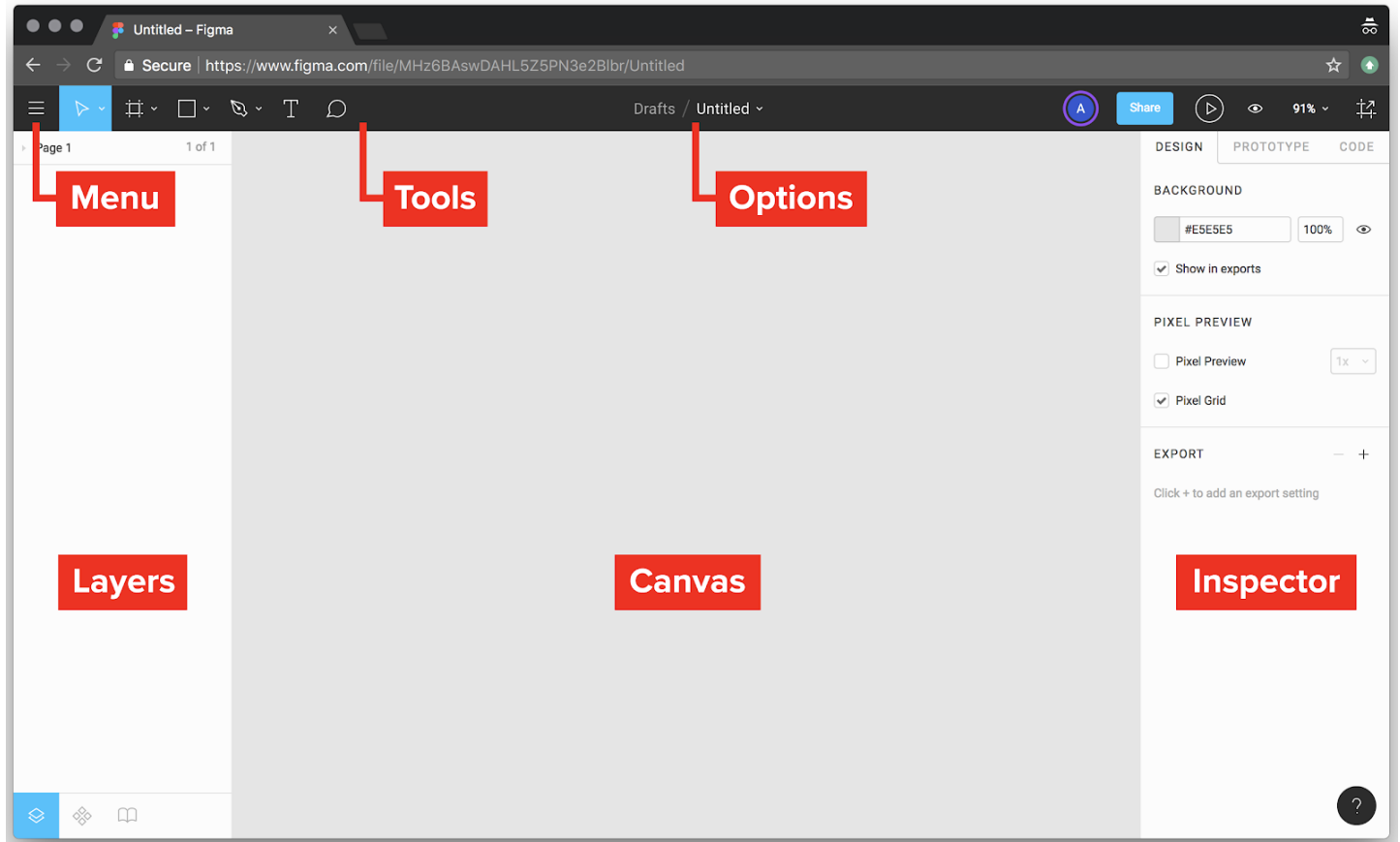


REF #2 Figma Basics

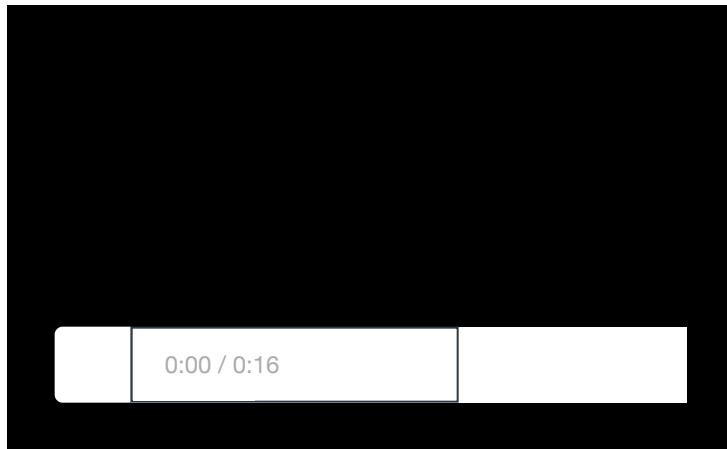


- Figma is a browser-based UI and UX design application, with excellent design, prototyping, and code-generation tools.
- The look and feel of the Figma interface is quite minimal, but it belies a set of powerful features. Here's an explanation of the interface's main areas (labeled above):
 - **Menu:** Unlike regular desktop design apps, Figma's menus can be found by clicking the hamburger button in the top-left of the screen. Take a minute to browse around these menus and see what's there! You can also search for the specific command you need.
 - **Tools:** Here you can quickly access the tools you're likely to use most often: frames, shapes, text, etc.
 - **Options:** This area shows extra options for whichever tool you have selected.
 - **Layers:** Where every element in the file is listed, organized into Frames and Groups.
 - **Canvas:** This is where you create and review all your work.
 - **Inspector:** The Inspector shows contextual information and settings for whatever object is selected.

Creating a Frame

- In Figma, a Frame is essentially a container for other elements.
- Press F to select the Frame Tool.

- Alternatively, you can click the Frame Tool icon in the Options panel at the top of the window.
- There are a couple of ways of creating a Frame.
- We can either click and drag in the canvas area, or we can select a pre-set Frame size from the Inspector on the right hand side of the window.



Zooming in and out

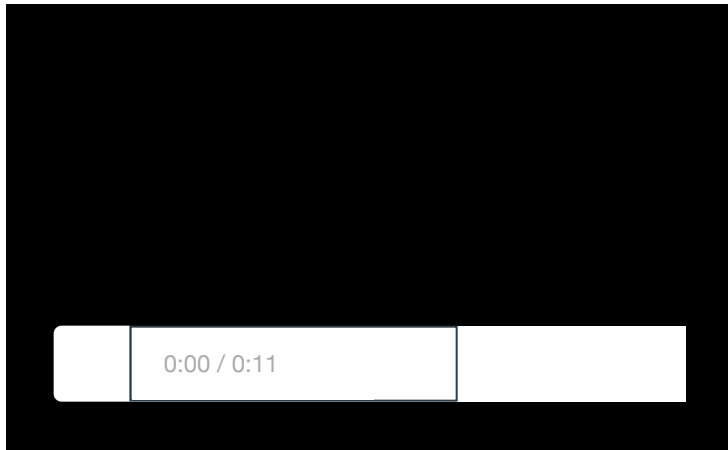
- You'll probably find yourself wanting to zoom in and out quite a bit in Figma, particularly once we start working with multiple Frames.
- You can use your mouse's scroll wheel to zoom in and zoom out.
 - Shift + 2 will zoom to the current selection
 - Shift + 1 will zoom to show the whole canvas

Hand tool

- Another useful tool, particularly when you're zoomed in close or working on a large file, is the Hand tool.
- Try pressing spacebar and you'll see a hand icon pop up.
- Click and drag to move the whole canvas around.

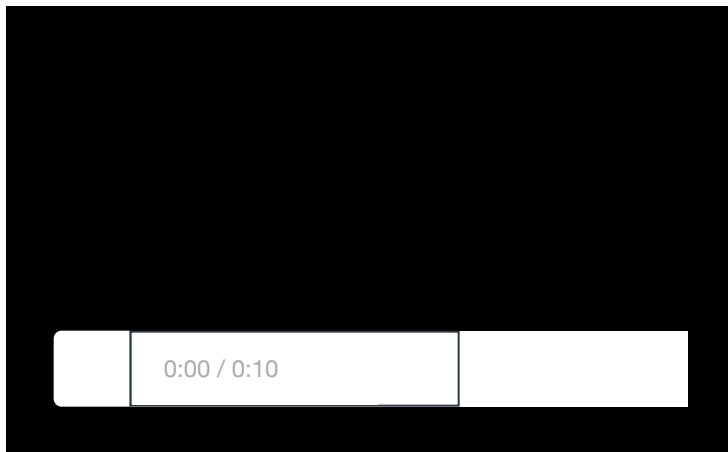
Text layer

- Press T to select the Text tool to create a Text layer



Rectangle tool

- Press R to select the Rectangle tool.
- Drag a button-shaped rectangle around the text you just created.



- Currently, the text is hidden underneath the rectangle. To fix this, we need to use Figma's "Arrange" commands.
- Head over to the Layers panel on the left of the window.
- Click "Bring to front", and the text will now be placed on top of the rectangle.



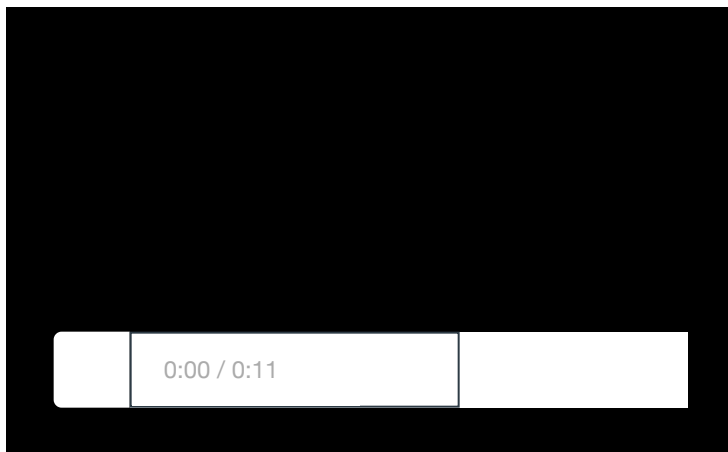
Align elements

- This being a button, we want the text and rectangle shapes to be centered relative to one another.
- Figma has a set of “Align” commands that allow us to do this.
- Make sure that the Move tool is selected by pressing Escape, or V, and then drag a “marquee” (a rectangular selection) around the text and the rectangle.
- This time, we can access the Align commands in the Inspector (the interface area to the right of the window).
- Click “Align Horizontal Centers” and “Align Vertical Centers” to get the two objects nicely lined up.



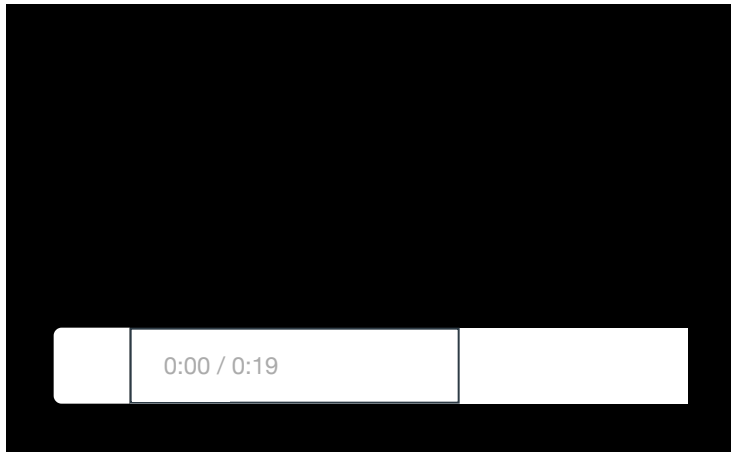
Changing colors

- The color settings can also be found in the Inspector.




Changing fonts

- With the text layer selected, you can access settings in the Inspector to change the font, as well as font size, weight, and color.
- We’ve stuck with Roboto, but switched up to bold and uppercase text.



Additional Material

- **References**
 - Design Lab
- **Learn more:**
 - [Figma Tutorial for UI Design - Course for Beginners](https://www.youtube.com/watch?v=jwCmlBJ8Jtc)  (<https://www.youtube.com/watch?v=jwCmlBJ8Jtc>)
- **Recommended watch**

10 tips to work 10x faster in Figma

