Mindluster Platform

About the course Figma basics for UI UX beginners

Course Presenter : The Cutting Edge School

Figma basics for UI/UX, in this course we will learn about Figma Basics for UI/UX course and explore how to use Figma to design user interfaces and user experiences from scratch. Youâ€™ll begin with an introduction to the Figma interface, tools, and workspace setup. Step by step, weâ€™ll guide you through creating wireframes, building UI components, working with frames and auto layout, and designing responsive layouts. You'll also learn how to use prototyping features to simulate user interactions and share your designs with others. The course includes hands-on projects to reinforce your skills and build your confidence. Whether you're new to UX/UI or transitioning from another tool, this course provides a practical foundation to design user-centered interfaces using Figma. Join now and start designing intuitive, engaging digital experiences with one of the most popular design tools in the industry The Cutting Edge School

Web Design Category's Courses

Course Lesson(9)

Lesson 1 : **How to use Figma**

Lesson 2 : **How to use Figma Frames Autolayout**

Lesson 3 : **How to use Figma Styles Libraries**

Lesson 4 : **How to use Figma Components Variants**

Lesson 5 : **What are Figma Variables**

Lesson 6 : **How to Make a Design System in Figma**

Lesson 7 : **How to do Developer Handoff in Figma**

Lesson 8 : **How to Prototype on Figma**

Lesson 9 : **Free UX Design Checklist**

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