

Basics of Figma

1. What is Figma? Frames, Frame Sizes. Making Your First Project in Figma. Layers and Navigation. Export Functionality.
2. Shapes and Vectors. Properties: Fill - Solid/Gradient, Stroke, Radius. Effects on a shape, Opacity.
3. Typography. Fonts. Font Weights, sizes. Line Height, Letter Spacing, Alignment, Bold, Underline, Strikethrough, Highlight. Paragraph Spacing. Paragraph Truncation. Indentation, Casing and Numbers.
4. Images, Cropping, Tiling, etc.
5. Inspiration from Dribbble and Pinterest. Font Searching. Recreation of Design.

Introduction to User Interfaces

1. What is UI? Why require UI? Intuitiveness. Types of User Interfaces.
2. Basic Elements of an UI: Shapes, Text, Buttons, Images, Links, Modes, States, toggles, checkboxes, sliders, etc.
3. Basics of Iconography: Types, Use cases, Advantage over Text.
4. Basics of Typography: Types of Fonts, Font Weight, Colors. Hierarchy with Typography.
5. Separation of Concerns: Visual Spacing - Distance, Color, Opacity. Locality of Concern. Margin and Padding.
6. Color Theory: Properties and Color Representation. Common Color Schemes. Complementary Colors. Basics of Contrast and Accessibility. Picking Colors from Websites like ColorHunt and Coolers. Theme / Brand Colors.
7. The Wireframe Model.

Basics of Userflows

1. Pages, Menus, Dropdowns, Links, Inputs and their types.
2. Userflow, user goal, starting point, actions, decisions, branches, Happy Path, Error Path.
3. Visualizing inputs for various input devices.

Introduction to User Experience

1. What is UX? Why do we need UX?
2. Traditional Paradigm of UI Design: Number of Clicks, Minimalism, Ratio based Spacing.
3. Why traditional UI Paradigms fail?
4. Modern UX based Development: Ease of User - User Testing, Principle of Least Surprise, Guide the Vision - Guide the Flow, Transparency and User Control. Error States and Handling. Consistency in UI.
5. Accessibility: Visual and Auditory Challenges, Openness of Software. Accessibility Solution: High Contrast Mode, Screen Reader Support / Semantic Design, Support for External Hardware like Braille Keyboard, etc.

6. Beauty as a extension of Simplicity.

Basics of Animations

1. The computer representation of animation. Types of Animations, Animation easing, animation steps.
2. Best Animation Practices: Responsiveness and Feedback.
3. 12 Principles of Animation.
4. Responsive Design.

Extended Features of Figma

1. Sections, Pages, Auto Layout, Constraints, Prototyping, scroll behavior, fixed elements.
- Smart animations
2. Responsive Design
 3. Plugins and Sharing
 4. Copying Famous UIs
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5. Creating your Own UI (Project)

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