



Figma is the **first** interface design and prototyping tool **based in the browser**.

Sketch Off-line tool - Desktop App



It works in web browsers, but there is also a **desktop app** that let you work off- line.

Figma don't offer a full off-line experience. Any files you currently have open in the desktop app can be edited while you're offline. When you're back online the changes you made should sync. However, you won't be able to import any files if you are not currently online.



Everything in one place

- Design
- Prototyping
- Handoff
- Feedback
- Versioning



Sketch

- Design
- Prototyping InVision, Marvel etc
- Handoff Plugin (Zeplin)
- Feedback Plugin (Sketch Focus)
- Versioning Abstract



Real-time collaboration between the members of the team. They can work on the same file, share ideas instantly, test and make updates on the fly.

Sketch

You need other platforms, e.g. Abstract, to share files.





Figma includes everyone in the process by sharing **a single, live URL** that works on any platform. It works on **Windows, Mac** and **Linux**.

Sketch

It is available only for Mac users.



The Starter Plan is free:

3 projects, 2 members, unlimited file storage, unlimited free viewers and 30 days of version history.

Sketch

No free version.



Other features

- Figma font installer: Figma uses Google fonts, but you can also add your own by installing an add-on. It is
 an incredibly smart move, since collaborators won't need to download extra fonts when they jump in.
- Figma is able to import Sketch files extremely accurately: artboards, groups and layers are left intact
 with their exact names, grouping and properties, including multiple borders, shadows and effects like
 Blending modes and Background Blur.
- Liveshare: if you click on someone's avatar, you get to see what they're seeing on their screen and follow their cursor around. This works just like InVision Liveshare.
- Dropbox Paper: you can embed Figma projects in Dropbox Paper.

Tangible

The user interface is almost an **exact replica of Sketch**. This is a good thing
for users, it just means that Sketch has
set such a powerful standard that
both Adobe XD and Figma have no
hesitation following.



Styles

The Styles feature allows you to define a set of properties of an object. Whenever you make a change to a Style's property, like updating the text color from red to blue, any objects using that Style will be instantly updated.

You can use Styles to determinate:

- Color
- Text
- Effects
- Layout Grid



In Figma, you can apply **multiple styles to the same text box**, simply by highlighting a portion of the text.

Sketch

You can't apply multiple styles to the same text box.



Styles can be **shared** by publishing them to your **Team Library**. This allows you to easily establish and maintain consistent styles across your team projects.

Team Library

You can share and update collections of components across projects. This feature is not included in the Starter Plan.



Group / Frame / Artboard

- Group: it is merely a group of things a group is not an object itself, meaning that a group doesn't affect
 constraints or has explicit bounds.
- Frame: it is a container it has its own size, it manages constraints and can clip (or mask) its contents.
- Artboard: it is a specific way of working—you can simply draw a rectangle and call it an "artboard", or
 you can make a frame and call that an "artboard".



Components

Sketch has Symbols and Figma has Components.
The difference is that components are more flexible than symbols, which means we can do more with less of them.
Every component has a description field.



Le proprietà di ogni layer in un componente possono essere modificate, senza doverlo rompere.

Nasce il significato di **istanza** e di **master component**.

Sketch

Si può sostituire un simbolo con un altro, ma non si possono modificare le sue caratteristiche (ad es. il colore di bg, lo spessore del bordo etc). Quindi bisogna creare n variazioni di un simbolo o romperlo per poterlo modificare.



Istanza

Le proprietà modificabili di un'istanza

- Testo
- Riempimento
- Bordo
- Effetti

I vincoli e la dimensione non possono essere modificati.



Gli elementi della stessa categoria vengono **raggrupparti in un frame**, il quale viene nominato col nome della categoria stessa.

Più semplice e immediata la categorizzazione degli elementi e una successiva modifica/riorganizzazione se necessario.

Sketch

Importante il naming di ogni singolo simbolo, perché ti permette di creare categorie di simboli.



I componenti sono mostrati come una lista di **thumbnails** e vengono inseriti/sostituiti con un **drag & drop**.

Sketch

I simboli si inseriscono da un menu innestato composto da una lista dei nomi dei simboli.



I master components vengono editati **all'interno della vista** in cui si è.

Sketch

Si viene rimandati a una pagina separata.



You can access and modify the properties of any layer in a component without detaching it from the master.

Figma introduces the idea of master component and instance.

Sketch

You can replace a symbol with another one, but you can't change a property without breaking it or starting from scratch.



Instance

You can edit these properties:

- Text
- Fill
- Stroke
- Effects

Constraints and Size can't be modified in order to preserve consistency.



You don't have to worry about a naming structure (i.e. Icons/ Search) as you're creating components.

To create a category of components, just **group them in a frame** and **name that frame** whatever the category is. That means it's easy to reorganize things later just by dragging components around.

Sketch

Importance of the naming structure (i.e. Icons/Search) in order to organize categories of symbols.



You can find (and see!) components as a **list of thumbnails**. To add a component to a screen or to swap an instance, just **drag and drop** to the canvas.

Sketch

You have to think about a naming structure to navigate a nested menu of symbol names.



You can edit the master component in context of the **larger** view.

Sketch

You have to go to a separate page to make edits.



Constraints

You can set up the constraints by pinning against the borders, or setting the element to center.

It's essentially like Sketch's Pin to corner and Resize object but more visual and intuitive.

ingi

But ... No Stacks in Figma!



Prototyping

There is a clickable prototyping feature that's similar to Craft + InVision.

Figma prototypes are **living** documents: when you make changes to the original design, they'll be reflected instantly in your prototype.



Prototyping

- Transitions: add common transitional animations as you move between frames.
- Device frames: add a range of containers from iPhone to Android to Apple Watch on your designs.
- Fixed objects: you can attach objects like status bars or buttons to the top, bottom or even sides of a
 frame with constraints.
- Vertical and horizontal scrolling: you can enable scrolling through individual shapes within a parent frame, which can itself be scrollable.



Feedback

Anyone with the link can add comments anywhere on the design, similar to how commenting works in InVision.

You can tag people in comments, mark comments as resolved, and even integrate with Slack.

Sketch

Only using Sketch Focus or Zeplin.



Coding

Engineers can inspect, export, and copy **CSS**, **iOS**, **and Android code**. They can get:

- Colors
- Typography
- Dimensions
- Assets

Sketch

You can use Zeplin.

Tangible

Pro

- Google fonts and Figma font installer
- Real-time collaboration
- Instances
- Layout grid styles
- Team libraries
- · Description field for every component
- Feedback
- Prototyping

Tangible

Contro

- Instances
- Plugin
- Real data
- Subscription



Thanks



