



Figma To Storyboard

Figma Design Structure for Import into Storyboard

In Storyboard the appearance of the UI after using the Figma file import feature will depend on properties and attributes that are set from Figma. The content and organization of a Storyboard project can vary depending on the preparation of the Figma file prior to import.

Figma Design Requirements

Figma design files must be hosted within a Figma Team. To import a design file from Figma, the Team Link/ID and an Access Token are required. Local copies of a standalone Figma files (.fig) are not able to be imported.

Application Model Hierarchy

Understanding the Storyboard Application Model Hierarchy will help users decide how to name and organize content in Figma to better control how a Storyboard application comes together when using the Figma import feature.

Figma content names and organization will dictate the name of model elements like Layers, Groups, Controls and all the image file names in the project image directory. How content is named can also control how it is placed with the Application Model.

Naming Requirements

Model elements must be named using an alpha-numeric format. The naming of model elements can be done using combinations of “Aa-Zz” “0-9” and “_”, the underscore character. How content is named in Figma will be maintained when it is brought into Storyboard. When duplicate naming occurs, controls and files in the project image directory will then include numeric values with the name, e.g., “image.png” “image1.png” image2.png”

Below demonstrates how the Figma file comes together as a Storyboard project after import.



Naming Conventions

The importer will organize Figma content according to special naming conventions that have been assigned and place items within the Application Model accordingly. Important naming conventions:

name_layer

Figma groups or components named with `_layer` at the end will import to Storyboard as a layer. Content within these folders will import as project elements within that layer such as groups and controls. All Storyboard groups and controls cannot exist outside of a Storyboard Layer

name_group

Figma group or components named with `_group` at the end will import to Storyboard as a group. Any content within these groups will import as controls within that group.

name_control

Figma groups or components named with `_control` at the end will import to Storyboard as a control. Content within these groups will import as text, image, or fill render extensions of that control.

name_up and name_down

Naming a Figma layer ending with `_up` directly above another layer with the same name ending with `_down` will create a control that behaves as a button. The control will be assigned events and actions and given an image variable that will work as an interactive button control upon import to Storyboard.

Naming Convention Deviation

Within the Figma node hierarchy, content that is not placed within a parent group folder using the `_layer` naming convention will be assigned to a Storyboard layer that's automatically generated. Storyboard Layers that are automatically generated will be assigned default names, "Layer" "Layer1" "Layer2" etc.

Common Figma Elements

Content from Figma like text layers, image layers, and rasterized vectors will import to Storyboard as individual controls when they are not part of a group folder. Text layers from Figma have the option to import as controls with image or text render extensions. Group folders and layers that are empty in Figma will be discarded.

Layer Consolidation

The import process will detect Figma groups that become layers that are identical to each other and will consolidate them into one layer reference with multiple layer instances in the imported application. For this to occur, the Figma groups in question must be truly identical, including their properties in all their sub content.

Sub Group Folders

Figma group folders that contain additional group folders need to follow the Application Model hierarchy. Layers, Groups, and Controls cannot contain model elements of the same type.

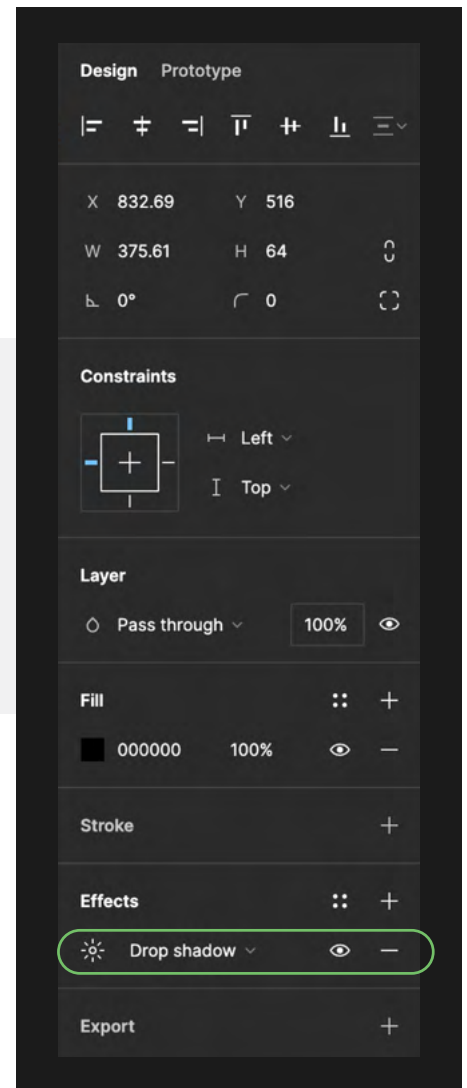
Transparency

Figma layers that use a percentage of opacity will import to Storyboard with that opacity translated to an alpha value. Note: Controls and Groups in Storyboard do not have alpha. Because of this, if any Figma groups representing Controls and Groups are given opacity, this will be calculated into any render extensions created on that object instead.

Figma Effects

Figma effects such as blur and drop shadow are supported on render extension level nodes only. These will import as image render extensions. Any effects that appear on a Figma node that translates to another Storyboard object like a layer, group or control are not supported and will not appear when imported.

Note: Effects on a Figma layer can change the render bounds of that layer beyond what the properties of the layer show. For example, a fill with a height of 40px that uses a 5px drop shadow effect below will result in a control that is 45px in height that will include the drop shadow as part of the container size to prevent clipping. If you have effects on a layer, be aware of their bounds and make sure that they fall within the boundary of the root frame. The root frame can clip the bounds of an effect layer and in some cases, this can cause the resulting control or render extension to be positioned incorrectly on import.



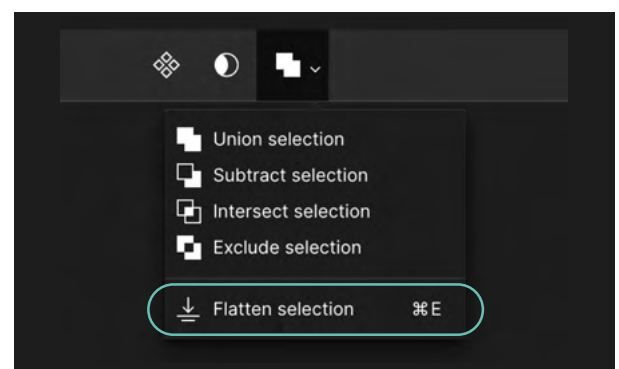
Visibility

Figma groups representing Layers, Groups and Controls that are hidden will still have their content import into Storyboard, and the resulting object will be hidden in Storyboard as well. There is an option during import to omit hidden layers from being generated in Storyboard.

Note: Frames in Figma (which become screens) that are hidden will still import as screens, since there is no analog for visibility of a screen in Storyboard. Be aware not to hide content in a Frame that's hidden, since it will be imported.

Boolean Groups

Boolean groups (unions, subtractions, intersections and exclusions) in Figma are not supported, and will be skipped when imported into Storyboard. You can rasterize Boolean Groups into a Vector using the Flatten selection action.



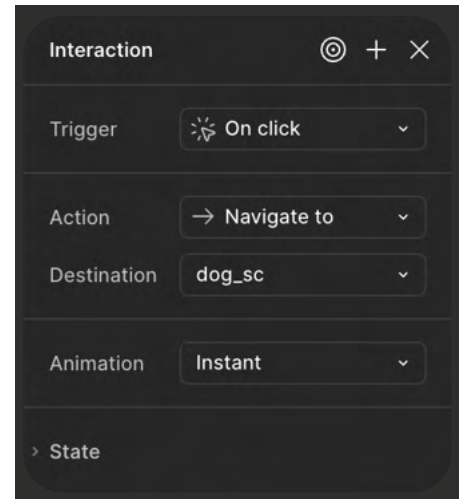
Unique Properties

The following Figma UI elements are not supported and may not import correctly:

- Mask Groups
- Blending Modes
- Transforms applied to text layers

Screen Transition Actions

You can use a Figma prototype to define a screen transition that will be imported automatically. If a prototype is defined on a particular node with the action 'Navigate to' and a valid screen is selected, the screen transition action will be created in the Storyboard app.



Lists

Text configured as a list in Figma will be imported into a Rich Text render extension in Storyboard, maintaining the list formatting (bulleted or numbered).

