Mastering Figma: From Basics to Advanced UI Design

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5 days training course

WHO SHOULD ATTEND?

This course is ideal for:

- Art Directors who oversee creative projects and want to deepen their hands-on understanding of digital design tools like Figma.
- Creative leads aiming to streamline collaboration between design teams and developers.
- Art Directors interested in guiding UI/UX designers with practical knowledge of prototyping and design systems.
- Professionals who want to integrate Figma into their art direction workflow to review, give feedback, and manage assets efficiently.

COURSE INTRODUCTION

This course provides a practical and comprehensive guide to mastering Figma, the leading design and prototyping tool. You'll learn how to create visually appealing designs, build interactive prototypes, and collaborate seamlessly with your team. Whether you're new to design software or want to improve your workflow, this course will equip you with the skills to design smarter and faster.

COURSE OBJECTIVES

By the end of this course, you will be able to:

- Navigate Figma's interface with confidence.
- Create and organize design elements such as frames, text, and shapes.
- Build reusable components and maintain design consistency using styles.
- Use Auto Layout to create responsive, flexible designs.
- Prototype interactive user flows to communicate ideas clearly.
- Collaborate effectively with teammates and manage feedback in real time.
- Export assets and prepare designs for development handoff.
- Utilize advanced features like variants and plugins to enhance productivity.

Course Outline:

Day 1: Introduction to Figma

- **What is Figma? (Overview and Benefits)**

- **Setting up your Figma account**

- **Navigating the Figma interface**

- **Understanding Figma workspace: canvas, layers, assets**

- **Differences between Figma and other design tools**

Day 2: Basics of Designing in Figma

- **Creating frames and artboards**

- **Working with shapes and vectors**

- **Using text tools and typography basics**

- **Importing images and assets**

- **Basic alignment and distribution techniques**

- **Grouping and layering objects**

Day 3: Intermediate Design Techniques

- **Working with components and instances**

- **Creating reusable design elements (buttons, cards)**

- **Using styles (color, text, effects)**

- **Auto Layout basics for responsive design**

- **Prototyping simple interactions and transitions**

- **Collaborating with others in real-time**

Day 4: Advanced Design Features

- **Advanced Auto Layout techniques (nested layouts, padding)**

- **Variants and component properties**

- **Interactive components and advanced prototyping**

- **Using plugins to extend Figma's capabilities**

- **Design systems basics: building and managing**

- **Exporting assets and preparing files for developers**

Day 5: Practical Projects and Workflow

- **Creating a mobile app design project from scratch**

- **Designing a responsive website layout**

- **Prototyping a user flow with interactive elements**

- **Collaboration and feedback: comments, version history**

- **Handoff to developers: Inspect panel, CSS code export**

DOCUMENTATION

The **MTC team** has meticulously prepared **high-quality training materials** for distribution to all delegates.

CERTIFICATES

An **accredited Certificate of Completion** will be awarded to participants who successfully attend and complete the program.

SCHEDULE

Course sessions are scheduled as follows:

- **Morning Session:** 09:00 AM – 1:00 PM
- **Afternoon Session:** 01:00 PM – 05:00 PM

REGISTRATION & PAYMENT

To register, please complete the **registration form** available on the course page and submit it with your **preferred payment method**. Alternatively, you can contact us via **email or WhatsApp** for assistance.

TRAVEL & TRANSPORT

We ensure a **seamless travel experience** by providing **airport-hotel-airport** transfers for all participants.