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Sign up

Advanced Figma training

3 days (21 hours)

Presentation

Figma is an interface and application ecosystem design tool that lets you create realistic website prototypes before using your CMS.

Created in 2016, it is positioned as one of the best web design tools in opposition to competitors such as Sketch or Adobe XD. Figma lets you work with others on a common project. Thanks to its solutions, you won't need to code to create a site mockup.

Our Figma Advanced training course will introduce you to Figma's functionalities and uses, such as vector illustration and UX/UI Design, building .fig files, designing shapes for web/app interfaces, as well as sharing and connecting between screens.

Following our Figma Advanced training course, you'll master the creation of [interactive prototypes](#) and optimize your workflow.

Objectives

- Interface creation: from wireframe to interface design
- Creating interactive prototypes
- Creating design elements and animations in Figma
- Set up an optimized, collaborative workflow
- Optimize your design process using layout / components / styles / variants
- Creating libraries and a design system
- Export, view and share your work

Target audience

- Webdesigners
- Graphic designers

- UX designer
- UI designer
- Project Manager
- Developer

Prerequisites

- It is advisable to have a paid Figma license (pro at least) to carry out all the practical work.
- Good web skills
- Experience in web design, development or project management
- An eye for graphics and ergonomics
- Have completed our [Figma Initiation training course](#) or master all its points

Our Figma Advanced training program

INTRODUCTION TO FIGMA

- What is Figma?
- Its features
- Main principles of on-screen design
- Discover Figma's interface
- Main shortcuts

CREATING FORMS FOR INTERFACES

- Create shapes of different complexity
- Creating frames and layers
- Element transformation
- Style management
- Bézier curves
- Master Boolean operations
- Typography in Figma
- Image manipulation and editing
- Discovering object style functions
- Create your own library of wireframe assets

INTERFACE DESIGN, FROM WIREFRAME TO UI

- Methodology and file organization
- How to organize your project from UX to UI
- Setting up grids and markers
- Using Auto Layout to create responsive interfaces
- Setting up styles
- Component features
- Library management
- External resources and models compatible with Figma
- Plugins and additional services

WORKFLOW OPTIMIZATION

- Plugin selection for Figma
- Path to image and icon storage
- Personalized content management
- Imported content updates
- Automated transformation of elements on different screens
- Automate elements according to content

CREATION OF A PROTOTYPE WITH ANIMATIONS

- Define prototype frames
- Defining interactions
- Using Smart Animate
- Creation of a multi-level navigation system
- Discover the different types of interaction and animation

EXPORT AND PROJECT SHARING

- Adapting your project to the mobile
- Collaborate on a file
- Export screens in various file formats (pdf, jpg and png)
- Optimize image export for all screen types
- Export codes and assets
- Exporting elements to Zeplin
- Discover collaborative resources

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.