# FIGMA

1. **GETTING STARTED**

   - State of Design Tools
   - Why Switch to Figma?
   - Browser vs. Desktop App
   - Interface
   - Color Spaces

2. **BASIC ELEMENTS**

   - Move Tools
   - Shape Tools
   - Vector Editing Toolset
   - Boolean Groups
   - Masks
   - Fill, Stroke, and Effects
   - Text
   - Exports

3. **CREATING LAYOUTS**

   - Tidying Up and Smart Selection
   - Groups and Frames
   - Constraints
   - Layout Grid
   - Rulers and Guides

- Auto Layout

- Pages

- Links


4. **BUILDING A DESIGN SYSTEM**

- Components Updated with Variants

- Styles

- Team Library

- Version History


5. **WORKING WITH DATA**

- Sorting Data

- Getting Data into Figma

- Data mapping