

Figma 2026 UX/UI Design Bootcamp

Master modern interface design with Figma's latest AI tools, design systems, and advanced prototyping for career-ready UX/UI skills.

Web & Mobile Design

Instructor: Daniel Brooks • 5 sections • 53 lessons • 20.00h total

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About this course

Most UX/UI courses teach outdated workflows that ignore how fast Figma has changed. You end up relearning everything six months later because the interface moved, new features replaced old hacks, and AI tools shifted how designs get built. This bootcamp is built for the current version of Figma, updated to reflect what the tool actually looks like and does in mid-2026.

You'll work through real projects from start to finish: building component libraries, creating interactive prototypes with conditional logic, setting up multi-brand design systems, and preparing files for developer handoff. The course includes 53 video lessons, downloadable project files, and case studies from actual product teams. Whether you're switching from another tool or leveling up existing skills, the path takes you from interface basics through enterprise-grade workflows.

Course curriculum

Foundations and Preparation

- **Getting Around the 2026 Interface (14m)**
A tour of the current Figma workspace, panels, and toolbar. You'll know where everything lives before you start designing.
- **Setting Up Your First File and Project Structure (18m)**
How to organize pages, name layers properly, and set up files that won't turn into a mess as your project grows.
- **Frames, Groups, and Layer Hierarchy (22m)**
The difference between frames and groups, when to use each, and how to build clean hierarchies that make editing painless.
- **Shapes, Vectors, and Boolean Operations (25m)**
Drawing and combining shapes to build custom icons, illustrations, and UI elements from scratch.
- **Typography Systems That Scale (20m)**
Choosing, pairing, and managing type using text styles and variables. Includes responsive typography strategies.
- **Color Theory and Building a Palette with Variables (24m)**
Setting up semantic color systems using Figma's variable collections. One palette, multiple themes.
- **Working with Images, Masks, and Effects (16m)**
Importing and editing images, applying masks for creative layouts, and using effects like blur and shadow without overdoing it.
- **Essential Keyboard Shortcuts and Speed Habits (12m)**
The shortcuts and small habits that cut your design time in half. A quick-reference sheet is included.

Core Concepts

- **Auto-Layout from Zero to Confident (28m)**
The complete guide to auto-layout: padding, spacing, direction, wrapping, and nesting. Includes five practice exercises.
- **Building Your First Components (22m)**
Turning repeated elements into reusable components. How to think about component boundaries and naming.
- **Variants and Multi-Property Components (26m)**
Organizing component variants by size, state, and color. Naming conventions that keep large libraries searchable.
- **Interactive Components with State Changes (24m)**
Building buttons, toggles, and tabs that respond to clicks without leaving component editing mode.
- **Smart Animate and Basic Transitions (20m)**
Creating smooth animations between frames using Smart Animate. When it works, when it doesn't, and what to do instead.

- **Using AI-Assisted Design Features (18m)**
Practical ways to use Figma's AI tools for layout suggestions, content generation, and quick iterations without losing creative control.
- **Responsive Design with Constraints and Breakpoints (25m)**
Making layouts adapt to different screen sizes. Constraint settings, breakpoint strategies, and testing responsive behavior.
- **Plugins That Actually Save Time (15m)**
A curated list of plugins for icon management, content population, accessibility checks, and asset organization.
- **Real-Time Collaboration and Comment Workflows (16m)**
Sharing files, leaving contextual feedback, running design reviews, and managing async collaboration across time zones.
- **Version History, Branching, and Merging (19m)**
Using version history to protect your work. Branching for experiments without risking the main file.
- **Dev Mode Basics for Designer-Developer Handoff (21m)**
What developers see in Dev Mode, how to annotate your designs, and settings that make handoff cleaner.

Deep Dive

- **Component Architecture for Large Projects (32m)**
How to structure component libraries with atoms, molecules, and organisms. Naming, nesting, and documentation patterns.
- **Nested Components and Instance Swapping (26m)**
Swapping nested instances to build flexible layouts without exploding your component count.
- **Variable Collections: Tokens, Modes, and Aliases (30m)**
Setting up design tokens with variables for color, spacing, radius, and opacity. One system, multiple themes and platforms.
- **Conditional Logic and Expressions in Prototyping (28m)**
Using variables and conditions to build prototypes that branch based on user input. Close to real-app behavior.
- **Advanced Animations with Spring Curves and Easing (24m)**
Fine-tuning motion with custom curves, staggered delays, and multi-step transitions for polished interactions.
- **Building a Multi-Variant Button System (22m)**
A hands-on project creating a button library with size, color, icon, and state variants that stay manageable.
- **Accessibility in Design: Contrast, Focus, and Semantics (20m)**
Checking color contrast, designing focus states, and structuring files so screen reader annotations are possible.
- **File Performance: Keeping Large Files Fast (16m)**
Why files slow down and practical fixes: image optimization, component reduction, and memory-aware layer management.

- **Documenting Your Design System Inside Figma (22m)**

Writing usage guidelines, do's and don'ts, and component specs directly in your Figma library files.

Advanced Application

- **Planning a Complete Design System from Scratch (28m)**

Audit existing patterns, define scope, set up the file structure, and create a rollout plan before designing anything.

- **Building the Foundation: Primitives and Tokens (32m)**

Creating the base layer of your system: spacing scale, typography ramp, color tokens, and shadow definitions.

- **Core Components: Inputs, Buttons, and Navigation (35m)**

Designing the components every product needs with proper states, variants, and documentation.

- **Complex Components: Tables, Modals, and Forms (30m)**

Tackling higher-complexity components that require flexible slots, conditional content, and responsive behavior.

- **Dark Mode and Multi-Theme Implementation (24m)**

Using variable modes to switch between light, dark, and brand themes without duplicating components.

- **Mobile-First Design Strategies in Figma (22m)**

Approaching layouts from the smallest screen up. Column grids, touch targets, and mobile-specific patterns.

- **Prototyping Complex User Flows (26m)**

Connecting dozens of screens into realistic flows with back navigation, conditional paths, and scroll behaviors.

- **Micro-Interactions That Improve Usability (20m)**

Designing subtle feedback animations for loading, success, error, and empty states that help users understand what happened.

- **User Testing with Figma Prototypes (18m)**

Setting up prototypes for usability tests. What to prepare, how to share, and how to interpret feedback.

- **Handoff That Developers Will Thank You For (22m)**

Annotating behavior, exporting assets correctly, documenting edge cases, and setting up Dev Mode for your team.

- **Presenting Design Work to Stakeholders (19m)**

Using Figma's presentation mode, building case study slides, and framing design decisions around business outcomes.

- **Client and Cross-Team Collaboration Patterns (17m)**

Managing external stakeholders in shared files, running design sprints, and keeping feedback organized.

Implementation and Next Steps

- **Portfolio Project Kickoff: Mobile Banking App (20m)**

Defining scope, user personas, and the feature set for a portfolio-ready mobile app project.

- **Mobile Banking: Research to Wireframes (28m)**
Sketching user flows, building low-fidelity wireframes, and defining the information architecture.
- **Mobile Banking: UI Design and Component Use (35m)**
Applying your design system to the wireframes. Color, typography, spacing, and component selection.
- **Mobile Banking: Prototyping and Case Study (26m)**
Building the interactive prototype and writing a case study that documents your process and decisions.
- **Portfolio Project Kickoff: SaaS Dashboard (18m)**
Planning a data-heavy web dashboard with complex navigation, tables, and chart components.
- **SaaS Dashboard: Data Visualization Components (30m)**
Designing chart types, stat cards, and data tables that work at different viewport sizes.
- **SaaS Dashboard: Full Layout and Prototyping (32m)**
Assembling the complete dashboard with responsive layouts, filters, and interactive states.
- **SaaS Dashboard: Handoff and Documentation (22m)**
Preparing specs, exporting assets, and documenting the dashboard for a realistic handoff scenario.
- **Running a Design Critique Session (15m)**
How to give and receive design feedback constructively. A framework you can use with peers or in interviews.
- **Building a Portfolio That Gets Interviews (24m)**
Structuring case studies, choosing the right projects, and presenting your work on Behance, Dribbble, or a personal site.
- **Interview Preparation: Whiteboard and Take-Home Challenges (20m)**
Common design challenge formats, time management strategies, and how to talk through your process out loud.
- **Freelancing and Contract Work with Figma (18m)**
Managing client files, setting up shared libraries, scoping projects, and protecting your intellectual property.
- **Keeping Your Skills Current Beyond This Course (12m)**
Communities, resources, and habits for staying sharp as Figma and the design field continue to evolve.

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