

1. Products and seats

FigJam

Sites

Specs (open beta)

Design

Slides

Buzz

Agent, MCP

Make

Weave

Draw, Motion, Dev

- Seats: **Full**, **Dev**, **Collab**, **View** (since 2025-03-11).
- Plans: Starter, Professional, Organization, Enterprise, plus Education and Government.
- Starter: one team, one folder, 3 files, 30 days of history, no shared libraries.
- Professional: libraries, up to 10 variable modes, Dev Mode, Code Connect. Organization: branching, SSO, private plugins. Enterprise: unlimited modes, SCIM, workspaces.
- AI credits are metered per seat and plan. Sites, Buzz are beta; Specs, Motion open beta.

2. Interface (UI3) and shortcuts

Left bar
pages
layers

Canvas

Right bar
Design
Prototype

Toolbar (bottom)

Action	macOS	Windows
Actions menu	Cmd K	Ctrl K
Zoom to fit / selection	Shift 1 / 2	Shift 1 / 2
Group / Frame	Cmd G / F	Ctrl G / F
Create component	Opt Cmd K	Ctrl Alt K
Detach instance	Opt Cmd B	Ctrl Alt B
Duplicate	Cmd D	Ctrl D
Suggest auto layout	Ctrl Shift A	Ctrl Alt Shift A
Pixel grid	Cmd `	Ctrl `

3. Layout and responsive

Hug: fits content

Fill: shares space

Fixed: set size

- Auto layout: horizontal, vertical or grid flow; gap, padding, alignment, wrap (incl. vertical wrap).
- Maps to CSS: flexbox for stacks, grid for grid flow.
- Constraints pin children in a plain frame; min/max sizes limit growth.
- Frames clip and nest; sections organise the canvas; groups are loose bundles.
- Design for mobile, tablet, desktop with breakpoint frames, fill widths and wrap.

4. Components, styles, variables

Main component

Instance

Slot (flexible)

Variant = property combos; booleans, text, instance swap

- Variants + properties (boolean, text, instance swap, slots) keep sets small.
- Styles: colour, text, effect, grid. Variables: colour, number, string, boolean, with **modes** (light/dark), aliasing, scoping, code syntax.
- Variables GA since 2024-04-16; extended collections on Enterprise.
- Libraries: publish, then accept updates in consumer files.
- Tokens: name `color/surface/default` semantic over primitive.

5. Prototyping and motion

ease in-out

custom bezier

spring (bounce)

- Triggers: click, hover, drag, key, after delay. Actions: navigate, open overlay, swap, scroll, back.
- Transitions: instant, dissolve, move, push, slide; easing and springs.
- Smart Animate** matches layers by name between frames.
- Variables in prototypes: set variable, conditions (if/else), expressions.
- Figma Motion (open beta): keyframe timeline, export as Lottie; video, GIFs.

6. UX process

Empathise

Define

Ideate

Prototype

Test

Fidelity ladder: lo-fi (boxes) - mid-fi (real content) - hi-fi (UI kit)

- Research in FigJam: goals, stickies, affinity clusters, personas, journey maps.
- Information architecture, user flows, then wireframes (content first).
- Usability test checklist: goal, tasks, 5 or so users, observe, note issues, iterate.

7. Accessibility

Check	Minimum
Normal text contrast (AA)	4.5:1
Large text, UI parts (AA)	3:1
Enhanced text (AAA)	7:1
Target size (WCAG 2.2 AA)	24 x 24 CSS px

1

2

3

focus order follows reading order

- Check colours in the picker accessibility view; annotate focus order, labels, alt text.

8. Collaboration

- Comments and multiplayer cursors; mention, resolve.
- Version history; branching and merging (Organization and up).
- FigJam** for workshops, **Slides** for decks, **Specs** for documentation.
- Files and folders (projects were renamed folders on 2026-08-03); share by link with view or edit.

9. Handoff and Dev Mode

Ready for dev

Completed

Changed when edited

- Dev Mode: paid seat since 2024-01-31 (Full or Dev seat); inspect, measure, copy code, annotations.
- Name layers, use auto layout and variables before handoff.
- Code Connect** maps components to real code (e.g. a React Button).
- MCP setup: `claude mcp add --transport http figma https://mcp.figma.com/mcp`
- MCP remote server tools: `get_design_context`, `get_metadata`, `get_screenshot`, `get_variable_defs`.

10. AI products

- AI tools in Design: generate, rename layers, edit images.
- Make**: prompt to working prototype or app; **Sites** (beta): publish pages; **Buzz** (beta): brand assets at scale; **Weave**: node-based AI workflows.
- Figma agent and skills; code layers; credits per seat and plan.

11. Extending and API

- Plugin manifest.json: name, id, api, main, ui, editorType, documentAccess: "dynamic-page", networkAccess.allowedDomains.
- REST call: GET /v1/files/:key with header X-Figma-Token: <token> or Authorization: Bearer <token>.
- Rate limits depend on seat and plan; View and Collab seats are low.
- Webhook events: FILE_UPDATE, FILE_VERSION_UPDATE, FILE_COMMENT, FILE_DELETE, LIBRARY_PUBLISH, DEV_MODE_STATUS_UPDATE, PING.
- Embeds for sites and docs; widgets are plugin-like canvas objects.

12. Admin and migration

- Roles, SSO/SAML, SCIM, user groups, activity logs, domain capture, link and guest controls.
- Import Sketch files; copy from Illustrator; no official Adobe XD importer.

Changed since older tutorials: UI3 is the only interface (old UI retired 2025-04-30) · Full/Dev/Collab/View seats · projects are now folders · Dev Mode is a paid seat · variables are GA with modes · grid flow and vertical wrap in auto layout · slots in components · Figma Motion (open beta) · Make is generally available · AI credits are metered.