



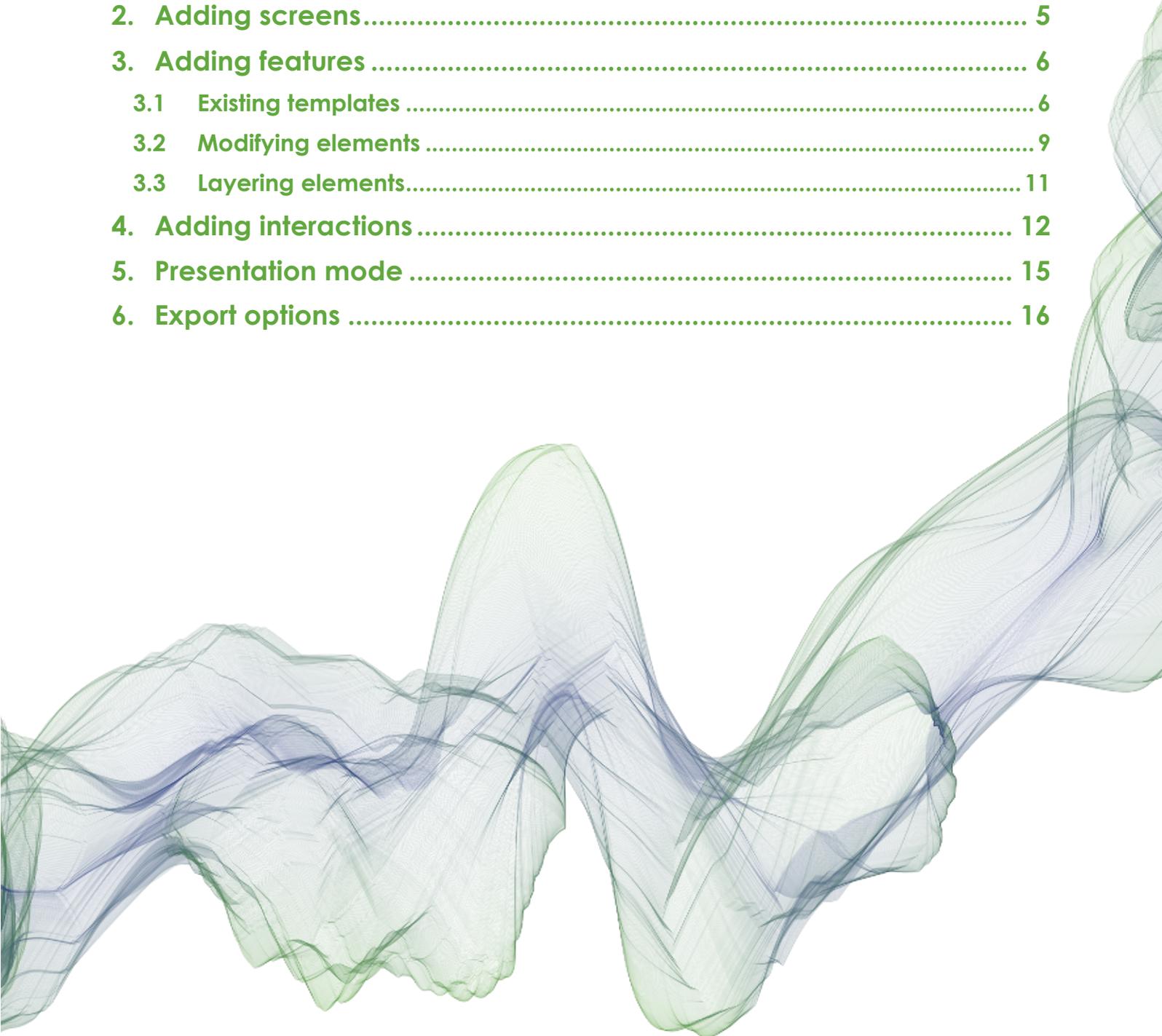
kainos®

BelTech Edu 2021 Figma tutorial

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1. Getting started

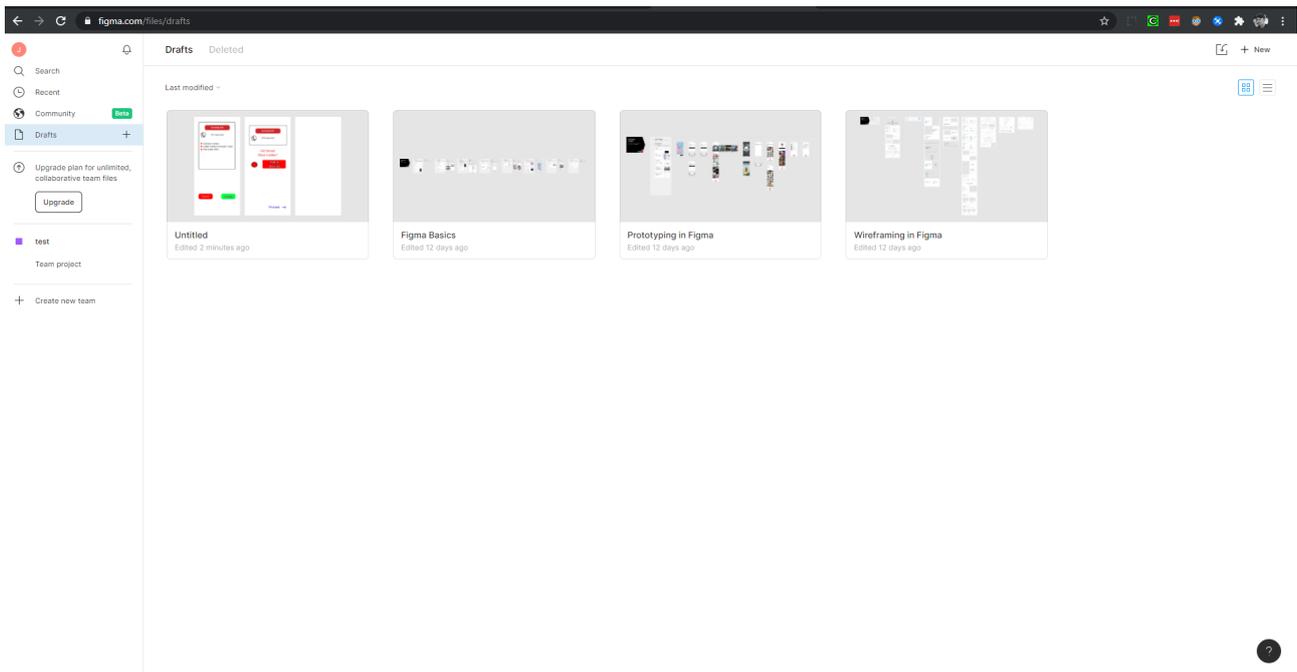
Figma is an industry used 'wireframing' tool, it is used for building concepts of applications before they are developed!

Importantly, it is free and easy to use.

1.1 Sign up

Head across to <https://www.figma.com/> and click on 'sign-up' in the top right corner

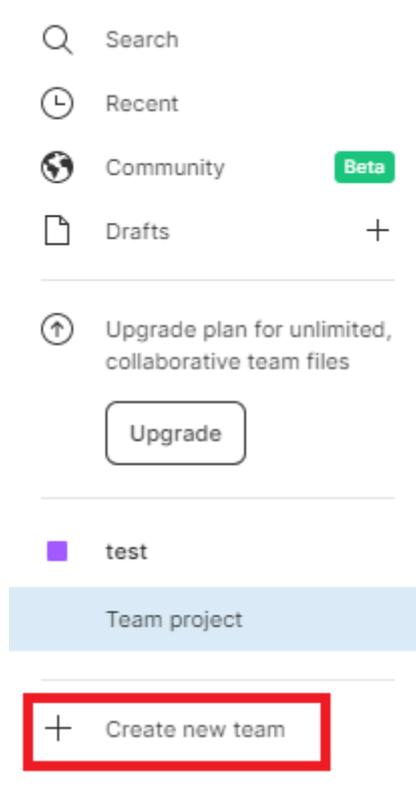
Once signed-up, you should see a screen similar to this one



If you are working in a team, make sure everyone has their own account, as Figma allows multiple people to work on the same thing at the same time.

1.2 New project

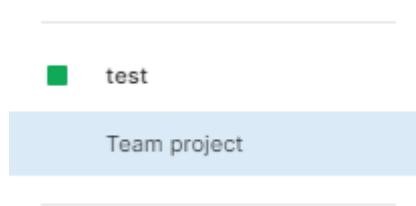
On the left hand side of the screen above, click 'Create new team' and enter any team name.



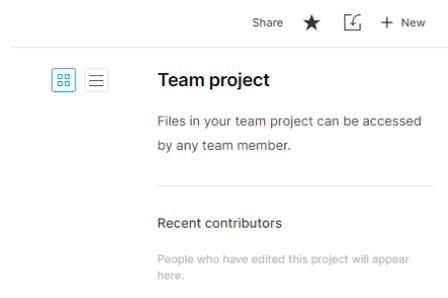
When you create your new team, you'll have the chance to invite your teammates (if you are working in a team) by entering their email.

Make sure this is the same email they have used (or will use) to sign up to Figma.

Then click on 'Team project' under your team name to view your project



Note: if you need to add anyone at a later date to your team, you can click the 'Share' button in the top right corner, just make sure to click the dropdown for 'can view' to 'can edit' so that your invited team member can make changes!



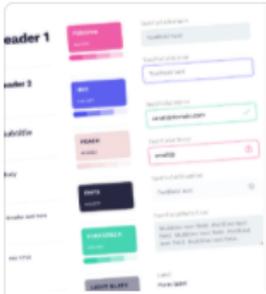
Next, to get started, click 'New File' and from the 'Blank presets' tab, choose the 'iPhone 11 Pro max' template, as this will be pre-set to demo your app idea on a mobile screen.

Team project ▾

Last modified ▾

+ New file

↶ Import Sketch or .fig file



Build your own team library

Don't reinvent the wheel with every design. Team libraries let you share styles and components across files, with everyone on your team.

test Team Library
Edited 5 minutes ago

All Templates

- Blank Presets
- For teams
- Team building
- Brainstorms and sprints
- Fun activities
- Feedback and retros
- For individuals
- Design systems
- Wireframing

Blank Presets

+
Blank canvas

📱
iPhone 11 Pro Max ▾

🖥️
Desktop ▾

Team building

Creative Energy Worksheet
Culture Kits

Auto Layout Icebreakers
Simple Profile Icebreaker A...

Team Strengths Exercise
Team strengths exercise

Brainstorms and sprints

Remote Design Sprint

Whiteboards

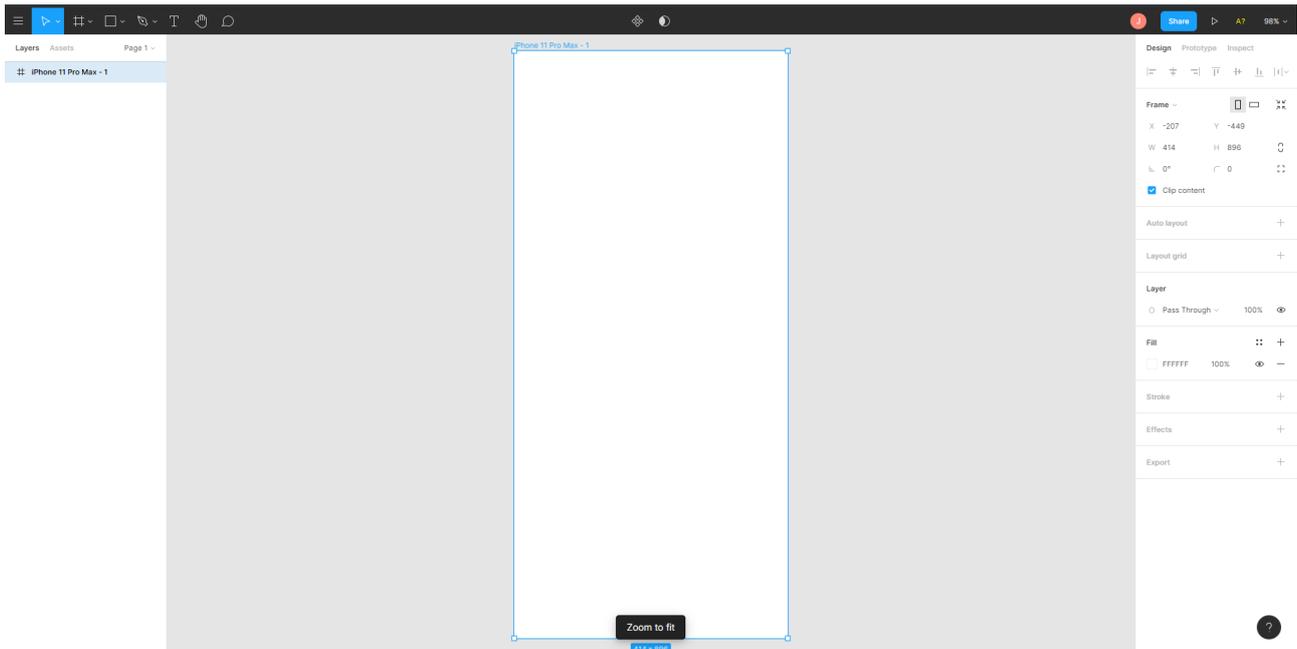
Stickies

Show this next time

Create file in test / Team project ▾

Cancel Create file

If all has gone well, you should see a screen similar to the one below



As you can see, the rectangular frame is already pre-sized to fit an iPhone 11, the next thing to do now is to fill your storyboard with your idea!

We will cover adding screens, features and dynamic interactions to your app idea storyboard shortly.

1.3 Adding collaborators

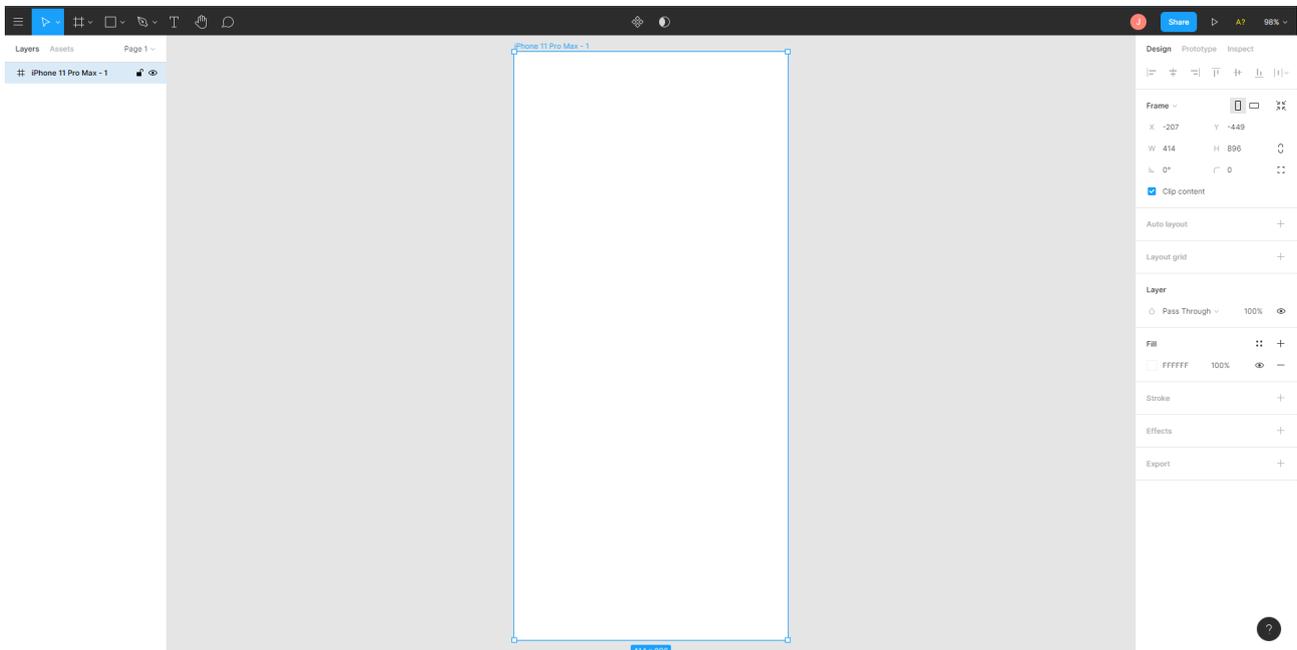
Just to reiterate, if you need to add a teammate to your project you can do so by clicking the 'share' button in the top right corner. Make sure to click the drop-down to 'can-edit' so they can contribute to the storyboard, as Figma allows multiple people to work on the same storyboard at once.

2. Adding screens

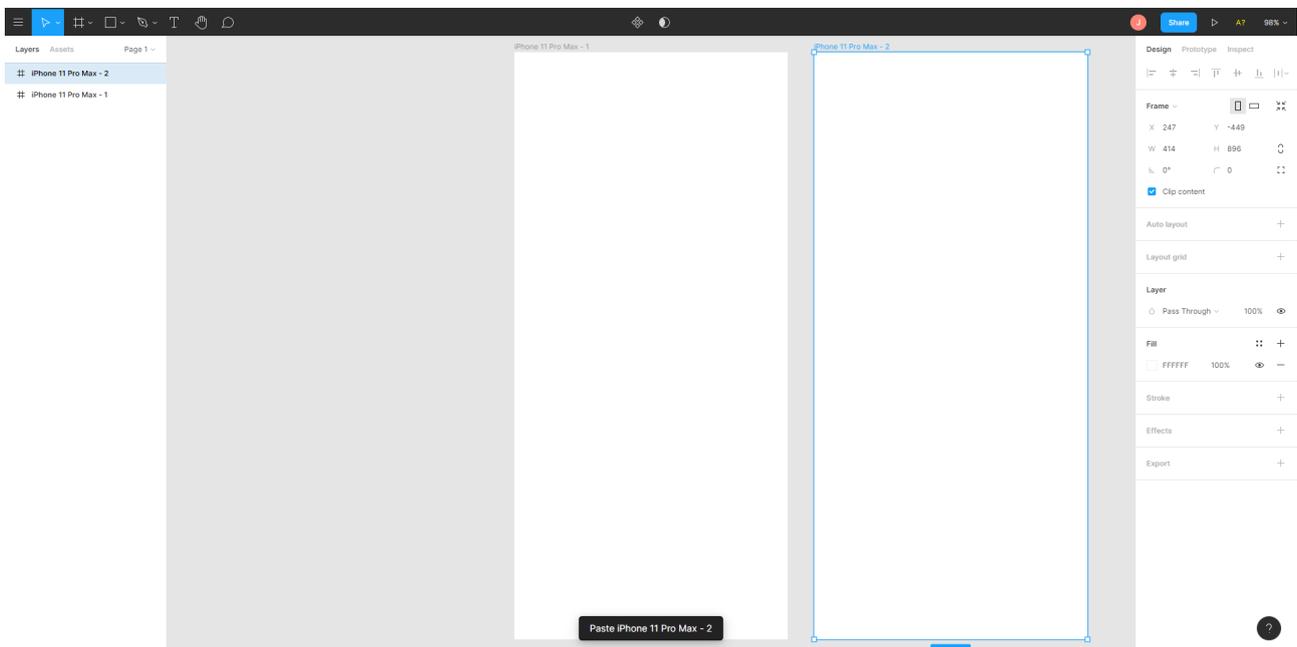
A storyboard has multiple screens, and you can very easily add screens in Figma.

The new file you created in the last step was created with one screen already on it, so adding more screens is as simple as copying and pasting that blank screen.

Just click the blank frame to select it



Press **ctrl + c**, to copy the frame, and press **ctrl + v** to paste a new frame.



You can give each frame a unique name by **double clicking the title** above each frame. This will help you keep track about which frame is which and make it easier to present.

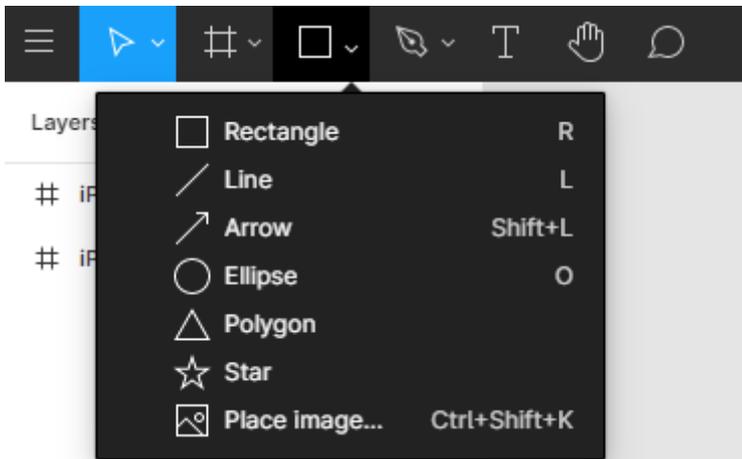
By copying + pasting the same blank frame, you will keep each screen the same size.

3. Adding features

There are a few ways to add features to each screen to showcase your app idea.

First of all, you can draw shapes right onto the canvas, either:

- Choose one of the shape tools from the top left toolbar
- Press the keyboard shortcut for one of these tools
- Paste in an image or other resource you wish to use



These are the most useful shape tools and should allow you to very quickly design a layout for your application storyboard.

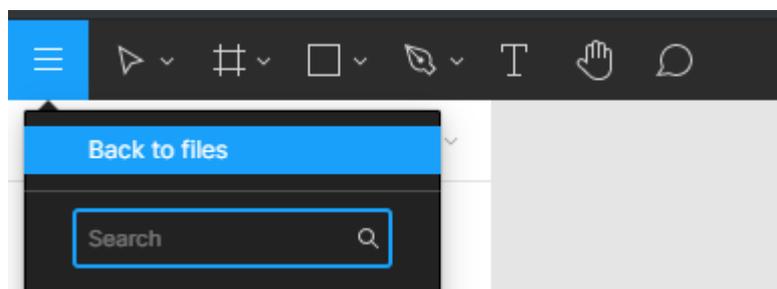
To add **text**, you can click the **capital T icon** or simply press the 'T' key to start adding text to your storyboard.

3.1 Existing templates

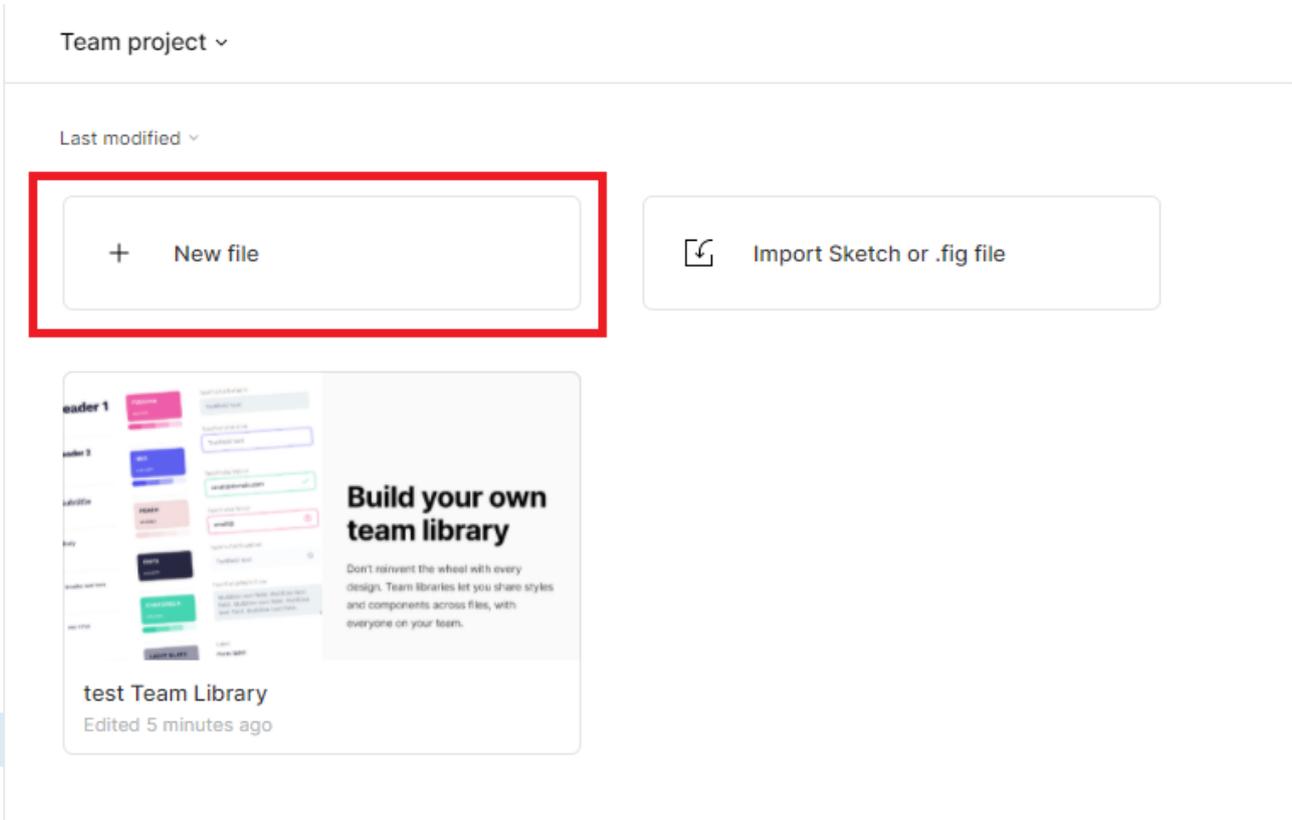
There are a small number of existing mobile templates that you can take inspiration from, these provide pre-made assets that can help you brainstorm different ideas.

One of my favourite templates is the mobile wireframe UI kit.

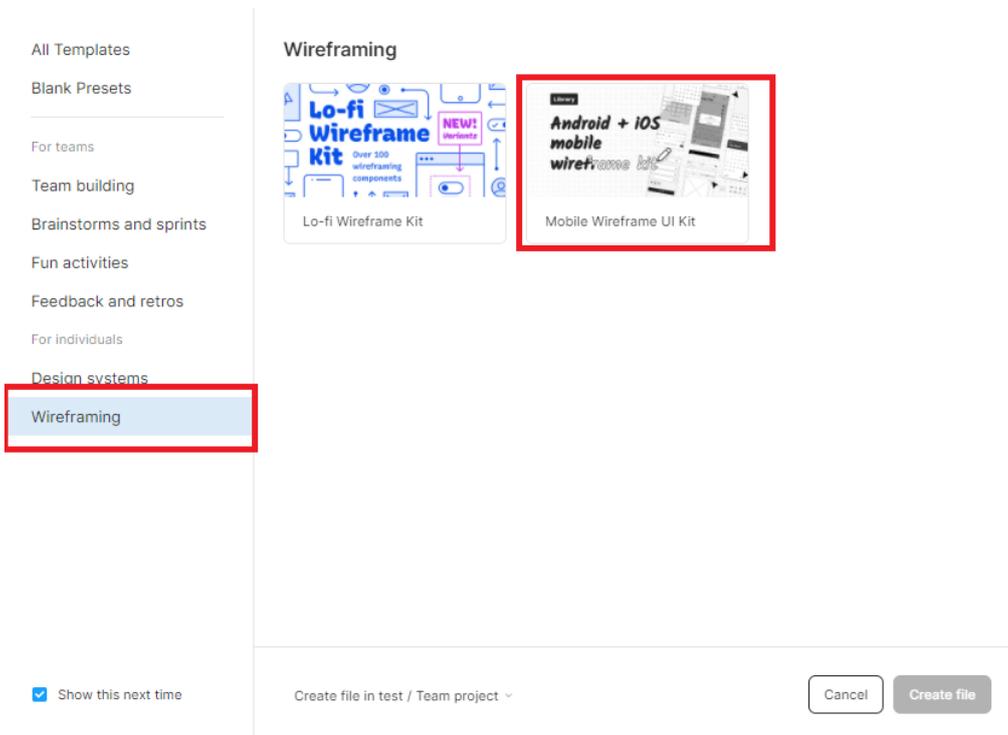
To get access to it, head back to the figma dashboard by clicking the top-left corner and 'back to files'



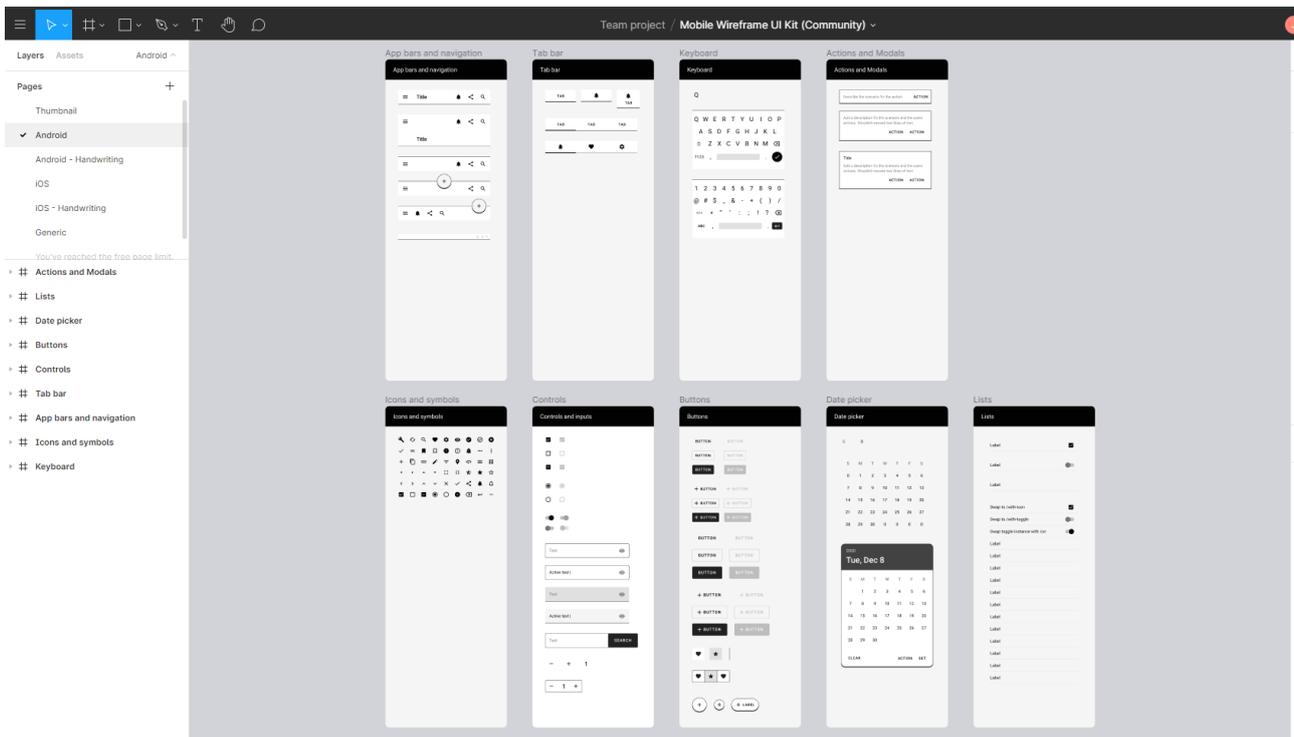
Click 'new file'



Select the 'wireframing' tab



Then select the 'Mobile Wireframe UI kit' and press 'create file'



If everything has went to plan, you should be able to see a premade project with template examples of different elements such as

- Buttons
- Keyboards
- Calendars
- Icons
- Navigation bars

And many more!

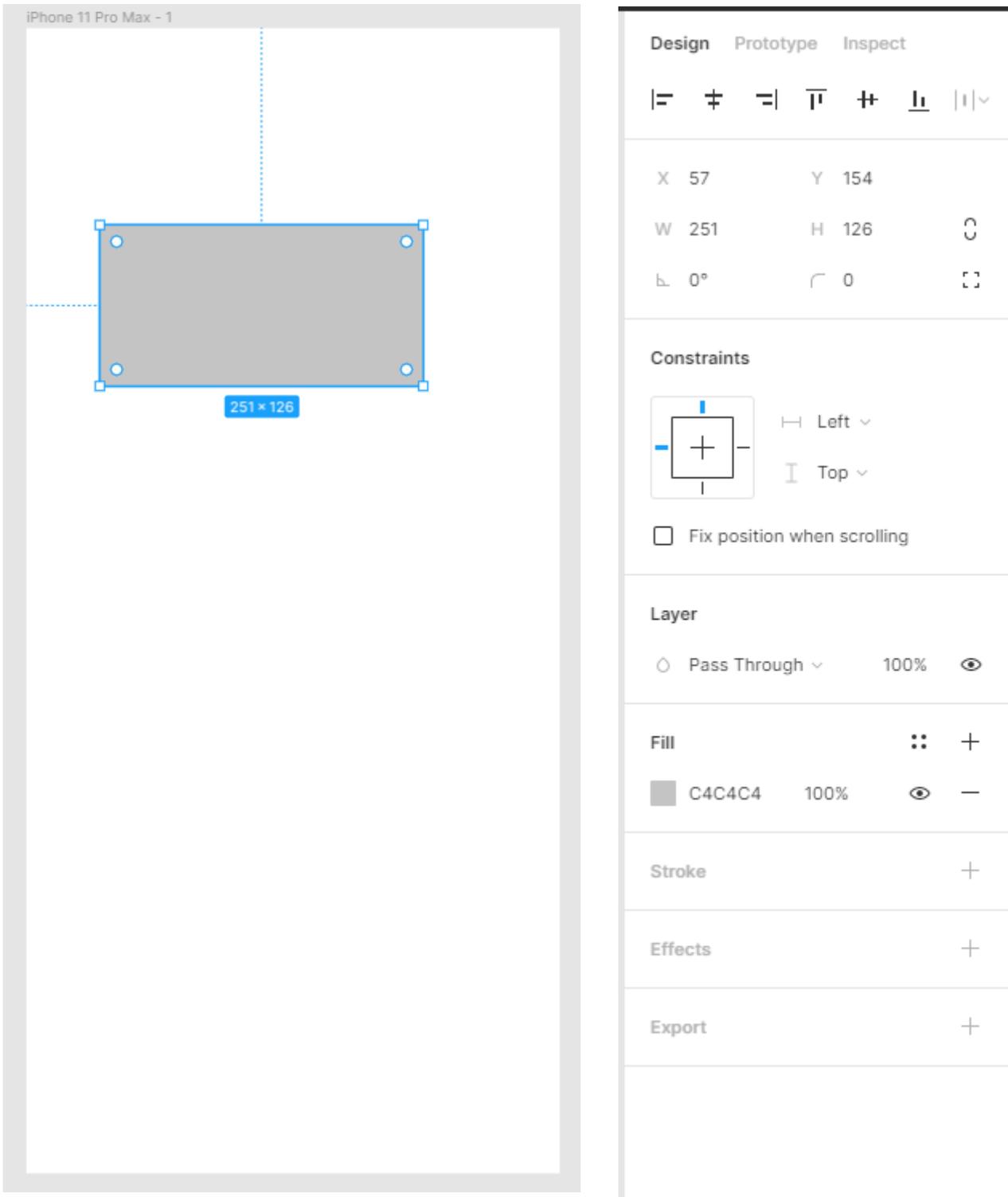
Make sure to check out the various pages on the top left to see the different styles and asset types!

Feel free to **copy** these into your own project screens that you created earlier to try out different ideas and give your storyboard a really professional look!

Note – to copy these assets easily into your mobile project, you will likely need to have 2 browser tabs open, one to copy from and one to paste to (Your own project)

3.2 Modifying elements

Draw a rectangle on your screen by pressing 'R' and clicking & dragging on the screen, if you look on the right hand side you can see all the different properties you can modify of the element.



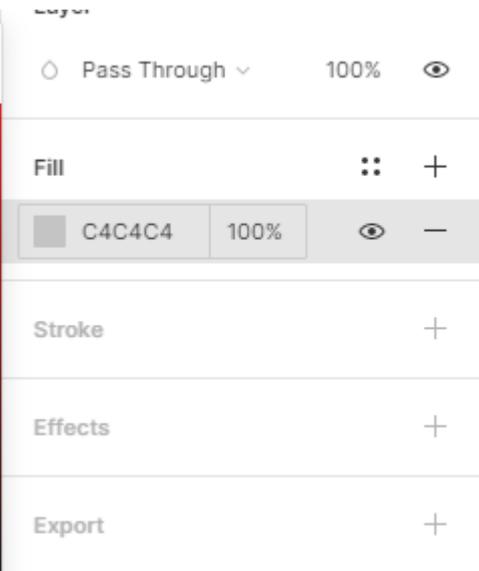
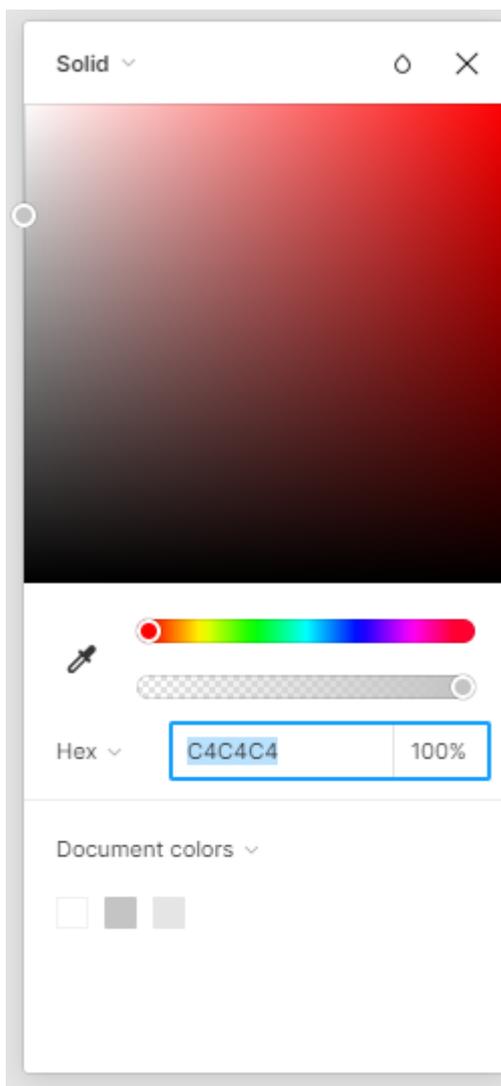
I will go through the most important of these different properties



First of all, we have our spatial properties, we can change the position of the element with the X and Y options

We can also change the Width and height with the W and H properties

Finally, we can change the angle of the element, and how rounded the corners are with the final two spatial properties



We can change the colour of any element by changing the 'Fill' property.

If you have selected a colour pallete, make sure that your screens follow it to give it a nice, consistent feel.

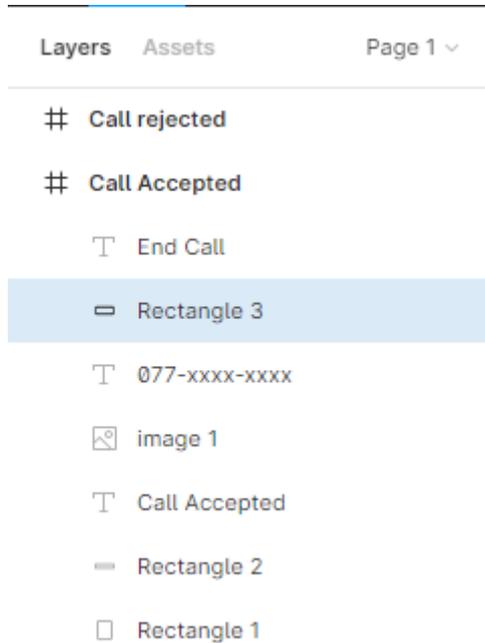
You can also add other effects such as outlines and shading with the 'stroke' and 'effects' options



3.3 Layering elements

Make sure when adding elements, you get the 'order of layers' right.

Simply put, this decides what goes **on top of** what, meaning if you accidentally put text **behind** a button instead of **infront** of it, the text wouldn't be readable.

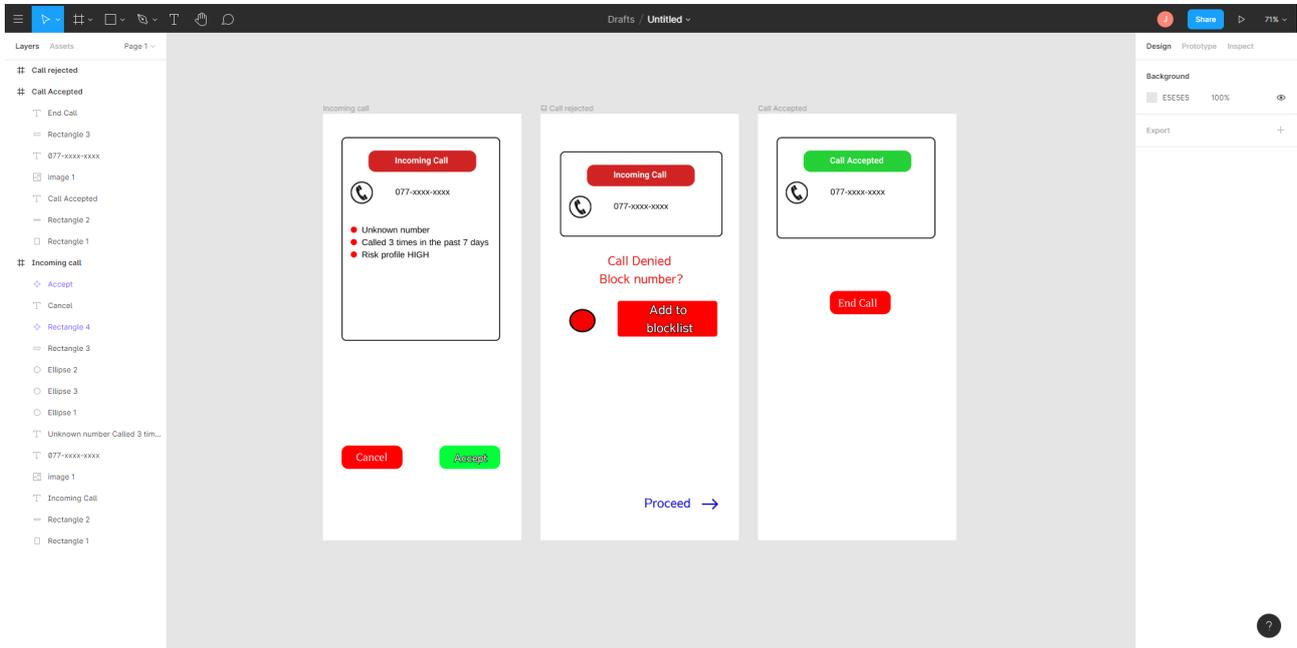


You can see layers on the left hand side of your screen, the further to the top it is, means that layer will be drawn on-top of the layers below it, should any of your elements overlap like text on a button.

4. Adding interactions

It's possible to add interactions to your elements, so that when you are in 'presentation mode' they will act and behave as if they were on a real application.

I'll demo this with a really simple 'Phone call blocking' application I have storyboarded in Figma



The app storyboard has 3 screens, one for an incoming call and then:

If the user presses Cancel

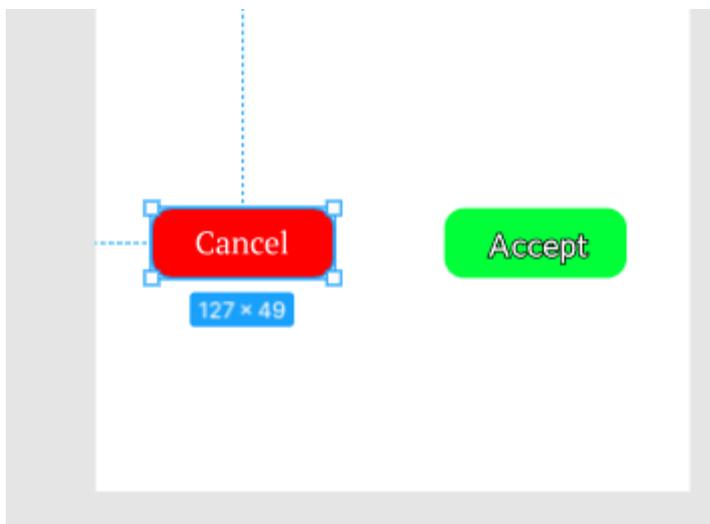
- Go to the call rejected page

Otherwise, if the user presses Accept

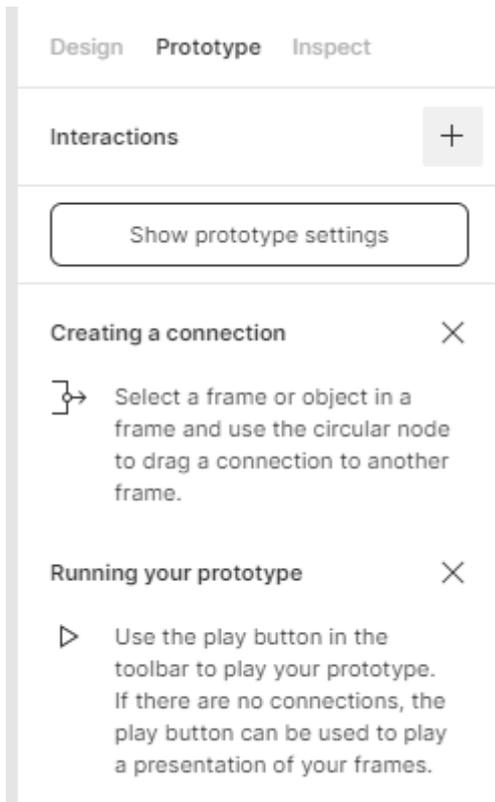
- Go to the call answered page

We can add interactions very simply.

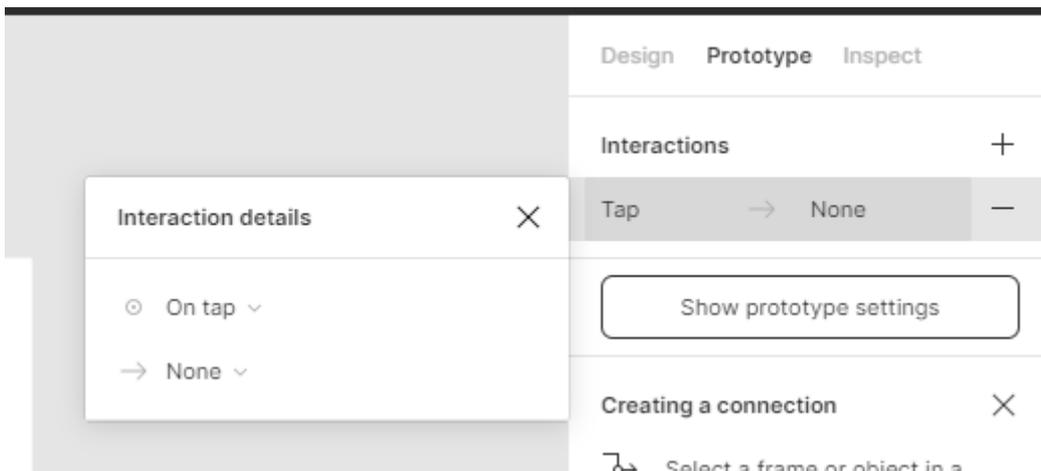
Click on the element you want to do something when the user presses it



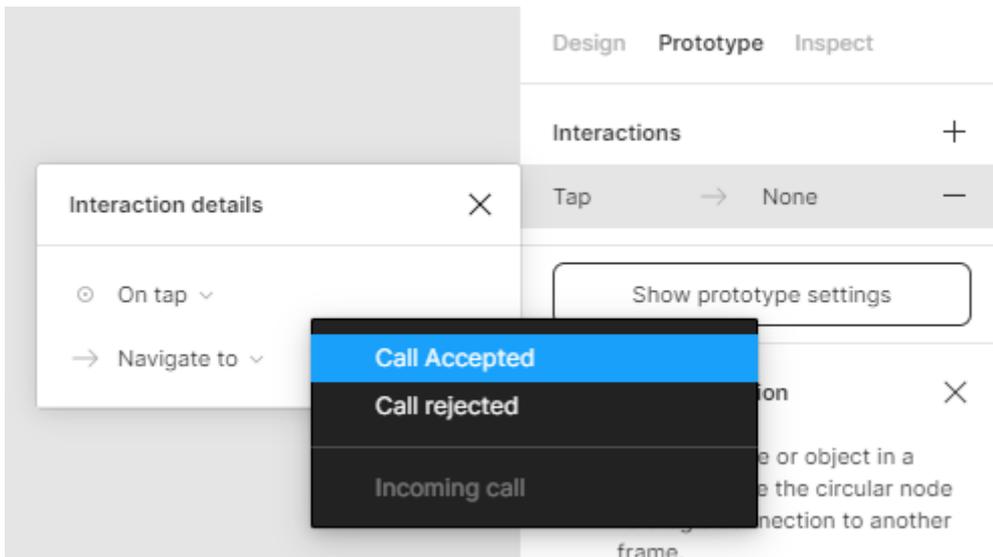
Here I've selected the "Cancel" button"



Next, click on the 'prototype' tab on the far right hand side, and click the plus beside 'interactions'



Click the 'Tap -> None' to bring up the interaction details, and change the 'None' to 'Navigate to'



Now you can choose which screen the user navigates to when that element is tapped.

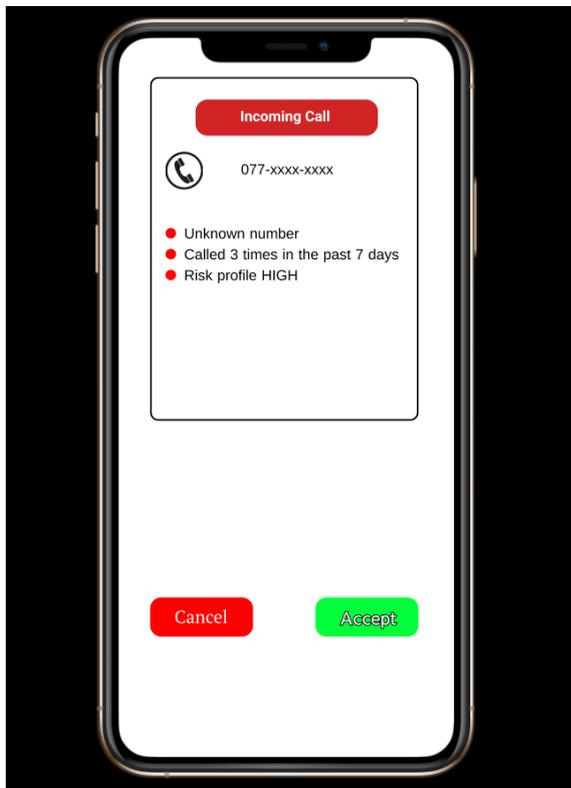
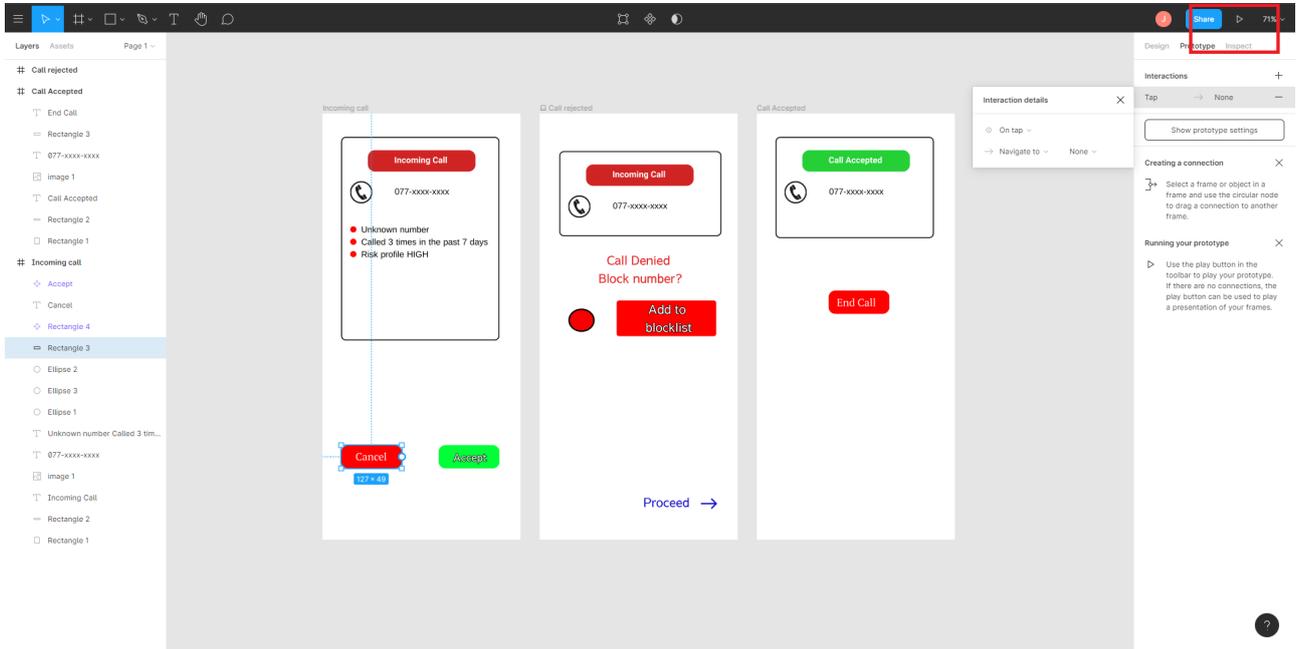
Here I will choose the 'Call rejected' screen so that when the user presses the 'reject call' button, they will be shown the correct screen.

Now you just have to do the same thing for the 'answer call' button

You will be able to test out your interactions when you try out the 'presentation mode' in the next section.

5. Presentation mode

Once you are happy with your initial design, give it a go and see how it looks in presentation mode by clicking the play button in the top right corner



Here, you will see what your design looks like on the end device.

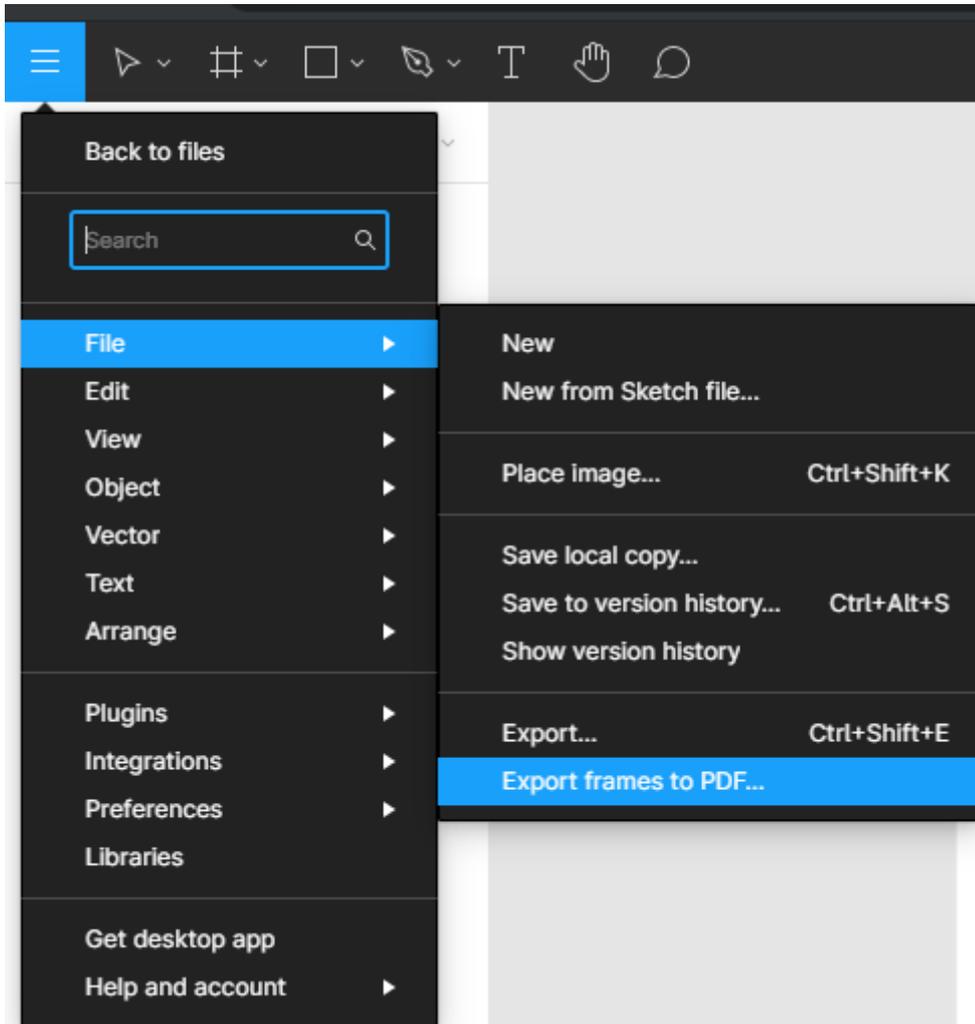
This is really useful for getting an idea how your app's colour scheme, spacing and general layout work.

If you have chosen to add 'interactions' from before, you can try these out by clicking on the buttons you set up.

If you want to return to the start page of your presentation, just press 'R' and it will reset.

6. Export options

If you would rather present still images of your storyboard, rather than a screen recording of Figma, you can easily export your finished storyboard from Figma by clicking the 'files' tab at the top left corner and choosing one of the export options



Export frames to PDF will download every frame in a single PDF document, whereas 'Export' will only export what you have selected

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