Ex No:	01	EXPLORING THE FIGMA INTERFACE
Date:		

Aim:

- *To explore the Figma interface like various tools, layers, assets, pages, design panel to design our product.*

Description:

- **We discovered an array of tools available in the toolbar that empower us to create, manipulate, and enhance the designs for the Sport Sphere app.**

- **We learned the importance of a structured design by understanding the layers panel, effectively organizing design elements, managing layers, and efficiently reusing assets across the Sport Sphere project.**

- **We mastered managing multiple pages, arranging content, and keeping designs organized for different screens or design iterations specific to the Sport Sphere app.**

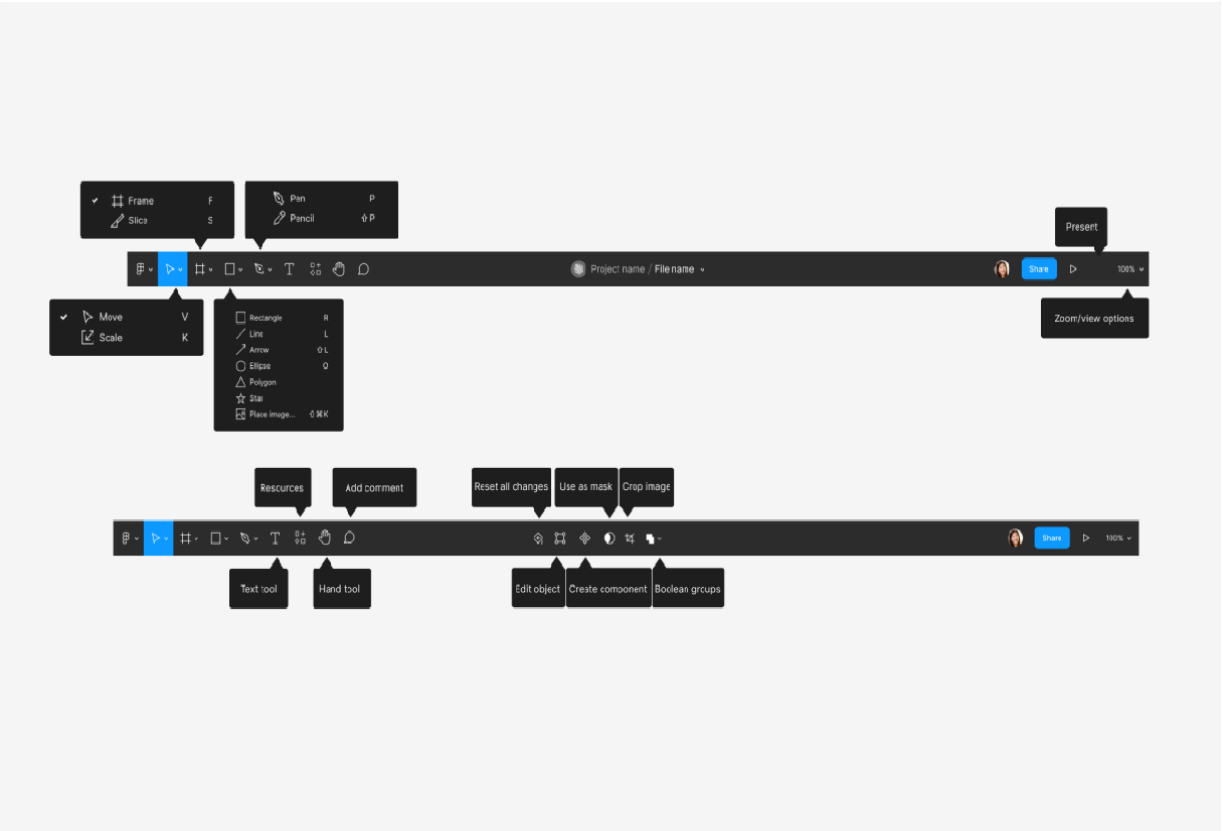
- **We delved into the design panel, gaining knowledge about styling options, color management, and typography. This included insights into applying fills, strokes, shadows, and more to create visually appealing designs for the Sport Sphere app.**

- **Finally, we achieved a solid understanding of the Figma interface and the tools available within it, ensuring we could effectively design and enhance the Sport Sphere app.**

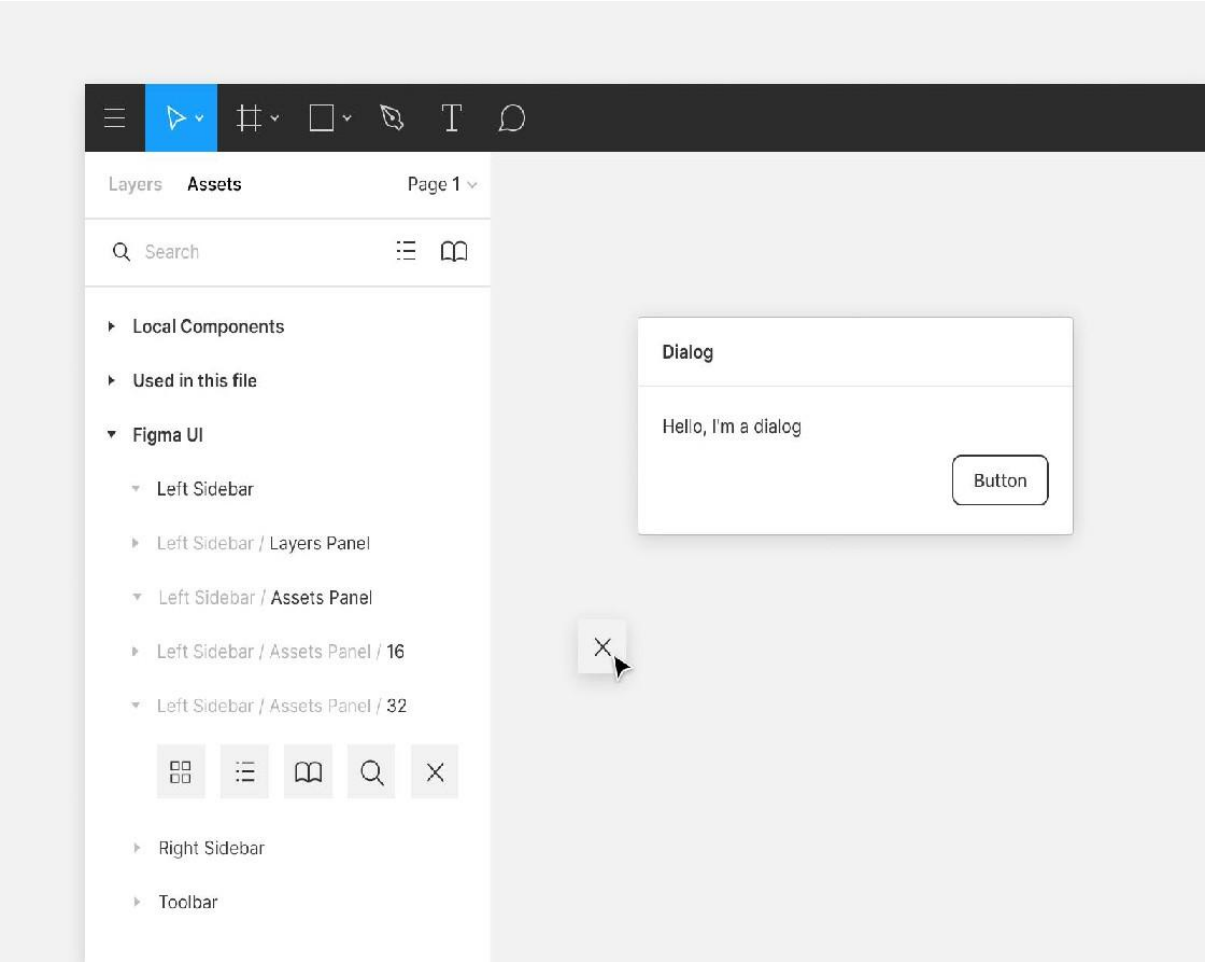
Tools Used:

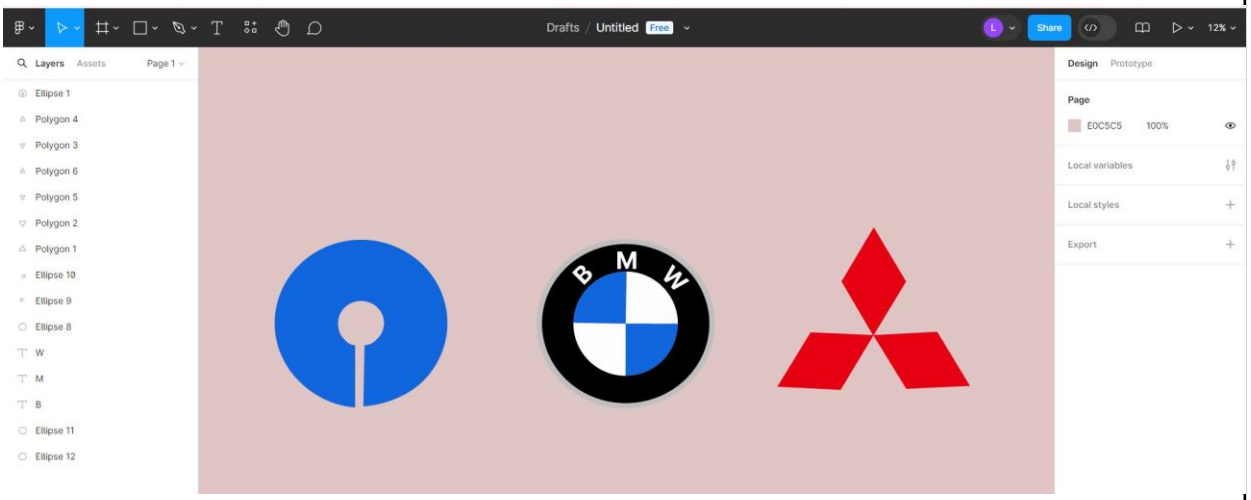
- Figma

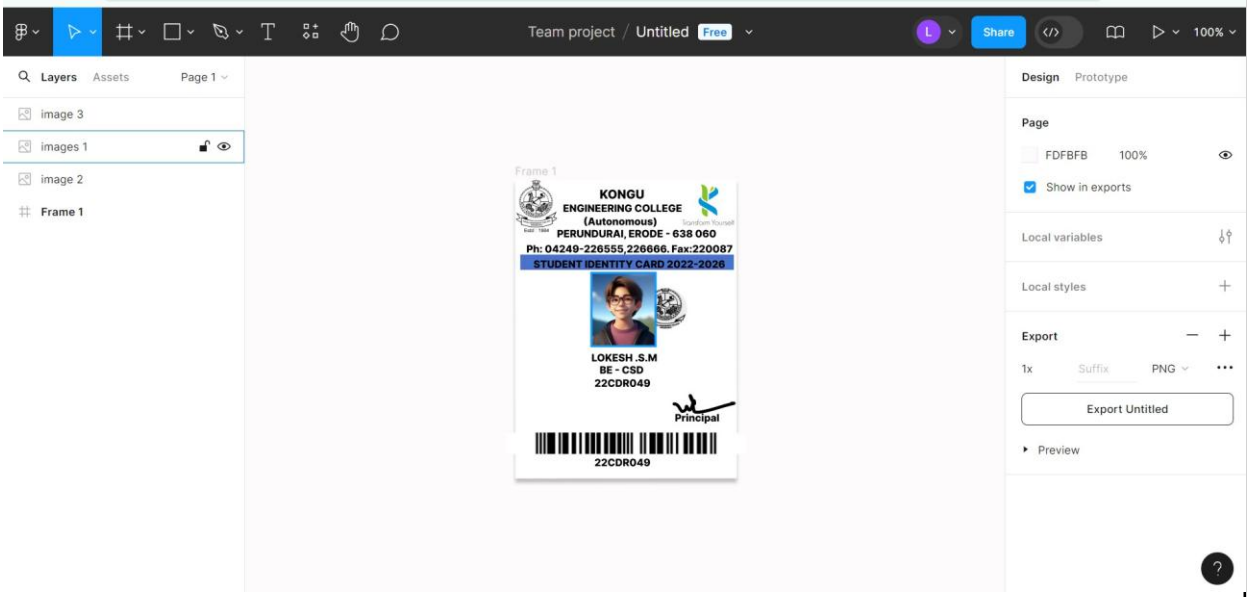
Toolbar:



Assets, Pages, Layers:







RESULT:

Thus, Various tools in the toolbar, Layers, Assets, Pages, Design Panel were explored in Figma interface.

Ex No:	02	DESIGN CONSTRAINTS
Date:		

Aim:

- To apply design constraints to objects in the workflow

Description:

Frame Definition:

- **We defined frames to structure and organize the various screens of the Sport Sphere app effectively.**

Grid and Alignment:

- **We utilized grid and alignment tools to ensure a consistent and balanced layout across all screens of the Sport Sphere app.**

Component Consistency:

- **We maintained component consistency to ensure uniformity and coherence throughout the app's design.**

Constraint-based Layout:

- **We applied constraint-based layouts to make sure the app is responsive and functions well on different devices.**

Responsive Design:

- **We set constraints on images and other elements to ensure they remain responsive, regardless of the device used to access the Sport Sphere app.**

Constraint Application:

- **We applied constraints such as center, top, and bottom to various elements to maintain their positioning and responsiveness.**

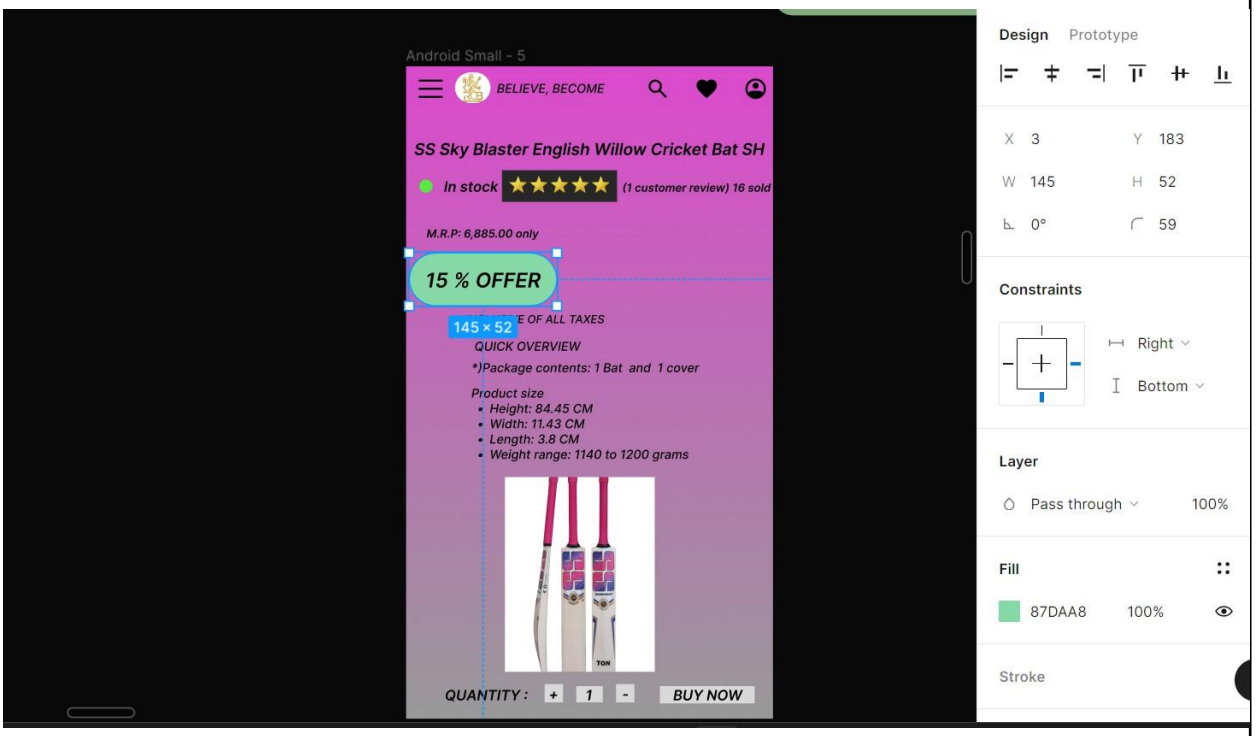
Understanding Design Constraints:

- **We gained a solid understanding of the design constraints available in Figma and how to apply them effectively to objects in the workflow, enhancing the overall design and functionality of the Sport Sphere app.**

Tools Used:

- Frame
- Layout grid
- Auto layout
- Constrain proportions

FIGMA DESIGN:



RESULT:

Thus, Various tools like frame, Auto Layout, Layout grid were applied as design constraints in workflow.

Ex No:	03	FRAMES AND GRIDS
Date:		

Aim:

- To create frames and grids and add it in Figma.

Description:

Frame Creation:

- **Frames are created using the shortcut key 'F'. Frames serve as the screens surfaces that hold the elements and components for the Sport Sphere app, and can vary according to different screen sizes and ratios.**

Adding Grids:

- **To add grids, go to the Layout Grid and select the count, which refers to the number of columns. Grids help focus on the alignment of elements and components inside the frame, ensuring consistency and responsiveness.**

Inserting Icons:

- **Icons are inserted into the frame in accordance with the grid, maintaining proper alignment and organization.**

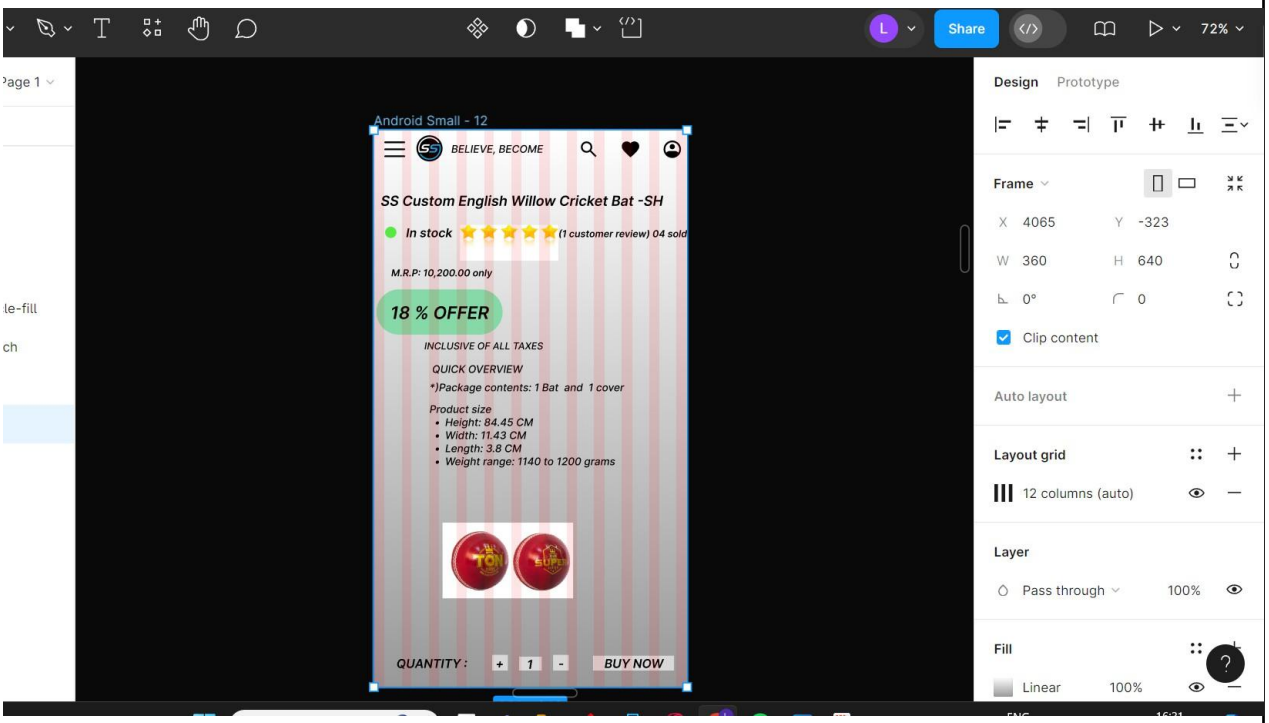
Customizing with Colors:

- **Colors can be added to the grid or elements within the frame as needed to enhance visual appeal.**

Tools Used:

- Layout grid
- Auto layout
- Constrain proportions

FIGMA DESIGN:



RESULT:

Thus, frames and grids were created and added it on Figma.

Ex No:	04	AUTO LAYOUT
Date:		

Aim:

- To apply auto layout to either frames or components in Figma

Description:

Applying Auto Layout:

- **Applying Auto Layout to frames or components in Figma simplifies the design process by automatically organizing and adjusting elements within them.**

Adaptable Design:

- **Auto Layout is applied to four groups, enabling them to adapt to changing content and making it easier to maintain consistent layouts across the StrtUp app.**

Responsive Consistency:

- **When working across different screen sizes and frames, these four groups will auto-align, reducing workload and ensuring consistency throughout the StrtUp app.**

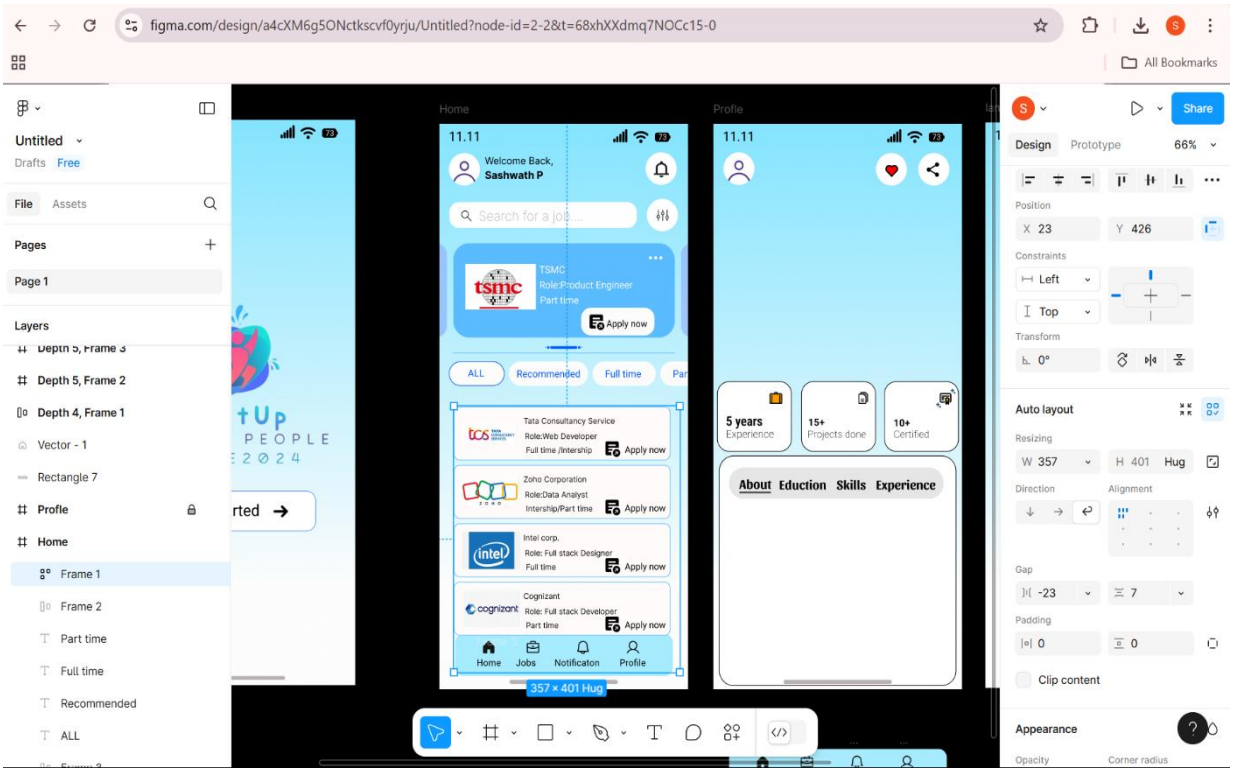
UI/UX Enhancement:

- **Auto Layout is a crucial feature for creating a good user interface and user experience in the StrtUp app.**

Tools Used:

- Figma – Auto Layout feature

FIGMA DESIGN:



RESULT:

Thus, Auto Layout was applied to the frames and components in Figma.

Ex No:	05	FIGMA COMPONENTS
Date:		

Aim:

- To create and use Figma components in the design.

Description:

Consistent Design:

- **Components are created to reuse elements, ensuring a uniform look throughout the StrtUp app.**

Creating Components:

- **To create a Figma component, select the element that needs to be made into a component, then right-click and select "Create Component" or click the component icon in the top middle of the Figma bar.**

Efficiency and Reusability:

- **Using components allows for easy updates and modifications across the StrtUp app, saving time and effort while maintaining design consistency.**

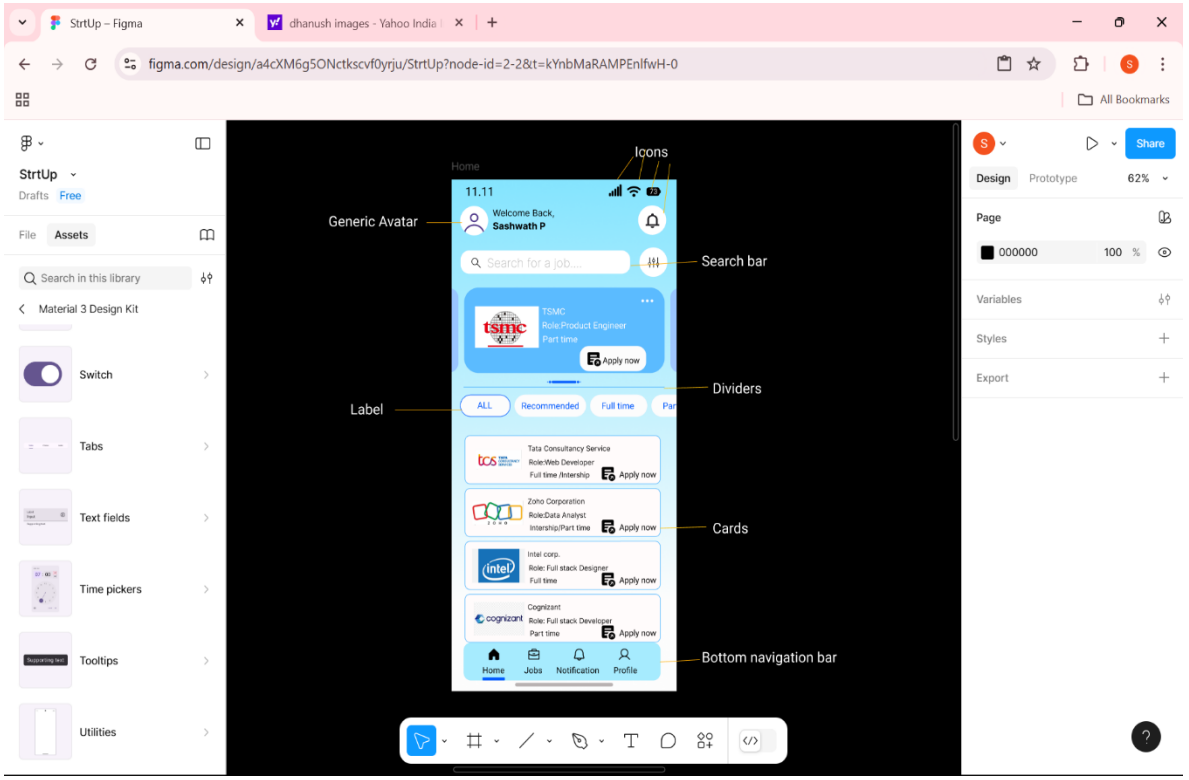
Streamlined Workflow:

- **Implementing components simplifies collaboration and ensures that all team members are working with the same design elements, leading to a more cohesive final product.**

Tools Used:

- Figma
- Figma Components
- Plugins

FIGMA DESIGN:



RESULT:

Thus, Figma components were created and used in the design.

Ex No:	06	STYLE GUIDE
Date:		

Aim:

- To create a style guide for my mobile and web application.

Description:

● Creating a style guide for a project is important because it helps maintain consistency and uniformity throughout the project.

Style Guide Creation:

- **The style guide created for the StrtUp app contains the color palette and typography used in the project.**

Consistency Across the App:

- **The StrtUp app will adhere strictly to the properties defined in this style guide, ensuring consistent design principles are followed.**

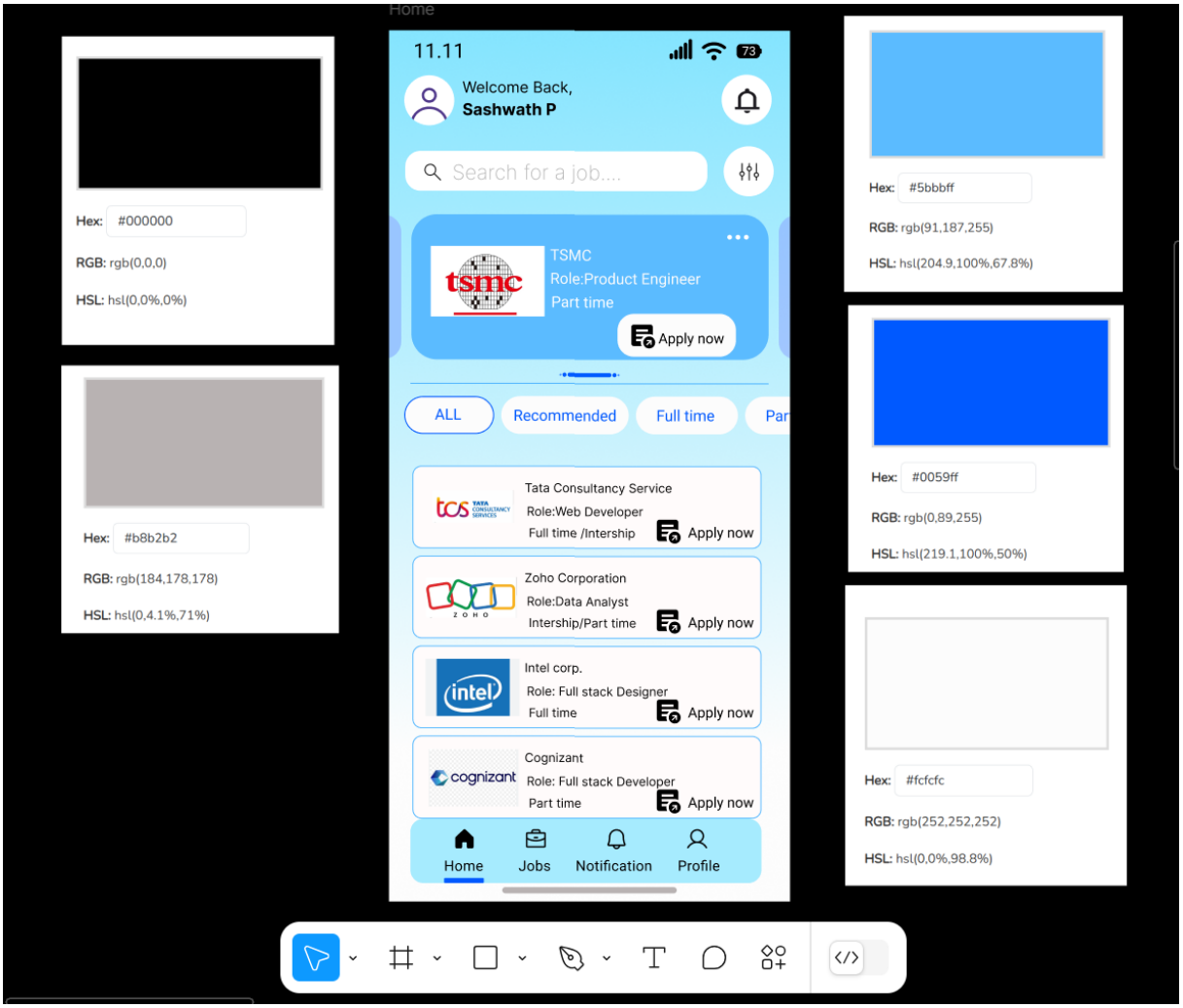
Uniform Design Principles:

● By following the style guide, the StrtUp app will have a cohesive and professional look, enhancing the user experience.

Tools Used:

- Typography
- Colour palette
- Figma

FIGMA DESIGN:



RESULT:

Thus, the style guide for mobile and web applications was created.

Ex No:	07	MOCKUP MOBILE UI SCREEN FOR STRTUP APP
Date:		

Aim:

- To create a mock up mobile UI screens for StrtUp app.

Description:

Create a New Project:

- **Start a new project and choose the appropriate device frame size for the StrtUp app.**

Design App Screens:

- **Use Figma tools to design the mobile app screens for the StrtUp app.**

Make Reusable Components:

- **Create reusable components for consistent elements throughout the StrtUp app.**

Arrange Screens and Create Wireframes:

- **Arrange the screens and create wireframes to establish the layout and structure of the StrtUp app.**

Define Interactions:

- **Define interactions between screens to ensure a smooth user flow within the StrtUp app.**

Share Designs:

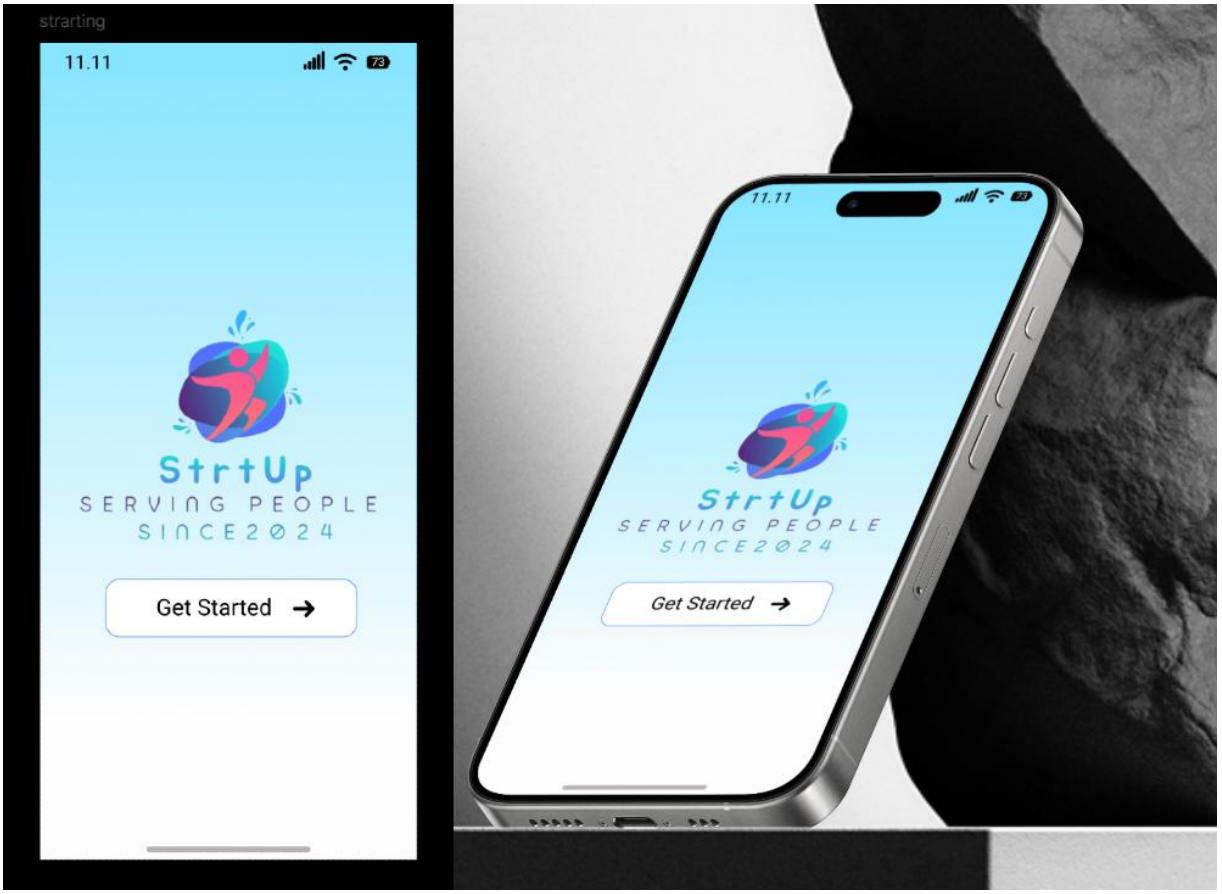
- **Share the designs with the team for feedback and collaboration to refine the StrtUp app.**

Tools Used:

- Selection Tools
- Shape Tools
- Text Tool
- Text Tool
- Frames
- Plugins

FIGMA DESIGN:

Mobile:



RESULT:

Thus, a mock up mobile UI screen for my app was created.

Ex No:	08	MOCKUP WEB UI SCREEN FOR STRTUP APP
Date:		

Aim:

- To create a web mobile UI screen for StrtUp app.

Description:

Create a New Project:

- **Start a new project and choose the appropriate device frame size for the StrtUp app.**

Design App Screens:

- **Use Figma tools to design the mobile app screens for the StrtUp app.**

Make Reusable Components:

- **Create reusable components for consistent elements throughout the StrtUp app.**

Arrange Screens and Create Wireframes:

- **Arrange the screens and create wireframes to establish the layout and structure of the StrtUp app.**

Define Interactions:

- **Define interactions between screens to ensure a smooth user flow within the StrtUp app.**

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Share Designs:

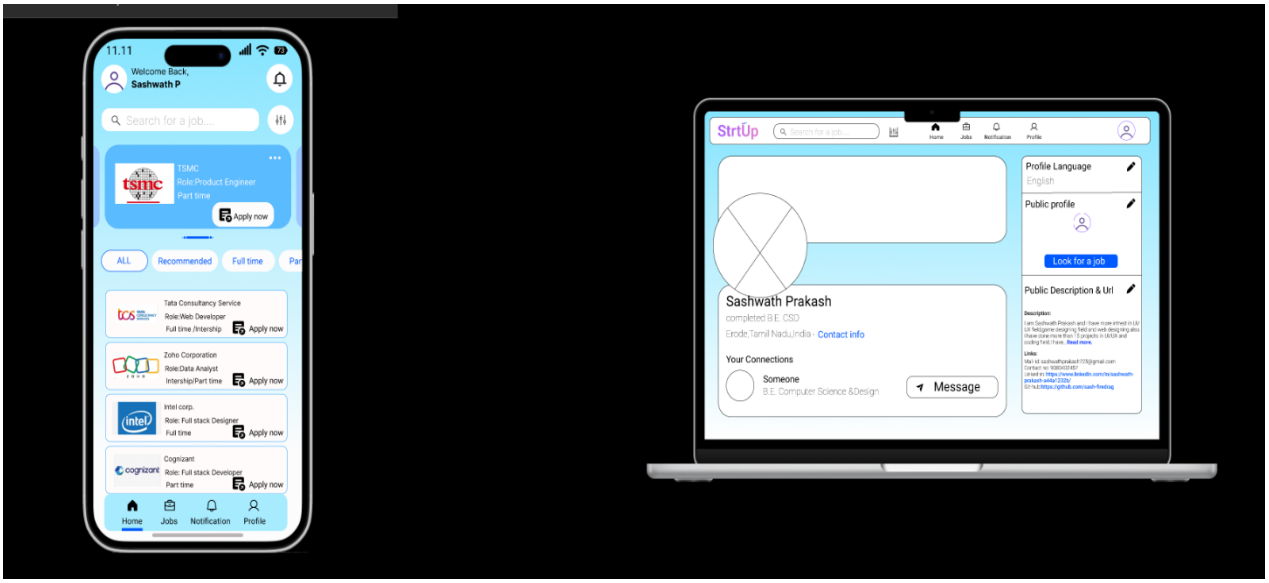
- **Share the designs with the team for feedback and collaboration to refine the StrtUp app.**

Tools Used:

- Selection Tools
- Shape Tools
- Text Tool
- Text Tool
- Frames
- Plugins

FIGMA DESIGN:

Web:



RESULT:

Thus, a mock up web UI screen for my app was created.

Ex No:	09	PROTOTYPE / INSPECT PANEL
Date:		

Aim:

- To create a prototyping in Figma using prototype and inspect panel.

Description:

Frame Linking and Interactive Component Design:

- **Implement frame linking and design interactive components to enhance user navigation and experience in the StrtUp app.**

Transitions, Overlays, and Smart Animations:

- **Design and apply transitions, overlays, and smart animations to create engaging user experiences within the StrtUp app.**

Inspect Panel Utilization:

- **Dive into the Inspect Panel to extract precise design details and developer-friendly attributes, ensuring accuracy and consistency.**

Efficient Code Extraction Techniques:

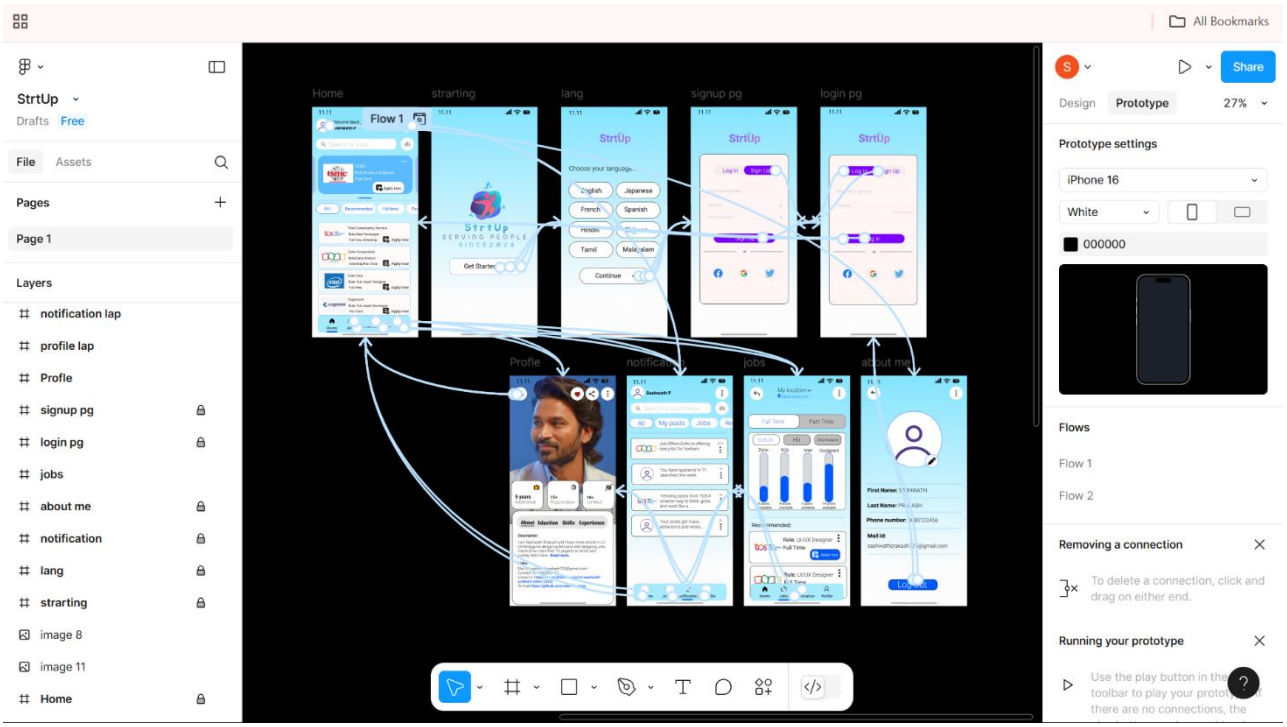
- **Learn and implement efficient code extraction techniques for smooth collaboration between the design and development teams, facilitating seamless integration and development.**

Tools Used:

- Figma
- Prototype
- Inspect

FIGMA DESIGN:

Prototype Panel:



RESULT:

Thus, the prototype for my app was created.

Ex No:	10	PROTOTYPE OF STRTUP APP
Date:		

Aim:

- To create a prototype for StrtUp app mobile and web application.

Description:

Prepare Mock-ups:

- **Import detailed mock-ups of the StrtUp mobile and web interfaces into Figma. Organize mock-ups into frames representing different screens and features of the StrtUp app.**

Linking and Navigation:

- **Utilize the Prototype Panel to link interactive elements, creating intuitive navigation paths. Define interactions (e.g., On Click) and transitions (e.g., Slide, Smart Animate) for a seamless user experience.**

Responsive Design:

- **Adapt the design for responsive layouts, ensuring a consistent user experience across various screen sizes (mobile, desktop). Create separate frames for each responsive version and adjust layouts accordingly.**

Animations and Transitions:

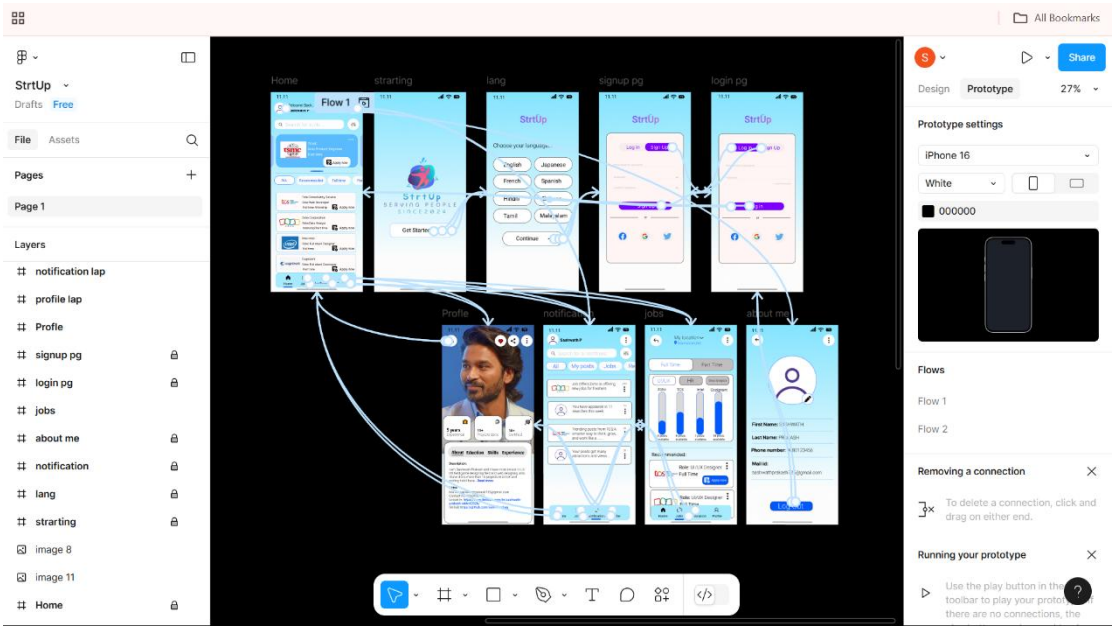
- **Use transitions like Fade and Dissolve for smooth screen changes, mimicking real-world interactions.**

Tools Used:

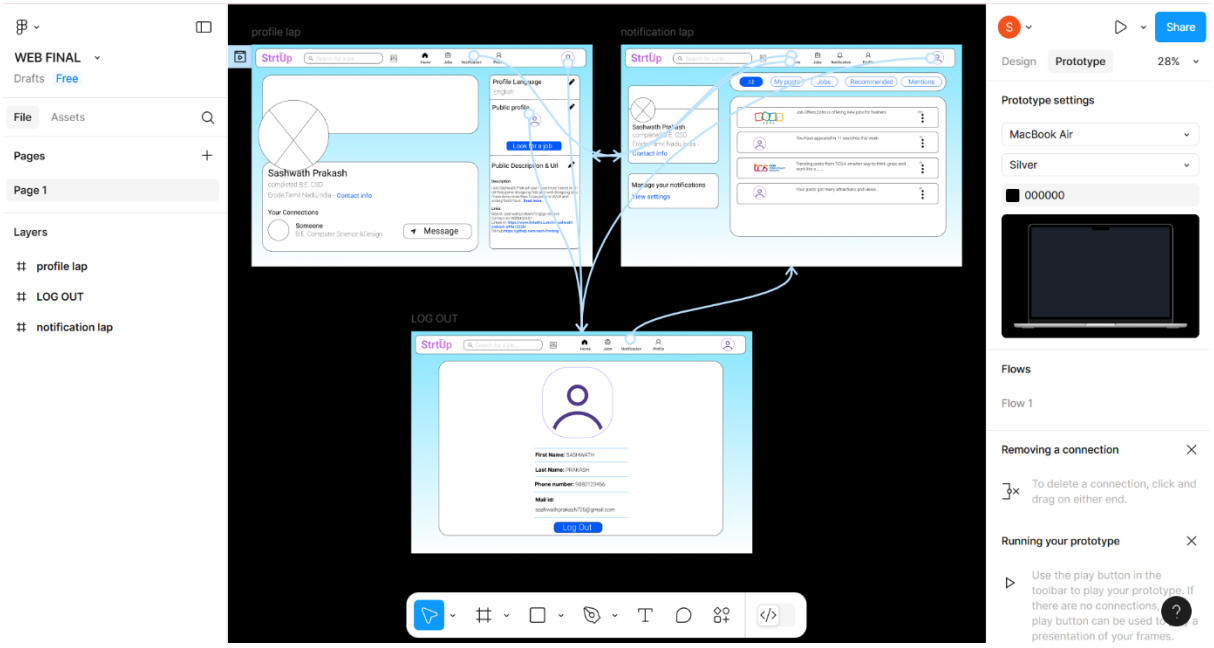
- Figma
- Prototype panel
- Animation and Transition Effects
- Components

FIGMA DESIGN:

Mobile:



Web:



RESULT:

Thus, a mock up web and mobile UI screen for StrtUp app was created.

Ex No:	11	MICROINTERACTIONS
Date:		

Aim:

- To create a Micro Interactions in Figma.

Description:

Conceptualization:

- **Brainstorm micro interaction ideas that align with the StrtUp app's purpose and user experience goals.**

Design Elements:

- **Choose icons and visual elements that complement the micro interaction concepts, ensuring they enhance the overall design.**

Figma Tools and Features:

- **Utilize Figma's component feature to design micro interactions for various inputs within the StrtUp app.**

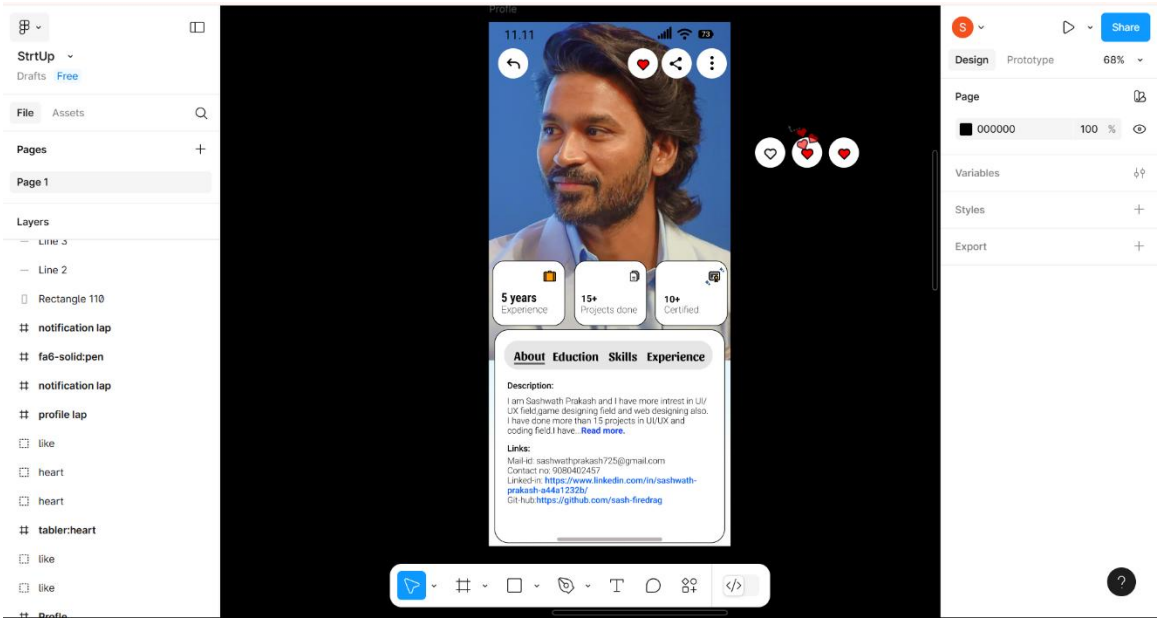
Animation and Timing:

- **Implement animations with appropriate timing and easing to ensure a natural and intuitive feel. Experiment with different animation types, such as hover effects, button presses, or subtle transitions during state changes, to enhance user engagement.**

Tools Used:

- Figma
- Animation Effects
- Components

FIGMA DESIGN:



RESULT:

Thus, the micro interactions for my application was created.

Ex No:	12	PORTFOLIO
Date:		

Aim:

- To create a portfolio for your mock-up mobile and web project.

Description:

Content Curation:

- **Select and curate the best mock-up designs for the StrtUp mobile and web interfaces.**

Visual Design:

- **Design a clean and intuitive layout for the StrtUp app, ensuring easy navigation for users. Utilize a consistent color scheme and typography to enhance brand identity and readability.**

Project Showcase:

- **Present each feature of the StrtUp app with clear descriptions, outlining the design process, solutions, and key features. Include high-quality images of mock-ups, emphasizing UI details and interactive elements.**

Interactive Elements:

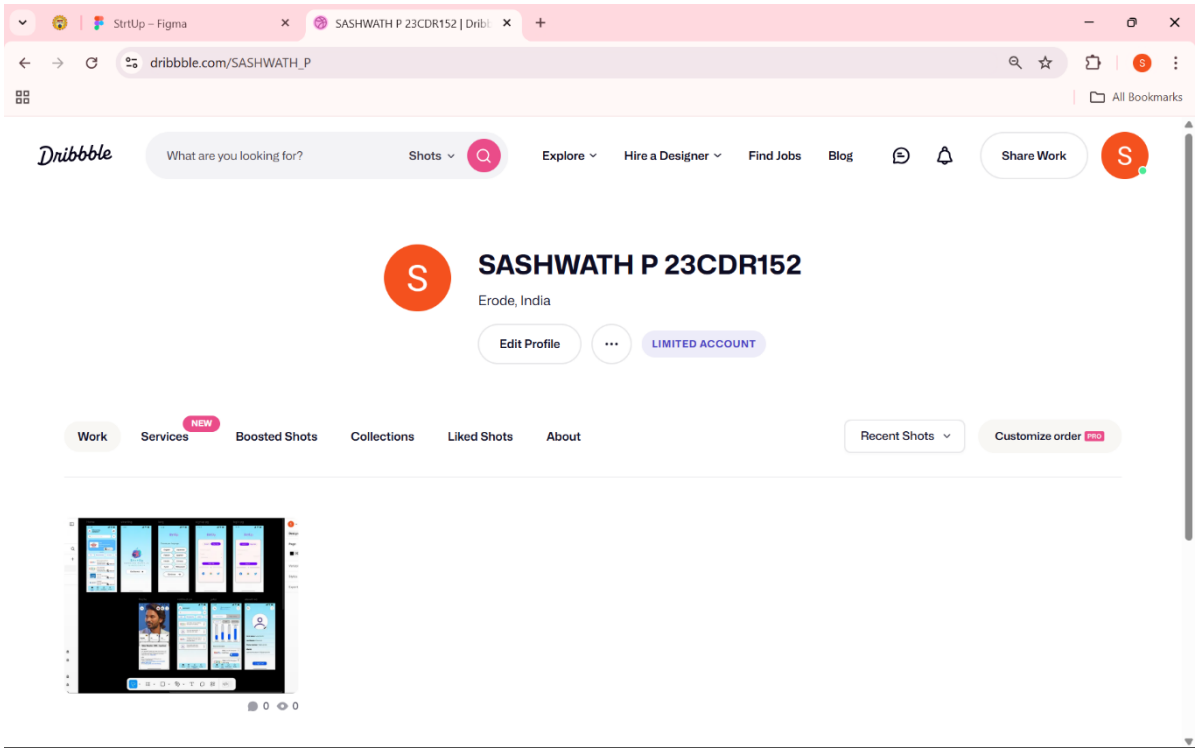
- **Include clickable prototypes or interactive demos of selected features,allowing users to experience the StrtUp app designs first-hand.**

Tools Used:

- Figma
- Components
- Dribble

FIGMA DESIGN:

DRIBBLE:



RESULT:

Thus, my portfolio in dribble was created successfully.