

Figma

Figma

What are Figma's Strengths and Weaknesses

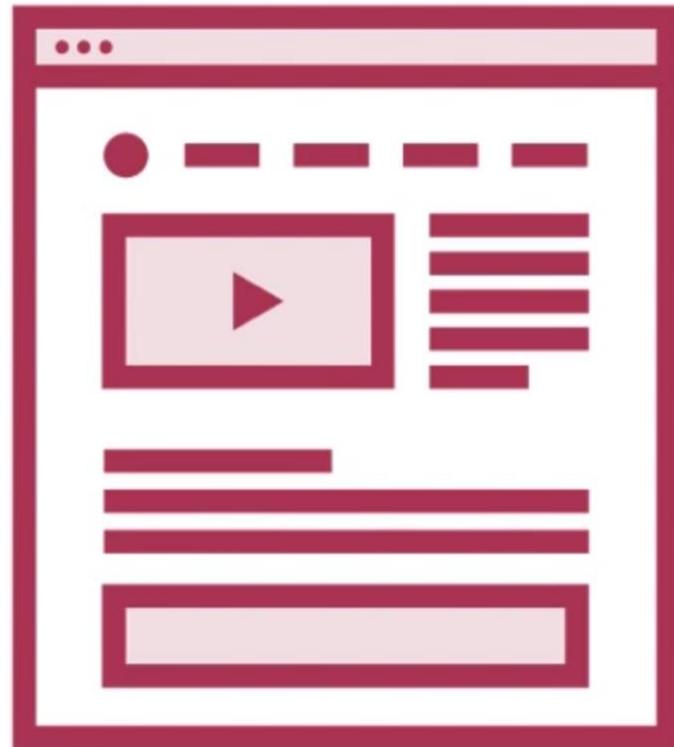
Quick overview of the interface and canvas

Basic shape Creation

Object Customization

Typography

UX Design Creating Wireframes

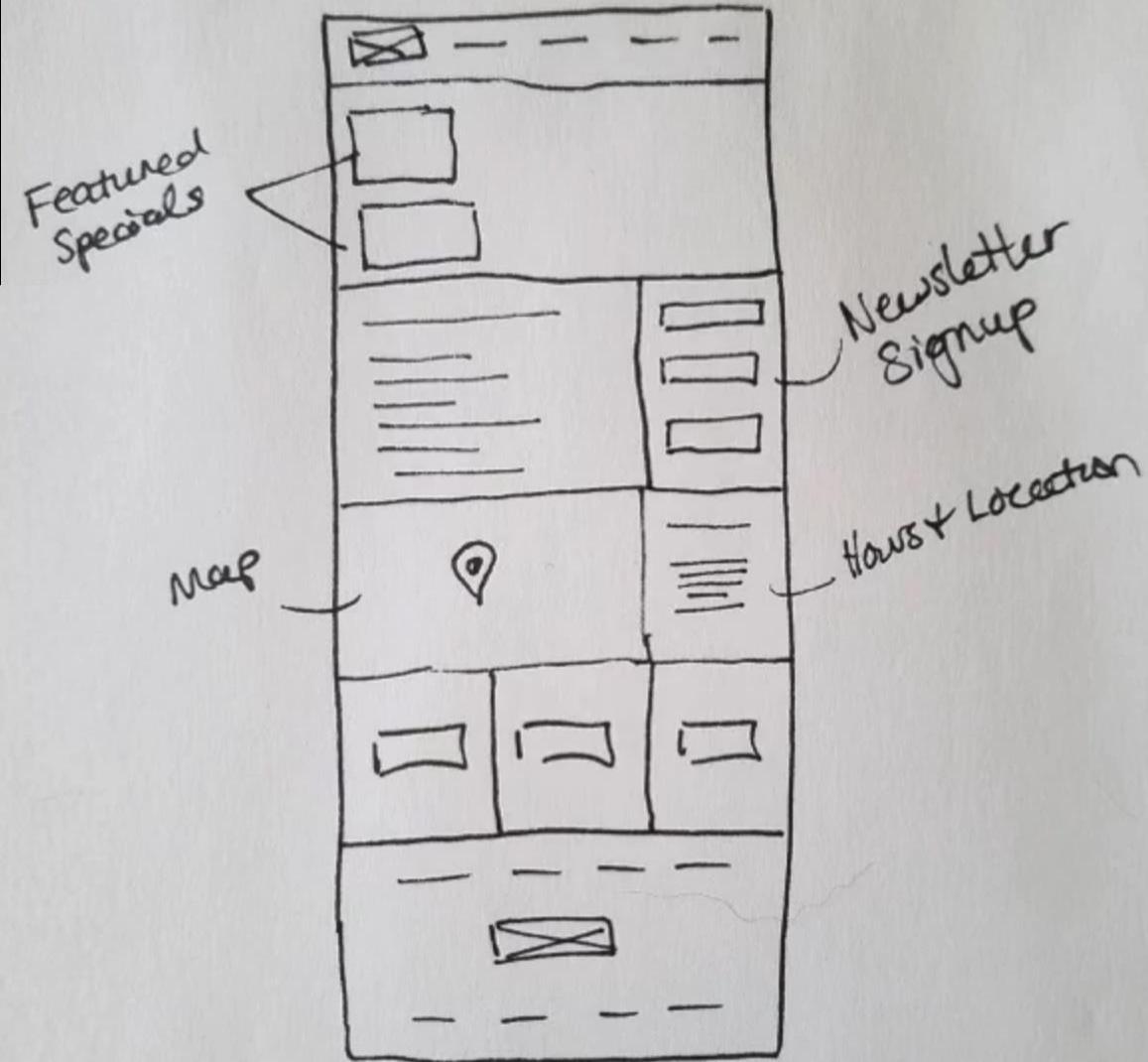


Like a blueprint for a site or app's layout

Shows important functionality

Conveys content types and grouping

Shows information hierarchy



Martin's
Steakhouse

Menu Events Virtual Tour About Blog

A Fine Dining Experience Like No Other

Martin's Steakhouse San Antonio has been voted Best Steakhouse for 3 years running. Come see what makes us special.

[VIEW OUR MENU](#)

Martin's Steakhouse

Martin's Steakhouse is the premier steakhouse in San Antonio. We carry the finest cuts of USDA beef, and our wine menu is unparalleled in the area. If you are in town for business or an event, our complimentary shuttle service can pick you up anywhere with a 5 mile radius!

Happy Hour is from 4-7 Monday through Friday. Our tasting cocktail menu changes monthly. There is live music in the bar area Thursdays and Fridays from 10pm until midnight. We have three private dining rooms that can accommodate up to 20 guests. Special charges may apply.

[VIEW OUR MENU](#)

Sign up for Specials & Events

To stay up to date on events and live music, plus to receive information on our latest special offers and discounts, sign

[SIGN UP](#)

Hours and Location

346 N Main Ave
Suite 101
San Antonio, TX

555-285-4398

[WINE AND BAR MENU](#)

[FOOD MENU](#)

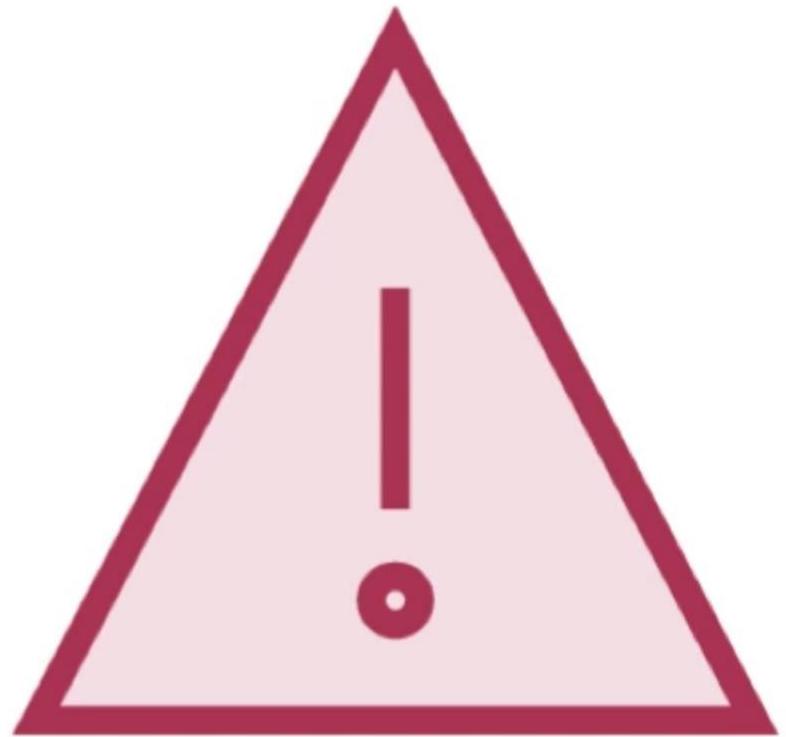
[EVENT CALENDAR](#)

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Martin's
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It's also important to understand what wireframes are *not*.



Visual design

Typography

Iconography

Photography

DISCOVERY



RESEARCH



DESIGN



- Quickly generate ideas**
- Aids discussion**
- Show content hierarchy**
- Establish key functionality**

Static Wireframing Tools

Pen & paper

Balsamiq

Omnigraffle

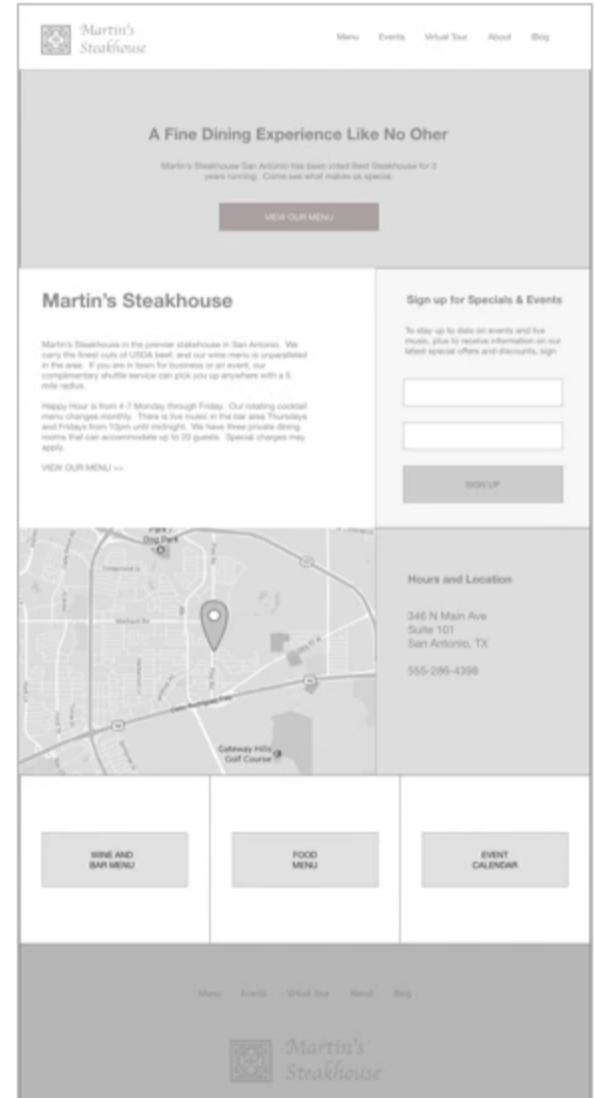
InVision

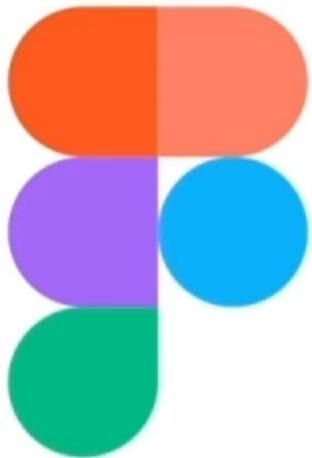
Sketch

Adobe Illustrator

Adobe Photoshop

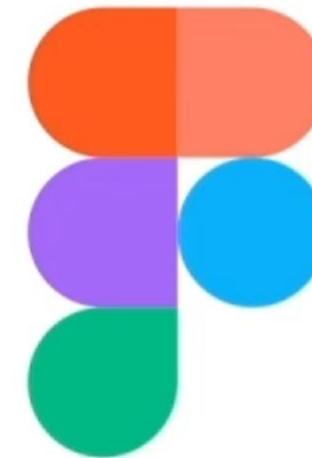
Adobe XD





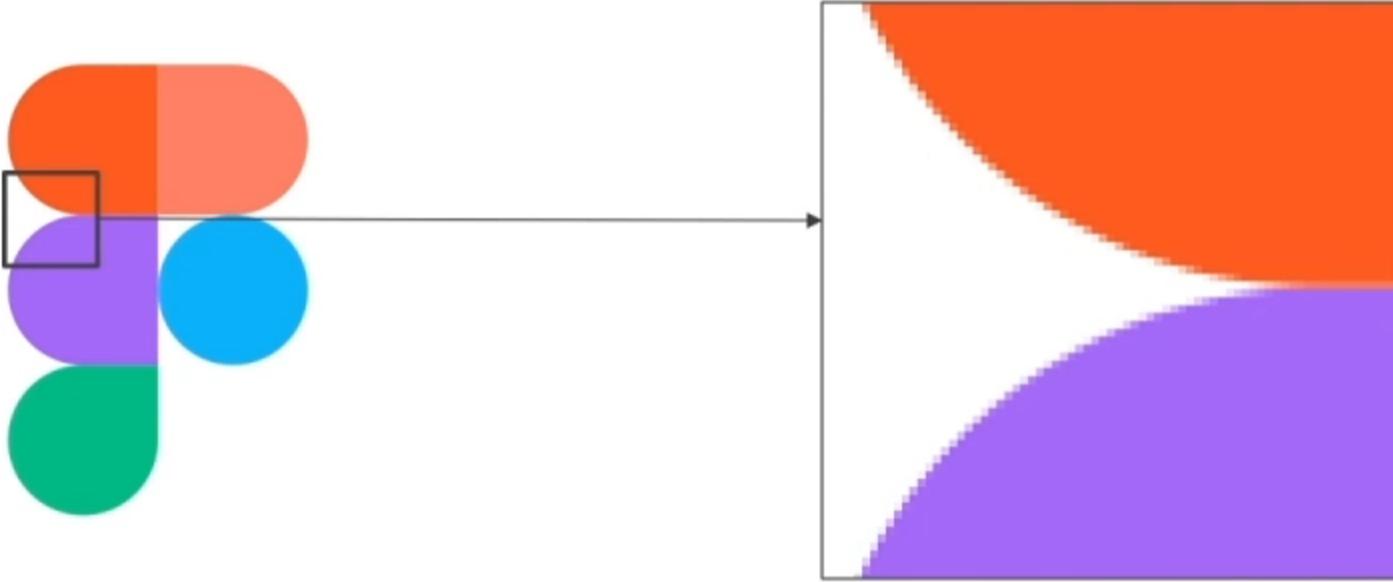
Raster Graphic

Drawn with Pixels

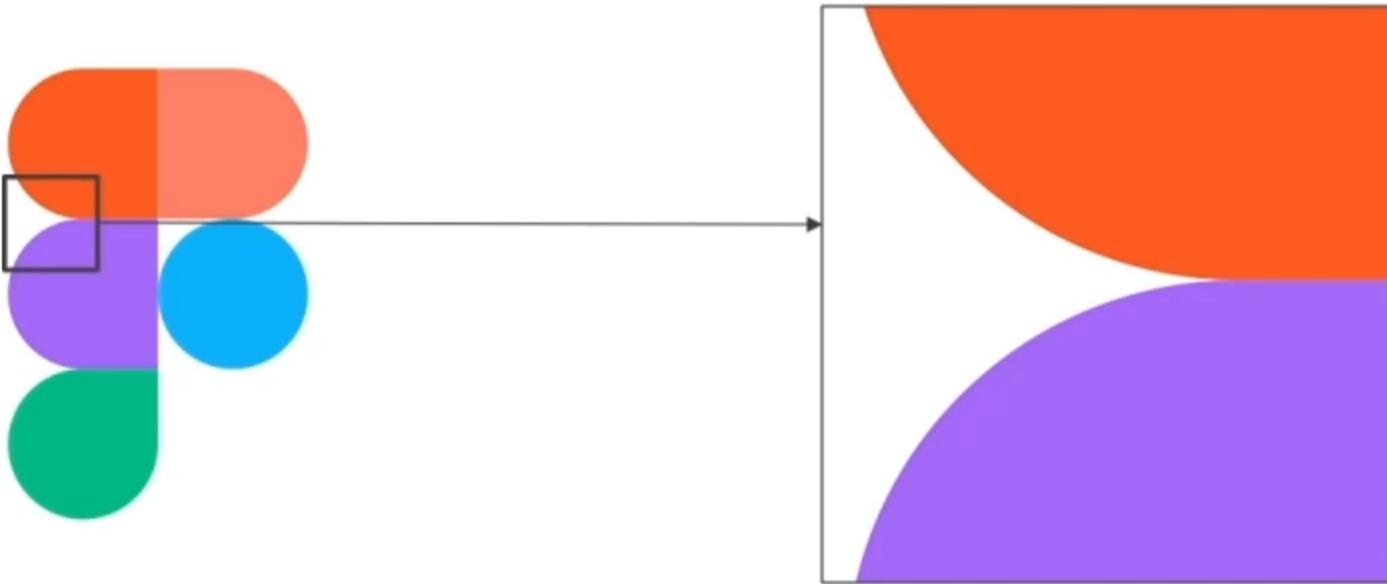


Vector Graphic

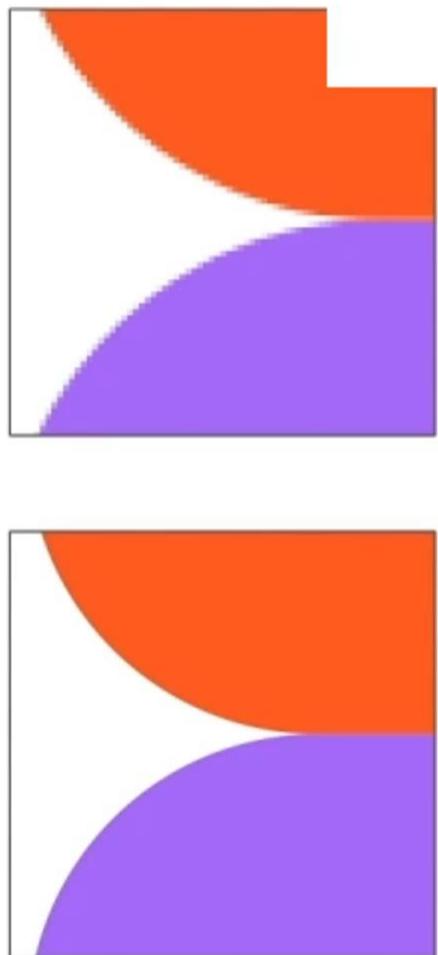
Drawn with Math



Raster Graphic
Drawn with Pixels



Vector Graphic
Drawn with Math

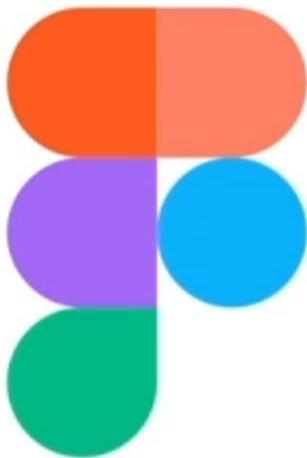


Vector is best for simplistic forms and shapes

Raster is best for heavy graphics and complicated imagery

Most design applications generally cater to one or the other.

Figma



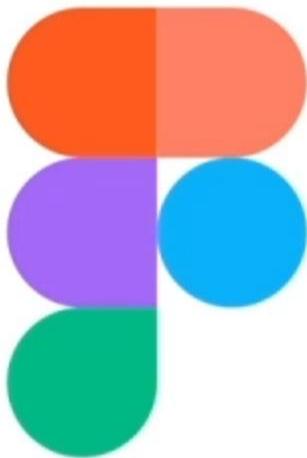
New era of design tools:

- Heavily leans towards vector art
- Missing outdated artist-centric tools of yesteryear

Allows for building small and exporting big

Helps design in broad strokes, skipping intricate design detail

Figma



Completely web-based

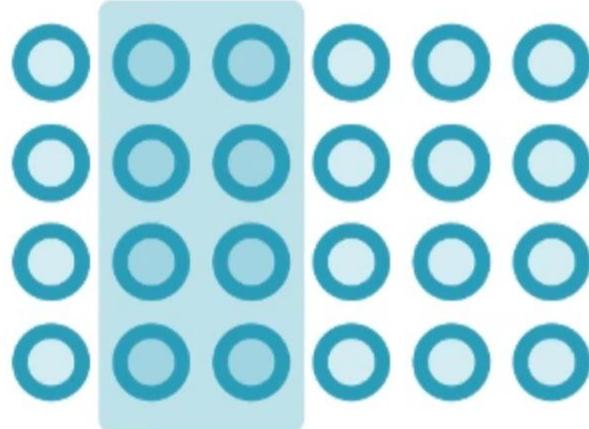
- Works on every operating system
- Requires always on internet
- ...but auto-save and back ups

Multiplayer

- Multiple people working on the same file at once

Free

Layer Styles

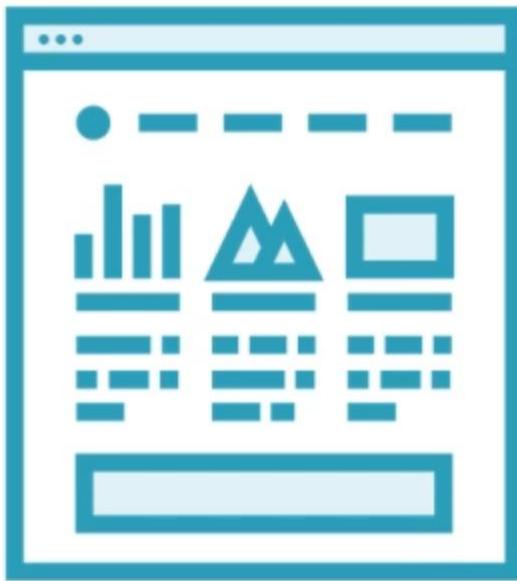


Efficiency is key, and layer styles in Figma help facilitate this

Layer styles save a master property, and apply it to another layer quickly

Updates made to the master, automatically update where it's applied

Design Systems

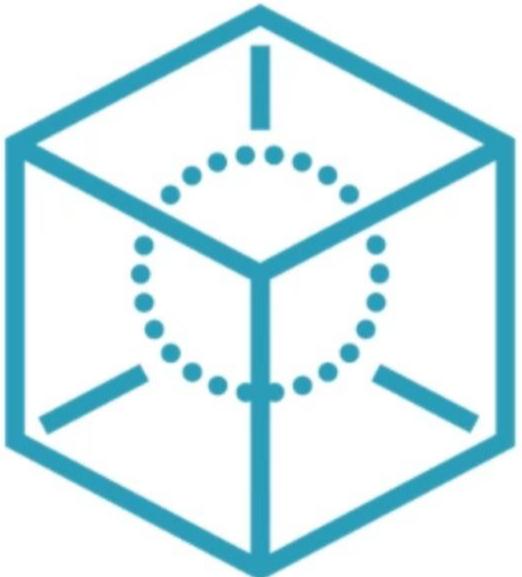


Define a finite set of similar colors, typography and styles that can be repeated

Ensures consistency throughout our app, and speeds up design

Makes iteration time quicker and less thought inducing

Constraints

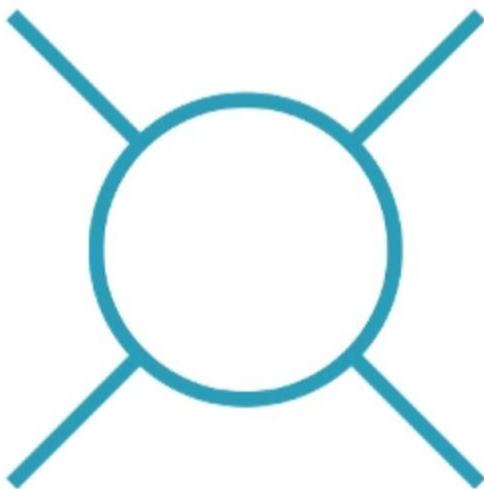


We must ensure our designs display correctly on all screen sizes and ratios

Creating multiple designs for this is not sustainable

Constraints allow us to design once and create reactive and elastic systems

Guides



Guides help align layers and objects throughout our projects

Thing red lines that ensure everything can be precisely where you want them

Guides don't appear on exported assets

How Components Work

MASTER COMPONENT

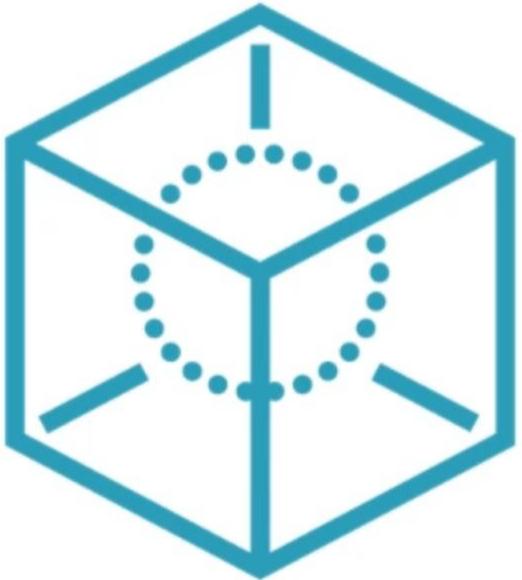
SHOP NOW!

COMPONENT INSTANCE

SHOP NOW!

COMPONENT INSTANCE

SHOP NOW!



Components

**Anything we do to a master component,
including adding constraints, will transfer
over to any instances of it as well**

Prototyping



A good designer is valuable, but interactions bring an app to alive.

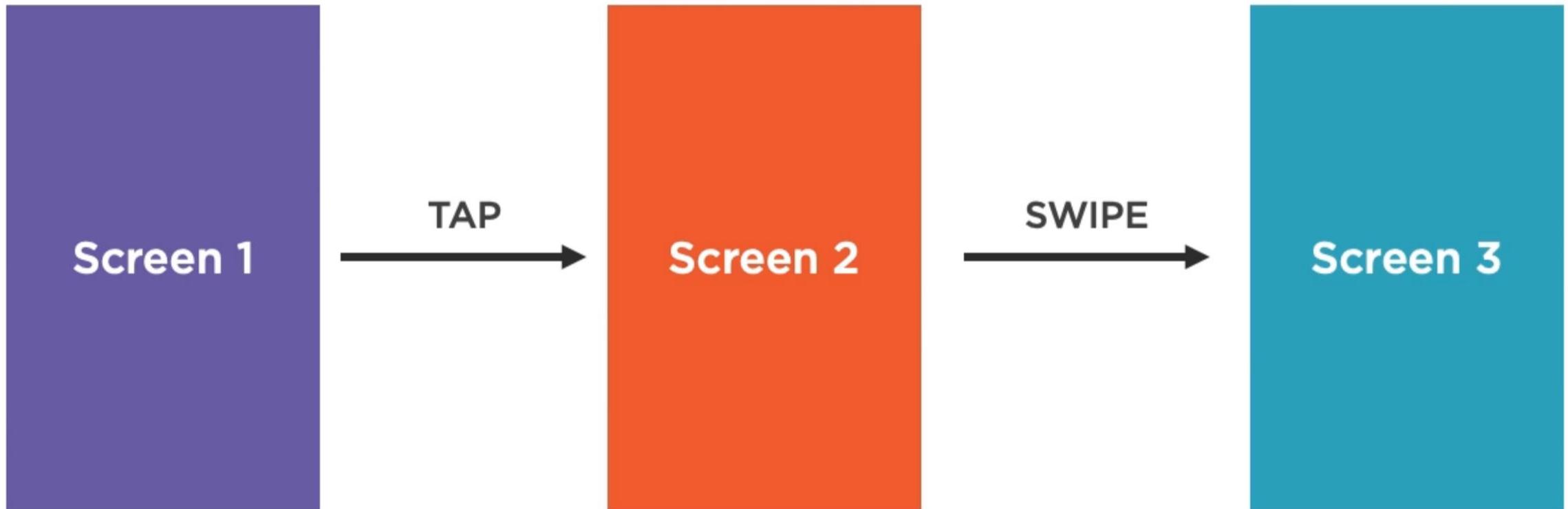
It helps address key concerns like...

- Where does this button go?
- How are errors displayed?
- Where does a success take us?

Typically called “Interaction Design”

Prototyping replicates how users will interact with our designs

Prototyping



Prototype Components

Hotspot

Where the interaction
will take place

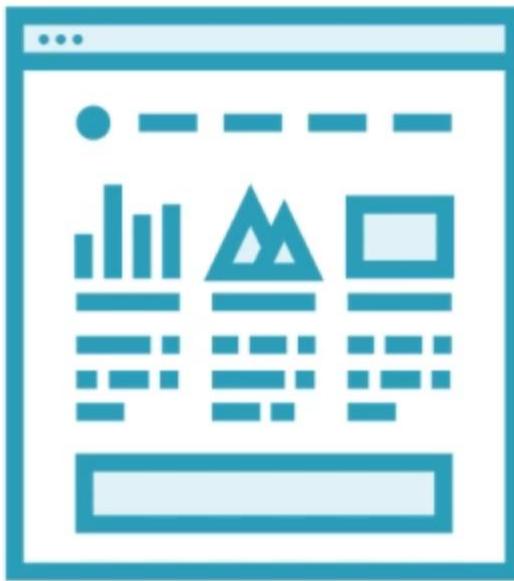
Connection

Arrow connecting
hotspot to destination

Destination

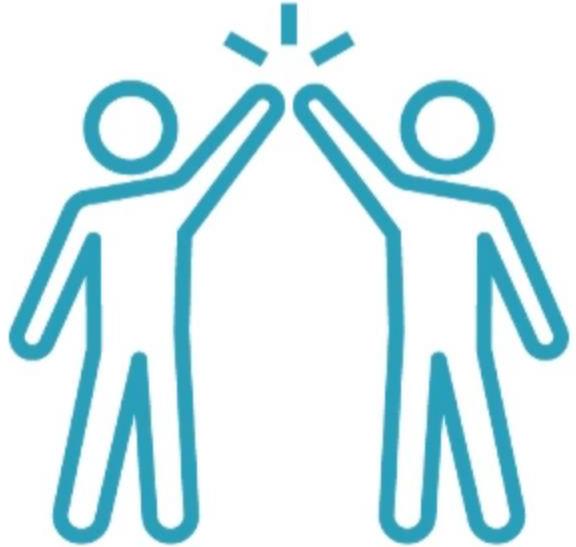
The next step in
prototype

Assets in Application Frameworks



Many can draw our designs right in the code, and do not require explicit assets
Helps improve performance, and reduces reliance on designers

Design Systems



Design systems consist of reusable components, colors, and font styles

This ensure consistent look and feel across the design

Vital for team with 2 or more

Libraries



Libraries becomes the “Source of Truth”

Publishing libraries helps share a design system with other designers

Libraries



Libraries are living files, and updates to it are pushed to everyone using it

Users can optionally update or use an older version of the library

Talk with fellow designers to determine a library strategy

Auto Layouts
Horizontal Scrolling

Smart Animate



Matches layers between frames, recognizes the differences, and automatically animates them

Creating animated prototypes automatically, all in-app

Useful for loading, parallax, gestures, and more