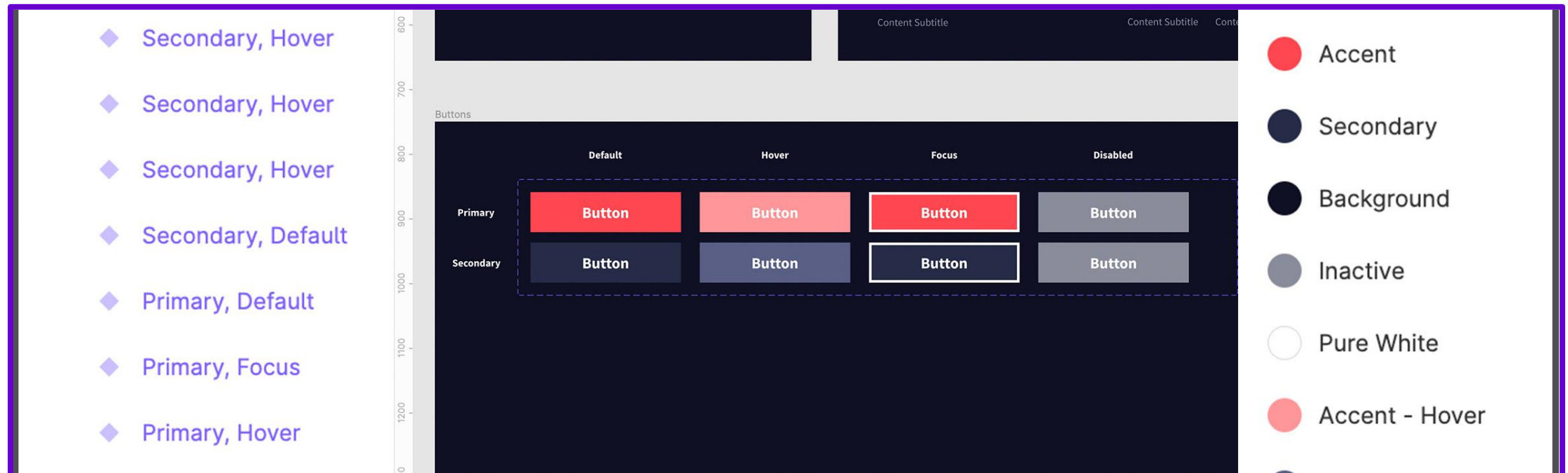
Default, you need to create the **Hover** (which will only be available on the web/desktop, since touchscreens have no cursor), **Focus**, and **Disabled** states.



Implementing variants:

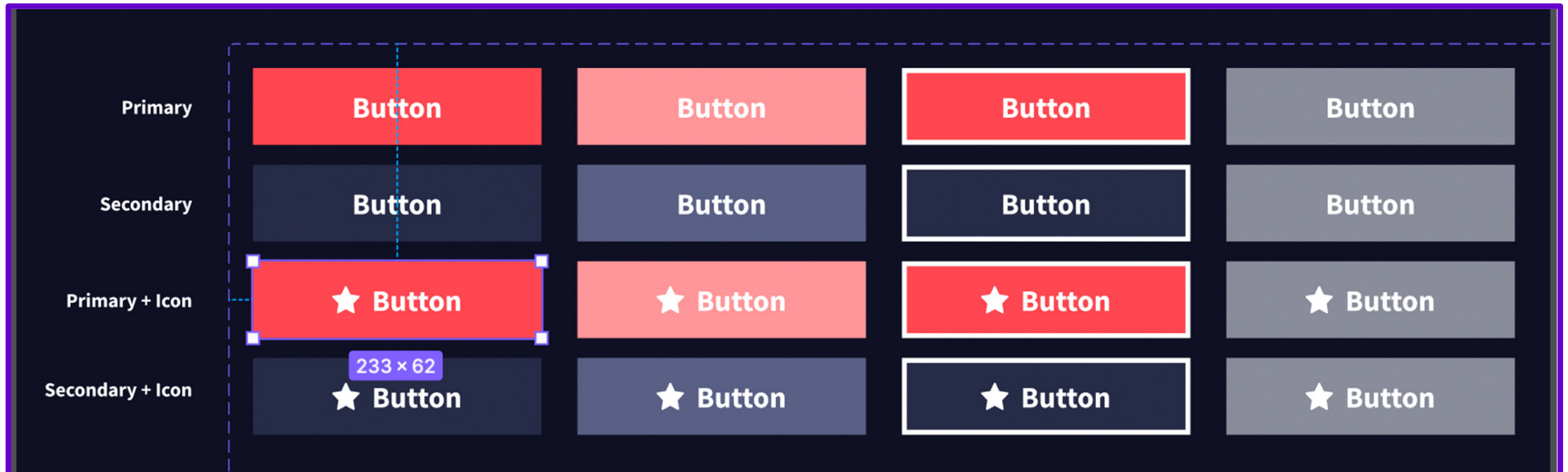
An overview of the results with new color styles

Once all the states of each button (Default, Hover, Focus, and Disabled, in that order) have been assigned to both button rows, you can customize each element as needed.



Implementing variants: Pushing variants and properties even further

If you want to go further, you can create a new type of button – for example, with an icon on the side of the label. click the ... icon next to Variants, and then select **Add new property**.



Course References

- ***Designing User Interfaces***, Michal Malewicz & Diana Malewice, 2020
- ***UI Design Styles: Trends and Design Patterns***, Michal Malewicz & Diana Malewice, 2020
- ***What UX Is Really About :Introducing a Mindset for Great Experiences***, Celia Hodent, CRC Press, 2022
- ***Lean UX: Designing Great Products with Agile Teams 3rd Edition***, Jeff Gothelf & Josh Seiden, O'Reilly, 2021
- ***Laws of UX: Using Psychology to Design Better Products & Services***, Jon Yablonski, O'Reilly, 2020
- ***Designing and Prototyping Interfaces with Figma***, Fabio Staiano, Packet Publishing, 2022

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