COURSE SYLLABUS

Figma Bootcamp

Start learning Figma for UI/UX design. Gain a solid understanding of its capabilities, from creating files to designing on a grid, working with text/photos/colors, creating components, building prototypes, exporting assets, sharing files, creating animations, and more.

> Group classes (Live Online) and onsite training are available for this course. For more information, email onsite@graduateschool.edu or visit: https://www.graduateschool.edu/courses/figma-bootcamp



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Course Outline

Section 1

Creating a New Figma File

- Creating a new file
- Setting up frames (other apps call these artboards)
- Setting up a Layout Guide

Designing on a Layout Guide (like the Bootstrap Grid)

- Designing on a Layout Guide
- Adding text
- Creating colored backgrounds for text columns

Importing & Cropping Photos

- Importing & cropping photos
- Rounding corners

Vector Graphics, Colors, Shadows, & More

- Importing vector graphics
- Aligning & distributing layers
- Layer opacity vs. fill opacity
- Reusing colors (color styles)
- Adding a drop shadow

Section 2

Components (Reusable Elements)

- Creating & editing components
- Overriding content in one instance vs. globally updating all components

- Setting Constraints
- Detaching from a component

Turning a Design into a Clickable Prototype

- Linking between frames (artboards)
- Previewing the prototype
- Creating an overlay
- Fixing the position of elements so they don't scroll

Exporting Assets for Web: SVG, JPEG, & PNG

- Exporting individual assets
- Exporting frames (artboards)

Sharing Figma Files: Commenting, Testing, Developers, etc.

- Sharing a Figma file
- Sharing a Prototype
- Commenting on shared files
- Viewing a prototype for user testing
- Specs for developers

Section 3

Auto Layout: Introduction

- Using Tidy Up for Even Spacing
- Using Auto Layout
- Alignment Constraints
- Spacing, Rearranging, & Adding Items with Auto Layout

Auto Layout: Deeper Dive

- Nesting Auto Layouts
- Auto Layout Gap Spacing & Padding
- Auto Layout Sizing & Constraints
- Negative Spacing & Stacking Order
- Ignoring Auto Layout

Linking Up/Down a Page, Scrollable Areas, & Hyperlinks

- Making Links that Scroll Up/Down a Page
- Making the Navbar Fixed to the Screen
- Adjusting the Position & Speed of the Scroll
- Creating a Scrollable Area Within a Page
- Adding Hyperlinks

Text Styles

- Opening Sketch files in Figma
- Handling missing fonts
- Creating, editing, & organizing text styles

Section 4

Component Properties & Variants

- Component Properties (Text, Boolean, Instance Swap, & Variant)
- Creating & Using Component Variants

Hovers, Overlays, & Smart Animate

- Adding a Hover State to a Button (Using Variants)
- Opening a Pop-Up (Using an Overlay)
- Auto Animating the Hover with Smart Animate

Team Libraries (Shared Libraries)

- Publishing a Team Library
- Using Components in a Team Library
- Using Styles in a Team Library
- Swapping Team Libraries