

GRFX-2303 PROJECT 2

# WORKSHOP 5

PROJECT 2

ui/ux:  
logotype  
icon

## WORKSHOP 3

intro to app  
prototype

OBJECTIVES  
RUBRIC  
WORKSHOP 1 UI/UX INTRO  
WORKSHOP 2 IDEATION: ICON DESIGN + APP  
WORKSHOP 3 APP ICON DIGITAL CREATION  
WORKSHOP 4 WIREFRAMES + ASSETS  
WORKSHOP 5 FIGMA APP PROTOTYPE BUILD  
WORKSHOP 6 USER TESTING + FINAL STEPS  
BEHANCE  
SCHEDULE

PROJECT 2

ui/ux:  
logotype  
icon

## WORKSHOP 4

intro to app  
prototype

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PROJECT 2

ui/ux:  
logotype

## WORKSHOP 4

**DUE > WHAT • WHEN • WHERE**  
Throughout these steps, students will continue to develop their screens and design system; however, the more time taken in the previous workshop, the easier working in Figma will be!

**DUE in class on Thursday, October 3rd:**

- CANVAS > PROJECT 2 - Digital Prototype URL  
YOUR LAST NAME PROJ2 URL

**DUE 2:05pm on Tuesday, October 8th:**

- Progress on your prototype build, evident on the same URL. Check this!

**DUE 2:05pm on Thursday, October 10th:**

- "Final" Prototype ready for user-testing.

**DUE 2:05pm on Tuesday, October 15th:**

- Absolutely final prototype due after any small fixes made informed by user-testing. Check the initial **YOUR LAST NAME PROJ2 URL** is what you expect it to be when opened by somebody who isn't you.
- File: **Save local copy** (or File > Save as fig...). Make sure the file is named correctly and upload it to CANVAS > PROJECT 2 - WORKSHOP 5 >> Figma Digital App Prototype Final Work

OBJECTIVES  
RUBRIC  
WORKSHOP 1 UI/UX INTRO  
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## PROJECT 2 | WORKSHOP 4

What is **DUE** today, even though the design might change.

- Begin Workshop 5
- Work through the basics of Figma together
- Start creating! :)

What is **DUE** by Tuesday

- Behance Reminder

**DUE > WHAT • WHEN • WHERE**  
Be sure all files are named correctly. To not do so will reduce your project

**RUBRIC:**

- Directions were followed accurately with absolutely no error

**DUE by 2:05pm on Tuesday, October 1st:**

- YOUR LAST NAME Proj2-F24\_Wireframes.AI** due in Canvas Assignment module asking for this.
- YOUR LAST NAME Proj2-F24\_Wireframes.PNG** due in Canvas Discussion module asking for this.

PROJECT 2

- PROJECT 2 - WORKSHOP 1 >> Mindmap(s)
- PROJECT 2 - WORKSHOP 1 >> Crazy 8's
- PROJECT 2 - WORKSHOP 1 >> Preliminary Navigation Map + Wireframes
- PROJECT 2 - WORKSHOP 2 >> Sketches RD 1
- PROJECT 2 - WORKSHOP 2 >> Logotype Sticker
- PROJECT 2 - WORKSHOP 2 >> Sketches RD 2
- PROJECT 2 - WORKSHOP 3 >> Digital App Icon Final Vector Work
- PROJECT 2 - WORKSHOP 3 >> Digital App Icon
- PROJECT 2 - WORKSHOP 4 >> Wireframes + Assets Final Vector Work
- PROJECT 2 - WORKSHOP 4 >> Wireframes + Assets
- PROJECT 2 - WORKSHOP 5 >> Figma Digital App Prototype Final Work

**Start building!**

- Be consistent in typography, color, and spacing.
- Remember this is to be viewed on a phone.
- If you would like to have a page that scrolls down, make the artboard longer and be prepared to reflect that (easy) in Figma.
- Also see how some of my pages have a black background. This is a placeholder because I want a video to play in Figma. The video will need to be dark, so white text will be necessary.
- For this project:**  
To be sure the prototype renders your fonts correctly, outline type after you're sure you're happy with it. See my artboards (next page) where live text is off the artboard just in case I need to use it later. All text on my artboards that I will paste into Figma is outlined. (In Multi-Platform, we will be more aware of font usage across platforms.)

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**MENU**

## workshop 5

FIGMA APP PROTOTYPE BUILD

In class, students will be guided through how to make a working app prototype in Figma, building on skills already begun at the end of Project 1. Project 2 app is more complex than Project 1, but is still simple. FYI: Though elements can be built from scratch in Figma, we are instead pulling elements built in Illustrator. Figma building skills will be further developed in GRFX-2303 Multi-Platform Design.


At the end of **Workshop 4**, we will complete the following:

- Start with **Proj 2 BASE.fig**, downloaded from Canvas. As this is Figma's local file type, it will open in the program.
- FYI > In GRFX-2303, we will work more in Figma's usual cloud-based collaborate workspace.

Rename **YOUR LAST NAME PROJ2**.

General steps are as follows. It is imperative student is present for the entire workshop.

- After a brief reminder to the **DESIGN | PROTOTYPE | SHARE** Figma workspaces, we will start in the **DESIGN WORKSPACE**. Also, get used to how Frames work in Figma vs. anything you've used in Adobe programs. Click on the name at the top of any frame to select it; otherwise, you will be selecting elements on the frame.
- This video covers **WAY MORE** than what we will use in this class; however, it's important to have a preview of the basic capabilities of Figma. <https://www.youtube.com/watch?v=jkT0CdLxwU>  
 >>>> see next page




- Don't be confused by Figma (and UI/UX) terminology. This is just an introduction.
  - Dashboard. Drafts (vs. Project), Teams (not using in GRFX-2303), New or Import file, Tools;
  - Pages have Layers, Elements, Components, Instances, Assets, Actions
- The video also introduces lots of options to build pages in Figma. Instead, we will use our Illustrator assets to build piece by piece in Figma.

**TIPS**


- Use vector files where you can.
- Raster files should only be used if they are the only answer.
- Video files are obviously only videos.

- Start by placing your icon on the **IOS HOME SCREEN** frame. Also, type in the name of your app.



- Then continue working to build out the rest of the app. Add/remove Frames as necessary.


## JUMPING AHEAD...

**SHARE** 

- When obtaining the URL, be sure the app is visible to everything with the Prototype link.
- Theoretically, if student revis anything on their file, the link associated with the properly Shared prototype file should update automatically. It is suggested student ask a classmate to open the prototype link on their phone to make sure this is working. If it isn't, please see Prof. Nikki for help as soon as possible. :)

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Then continue working to build out the rest of the app. Add/remove Frames as necessary.


- Move Frames around on the page to whatever makes sense to you. Their placement on the Figma workspace have no effect on how the prototype will work.
- DO NOT copy-paste and entire Illustrator Artboard to Figma unless you want the headache of ungrouping.** For example, do not select everything on an artboard and then paste it into Figma's "artboard" (frame). Everything will group and cause extra steps.


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- Instead, paste things over in groups that make sense. When you do this, you'll see things appear on the side of your screen. Name things as you add them for a cleaner file build.
- Keep your **Design System** consistent!

- You are not required to create any **Components**.  
*If you would like to >> Much like when one updates an image that is Linked in other Adobe applications like InDesign and Illustrator, a Component can be changed in Figma and it will update throughout the document.*

**PROTOTYPE WORKSPACE.**

- Students' **navigation maps** from Workshop 1 will be used to inform all of the connections/wires that need to be pulled for the prototype to work.
- Check that Flow 1 is on the **IOS HOME SCREEN** frame. This means when you Prototype, it begins on this screen.
- Remember to click on an Element, and be sure that Element makes sense. Should it be Grouped? Ungrouped?
- You are not required to use/create any **Buttons**, as those mean more Actions (Prototype) than are required for this project. For example, the buttons in this prototype are not required. Instead see how the words become clickable. (Professor will share buttons she created if students would like to edit and attempt to use.)
- Continue to check prototype by clicking the Present Arrow in the top right. 


**SHARE** 

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