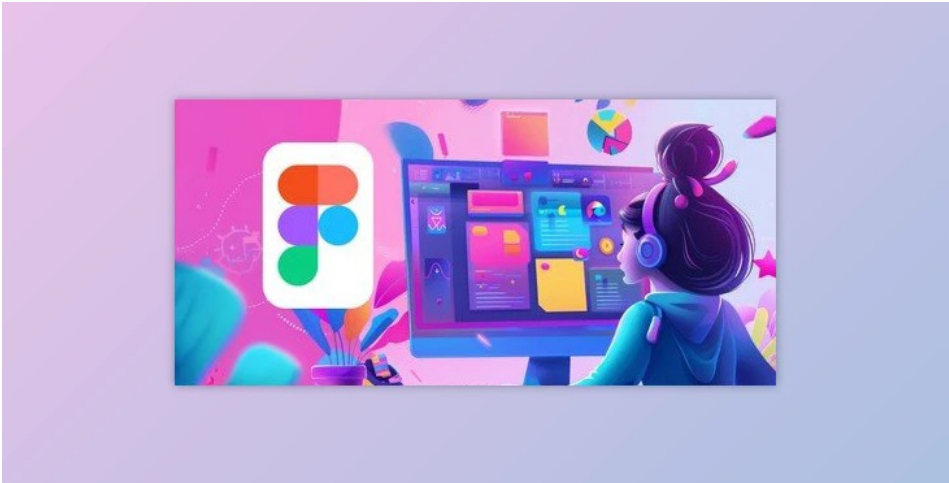




Master Figma Ui/Ux Prototyping: Basic To Advanced Level

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Master Figma Ui/Ux Prototyping: Basic To Advanced Level: Unlock the full potential of Figma with our comprehensive online course, designed to take you from prototype novice to expert. Whether new to prototyping or seeking to refine your skills, this course equips you with the knowledge and tools to create polished and interactive prototypes. From mastering the fundamentals of Figma's interface to exploring advanced techniques, you'll learn to produce smooth transitions, animations, and interactions with confidence.

Types of Prototypes Covered in This Course:

- Exploring various types of UI animation
- Understanding destination, trigger, action, and animation concepts
- Setting up prototypes, testing, and sharing them effectively
- Implementing trigger types such as on drag, on click, while hovering, and after a delay
- Creating interactive elements, including toggles, checkboxes, tabs, and accordions
- Building prototypes for video interactions, card carousels, sticky scrolling, range sliders, and more
- Exploring advanced techniques like conditional actions, variable manipulation, and button variants
- Real-time typing keyboard prototyping

Who This Course Is For:

- Figma UI/UX designers seeking to enhance their prototyping skills
- Individuals looking to master Figma prototyping techniques
- Those interested in learning about different types of prototypes through real-world examples



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