

FIGMA TRAINING: THE BASICS

Introduction to Figma

- Explore Figma's key tools and understand their role in the design process
- Apply best practices to organize files efficiently and structure projects effectively
- Boost productivity using essential keyboard shortcuts and strategic plugin integration

Designing a Web Interface

- Get started with Atomic Design to adopt a modular and consistent approach
- Understand the purpose of a Design System and learn how to apply it to real-world projects
- Master export formats to adapt your designs for web and mobile platforms

Diving Deeper into Design System Logic

- Create reusable graphic assets to streamline your workflow
- Distinguish between parent and child components and manage visual inheritance
- Use component variants to build flexible and scalable interfaces

Prototyping Interactive User Flows

- Structure screens and organize components for smooth prototyping
- Build an interactive prototype using existing assets and variants
- Test user flows, validate interactions, and easily share your prototype