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Framer training

2 days (14 hours)

Presentation

The Framer training course is designed to introduce you to the basics and advanced features of Framer, an essential tool for creating modern, interactive websites.

Learn how to master [Framer](#) to bring your ideas to life, design innovative user interfaces and develop effective interactive prototypes.

With our Framer training course, you'll learn how to create and manage web pages, use visual components and integrate complex animations and interactions.

During this training course, you will be guided step-by-step through the various stages of the design process, from exploring basic tools to advanced use of features.

Following our Framer training course, you'll master best practices for managing and optimizing websites. You'll learn how to adapt your designs to different devices, integrate dynamic content and improve online visibility through SEO.

Objectives

- Master Framer's user interface and key functions
- Create and organize web pages with Framer tools
- Design visual components and responsive designs
- Animate interactions and create interactive prototypes
- Integrate a CMS and use AI to optimize workflow

Target audience

- Webdesigners
- Graphic designers
- UX designer
- UI designer
- Project Manager
- Developer

Prerequisites

- Good web skills
- Experience in web design, development or project management
- An eye for graphics and ergonomics

Our Framer training program

INTRODUCTION TO FRAMER AND BASIC PRINCIPLES

- Introducing the Framer user interface
- Exploring main pages and menus
- Discover key tools and functions
- First steps: creating a simple project

WEB PAGE CREATION AND MANAGEMENT

- Page design using Framer tools
- Using work plans to organize content
- Layer, text and image management
- Practical exercises in web page creation

ADVANCED USE OF COMPONENTS

- Creating and manipulating visual components
- Principles of responsive design with Framer
- Using variables and alignments for precise design
- Practical work on interactive components

INTERACTIONS AND ANIMATIONS

- Introduction to Framer animations and interactions
- Create simple animations and manage transitions
- Design of interactive prototypes for concept validation
- Practical application with interactive case studies

CMS INTEGRATION AND USE OF IA

- Using artificial intelligence to optimize workflow
- Creating and managing a blog with the Framer CMS
- Adding and managing dynamic content
- Practical exercises on integrating AI into projects

WEBSITE OPTIMIZATION AND MANAGEMENT

- Adapting the design to different devices and screens
- Setting up a domain name and dedicated e-mail address
- Installing and using web analysis tools
- SEO techniques to improve online visibility
- Discussion of best practices in content management and continuous optimization

CONCLUSION AND ASSESSMENT

- Review of skills acquired during training
- Open discussion on completed projects and feedback
- Tips for continuing learning and applying skills in real-life projects

Companies concerned

This training 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 inputs from the trainer supported by examples and

brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire is used to check that skills have been correctly acquired.

Sanction

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