

# Figma Motion Design: Animations & UX/UI

Master motion design with Figma to create engaging animations for web and app interfaces. Ideal for UX/UI designers and developers.

**Motion Design** Instructor: Jordan Blake • 5 sections • 51 lessons • 20.25h total

[View this course online](#) [Browse all courses](#)

## About this course

---

Motion design adds life to digital interfaces, but many designers struggle to use Figma effectively for animations and motion graphics. This can lead to static designs that fail to engage users. This course provides a step-by-step path from basics to advanced techniques, covering animation principles, Figma tools, and real-world applications. You'll learn through video lessons, practical exercises, and case studies to build skills for enhancing UX/UI projects.

# Course curriculum

---

## Foundations and Preparation

- **Introduction to Motion Design in Figma (18m)**  
Understand the role of motion in modern interfaces and set up Figma for animation work.
- **Setting Up Your Figma Workspace for Motion (12m)**  
Configure tools and shortcuts to streamline your animation workflow from the start.
- **Core Principles of Animation (25m)**  
Learn timing, spacing, and easing fundamentals that make animations feel natural.
- **Understanding Timing and Easing in Figma (18m)**  
Apply easing curves in Figma to control the speed and feel of motion.
- **Creating Your First Simple Animation (32m)**  
Build a basic animation step-by-step to practice keyframe and transition basics.
- **Using Figma's Timeline and Prototype Tools (20m)**  
Navigate Figma's timeline panel to manage sequences and prototype interactions.
- **Best Practices for Motion Design Workflow (15m)**  
Organize layers and frames efficiently to avoid common pitfalls in projects.
- **Reviewing Motion Design Fundamentals (8m)**  
Summarize key concepts and prepare for more complex animations in the next section.

## Core Concepts

- **Building Micro-interactions for UI Elements (22m)**  
Design subtle animations for buttons, toggles, and inputs to improve usability.
- **Designing Animated Transitions Between Screens (28m)**  
Create smooth screen transitions that guide users through app flows.
- **Creating Motion Graphics with Vector Paths (35m)**  
Animate vector shapes and paths to build dynamic visual elements.
- **Animating Text and Typography in Figma (20m)**  
Add motion to text for emphasis and readability in interfaces.
- **Working with Figma's Smart Animate Feature (18m)**  
Use Smart Animate to automatically generate animations between similar frames.
- **Integrating Basic Sound Design with Motion (15m)**  
Pair animations with sound cues to enhance user feedback, covering timing sync.
- **Using Easing Curves for Natural Motion (25m)**  
Customize easing graphs to mimic real-world physics in your designs.
- **Coordinating Multiple Animations in a Project (30m)**  
Sequence and layer animations to avoid clutter and maintain clarity.
- **Exporting Animations for Development Handoff (20m)**  
Prepare motion specs and assets so developers can implement them accurately.
- **Case Study: Motion in a Mobile App Prototype (32m)**  
Analyze a real-world mobile app to see how motion solves UX challenges.

## Deep Dive

- **Advanced Path Animations and Masking (28m)**  
Animate along complex paths and use masks for creative motion effects.
- **Creating Dynamic Loading Animations (22m)**  
Design engaging loaders that reduce perceived wait times for users.
- **Motion Design for Data Visualization (35m)**  
Animate charts and graphs to make data more understandable and interactive.
- **Animating Complex UI Components (30m)**  
Handle animations for multi-state components like carousels and modals.
- **Using Figma Plugins for Enhanced Motion (18m)**  
Explore plugins that add capabilities for advanced animation tasks.
- **Optimizing Motion for Performance (25m)**  
Keep animations lightweight to ensure smooth playback on all devices.
- **Prototyping Interactive Animations (32m)**  
Build interactive prototypes that respond to user inputs like clicks and scrolls.
- **Testing and Iterating Motion Designs (20m)**  
Use feedback loops to refine animations based on user testing and metrics.

## Advanced Application

- **Real-World Project: Designing an Animated Landing Page (45m)**  
Apply skills to create a full landing page with coordinated animations.
- **Case Study: Motion for E-commerce Interfaces (35m)**  
Examine how motion enhances product displays and checkout flows in online stores.
- **Creating Animated Icons and Illustrations (30m)**  
Bring static icons to life with looping or triggered animations.
- **Motion Design for Onboarding Experiences (28m)**  
Design guided tours and tutorials that use motion to teach features.
- **Advanced Micro-interactions for Web Applications (32m)**  
Add depth to web apps with interactions like drag-and-drop animations.
- **Animating Charts and Graphs in Figma (25m)**  
Transform static data visuals into engaging animated stories.
- **Designing Animated Navigation Menus (22m)**  
Create menus that expand, collapse, and transition smoothly for better navigation.
- **Motion for Error and Success States (18m)**  
Use motion to provide clear feedback during user actions, reducing confusion.
- **Using Auto Layout with Animations (30m)**  
Combine Figma's Auto Layout with animations for responsive motion design.
- **Collaborative Motion Design in Teams (20m)**  
Share and review animations within Figma to streamline team workflows.
- **Presenting Motion Concepts to Stakeholders (25m)**  
Communicate motion ideas effectively using prototypes and storyboards.

- **Review and Feedback Session (15m)**  
Get peer feedback on a motion project to identify areas for improvement.

## Implementation & Next Steps

- **Integrating Motion into the Design System (30m)**  
Document and standardize animations for consistency across products.
- **Exporting Animations for Code Implementation (25m)**  
Generate code snippets or specs from Figma for developer handoff.
- **Working with Developers on Motion Specs (22m)**  
Collaborate on motion implementation, covering timing and easing values.
- **Creating Motion Guidelines Documentation (28m)**  
Write clear guidelines that outline when and how to use animations.
- **Building a Motion Design Portfolio (35m)**  
Showcase your motion work effectively to attract clients or jobs.
- **Staying Updated with Motion Design Trends in 2026 (20m)**  
Explore current trends and tools in motion design relative to today's landscape.
- **Exploring Advanced Tools and Software (18m)**  
Look beyond Figma at complementary tools for specialized motion work.
- **Networking in the Motion Design Community (15m)**  
Connect with other designers through online groups and events for growth.
- **Continuing Education and Resources (12m)**  
Find books, courses, and tutorials to keep learning motion design.
- **Final Project: Complete Motion Design Case Study (50m)**  
Apply all skills to a full project, from concept to polished animations.
- **Course Wrap-up and Key Takeaways (10m)**  
Review the most important lessons and how to apply them in your work.
- **Next Steps for Your Motion Design Career (15m)**  
Identify paths to specialize or advance in motion design roles.
- **Additional Resources and References (8m)**  
Access a curated list of assets, templates, and further reading materials.

---

## Discover our blog

Learn more with free articles written by our professors and guest experts.

Latest article: **Flight Attendant Preparation: What to Study Before You Apply**

[Visit the blog](#)   [All courses](#)   [This course](#)