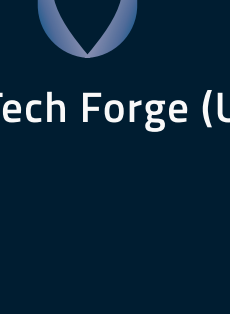


UNIFIED TECH FORCE (UTF) BOOTCAMPS



U-Tech Forge (UTF)

Interactive Animations
(Figma Prototypes)

"UI experience Needed"

Bootcamp Curriculum

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Curriculum Version 1.0

Bootcamp Overview	Interactive Animations Curriculum
<p>Target Audience:</p> <ul style="list-style-type: none">This bootcamp is designed for UI/UX designers wanting to upskill in interactive animations and prototyping in Figma <p>Prerequisites:</p> <ul style="list-style-type: none">UI experience requiredNo coding experience required <p>Duration:</p> <ul style="list-style-type: none">6 weeksMonday - Friday (5pm-7pm WAT)/ (4pm-6pm UTC) <p>Format:</p> <ul style="list-style-type: none">Live classes and educative webinars including recorded sessionsHands-on assignments and real world projectsOne-on-one mentorship/career coachingPortfolio development (5 live portfolio projects) <p>Outcome:</p> <p>By the end of the bootcamp, participants will master key animation and prototyping skills through real-world projects to augment their UI/UX portfolio. They will confidently present their work in interviews and be equipped to pursue UI/UX roles, with the tools and knowledge to advance in their design careers.</p> <p>Certification:</p> <p>Upon successful completion of the bootcamp, participants will present their portfolios for review by instructors and receive a certification from U-Tech Forge (UTF)</p>	

Learning Modules	Interactive Animations Curriculum
<p>The following modules have been designed to take you through the essential concepts and practices of interactive animations and prototyping in UI/UX design. Each module focuses on a key area of interactive animations, progressively building your skills from fundamental principles to advanced techniques. Throughout the bootcamp, you'll engage in hands-on projects and use industry-standard tools to create a strong foundation for your career in design.</p>	
Module 1: Foundations of Figma Animations	
<p>Week 1:</p> <ul style="list-style-type: none">Introduction to Figma's prototyping tools.Understanding animation principles: Easing, Timing, and Transitions.Setting up Frames and Components for animations.Simple transitions: Screen-to-screen navigation. <p>Practice : Create a basic prototype with screen transitions.</p> <p>Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)</p>	
1	

Learning Modules	Interactive Animations Curriculum
Module 2: Button Animations (Hover and Click States)	
<p>Week 2:</p> <ul style="list-style-type: none">Creating button states: Default, Hover, and Active.Hover effects: Color changes, scaling, and shadow effects.Click interactions: Scaling, ripples, and feedback animations.Layering multiple interactions. <p>Practice : Design a functional button with hover and click states</p> <p>Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)</p>	
2	

Learning Modules	Interactive Animations Curriculum
Module 3: Flip Card Animations and Scaling Effects	
<p>Week 3:</p> <ul style="list-style-type: none">Using auto-layout for card designs.Creating a flip card effect using prototyping connections.Scaling animations for emphasis: Expanding and shrinking elements.Practical use cases for flip and scaling animations in UI <p>Practice : Build a card with front and back states, incorporating scaling transitions.</p> <p>Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)</p>	
3	

Learning Modules	Interactive Animations Curriculum
Module 4: Sliding Animations (Infinite and Normal)	
<p>Week 4:</p> <ul style="list-style-type: none">Basics of sliding animations: Left-to-right and top-to-bottom.<ul style="list-style-type: none">- Creating infinite slides using looped prototypes.- Combining sliding animations with easing for natural effects.- Real-world applications: Carousels, galleries, and menus.- Practice: Create a functional image carousel with infinite sliding. <p>Practice : Create a functional image carousel with infinite sliding.</p> <p>Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)</p>	
4	

Learning Modules	Interactive Animations Curriculum
Module 5: Scroll and Drag Animations	
<p>Week 5:</p> <ul style="list-style-type: none">Using scroll groups in Figma.Adding sticky headers and parallax effects.Creating drag animations: Horizontal and vertical movements.Designing drag-and-drop interactions for prototypes <p>Practice : Build a prototype with scrollable content and drag-enabled elements</p> <p>Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)</p>	
5	

Learning Modules	Interactive Animations Curriculum
Module 6: Advanced Interactive Prototyping	
<p>Week 6:</p> <ul style="list-style-type: none">Nested animations: Combining multiple interactions in a single prototype.Designing micro-interactions for enhanced usability.Troubleshooting common issues in animations.Advanced use cases: Animated app onboarding screens or web layouts. <p>Practice : Develop a complete prototype incorporating animations from all modules</p> <p>Mon-Friday (5pm-7pm WAT)/(4pm-6pm UTC)</p>	
6	

Bootcamp Deliverables and Reference Guide	Animations Curriculum
Bootcamp Deliverables	
<p>Bootcamp Deliverables:</p> <ul style="list-style-type: none">Fully developed job-ready portfolio with with advanced animation and prototyping skills augmenting UI/UX case studies, and personal projects (Portfolio websites, mobile and web applications)Final collaborative capstone project showcasing end-to-end design skillsUTF course certificationResume and LinkedIn optimized for UI/UX design rolesJob interview preparation and guidance as well as networking tips (Active Tech Community)	
Reference Guide	
<p>Books:</p> <p>Exclusive access to carefully curated books for bootcamp members.</p> <p>Online Resources:</p> <p>Premium online resources are available exclusively to bootcamp members.</p>	
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