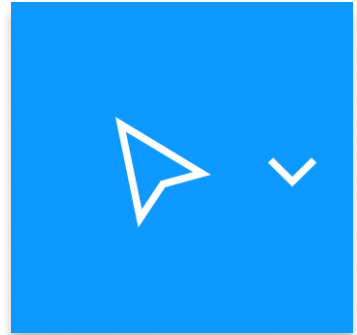


Figma Tool cheatsheet!

Move Tools.

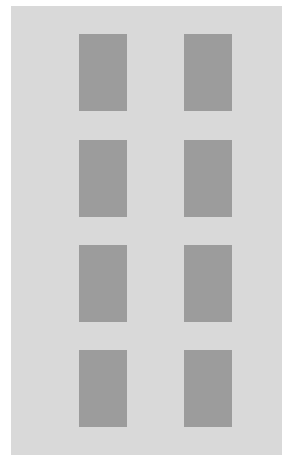
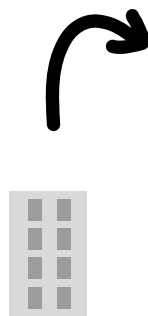
Select (v)

This tool selects something, allowing you to edit the properties of the item and transforming it to whatever size you want!

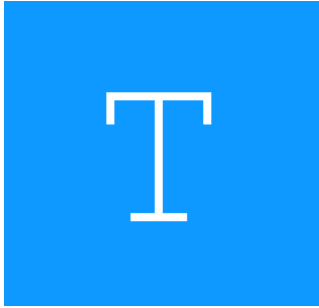


Scale (K)

Sometimes, we don't just want to manipulate the size of the object, we want to scale *everything*. This means the border of an element, the font size, etc.



Misc.



Text (T)

You can use the text tool to create, well, text! You can edit the font, font weight, font type, font size, and a myriad of other things in the right sidebar.



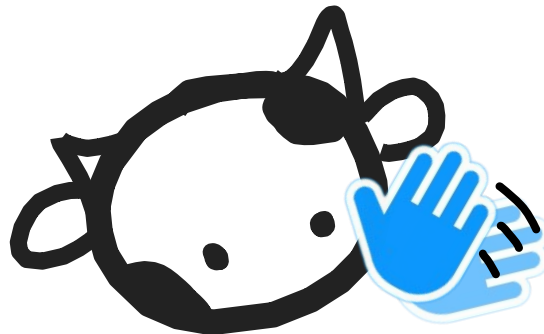
Hand (H)

You can use the hand tool to pan around the canvas.

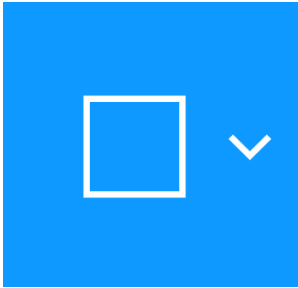


Comment (C)

You can use the comment tool to leave comments on different areas of the design for your teammates (if you have them) to see.



Shape Tools.



Rectangle (R)

Creates a rectangle. You're free to edit the width/height of the rectangle in Select mode or in the right sidebar!

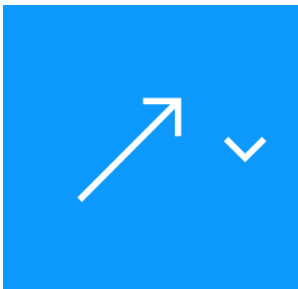
Hold `Shift` while scaling to keep it a perfect square.



Line (L)

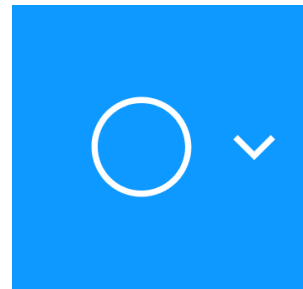
Creates a line. Similarly, you can edit its properties in the right sidebar or with the select tool.

Hold `Shift` while scaling to snap the line to each of the eight cardinal directions.



Arrow (Shift + L)

Creates a arrow. Figma offers a variety of arrow ends/ decorations to use, you can find them in the right sidebar. Other than that, it functions the same way as a line.

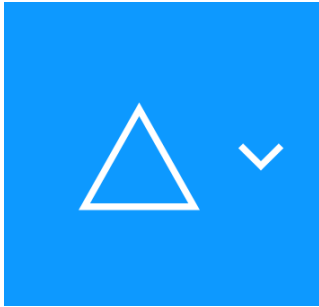


Ellipse (O)

Creates an ellipse. It has all the same properties of a rectangle except for border radius.

Hold `Shift` while scaling to make the ellipse a perfect circle.

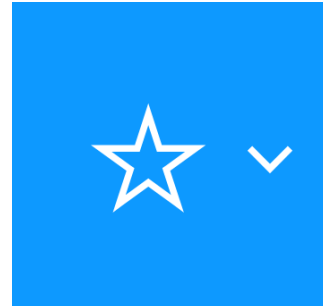
Shape Tools.



Polygon

Creates a polygon. By default it's a triangle, double click and adjust intermediate points between lines to add corners.

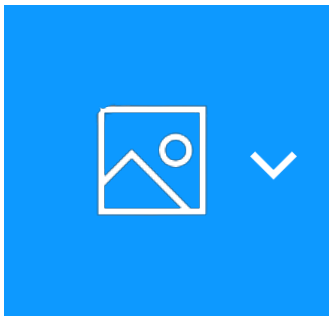
Hold `Shift` to retain dimensions of the polygon while scaling.



Star

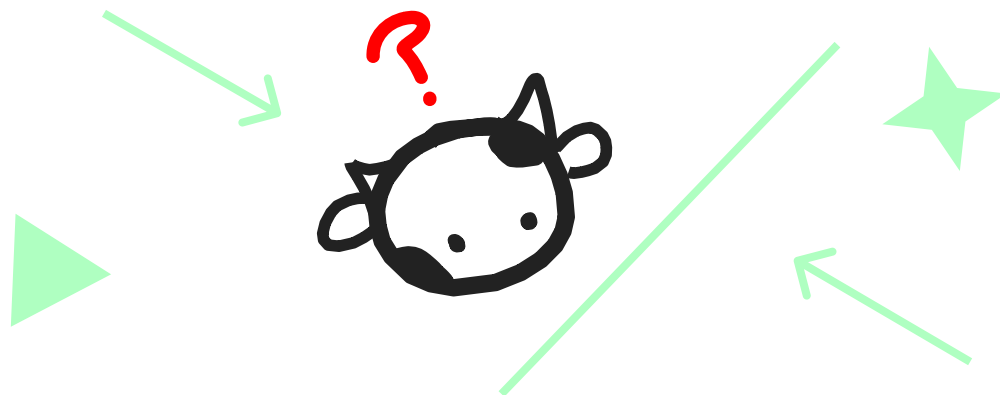
Creates a star. You can edit the number of angles the star has and the degree of each angle in the right sidebar.

Hold `Shift` to retain dimensions of the star while scaling.



Image/Video (Ctrl + Shift + K)

Opens your file manager to insert a video or image file into your project. Dragging and dropping into the browser window also works.

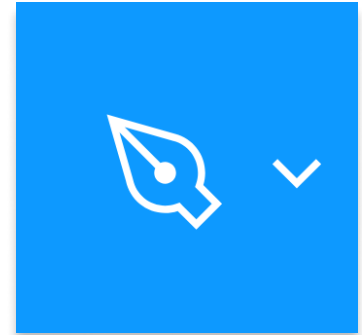


Creation Tools.

Pen (P)

You can create vector networks with pens comprised of lines and Bezier curves. In the Pen properties, you can edit your vector network, fill closed regions, and edit the style of the line.

Hold `Shift` to retain the dimensions of the vector network while scaling.



Pencil (Shift + P)

You can create free-form vector sketches using the pen tool. If you're familiar with markers in art programs, the pencil will be very similar. You can edit thickness and color in the right sidebar.

Hold `Shift` to retain the dimensions of your free-form sketch while scaling.

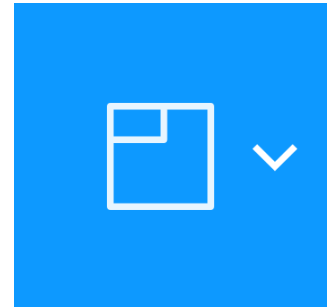


Region Tools.



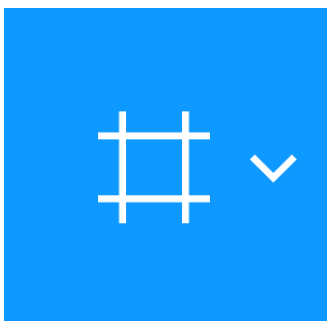
Slice (S)

You can use the slice tool to select an area of your design that you can export to an image. We won't be needing it in this jam.



Section (Shift + S)

This organizational tool helps you section off certain areas of the canvas! I mostly use them for file organization.



Frame (F)

With this tool, we can create frames for different sections/pages of our design.

