

UI Prototyping in Flinto: Interactions & Micro Animations

Build polished prototypes with micro-animations in Flinto. For UX designers who want to demo real interaction quality.

Web & Mobile Design

Instructor: Jordan Brooks • 5 sections • 51 lessons • 16.50h total

[View this course online](#)

[Browse all courses](#)

About this course

Most UX designers can create static mockups, but the gap between a flat screen and a working prototype with real interactions is where projects stall. Clients and developers need to see how a product behaves: how a swipe feels, what happens when a button is tapped, how content scrolls and reveals. Without that, feedback stays vague and handoffs get messy.

This course walks you through Flinto from the ground up, starting with canvas basics and design imports, then building toward stateful interactions, scroll-linked animations, sound and haptic integration, and developer-ready exports. You'll follow along with real project scenarios, including onboarding flows, checkout processes, and dynamic overlays. By the end, you'll know how to create prototypes that look, move, and feel like the finished product.

Course curriculum

Foundations and Interface

- **Getting Started with the Flinto Canvas (12m)**
A quick tour of the Flinto workspace. You'll learn what each area of the canvas does and how to navigate between screens, zoom in on details, and orient yourself before building anything.
- **Understanding Layers, Artboards, and the Layer Panel (18m)**
How Flinto organizes content through layers and artboards. Covers the layer panel, grouping logic, naming conventions, and how layer order affects z-stacking and interaction targeting.
- **Setting Up Your First Project and Screen Frames (15m)**
Create a new project from scratch with the right device presets. Learn how to define screen frames, set background colors, and structure your canvas for a multi-screen prototype.
- **Importing Designs from Figma into Flinto (22m)**
Step-by-step guide to bringing Figma designs into Flinto. Covers the plugin workflow, how layers translate between tools, and what to check after import to avoid broken assets.
- **Importing Designs from Sketch and Adobe XD (18m)**
The import process for Sketch and Adobe XD users. Includes troubleshooting common issues like missing fonts, flattened groups, and mismatched artboard sizes.
- **Navigating the Interface: Menus, Shortcuts, and Panels (12m)**
A practical walkthrough of Flinto's menus, keyboard shortcuts, and floating panels. You'll pick up time-saving habits that speed up your daily workflow.
- **Creating Your First Basic Screen Transition (25m)**
Build a simple two-screen transition from scratch. You'll wire a button tap to a screen change, preview the result, and understand how Flinto connects screens behind the scenes.

Core Interactions

- **How Transitions Work in Flinto (15m)**
The mental model behind Flinto's transition system. Learn what triggers are available, how source and destination screens are matched, and why layer names matter for smooth handoffs.
- **Building Tap-Driven Navigation Between Screens (18m)**
Wire up tap interactions for common patterns: button navigation, list item selection, and tab switching. Includes best practices for hit areas and feedback timing.
- **Creating Swipe Gestures for Multi-Screen Flows (22m)**
Add swipe-based navigation for onboarding carousels, image galleries, and card stacks. Covers gesture direction settings and edge case handling.
- **Scroll-Driven Transitions and List Navigation (25m)**
Build scrollable content areas that trigger transitions at specific scroll positions. Includes settings for scroll momentum, bounce, and content clipping.
- **Linking Screens with Simple Behaviors (18m)**
Use Flinto's behavior system to define what happens when a user interacts with a screen. Covers go-to, back, and open-overlay behaviors with practical examples.

- **Adding Conditional Logic to Interactions (22m)**
Make prototypes respond differently based on context. Learn how to set conditions on behaviors so the same button can lead to different screens depending on prior actions.
- **Introduction to the Transition Editor (18m)**
A focused walkthrough of the transition editor interface. You'll learn how to preview, adjust, and delete transitions, plus how to read the visual timeline.
- **Adjusting Timing Curves and Easing Functions (15m)**
Fine-tune the feel of every transition by editing timing curves. Covers standard easing types, custom bezier curves, and how to pick the right curve for different interactions.
- **Chaining Multiple Transitions in Sequence (22m)**
Link three or more screens into a continuous flow. Learn how to manage transition order, avoid conflicts, and create multi-step user journeys.
- **Testing and Refining Interactions in Preview Mode (12m)**
Use Flinto's preview to test every interaction before sharing. Covers common issues that appear in preview, how to debug broken links, and when to iterate on timing.

Advanced Micro-Animations

- **What Are Micro-Animations and Why They Matter (10m)**
An overview of micro-animations in UI design: what they are, where they belong, and how they guide user attention. Includes examples from real products current in 2026.
- **Animating Object Scale and Size Changes (18m)**
Make elements grow, shrink, and pulse using scale animations. You'll animate a button press, a card expand, and a notification badge pop with precise control.
- **Animating Rotation and Transform Properties (18m)**
Apply rotation animations to icons, loaders, and toggle switches. Covers anchor points, rotation direction, and combining rotation with movement.
- **Working with Opacity and Fade Transitions (15m)**
Fade elements in and out to create smooth reveals and dismissals. Includes layered fade effects for backgrounds, text blocks, and overlay content.
- **Combining Multiple Properties in One Animation (22m)**
Stack scale, rotation, opacity, and position changes into a single coordinated animation. Learn how stagger timing and property offsets create polished results.
- **Creating Reusable Components with Interactive States (25m)**
Build components like buttons, toggles, and cards that switch between states (default, hover, pressed, disabled). Save them for reuse across your prototype.
- **Scroll-Linked Animations: Parallax and Reveal Effects (28m)**
Tie animations to scroll position for parallax backgrounds, fade-in content blocks, and progress indicators. Covers scroll offset math and performance awareness.
- **Gesture-Responsive Animations and Drag Interactions (25m)**
Make elements respond to drag gestures in real time. Build swipe-to-dismiss cards, pull-to-refresh patterns, and draggable bottom sheets.

- **Timing Micro-Animations for Natural Feel (18m)**
Get the duration and delay of micro-animations right. Covers the difference between 150ms and 300ms, why overshoot works for playful UIs, and how to avoid animation fatigue.

Prototyping with Precision

- **Introduction to the Designer Mode (15m)**
An overview of Flinto's Designer feature, where you build complex interactions without leaving a single screen. Learn what makes it different from the transition editor.
- **Building Stateful Interactions with Designer (22m)**
Create multi-state components inside Designer. You'll build a tab bar that highlights the active tab, animates content swaps, and responds to repeated taps.
- **Creating Dynamic Overlays and Popup Menus (25m)**
Layer overlays on top of existing screens. Build dropdown menus, action sheets, and tooltip popups that appear and dismiss with smooth animations.
- **Building Modal Dialogs with Background Dimming (22m)**
Create modal dialogs that dim the background, block interaction with the underlying screen, and animate in from the center or bottom of the viewport.
- **Sticky Elements: Headers, Footers, and Fixed Navigation (20m)**
Pin elements to the top or bottom of the viewport so they stay visible during scroll. Covers sticky headers, fixed tab bars, and floating action buttons.
- **Tab Bars and Multi-State Navigation Patterns (22m)**
Build a fully functional bottom tab bar with active state indicators, content switching, and cross-fade transitions between sections.
- **Integrating Sound Effects into Prototypes (18m)**
Attach audio feedback to interactions. Learn how to add click sounds, notification tones, and success chimes that play during preview and screen recordings.
- **Adding Haptic Feedback for Mobile Experiences (15m)**
Trigger haptic vibrations on supported devices when users interact with your prototype. Covers light, medium, and heavy haptic types and when to use each.
- **Building a Login Flow with Input Validation States (28m)**
A real project: prototype a login screen with email/password fields, loading spinners, error messages, and a success transition to the home screen.
- **Creating a Checkout Process with Conditional Steps (32m)**
A full checkout flow prototype. Includes address entry, payment method selection, order summary, and conditional paths based on user choices.
- **Animating Loading States and Skeleton Screens (22m)**
Build loading indicators, shimmer placeholders, and skeleton screens that give users visual feedback while content loads. Covers looping animations and auto-advance.
- **Building a Complete Interactive Prototype: App Onboarding (35m)**
Put everything together in a full onboarding flow. You'll create swipeable pages, animated illustrations, skip logic, and a smooth transition into the main app experience.

Advanced Workflow and Export

- **Organizing Large Prototypes with Groups and Subgroups (18m)**
Keep complex prototypes manageable by grouping related screens, using color labels, and structuring your canvas like a design system, not a sprawl.
- **Using Markers to Navigate Complex Projects (15m)**
Place markers on your canvas to jump between key sections. A simple feature that makes a real difference when your prototype has 30 or more screens.
- **Naming Conventions and Layer Organization Best Practices (12m)**
Establish a naming system for layers, screens, and components that scales as your prototype grows. Includes templates you can copy into your own projects.
- **Setting Up Flinto Cloud for Team Collaboration (18m)**
Upload prototypes to Flinto Cloud, manage access permissions, and set up shared project spaces so your team can view and comment in one place.
- **Sharing Prototypes and Collecting Feedback (15m)**
Generate share links, embed prototypes in Notion or Confluence, and set up a feedback loop where stakeholders can comment on specific screens or interactions.
- **Managing Version History and Iterations (12m)**
Track changes across prototype versions. Learn when to duplicate versus overwrite, how to label iterations, and how to roll back if something breaks.
- **Exporting Prototypes as Video Files (15m)**
Record your prototype as a video for presentations, case studies, and social media. Covers resolution settings, frame rate, and which interactions translate best to video.
- **Creating Animated GIFs for Documentation (12m)**
Export short interaction clips as GIFs for design specs, README files, and Slack conversations. Includes tips on file size and looping settings.
- **Generating Live Share Links for Stakeholder Review (12m)**
Create interactive links that stakeholders can open on their phones or browsers. Covers QR code generation, device compatibility, and offline access.
- **Preparing Prototypes for Developer Handoff (22m)**
Package your prototype so developers can inspect interactions, timing values, and animation curves. Covers annotation strategies and spec documentation.
- **Documenting Interactions and Animation Specifications (18m)**
Create written specs that describe each interaction: trigger, animation properties, duration, easing, and fallback behavior. Includes a downloadable spec template.
- **Common Prototyping Problems and How to Fix Them (22m)**
A troubleshooting guide covering broken transitions, mismatched layers, performance lag, and export artifacts. Based on real issues designers run into with Flinto.
- **Building a Portfolio-Worthy Prototype from Start to Finish (32m)**
A final project that ties the entire course together. You'll plan, build, polish, and export a complete interactive prototype ready for your design portfolio or case study.

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](#)