



# EQUIPMENT EVALUATION

## Abstract

Comparison of User Interface Design Applications, Sketch and Figma.

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## 1. Introduction

In the course of working with Clear Solutions on new equipment upgrades I have discovered the need for you to become aware of this software equipment, Figma. Figma is an interface design application that runs in the browser that can be used with MacOS and Windows operating system. Figma gives the user all the tools needed for the design phase of the project, including vector tools which are capable of fully-fledged illustration, as well as prototyping capabilities, and code generation for hand-off. Figma can be used on any operating system.

Currently, Clear Solutions is using Sketch for the interface design. Sketch is a digital design app for MacOS. Sketch is beneficial for the current uses of UI, mobile, web and even icon design, but Figma allows for Clear Solutions to do much more in terms of their interface designing.

I have compiled a comparison of Figma and Sketch through building a simple blog about burritos. In this report, you will be able to see the clear benefits of why Clear Solutions should make the switch from Sketch to Figma.

The three criteria that makes Figma beneficial for Clear Solutions are: stock typography; page layout; and plugins.

## 2. Methodology

I have used both applications to complete a simple blog about burritos to showcase the benefits of switching to Figma.

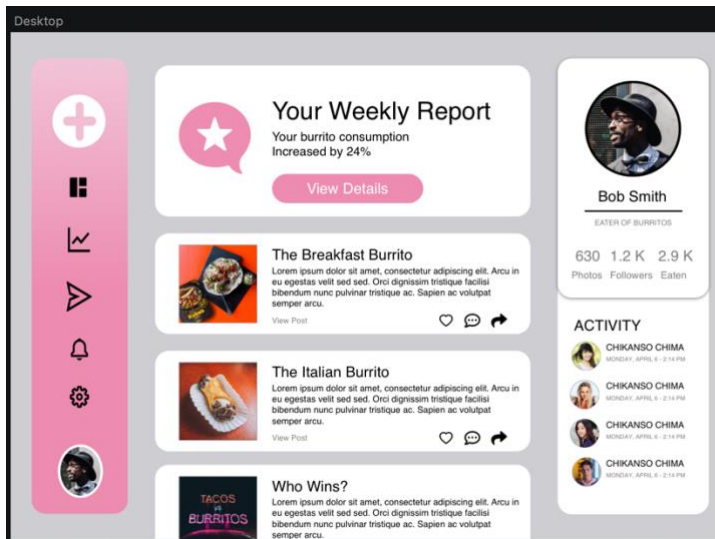
I built the blogs from the bottom up to allow for the full experience between the two apps.

The guidelines I used were as follows:

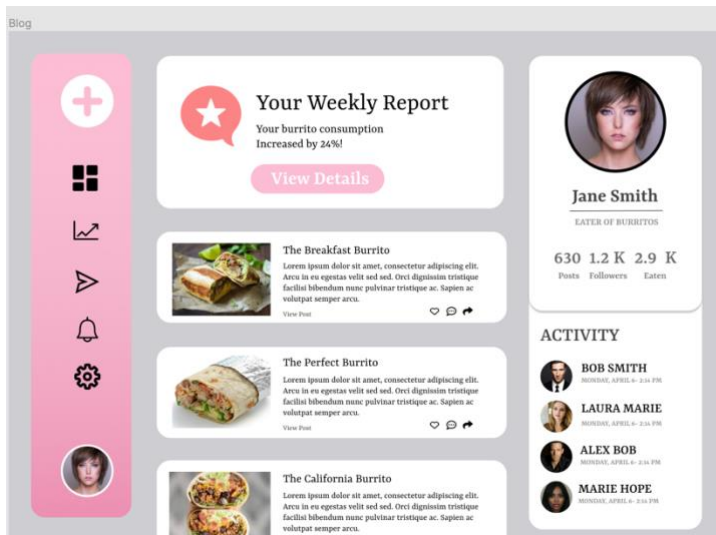
- Typography
  - Use only stock font
- Plugins
  - For icons, profile photos, and text fill
- Page layout
  - The page layout must include a navigation bar, activity feed, newsfeed, and recent posts.

## 3. Results

Using both apps, I have completed two blogs. Sketch (Figure 1) took me 2.5 hours to complete, while Figma (Figure 2) allowed me to complete the project in 1.5 hours.



**Figure 1.** Screenshot of the blog created with Sketch.



**Figure 2.** Screenshot of the blog created with Figma.

## Typography

Using only the stock fonts, I wasn't able to stay consistent with the typography within each blog build. Sketch comes preinstalled with 648 free fonts, with an option to download 1,000 more fonts using a plugin. Figma comes with over 900 preinstalled fonts and add a plugin to create a custom font.

The stock build I used a font called Helvetica Neue; see figure 3, for all typography, but changing the weight and sizing for corresponding areas. Helvetica is a Sans Serif font.

Helvetica Neue 25 Ultra Light  
Helvetica Neue 35 Thin  
Helvetica Neue 45 Light  
Helvetica Neue 55 Roman  
Helvetica Neue 65 Medium  
**Helvetica Neue 75 Bold**  
**Helvetica Neue 85 Heavy**  
**Helvetica Neue 95 Black**

**Figure 3.** Styles of Helvetica Neue.

In Figma, I used the stock font, Rasa; see Figure 4. Rasa is a Sans Serif font provided through Google. I used Rasa for all typography and changed the weight and sizing throughout the project.

**Rasa Light-25**  
**Rasa Regular- 35**  
**Rasa Medium- 45**  
**Rasa SemiBold- 55**  
**Rasa Bold- 75**

**Figure 4.** Styles of Rasa

## Plugins

I was able to find one plugin that was shared between each application, Iconify. Iconify has over 50,000 icons that can be imported into a document as vector shapes, while allowing for complete customization.

### Figma Plugins

- UI Faces- generates random avatars
- Iconify- customizable icon vectors
- Lorem Ipsum- fills text layers with dummy text.

### Sketch Plugins

- Iconify- customizable icon vectors
- Unsplash- insert images for commercials and personal projects
- Content Generator- create dummy data such as avatars, names, and geo location data, etc.

## Page Layout

The artboard size used with each app was the desktop version. When adding the main artboard page, Figma used the dimensions of 1440 x 1024, which is the typical webpage size for a desktop. While creating the artboard with Sketch, the standard dimensions created for desktop were 1024 x 1024. I had to go in and adjust the sizing of the artboard to ensure correct sizing.

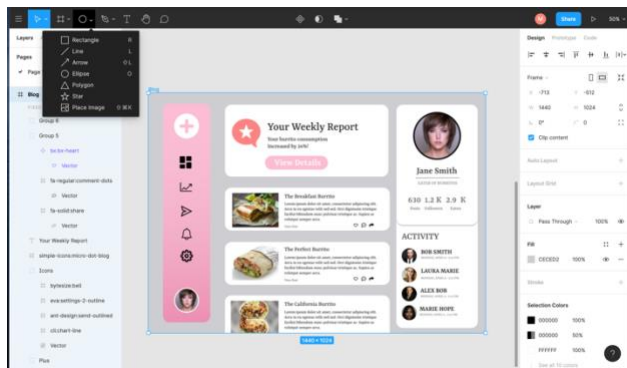
When ensuring page harmony, using the option key on MacOS allowed for me to see pixels of an object from another object.

## 4. Discussion

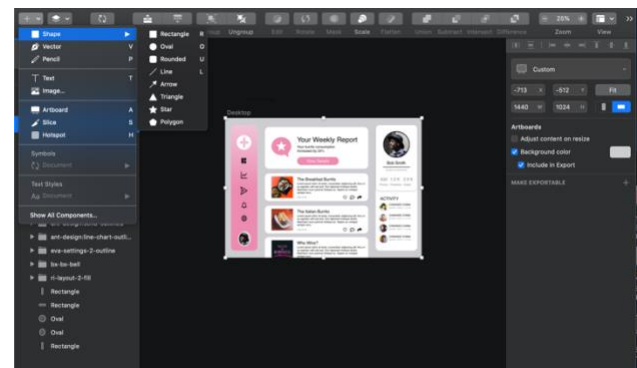
Overall, Figma was much easier to adjust to. Sketch took a little more time adding plugins and inserting data. Figma, because it is a web based app, adding plugins is as simple as one click to their data library; however, Sketch needs the user to download plugins from the web to the app on the computer, taking more memory space on the hard drive and adding more time to add a plugin.

Figma also has a better library of stock fonts, allowing for me to not have to add more fonts for the project. Sketch doesn't come stocked with as many fonts, and when adding more fonts, I would have to search the web for the font and purchase the domain for the font.

The page layout for both apps are similar. The key tags for adding elements are the same as well. The assets panels a very similar. See Figures 5 and 6.



**Figure 5.** Screenshot of Figma assets panel and key tags for elements.



**Figure 6.** Screenshot of Sketch assets panel and key tags for elements.

## **5. Conclusion**

Designers have their personal preferences of which design applications to use; Figma is beneficial for Clear Solution to enhance their designs.

Figma adds a level of simplicity in the UX/UI design realm that could only benefit a company like Clear Solutions.

Figma is easy to learn and use, along with being fast and intuitively responsive for a designer to use.

Although Sketch is a reliable app for MacOS users, Figma allows for Clear Solutions to use both MacOS and Windows operating systems which increases usability between designers and developers.

## Resources

1. <https://webdesign.tutsplus.com/articles/what-is-figma--cms-32272>
2. <https://www.figma.com/>
3. <https://webdesign.tutsplus.com/tutorials/what-is-sketch-and-who-is-it-for--cms-29832>
4. <https://webdesign.tutsplus.com/articles/what-is-figma--cms-32272>
5. <https://www.sketch.com>
6. Johnson-Sheehan, Richard. Technical Communication Today (p. 19). Pearson Education. Kindle Edition.