

Figma Advanced Prototyping & Interactions Training

OEM: Figma • Duration: 5 Days (40 hrs) • Code: FIG-PROTO

COURSE MODULES & TOPICS

Module 1: Recap of Prototyping Basics

- Setting multiple flow starting points for prototypes
- Customizing prototype devices and display settings
- Responsive scaling options
- Prototype actions, triggers, and animations review

Module 2: Working with Interactions

- Creating interactions in bulk across multiple frames
- Animation properties — type, direction, matching layers, easing, spring, duration
- Selecting, editing, and finding matching interactions
- Updating connection destinations in bulk
- Copying and reusing interaction details

Module 3: Creating Overlays in Prototypes

- Overlay actions and types
- Creating and positioning overlays
- Swapping between overlays
- Editing and deleting overlay configurations

Module 4: Using Smart Animate

- Smart animating layers between frames
- Animating properties — scale, position, opacity, rotation, fill
- Layer naming importance and hierarchy for smart animate
- Viewing matching layers and layer order
- Smart animate with slide-in and move-in effects

Module 5: Prototyping Scrolling & Overflow

- Preparing frames for scrolling — extending content beyond frame dimensions
- Clipping content and applying scroll overflow types
- Scroll positions — scroll with parent, fixed, sticky

- Preserving and resetting scroll positions between interactions

Module 6: Video & Animated GIFs in Prototypes

- Adding video and GIF files to frames
- Editing video properties and playback settings
- Prototyping with video — interactions within frames
- Integrating video with smart animate
- Video and interactive component combinations

Module 7: Variables in Prototypes

- Introduction to variables and typical use cases
- Creating and setting number, string, and boolean variables
- Prototyping with variables — conditional states and dynamic content
- Variables with component variants and interactive components

Module 8: Expressions & Multiple Actions

- Writing numerical, string, and boolean expressions
- Expression placement and evaluation order
- Reordering actions and setting animation sequence
- Conditional (if/else) statements in prototype interactions

Module 9: Variable Modes in Prototypes

- Setting mode values based on context (e.g., dark/light, locale)
- Using mode values in expressions
- Selecting mode definitions in prototype actions
- Building expressions with mode values
- Changing variable mode dynamically with interactions