

## Design Foundations & Figma Basics

- What is UI/UX Design?
- Design Thinking & UX Process
- Introduction to Figma
- Figma Core Tools
- Layout & Organization

## What is UI/UX Design?

- Difference between UI and UX
- Role of a designer in a product team
- The design process: Discovery → Define → Design → Test
- Good vs bad design teardown using real apps (Swiggy, Zomato)

## Design Thinking & UX Process

- 5 stages: Empathize, Define, Ideate, Prototype, Test
- User personas
- User journey
- Mapping Pain points & goals

## Introduction to Figma

- What Figma is and why designers use it
- Setting up workspace
- Interface overview: toolbar, layers, properties, assets panel
- Essential keyboard shortcuts
- Creating first frame

## Figma Core Tools

- Shape tools: Rectangle, Ellipse, Line, Polygon, Star
- Text tool properties
- Pen tool & vector drawing
- Move / scale / rotate / flip
- Boolean operations: Union, Subtract, Intersect, Exclude

## Layout & Organization

- Frames vs Groups
- Layers panel: naming, locking, hiding
- Alignment tools
- Distribute spacing
- Rulers, guides and grid overlays

## UI Principles & Advanced Figma

- Typography & Color
- Spacing, Grids & Layout Systems
- Auto Layout
- Components & Variants
- Styles & Effects

## Typography & Color

- Typography hierarchy: Display, H1 H4, Body, Caption
- Font pairing rules
- Line height and spacing
- Color theory
- Figma fill types: solid, gradient, image

## Spacing, Grids & Layout Systems

- Padding / margin / gap concepts
- Figma column & row grids for mobile and web
- Responsive design thinking



## Auto Layout

- What Auto Layout is and why it matters
- Horizontal vs vertical direction
- Resizing behavior: Fixed, Hug, Fill
- Nested Auto Layout
- Absolute positioning inside Auto Layout

## Components & Variants

- Master component vs instance
- Creating components (Ctrl+Alt+K)
- Variants: Default, Hover, Pressed, Disabled
- Overriding instances
- Detaching
- Organizing component pages

## Styles & Effects

- Text styles and color styles: local vs shared
- Effect styles: Drop Shadow, Inner Shadow, Layer Blur, Background Blur
- Stroke controls: inside / outside / center, dashes
- Corner radius: uniform vs independent
- Image fills: fit / fill / tile

## UX Process, Wireframing & Prototyping

- Information Architecture & User Flows
- Wireframing
- Prototyping

## Information Architecture & User Flows

- What is Information Architecture (IA)
- Sitemap vs user flow vs task flow
- Drawing flows in Figma with shapes and arrows
- Identifying entry / decision / end points
- Image fills: fit / fill / tile

## Wireframing

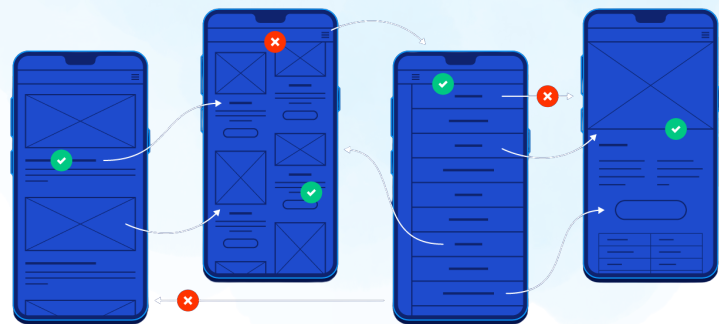
- What wireframes are and why start lo-fi
- Pen and paper exercise
- Mid-fi wireframes in Figma using gray boxes

## Prototyping

- Prototype panel overview
- Connecting frames
- Trigger types: On Click, Hover, Drag, After Delay, Mouse, Enter/Leave
- Action types: Navigate, Overlay, Scroll, Back
- Transitions: Dissolve, Move In/Out, Push, Smart Animate

## Design Systems

- What is a Design System
- Foundations: color, type, spacing, icons, grid
- Component library structure
- Figma Libraries: publishing, subscribing, updating



## Plugins, FigJam & Collaboration

- Top plugins: Unsplash, Iconify, Stark, Content Reel, Figma to HTML
- FigJam for brainstorming
- Multiplayer editing
- Comments and mentions
- Dev Mode

## Design Systems, Real Project & Delivery

- Design Systems
- Plugins, FigJam & Collaboration
- Accessibility & Usability
- Final Project

## Final Project

- Full app design brief: food ordering / travel planner / fitness tracker
- Deliverables: persona, flow, wireframes, hi-fi screens, prototype
- How to present design work like a professional