



Figma: The Absolute Beginner to Pro Class building an App

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Figma: The Absolute Beginner to Pro Class building an App: Welcome to this comprehensive Figma class, where you'll gain expertise in using Figma as a UX/UI Designer. We'll begin from scratch by setting up your account and familiarizing ourselves with the Figma interface.

We'll begin an actual project throughout the course, designing a tracking app from inception to completion. We'll kick off by creating wireframes and flowcharts using Figma, covering essential basics such as:

- Setting up frames
- Adding shapes, text, and colour
- Utilizing vector drawings
- Understanding the layers panel, grouping, and positioning
- Exploring the magic of auto layout
- Structuring your design with pages
- Crafting simple flow charts

Once we've established our wireframes, we'll transition to UI design, where we'll delve into powerful features, including:

- Implementing styles for colour and typography to develop a hierarchy
- Setting up grids for precision layout
- Harnessing the power of components and variants
- Applying constraints to ensure responsiveness across different screen sizes
- Leveraging the Figma community section for inspiration and collaboration
- Perfecting presentation mode with clipping and fixing elements

By the end of this course, you'll have a solid understanding of Figma's capabilities and be equipped to design engaging and user-friendly interfaces for various projects. Let's dive in and unleash your creativity!



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