



FIGMA

NAMES . AUTO LAYOUT . CONSTRAINTS . COMPONENTS . VARIANTS . THEMING . PROTOTYPING . LIBRARIES . HANDOUTS

DURATION

35 Hours

LEVEL

**Beginner to
Advanced**

MODULES

8

MODE

**Classroom ·
Online · Hybrid**

01 COURSE OVERVIEW

A Figma course covering layout mechanics, component architecture, prototyping and team libraries. The course focuses on the mechanics that make files maintainable: auto layout and constraints, component properties and variants, variables and modes, and shared libraries with version control.

Learners rebuild a multi-screen product file with a documented component library.

WHO IT IS FOR

Designers of any level

Developers reading design files

Marketing teams producing assets

Founders prototyping products

PREREQUISITES

Basic computer skills. A free Figma account.

02 LEARNING OUTCOMES

01 Structure files, pages and layers for teamwork.

03 Create components with properties and variants.

05 Prototype flows with interactive components.

07 Prepare files for developer inspection and export.

02 Build responsive layouts with auto layout and constraints.

04 Manage styles, variables and modes for theming.

06 Publish and consume team libraries.

01 FIGMA BASICS

Interface

Shapes and vectors

Alignment

Frames vs groups

Text

Pages and file structure

PRACTICAL

FIRST SCREEN

02 AUTO LAYOUT AND CONSTRAINTS

Direction and spacing

Alignment

Absolute position

Padding

Resizing rules

Nested auto layout

PRACTICAL

RESPONSIVE CARD

03 STYLES AND VARIABLES

Colour and text styles

Variables

Naming conventions

Effect and grid styles

Modes for theming

04 COMPONENTS

Creating components

Component properties

Nested components

Instances and overrides

Variants

Slot patterns

PRACTICAL

BUTTON AND INPUT SET

05 LAYOUT SYSTEMS

Grids

Breakpoints

Icon systems

Spacing scale

Layout templates

Illustration placement

06 PROTOTYPING

Flows and starting points

Smart animate

Overlays

Interactions and triggers

Interactive components

Conditions

PRACTICAL

CLICKABLE PROTOTYPE

07 COLLABORATION

Branching

Comments

Publishing and updates

Version history

Team libraries

File permissions

08 HANDOFF AND PLUGINS

Dev Mode inspection

Export settings

Design tokens export

Annotations

Useful plugins

PROJECT

MULTI-SCREEN FILE WITH LIBRARY

04 ASSESSMENT & CERTIFICATION

Module assignments and labs

25%

Mini projects

20%

Internal assessments

15%

Final project and review

40%

CERTIFICATION

Learners who complete all modules, submit the final project and clear the review receive a course completion certificate from Kaizen Infinities Private Limited. Project work is documented for the learner's portfolio, and interview preparation is included in the closing sessions.

05 CAREER OUTCOMES

ROLES THIS PROGRAMME PREPARES FOR

UI DESIGNER

PRODUCT DESIGNER

DESIGN SYSTEMS DESIGNER

WEB DESIGNER

DESIGN TECHNOLOGIST

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