Course Syllabus

Figma

FROM SCRATCH TO ADVANCED

Wireframe

Prototype

BECOME MASTER IN Prototyping using Figma

OFFLINE & ONLINE

WEEKDAYS & WEEKENDS

FREE DEMO SESSIONS AVAILABLE

LEARN FROM
PROFESSIONAL TRAINERS

NEW BATCHES STARTING SOON

ADMISSIONS OPEN

Why TGC?

Learn professional UI/UX design, interactive prototyping, and responsive layouts.
Get trained by experienced designers with backgrounds in web, mobile,and product.
Project-based learning focused on real-world apps,design systems, and workflows.
Build a professional portfolio and prepare for careers in top design studios,compnies.

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FIGMA
UI/UX DESIGN

Course Syllabus

Modules	Module Description	Outcomes
Introduction to Figma & Design Foundations	Getting Started with Figma Shapes, Frames & Grids Colors, Typography & Styles Working with frames, artboards, & layout grids	Create a basic homepage layout with frames, color, and text styles
UI Components & Design Systems	Components & Variants Auto Layout Design Systems Introduction	Build a mini component library with buttons, cards, inputs, and nav bars
Wireframing, UI Design & Mobile Mockups	Wireframing Techniques Designing a Mobile App Screen Web Page UI Layout Footer and mobile breakpoints	Create a 3-page mobile app mockup and 1 landing page wireframe
Prototyping, Animation & Collaboration	Prototyping Basics Micro-Animations & Smart Animate Sharing, Comments & Versioning	Prototype a 3-page app interaction with transitions and hover states
Final Project & Portfolio Prep	UX Brief & Project Planning High-Fidelity UI + Prototype Project Review & Portfolio Upload	Design and prototype a functional multi-screen app or website with full interaction and UI components