

Links:

- <https://www.youtube.com/watch?v=5EICGzDcPmA>
- <https://www.youtube.com/watch?v=pID2XRrK7hw>
- https://www.youtube.com/watch?v=-L_MwLVYWDs
- <https://help.figma.com/hc/en-us/articles/360061175334>
- <https://dribbble.com/ai>
- <https://dribbble.com/ai>
- https://www.youtube.com/watch?v=i2jM1dL7_kQ → scroll animation
- <https://help.figma.com/hc/en-us/articles/360039818734-Prototype-scrolling-with-overflow-behavior> → scroll animation

Types of motion in UI design:

1. Functional Motion:

- Helps user accomplish goals
- Improve usability & UX
- Drag & drop
- Animated hover & click states

2. Structural Motion:

- Elements moving on / off screen
- Items growing to detailed views
- Modals, dropdowns, tool tips
- Parallax animation - creates illusion of depth

3. Emotional Motion:

- Character & illustration animations
- Success / failure states
- Moments of 'delight'
- Ex: day and night toggle

Interaction Design Anatomy:

1. Interaction trigger:

- What causes the animation
- I.e. hover over, tap, swipe, scroll, page load

2. Response:

- What happens to element(s) once triggered
- I.e. move, flip, decrease opacity, change color, growth/shrink

3. Timing:

- Duration (how long animation takes)
- Delay (how long after trigger the animation begins)

4. Easing:

- The *physics* of the animation
- Smoothness

Timing Basics:

1. Short Durations:

- Micro interactions (hover/click states)
- *Rule of thumb*: limit transitions to 300ms max

2. Long Durations:

- Typically used to create drama/impact
- Screen to screen transitions
- Elements traversing large parts of screen

Easing Curves:

- **Linear**: avoid using unless animating specific objects that should move at a constant rate (i.e. music)
- **Accelerate**: use when objects *exit* field of view
- **Ease Both**: Maps closely to how objects behave in real world
- **Decelerate**: Use when objects *enter* the field of view
- **Elastic (spring)**: Can help portray fun & playful experience; do not overuse

Playing with depth:

- **Relative scale**: changing an object's scale relative to another object can help create depth in digital environments

- **Parallax Motion:** Depth cue that causes objects that are *closer* to you to appear to move faster than objects that are *further away*. The *further away* something is, the *slower* it appears to move. Parallax movement influences how we judge relative distance

Interactive Components:

- Ex: Buttons, form elements, card
- **Smart Animate** is amazing!

Hover Animations:

- I used **overlays** to create clean hover animations for my MoMa homepage redesign

Helpful tools:

- Smart animate
- Interactive components and variants

Shortcuts

Basics

- Group—cmd G
- Frame—cmd opt G
- Ungroup / unframe—cmd shift G
- Scale tool—K
- Layout grid—ctrl G
- Place image—cmd shift K
- Ellipse—O
- Rulers—shift R
- Rename—cmd R
- Autolayout—Shift A
- Place object over auto layout frames—hold spacebar
- Create component—opt cmd K
- Open components menu—shift I
- Open library—opt 3
- Zoom into selection—shift 2

- Save a version—cmd opt S

Advanced

- Transfer image between shapes—cmd opt C, cmd opt V
- Paste to replace—shift cmd V
- Paste over selection—shift opt cmd V
- Multi-paste—cmd V (hold spacebar to keep objects within frame)
- Ignore constraints when resizing frame—hold down cmd
- Pull up search bar—cmd /
- Bulleted list—type a dash and space
- Unindent list—Shift + tab
- Resize image cropping—hold opt, double click image
- Resize frame & contents—hold K as you scale

Prototype

- Toggle between prototypes—shift E
- Zoom in prototype—Z
- Comment tool—C

Plugins

- [Responsify*](#)—*Quickly test your designs across multiple device sizes*
- [Breakpoints*](#)—*Preview responsive layout inside a Figma frame and share animated prototype*

*Combine by generating frame with Breakpoints, and running Responsify on “All devices”

- [Tutorial](#)
- [Styler](#)—*Generates styles based on selected layers*
- [Ghost](#)—*Converts high fidelity mockups to loading or “skeleton” screens*

Tutorials

- [Figma for Beginners](#)
- [Figma Tips](#)
- [Figma Design Features](#)
- [Auto Layout](#)

Articles

- [Groups vs. Frames](#)