ONE PAGE SUMMARY

Creative Skills › UI/UX Design › Figma & Design Tools

Interface & Files

Master Figma for Seamless UI/UX Design Workflows

DEFINITION

> Figma is a collaborative design tool used for creating user interfaces and experiences. It allows designers to build, prototype, and share designs efficiently.

KEY CONCEPTS

Frames and Components

Frames are containers for design elements, while components are reusable design elements that maintain consistency.

Prototyping

Prototyping in Figma allows you to create interactive mockups to visualize user flows and interactions.

Design Systems

A design system is a collection of reusable components and guidelines that ensure design consistency across projects.

Collaboration Features

Figma supports real-time collaboration, enabling multiple users to work on designs simultaneously and provide feedback.

Plugins

Plugins enhance Figma's functionality, allowing users to automate tasks, add features, or integrate with other tools.

EXAMPLES

→ Creating a mobile app interface using Figma's design tools.

→ Using components to maintain consistency in a web design project.

→ Prototyping a user flow for an e-commerce website.

MEMORY TIPS

★ Remember 'Frames hold, Components reuse' to differentiate between the two.

★ Think 'Prototype to Present' to recall the importance of prototyping.

★ Use 'Plugins Power Up' to remember the role of plugins in enhancing Figma.

COMMON MISTAKES

✗ Neglecting to use components, leading to inconsistent designs.

✗ Overcomplicating prototypes with too many interactions.

✗ Forgetting to share files properly, causing collaboration issues.

QUICK RECAP

Figma is essential for UI/UX design, enabling collaboration and prototyping. Focus on using frames, components, and plugins to enhance your workflow and maintain design consistency.