

UIUX with Figma

Module 2

Getting to Know Your Design Environment

Ali Samanipour

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1

Starting a new design project

2

Exploring the toolbar

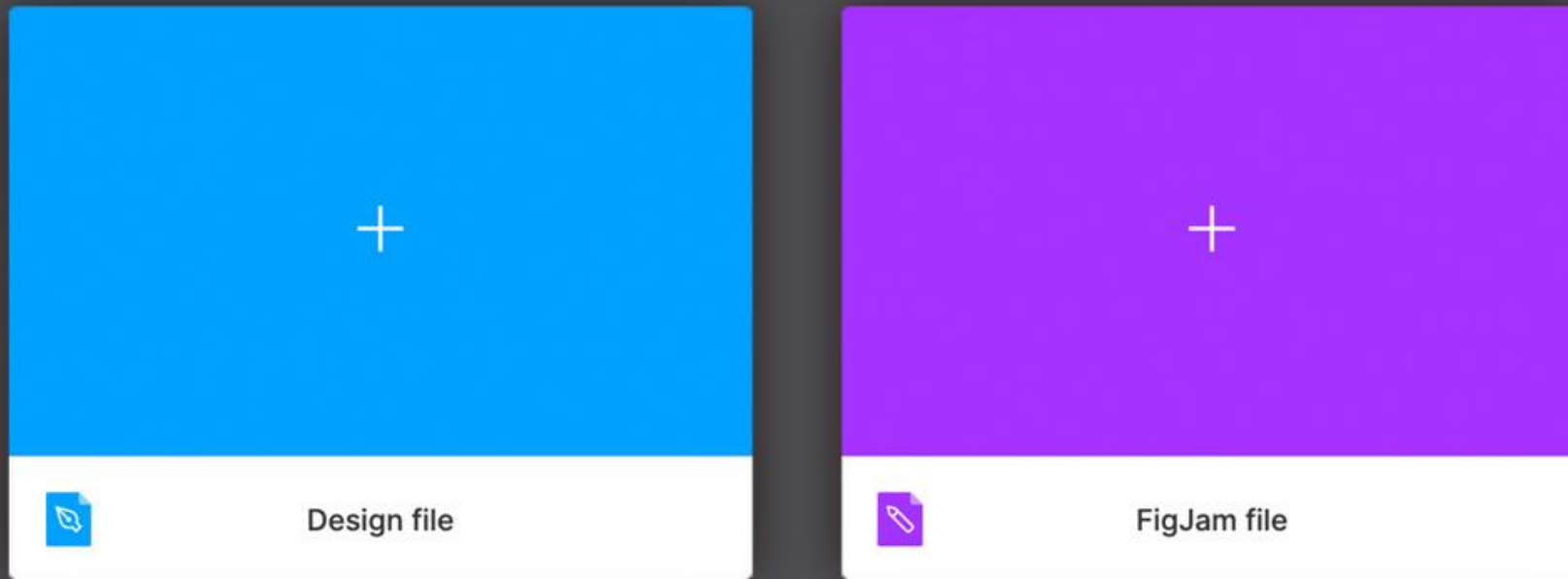
3

Exploring the left panel

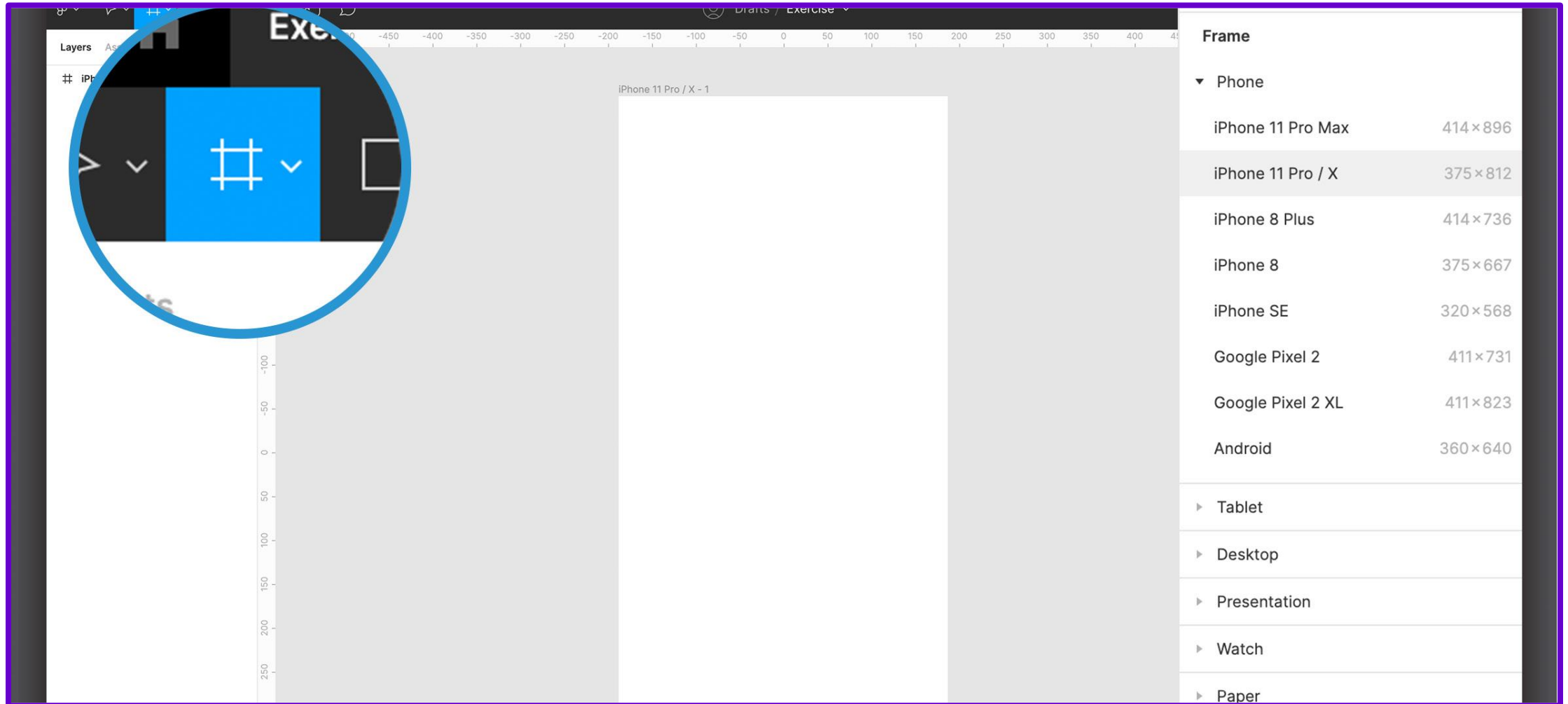
4

Exploring the right panel

Design files

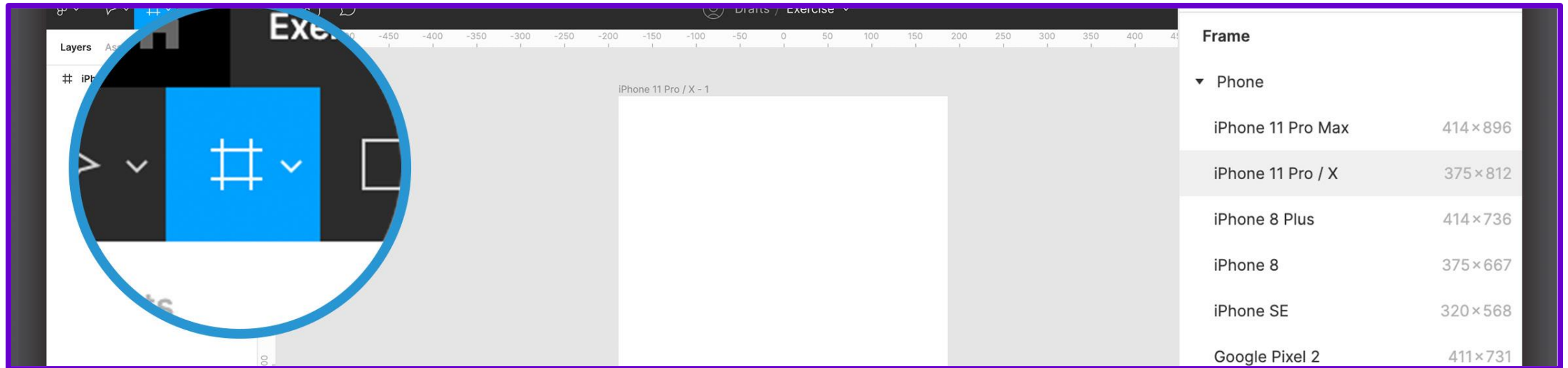


Frames and groups



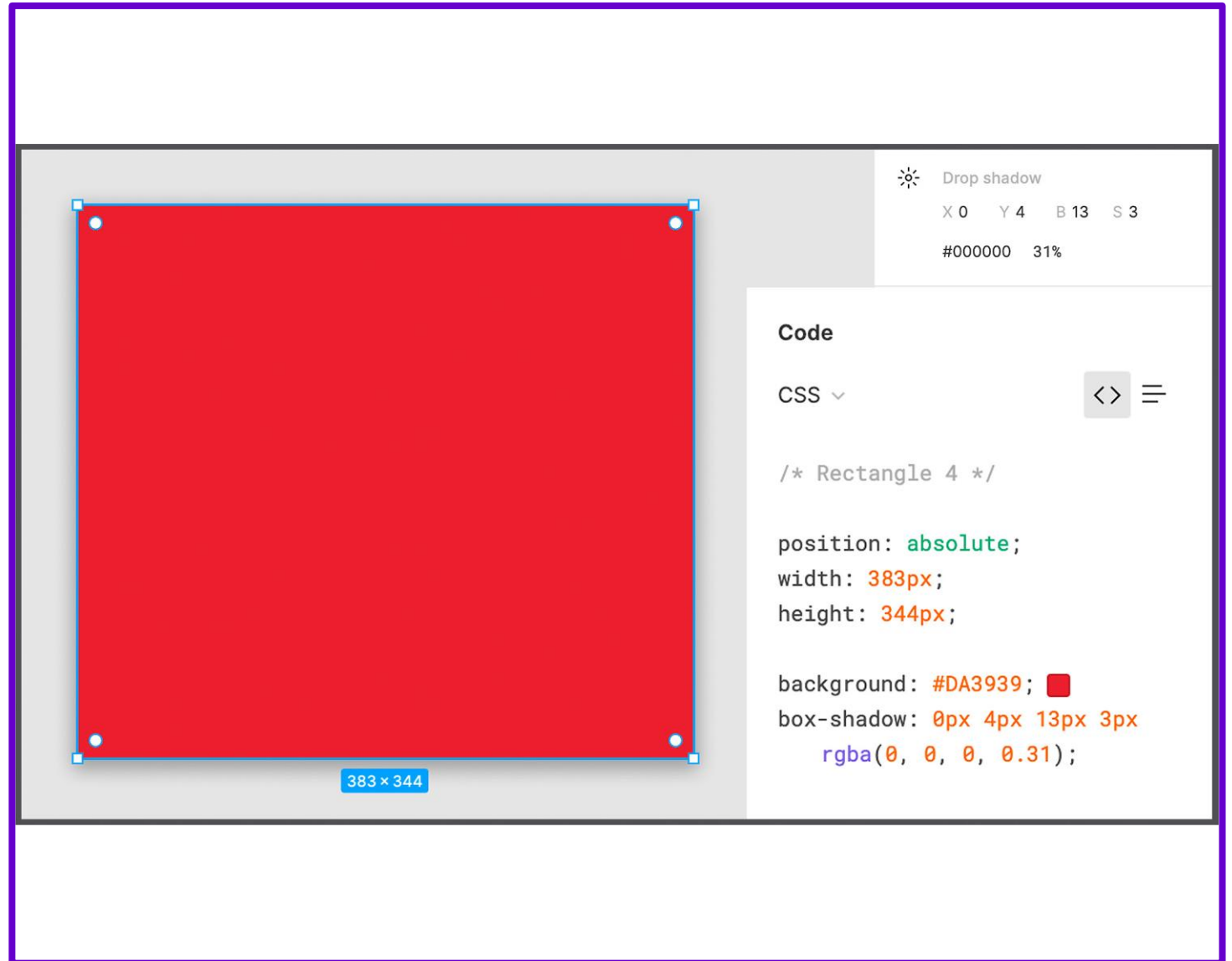
What is a frame?

Frame is a **container**. Your design must contain something, and it is frames that provide this opportunity. **You can use custom-sized frames or choose practical presets** for the most common standards.



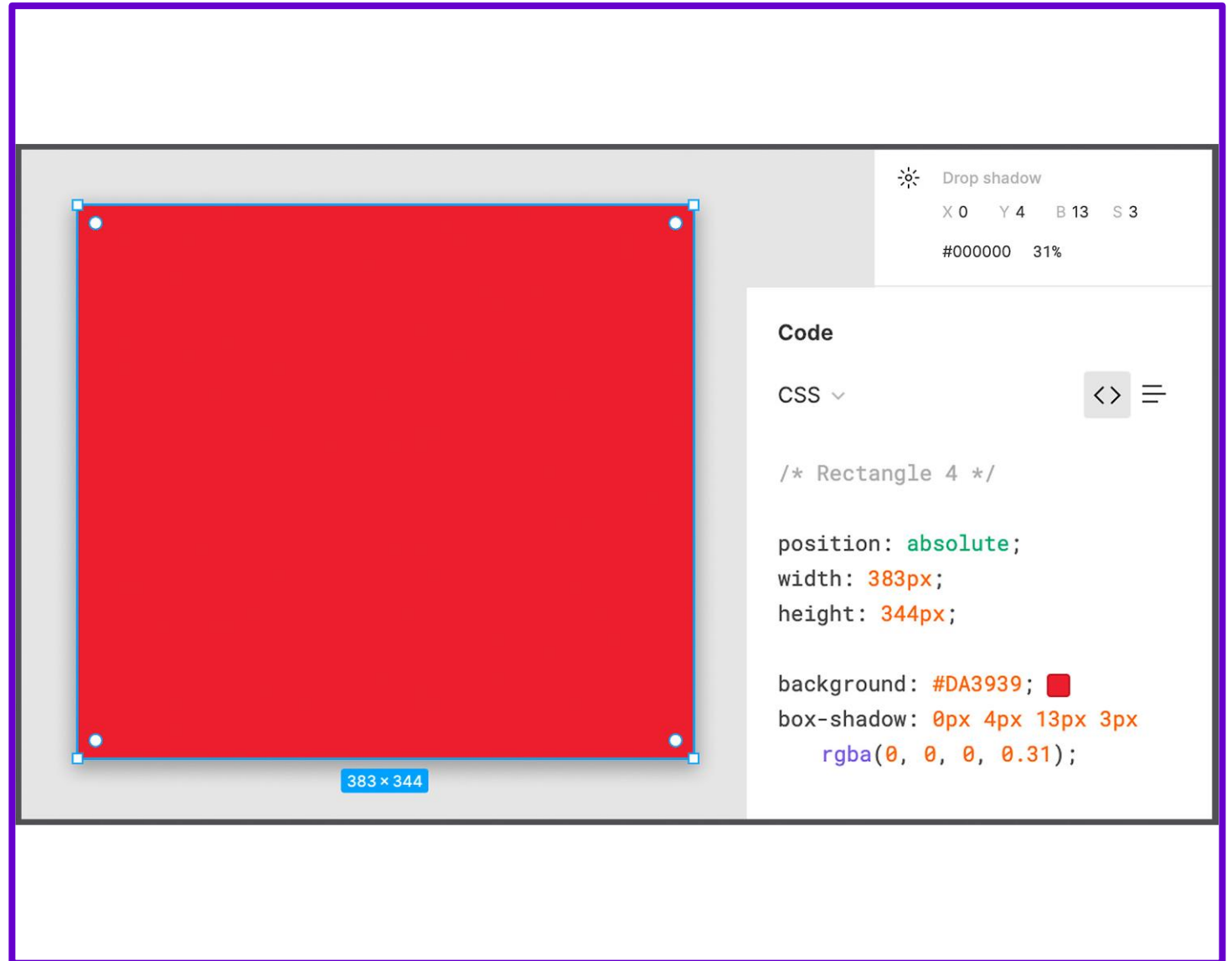
Interface overview

If Figma allows you to apply a blur effect to an image, it's only because that effect can be applied in the same way with a CSS rule

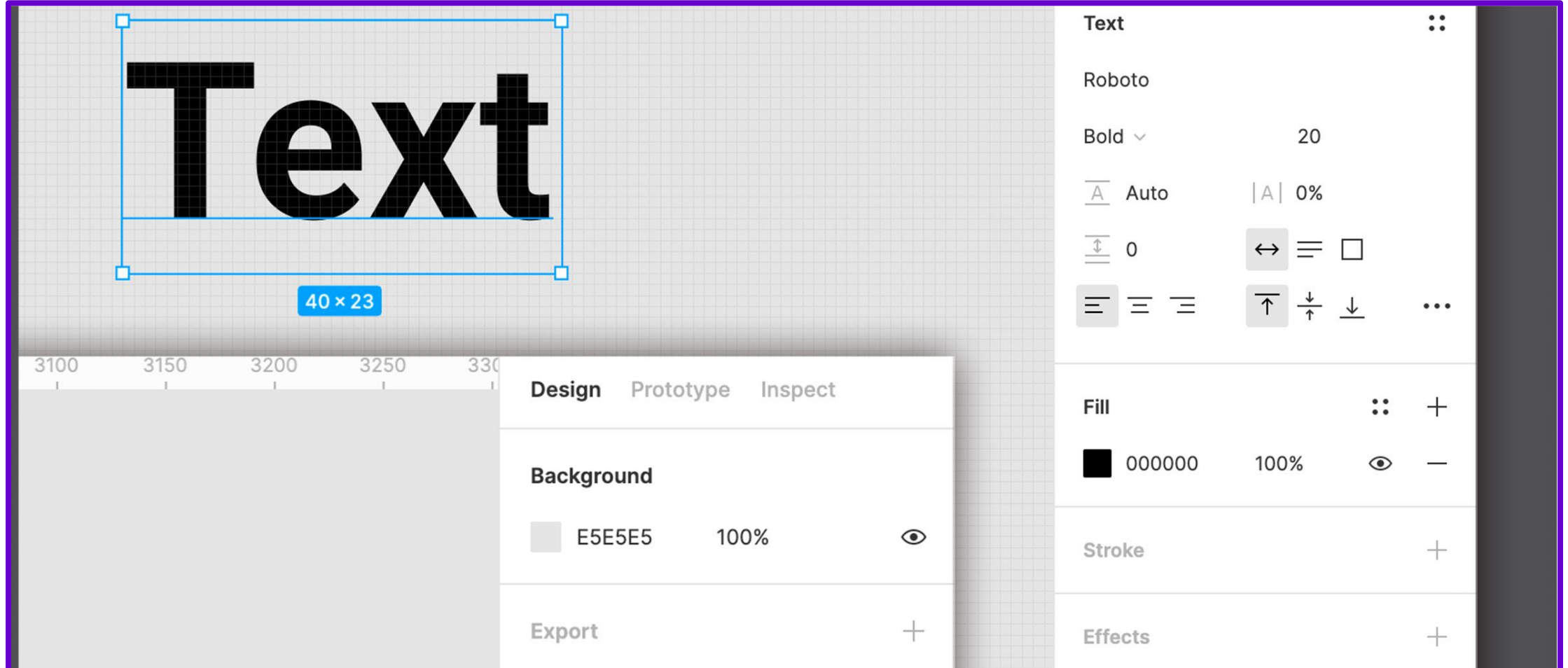


Interface overview

Figma guarantees that everything you design can actually be reproduced in code without much difficulty



Figma makes the most of a context-sensitive interface



1

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3

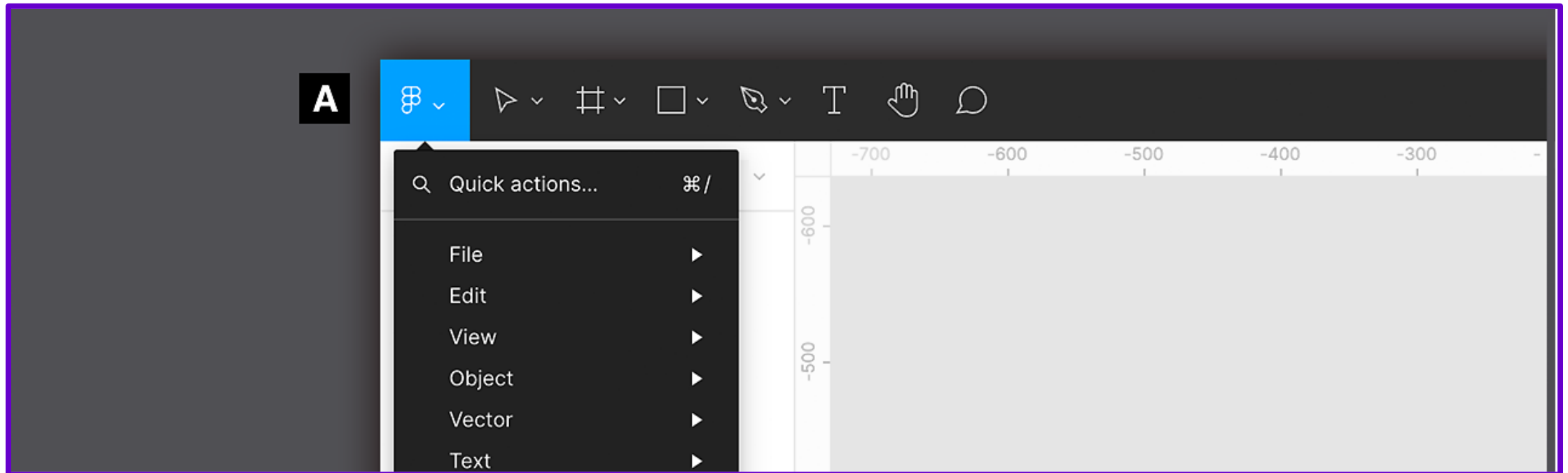
Exploring the left panel

4

Exploring the right panel

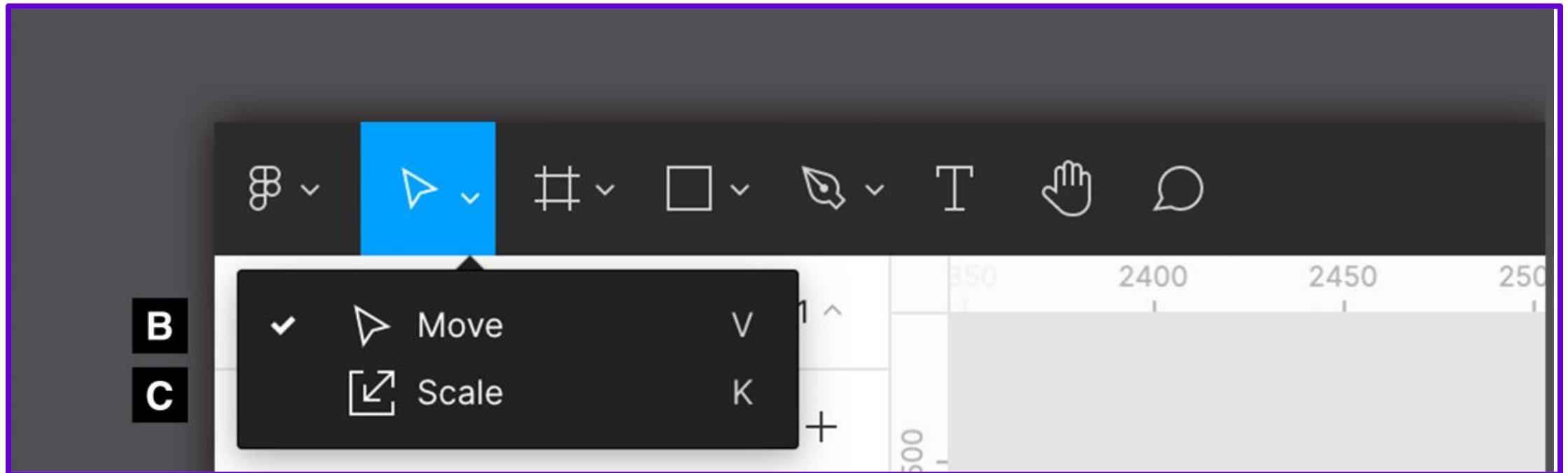
Menu

This is the real main control center where you can find import, export, select, display, and many other functions.



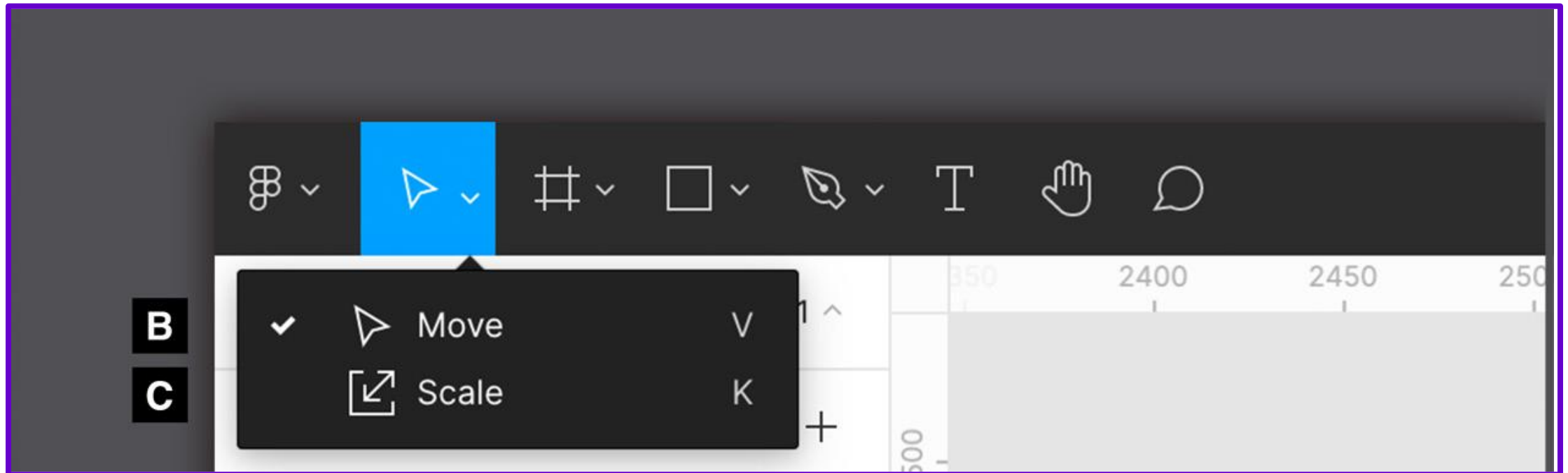
Move

You can use it to select, move, resize, and rotate any element on the screen, including frames.



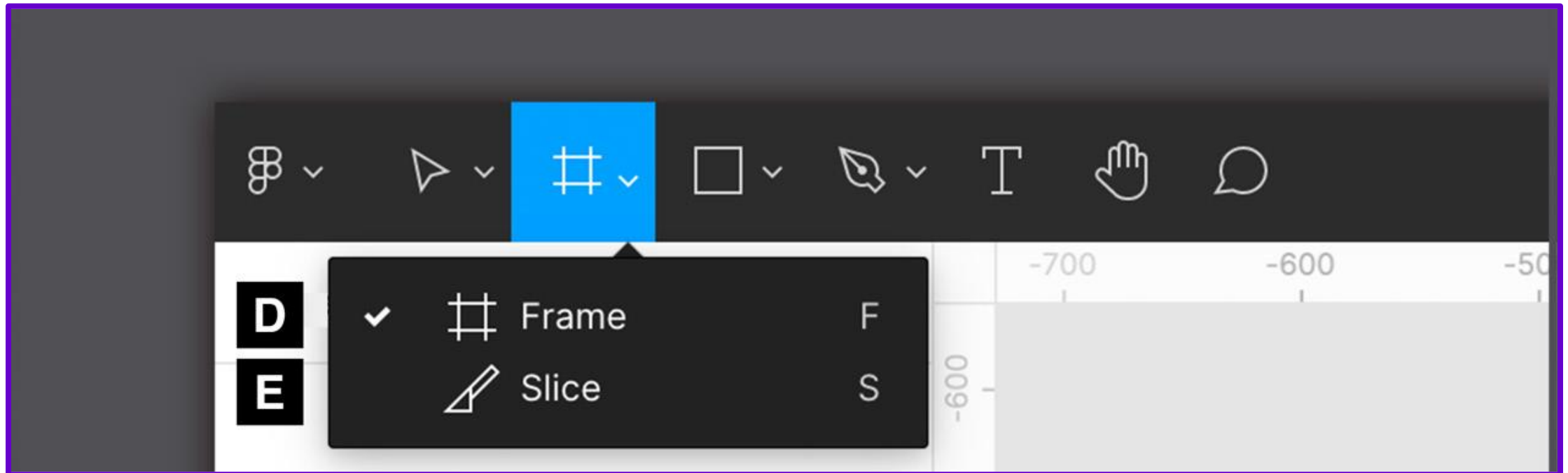
Scale

Scale resizes any object in proportion to its original dimensions or the frame in which it is nested



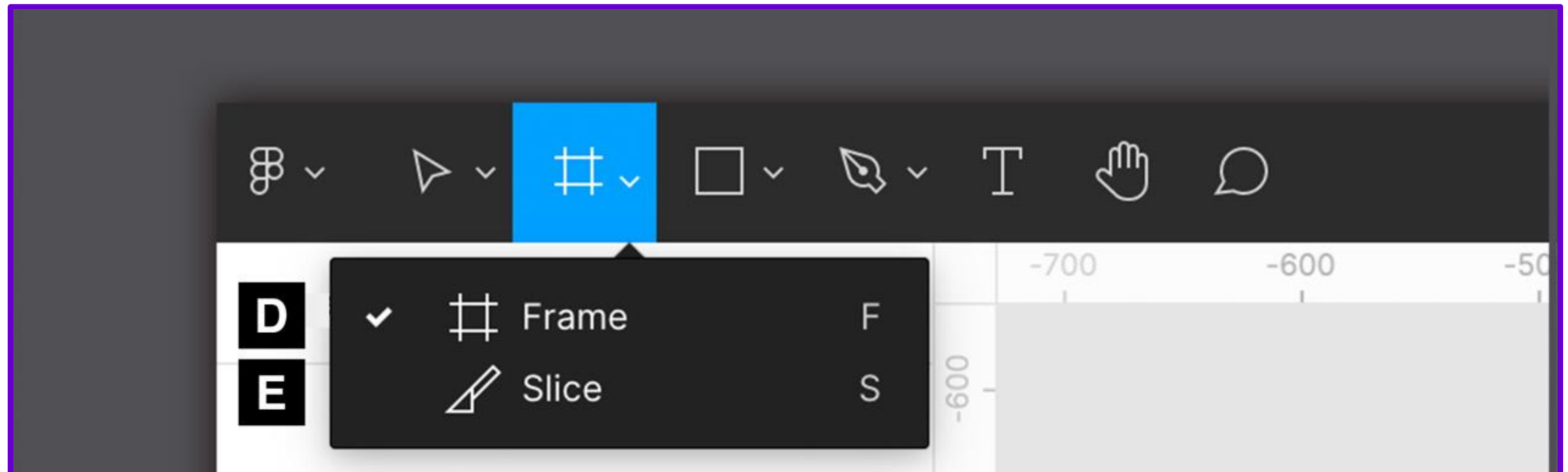
Frame

As you know, with the Frame tool you can create a container by choosing from the available presets or by drawing a custom rectangle.



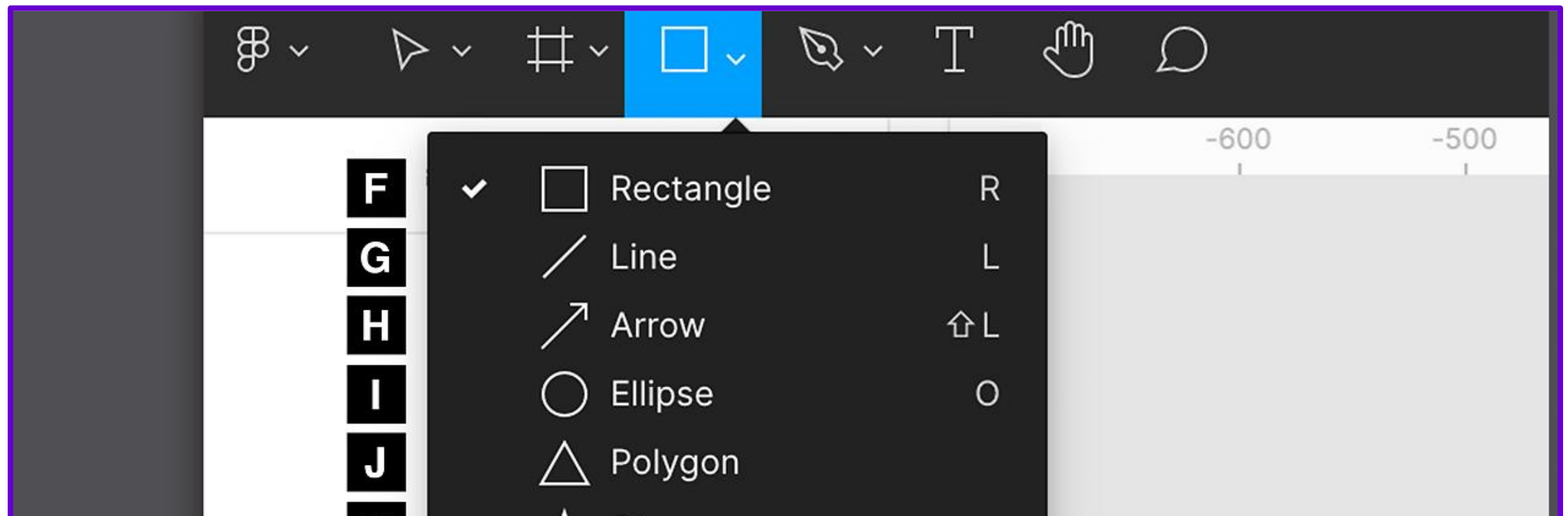
Slice

The Slice tool allows you to select any areas in your workspace and export them with everything they visually contain.



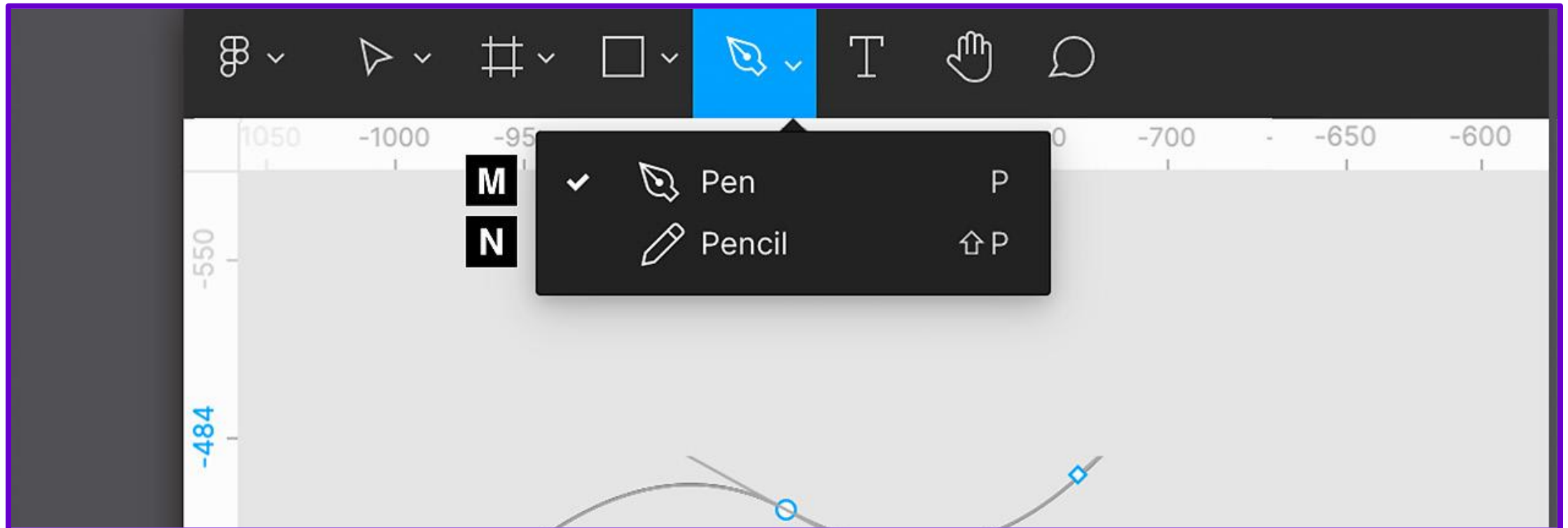
Shapes

This is a set of tools useful for creating all kinds of shapes, from simple lines to star shapes. Each of them has its own specific editing properties.



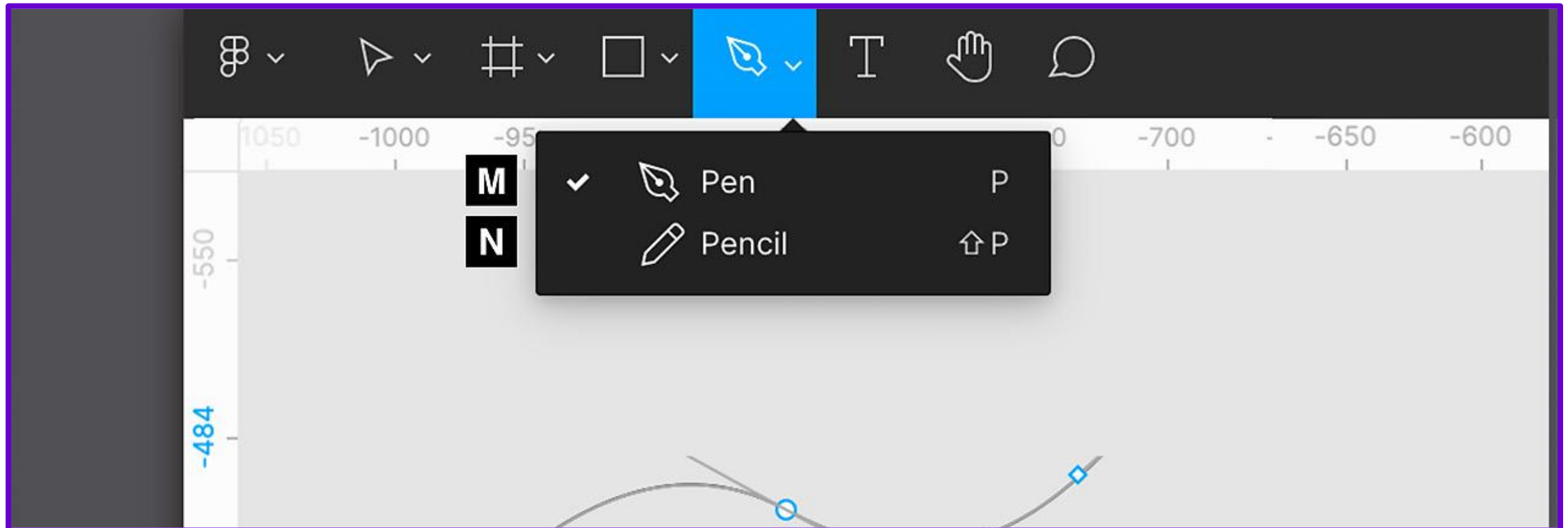
Pen

This one is as easy as it is powerful. With the Pen tool, you can draw any shape using so-called Bézier curves, from a simple line to any abstract element



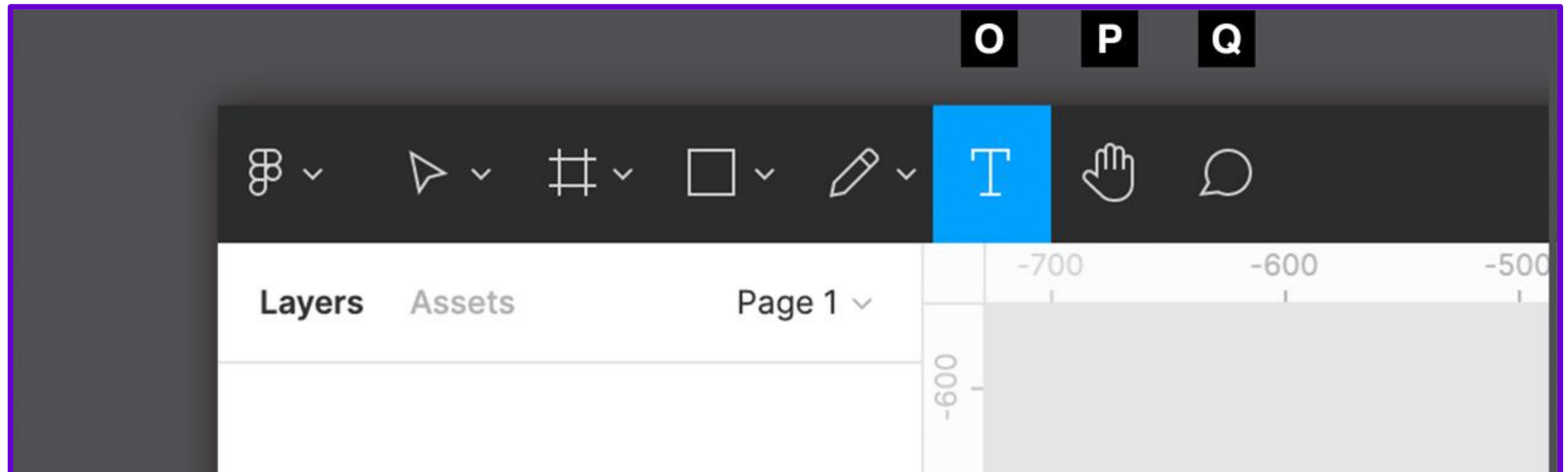
Pencil

This is a vector tool like the Pen tool, but it doesn't have a curve system for drawing shapes.



Text

The Text tool does exactly what you'd expect, allowing you to add text to your design.



Hand

This tool allows you pan around the workspace using your mouse or trackpad, preventing accidental selection, repositioning, or any other impact on objects on the canvas.

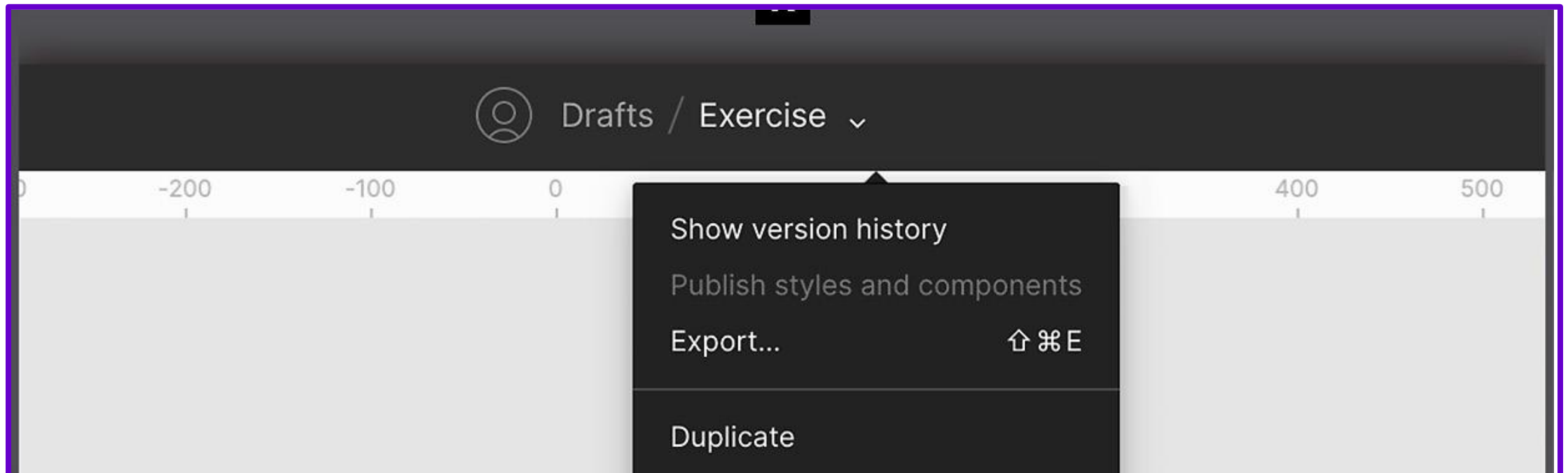


Comment

The Comment tool, which can be recalled with the C key, lets you click anywhere on the workspace and leave a text comment.

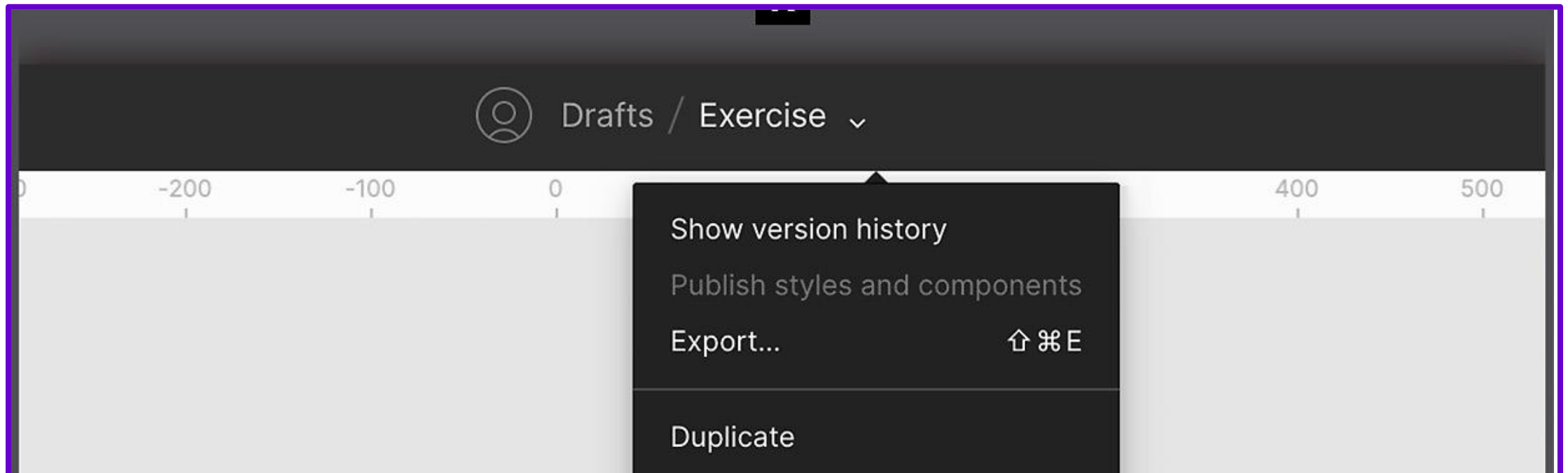
Project Title

To rename a file, just click on the current heading and enter a more appropriate and descriptive one.



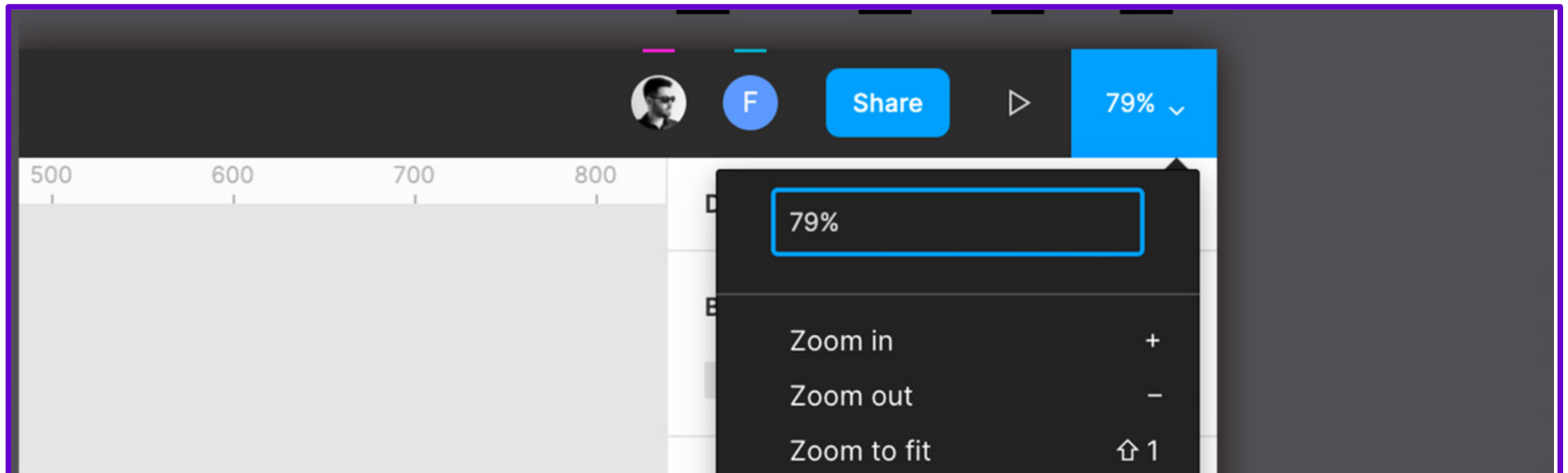
Project Setting

To rename a file, just click on the current heading and enter a more appropriate and descriptive one.



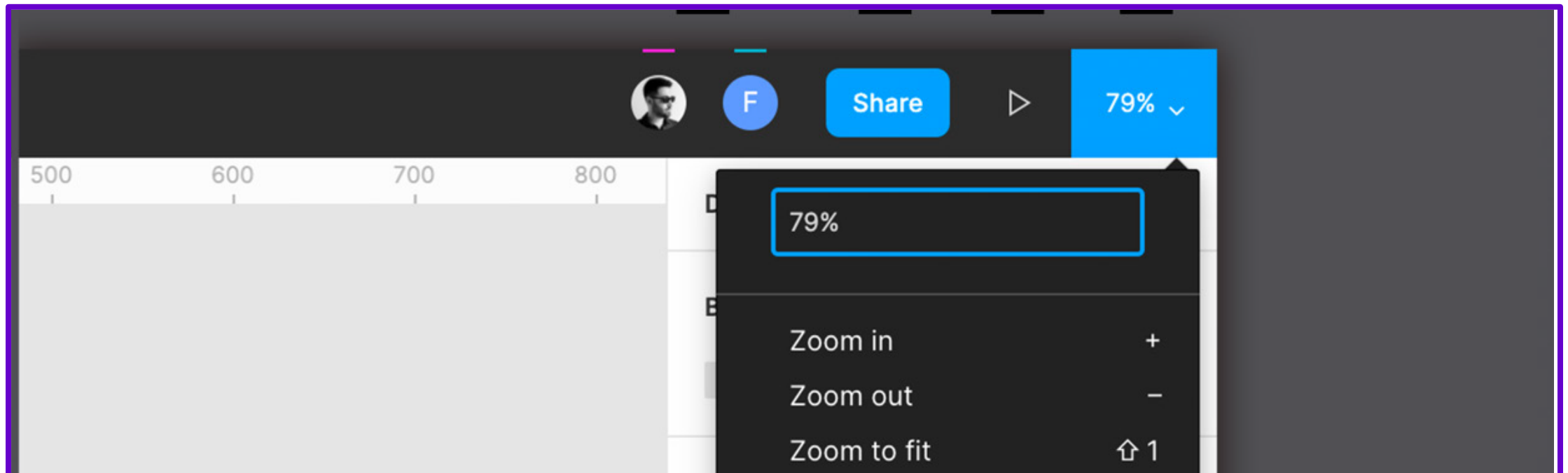
Active Users

Here you will always have a real-time overview of the online users who are currently in this file



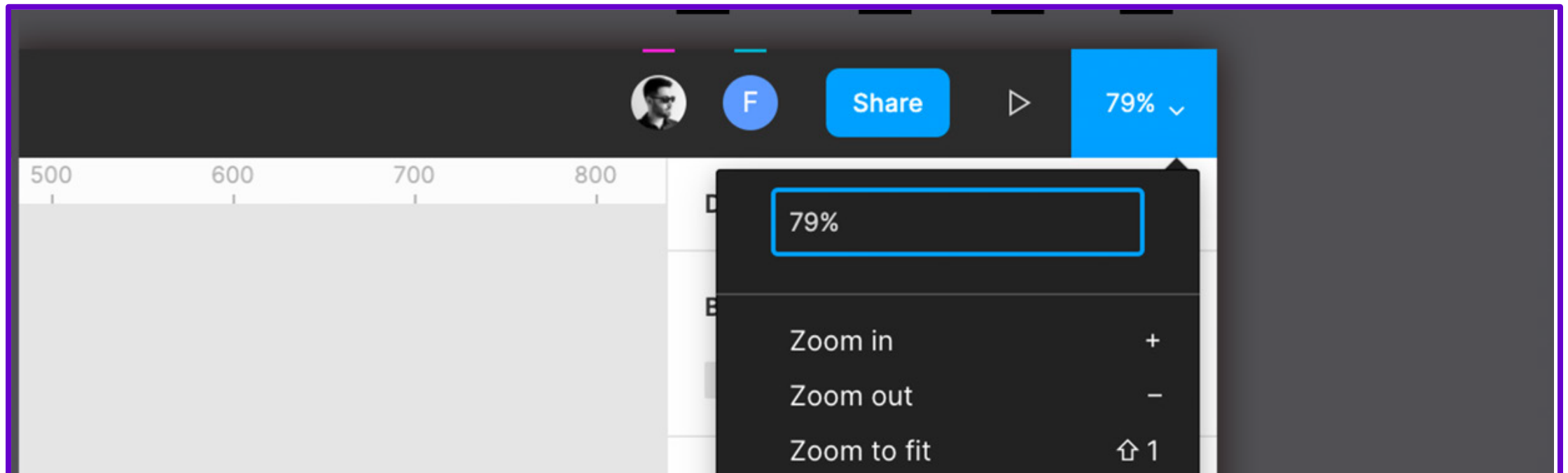
Share

This is a gateway to the many sharing opportunities that Figma offers.



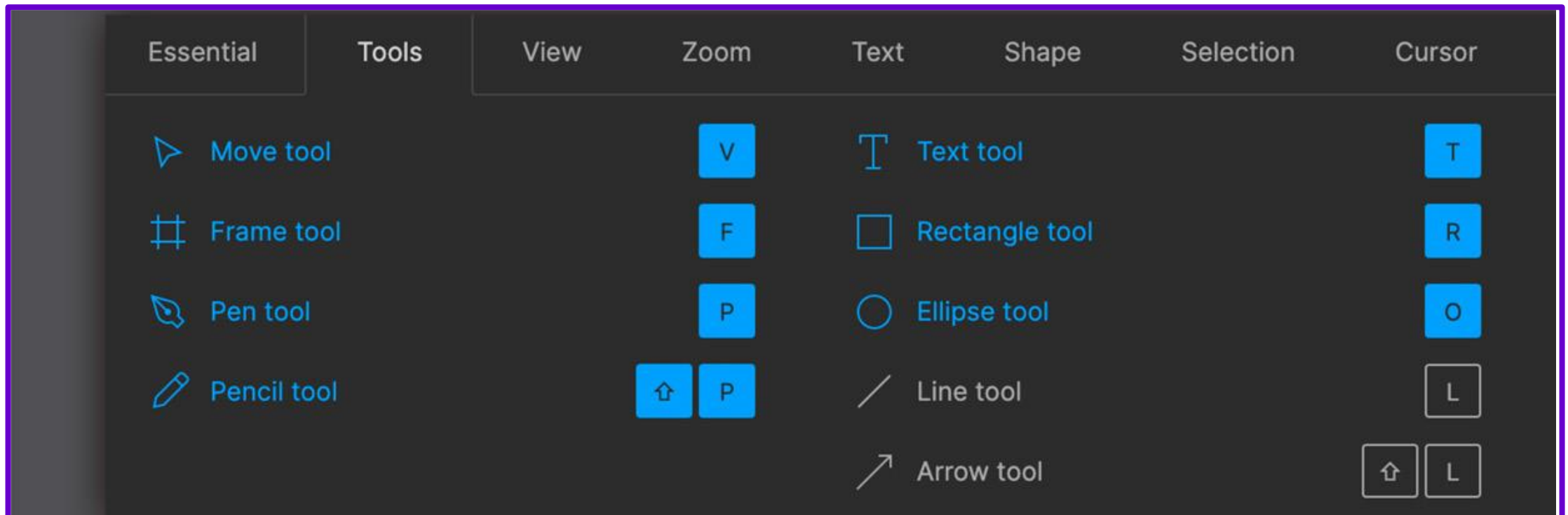
Zoom/View

What you see here numerically is the current zoom value set in your workspace, and it changes in real time as you zoom in/out with your mouse wheel, pinching and zooming on a trackpad or with + and - keys on your keyboard.



Quick shortcuts

Your workflow will speed up even more if you implement the use of keyboard shortcuts in your daily work. Start with the easy ones and then little by little add more complex ones



1

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2

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3

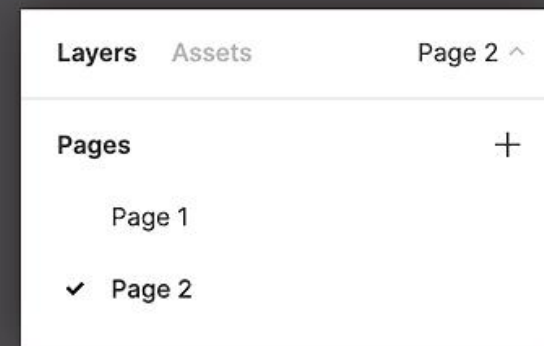
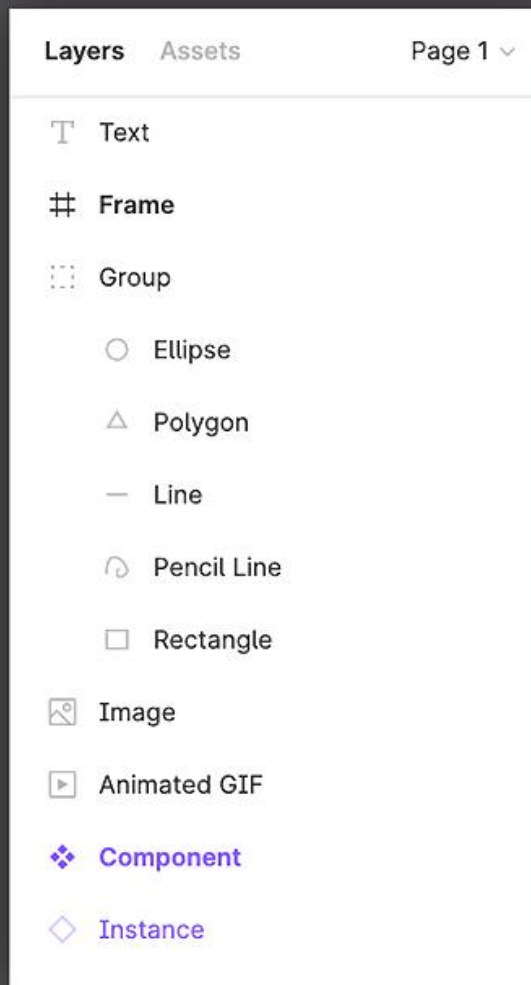
Exploring the left panel

4

Exploring the right panel

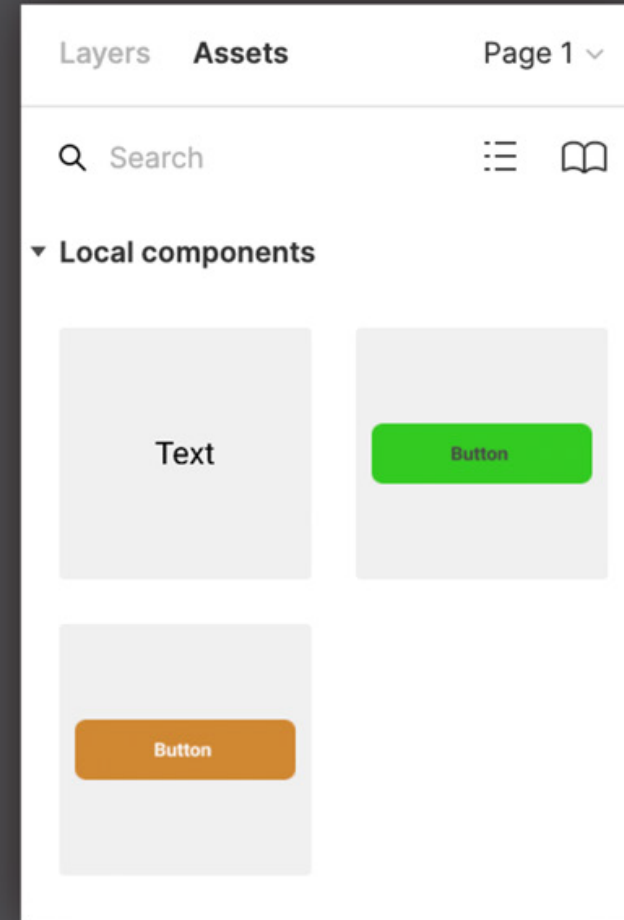
Layers and pages

Layers panel as a container that collects everything in your project and helps you organize all the



Assets

The Assets panel is an indispensable tab of the left panel that is used to organize all the elements of your design project for reuse.



1

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3

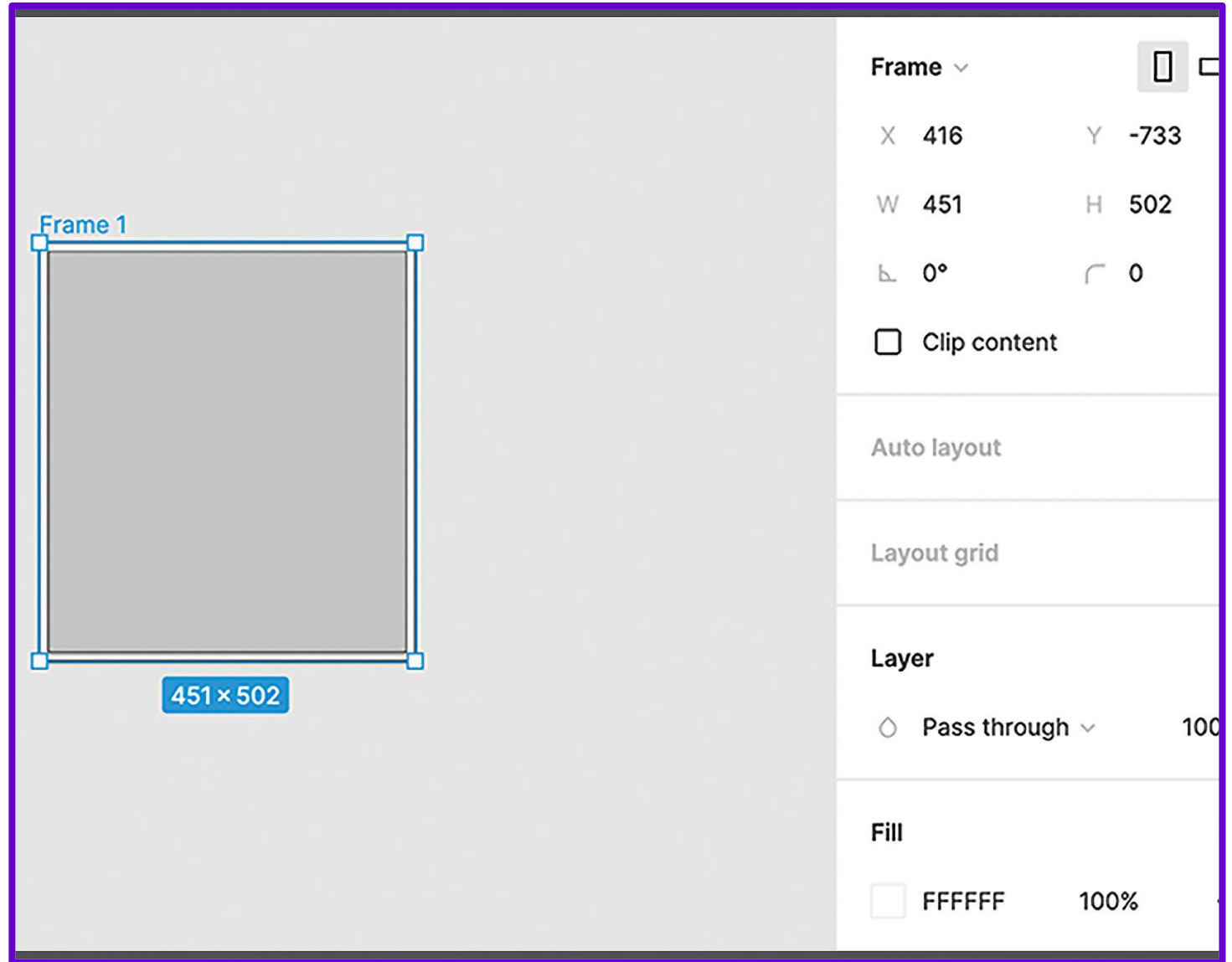
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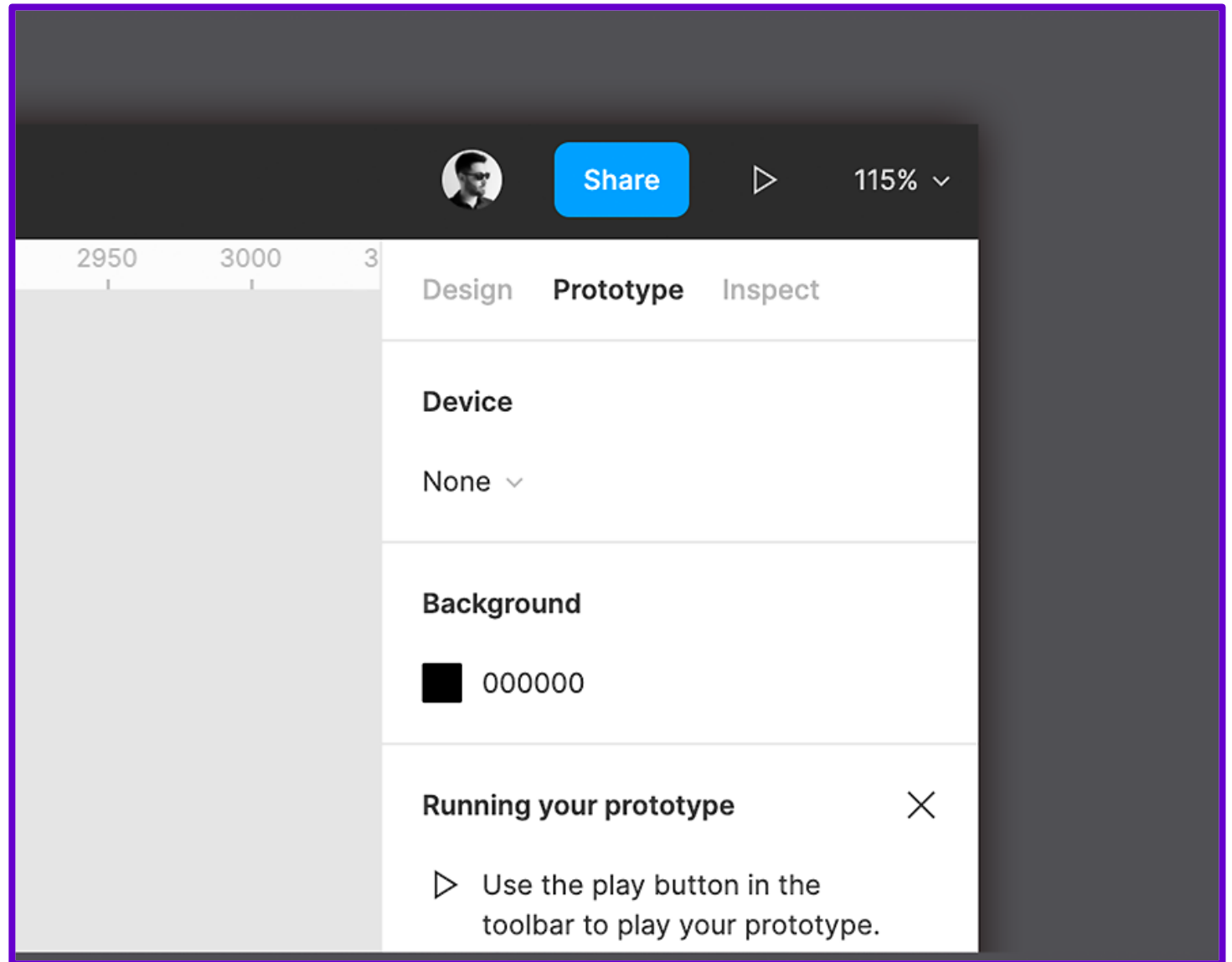
Design

Whatever you're looking for about visual edits, you'll always find it in the Design panel.



Prototype

The Prototype panel is fully consistent with the Design panel, allowing you to add interactions to your elements and presenting everything dynamically



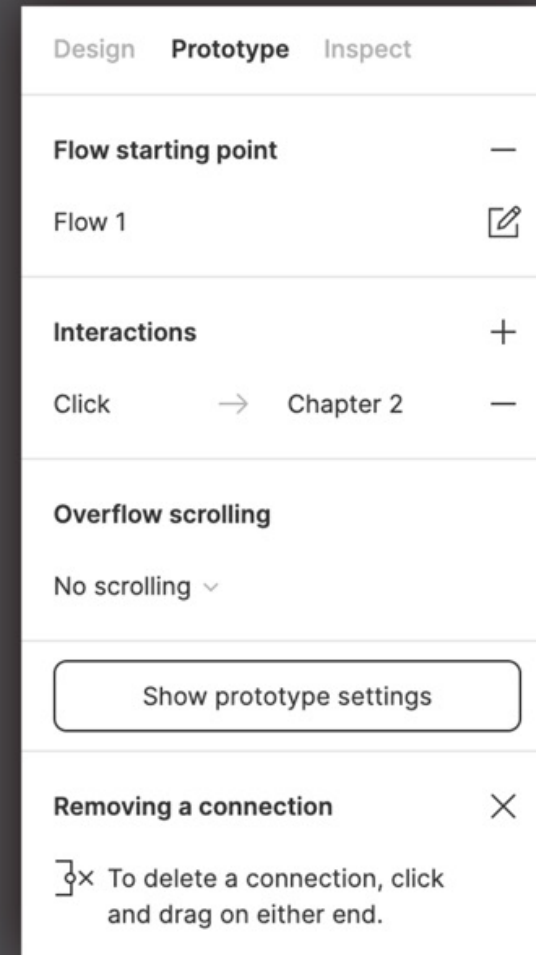
Prototype: Inactive state

In the first state, as before, you are only allowed to change the background color of the canvas, plus you can see general project settings that are not specific to an individual element.



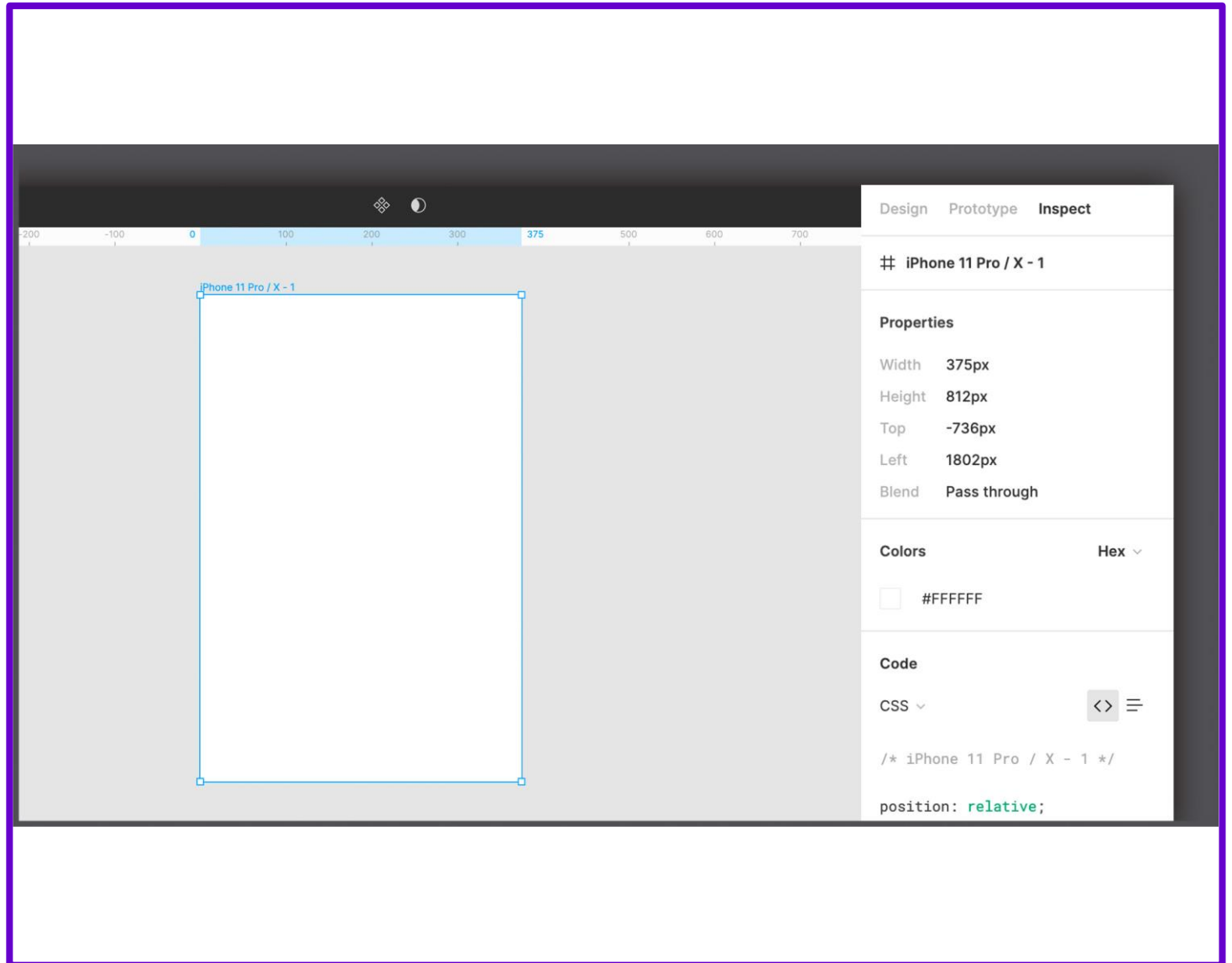
When a frame or component is selected

Like the Design panel, Prototype is also context-sensitive. Thus, after selecting any frame or component on the canvas, instead of the device and background settings, the panel will display other more advanced features



Inspect

The Inspect panel will be your bridge for effective communication with developers who are responsible for transforming your design into code



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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[linkedin.com/in/Samanipour](https://www.linkedin.com/in/Samanipour)



t.me/SamaniGroup



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