# week::six
## Prototype, Preview, & Dev Modes in Figma

## Prototype Mode in Figma

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

### Hint: Adding Browser Chrome / Fixed Position Items
- o Scroll Behavior > Fixed (stays in place)

### Prototype Options
- o Settings for Device, Color, and Orientation
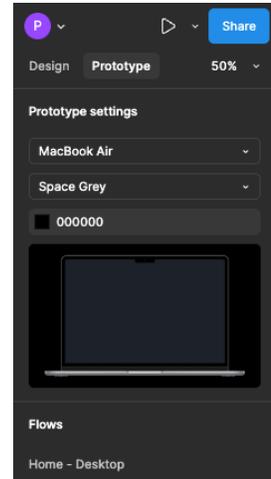
## Starting Points

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

### Process
- o In Prototype mode, right-click on Frame, then select Add Starting Point
- o Give it a meaningful name
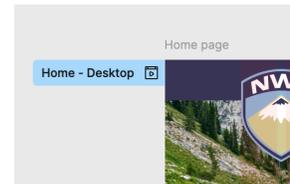
## Interactions

### Linking to Pages
- o Make an element a "clickable" item, allowing navigation to other frames ("pages") within the design.
- o 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
- o *On Click* — user clicks on an element.
- o *While Hovering* — user's mouse pointer moves over an element.
- o *While Pressing* — user have pressed (but not released) the mouse button.

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

— Demonstration Outline —
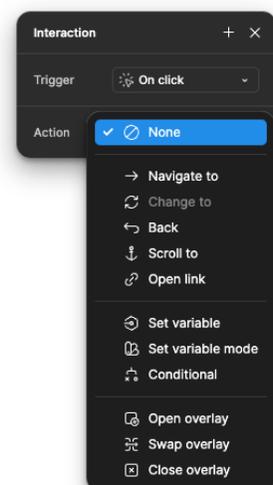
## Working with Variants to Create Hovers

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

### Design Process
- o  In Design mode, create your object them make it a **Component**.
- o  Right-click on the main component and select **Main component > Add variant**
- o  Alter the new variant as-needed.
- o  **Tip —** Rename them using the Layers panel to make it easier to add interactions. Be sure to retain the "Property 1=" text, entering the new name after the equals sign.



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

### Learn More
- o  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.
- o  https://help.figma.com/hc/en-us/articles/360056440594-Create-and-use-variants

## Special Effects

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

### Navigation/Hamburger Menu Fly-outs
- o  Use **On** Click and **Overlay** to visualize how menu interaction behaves
- o  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
- o  Use Frames to create a scrollable space
- o  In Prototype mode, select the Frame then Scroll behavior > Overflow > Horizontal

## Dev Mode

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