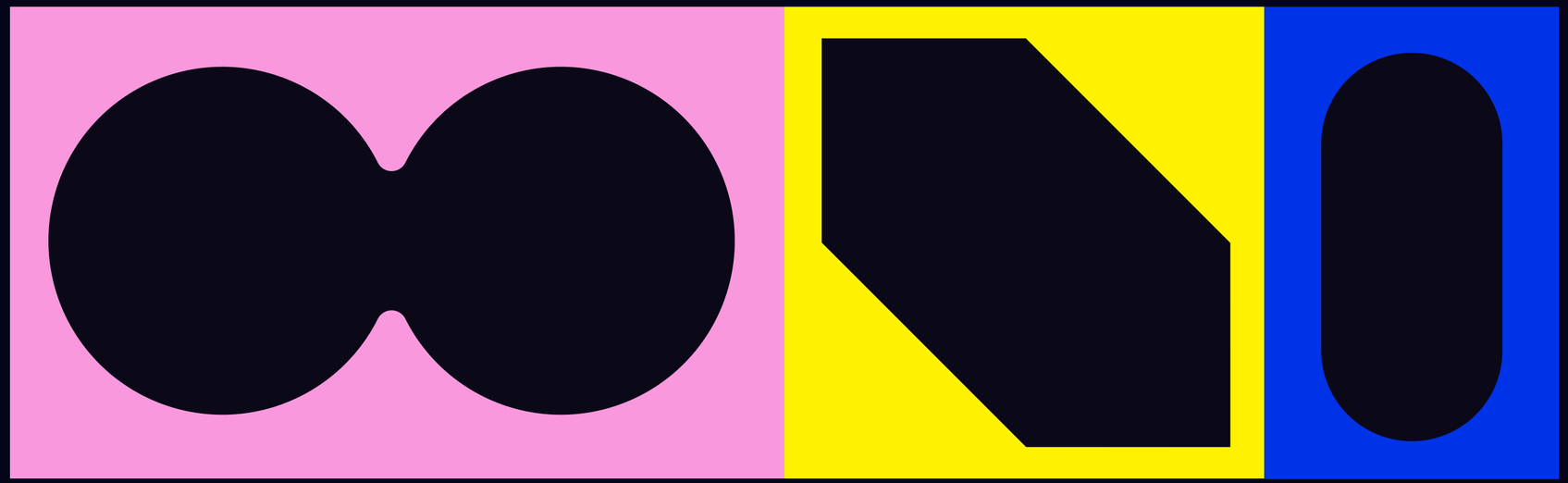
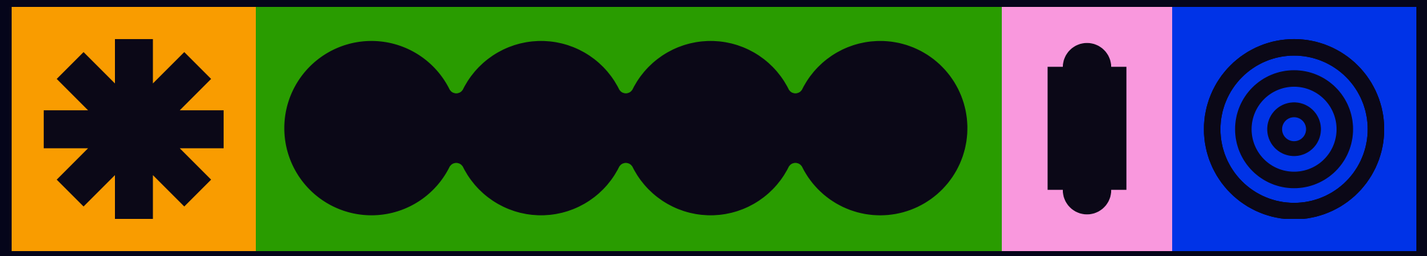
Figma

Figma Components Basics



Agenda

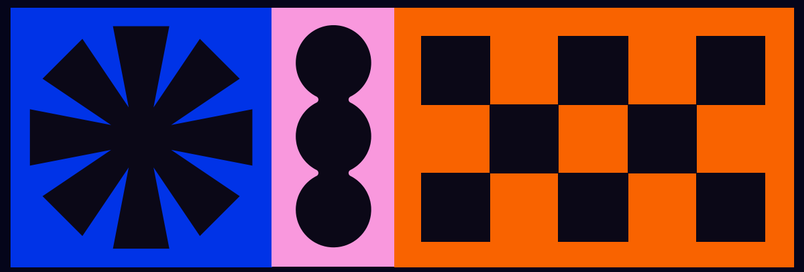
- Introduction to Figma Components
- Objectives of the Lesson
- Creating Components
- Editing Components
- Component Instances
- Overriding Component Properties
- Benefits of Using Components
- Common Challenges with Components
- Practical Exercise

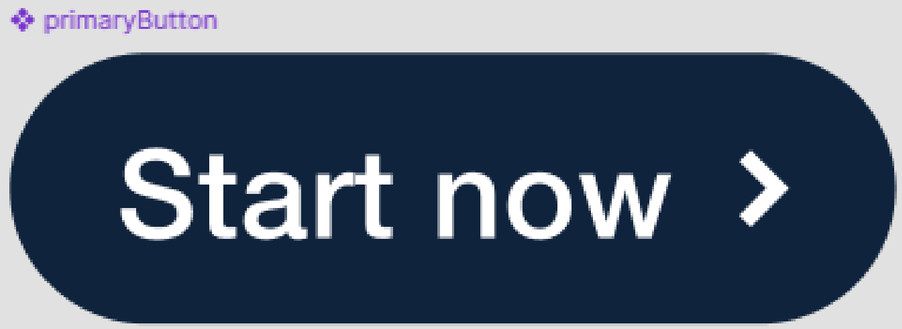


Introduction to Figma Components

What are components?

- Components in Figma are reusable design elements that help maintain consistency across projects.
- They allow designers to create a master design that can be instantiated multiple times, ensuring uniformity in UI elements.
- By using components, teams can streamline their design process, make updates more efficiently, and enhance collaboration.





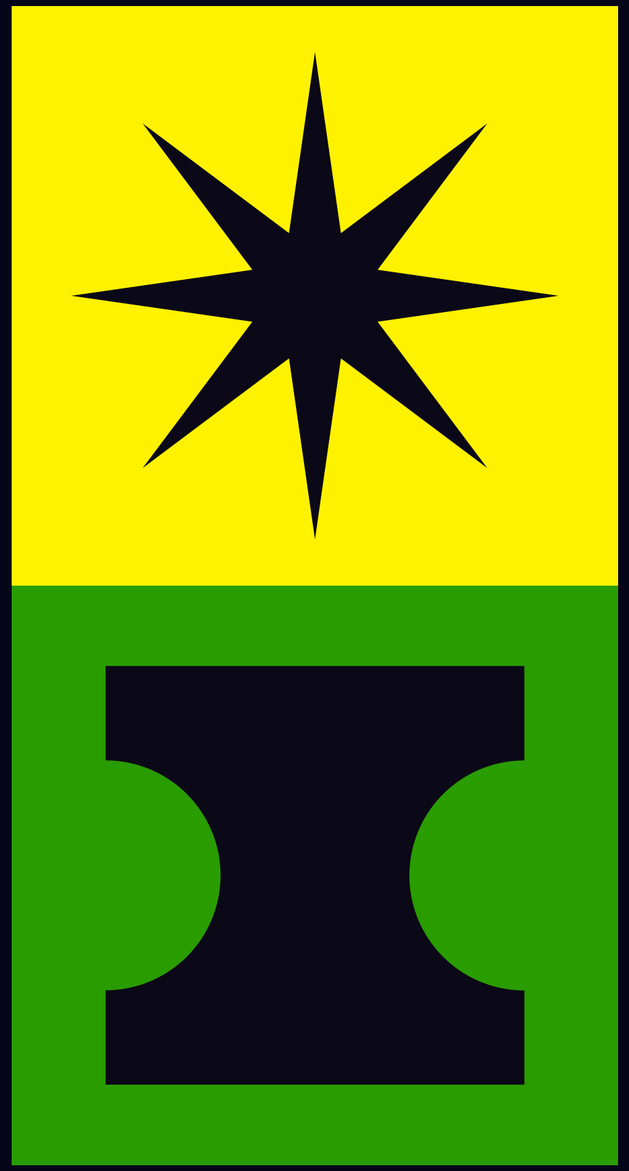
Objectives of the lesson

Understand the definition and importance of components in Figma for design efficiency.

Learn how to create and set up components from existing design elements.

Explore how to edit components and update instances across a design project.

Gain knowledge on overriding component properties to customize instances as needed.



Manipulating Objects in Figma

1

Step 1: Design Element

Design the UI element to convert into a component, like a button or card. Include all states and variations for flexibility.

2

Step 2: Create Component

Select the element and use Cmd/Ctrl + Alt + K to create a component. Alternatively, right-click and choose 'Create Component'.

3

Step 3: Use Instances

Drag instances from the assets panel onto your canvas. Edits to the main component update all instances, ensuring consistency.

3

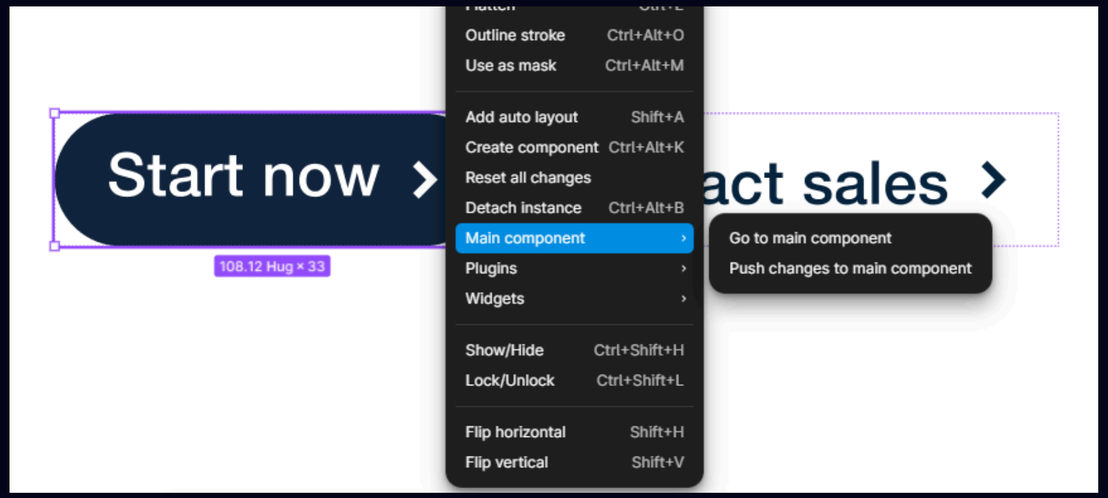
Step 4: Edit Properties

Select an instance to modify properties like text and colors. Overrides allow customization without affecting the main component.

Editing Components

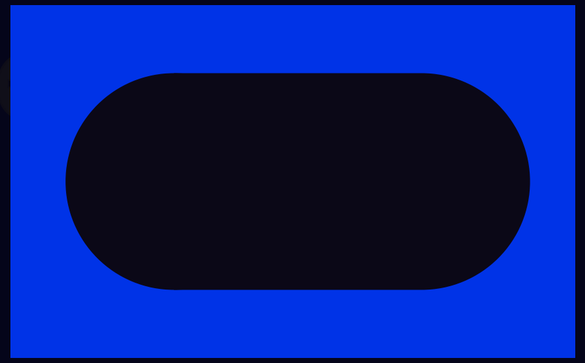
Editing Techniques for Components

- Use the 'Edit Master Component' option for changes.
- Maintain consistent styles by editing shared properties.
- Utilize the 'Detach Instance' feature for unique edits.



Best Practices and Common Pitfalls

- Always document changes to components for team reference.
- Avoid excessive detaching from instances to maintain consistency.
- Check for overrides that may conflict with master component edits.

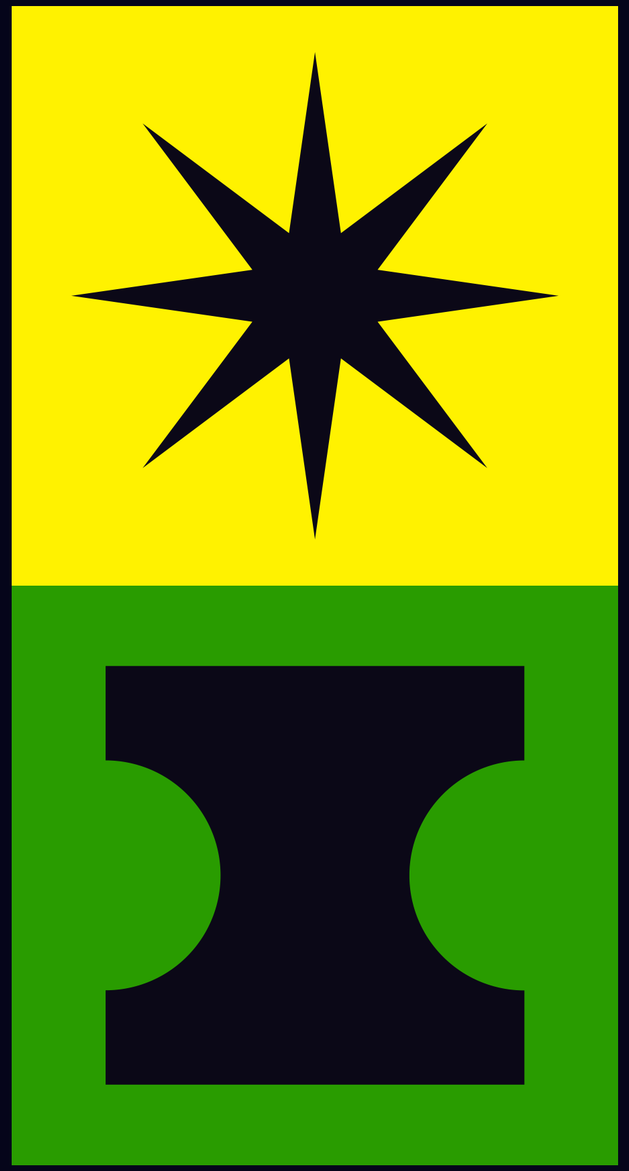


Component Instances

Component instances are individual copies of a main component. **They inherit properties from the main component but can be customized.**

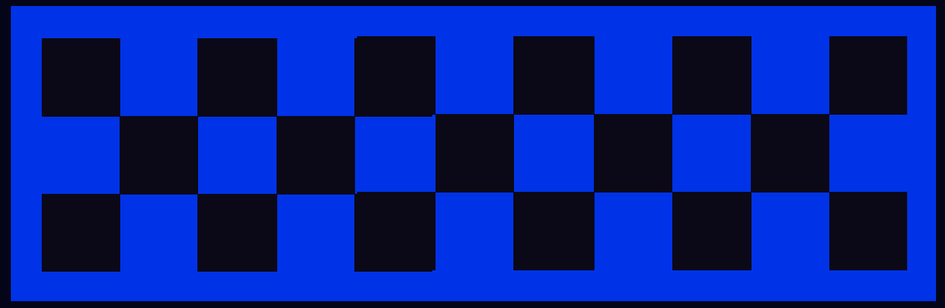
While main components serve as the master design, component instances can be modified without altering the original component, allowing for variation in designs.

Component instances facilitate consistency and efficiency in design systems, enabling designers to implement changes in the main component that propagate across all instances.

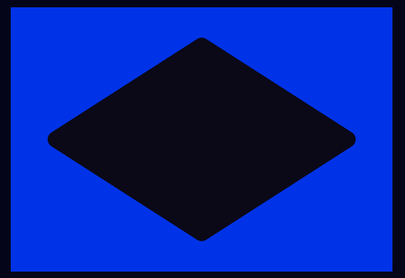


Overriding Components

- Overrides in Figma allow you to customize instances of components without altering the master component. This is useful for creating variations of a design while maintaining the core structure.
- Overrides are essential for applying specific styles or content to components based on context, such as changing the label on a button for different use cases.
- If you have a button component, you can change the text or color of an instance without affecting other instances or the original component.
- Using overrides effectively can speed up the design process, ensuring that updates to the main component automatically reflect in all other instances, while still allowing for individual adjustments.



Benefits of Using Components



Consistency	Using components ensures a uniform design across all screens and elements, maintaining brand identity and user experience.
Efficiency	Components streamline the design process, allowing for quicker updates and modifications across multiple instances without needing to alter each one individually.
Reusability	Designers can reuse components in various projects, saving time and resources while promoting a modular approach to design.
Collaboration	Components facilitate better collaboration among team members, as everyone works with the same design assets, reducing discrepancies and miscommunications.

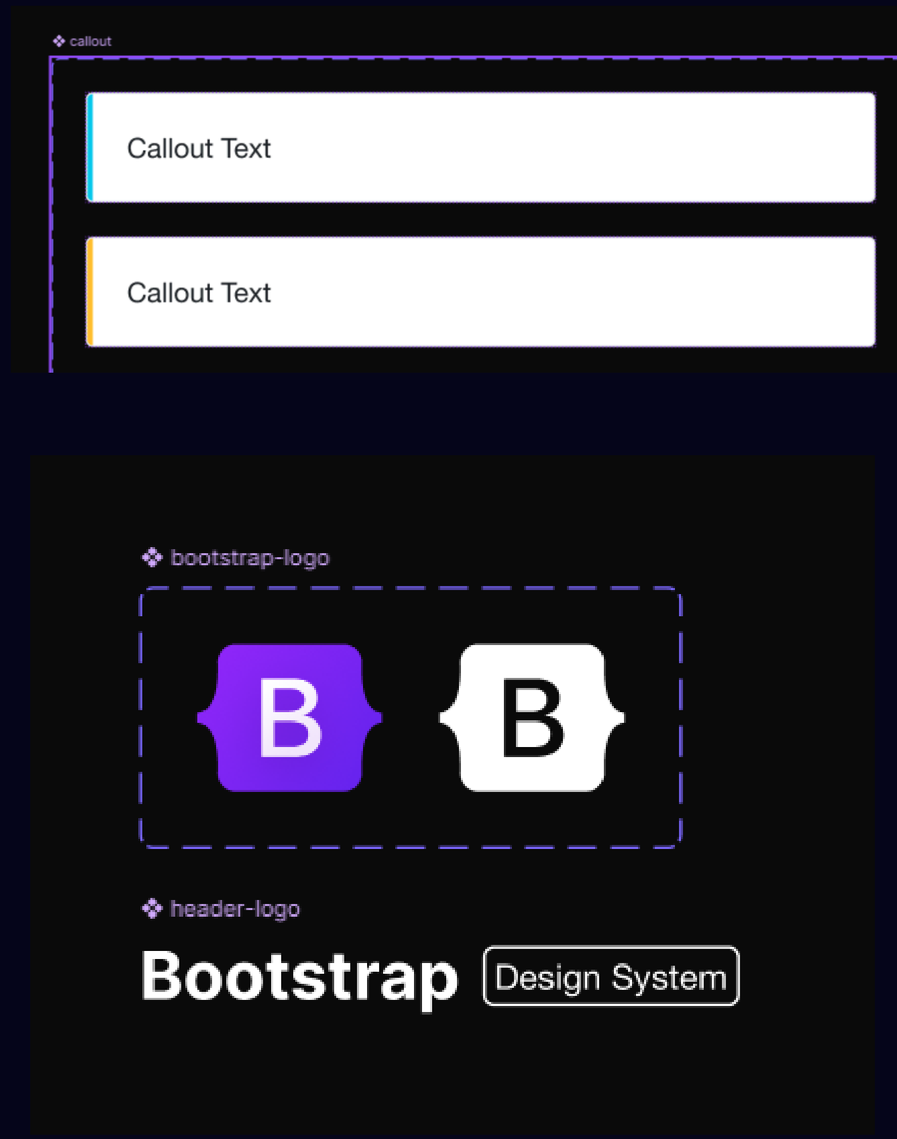
Common Challenges with Components

Benefits of Using Components

- Enhances design consistency across projects by using standardized elements.
- Speeds up the design process, allowing for quick updates and iterations.
- Facilitates collaboration among team members by providing a common design language.

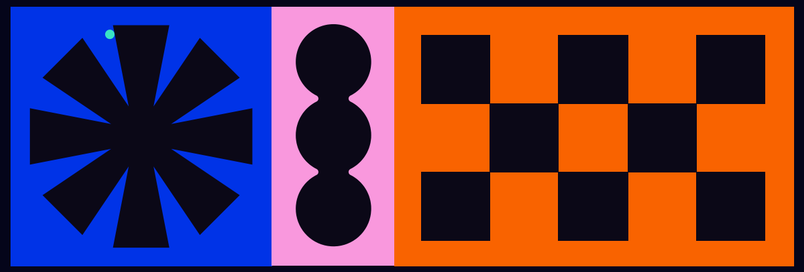
Challenges with Components

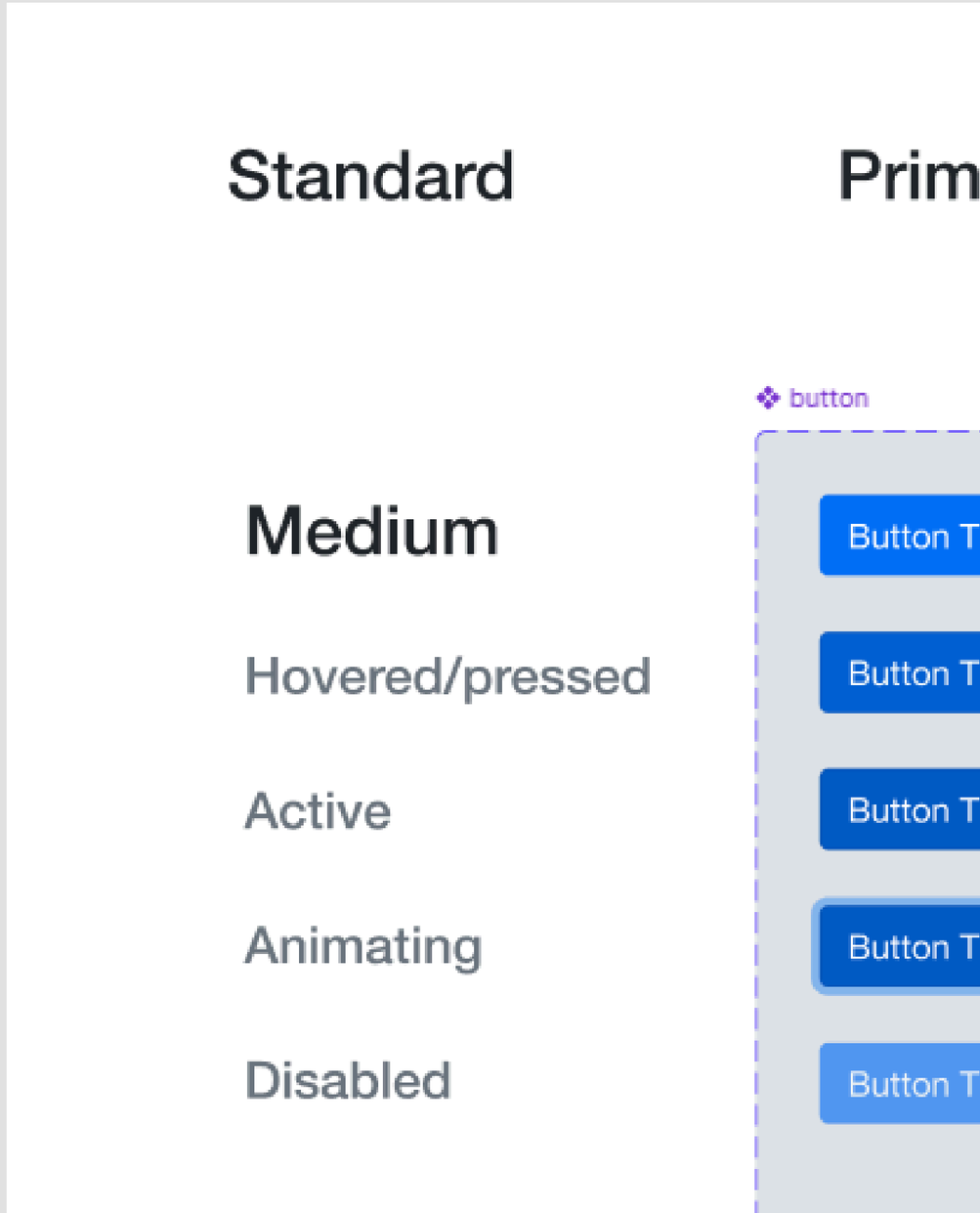
- Complexity in setup can lead to confusion, especially for beginners.
- Overriding properties may lead to inconsistencies if not managed properly.
- Changes to the main component can unintentionally affect all instances, which may not always be desired.



Practical Exercise

- Create a new Figma file and design a simple user interface element, such as a button or card.
- Turn the designed element into a component by selecting it and using the 'Create Component' option.
- Duplicate the component multiple times to create instances, then modify each instance by changing colors, text, or other properties to see how overrides work.
- Reflect on the differences between the main component and its instances, and discuss how this approach can improve design consistency.





Practical Exercice

Practice creating components, using instances, and applying overrides to maintain consistency and customization in design.
Instructions:

1. **Design a Base Component:**
   - Create a simple UI element, like a button or a card, that includes multiple states (e.g., default, hover, active) to ensure flexibility.
   - Convert the element into a component using the Create Component option.
2. **Create Component Instances:**
   - Duplicate the main component multiple times to create instances. Place these instances on your canvas, as if they were part of a simple interface.
3. **Customize Instances with Overrides:**
   - Change properties in each instance, such as button text, color, or icon. This demonstrates the flexibility of overrides without altering the main component.
   - For example, set each button to display different text to match various sections in an app, like “Home,” “Settings,” and “Profile.”

Thank you!