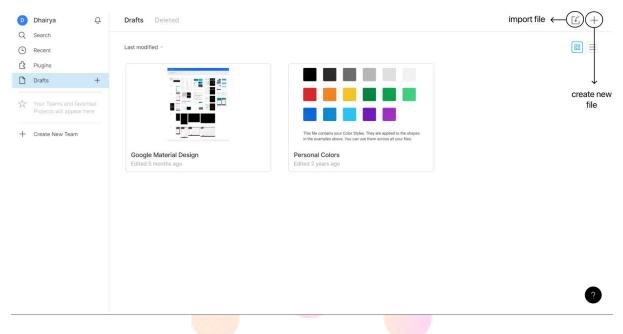


Getting Started

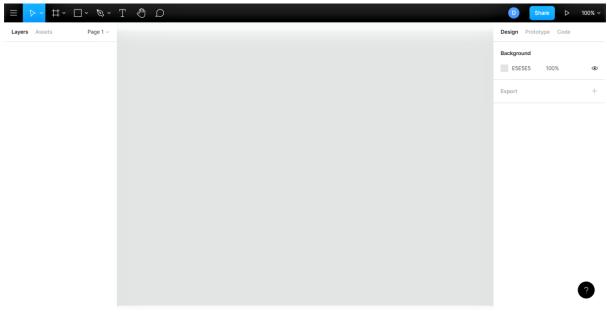
Once you've created an account, you'll be redirected to the Figma dashboard which contains the details as well as different tabs. This is where you can create new files, import files, go through your recent files or search through the existing ones.



The Editor

Most of the modern design tools, especially the UI design tools look almost the same. This is so that the user doesn't feel overwhelmed while working on different tools or while migrating from one tool to another. The editor is where you end up once you create a new file.

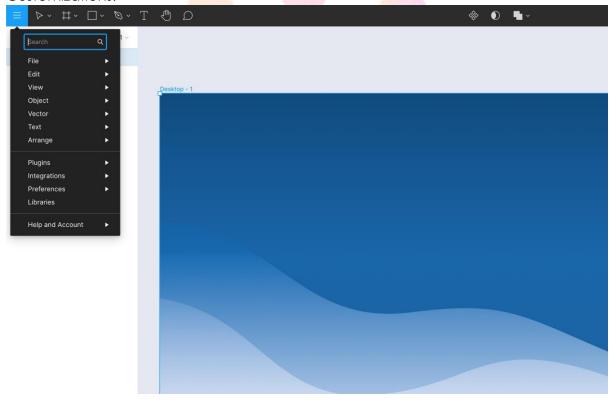




Toolbar

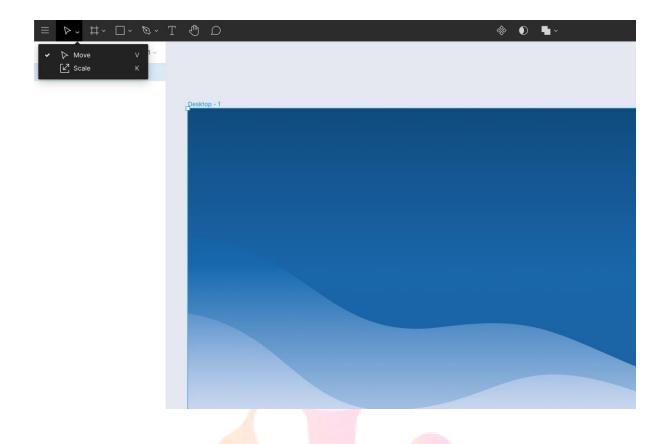
The first section we'll talk about is the toolbar. It has tons of options. Let's go through those options one by one. Starting from the left:

The hamburger menu gives you access to a lot of different options such as Preferences, Plugins, Libraries, Account settings, Different Options, and Customizations.





Next up is the select tool which gives you two options - Move and Scale.

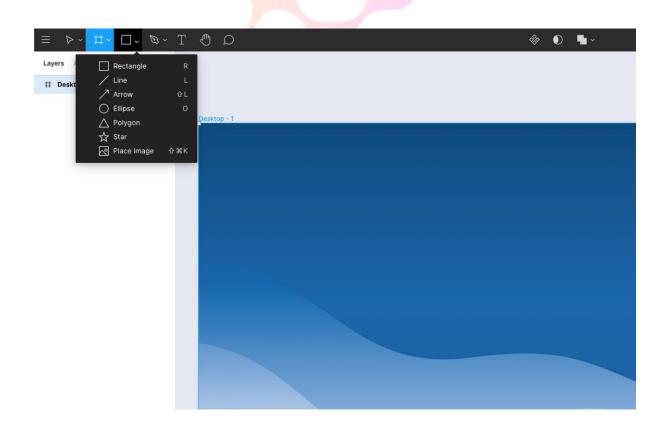


The frame tool allows you to create new artboards. You can either create a custom or select from one of the default options on the right panel. This tool also gives you access to the slice tool, which allows you to specify the region you'd like to export.



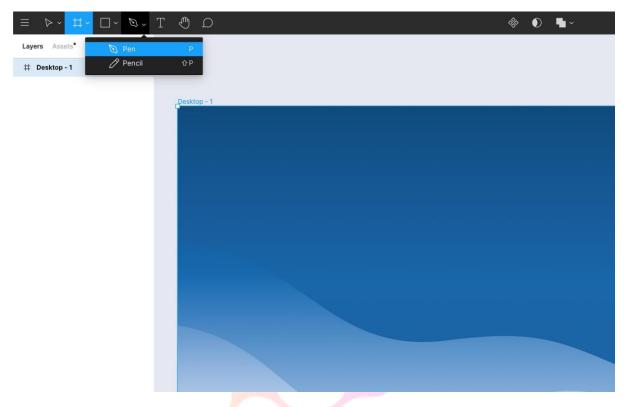


The shape tools give you the ability to create basic pre-defined shapes.





The pen tool allows you to create custom shapes using vector anchor points. The pencil tool is also available in the Pen tool dropdown.



The type tool is what you'll use to add text elements to your design.





Hand tool comes in handy when you want to move around in your design file without activating hover lines, selecting elements, or accidentally moving the same.

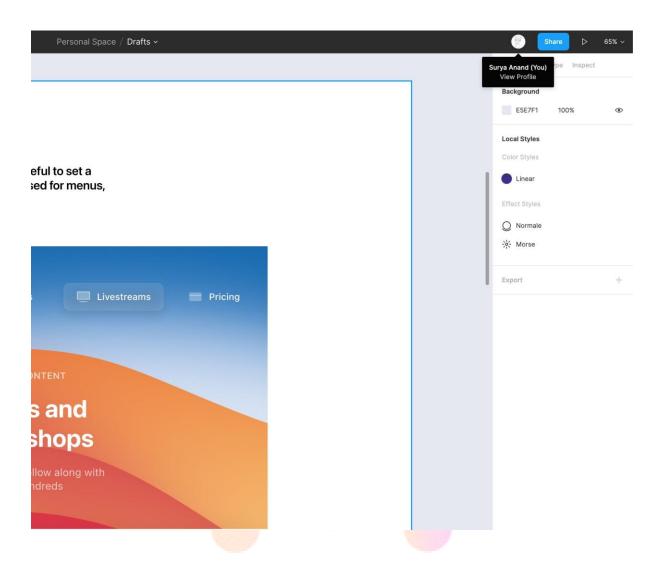
Now, let's move on to the Comment tool which gives the user the ability to add comments throughout the design file, view said comments, and reply to the same.

On the right side, we've user profile avatars which allow you to see who is viewing the file at any point in time.



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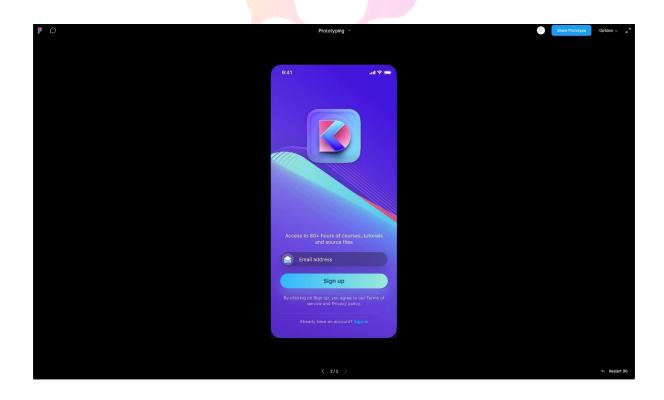


Right next to it is the Share button which provides you with a link or an embed code that you can share. It also opens up share settings.



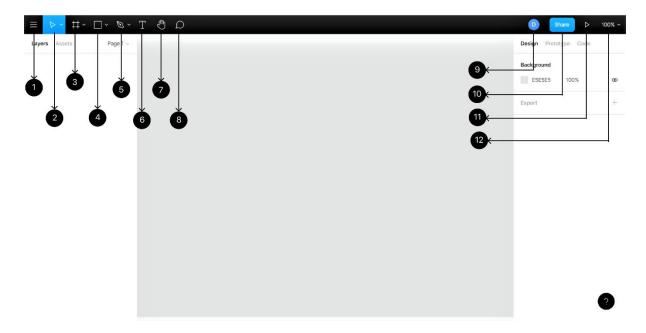
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The play button allows you to view the prototype, if you've any.



Lastly, you've the zoom settings as well as other options such as grids, rulers, outlines, etc.

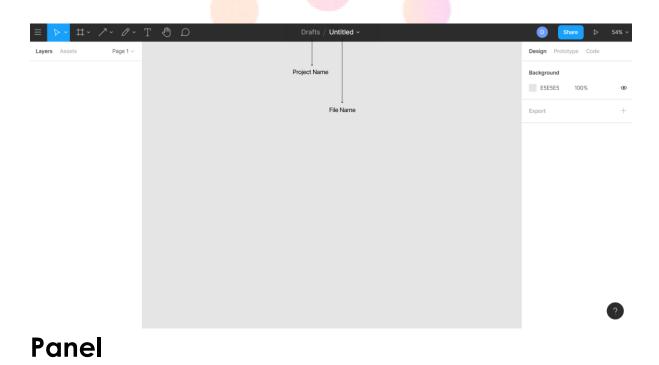




File & Project Names

The middle of the Toolbar contains the name of the file, which is 'Untitled' by default. Simply click on it to edit.

The project name, which is 'Draft' by default contains the particular file. You can change the project name to move the file to another project.



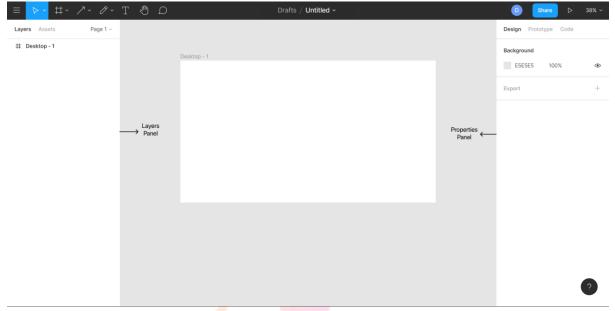
There are two panels located on either side of the editor.



Layers Panel:

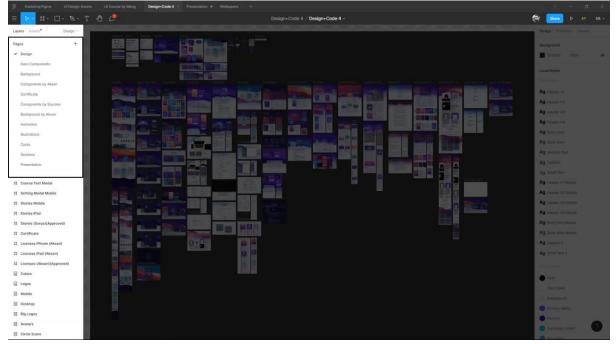
the panel to the left is the Layers panel. It contains Layers, Assets and Pages that have been added to the file.

Properties Panel: the one on the right side is the Properties panel. Here, you can customize the Frame Size, Positions, Colors, Strokes, and Effects. You can also view the code of an element here.



Pages

When you're working on a huge design project you may need to put different design elements in different places, not just in a single page. You can create multiple pages in Figma and put similar elements in a single page.





Assets

On the left side of the Figma editor, there's the Assets panel. Assets are the elements you save as Components. It can include buttons, forms, navigations, cards, cells, and overlays. Assets are extremely handy when it comes to re-using design elements.

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Conclusion

Figma is a fully web-based design tool, which can be run in your browser without sacrificing any of its functionalities. It is one of the most common choices when it comes to interface design tools. Outside of some of the useful features, such as real-time collaboration, auto layout, Figma has so many plugins and resources that can save a lot of time for our design process.