

week::five

Prototype, Preview, & Dev Modes in Figma

Prototype Mode in Figma

About

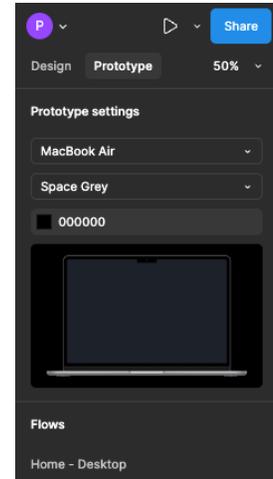
- Facilitates the creation of a fully-function website design, including links and interactions, quickly and without HTML/CSS/JS coding.
- Can be shared with clients/collaborates with just a link.
- Provides options for comments and feedback directly within the Figma file.

Prototype Options

- Settings for Device, Color, and Orientation

Hint: Adding Browser Chrome / Fixed Position Items

- Scroll Behavior > Fixed (stays in place)



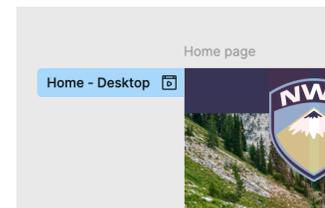
Starting Points

Overview

- Allows you to specify the beginning of an interaction flow.
- Used when entering Preview mode.

Process

- In Prototype mode, right-click on Frame, then select *Add Starting Point*
- Give it a meaningful name, like *Home — Desktop*.



Interactions

Linking to Pages

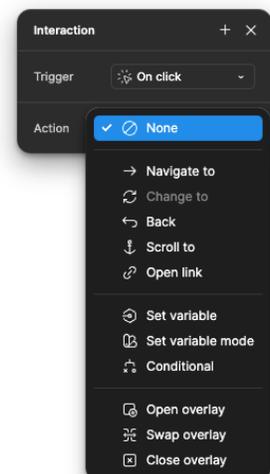
- Make an element a “clickable” item, allowing navigation to other frames (“pages”) within the design.
- Create them either by clicking on the plus (+) icon on the right-center of an element, or by clicking plus to the left of *Interactions* in the right panel.

Key Interaction Triggers

- *On Click* — user clicks on an element.
- *While Hovering* — user’s mouse pointer moves over an element.
- *While Pressing* — user have pressed (but not released) the mouse button.

Key Actions

- *Navigate to* — basic page navigation/linking
- *Change to* — used with Variants to alter an elements appearance.
- *Back* — relative action returning uses to the previous page/frame
- *Open link* — opens a standard URL in a new tab
- *Open overlay* — displays another frame/page over the existing page content.



Working with Variants to Create Hovers

Overview

- Variants are alternative versions of the same artwork, allowing for adjustments to attributes like size and color.
- We can use them to create a hover effect in Prototype mode.

Design Process

- In Design mode, create your object then make it a **Component**.
- Right-click on the main component and select **Main component > Add variant**
- Alter the new variant as desired.
- **Pro Tip** — Rename your variants using the right-side panel (at the top) to make it easier to add interactions.



Hover Prototype Process

- In Prototype mode, double-click on the main component to select it.
- Add an interaction, selecting **While Hovering** as the trigger, and **Change to** as the Action.
- Under Property 1, select the desired variant.

Learn More

- Variants are an important tool to create a Design System. Figma's help pages have some excellent information if you want to take it further.
- <https://help.figma.com/hc/en-us/articles/360056440594-Create-and-use-variants>

Special Effects

Overlay Effect

- Open Overlay displays another frame/page over the existing page content
- Animate using Dissolve, Move In/Out or other options

Navigation/Hamburger Menu Fly-outs

- Use **On Click** and **Overlay** to visualize how menu interaction behaves
- To close a menu, create a widget, and in Prototype mode select **On click** as the trigger and **Close overlay** as the action.

Horizontal Scrolling Areas

- Use Frames to create a scrollable space
- In Prototype mode, select the Frame then Scroll behavior > Overflow > Horizontal

Dev Mode

Overview

- A powerful mode that reveals key information for web developers, allowing them to build the website you have designed.
- Includes all sorts of information, including CSS code, color values, typography values, image export (both raster and SVG), layout measurements, text content, and more.
- Frames can be marked as **Ready for Development**, indicating to your collaborator that it's ready to go.
- Links can be shared with a developer directly — they will be working from the same file you created (and can continue to edit).